

The REFLECTION

February 1998

Volume 1 Issue 3



From the Chief's Desk

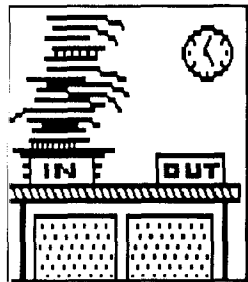
There are a couple of things that come to mind this month. One concerns a phenomenon known as a "back door", and the other is something a little more down to earth-- piracy.

We have recently had demonstrated a very simple "back door" in an otherwise very well written program. The program is called "Dirediv1.2" and has been uploaded to many of the support boards. The file contained a bit of added code that would write the number of the author's BBS to the phone book of the person using the file, and would also change the chat message seen when entering or leaving chat.

This, in and of itself, is not harmful, and probably no one would really object to it had it not been done secretly and with no warning to people using the file. We had several calls to the support line wanting to know about "back doors" and about HOW someone could add a number to their phone book.

After the offending code had been identified and news messages had been posted, we were contacted by the author of the program, who left feedback stating that he was apologetic for the "trick" code and that he was posting messages to that effect, and that he understood why there was a negative reaction to the code.

No harm was intended, and no real harm was done as far as we know, but the potential was there and ANY file that bears the NISSA logo should be totally free of any hidden code. For those not familiar with the program, it writes IMLG and a phone number to the Image Term phone book. We recommend removal of this program from your UD. We are hopeful that a new version of this file will be released with no hidden code.



The second major issue this month is piracy. The people at Fiscal Information and Xetec have found that someone is selling "clone" Lt. Kernal hard drives at a much reduced price and MUCH reduced quality. In an attempt to combat this, anyone seeking any assistance from Xetec or Fiscal will be required to provide a serial number, so have yours ready

when you call and DON'T be offended that they ask for it. We plan to assist them in any way that we can and will ask anyone seeking assistance with LK problems from us, to provide a serial number to us as well.

The LK is not the only thing being pirated. IMAGE is also being pirated and, apparently, in large quantity. The copies we have seen so far have borne the serial number G2001 which is a fictitious serial number.



IMAGE is a very small company, ANY piracy hurts, ANY lost sales hurt. If we are to continue to provide new products and updates and if we are to survive as a company, we need your help in tracking down and closing down the pirate boards. If you know of any in your area, give us a call and help us to shut them down.

ONE MORE MINUTE

BY THE ENCHANTRESS

DEDICATED TO ALL DR. BOB'S MINUTES.

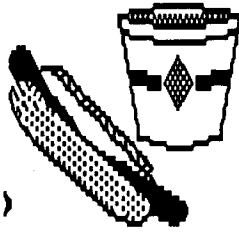
Deep into the night
A dim light glows
From the TV screen.
Just one more minute
and I'll fix that bug.

But the minutes fade
Into many hours and
The only thing that
Keeps me awake is
In a minute I'll be done.

Any programmer knows
That just one minute more
Is an ambiguous term
That can define any
Length of time at all.

Tidbits

(some undocumented features of Image v1.2)



Here are some undocumented features of V1.2--something we put in and then kind of "forgot" about it. At least, I did until I went looking for it the other day.

The +.ER program has been reworked by a couple of people, and one of the additions to it is the ability to send Email to the user online if/when an error is generated. To activate this feature, you need to create a file called "s.errmail" on your "s.file" disk. If you create that file to contain the message you want sent to the user when an error is generated, the system will do the rest. Basically you could say something like:

"While you were on my system an error was created, would you leave me a message telling me what you were doing, so that I can find the error?"

And save that as "s.errmail".

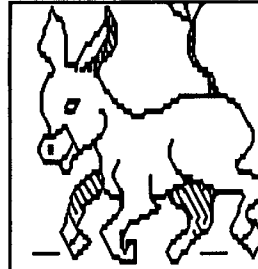
Here are a couple of other little details. You no longer need the file "e.errmsg", a relative file on your "etcetera" disk. Nor do you need the file "u.alpha" if you are running V1.1 or higher. You also will not need "+.alpha" unless you have some plan to return to V1.0.

While we are on "undocumented" items, you might want to play with a couple of added print modes. The $\mathcal{E}p9$ and $\mathcal{E}pj$ were added for V1.1, and a couple more, $\mathcal{E}pk$ and $\mathcal{E}pl$ were added for V1.2. These four are companion modes. They print **DIAGONALLY**.

p9 prints diagonally down, left to right, and pj prints diagonally up, left to right. pk prints diagonally down right to left, and pl prints diagonally up, right to left. Fun but confusing. Best to just experiment with them to see what effects you can create.

DOOPS!

