From the Top

The Unsung Hero Of IMAGE BBS
By Don Gladden

Well, this issue, I would like to dedicate my article to Ray Kelm, ("PROFESSOR"), the one who has done all the machine language work for us for the last four years, and who I feel deserves to have the BBS world recognize! Seems that I get a lot of credit for things that he has done, and I would like to give credit where it belongs. (However, I also get the blame for any BUGS he puts in, so maybe it balances out!).

Ray is 18 years old, single, and lives in Plymouth, Michigan. He is completely self-taught in programming, knowing quite a bit about just about any language you can think of. Ray and I have been working together ever since Lyon's Den was put on line about 5 years ago. (He now runs Lyon's Den up in Michigan, since I have moved to Utah.) I miss the opportunity to work alongside him, now having to do it "long distance", but maybe someday I'll get him down here! (I guess it depends on Melody, but that's a different story!) Since our early "modifying" days, we have come a long way with the program, much of it due to Ray's addition to the ml, making changes easier and faster. He has completely re-written the Punter and Xmodem protocols, allowing more features and options. As a side note, one of the problems with working on the file transfer protocols, is that there are many term programs out there, all of which seem to want to use a little different timing routine, so unfortunately, I don't think we'll ever be able to come up with a proto that will work with every term in the book.

Computer setups, (Drive & modem types, ROM versions, cartridges, interfaces, etc.) of both the sending AND receiving ends can affect the timing also. This means that the transfers will not be completely reliable. The best way around this is to tell your users to use whatever term and setup that will work for them.

Ray is also responsible for writing, entirely, the ML editor that IMAGE uses. This has been described now as "almost a full fledged word processor", with all the added and enhanced features. We may, in the future, release a word processor based on the IMAGE editor, if enough people show interest in having it. Let us know!

Finally, of course, the new ml file for IMAGE BBS was done, again by Ray. Not only is it now completely assembled, (the old one was done with a monitor, and patched all over the place, making it very hard to modify or update), but Ray even wrote his own custom assembler to work on it! This has allowed us to work on the ml routines MUCH easier! An example, when the three new print modes were added, for up, down, and backwards printing, it took about five minutes to do! We simply defined them in the file, and re-assembled it. Done! As mentioned above, Ray is now running Lyon's Den, 313-453-2576, the "original" IMAGE board, and can be contacted there. He is a great guy, and loves to talk about programming and ideas, so if you have any questions or comments, I'm sure he'd love to hear them!

SPECIAL ANNOUNCEMENT!!
We have decided that we will start taking SUBSCRIPTIONS for products that we will be releasing. If you would like us to send out new pfile disks or other products we may develop we will send them to you as soon as they are released. We are only making this offer available to CHARGE CARD customers because of the added expense of COD charges. It is understood that any product may be returned and that we will not ship any item that costs more than $25.00. If interested NOTIFY US!

From the South

NEWS from Down South from Dr. Shade (AKA) R.T.Fitch

Games, Games and more + Games!

Hang on folks, you're going to have a leg up on your old v12.0 or similar systems! New, Original +games for your Image! It's one thing to run converted PD on-line games like everyone else does but to be able to add fresh new concepts to your PF area is a horse of another color.

You'll find on your +disk #2 something quite different, it's called "Fright Night" written by our Assist SysOp Jim Woodson..AKA Wooly! Jim is the author of Atari/Bally's "Battlezone" arcade game and writes in such a manner that he both entertains and stimulates you at the same time. Fright Night was written only days before Image was released and through the help of Don and Fred, quickly converted to Image.

But better than that!

Jim's newest project.."Space Titans", a multi-user, multi-module mega adventure game has just been completed!! The written word won't even do this program justice, you'll just have to stay tuned in for the NEXT +disk, and see for yourself. You might even find some smaller surprises tucked away there. Feel free to contact "Wooly" on Tec-Net for comments and questions..he ALWAYS answers his E-Mail!! [ed note: Space Titans release has been delayed].

