Entertainment
Collection

⊘GALACTICOMM

	< destination page >	the "GO" command. Save the new page. (You've
	< Enter >	just created a new menu page, and now we're going to change it into a module page.)
6.	< Esc >	Escape out of editing the parent menu page.
7.	< right arrow >. < down arrow >,..	Use the arrow keys to point to the new menu page that you created (it will appear white on color screens).
	< Enter >	Hit < Enter > to bring up the new menu page for editing.
8.	< down arrow > < Enter >	Change the menu page into a module page.
	< GO command specs >	
	< module name >	Choose the module name from a list of modules by scrolling up and down and hitting < Enter >
	< Enter >	Leave the command string blank for now. This will cause your module page to bring up a sub-menu of services when users select it online.
	< Enter >	Save the new module page

Repeat steps 3-8 for each module in the Entertainment Collection so that each of them has a place on your menu structure.

| 9. | < F10 > | Exit Menu Tree Design |

Testing the Entertainment Collection online services:

| 10. | 5 = GO | Bring up the BBS |
| 11. | < F7 > SYSOP ... | Log on locally as the Sysop user, and select the new services online from the appropriate menu |

Now you've installed, assembled, and tested your new Add-on Option.

Features

- Androids!: a real-time, multi-player game using ANSI escape sequences to provide arcade-like play action for up to 6 players at once (in a playfield you can configure.).

- FAZUUL: a real-time, multi-player "text adventure" game.

- Super Lotto: your users can purchase "lotto" tickets to win free online time for your system.

- Super Nova: battleship type game where a user can play against the computer or another user.

- Hangman's Secret Cove: user must guess the word, letter by letter, before they hang.

- The Teleconference Link-Up, with Action:
  - link multiple Galacticomm teleconferences together over the phone lines
  - an "action" mode for vivid and dramatic communications with other users (with an easy way for you to create your own action list!)
  - shorthand methods for all commands
  - an editable teleconference "profile" for each user, so that their normal settings for PAGE ON/OFF/OK, private channel topic, and so forth are automatically restored each time they log on
  - Sysop-settable entry messages and exit messages for users.
  - Poker, Blackjack, and Tingo (teleconference bingo).
  - Create TeleSysops -- helpers who can post credits and knock off abusive users.
  - Generic Action Command -- grant certain users the privilege of generating spontaneous action messages.

- Flash game support! This is a class of games where most of the processing takes place on user systems, allowing a faster and more complex user interface than a centralized game. The first such game available was Flash Attack, a real-time multi-player tank game with multiple tanks, bases, guns, mines, intercom, blockades, lasers, and neutron bombs. Flash Chat is a 6-user chat mode.

ANDROIDS!

The year is 2089. Humans have merged with machines to become the ultimate power of the known universe: ANDROIDS! The Androids stay fighting trim by playing a game in which "prizes" of different values appear at random at various locations within an enclosed playing area. The object of the game is to accumulate as many points as possible, both by beating your opponents to the prizes, and by "ramming" your opponents to take their points away. You may become invisible at any time, to avoid pursuit, or to ambush your opponents. Special high-voltage obstacles litter the playfield, and the border is made of duodenum alloy... points are deducted for colliding with any of these. "Top-Ten" listings include Total Points and Points Per Hour.

Androids! is the first real-time multi-player ANSI-graphics game developed for use with The Major BBS. Each player is represented by a letter (or sometimes a question mark) that moves around under that player's control, picking up "prizes" (represented by digits, question marks, or diamonds), and trying to "ram" the letters representing the other players.

Running over a prize adds that prize's value to your score, and makes the prize disappear. Similarly, when you ram into another player, points are subtracted from that player's score and added to yours (assuming the other player has any points to give you), and the other player is sometimes teleported to a random new location. Each time you collide with a wall or any of the obstacles in the playfield, you lose points.

If your system-type is IBM PC or compatible, then IBM extended ASCII characters are used to display the playfield. Otherwise, simple @-signs are used, although they may appear in different colors if your system has color-display capability.

This game creates huge amounts of interrupt overhead on the BBS system, so avoid using keystroke "macros" when playing the game. File uploading may also be affected during play.

Playing Androids!

After selecting Androids from your menu, the user is given a brief intro, and then offered the options:

```
Enter 'P' to play, 'T' for Top-Tens, 'D' for details, or 'X' to exit:
```

When you play the game through channel emulation at the master console, you will notice some "jerkiness" to the flow of the play action. That is, whenever somebody on the system kicks off some disk I/O, your console maybe frozen for a few seconds. Your modem or serial port users will never experience this -- the entire keystroke-handling portion of the game runs at interrupt-level, which means that the response to a key hit on the part of a remote user is practically instantaneous. Only at the local Sysop console or across networks do you see the "jerkiness".

Top-Ten listings are maintained in two categories: total points, and points-per-hour. This is because total points achieved can be arbitrarily high, if a user is willing to stay on long enough. So in a sense, a top rating in points-per-hour is a better indicator of game skill, whereas total points measures perseverance. The top-ten listings are stored in the file ANDROIDS.T10, which is created empty if it does not exist when the BBS comes up for the first time (note: to clear the top-ten listings, just delete this file).

Configuring Androids!

The following factory default options for Androids may be changed by bringing your BBS down and selecting Configuration options from the Introductory Menu of The Major BBS:

Option	Description	Default
RAMPTS	Number of pts transferred when a player rams another	5
PTSDED	Number of pts deducted when a player hits an obstacle	10
BDRTB1	Maximum number of players if any are at 300 baud	0
BDRTB2	Maximum number of players if any are at 1200 baud	2
BDRTB3	Maximum number of players if any are at 2400 baud	4
BDRTB4	Maximum number of players if any are at 4800 baud	6
BDRTB5	Maximum number of players if any are at 9600 baud	6

| BDRTB6 | Maximum number of players if any are at 19200 baud | . . . 6 |
| BDRTB7 | Maximum number of players if any are at 38400 baud | . . . 6 |

The reason for BDRTB1 through BDRTB7 may not be immediately apparent: The ANSI sequences kicked off by a single user keystroke can get quite lengthy, so a low-speed user will quickly experience buffer overflow. Also, the more users there are in the game at one time, the faster each one's baud rate must be, since there will be more activity showing on every user's screen. The purpose of the BDRTBx parameters is to allow you to control the maximum number of players admitted to the game, as a function of the minimum baud rate of any of them.

The default settings of the BDRTBx parameters may be overly "lenient", in that they let more players into the game than a given baud rate can really support. Please understand that this is not a limitation of the Androids game, but rather a limitation inherent in the baud rates, together with the inefficiency of the ANSI standard. This game may be a little "ahead of its time", in that to really hum it should be played at baud rates of 9600 and up.

Playfield Editing

You can also modify the playfield to include different sizes and shapes of obstacles, or to contain a different initial distribution of prizes, or even to extend the width of the playfield horizontally, if desired. The playfield is the first offline Text Block under GALDROIDS.MSG, and can be edited just like any other full-screen text. If you edit it, there are several things you need to look out for:

- Don't change the vertical size (number of lines) used; at least, don't increase it or there won't be enough room on the user's screen for a full six lines of score display.

- If you increase the horizontal size of the playfield then callers with 40-column displays will no longer be able to play... which may not be a problem for you, but you need to be aware of that.

- You can put as many digits as you like in the box to begin with, and they will be simply shuffled around during play. This is a way to give the game a radically different "character" with very little effort, just throw in tons of prizes (digits).

- Be sure not to leave blanks (ASCII 32) in the top border of the playfield, or your players will be able to wander off "into memory", which could crash your system. Blanks in the bottom border are special-cased, so that the name will display right.

- Use the IBM line/box-drawing characters to make mazes, passage-ways, interesting obstacles, etc., but make sure that any cell containing a blank can actually be reached from any other blank cell, or else the prizes will accumulate in areas which cannot be reached (except by one user ramming another!).

SUPER LOTTO

Introduction

Super Lotto is a game in which your users play to win extra time on your BBS system. The Sysop may define the parameters of the game which consists of:

- The range for each number on a ticket (1 through 32767).

- How many mumbers per ticket (1 through 8).

- The cost, in credits, for each ticket.

- The value for each ticket (the number of credits that go towards the pot).

- The minimum credits required to purchase a ticket.

- The pot roll-over amount if there are no winners (bonus credits added to the pot).

- The new-pot amount if there is a winner.

During the system cleanup, Super Lotto will pick a ticket of random numbers within the ranges the Sysop defined. If a user has picked the same numbers on their ticket (order does not matter) then they win the credits in the "pot". There can be up to 10 winners and the "pot" will be split up evenly between them.

Configuration

Here is the offline Security and Accounting option for Super Lotto:

```
LOTKEY    Key Required to play lotto . . . . . . . . . . . HOURLY
```

You may want to limit access to Lotto to certain users. If this is the case, fill this option in with the name of a key. Only users holding the key named in this option will be allowed to play Super Lotto. If you wish everyone to be able to play this game, leave this option blank.

Here is the offline Configuration option:

```
LOTMSV    Display Super Lotto messages at logon? . . . . . . . YES
```

You may want to display a banner at logon which shows the last numbers picked during the cleanup and the last winner(s), if any. Setting this option to YES will display this banner.

Here is the Sysop's Lotto menu:

```
            Super LOTTO -- Sysop Menu

            Tickets sold    : 2312
            Last winner     : Simon Teeter
            Last jackpot    : 73042
            Last numbers    :   1   3   0

            > Today's pot is 36000 credits <
```

```
NORMAL MENU                      SYSOP FUNCTIONS
===============================================================
? - for MENU                     1 - set digit range
I - Information about Lotto       2 - set digits to guess
P - Purchase a ticket            3 - set ticket price
L - List your tickets            4 - set ticket value
X - to exit to Main Menu         5 - set credits to play
                                 6 - set rollover amount
                                 7 - set pot reset amount
                                 8 - set or change the pot
                                 9 - list all tickets

Tickets cost 10 credits ==> _
```

SUPER NOVA

Introduction

YOUR MISSION: Destroy your opponent's galaxy before he destroys yours.

WEAPONS: You have at your disposal an unlimited supply of Hydroplasmatic Antimatter Destruct bombs which are capable of destroying entire planetary solar systems by causing their sun to go Supernova.

ACCOMPLISHING YOUR GOAL: Attempt to guess the sectors of your opponent's solar systems by entering the coordinates where you wish to detonate your H.A.D. bomb. If that sector contains a star, it will be destroyed along with it's planets. If the sector is empty, no activity will be detected. Each of you will take turns guessing the coordinates of your opponent's suns and the first to guess all of them will be victorious.

SCORING: Scoring is kept for each player and consists of the following:

- Games played

- Games won

- Games lost

- Total kills

- Rating (a function of games played times games won times kills)

- The highest rating possible is 100.0 and the lowest is 0.0.

Reset Scores

To reset the scores in Supernova you'll want to copy a new empty GALSNOVA.DAT file. This will reset ALL scores so be careful when doing this. The correct proceedure is to type the following line at the DOS prompt:

```
COPY GALSNOVA.VIR GALSNOVA.DAT
```

Configuration

GRDSIZ   Size of grid (default: 5x5): 5

Setting the grid size is very important for this game. The default setting is 5 which yields a 5 by 5 grid. If the size is too high like 10 or so, it tends to be a very long and boring game. You can set the size of the grid from 3 to 10.

```
NSTARS    Total number of stars each game?  . . . . . . . . . 5
```

The number of stars should be set to your taste. 5 stars on a 5 by 5 grid is just about perfect. We have found that a lot of times it is down to the very last star which decides the winner of the match. You can set the number of stars from 1 to 25.

HANGMAN'S SECRET COVE

Introduction

In Hangman, you try to guess a word a letter at a time. If you guess the word or all the letters you win. This is a little like Wheel of Fortune, but without Vanna White. If you give six wrong letters you lose and suffer at the hands of the hangman. Be careful to watch the letters you've guessed already because you can waste a letter by guessing it twice.