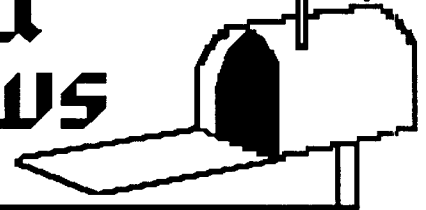
(Typos and Corrections)



In the January issue of THE REFLECTION, there was a minor error on Page 9 in the "Mod of the Month" column. The line 150 as shown will not work. The line contains an fl=1 statement, that SHOULD be fl=. in order to work correctly. If you tried that "mod" and could not get it to work correctly, that is probably the reason.

NISSA

NEWS



Hello again from NISSA. Nothing has really been happening in the world of NISSA, other than updating the current files which will be available soon on Qlink and the major SSB boards nearest you. As most of you may or may not know, we asked for the SSB's to submit questions to be used in the SSB test. At the time of this writing there has been only one submission! Hopefully by the time you folks receive this the test will be done and in some of your hands.

There has been concern over a file in which the sysop of LEMON GROVE had it write his BBS name and number to both your BBS term prg. phonebook and your Chat Messages. I suggest that all NISSA members remove this file from their UD's. The name of the file is "Dirediv1.2.sdl". It is not in good faith to have a NISSA file such as this do what it does, and NISSA will not support such a file.

(continued)

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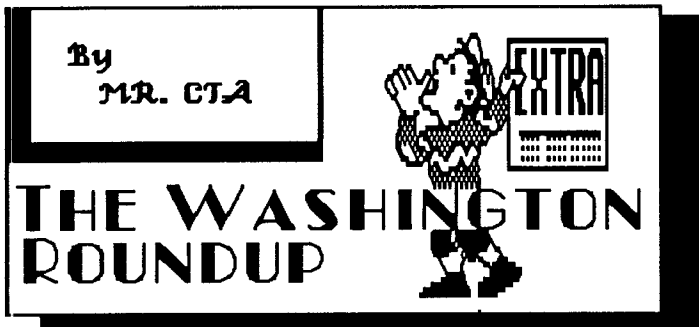
OK, on to "welcomes"! The following boards are new members to NISSA and I would like to personally welcome them:

FUTURE-LINK 216-251-1747
 MASS. NET BBS 617-899-0520
 PARADISE OASIS 716-836-9419

If I have missed anyone, I apologize.

Well, that's it for this month's update. If anyone has any comments or ideas, please tell us. NISSA wants your ideas because YOU are NISSA! I can be contacted on Port Commodore under the handle BUCKO, or on my own BBS, THE WRONG NUMBER II, at (914)328-9078, or on Qlink under the account NISSA AL D. Thanks for taking time to read this article!

- BUCKO -



NEWS FROM THE NORTHWEST REGION

In the Northwest we have had quite a few events occur. Foremost was the introduction of two new IMAGE V1.2 boards. Both are doing quite well and are working together on a new online game. In addition, an old IMAGE board is now back up and running, so we have seven IMAGE V1.2's running in the local calling area, about 12 statewide, with more being added monthly.

Another development is a newsletter written by PHIDIAS of THE PARTHENON and myself, which deals with modeming. It's aimed specifically at our local calling area, but will be available for download on most of the support boards as information contained in the newsletter is pertinent to modeming everywhere.

PHIDIAS and I are also putting several modifications into a package. To be more precise, we are creating several packages featuring fully modified pfiles, patches for pfiles, and also some new material as well. These should become available for download on the main support boards by the end of January. If you would like to get them prior to that, call the CITY OF CHICAGO (206-848-3209)

That's it for this month. Look for the newsletter and a series of textfiles by us!



Q: (From Qlink) How can I use partitions with my 1581?

A: IMAGE does not support the 1581 partitions. We hope to add that capability, but it has not yet been done.

Q: Where can I add commands that will work from the Main prompt?

A: This is tricky. It depends on what files you are going to call with your commands. If you are adding a file like "Quick Mail" it is called as a SUBROUTINE and must be added in one area--if you are adding files like "Subop Application" or "Credit Mall", it would be added somewhere else. A SUBROUTINE would be added between 1850 and 1868, probably on 1860 would be a good place to add "Quick Mail". The other types of files, like "Top Ten", "Credit Mall", etc., would be added between 1840 and 1850. A line could be added at 1847 or 1848 if necessary. Remember, if you add a line between 1846 and 1850, you MUST remove the GOSUB1989 and GOTO1812 from the end of 1846 and put them on the end of your 1847 or 1848--otherwise the program will not FIND your new commands.

Q: When is IMAGE going to come out with some new pfile games?

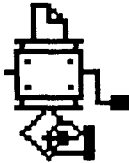
A: Unknown. At this time I don't know of any pfiles being worked on other than the ones being developed for the TEC-NET pfile disk released in January. IMAGE programmers have been developing some very interesting new products that are being released on pfile disks, but not online games.

Q: How about a buffer in IMAGE Term?