Hardware Upgrades. In an effort to give you the very best support, we have made a few changes to our system. Just like P.C. and Gearjammer II we have added a multi-plexer so the 'ole Doc can work on the system and leave the board open for your enjoyment. And by the time this hits print we will be 2400 baud. Here's hoping that we can help you reduce your long distance   bills!!

Image SysOp Contest From Nov 15 through Dec 15, Tec-Net is running a graphics contest..we want to see who can and/or has created the best C/G picture for their Image board. Please upload them to the Image Movies/Graphics board and the most original and professional screen will win the next + file disk, absolutely   free!! Let's see some originality, and talent..a great way to spread the word about your board to other Image SysOps..also!!!

Please remember that we at Tec-Net are here to assist and help whenever possible. We will ALWAYS supply you with the very latest Updates, fixes and news! Feel free to call at anytime and if we can be of any help to you at all you will have had "Made OUR Day!!"

Keep in touch!
IMAGE Doc (Q-link)
Tec-Net 904-756-2700
300/1200/2400
40 Meg
Southern Distributor and Support
New Image Software Voice Support 904-756-1206

Heeeeeeres JAY!

Using an **REU** *(RAM)* with IMAGE BBS

One of the biggest drawbacks to running a bulletin board on the Commodore 64 rather than a Mac, IBM or other large computer is that peripherals for the Commodore 8-bit line have traditionally been relatively expensive, and lacking in speed. The Lt. Kernal hard drive is the one exception in speed, but compared to an IBM "hard card" it is still expensive. (Considering it includes many BASIC extensions and a built-in SCSI interface, the price is more than reasonable; however, the IBM includes a hard drive interface and thus can accept $200 20-meg drives.) Formerly, if you couldn't afford a Lt. Kernal, you were doomed to a slow board. Then, in the summer of 1987, Commodore released a 256K RAM expander for the 64. It includes software to emulate a disk drive, and this is where its utility comes in to BBS sysops. If you could load in program modules off of the RAM drive, the delays while loading in plus-files would be eliminated.

Luckily, IMAGE BBS is fully compatible with the RAM expander. The 1764 RAM Expansion Unit (REU) comes with RAM-DOS 3.3, which had many bugs. We recommend you use instead RAMDOS 4.2, which is the latest available from Commodore and is included on the back side of the IMAGE disk.

One thing you should always remember is that the REU is only memory. Anything saved to it will only last until the power goes out. Therefore, you should NOT store anything on it that changes. We recommend you store only your system disk, plus-files, and text files on it. Then, make up a "boot disk" that contains RAM-DOS, a file copier and these files. When the power goes out, you will have all your files in a convenient place. In fact, I have modified the "filecopy" program that comes with the RAMDOS so that you can take all the files you want to go on the RAMDisk, and place them on æ floppy along with the DOS and filecopier. The RAMDOS will automatically load the copier, which will copy all files on the disk besides the DOS and itself. It will prompt for as many disks as you wish. This takes some of the hassle out of rebooting after a power outage, and will be included on the third pfile disk along with the v1.1 enhancements.

Pardon my humor

A few final tips:
* If you modify your board a lot, keep the boot files on the RAMDisk. It only takes 5 seconds to load.
* If you break out of IMAGE and have to reboot, you don't need to hit the reset button. Just type **SYS58451**, and it will allow you to reload without the usual lockup.
* If you don't have a reset button, GET ONE! It is invaluable for REU use.
* Remember that if you haven't shut off the power, you don't need to recopy your files to the RAMDisk after a reset. Just select "N" when it asks if you want to initialize.
* If the power goes out for less than a second, there is a chance your RAM files may still be intact; check them out carefully before rebooting though.

* Never use a 1700, 1764, expanded 1764 or 1750 REU without a heavy-duty power supply. The one that comes with the 128 or the 1764 is fine. The one that comes with the 64, 64C or SX-64 is not.
* You can expand a 1764 to 512K by installing 8 256K DRAMs where the markings are on the circuit board. Use sockets for safety!

Jay   IMAGINATIONS   516-582-8814

Unknown MCI ???