Before you're shown how many letters the word has, you have to wager "chips". Everyone starts out with 100 chips. As you wager and win or lose, your pot rises and falls. The top fifteen scores (see below) are maintained for all to see. You can also back out of a game at any time (type "*") and lose only half of your wager. This is a good idea when you've already made 5 wrong guesses and still aren't certain of the answer.

Configuration

```
HNGKEY    Key required to play Hangman  . . . . . . . . . NORMAL
```

You may want to limit access to Hangman to certain users. If this is the case, fill this option in with the name of a key. Only users holding the key named in this option will be allowed to play Hangman's Secret Cove. If you wish for everyone to be able to play this game, leave this option blank.

```
HNGCRR    Credits per minute consumed while in Hangman . . . . . 60
```

This is the number of credits that will be deducted from a user's account each minute while that user is within Hangman. If you wanted to charge an extra amount to players of Hangman you could set this higher than 60.

```
NTOPS     Maximum number of high scores to display . . . . . . 15
```

This is the number of high scores that you want to retain in the "Top Scores" listing for Hangman. Range for this option is 5 to 25 users.

```
NWRONG    Maximum number of guesses allowed . . . . . . . . . 6
```

This is the number of guesses that a user is allowed to make at a word until the game takes the wager, and ends that game.

```
MINBET    Minimum allowable bet . . . . . . . . . . . . . 10
```

This is the minimum amount of chips that a user can bet in one round.

MAXBET   Maximum allowable bet 1000

This is the maximum amount of chips that a user can bet in one round.

FAZUUL

BACKGROUND by Tim Stryker

FAZUUL is an outgrowth of my entire life's work. Having designed games of one sort or another since childhood, I was struck in 1977 by the fundamentally new and different possibilities inherent in multi-player games on multiple computer consoles. Some very special classes of game become possible when the game designer can make the assumptions, (a) that the players are able to make moves at any time, without taking turns, and (b) that the players are unable to see each others' displays.

I did some preliminary design work while still an undergraduate at Brown University on this concept, but it was not until 1979 and 1980 that Ken Wasserman and I developed a series of 2-player games, for 2 Commodore PET computers linked by a custom parallel cable. Out of this effort came "Real Time Stratego" (the Parker Brothers game but without turn-taking), "Real Time Black Box" (an obscure pattern-finding game), "Real Time Word Duel" and "Real Time Hangman" (the parlor games of the same names, but without turn-taking), and, ultimately, "Flash Attack", a tank and artillery duel that became quite popular among PET aficionados when Wasserman and I published an article titled "Multimachine Games" in the December 1980 issue of BYTE Magazine. The limitations of Flash Attack were woefully apparent, though: the need for two computers of a specific type to be in close proximity to one another; custom hardware requirements; and a game user interface that took considerable practice to master.

Fast forward to 1983, when a company called American Software Technology had just gone public. ASTK (its stock symbol) suddenly had lots of cash, and was looking to undertake innovative development projects with a high payoff potential. I proposed to them that I create a multi-player game that would eliminate the drawbacks of Flash Attack: it would operate on any computer with a modem, physical proximity would be immaterial, and the user interface would consist of plain English commands and responses (i.e. the classical "adventure game" arrangement, with a tip of the hat to Crowther and Woods).

The result opened for business on May 22, 1984, after 4 months of 80-hour workweeks on my part. The original FAZUUL was a harsh, forbidding world of intense dry heat and endless rolling sand dunes, abandoned by its previous denizens but strewn with the odd flotsam and jetsam of their technology. The aura I was trying to create was that of a stone-age person, suddenly placed in a modern-day city, complete with cars, telephones, etc. but without any people (besides other stone-agers, that is!). The players would have to grope their way around, finding out what devices do what, interacting with each other and trading information. They could fight with each other, go exploring together, bargain with and steal from one another, play mind games, whatever!

The game was a technical and (may I be so bold?) artistic success. It supported 46 simultaneous users at 300 and 1200 baud on the original 4.77 MHZ PC/XT, the one with the 10MB hard drive with 90ms access time. There was no BBS shell around it. It had its own dedicated user account management tools and operator interface. As soon as you logged into the system you were in the game... and the "credit" handling took the form of "crackers", which were purchasable on-line, using VISA or Master Card. I wrote a built-in interface for calling the purchases into our bank's credit-verification facility and obtaining approval codes automatically in real time, all from that same PC (a 47th line was used for the outgoing validation calls; a 48th was for a serial printer).

However, at $2.40 an hour (these were the days of $500 1200bps modems, remember), and, lacking the conceptual breakthrough of a "non-live" mode of operation, it was not a financial success. Only the well heeled could afford it, and the well-heeled in those days were largely unfamiliar with personal computers, much less modems. Our users were a motley assortment of dentists, jewelers, veterinarians, bankers and their children who for a variety of reasons became addicted to this bizarre non-sequitur of an entertainment medium. I parted company with ASTK in the summer of 1984, reluctantly leaving the copyright to FAZUUL in their hands.

The idea continued to reverberate around in my mind, though, and in July 1985 I founded Galacticomm with the help of my wife and two friends. I licensed the right to run a FAZUUL system back from ASTK for a fee of $500 per year. I terraformed the planet, replacing the desert with jungle, and added the Foon-Ball Emporium and the Hall of Umflungoo. I changed the device names, eliminated "limbo", and changed the object of the game from escaping the planet to just sort of socializing around. During our first year we operated the game variously as FAZUUL 9001 and FREEZUUL, while I developed an all-new set of underpinnings which eventually became The Major BBS.

Ongoing discussions about acquiring the rights to FAZUUL back from ASTK were not fruitful at that time, so Scott Brinker and I began to develop the basis of the Quest game series. After working with me closely on Quest for Magic, Scott wrote Quest for Sorcery, Quest for Sorcery II, and Quest of the Alchemists, all on the same basic game underpinnings. Time passed, and FAZUUL drifted out of the limelight. Meanwhile, Galacticomm continued to grow and prosper, winning new converts daily to its philosophy of flexible, expandable BBS software, with source code and a wide variety of add-on options available.

Then, in December of 1990, Yannick Tessier contacted me about acquiring the rights to FAZUUL from ASTK again. Various discussions ensued, the net result of which was that Galacticomm purchased the complete rights to FAZUUL from ASTK, at last.

I then spruced up the code, added comments, and cleaned up several aspects of it which fell badly short of Galacticomm coding guidelines (it was only my first C program of any size, after all). The result is in your hands: FAZUUL, updated for the 1990's, but with the original device names, "limbo", and game object of escaping the planet. I hope you and your users will enjoy it!

ONLINE HELP

Users may enter the word "help" (or just '?') at any time, which will display this message:

```
Help is available on the following subjects:

FAZUUL          (background info on FAZUUL)
talking         (how to talk, shout, etc.)
moving          (how to move around)
trading         (how to trade things with other players)
quitting        (how to exit from FAZUUL)
strategy        (a few hints)

To obtain help on any of these subjects, type "help <subject>". For example,
to learn how to move around, type "help moving".

help FAZUUL

You have arrived on FAZUUL, a lush pleasure planet discovered years ago by a
number of shipwrecked space captains.  At the time of its discovery, FAZUUL was
a harsh, forbidding world of intense dry heat and endless rolling sand dunes.
Now, however, through the miracles of kwish-age engineering, FAZUUL has been
transformed into a beautiful leisure paradise, fully equipped with all of the
essentials of the up-to-date resort planet.

Due to a quantum fluctuation of the void, however, the entire tourist mass
transit system on FAZUUL has been incapacitated.  Vacationers can beam in but
they can't beam back out!

Or can they?  As a marooned vacationer on this paradise planet, you and your
fellow marooned vacationers may be able to figure out the alien technology lying
around, pool your resources and knowledge, and find a way to escape.  Or, if
you like, you can spend your time playing the various Galactic games that have
been installed as part of the resort's facilities, such as Foon-Ball and
Umflungoo.  Or, you are free to just explore around, talk with other players,
fight with them, or whatever you like!

Type "help strategy" for some strategy hints...

help talking

You can talk to other players in your immediate vicinity by typing the word
"say", followed by whatever it is you want to say to them.  If you want your
voice to carry further, use "shout" or "yell".  Everyone within hearing distance
will hear you.

If you want to communicate privately with another player in your immediate area,
you can type "whisper to so-and-so", followed by your confidential message --
other players nearby will only know that you have whispered something, not what
it is you whispered.

help moving

You move around by telling FAZUUL the direction in which you want to move:
north, south, east, or west.  Sometimes, depending on the situation, other moves
will also make sense.  FAZUUL keeps track of the last five places you have
visited, and gives you the full description of the place only if it is not one
of these last five.  You may tell FAZUUL to always give you short
place-descriptions by typing "brief" (this may be undone by typing "nonbrief").

help trading

You can trade crackers, goods, services, and information with other players any
time you like, in any way you like.  Typing "give such-and-such to so-and-so"
will cause the item to be transferred to the player you specify, assuming that
(a) you possessed it in the first place, and (b) the specified player is in
your immediate area.  The item can be either a device you are holding, or a
count of crackers (for example, "GIVE 5 CRACKERS TO BEELZEBUB").  The terms and
conditions of any sale are entirely yours to work out with your co-conspirator.

help quitting

To quit FAZUUL, type "exit", or just "x".  Your player will be placed into
"hypospatial stasis", which means that you will vanish from the FAZUUL universe
but that your complete status will be saved, awaiting your return to the game.
Any objects you are holding go into hypospatial stasis with you, so that you
can pick up playing again right where you left off.

If you are lost in the jungle or something and merely wish to restart the game
afresh, type "restart" for further information.

help strategy
```

The original inhabitants of FAZUUL all perished thousands of years ago of biological causes, leaving behind odd bits and pieces of incredibly advanced technology. The technology takes the form of the various objects with strange names that you find lying around here and there. Since they are based on advanced alien technology, their various purposes may not be apparent to you at first, but by experimenting around with them you may find that some of them have amazing properties.

You can also assemble the objects together in various ways to make more complex and interesting devices (e.g. "ATTACH THE GWINGUS TO THE MONGOO"). These *combined devices can* then be further combined, and so on. A major portion of the information you will be trading with other players relates to which devices combine with which others, what they do when combined, how you activate them, the side effects they might have, and so on.

GAME PLAY

The whole point of a text adventure game is that users don't know, in advance, what "the rules" are. They have to figure out what their options are as they go along. This creates an unfolding, unbounded sense of discovery that is one of the primary appeals of the game.

FAZUUL supports an enormous variety of command verbs and objects that they can be applied to (see Appendices C and D). Users are encouraged to experiment with various combinations, in various contexts, to see what the results are. Sometimes they will form invalid notions of how things interact, but that is part of playing the game.

We don't recommend that you, as Sysop, give out any of the following information to your users. However, it is sometimes handy for you yourself to know how the game works, so that you can drop obscure hints from time to time, to spur users on to greater levels of game play.

Also, there are a few privileged Sysop commands and features that you may wish to make use of to increase the diversity and amusement value of the game to your users.

The basic layout of the city and its surroundings is shown in Appendix A. The numbers shown in each cell are readouts from the ceeveese. These numbers can also be used as teleportation destinations when holding the rebozo. (For information about game terms that may be unfamiliar, see Appendix B.)

After beaming down to the tarmac just outside the east gate (the square labelled 1 on the map), the player generally enters the city by moving east. The main level of the city, shown on the map as the area outlined in bold, offers amusements such as Foon-Ball, Umflungoo, and the Osmotic. Also, there is the Hall of Voices (303) in which a player can type "listen" to receive a series of hints. This generally gets things started.