A: This is an OLD, OLD question, but one that is asked frequently. The answer remains the same. There really isn't any ROOM for a buffer. When IMAGE Term is loaded, the whole BBS is in memory. The reason for a term program that could be loaded from the BBS was so that the BBS would not have to be taken down just to make a call. If memory is cleared out for a buffer, the BBS would have to be reloaded and thus renders the REASON for having a term program obsolete. I.E, if you have to reload the BBS anyway, why not load a terminal program like CCGMS or something that HAS a buffer? (However, if it IS even remotely possible, you may be SURE that Ray will find some way to put it in.)

Q: Where is the information for flags and access groups stored?

A: That info is kept in "e.data". The NAMES of each of the access groups (like "New User") are in records 2 through 11, the info for the flags for each group is held in records 21 through 30.

Our Staff:**The Chief: Fred Dart****Editor: Julie Rhodes****Writers: Fred Dart****The Enchantress****Mr. CTA****Rucko****Larry Hedman****E><EL****Larry Cody****Cartoonist and Graphics****Wrangler: Carrie Dart****Inspiration: Gummy****MICRO MOO**

This is not so much a "mod" as it is an addition to the log. This mod logs the user's credits when he signs on and when he signs off:

In +.ON add a line 127:

```
127 a$=" Credits"+str$(cr):gosub1095
```

Then again in +.LO you can squeeze onto the end of line 214, after the r\$,

```
+" Credits"+str$(cr)+r$
```

But BE CAREFUL. This exactly fills up the line and if you don't cursor back and hit RETURN, it doesn't take.

You can actually log just about anything. Just put the text in a\$ and use GOSUB1490 or GOSUB 1095 to add it to the log. If you use 1095 it won't log the additional information when you are on the BBS with Instant Logon.

Here's a little dandy for awarding some free credits if you feel generous. I've stuck this in line 1908 which is the line that the system goes to frequently to display the time remaining. On line 1908 at the beginning of the line, add a goS2030 (note the abbreviation, as otherwise it won't fit). Then at 2030 add:

```
2030 ra%=rnd(1)*100+1:rb%=rnd(1)*100+1:
    ifra%<>rb% then return
2031 rb%=10*ra%:cr=cr+rb%:&"[F6]We've given
    you":&str$(rb%)" Credits":return
```

Simple. ra% and rb% are random numbers between 1 and

100. If they are equal then 10 is multiplied by ra%, and that much credit is awarded. If you want to increase the odds just change the 100 in the two random statements in line 2030, if you had 1000 then the numbers would be between 1 and 1000. You may also change the amount of credit given, I use 10 as a base and multiply that by the random number but that could get rather high if you changed the 100 to 1000 (you could have 10*1000, or 10,000, which may be more than you wish to give away.) The maximum as written would be 1000. You could also add one more line to the mod, just take the return off 2031 and add:

```
2032 a$=" Awarded"+str$(rb%)+ " Credits":
    goto1490
```

And by using GOTO instead of GOSUB you can use the RETURN from writing to the log, as the RETURN from this subroutine (so you don't have to use GOSUB1490:RETURN).

News From the Southeast

by Larry Cody

Hello! In this, our first contribution to THE REFLECTION, we'd like to introduce ourselves and let the IMAGE world know who we are and what we are trying to do. "We" are the Atlanta IMAGE Sysop Association (AISA), originally a small group of IMAGE boards in Atlanta whose sole purpose was to support new and existing IMAGE owners. Somehow we've managed to grow outside the Atlanta area, so possibly the name needs to be changed...Currently AISA represents 14 Atlanta boards and 5 out-of-state boards. A recent affiliation with the Eastern Sysop Association (ESA) has helped to expand our group into other areas of the U.S. We offer extensive support to any legally registered IMAGE owner; thanks to the help of Fred Dart we can validate quickly the status of a serial number and help prevent the (continued)

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spread of illegal copies. Several AISA members are also NISSA boards, and we adhere to the NISSA procedures closely. Being a more local group, we do have officers, but that is to help run the newsletter and administer the business end of AISA. If your board wishes to become a member, or you just need a bit of support, give us a call. We publish a monthly newsletter free of charge. For a copy, leave feedback to any of the three boards listed, or drop a card to:

Atlanta IMAGE Sysop Association
P.O. Box 813481
Smyrna, GA 30081

As to what we're doing, here's a glimpse of what's in store for 1990: Two new interactive plusfile games. A buffer for IMAGE term 1.2. Several sysop utilities for 1.2. And that's only what's in development--the ideas are there, we're just working to put 'em together. So give us a call!

N4CER

Easy Sigs

by Larry Hedman (X-TEC)

As many of you Lt. Kernal owners know, 30 libraries holding 60 files simply isn't enough directory space to handle the massive number of files that a hard drive will hold. At COMMODORE IMAGE BBS with 40 megs online, my directories were jammed with over 800 files. Many directories were full, and others were fast approaching maximum capacity. With many of my local users interested in SID music and Koala pictures I needed a way to add more directories to CI's UD area, but I did not want to over-modify my IMAGE files to the point where they would not be compatible with future editions of IMAGE which I am told WILL include SIG UD's and SB's.