The "unknown" MCI commands
By Don Gladden

(# = British Pound Key)

Many of the MCI commands used by sysops and BBS callers can add many "special effects" to a message posted on the board, and there are a lot of users who consider themselves "MCI experts", some of which can do some very impressive effects with the use of these commands. This article is going to document a few of the lesser known commands, some we don't see used very often, to help you understand how to use them and what to do with them.
The MCI commands that are probably used the least are the "#t" and "#a" commands, which work along with the "#d" and "#e" commands. These commands are used to test the user input and react accordingly. The reason we don't see these commands used too often is probably because some people do not know how to use them, and we find that many don't even know they exist!
The "#t" (test) command can test an input in a message from the user through the "#g" or "#i" commands. The way you use it is this:
When a user encounters a #g or #i command in a post, the BBS stops and waits for him to hit a key, (#g) or type a line with a return.

(#i). Whatever he typed will then be put into the variable an$. This can be checked with the #t command:
Example, if you wanted to get one character into an$, you would type something like this:
"Would you like to read the rest of this post? #g1 "
his would print the line, and stop at the end and wait for the user to hit a key. Obviously, if he hits the "Y" key, he would want to read it, so we want to check that and react accordingly. Here's an example of what might follow:
#t1Y##e2 (Note the extra "#" sign after the "Y" to end the test)
#x1
...This is the beginning of the post that the user will read.

Explanation: The #t1 followed by the "Y" will "test" an$ to see if it is "Y". If it is, the #e2 will be read, which will branch down two lines. If it is not, it will go to the next line, which is a #x1, that means "exit", or abort the post. Pretty simple! You can branch in reverse, (not equal), by using the #d command instead of the #e. If you are using the command to check an input (#i) instead of a get (#g), the users input will have to be exactly the same as what you are testing for. Good for trivia quizzes, etc. Following the #i or #g with a 0 or 1 will allow for uppercase only (1) or upper and lowecase input. Following the #t with a 2 instead of a one will test th variable ac%, which is the users access group, instead of the an$ variable. This means you could do a post that would read differently to one specific access group.
We'll discuss these "hidden MCI" commands more in coming issues, meanwhile, if you find any new or unusual uses for them send them to us and we'll get them out with your name on them.!!

<u>ALL</u> changes to v1.0 since 10/10/88

Type the following lines into the respective programs, and resaveto the appropriate disk. (NOTE: Most of these changes mayalready be in your program files, just add any that are not bymaking the lines read the same as these.)

[f5] means type function key 5 while in quote mode. (shows asreverse G)
[f6] means type function key 6 while in quote mode. (shows asreverse K)
[ctrl-g] means hold the control key down and type the "g" key inquote mode. (shows as reverse lower case g)
[clr/home] means type the clr/home key while in quote mode.(shows as reverse S)

"setup":

38 dimtt$(254),bb$(31),dt$(60),ed$(60),nn$(60)

"im":

1014 p$="":gosub1010:a$=dr$+"+."+a$:&,7,dv%:pr$=cm$:goto1012
1842 x=1:gosub1093:ifz$="PF"orz$="TF"orz$="NF"orz$="MF"then1310
1904 a$="No":ifathena$="Yes"
2012 dr=5:gosub1010:a$=dr$+"+.er":&,7,dv%:gosub1012:ife%=.then1

"+.f":

854 onf2goto860:b$=dt$(br):iff$="P"thenb$="+."+b$

"+.n":

100 &"[home][f6]News Subsystem:[f6]":a=13:gosub1004:q=a©:m$=left$("-Maint",q*6)

"+.BB":

341 onf1goto350:x=d%:on-(x>n%)goto348:ifn%=d%thenx=d%:ᵃd%=d%+1:goto350
346 next:x=y:oncgoto350
348 d%=x+1:n%=n%+1
377 d=1:gosub62:gosub3:ifx<d%thend%=x:gosub5
378 &"[f5]$b[f5][f6]Removed From List!":goto100

"+.SB":
ÜfÜ68 close2:goto1079
710 r=bn:onegoto712:gosub1063:x=13:gosub1001:print#2,oc$:close2

"+.EM":