Next, the vibrating cubicle (293) can transport the player to the "basement", where wonders such as the crystalline coils, the zleen machine, and the traset box are found. The strange floating globules in 337 vaporize any mongoos that the player may be holding, and the light in 338 dissolves some random item of his inventory. Opening the box on the wall in 349 usually causes a traset to drop out, which is a medium-level object capable of yielding, indirectly, any buildable object in the game.

At some point the player will figure out (or be told by another player) that the objects with the inscription "eggs are forever" are designed for use in the egg-shaped chamber (351) that is initially located just north of 346. Dropping a rukkle in the slot in this room moves the transporter (that whole room) to a position due west of corridor 290. Putting a snarp in the slot moves it to the east of the granfalloon/ribbenfratz lobby (330). A frakkle in the slot returns the transporter to its original location. (The transporter can also be summoned to any of these three locations by a user dropping a wigglesnort in the hexagonal slot in the wall that exists when the transporter is not present -- the description of the wigglesnort, of course, is that of a hexagonal coin-like object.)

Upon using the snarp, the player gains access to the granfalloon (331), which converts any object that "feels cold to the touch" into a higher-level object which can be investigated separately, or, can be dropped into the ribbenfratz (333), producing an "alien movie" in 332. These movies contain hints about how to build and use several very-high-level objects. Southward on this same level is an alien laboratory with several strange accoutrements.

At some point, a player will make the connection between the palt, the sepper, and the room with the Osmotic (299), all of which smell of ozone. Pointing the sepper at the east wall of this room causes it to dissolve; the palt reconstructs it afterward, if desired. Moving east through the new opening, players discover the grinfrazzitz (307), which can be used to make people drop what they are holding. Also in this vicinity are three chambers full of colored sparks, and -- just for laughs -- a roulette wheel.

While exploring the city, players will generally build up a body of knowledge about alien technology: what attaches to what to make what, and what the various devices do. Many of the objects give hints about other objects, or about specific paths in the jungle surrounding the city that lead to interesting places. Players are encouraged not to leave the city until they have built up a certain basis of this knowledge, since most locations in the jungle appear identical and it is easy to get lost.

In the jungle to the southwest of the city are a number of statues (104, 109, 113, 116) that recite weird poetry, now and again, when players talk in their vicinity. Another tourist attraction in this area is the freenish, which gushes a pale blue liquid for one minute, every half hour. Typing "drink liquid" when this happens has no immediate effect, but, starting one minute later, the user will experience four spontaneous "hallucinations" at one-minute intervals, the net content of which is a massive hint about the spark chamber component of the game solution.

Northwest of the freenish is a big thunderstorm, at the center of which resides the nofzinger. Users can find their way around in the jungle, by the way, using one of two methods: either (a) the classical adventure-game technique of dropping characteristic groupings of objects in each location, mapping out what leads to what by sheer brute force, or (b) using the ceeveese, a high-level alien technology object that provides a direct readout of the game cell number.

Scattered throughout the jungle are a variety of clues and red herrings. Standing on the platform in 77, for example, yields a vision of alien interstellar

transportation technology and its dependency on "coordinates", which are a vital component of the game-win solution. The spaceship in 262 and the plaque in 24 contain alien runic inscriptions which, once deciphered, yield helpful information. The various monoliths jutting up out of the ground here and there provide specific coordinate digits. The mongooosk in 152, and its triple sweenars, on the other hand, are just special effects. The same is true of the green cylinder (86), the hemisphere (68), and the chill in the air (64).

Players may wish to follow the little gwirg that scoots around from time to time, calling out, "This way to the oolgorboid!" The oolgorboid is deep in the jungle and may be hard to find otherwise. It is the gwirg itself, though, that is key to gaining access to the tower whose base is in location 301. To capture the gwirg, a user must aim or point a quilbert at it. The gwirg will whirl around, jump into the player's arms, and eat the quilbert. The gwirg may then be taken to 301 and pointed up. This provides access to locations 313-319, where the metastatic control and transfer apparatus reside.

After mapping out the entire city -- and perhaps the jungle besides -- players may note with some puzzlement the absence of location number 334 from their maps. This location, reachable only via rebozo, has the following description:

```
...You're weightless, floating in a space that takes no space, with a
greyish-blue mist all around you, stretching to infinity in every direction.
A faint susurrus of sound surrounds you, seeming to draw energy from you, making
your whole body glow with a kind of creative energy. You feel a strange sense
of power coursing through you, as though you have the power here to create
anything, anything at all.
```

In this state, typing "let there be", and then any string, brings that thing into being. If the thing is a buildable game object, it will remain in existence. Otherwise, a higher authority will repossess it.

GAME-WIN SOLUTION

The object of any game is of course just to have fun, but for those who enjoy focusing on a drive to a specific goal, FAZUUL offers the objective of escaping the planet.

There are several things which must occur in order for a "FAZUUL WINNER" record to be written to the system Audit Trail. The basic idea is to get all four lights on the master console in the metastatic control chamber (318) lit up the right way, then for the escapee to be alone in the metastatic transfer chamber (319) holding nothing but an oolgorboid, while another user presses the switch on the master console. The would-be escapee must then give the correct coordinates of GalaXenter, or suffer the consequences. Here are the specifics:

1. Activation of the coils: some user must drop all four of the objects described as made of a "cool, clear crystalline" substance into the hopper (343) next to the giant coils (342), in increasing level order (torkus, framus, tracton, snalt). This will bring the humming and glowing of the coils to a peak, and cause the white light on the nearby control panel (345) to light up. Pressing the button on that control panel will then activate the white light on the master control console in the metastatic control chamber (318).

2. Tuning the spark chambers: all three of the spark chambers (310-312) must have users in them, and the users must enter the command "dance" until the sparks turn blue. This will activate the blue light on the master control console (318).

3. The laboratory apparatus: first, the 5 globes with different colored gases in them must be brought down from the ceiling in 323, by pushing the buttons on the wall in 322 in the exact order: blue, green, purple, red, yellow. This will light up the right-hand light on the gold console in 321. Then, a gwamp must be fed into the hopper in 320. [A gwamp can only be obtained by the rather elaborate procedure of visiting the oddlewokkus (251), dropping the higher zarkon ("zarkon-2") into it to produce a slosh; then taking the slosh to the blub (284) and dropping it in, to create a tuskaloosa; then taking the tuskaloosa to the nofzinger (137) and dropping it in, which yields a gwamp.] This will energize the left-hand light on the console in 321, along with various special effects. Once both lights are lit, pressing the button on that console will activate the gold light on the master console in 318. [Note: a slosh or a tuskaloosa will also appear to work in the hopper in 320, and everything will appear to proceed smoothly, except that the coordinates will not work (the slosh works only with the coordinates for Cofognorra, and the tuskaloosa only with those for Farshonn, if you must know).]

4. Telepathizing green vibes: a user must type "think green" in the dome with the millions of tiny lights (302) several times, and then keep typing "think green" at least once every ten seconds or so. This will turn the lights green and keep them green. As long as these lights are all green, the green light on the master console in 318 will be lit.

5. With all four lights on the master console lit, the would-be escapee must enter the metastatic transfer chamber (319) holding nothing but a single free oolgorboid. The way to free the oolgorboid is to point the lesser zarkon at it. It can then be picked up.

6. Another user must then push the button on the master console. If all is well, the user will disappear from FAZUUL and be routed to the nexus of the Central Intergalactic Switching Network, where he will be prompted for his coordinates. These coordinates, garnered from the monoliths and the poems of the statues, are 4428 109 6257. They must be typed exactly as shown, without commas, parentheses, or punctuation of any kind.

Accomplishing all of this requires a minimum of six User-IDs logged on at once: three to occupy the spark chambers, one to think green at the dome, one to operate the metastatic control console and one to actually escape. If your system supports six or more lines, this can happen naturally in the course of events.

If not, then you can log up to three "fake users" onto non-hardware channels and dance them in the spark chambers to activate the blue light on the master console. This way, the game can be solved with only three real users -- or, if you have a resourceful user who constructs a macro to think green like crazy and then quickly move to the base of the tower, point the gwirg up, zoom into

the metastatic control room and press the button, all before the green lights expire -- only one real user besides the actual escapee is required.

PRIVILEGED COMMANDS

It is absolutely vital that you not mention the existence of either one of the following commands to your users. If they know that you have a way to short-circuit all of the hard work they must go through to build high-level objects, they will feel thoroughly deflated. Similarly, if they feel as though any text they see on their screens might just as easily be you getting your jollies as it is a valid and valuable clue in the game, they will just give up. This is important: DON'T EVEN HINT TO YOUR USERS THAT THESE COM-MANDS EXIST. If they know they exist, they will want to use them, and since this is not possible, they will feel disappointed and walk away.

The following commands only work when issued by a user with the MASTER Key, i.e. a Sysop or co-Sysop:

fern, <xyz> pls . . . .   creates the object and puts it into your inventory

inject: <xyz> . . . . .   outputs xyz, with first letter capitalized and all others lower case, to everyone in your room

The first of these is of course a handy way for the Sysop to be able to create rebozos, seppers, quilberts, etc. on demand, without going through the laborious process of constructing them or having to teleport to limbo.

The second is a way for you to liven things up every now and then. It must be used with extreme care and discretion, since a single typo or bungled capital-ization could expose you, while overuse could send your users back to the teleconference in droves.

Some examples:

```
>inv
...You are not holding anything.
>fern, rebozo pls
...Okay, you got it.
>inv
...You are holding a rebozo.
>inject: sysop's eyes suddenly flash bright red for a moment!
***
Sysop's eyes suddenly flash bright red for a moment!
>inject: you suddenly hear a strange scratching sound from the east!
***
You suddenly hear a strange scratching sound from the east!
>
```

Again, please DON'T EVEN HINT TO YOUR USERS THAT THESE COM-MANDS EXIST. You will only be hurting your own system's chances of success if you give in to the ego-gratification pressure to parade your privileges in front of your users.

The following offline Security and Accounting Option restricts full playing ability in the FAZUUL game:

FAZKEY   Key required to play FAZUUL . . . . NORMAL

Users without this key can explore FAZUUL, but won't be able to use many of the *active* verbs, such as "get", "press", and "break". They will be able to use the *passive* verbs such as "say", "grin" and "help".

TELECONFERENCE LINK-UP

The Teleconference Link-Up is an enhanced version of the standard teleconference of The Major BBS. The basic concept is the same: what one user types at his terminal appears on the terminals of other users. It will be helpful (although not necessary) for you to read about the standard teleconference in the System Operations Manual for The Major BBS. The Teleconference Link-Up has these additional features:

- Multi-system conferences with a "link" channel
- "Action" words, for colorful conversations
- Shorthand commands
- User-configurable and Sysop-configurable options
- Poker, Blackjack, Tingo (teleconference bingo)
- TeleSysops -- appointed helpers in the teleconference

First of all, the Teleconference Link-Up is based on named channels rather than numbered channels.

- One "Main" channel
- Private channels -- one for each user.
- Forum channels -- one for each Forum

Teleconference Commands

All of the commands available in the Teleconference Link-Up are described here, including those of the standard teleconference. Each command has a longhand and a shorthand form. To un-type a command you may either use the backspace key several times, or end the command with the caret (^) character -- the entire command will be ignored.

<Return>

> This will let the user know who else is on the channel, by listing their User-IDs. A forgotten user (see the FORGET command) will appear with an "(F)" next to his User-ID.

WHISPER TO *<User-ID>* *<Message>*
/ *<User-ID>* *<Message>*

> In this way, a user can send a message to just one other user -- no other users in the teleconference channel will be aware of the exchange.

USERS
#

Displays a list of all the users currently logged onto the system, and the name of the online module they are working in.

?
/?

Display a list of the commands available in the teleconference.

X
/X

This takes the user out of the teleconference, back to the parent menu. If he comes back into the teleconference before logging off, he will be in the same channel.