The dilemma: to add more directory space to make room for SIDs and PICs.

The pitfall: to become incompatible with future IMAGE enhancements.

The solution: EASY SIGs!

I decided to attack the problem by keeping the mods simple and by not changing any existing directories. With EASY SIGs NONE of my existing "d.u/d" or "s.U/D" files are changed in any way. Whenever IMAGE does come out with SIGs, it will be a simple procedure to convert back to pre-existing conditions because all the old "s." and "d." files are still there! The only drawback will be that any new files added to the new directories will have to be added to the new SIG directories after IMAGE releases their new programs. That might be a simple procedure, though, depending on how IMAGE goes about developing their new plus files.

Enough of this...lets get to the Modz!

EASY SIGs can be created in six easy steps. Here they are:

STEP ONE - MODIFY +.diredit

- From BASIC, load up the +.diredit file.
- Delete lines 100 through 104.
- Add the following lines:

```
100 dr=3:a$="e.sig":gosub1076
101 an$=""&[F6][F6]Edit Which&11":if
    an$=""then1811
102 ifval(an$)<1orval(an$)>13then100
103 sg$=an$
104 a$="U/D"+sg$:&
```

NOTE: in line 102, 13 is the highest number SIG on my BBS at this time. Yours may be different.

- Now save this file as "+.sighedit".

STEP TWO - WRITE A MENU FILE

- Boot up IMAGE and go online in local mode.
- Go into the WF editor and write a sequential file which will contain the names of all your SIG sections. It will be something like this:

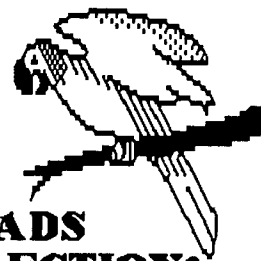
- IMAGE Programs
- Games
- Telecommunications
- Music
- Amiga
- Commodore 128

etc...

You are not limited as to how many SIGs there can be. However, give careful consideration as to what they should be named, and what files from existing directories they should contain. Each SIG will be able to hold 30 libraries with 60 files in each library, as does your existing UD section. I recommend you plan this out on paper before writing this menu. For example, SIG #1 may contain all the files from existing UD's 1, 2 and 3, while SIG #2 may only contain the files now existing in UD 6.

(continued)

**Ahoy, Maties!
If it's fun and
adventure ye
seek, there be
treasures aplenty
listed on the BBS ADS
page of THE REFLECTION!**



- C. Now save your menu as "e.sig." This menu will be shown to persons entering the UD area so that they can select which SIG they wish to enter first.

STEP THREE - CONFIGURE YOUR SIG's UD LIBRARIES

- A. From the Main prompt Run the `+.sigedit` file that you created in Step One. The `sigedit` plusfile will load and display the menu you created in step two.
- B. Select the SIG that you wish to configure by entering its corresponding number and set it up in the normal way as you would use `+.diredit` to configure your UDs. Refer to your plan from Step Two and wherever possible, keep files in the same Lt. Kernal LU as they are now. It's not necessary to keep them all in existing LUs, but it makes things go faster.
- C. Set up as many UD libraries as you need in the SIG you are editing, then save it and continue setting up all SIGs defined in your SIG menu. You will have to have at least one UD library in each SIG, and you must define at least one SIG UD library for each existing UD library which will go into the SIG. In other words, if you have 30 existing UDs, there should be at least 30 UDs defined when you count up all the UDs among the SIGs. This is so that each existing UD directory can be renamed to a SIG UD directory in Step Four.
- D. Exit `+.sigedit` by hitting the RETURN key at the "Edit Which?" prompt.

STEP FOUR - CONVERT DIRECTORIES

- A. Enter the IMAGE copier program by entering CP at the Main prompt.
- B. Copy all "d.u/d" files from your directory LU to a different LU, where you will perform the name conversions.
- C. Use the "Send Disk Command" function to rename all the "d.u/d" files that you copied onto the different LU. DO NOT RENAME the "d.u/d" files in the original directory LU!

EXAMPLE: If the files from UD #1 will go into SIG #1, UD #1, then the command would be:

```
r[LU]:d.u/d1 1=d.u/d 1
```

EXAMPLE: If the files from UD #6 will go into SIG #12, UD #4, then the command would be:

```
r[LU]:d.u/d12 4=d.u/d 6
```

You would replace [LU] with the LU number where you have placed the copied d.u/d files to be renamed. Be careful to specify the LU number, since if you do not, the system will default to LU 0, which may be where you are keeping your original directory files, which you DO NOT wish to change.