38 &"[f6][f6]Filing Forced Mail For [f5]$n[f5]...[f6]"

"+.VB":

1 lc=11:goto100
138 x=x+40*rc:&"[f6]":next:&"vj":goto110
184 dr=3:bz=b:gosub1079:b=bz:ifa<35thengosub1978:goto110
218 close2:bz=b:gosub1081:b=bz:goto110
222 gosub1902:on-(a=.)goto110:a$="e.v."+left$(ed$(b),12):dr=3:gosub1024
226 br=br-1:dr=4:a$="d.v.Main":gosub1024:ifbr=.then110
230 a$=a$+",s,w":gosub1011:forx=1tobr:print#2,ed$(x)r$©   dt$(x)r$d%(x):¬next:goto218
234 &"[f6] [C]hat[f6] [F]eedback[f6] [?]-Help[f6] [L]ist Topics"

"+.UD":

100 ifdc%<da%orda%=.thenfl=.:dc%=dc%+1:return
384 gosub1065:x=so%(bn):gosub1001:&,2,2:close2:ifa$="^"ora$="RES"then388
416 onzzgoto600:an$="Receive":gosub16:oke2043,1-(right$(dt$(kk),1)="s")
476 gosub21:a$=" "+m$+k$:gosub1096:print#2,a$
482 next:gosub34:onxgoto997:gosub1070:gosub120:goto200
516 b$=co$(co%):&"[f6]$b Only $j?:":gosub1902:z%=co%*a:poke53252,76
520 gosub2:ifl%then:&"[f6]# Blocks?:1":gosub7:ontr%+1goto1811:b=a:goto524
550 on-(pr<>.)goto200:a%=60-rn:an$=m$+"Send":gosub16: gosub1010:sys49161
557 d=d+b:z%=co%:f$=d1$+tt$(i):gosub590:next:gosub120
592 ed$(rn)=g$:d%(rn)=z%:f%(rn)=zz:return
612 f%=.:a=c:gosub23:on-(a<>.)goto626:a=d:gosub23:ªon-(a<>.)goto626
626on-(st<>.)gosub1995:&"ABORTED![f6]":gosub20:onf%goto9:goto200634
f%=1:onsgn(e%+b)goto626:b$=o$:&"[f6][f6]Copying[f5]$b[f5]...":sys49152
638 &,25:&"[f6]Status:[f6][f6]Source:$e[f6]Target:$f[f6]":return
710 r=bn:onegoto712:gosub1063:x=14:gosub1001:print#2,oc$:close2
870 gosub30:ifa$=nn$(i)andq=.thena=2:gosub1004:ªcr=cr-c%(i)*a:ifcr<1thencr=.
914 fl=.:&"[f6]Target UD?: 1":ontr%+1goto998:a$=left$(an$,1)
918 gosub7:f=a:on-(a<1ora>bz)goto200:gosub31:gosub33:&"[f6]Move:[f5]$b[f5]"
470 gosub3:gosub1010:&,22,200:sys49158:&,22,20:gosub13

"+.UX":

470gosub3:gosub1010:get#131,a$:&,22,200:sys49158:&,22,20:gosub13514
an$="Send":gosub16:gosub3:a$=f$+","+t$+",w":ªtt$=f$+","+t$:gosub1011
550 on-(pr<>.)goto200:a%=100:an$=m$+"Send":gosub16:© gosub3:gosub1010
551 sys49161
710 r=bn:onegoto712:gosub1063:x=15:gosub1001:print#2,oc$:close2
722 &"[f6][f6]Loading Text...[f6][f6]"

"+.UL":

102 ifa=.thenx=4:gosub1980:goto900
104 close2:&"[f6][f6] [Q]uick List (ID# And Handle)[f6]ª[R]egular (All Info)[f6]"
106 gosub1006:on-(an$="Q")goto162:ifan$<>"R"ortr%<1then998
124 &"%a- $b: 1":ontr%+1goto900:ifa=2andval(an$)>9then124
182 gosub1065:rc=.:sh=.:gosub30:gosub1006:iftr%<1then998
998 close2:goto1811