EDIT
/E

Invokes the Teleconference Profile Editor. The editor will permit users to configure their usage of teleconference:

```
Teleconferencing Profile Editor Menu:

Enter Msg: (none)

Exit Msg: (none)

[1] DEFAULT CHANNEL ...... Main Channel
[2] ACTION ON/OFF ........ ON
[3] PAGE ON/OFF/OK ....... OK
[4] PAGE INTERVAL ........ 2 minutes
[5] CHAT REQ. INTERVAL ... 2 minutes
[6] PRIVATE CHANNEL TOPIC: (none)

Select a number, or 'X' to exit: _
```

See also page ENT-28. Only you, the Sysop, can configure entrance and exit messages - see page ENT-29.

MAIN
/M

Returns a user to the main channel from a private or SIG channel.

SCAN
/S

Show a directory of the other users in Teleconferencing, and what channel they are on (i.e. main channel, private channel, or SIG channel).

```
:SCAN
User-ID                        ... F I ... Channel (Topic)
-----------------------------------------------------------
Sam                                        Main
Fred                                       Main
(Norcros)                                  Main
(Tallhas)                                  Gideon's
                                           (Entymology etymology)
Gideon                                     Gideon's
                                           (Entymology etymology)
```

The "F" and "I" columns flag those users who are forgotten or invited by the user entering the SCAN command. See the FORGET and INVITE commands.

INVITE *< User-ID >*
/I *< User-ID >*

>   One user may invite another user to JOIN his private channel. The other user
>   is so notified. The invitation remains in effect for as long as the other user is
>   on the system.

A special use of this command is INVITE ALL or /I ALL. This will permit
any user logging on to the system to enter into a user's private channel.

JOIN *< channel name >*
/J *< channel name >*

>   A user types this to switch channels. The channel name may be: MAIN for the
>   main channel; the name of a Forum for a Forum channel; the User-Id of another
>   online user, to switch to their private channel (see INVITE, above); or the
>   channel name may be omitted, to switch to the user's own private channel.

UNINVITE *< User-ID >*
/U *< User-ID >*

>   A user does this to un-invite another user from his private channel. If the
>   unwanted user is already in his channel, then the user is forcibly returned to the
>   main channel. He will no longer be able to enter this private channel.

>   A special use of this command is UNINVITE ALL or /U ALL. This will have
>   the effect of cancelling the INVITE ALL. Any users currently in the private
>   channel will remain there. In order to remove users from his private channel,
>   an anti-social user will have to uninvite them one at a time.

FORGET *< User-ID >*
/F *< User-ID >*

>   This command allows a user to completely ignore another user. Any messages,
>   whispers, chat requests, and actions will not be received. The "forgotten" user
>   will be notified of this each time that he does a directed action (a message or
>   action specifically directed at the forgetting user). Forgotten users still show up
>   in the SCAN and *<Return>* commands.

REMEMBER *< User-ID >*

>   This command will reverse the effects of a FORGET command. The named user
>   will again be able to make direct contact with the user that enters this command.

ACTION <ON/OFF/?/LIST>
/A <ON/OFF/?/LIST>

ON	Puts the user in "action" mode. Action commands from that user will have colorful effects.
OFF	Puts the user in normal teleconference mode. Action commands are transmitted to other users literally.
?	Displays a brief help message on the "action" feature.
LIST	Will display a list of the valid "action" words.

CHAT *< User-ID >*
/C *< User-ID >*

> Chat mode is where two users can converse directly with one another. Each keystroke from one user is immediately echoed to both users. This feature closely resembles the Sysop Chat Mode. Both users must consent (by entering the CHAT command for each other) before chat is activated.

PAGE <ON/OFF/OK>
/P <ON/OFF/OK>

ON	This enables a user to be paged or receive chat requests based on their current page/chat interval.
OFF	This disables a users ability to be paged or receive chat requests.
OK	This allows a user to be paged or to receive chat requests as often as people care to issue them.

PAGE *< User-ID >* *< message >*
/P *< User-ID >* *< message >*

> The PAGE command broadcasts a message to another user who is not in the teleconference (or not on the same channel). The command may be used to send a special message to the other user. If *< message >* is omitted, the command will simply request the user's presence in the teleconference channel from which the page command was entered. If the page does not go through, the sender is so notified.

> If the user pages the Sysop when the Sysop user is not on-line, the User-ID of the paging user will blink on the user matrix of the BBS console. The user's *< message >* in such a situation will appear, with time and date, in the command box of the console.

TOPIC *< channel topic >*
/T *< channel topic >*

> This command sets the topic for a user's private channel. The SCAN command shows the topic of each channel with users in it. Using the command without a channel topic erases the topic.

ECHO <ON/OFF/PX>
/H <ON/OFF/PX>

> This command is available for special interactive purposes.

ON	The BBS will "echo" each of your keystrokes back to your screen.
OFF	The BBS refrains from sending your keystrokes to your screen. This might be handy for split-screen chat modes on some terminal programs.
PX	Tells your local PAD to echo your keystrokes, and the BBS *not* to echo keystrokes. Only of interest for X.25 channels.

DIAL <channel> <answering system's name> [<phone number>]

Dial out to another BBS. This command is only available to a user with the MASTER key (see the Operations Manual).

<channel> is the channel number to dial out on, in hexadecimal. You must use an available hardware channel, connected to a modem or to just a serial port. Use asterisk ("*") for the highest numbered available channel.

<answering system's name> is a name (up to 7 letters) for the system being dialed. This is used when you are linking up teleconferences. All messages from that system will be tagged with this name when broadcast in this system's teleconference.

<phone number> is the number to dial (touch tone by default), You may omit the phone number if the channel is a serial port without a modem.

The DIAL command may be used to dial up another BBS, or to link teleconferences.

While in the "dial" mode, The Major BBS acts as a relay station between the Sysop user's terminal, and another remote BBS. The dial mode ends when any one of the following happen:

  °   Either connection (Sysop user or remote BBS) hangs up (loses
       carrier). Note: initial failure to establish connection on
       Hayes compatible hardware will not terminate the "dial"
       mode -- the user will be able to enter "AT" commands at that
       point.
  °   The string LINKED! is detected. Usually this comes from
       the remote BBS initiating teleconference linkup, but it can
       also come from the Sysop user.
  °   The Sysop user types X <Return>

X.25 Dialing

If you have the /X25 option of The Major BBS you can use the Dial command to connect to another BBS on your packet-switching network. There's more on outgoing calls in the X.25 documentation. Supply the X.25 network address of the other BBS in place of the modem phone number in the DIAL command:

DIAL <BBS channel> <answering system's name> <network address>

Example:

DIAL 1F Eiffone 5678

X.25 Dialing, Channel Numbering

You must choose the proper BBS channel. For an X.25 port configured as "DTE", you will want to specify the BBS channel corresponding to the highest numbered available X.25 logical channel number (for "DCE", the lowest numbered logical channel number).

Be careful when you tell XNETEDIT about logical channel numbers too. If you don't get through, check how your <BBS channel> fits in your range of channel numbers in offline Hardware Set and in XNETEDIT.

Your network address may be specified in the outgoing call by preceding the other BBS's address and separating with a comma. For example, if your adddress is 1234, and you are calling 5678, you may specify:

```
DIAL 3F Telezap 1234,5678
```

Be sure not to put any spaces between the network addresses.

LINK < password > < calling system's name >

This command initiates a teleconference link-up between two Entertainment Editions of The Major BBS. You use this command after (as the Sysop user) you use the DIAL command to call up another BBS from your teleconference. (You do not need to log into the remote system as the Sysop user.)

In summary: To link two systems, A and B, call A, login as Sysop, use the DIAL command to dial out to B. Log in as any user, and use the LINK command.

When you use the LINK command, the remote BBS transforms your dial-in channel from a user channel to a link channel. When the remote system responds with LINKED!, your local BBS transforms the outgoing channel (the one specified in the DIAL command) into a link channel. A link channel shows up on both computers in the Online User Information screen like "Linked with (Sysname)", where Sysname is the name of the other system, as specified in either the DIAL or the LINK command.

< password > is the incoming link-up password on the remote BBS. It is set on that BBS using the LINKPW configuration variable (see below).

< calling system's name > is the name by which your BBS is to be known to the remote BBS. This name must not be the same as the answering system's name, which was supplied to the DIAL command.

The link is only terminated when the channel that the link is on gets "killed". The Sysop can do this from the console, or the Sysop user can do it from his Remote Sysop menu. See the Operations Manual.

MENU

This command allows you to change the enter and exit string for individual users of the teleconference. These strings appear when a user enters or exits a teleconference channel to notify other users on the same channel.

ZAPPO < User-ID >
/Z < User-ID >

SYSOP or TELESYSOP: knock this user offline.

ZAPPO < User-ID > /S|/D
/Z < User-ID > /S|/D

SYSOP only:

/S = suspend user account, knocks him offline and if he tries to log on again, he gets a message "your account has been suspended". You can unsuspend the account from the Remote Sysop Menu SUSPEND command.

/D=delete user account, knocks him offline and deletes his User-ID from the system.

POST *< User-ID >*

SYSOP or TELESYSOP: post a configurable amount of credits to a user's account (600 is the default amount as specified by the offline Configuration option ETLPST).

Playing Blackjack

Blackjack is played in the Action Teleconference with special commands. The command "BJ HELP" reveals this list of commands:

```
              Tele-Blackjack
              By Jeffrey Kobal

Tele-Blackjack is the game of 21, in which the players compete against each
other to win the "pot" -- the sum of all of the players' bets minus a "house
cut". Aces count as either 1 or 11, and the person whose hand comes closest
to 21 without busting (going over) wins the game. If enough users want (request)
to play, the game will automatically begin, and proceed via normal Blackjack
rules. In the event of a push (tie), the pot is divided among the winners.

"bj on" .......... request to play      "bj off" ......... stop playing/fold
"bj hand" ........ display your hand    "bj help" ........ this help list
"bj fold" ........ fold your hand       "bj turn" ........ whose turn it is
"bj scan" ........ show player list     "bj pot" ......... show current pot
"bj bet #" ....... increase your bet    "bj call" ........ match current bet
"bj low/high" .... set stakes (Sysop)   "bj raise #" ..... call and raise
"bj hit" ......... take another card    "bj stay" ........ stay w/current hand
```

Playing Poker

Poker is played in the Action Teleconference with special commands. The command "POKER HELP" reveals this list of commands:

```
              Tele-Poker
      By Jeffrey Kobal and Scott Brinker

Tele-Poker is standard five-card draw Poker, interfaced with the Major BBS
teleconference. Players ante and bet their online credits, and the winner of
the hand wins the "pot" -- the sum of all bets made by the players, minus a
"house cut". If enough users want (request) to play, the game will begin
automatically, and proceed via normal Poker rules. (Aces are high, not low)

"poker on" ....... request to play      "poker off" ...... stop playing/fold
"poker hand" ..... display your hand    "poker help" ..... this help list
"poker fold" ..... fold your hand       "poker turn" ..... whose turn it is
"poker scan" ..... show poker players   "poker pot" ...... show current pot
"poker bet #" .... increase your bet    "poker call" ..... match current bet
"poker low/high" . set stakes (Sysop)   "poker raise #" .. call and raise
"poker discard # # # #" discard and draw new cards (no #s to stand)
```

Playing Tingo

Tingo, or teleconference bingo, is played in the Action Teleconference with special commands. The command "TINGO HELP" reveals this list of commands:

```
              TINGO
      By Jeffrey Kobal and Scott Brinker

TINGO is a Bingo-style game interfaced with the Major BBS teleconference. If
enough users online "request" to play, the game will begin automatically and
play will continue until one user wins by getting five marked spaces in any
row, column, or diagonal. The winning user (or "users" if two or more users
get TINGO at the same time) is given a credit prize, automatically.
```

```
"tingo on"........request to play      "tingo off" ......stop playing/quit
"tingo card"......display your card     "tingo help" .....this help list
"tingo scan"......show tingo players    "tingo pot" ......show jackpot amt.
```

Linking to Another System

With the Entertainment Teleconference, you can link teleconference channels on
your system to teleconference channels on other systems. This means that what
one user types on one system is transmitted to all users on all teleconference
channels that are part of the same continuous link-up. You can link together as
many BBS teleconference channels as you wish using the link-up feature, in any
structure you wish (star, straight line, etc), as long as there are no *loops* in the
linking.