- D. After renaming all your "d.u/d" files, copy them back onto the original directory disk (LU).

STEP FIVE - MODIFY +.UD

- A. Exit from IMAGE. Then from BASIC load `+.UD`.
- B. Rename the original `+.UD` file to something else, e.g., `+.UD 1.2`. (This will make converting back to regular UDs easier if you should decide to do so.)
- C. Modify lines 1, 14, 22, 52, 151 and 152 in `+.UD` as follows:

1 Change GOTO150 to GOTO250

14 Change `p$="U/D#" + mid$ to`
`p$="U/D" + sg$ + " #" + mid$`

22 Change `a$="d.u/d" + str$ to`
`a$="d.u/d" + sg$ + str$`

52 Change `a$="s.U/D" + str$ to`
`a$="s.U/D" + sg$ + str$`

151 At the end of line 151 add
`sy$="U/D" + sg$`

152 Change line 152 to read:

```
152 x$=left$(x$,6):dr=1:a$="s." + sy$ +
" , s r " :gosub49:ife%thenbz=:goto154
```

Now add the following lines:

```
203 &["F6"]["F6"]Enter SG to Change SIG"
217 on-(z$="SG")goto250
250 dr=3:a$="e.sig":gosub1076
255 an$=""&["F6"]["F6"]Select a SIG
:£i1": ontr%+1goto1812:
ifval(an$)<1orval(an$)>13then255
```

NOTE: As stated before, 13 is the highest number SIG on my board. Yours may be different.

```
260 sg$=an$:r=1:goto150
913 gosub31:gosub32:&["F6"]Filename £$b"
```

NOTE: Line 913 is not necessary for this mod. It was added to make moving files between UD's easier.

D. Now save this program as +.UD.

At this point, all modifications are complete and ready to run. You can reboot your system and go into your new SIGs by logging on either in local mode or whatever and entering UD at the Main prompt. After the new, modified +.UD loads, it will display your SIG select menu, and you will be prompted to select a SIG. Enter the number corresponding to the SIG you wish to enter, and the program will take you to it at UD #1. This brings us to Step Six.

STEP SIX - MOVE FILES TO NEW DIRECTORIES

Once you are in the SIGs they will work just like the regular UD's did before. You will have added the command "SG" which is used to move between the different SIGs.

You will notice that all the files that your UD directories contained, are now in the directories that you renamed them to in Step Four. If you planned well during steps Two, Three, and Four, you will have little or no moving of files to do here. However, if you were like me when I first converted, it may take several hours to move the files around to where you want them. In any case, you can use the Move command to move files between the different UD libraries, but only within the SIG you are currently logged into. If you have files that you want to move to different SIGs it is easiest to Kill them from their present directory and then add them to directories in another SIG.

EASY SIGS works for me, and I hope they work equally well for you! To see EASY SIGS in action or to download this file with the modified files included, you may call COMMODORE IMAGE BBS at (907) 592-2535. IMAGE Sysops have unlimited access!

PROGRAMMING NOTES

The subject this month is the ON/GOTO statement used frequently in IMAGE. I'm sure you've all seen statements in IMAGE that looked something like this:

```
100 on agoto200,300,400:goto900
```

The easiest way to understand this statement is to think of it as a series of IF/THEN statements. We are replacing the following:

```
100 if a=1then200
102 if a=2then300
103 if a=3then400
104 goto900
```

Essentially, the single line of code is telling the computer, "branch to a program line based on the value of a". The computer ALWAYS begins with 1 and counts upwards when it considers the possible lines to which it can branch in this

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situation. If a=1, it will go to 200; if a=2, it will go to 300; if a=3, it will go to 400; and if it is none of these, it will continue to the next possible code-in this case, a goto900. So if a is not 1, 2, or 3, the program will branch to line 900.

The GOTOs can also be GOSUBs. If you write the following code:

```
100 on agosub200,300,400:gosub900
```

The program will branch to the appropriate subroutine just as it did the appropriate GOTO before. It will then return to line 100, seek the next colon, and run from that point.

But, you ask, what about this kind of line:

```
1844 on-(z$="UD"orz$="UX"orz$="SB")-
(z$="EM")*2goto1340,1310
```

To understand this, you should know that the computer looks at statements and assigns them values depending on whether they are TRUE or FALSE. If a statement is FALSE, it gets a zero value. If a statement is TRUE, then it gets a -1 value (strange but that's the way it is.) This enables the computer to look at the possibilities as numeric values. If the user has entered "EM" and thus z\$ does equal "EM", then here is what happens:

The computer looks at the possibilities in the first parentheses and says, "No, it's none of those, so that is not true and thus has a ZERO value." This is just like the previous example, in which the computer looked at the value of a and if it wasn't 1 then it did not perform the first GOTO.