"+.CP":

62 ifx=3then68
84 close2:close3:&"

"+.VF":

88 &,2,2:on-(a$<>"^")goto88:a=a+1:on-(st<>.)goto9:goto88
166 &,2,2:tt$(k)=a$:k=k+1:on-(st=.)goto166:kk=k:k=1:goto174
202 t=-(st<>.)
242 t=-(st<>.):a$=d$:gosub17:d$=a$:a$=ld$:gosub17:ªx=d$>a$:ifx+t=.then238
244 ifx=.then:&"[f6] No $k Since v1.[f6]":goto106

"+.ED":

142 &"[f6][f6]":fort=1to9:b$=co$(t):a%=t:&"%a>-$b[f6]":next
146 ona+1goto142:tt$(10)=str$(a):tz=.:return
204 goto196

"+.t":

82 open2,d1%,0,"$"+chr$(48+d2%)+":"+an$:&,8,2:close2:&:ª&"[f6][f6]":¬goto90
85 gosub1500:gosub80:print#15,an$:gosub1012:&:&"[f6][f6]"
528 geta$:on-(a$="/")goto539:on-((ti<60*(40-15*(tt$="P")))ªanda$="")goto527:goto535
832 gosub91:sys49155:close2:forx=1to700:next:poke668,peek(667)
854qb=2400:poke665,133:poke666,1:poke661,113:poke662,.:ªpoke2034,170¬:poke2035,1

"+.lo":

182 fori=1to11:st(i)=.:next:a%=st(24):ifa%=.then:&"NoMail.":a=.:goto186

"+.nu"
142 b$=pw$:&"[clr/home][f6]General Information:©[f6][f6]1)Handle: v2[f6]2) Password ; [f5]$b[f5]"
164 b$=pw$:&"[f6] Your Password --> [f5]$b[f5][f6]vj"

```
400 a%=id:&"[ctrl-g][ctrl-g][ctrl-g]©[f6]Try Again...YouShould Have Entered[f6][f5]$f%a[f5] OR [f5]v2[f5]"
402 b$=pw$:&"[f6]As Your Login ID, And[f6][f5]$b[f5] As YourPassword.[f6][f6]Try Once More.[f6][f6]"
404 goto392
420 &"5)  C64 C/G Mode:  ":a=nl:gosub1904
426 &"[f6]: 1":gosub4:ifa<1ora>5thenreturn
428 onagosub250,272,264,430,434:goto408
448 ifid=urthenur=ur-1
449 gosub1063:x=12:gosub1001:print#2,ur+2:close2:ᵃur=ur+1:gosub1374
```

"+.reconfig":

```
130 onqgoto1811:goto110
162 goto1811
219 gosub284:ontr%+1goto1811:r=a:x=a:ifa=7thengosub260:goto204
220 on-(an$=r$oran$="Q")goto110:gosub250:gosub164:goto204
226 p$="Credits":w$=tt$(14):gosub290:tt$(14)=an$:return
266 p$="Device":w$=mid$(str$(val(tt$(15))+7),2):ᵃgosub290:iftr%=.thenreturn
268 ifa<8ora>31then266
270 tt$(15)=str$(a-7):&"[f6][f6]What Is The Highest DRIVE/LUNumber"
276 p$="Drive ":w$=tt$(16):gosub290:iftr%<1thenreturn
278 ifa<.ora>9then276
280 tt$(16)=an$:return
```

That is all of the changes in the main program modules. There have been no changes to the modem files, however, there have been reports of some difficulty with the "new" 1670 modem and the 1670a modem file. Some sysops have reported that the new 1670 will work for a few calls and then will show a "phantom carrier" after a caller and will have to be reset. Some have had great success with using the "Hayes DTR" modem file and changing the dip switch on the modem to DTR, if you are having this problem you may wish to try it.