The link-up works very well if both systems have the Entertainment Teleconfer-
ence, but some fashion of link up can be achieved between the Entertainment
Teleconference and some other teleconference systems.

You might also be able to use the teleconference link-up to put a customized
program on-line using a dedicated computer. The computer would recognize
special requests or commands issued through the teleconference.

Here is an example of a teleconference with link-up at user Fred's terminal:

```
:HELLO THERE
-- Message sent --
:***
From Sam: Howdy yourself, Fred
:***
(Norcros) From Judy: hi fred
:Judy, hows the research going for your new book?
-- Message sent --
:***
(Norcros) From Herbert: Did you see her article in Natural History?
:***
(Norcros) From Judy: amazon trip was rough, detained in Manaus for 3 days.:
```

As you can see, the messages from two other users (Judy and Herbert) are coming
from another system, named "Norcros". This name was specified when the link
between the systems was first established. When you have several systems in a
line, each system prepends it's own name to each message, as in:

```
(Norcros) (Gainesv) (Tallhas) (Daytona) From Jim: which issue?  March?
```

You link teleconferences using the DIAL and LINK commands. Let's back up
a little bit and see how the above link was established in the first place. Say that
a Sysop in Gainesville, Florida, logs onto his BBS.

After logging on as the Sysop user, and entering teleconference, he dials up his
buddy's BBS in Norcross, Georgia. Remember that this example takes place on
a terminal of the Gainesville BBS:

```
:<Return>
You're in the main channel.
Fred and Sam are here with you.
Just enter "?" if you need any assistance...
:DIAL * Norcros 14045558963
Dialing, one moment please...

CONNECT 2400
Auto sensing ANSI...

            WELCOME!
```

```
Georgia Institute of Anthropology (#92645181)
ONLINE 2400 BAUD AT 13:02 15-APR-89

If you already have a User-ID on this
system, type it in and press RETURN
Otherwise type "new": fred

Enter your password:

Greetings, Fred, glad to see you back again.
LIVE!  From NORCROSS, GEORGIA!  You have 787661 credits!

    T ... Teleconferencing
    & ... Androids
    I ... Information Center
    Q ... Quest for Magic
    S ... SIGs (Special Interest Groups)
    C ... Classified ads
    E ... Electronic Mail
    A ... Account display/edit
    P ... Polls & Questionnaires
    R ... Registry of Users

Select an option, or ? for help: t

Teleconference Link-Up
----------------------------

You're in the main channel.
Judy and Herbert are here with you.
Just enter "?" if you need assistance...
:link freud Gainesv
LINKED!

*** LINK-UP ACTIVATED! ***

You're in the main channel.
Fred and Sam are here with you.
Just enter "?" if you need any assistance..

:<Return>
You're in the main channel.
Fred, Sam and (Norcros) are here with you.
Just enter "?" if you need any assistance..
:
```

Note that both the DIAL and LINK commands specify the name of the *other*
system: the DIAL command tells the local system what the remote system is
called; the LINK command tells the remote system what the local system is
called.

Hybrid Teleconference Link-Ups

You might have limited success with a "hybrid" link-up: if you try to link your
teleconference with a teleconference that is not the Entertainment
Teleconfernece. You should link into such a remote teleconference by the same
procedure as above, except -- there will be no LINK command on the remote
system. Instead, you can type LINKED! to fool your BBS into thinking that
the link has been established. The ideal configuration of the remote teleconfer-
ence would include:

- Echo suppression (characters transmitted to the remote teleconference
  are not echoed back from it).

- Line oriented communications: the teleconference does not interrupt
  the line you are typing with line(s) from other users.

- No limitations on talk rate. Some teleconferences attempt to detect
  "macro-hacker" sabotage -- if it detects too much traffic from you, it
  will tell you to pipe down for a while. This makes it hard for a link-up
  channel to do its job, which by nature includes a high rate of traffic.

We have tried a hybrid link-up between the Entertainment Teleconference and a CompuServe teleconference -- the latter of which has none of the above characteristics. It is quite clumsy, and a little surprising to other users on the remote system, but the information gets through.

Here are some tips for handling unique situations:

- Feedback. This is when messages passing out through the link bounce back, and get reported to the sender, or multiple times to the listeners, on the local system. The link-up tries to prevent this in two ways: (1) the link-up incoming channels suppress echo; (2) the link-up incoming channels detect feedback (echo from the other system) and filter it out. Feedback can get through in a hybrid link-up when line noise or intra-line interruptions occur.

- Double messages. If the linkages between teleconferences contain any loops, then some systems may get messages more than once.

- Too many system prefixes. Link up your systems in a "star" configuration, with all teleconferences linked into a single central system, rather than with the systems strung out in a straight line. This way, no message gets more than two prefixes stuck on it.

Configuring the Teleconference Link-Up

Offline Security and Accounting Options

Option	Description	Default Value
ETLCCR	Teleconference credit consumption rate, per min:	60
ETLCOV	Charge Forum teleconference users the above rate?	YES
ESWTFR	Allow users to switch to and from Forum channels?	NO
UNLKEY	Key required for unlimited use of teleconference	NORMAL
NPAYMX	Max times a demo user can speak per session:	10
PAGKEY	Key required to page other users	DEMO
CHTKEY	Key required to initiate chat requests	NORMAL
ACTKEY	Key required to go into "action mode"	NORMAL
TOPKEY	Key required to create teleconference topics	MODERATE
FLHKEY	Key required to play Flash games	DEMO
OKTOCG	Should user be charged for Ent/Exit messages?	YES
DISPAD	Reflect charges on Audit Trail?	YES
MSGCHG	Charge for modifying an Ent/Exit message:	3600
LINKPW	Password for incoming link-up	LINK-UP DISABLED
GBLDBT	Allow users to gamble with their debt?	NO
MNUKEY	Key required to get into the user editor of tele	SYSOP
DIALKY	Key required to dial and link to another system	SYSOP
DELKEY	Key required to delete another user's account	SYSOP
STKKEY	Key required to switch the stakes in telegames	SUPER
ETLPST	Number of credits a Teleconference Sysop can post:	600

Offline Configuration Options

Option	Description	Default Value
STARSQ	Delimit messages from each other by "****"?	YES
NSWCHX	Max times a user can switch channels in 15 sec period	3
TINPSZ	Maximum length of a teleconference message (characters)	127
SOPBEL	Period (inverse pitch) of page-Sysop beep	500
DFTPOP	Default page-enable status at user logon	OK
LNKAUD	Generate an Audit Trail entry each incoming link-up?	YES

```
DIAHAY     Hayes-category hardware dial-out prefix  .  .  .  .  .  .   ATDT
DIAXEC     Non-Hayes hardware dial-out prefix  .  .  .  .  .  .  .  .  .  WT
FLHRES     Restrict Flash games to specific hours?  .  .  .  .  .  .   NO
GACSTG     String that kicks off generic actions  .  .  .  .  .  .  .   GA
PLYTING    TINGO accessible by users?  .  .  .  .  .  .  .  .  .  .   YES
TMINPLY    Minimum number of players needed to begin TINGO:  .  .  .  .   3
TMAXPLY    Maximum number of players allowed to play TINGO:  .  .  .  .   16
TBTWNGM    Wait time (in seconds) between TINGO games  .  .  .  .   120
TBTWNCL    Wait time (in seconds) between TINGO calls:  .  .  .  .   15
TCRDZCD    Number of credits deducted for TINGO game:  .  .  .  .   100
TCREDML    Multiplier for TINGO pot  .  .  .  .  .  .  .  .  .  .  .   2
PLYPOKR    TELE-POKER accessible by users?  .  .  .  .  .  .  .  .   YES
PMINPLY    Minimum number of players needed to begin POKER  .  .  .  .   3
PMAXPLY    Maximum number of players allowed to play POKER:  .  .  .  .   8
PBTWNGM    Wait time (in seconds) between POKER games:  .  .  .  .   30
PBTWNST    Wait time (in seconds) between POKER status checks:  .  .  .   15
PMINBTL    Minimum bet in a low-stakes POKER game:  .  .  .  .  .   100
PMAXBTL    Maximum bet in a low-stakes POKER game:  .  .  .  .  .   1000
PMINBTH    Minimum bet in a high-stakes POKER game:  .  .  .  .  .   1000
PMAXBTH    Maximum bet in a high-stakes POKER game:  .  .  .  .  .  30000
PMAXRSL    Maximum number of raises in a low-stakes POKER game:  .  .   4
PMAXRSH    Maximum number of raises in a high-stakes POKER game:  .  .   8
PRESETL    Reset POKER to low-stakes after each game:  .  .  .  .   YES
PHOUSCT    Percentage of POKER pot taken by the House:  .  .  .  .   10
PDLYGAM    No. of POKER status checks before prodding player:  .  .  .   4
PKCKOUT    No. of POKER status checks before player kick-out:  .  .  .   8
PLYBJCK    TELE-BLACKJACK accessible by users?  .  .  .  .  .  .  .   YES
BMINPLY    Minimum number of players needed to begin BJACK:  .  .  .  .   3
BMAXPLY    Maximum number of players allowed to play BJACK:  .  .  .  .   10
BBTWNGM    Wait time (in seconds) between BJACK games:  .  .  .  .   30
BBTWNST    Wait time (in seconds) between BJACK status checks:  .  .  .   15
BMINBTL    Minimum bet in a low-stakes BJACK game:  .  .  .  .  .   100
BMAXBTL    Maximum bet in a low-stakes BJACK game:  .  .  .  .  .   1000
BMINBTH    Minimum bet in a high-stakes BJACK game:  .  .  .  .  .   1000
BMAXBTH    Maximum bet in a high-stakes BJACK game:  .  .  .  .  .  30000
BMAXRSL    Maximum number of raises in a low-stakes BJACK game:  .  .   4
BMAXRSH    Maximum number of raises in a high-stakes BJACK game:  .  .   8
BRESETL    Reset BJACK to low-stakes after each game:  .  .  .  .   YES
BHOUSCT    Percentage of BJACK pot taken by the House:  .  .  .  .   10
BDLYGAM    No. of BJACK status checks before prodding player:  .  .  .   4
BKCKOUT    No. of BJACK status checks before player kick-out:  .  .  .   8
```

Non-Live User Restrictions

If a user does not have the key defined in the option UNLKEY, then he will be able to contribute only NPAYMX teleconference messages per session.

Configuration variable PAGKEY, defines a key that a user must have to be allowed to page other users.

Configuration variable CHTKEY defines a key that permits a user to *initiate* channel-to-channel chat mode. (Any user can *respond* to a chat proposal.)

Pulse Dialing

If your phone lines are pulse-dial only (without touch tone service), you will want to change the DIAHAY and DIAXEC configuration variables:

DIAHAY   DIAXEC

Touch tone	ATDT	WT
Pulse dialing	ATDP	WR

Flash Options

You may wish to restrict the use of Flash games to your paying members only; if so, set FLHKEY to a key name that only your paying users will have. If you set FLHKEY to nothing, then all users will be able to play Flash games.

Since the Flash Protocol may interfere with file uploads, you may wish to restrict Flash games to a particular time of day, such as after 5 PM. If you wish to do this, set FLHRES to YES, and the next two questions will prompt you for the starting time each day and the number of hours each day you wish to permit Flash games. The starting hour is given in military terms, e.g. the default of 17 means 5 PM.

A Note on offline Text Block Options

If you are embedding ANSI graphics sequences in the messages for the Entertainment Teleconference, be sure *not* to add them to lines with "***". You may add them to the line *following* the "***" however. This requirement only applies if you are using the Teleconference Link-up feature.