The computer then goes on to look at the possibilities in the second parentheses, and since z\$ DOES equal "EM", then that statement gets a -1 (or TRUE) value.

We need a positive value to get the computer to do something, however, so we use the minus sign in front of that parentheses to turn the value of the statement to a positive ONE. (Remember that a negative TIMES a negative equals a positive. Thus the minus signs in front of each parentheses.)

(continued)

Remember how the computer counted from 1 up in the first example? It is still doing that. We want it to branch to line 1310 if z\$="EM". So we need the computer to assign a value of 2 to the TRUE statement, to get it to agree to the 2nd possibility (1310). The *2 behind the parentheses converts its value to 2.

Now the computer is saying to itself, "The first parentheses is false, and therefore a zero. So I will not in this case branch because of it. The second parentheses is TRUE, and the code around it converts it to a value of 2, so I will branch to the second possibility, which is 1310."

The ON/GOTO statement can be used in any number of ways. One important use in IMAGE is: ontr%+1goto1812:

This means, if tr% equals zero (which means the caller has timed out, or dropped carrier) then the system jumps to 1812 and begins the logoff sequence. This code could instead be: ontr%+1goto1603 as 1603 contains a RETURN and is frequently used to drop out of a subroutine if carrier is dropped or the user times out while in that subroutine.

If you have any remaining questions concerning ON/GOTO, or any particular part of IMAGE you would like to see discussed, just drop us a line or leave feedback, and we'll try to cover it in future issues.

IMAGE BBS NUMBERS (CURRENT AS OF 1/11/90)

201-227-9006	The Piper's Palace	E0137
201-249-0219	Highland Park Exp	F0310
201-297-7707	The Data Dugout	E0652
201-364-7884	Rsgaard	E0298
201-422-1749	Dark Zone	E0036
201-431-8552	Radio K.A.O.S.	E0544
201-536-1410	RHBBS	F0618
201-723-0838	The Other Side	F0303
201-727-8065	The Iron Cross	E0415
201-759-2066	Ry-Lor's Den	E0049
201-821-1148	The Car Shop	E0288
201-828-2367	Eagle's Nest BBS	F0543
201-870-0852	The Sports Arena	E0536
201-905-2915	The Gas Chamber	E0612
201-929-3318	The Games Exchange	E0450
203-322-3676	Realm of Insanity	F0446
203-327-4678	Old No. 7	G0556
203-865-3227	Merlin's Mind	E0403
203-929-7534	The Wizard's Spell	E0424
205-633-3641	Smokey's Haven II	E0723
206-473-1788	The Land of Oz	F0044
206-531-1139	Alcatraz	E0524
206-631-1073	The Tech Shack	E0568
206-699-6653	Digital Dimensions	E0138

NUMBER	BOARD	SERIAL
206-759-8687	Gates of Delerium	E0351
206-839-6177	Ancient Mariner	E0372
206-840-3936	Deer Slayer's Domain	E0523
208-848-3209	City of Chicago	E0248
206-848-5336	The Parthenon	E0521
206-854-3568	The Time Takers	F0407
206-871-0529	Black Mountain BBS	E0152
206-874-6289	Thallion's Keep	F0263
206-922-6436	Gotham City	E0526
207-328-6661	The Underworld	E0249
207-328-7030	The Machine	E0095
207-328-9102	The Black Hole BBS	E0154
207-492-3841	BBS Enterprise	E0123
207-946-5330	The Maniac's BBS	E0198
207-946-7246	The Kobayashi Alt.	E0046
209-577-6165	Bear's Cave	E0107
209-577-8507	Rotten Robbie's	E0182
209-578-0435	Bizzy Bee	E0181
212-888-4773	Paradise Warez	E0525
212-928-2406	The Sage's Hut	E0582
212-942-5059	ShadoWorld	E0324
213-374-3966	The Lizard's Rock	E0172
213-374-4567	Sand Castle	E0072
213-395-6561	Fourth Precinct	E0068
213-510-2279	Island BBS	E0253
213-862-6933	River Conditions	E0153
213-876-7135	Terrapin Station	E0486
214-226-9203	The Gate	E0447
214-288-0511	Peanut Palace	E0621
214-986-7962	Bandit's Hideout	E0396
214-991-9085	Township of Redstone	E0325
215-223-0554	Excalibur's Realm	E0512
215-279-0576	Mystic Tower	E0616
215-352-0661	Wee Three Warez	E0208
215-425-8323	The Penalty Box	E0471
215-425-8351	Hack Shack	E0286
215-426-0552	Zone One	E0336
215-432-7223	The Magic BBS	E0119
215-463-8161	Mom's Home Remedy	E0323
215-487-0463	GearJammer's II	A0004
215-535-8133	The Vortex BBS	E0416
215-551-7149	Death Trap Fortress	E0048
215-551-7295	Mom's Club Med Ret.	E0130
215-630-6848	Land of Unknown	E0692
215-724-7152	Area 51	E0433
215-752-7047	Midnight Resort	E0196
215-825-1136	Enchanted Forest	E0129
215-837-0695	Murphy's Bar & Grill	E0051
216-226-4474	The Daily Press	E0140
216-232-1716	Titanic Resort	E0375
215-251-1747	Future Link	E0649
216-252-3110	Chiller Theatre	E0151
216-327-8760	One Hart One Mind	E0055
216-381-6550	Ground Zero	E0124
216-382-1631	The Dark Star	F0614
216-467-1716	Omega's Castle	E0608
216-475-8634	Point of Entry	E0075
216-543-8470	Kamakaze	E0364

(continued)

NUMBER	BOARD	SERIAL	NUMBER	BOARD	SERIAL
216-671-5410	Marconi's Castle	E0279	313-360-4337	Saw Blade	E0453
216-746-0942	Instant Insanity	E0531	313-422-9356	Jamaican Sands Resort	E0529
216-792-0720	Tower of Dark Sorcery	E0530	313-426-4206	King Xanth's Magic	E0368
216-842-0750	Catacombs of Cleveland	E0703	313-453-2576	Lyon's Den East	D0001
216-888-1042	Computer City	E0584	313-483-4879	TFF Headquarters	E0270
217-351-8284	View Points	E0260	313-485-2830	The Base	E0016
217-753-4501	Spugtown BBS	E0320	313-543-2246	The Twilight Zone	E0412
217-877-8726	USS Neversail	E0718	313-547-6920	Midnight Connection	E0355
218-624-9036	Spirit Valley BBS	E0283	313-563-1102	The Boardwalk	E0683
218-626-1560	The Capt.'s Table	C0001	313-593-4953	The Regency	E0309
219-223-3339	Underground BBS	E0227	313-632-7335	Joe's Garage	E0019
219-233-6912	Neverending Net	E0157	313-663-3129	The USS Enterprise	E0581
219-844-2319	Warlord's Castle	G0763	313-668-6136	Paradise City	F0345
301-269-6607	Wishbringer	G0126	313-675-4713	Stardock	E0070
301-736-2036	Deathstar BBS	E0089	313-698-2513	Datamax Jr.	E0385
301-760-0395	Harry's Place	E0111	313-756-2092	Underground	E0454
301-862-4013	The New Frontier	E0031	313-756-6483	Computers Inc.	E0230
301-868-1968	Independent BBS	E0058	313-878-0127	Caesar's Palace II	E0269
301-927-9411	Hacki Shack	E0300	313-878-3839	Paisley Fork Record	E0222
301-972-8958	The New Realm	E0090	313-887-1627	The Highlander	E0425
302-239-1873	Political Forum	E0113	313-994-4468	Galaxy Federation	E0079
302-475-9523	Eliminator BBS	E0518	314-442-0477	Mid-Missouri CC	E0264
302-998-7843	The Pig Pen Palace	E0018	315-737-7284	Ninja's Kingdom	E0722
303-224-9492	Dragon-Net	E0034	315-762-5701	The Beach BBS	E0417
303-296-3809	Fuzzy's BBS	E0009	317-244-2794	Jim's BBS Network	E0062
303-364-3927	The Pit Stop	E0043	319-289-4393	Tri-Com	E0219
303-375-9556	Regimental HQ	E0024	402-291-2896	Phoenix	E0645
303-420-6297	Medieval Times	E0666	402-895-5901	The Retreat	F0357
303-693-7335	The Casino	F0185	403-287-0883	Great White North	E0585
303-733-6024	Our House	E0650	403-293-9475	Tutor	E0161
303-745-4305	Phasar	E0178	404-299-3010	38's Special BBS	E0501
303-797-6003	The Gridiron BBS	E0093	404-333-0044	Atlanta System Net	F0498
303-933-2466	The Night Club BBS	E0397	404-634-6136	Magoo's Mansion	G0474
303-937-0215	The Realm	E0060	404-474-1228	Parameters	E0500
303-973-8602	Phantasia	G0401	404-478-0263	The Codex	E0482
303-985-3666	Orbis	E0245	404-483-5091	Re-Peters	E0580
303-987-3195	The Stronghold	E0356	404-489-0135	Com-Net	E0539
305-233-2924	Golden Dawn	E0348	404-498-7320	The Cockpit BBS	E0076
305-233-8917	Crash & Burn	E0037	404-636-2135	Hangar 15	E0439
305-235-1005	Starlight	E0194	404-866-6077	Legend of Doom!	E0546
305-443-7536	Power Supply BBS	E0239	404-925-0361	Digits II	E0434
305-752-0136	Dynasty BBS	G0696	404-925-8829	Smuggler's Haven	E0489
305-785-9596	Cross Fire BBS	E0317	405-354-6957	Land of Rising Sun	E0359
305-989-9419	The Estates	E0598	405-359-8308	The Alchemist's Shop	E0456
307-328-1499	Digi-Itch	F0341	405-376-9131	Bobcat's Playhouse	E0405
307-577-7400	The Grasshopper Trap	E0475	405-399-9318	Folkvanger	E0004
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312-326-1602	R'Kade BBS	E0301	405-681-1343	Meg III BBS	E0349
312-588-1141	Cosmic's Universe	E0131	405-732-2278	Nova	E0490
312-864-3090	The Upper Deck	E0148	405-733-5134	Dred's Caverns	E0353
312-894-3142	The Godfather BBS	E0329	405-736-0668	Radio KBBS	E0394
312-927-0055	Somewhere in Time	E0109	405-769-7828	Wizard's Scroll	E0250
313-231-3640	Xanth	B0001	405-793-9892	The Altitude	E0342
313-242-0063	Innerforce BBS	E0088			
313-291-6411	Space Station Freedom	E0702	(continued)		
313-292-2806	The Garden Gate	E0448			