Teleconference Profile Editor

Every user has their own teleconference profile. The current settings can be seen by entering the EDIT command, or /E for short. Here are the default settings:

```
:edit
Teleconferencing Profile Editor Menu:

Enter Msg:
(none)

Exit Msg:
(none)

[1] DEFAULT CHANNEL ...... Main Channel
[2] ACTION ON/OFF ........ ON
[3] PAGE ON/OFF/OK ....... ON
[4] PAGE INTERVAL ........ 2 minutes
[5] CHAT REQ. INTERVAL ... 2 minutes
[6] PRIVATE CHANNEL TOPIC: (none)

Select a number, or 'X' to exit:
```

These settings are preserved even after the user logs off.

[1] Default channel - the first channel a user enters after he logs on. (The main channel or his private channel.)

[2] Action Status - ON means that commands like "shrug", "laugh", "wink" result in a colorful exchange between users. OFF means that these action words are treated just like any other message (broadcast verbatim to all other users). Users without the NORMAL key (as specified buy the offli-ine Security and Accounting option ACTKEY) won't be able to use action commands.

[3] Paging Status - OK means that other users can page this user as often as they like. OFF means that they cannot page this user. ON means that the frequency of paging is restricted to the PAGE INTERVAL. This option has a similar effect on "chat" requests from other users.

[4] Page Interval - When the PAGING STATUS is set to ON, then this setting limits the frequency at which other users can page this user.

[5] Chat Interval - When the PAGING STATUS is set to ON, then this setting limits the frequency at which other users can request to chat with this user.

[6] Channel topic - This is the private topic for this user's private channel. Maximum length: 40 characters.

The user may not modify his entrance and exit messages. The Sysop user must do that for him with the MENU command

Entrance/Exit Message Configuration

The Sysop can specify custom entrance or exit messages for other users. Only the Sysop user can do this so that abusive users can't set up "nasty" messages. The Sysop MENU command does this:

```
:menu

Sysop Teleconference Editor
---------------------------

Enter User-ID : jack

Working with User: Jack

[1] Enter Msg : <None Set>
[2] Exit Msg  : <None Set>

(This user currently has 43275 credits.)

Change Which (1,2, or X): 1

The current entrance message is : <None Set>

Enter new message, 'X' to set message to standard message
or [ENTER] to retain the message as is: JACK APPEARS AMID BLINDING LIGHT AND
GREAT CACAPHONY!

Working with User: Jack

[1] Enter Msg : JACK APPEARS AMID BLINDING LIGHT AND GREAT CACAPHONY!
[2] Exit Msg  : <None Set>

(This user currently has 43275 credits.)

Change Which (1,2, or X): 2

The current exit message is : <None Set>

Enter new message, 'X' to set message to standard message
or [ENTER] to retain the message as is: SNAP!! Jack is gone.  An acrid burning
smell remains.

Working with User: Jack

[1] Enter Msg : JACK APPEARS AMID BLINDING LIGHT AND GREAT CACAPHONY!
[2] Exit Msg  : SNAP!! Jack is gone.  An acrid burning smell remains.

(This user currently has 43275 credits.)

Change Which (1,2, or X): x

Jack's account has been charged the 7200 credits.

Record Updated!

Sysop Teleconference Editor
---------------------------
```

```
Enter User-ID : x

Exiting teleconference editor...

Teleconference Link-Up
----------------------
You're in the main channel.
There is currently no one else here with you.
Entrance and exit messages can each be up to 59 characters long.
```

The offline Security and Accounting option OKTOCG and MSGCHG select how much users are charged for changing their entrance and exit messages. Variable DISPAD selects whether or not this charge will appear in the audit trail.

Customizing Teleconference "Action" Words

The "action" feature of the teleconference can be configured by taking your BBS off-the-air, returning to DOS, and using your favorite text editor (such as DOS EDIT). Edit the specifications for the configuration variables towards the end of the file GALETL.MSG. You must follow the instructions in this section very carefully.

Each action word is specified with a set of 6 consecutive configuration variables.

```
ACTxxx  {<command>} S 11 Teleconference action command
TYPxxx  {<type>} C
RESxxx  {...<response to user>} T Teleconference response to user who issued action
OTHxxx  {<what everyone else sees>} T Teleconference what other users see
AUXxxx  {<auxilary message>} T Teleconference auxiliary message if necessary
UIDxxx  {<customized only for this user>} T Teleconference action reserved for this
        user only
```

The "xxx" suffix of each command message should be replaced by a unique three characters. The symbols that follow the "}" on each line are required for GALETL.MSG to be compatible with CNF. If you are adding new action commands, you may copy these strings verbatim from another block.

ACTxxx: This variable contains the exact ACTION! command (one word). Action commands must be organized in alphabetical order within the GALETL.MSG file (i.e. "hug" before "kiss", etc.). Action commands may be up to 10 characters long. You may not have more than 600 total action commands.

To remove an action command, delete the entire block of 6 configuration variables, and subtract one from the value of the NACTNS configuration variable.

TYPxxx: This is a single character that specifies the "type" of the action command. There are four "types":

S: A "simple" command. This is a single word with no direct objects (i.e. "smile"). The OTHxxx message is what the other users in the teleconference see; you may have two "%s" variables: the first one is the user's name, and the second (if you wish to use it) will be a "his" or a "her" pronoun for the user. The AUXxxx message is not used.

D: A "direct" command. This action requires a direct object: another user present in the teleconference (e.g. "hug"), or "ALL" to perform the action on all other users on-line. If a User-ID and the

word SECRETLY follows the direct action word, then only that user knows of the exchange. The OTHxxx message is what the receiver of the action sees, as well as what everyone else sees; you must have at least two "%s" variables: the first one is the user's name, and the second is either "you" or the name of the user the action was performed on (the computer will substitute them automatically). Also, if you wish to use it, you may add in a third "%s" which will be a "his"/"her" of the user that typed the action command. The AUXxxx message is not used.

B: This allows a command to be both "simple" and "direct". If the user types just the word, it will be handled as a simple command; if he also tags on a direct object, it will be treated as a direct command. The OTHxxx variable is the "direct" message, and AU-Xxxx is the "simple" message.

Y: A "yell" command. This type of ACTION! also has two formats. If the user just types the word, the OTHxxx message is sent to everyone (same "%s" parameters as the "simple" commands). However, if the user types something more besides the ACTION! word, it will be sent to everyone on the teleconference channel, with a prefix of the "tag" in the AUXxxx message. "From <user> YELLED: <message>". An example of this is the "yell" command.

RESxxx: This message goes to the user who typed the command.

OTHxxx: This message is used according to the "type" of ACTION!; see above.

AUXxxx: This message is used according to the "type" of ACTION!; see above.

UIDxxx: This part of the block is normally left blank, {}. However, it does allow a very interesting feature -- the ability to create customized actions for individual users. By specifying a User-ID, only that user (and the Sysop, of course) can use that command; for all other users the command doesn't exist.

Here are the important points to remember when editing GALETL.MSG:

- The action words must be in alphabetical order.

- The configuration variable NACTNS must be set to the total number of action words. You must change the value of this variable if you add or subtract action words.

- Always add or remove action command specifications by dealing with blocks of 6 configuration variables. Do not add any other configuration variables after the NACTNS variable.

- The "suffixes" of the configuration variables must be retained so that you can continue to use CNF for other purposes. The suffix is

whatever appears after the "}" on each of the 6 variables for each action
command.

- The offline Text Block ACTLST contains a hard-wired list of action
  words (users see this list when they type "ACTION LIST"). If you add
  or delete any, you may want to update ACTLST also.

Here are samples of the four different types of actions commands:

```
ACTHUG   {hug} S 11 Teleconference action command
TYPHUG   {D} C
RESHUG   {...Awww, how sweet!} T Teleconference response to user who issued action
OTHHUG   {%s is hugging %s.} T Teleconference what other users see
AUXHUG   {} T Teleconference auxiliary message if necessary
UIDHUG   {} T Teleconference action reserved for this user only

ACTSHR   {shrug} S 11 Teleconference action command
TYPSHR   {B} C
RESSHR   {...Shrug?!?!} T Teleconference response to user who issued action
OTHSHR   {%s is shrugging indifferently at %s!} T Teleconference what other users see
AUXSHR   {%s is shrugging.} T Teleconference auxiliary message if necessary
UIDSHR   {} T Teleconference action reserved for this user only

ACTSMI   {smile} S 11 Teleconference action command
TYPSMI   {S} C
RESSMI   {...What a beautiful smile} T Teleconference response to user who issued action
OTHSMI   {%s is smiling joyfully.} T Teleconference what other users see
AUXSMI   {} T Teleconference auxiliary message if necessary
UIDSMI   {} T Teleconference action reserved for this user only

ACTYEL   {yell} S 11 Teleconference action command
TYPYEL   {Y} C
RESYEL   {...You're quite loud!} T Teleconference response to user who issued action
OTHYEL   {%s is yelling quite loudly!} T Teleconference what other users see
AUXYEL   {yelled} T Teleconference auxiliary message if necessary
UIDYEL   {} T Teleconference action reserved for this user only
```

See GALETL.MSG for more examples.

DATING-SERVICE REGISTRY

The Major BBS comes standard with a business flavor of the user registry. When
you install the Entertainment Collection you get a chance to replace it with a
dating-service flavor of the user registry. Here's a sample entry:

```
Real Name:  Veronica Stephanie Benson   Sex: F  Age: 23
Aliases: valgal
City/State: Van Nuys, CA
Voice Phone#: (718) 555-3075
Physical Description: long legs, long blonde hair, big green eyes
Comp. Phone#: (718) 555-9003        BBS: The Major! fer sure!
Favorite Movie: Thunderdome          Favorite TV Show: Roseanne
Favorite Music: Pavarotti            Instrument Played: CD-walkman
Favorite Foods: Alfalfa sprouts, tofu, mung beans
Favorite Sport: Roller skating
Other Hobbies/Interests: surfing, tanning
General Info: seeks artistic athletic auburn attorney, who's
             fearless funny fit fashionable and a nonsmoker
```

FLASH GAMES!

The Flash Protocol achieves the following:

- Your BBS may now support an unlimited number of different games, without regard to limitations on BBS memory space.

- Up to 6 shareware users per game, or up to 10 non-shareware users per game. Multiple games per BBS are possible. You can have up to ten independent "pools" of users, where each pool can play any flash game.

- The quality of games possible is vastly improved, with the capability of lightning-fast full-screen graphic and bit-mapped displays, sound effects, huge playfields, pop-up help screens and menus, etc.

- It's very easy to add new games to your system as they come out. In some cases you can purchase Sysop versions that will only run on your BBS. In other cases, users can purchase their own copies that they can run on any BBS. Either way the BBS doesn't even have to be shut down - the new software goes on the *users* machine only.

- Competition protection of sysop-registered flash games, in that they can only be played on your BBS - not on a competitors.

- Copy protection of user-registered Flash games, in that two players with the same serial number cannot play on the same BBS.

There is further serendipity here: the market for third-party games increases by orders of magnitude, because the third-party games can now be sold directly to your end-users. This makes it much more attractive for a third party developer to offer games for The Major BBS, which means that there will be more games developed... and the payoff for you is that your users cannot play these games in multi-player mode unless they are online, spending hour upon hour worth of credits!