407-240-3599	Velvet's Couch	E0241
407-465-5185	Treasure Coast	E0491
407-773-6056	Bon Mot	E0203
407-951-0431	The Postman's BBS	E0291
408-373-8794	The Jungle	E0545
409-724-1786	Crazy Image BBS	E0311
409-735-2283	The Lighthouse BBS	F0600
412-242-1008	The Savage Jungle	F0184
412-357-5841	The Net	E0021
412-381-8419	Star Trek BBS	F0078
412-441-0352	World of Lorai	E0599
413-593-1677	The Phoenix BBS	F0020
414-744-3556	Lifestyles	E0365
414-384-4703	Camelot BBS	E0550
414-499-2972	H.O.M.E. BBS	C0007
414-545-7892	Chamber of Sorcery	E0330
414-643-0544	Black Magic	E0207
416-656-7500	The Underground	E0468
416-833-1422	Eternity	A0007
417-781-6622	Pixel's Palace	C0003
417-725-5008	Fire Base Tango	E0575
417-742-4598	Duke World BBS	E0038
417-864-4488	The Land Fill	E0371
417-866-1760	Mafia Mansion	E0141
419-683-3059	Late Night Network	E0115

(to be continued next issue)

Escape From Base Ten BY E><EL

Prologue:

In the beginning, colonizing a planet was as easy as frying an egg. All you needed was a handful of willing people, several transporter ships, food to last them the journey and to survive once they arrived. Also needed were entertainment facilities and, of course, a planet.

After several centuries of maturity, civilizations were frying eggs every fifty-plus years. A colony would be settled, the colonists multiplied, then their children would work on descendants. During most of these proceedings the new colony would have sent out explorers to find another planet suitable for life. Soon the point of origin would send a whole new batch of people to start up an average population. All of these people in turn would multiply. The product of this multiplication, when matured, would then go to a planet (if one were found), that the explorers located. There they would bring

out the pan, grease it up with butter, and get ready to fry another egg...

THAT was in the beginning. Because of all the cross-colonizing that these modern civilizations did to expand their horizons, somewhere along the line the ORIGINAL planet was lost and there was left a big pile of

smelly worlds looking for a mother. Because no one wanted to claim the responsibility for nursing a vast settlement of worlds back to health (because they DID deteriorate), a new form of democracy was formed and each world fended for itself.

Soon they all wanted to move on and expand, perhaps to create more havoc, and somewhere along the line two or three cultures crossed each other and they each wanted the planet in question. Because they didn't want to split it, they discussed. Soon discussion turned to argument, and argument to war. There was a big stink with Astro-Nuclear weapons and entire planets were annihilated. The galaxy was committing genocide, and people were smiling over it.

Out of this complete and total chaos, there were the few exceptions. Planets like Thana 7, where they believed that in a fight there was never a winner--just a postponement; and the "Coalition for Humane Interstellar Peace" (C.H.I.P.), and organizations of that nature.

But also pirates flourished. These were the rebels that didn't want to be part of any world--they wanted to have them all. These were hard and smelly men that loved money and anything that was worth it. They didn't just pillage towns or villages; they took down ENTIRE planets, and sometimes purged them (if necessary). They would time their attacks best when two planets were at war--when they had weakened each other--and they NEVER showed mercy.

Yet...time goes on. Suns will get larger and redder, planets greener. But by the time suns begin to die and atmospheres become unbearable, entire civilizations would have moved on to new worlds. Life in its simplicities would continue in an everlasting postulate known sometimes as eternity...

(to be continued)

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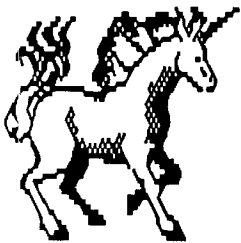
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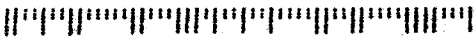
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