If you are interested in developing a Flash game yourself, then please call us at 305/583-5990 for the Galacticomm Flash Protocol Developers' License Agreement. We can provide you with materials to get you started.
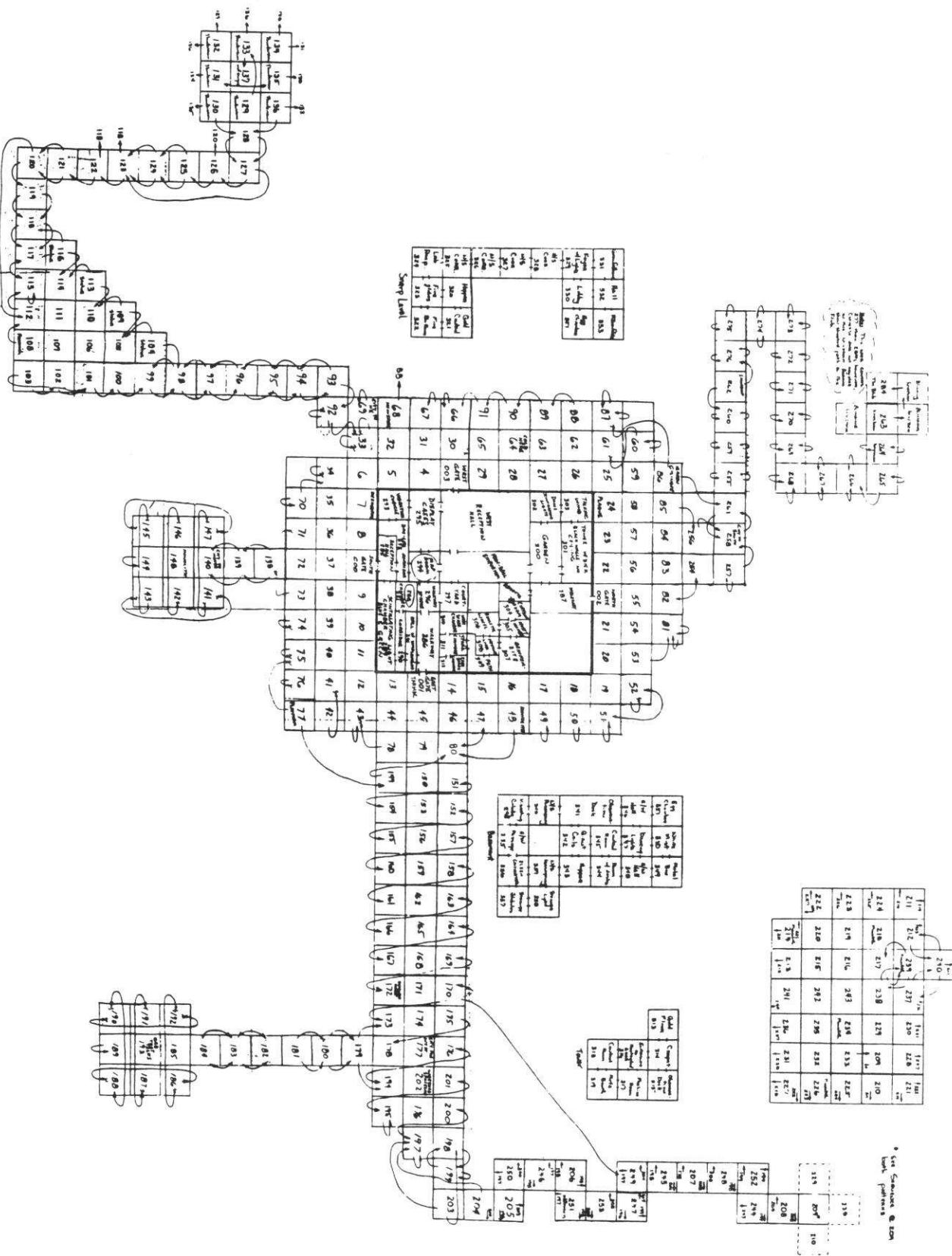
The first game to use this new technology was Flash Attack. We have released the user-side component of this game as "shareware" in order to get the ball rolling. There may be a non-shareware version of the game released later. The game is embodied in the file FA??.ZIP. Please post these files for download not only on your own BBS but also on every BBS in your area -- you will find them an excellent way to draw people onto your system! Add your BBS phone number to the list in FA??.DOC, but please do not alter the file in any other way. Also, FC??.EXE brings up a 6-line chat screen.

Please note that there is a sharp licensing distinction between the Flash Attack game drivers and The Major BBS code. The FA??.EXE and FA??.DOC files are intended for widespread distribution at no charge, but The Major BBS and

supporting materials are individually sold and licensed and may not be distributed by you to others in any form.

There are a few drawbacks to the Flash Protocol that you should be aware of:

- The Flash Protocol is very demanding of CPU time, so your users may experience problems with response time elsewhere on the system while games are in progress. For this reason, we added the ability for you to limit Flash games to certain times of day.

- Separate user-side "driver" software must be developed for each brand of user-side machine for each game. The Flash Attack drivers exist, so far, only for the IBM PC/XT/AT and compatibles. If you have an interest in porting software to other platforms, please let us know.

Entertainment Collection

This game contains many strange words, as well as a few familiar words used in strange ways. Here is a very brief reference guide:
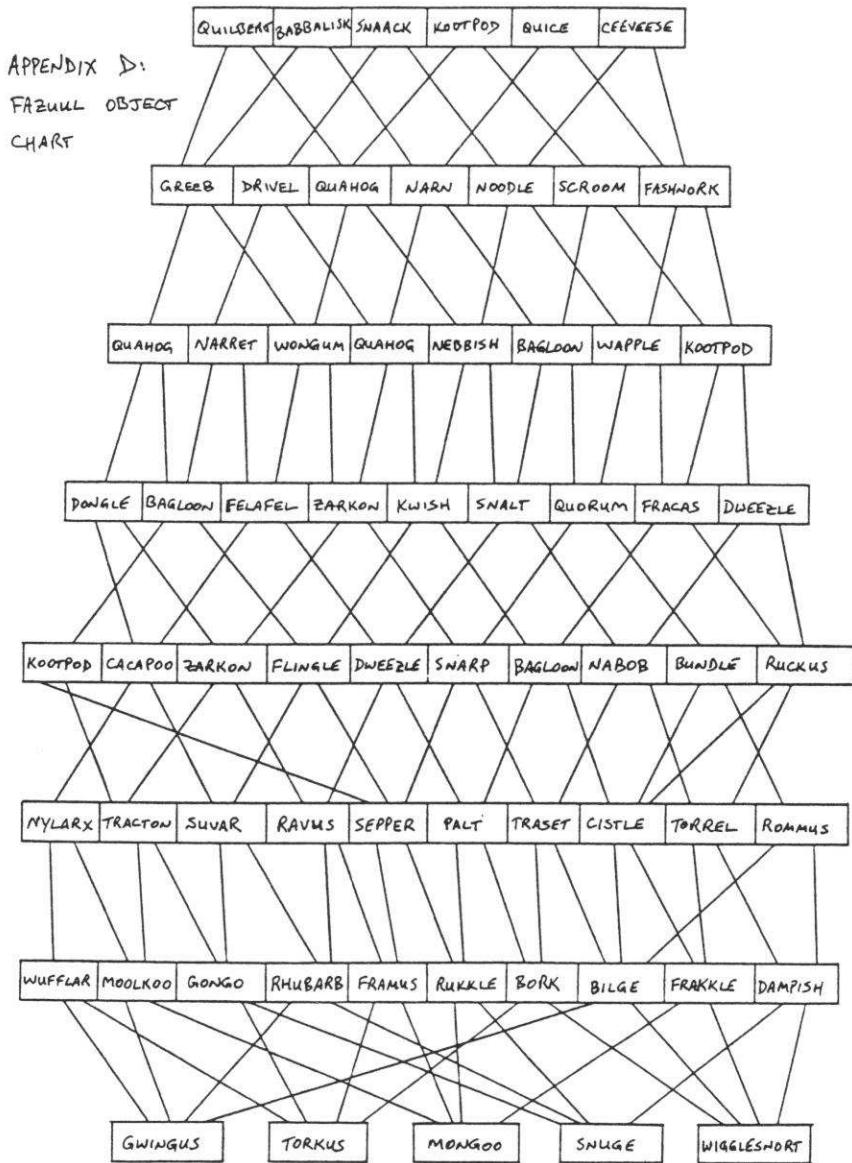
babbalisk .... aim at another player, steel claw grabs an item from him
bagloon .... (3 kinds) aim at object on floor to clone it (only works
                     on objects of level below that of the bagloon itself)
bilge .... push button to receive hint about felafel
blub .... in rainstorm north of city, converts slosh to tuskaloosa
bork .... think about it to receive hint about coils
bundle .... press switch to receive hint about dome with lights
cacapoo .... kick it to receive hint about snalt and kwish
ceeveese .... readout displays cell number (doesn't work in rainstorm)
cistle .... press button to create a fresh snuge
coils .... in basement, activated by sequence of cool, clear items
                     dropped in nearby hopper (torkus, framus, tracton, snalt)
crackers .... game "points" produced via foonprize and flungoon
dampish .... press button to create a fresh mongoo
dongle .... type "say to <userid> <message>" to send voice remotely
drivel .... push button to get hint about GalaXenter/blue connection
dweezle .... push button to implode all objects lying around
fashnork .... push button to become invisible, or, when invisible,
                     normal (explodes if you stay invisible for 10 actions)
felafel .... protects you against others grabbing your belongings
flingle .... drop into ribbenfratz to see movie #2
flungoon .... Umflungoo sub-game prize, crack open to find crackers
fong .... central position in Foon-Ball
Foon-Ball .... sub-game involving slapping a holographic ball in the air
foonprize .... prize provided for winner of a round of Foon-Ball
fracas .... when held, allows invisible players to be seen
frakkle .... dropped in slot, sends transporter to basement north
framus .... second item in coil-activation sequence (see "coils")
freenish .... in jungle s.w. of city, gushes juice once per half hour
                     that, when drunk, yields hints about spark chambers
GalaXenter .... center of the galaxy, escape-destination coordinates
gongo .... put into granfalloon, converts into a flingle
granfalloon ...... converts mongoo, gongo, and torrel into "movie tickets"
greeb .... drop into ribbenfratz to see movie #3
grinfrazzitz ..... 3-stage vibration chamber east of osmostic
gwamp .... accepted by hopper near 5 globes, activates win sequence
gwingus .... atom object, activates Foon-Ball, button makes it wobble
gwirg .... leads users to oolgorboid; once caught with quilbert,
                     point it up in jet black chamber to rise into tower
hypospatial ...... "beneath space", term for suspension when user exits game
kleng .... far left position in Foon-Ball
Klong-Frenetix ... alien brand name of dongle in quorum ad
kootpod .... (3 kinds) kick it to transmute it into a lower level item
kwish .... push button to get cryptogram about monoliths and statues
limbo .... special place where users can type "let there be <xyz>"
metastatic .... control and transfer chambers in tower (part of game win)
mongoo .... atom object, activates Umflungoo, granfalloon converts it
                     into a ravus
mongooosk .... red herring buried rhino-like object in jungle
monoliths .... (9 different ones) in jungle, read them for coordinates
moolkoo .... kick it for hint about grinfrazzitz
nabob .... press button to generate a fresh gwingus
narn .... think of it to get hint about gwirg/quilbert connection

narret	think of it to get miscellaneous high-level hints
nebbish	pointing it at another player causes it to get hot if other player is at higher baud rate; cool if lower
neblin	lower right position in Foon-Ball
nofzinger	in jungle far west of city, converts tuskaloosa to gwamp
noodiddle	upper left position in Foon-Ball
noodle	when held, thinking of other player yields mental image of the room description where that player is
nylarx	giving it away eats an item in recipient's inventory
oddlewokkus	in jungle far east of city, converts zarkon-2 to slosh
dolgorboid	in jungle, freed by zarkon-1, must be held in metastatic transfer chamber as part of game-win sequence
oomwazzitz	far right position in Foon-Ball
Orb That Talks ...	in jungle far southeast of city, stroking yields rebozo next time traset-box in basement is opened
ormush	lower left position in Foon-Ball
osmotic	sub-game in ozone chamber, produces zleens when satisfied
palt	closes east wall in ozone chamber when open
pleebor	upper right position in Foon-Ball
quahog	(3 kinds) zarkon/kwish quahog: guards against scroom; dongle/bagloon quahog: guards against babbalisk; nebbish/wongum quahog: makes inventory invisible
quice	think about it to get hint about trail to nofzinger
quilbert	point it at gwirg, gwirg eats it and becomes inventory
quorum	push button to get alien ad hint about dongle
ravus	drop into ribbenfratz to see movie #1
rebozo	when held, "teleport to <cell#>" summons column of fire (doesn't work for cell numbers in tower)
rhubarb	think about it to get hint about tower
ribbenfratz	starts movies when fed "tickets" (ravus, flingle, greeb)
rommus	pushing button yields silly event
ruckus	kicking it yields silly message
rukkle	dropped in slot, sends transporter to corridor south of Hall of Umflungoo
scroom	pointing it at another player makes them drop inventory (can't be used more than once per 10 actions)
sepper	opens east wall in ozone chamber when closed
slosh	accepted by hopper near 5 globes; oddlewokkus converts it into a tuskaloosa
snaack	push button for hint about trail to blub
snalt	fourth item in coil-activation sequence (see "coils")
snarp	dropped in slot, sends transporter to granfalloon lobby
snuge	atom object, push button for hint about building objects
spark chambers ...	south of grinfrazzitz, players dance in them until sparks are blue to activate win sequence
statues	in jungle s.w. of city, talking in their vicinity makes them emit hints about GalaXenter coordinates
suvar	press switch to generate a fresh wigglesnort
sweenars	red herring decorations on mongooosk
torkus	atom object, first item in coil-activation sequence
torrel	put into granfalloon, converts into a greeb
tracton	third item in coil-activation sequence (see "coils")
transporter	egg-shaped room with slot for rukkle, frakkle, or snarp
traset	drops out of box near white mist room when box is opened
tuskaloosa	accepted by hopper near 5 globes; nofzinger converts it into a gwamp
Umflungoo	sub-game involving letter-guesses toward nonsense word
wapple	press switch to hear hint about trail to Orb That Talks
wigglesnort	atom object, summons transporter
wongum	think about it, 5 actions later it eats an inventory item

```
wufflar ..........  push button to generate a fresh torkus
X-gazax-bit ......  brand name of most alien technology in various ads
ysmaric ..........  adjective applied to foon-ball, no especial significance
zarkon ...........  (2 kinds) tracton/ravus zarkon: point at oolgorboid to
                    free it; zarkon/snarp zarkon: drop into oddlewokkus
zleen ............  osmotic sub-game prize, dropping into chute of machine in
                    basement converts player into zleen him/herself
```

APPENDIX C: FAZUUL VERBS

?	combine	gasp	maim	say	stomp
admit	comfort	get	maintain	scowl	strangle
advise	command	giggle	mention	scream	stutter
agree	comment	give	moan	screech	suggest
aim	concentrate	glare	move	screw	surmise
allege	confide	go	mumble	see	swing
annihilate	connect	grab	munch	shake	take
announce	cough	grasp	murder	shoot	talk
applaud	crack	grimace	murmur	shout	teleport
argue	cracker	grin	mutter	shove	tell
ask	crackers	groan	n	shrug	think
assemble	crackers?	growl	nail	shuffle	threaten
assert	cry	grumble	nod	sigh	throw
attach	dance	grunt	nonbrief	sing	tickle
attack	debrief	gurgle	north	sit	toss
attest	decapitate	hand	nudge	slap	torture
aver	declare	harrass	object	smack	touch
avow	demand	heh	observe	smash	trade
babble	describe	help	open	smell	turn
bawl	destroy	hint	opine	smile	unbrief
bellow	die	hiss	pant	smoke	undo
bite	dig	hit	pass	snap	up
bless	direct	holler	pick	snarl	urge
blink	disassemble	hoot	pinch	snatch	use
blubber	discard	how	plead	sneer	w
blurt	disclose	howl	point	sneeze	wail
blush	disintegrate	hug	poke	snicker	walk
boo	drawl	hum	pout	sniff	warn
bow	drool	hurl	prattle	snort	west
break	drop	inquire	predict	sob	what
brief	e	insist	press	sock	wheeze
burp	east	inspect	promise	south	when
cackle	eat	interject	propose	speak	where
catch	emphasize	inv	protest	split	whine
chant	enquire	inven	pull	splutter	whisper
chat	examine	inventory	punch	sputter	whistle
chatter	exclaim	jabber	push	squash	who
cheer	explain	jam	put	squawk	whoop
chirp	expostulate	join	rant	squeak	why
chortle	exult	jump	rave	squeal	wiggle
chuck	eye	kick	read	squeeze	wink
chuckle	fart	kill	release	stab	write
claim	feel	kiss	remark	stammer	yawn
clap	fidget	laugh	report	stand	yell
climb	fit	lie	reset	start	yelp
clobber	fling	listen	restart	state	yowl
close	flip	long	run	steal	zap
cluck	frown	look	s	stick	

Entertainment Collection

APPENDIX D:
FAZUUL OBJECT
CHART

| QUILBERT | BABBALISK | SNAACK | KOOTPOD | QUICE | CEEVEESE |

| GREEB | DRIVEL | QUAHOG | NARN | NOODLE | SCROOM | FASHNORK |

| QUAHOG | NARRET | WONGUM | QUAHOG | NEBBISH | BAGLOON | WAPPLE | KOOTPOD |

| DONGLE | BAGLOON | FELAFEL | ZARKON | KWISH | SNALT | QUORUM | FRACAS | DWEEZLE |

| KOOTPOD | CACAPOO | ZARKON | FLINGLE | DWEEZLE | SNARP | BAGLOON | NABOB | BUNDLE | RUCKUS |

| NYLARX | TRACTON | SUVAR | RAVUS | SEPPER | PALT | TRASET | CISTLE | TORREL | ROMMUS |

| WUFFLAR | MOOLKOO | GONGO | RHUBARB | FRAMUS | RUKKLE | BORK | BILGE | FRAKKLE | DAMPISH |

| GWINGUS | TORKUS | MONGOO | SNUGE | WIGGLESNORT |

APPENDIX E: ACTION EDITOR

GALAED - Customizing Teleconference "Action" Words

The "action" words of the Teleconference can be configured using the Add-on Utility GALAED - The Action Teleconference Actions Editor. This new utility is much easier than the procedure described on pages 31 to 33.

You can access GALAED either by typing "GALAED" from DOS in your \BBSV6 directory, or by selecting it from "Add-On Utilities" from the Introductory Menu of the BBS. This utility allows you to add, delete and modify actions.

Editing the Action List

Each action in the action list consists of these properties:

> Name
> Type
> Response To User
> Other Users See
> Auxiliary Message (for actions of type "Both" only - see below)
> Tag Before Message (for actions of type "Yell" only - see below)
> Specific User-ID

Some of the properties vary slightly according to the type of action (more on this below).

Name

This is the action verb as it will be used in the Action Teleconference. It may be 1 to 10 characters long, and must be one word. The Entertainment Teleconference comes with several dozen predefined action verbs. You can change, add to, or delete from this list. You must have at least one action verb, and you may not have more than 600 total action verbs.

The action verbs are displayed in alphabetical order. If you change the name of an action, the editor will re-alphabetize it for you.

Each action verb must have a unique name.

Type

There are four "types" of action verbs:

> Simple: This is a single-word action, such as "Smile". When a user types the action verb, the string "Other Users See" is sent to all other users in the teleconference. This string may have one or two "%s" variables: the first is the ID of the user who issued the action command, and the second, if you choose to use it, will be a "his" or "her" pronoun for the user.

Direct:
This action requires a direct object. The "object" of a direct action verb can be either another teleconference user or "ALL". This is explicitly specified by the user typing the action. If a User-ID and the word "SECRETLY" follow the action verb, then only that user knows of the exchange. Otherwise, all the other users are witnesses to the exchange.

"Other Users See" is what the object of the action, as well as everyone else, sees. This string must have two or three "%s" variables. The first is the User-ID of the user who typed the action. The second gets replaced with "you" for the object user, or with his "User-ID" for all the witnesses. If you put a third "%s" in the string, it will get replaced by "his" or "her" to represent the *instigator* of the action (not the *object*).

Both:
This allows users to use the action as either "Simple" or "Direct". If the user just types the action verb (with no object), it is handled as a "Simple", with "Auxiliary Message" being sent to all other users in the teleconference. If the user types the action verb followed by a direct object, then the action is handled as a "Direct", with "Other Users See" being sent to all other users in the teleconference. (The "Auxiliary Message" has the same "%s" parameters as are used in "Other Users See" with a "Simple" command, while "Other Users See" has the same "%s" parameters as for a "Direct" command.)

Yell:
This type of action also has two formats. If the user just types the action verb, then "Other Users See" is sent to all others in teleconference (with the same "%s" parameters as for "Simple" command). However, if the user types something more besides the action verb, then *that* message is sent to all other users in the teleconference, with "Tag Before Message" placed before it. For example, if you set "Tag Before Message" to " < yelling until hoarse > ", then users in the teleconference would see something like "From Fred < yelling until hoarse > Hello my friends!"

See below for Sample Action Commands. You can also run GALAED and scroll through the existing actions for examples of these different types and how the strings are used.

Response to User

This string goes to the user who typed the action verb. You can't put any "%s" parameters here.

Other Users See

This is used according to the type of action verb. It is sent to all other users in the teleconference if:

- the action is type "Simple" or "Direct" or,

- the action is type "Both" and the user issuing the command types a direct object or,

- the action is type "Yell" and the user issuing the command types only the action verb (with no message).

Auxiliary Message

This string is used only for actions of type "Both". It is sent to all other users in the teleconference if the action is used as a "Simple" action. That is, if the user issuing the action command does *not* specify a direct object.

Tag Before Message

This message is used only for "Yell" actions. If the user issuing the action command types in anything more besides the action verb, then that extra stuff will be sent to all other users in the teleconference, with the contents of this message placed before it, to form a "tag". See the "yell" command example below.

Specific User-ID

You'll usually leave this blank. But you can restrict an action to only one user by putting that User-ID here. The Teleconference Sysop can always use these commands.

The Actions Editor will not check that the User-ID entered in "Specific User-ID" actually exists. You must make certain to type in the User-ID exactly.

Creating the Action List

The offline level-6 Text Block ACTLST contains a hard-wired list of action words (users see this list when they type "ACTION LIST"). When you save the actions list, the Actions Editor will ask if you want to update this Text Block. If you answer YES, then a table of action verbs will be formatted and stored here, overwriting the previous contents of the ACTLST Text Block.

Actions restricted to a specific User-ID will *not* be placed in ACTLST by the Actions Editor.

Only up to 126 action verbs can fit in ACTLST. If you define more, only the first 126 will be stored there if you choose to automatically generate the ACTLST.

Sample Action Commands

Here are samples of the four different types of action commands:

Name:	Smile
Type:	Simple
Response To User:	"...What a beautiful smile!"
Other Users See:	"%s is smiling joyfully."
Auxiliary Message:	n/a
Tag Before Message:	n/a
Specific User-ID:	< as desired >

Name:	Hug
Type:	Direct
Response To User:	"...Awww, how sweet!"
Other Users See:	"%s is hugging %s"
Auxiliary Message:	n/a
Tag Before Message:	n/a
Specific User-ID:	< as desired >

Name:	Shrug
Type:	Both
Response To User:	"...Shrug?!?!"
Other Users See:	"%s is shrugging indifferently at %s!"
Auxiliary Message:	"%s is shrugging."
Tag Before Message:	n/a
Specific User-ID:	< as desired >

Name:	Yell
Type:	Yell
Response To User:	"...You're quite loud!"
Other Users See:	"%s is yelling quite loudly!"
Auxiliary Message:	n/a
Tag Before Message:	" < yelling until hoarse > "
Specific User-ID:	< as desired >

Run GALAED and examine the actions list for more examples.