As always, if you have any problems, or come up with any new ideas give us a call at;

801-423-1966 VOICE or 801-465-2956 (VOICE after hours)

or CALL

Port Commodore	801-423-2734	23/12/3	
Lyon's Den West	801-465-4560	12/300	
Lyon's Den East	313-453-2756	12/300	(Central Distributor)
Tec-Net	904-756-2700	24/12/3	(Southern Distributor)
Imaginations	516-582-8814	12/300	(Northern Distributor)
Gearjammer II	215-487-0463	12/300	(128 Develepment/support)
Stormy's Place	604-530-2357	24/12/3	(Canadian Distributor)

Registered IMAGE Boards

7-11 303-699-7603
Astral BBS 815-877-9306
Asylum 216-458-8385
Atlantis II 713-683-0933
BBS Enterprise 207-492-3841
Bear's Cave 209-577-6165
Bizzy Bee 209-578-0435
Black Mountain BBS
206-871-0529
Brandy Hill Exchange
613-275-2569
Castle of the Royal Family
803-292-5380
CentriCom BBS 516-248-9872
Circuit Circus 507-287-9731
Club Med 619-271-8666
Club Med Retreat 215-551-7295
Com-Set 404-438-6447
Commodore 64 Hotel
617-354-6073
Commodore Bay 714-891-7731
Commodore Connection
513-677-9394
Commodore Connection
606-299-0254
Commodore Transfer
914-794-4130
Computers Inc. 313-756-6483
Comville BBS 619-587-6605
Crash & Burn 305-233-8917
Crazy Image BBS 409-724-1786
Cross Fire BBS 305-785-9596
Crossroads 714-944-8665
CUGOP 904-456-8205
Dark Castle 312-202-1801
Dark Zone 201-422-1749
Deadwood City 812-579-6418
Deathstar BBS 301-736-2036
Digital Dimensions
206-699-6653

Dimensional Reflections
312-953-0147
Dirty Harry's 813-577-2314
Disk Driver's Domain
714-944-0158
Dog House 312-830-8805
Doom's Den 606-255-1831
Dove BBS 602-846-2184
Dragon's Lair BBS
713-987-1120
Dragon-Net 303-224-9492
Dred's Caverns 405-733-5134
Duke World BBS 417-742-4598
Excalibur 504-886-3151
Fly By Night 713-350-9534
Folkvangar 405-399-9318
Fourth Precinct 213-395-6561
Free Matrix 503-585-7194
Freeware BBS 714-884-8081
Fuzzy's BBS 303-296-3809
Gearjammer II 215-487-0463
Golden Dawn 305-233-2924
Golden Dragon 313-453-3717
Ground Zero 919-454-6213
Ground Zero 615-331-0988
Ground Zero 216-381-6550
Hack Shack 215-425-8351
Hacki Shack 301-927-9411
Hall Of Fantasy 513-746-3526
Harry's Asylum 713-471-6503
House Call 919-756-4127
Hudson Access 1 603-880-9426
Imaginations 516-582-8814
Independent Bulletin Board
Service 301-868-1968
Int. California Connection
916-246-7439
Iron Castle 405-672-4156
Iron Tower 614-755-2268
Island BBS 213-510-2279

Jim's BBS Net 317-244-2794
Joe's Garage 313-632-7335
K.A.O.S. 907-487-4922
King's Lair BBS 912-285-5835
Knights of the Round Table
516-624-9597
Krytox's Battle Station
513-299-4227
KVHUG BBS 616-345-6362
Lake of Flames 619-426-7936
Late Night Network
419-683-3059
Lemon Grove 619-262-7131
Lifestyles 414-281-6032
Lightnin' Express 919-299-3613
Loadrunner BBS 505-268-4662
Lyon's Den East 313-453-2576
Lyon's Den West 801-465-4560
Mafia Mansion 417-866-1760
Mid-Missouri CC 314-442-0477
Mom's Home Remedy
215-463-8161
Moonlight BBS 619-432-8371
Murphy's Bar & Grill
215-837-0695
Mystic Manor 616-671-5281
Nelson's BBS 916-366-3422
Network 23 716-681-5459
Neverending Net 219-233-6912
New Visions Online
615-646-8264
Orbis 303-985-3666
Our World 514-638-5839
Paisley Fork Records
313-878-3839
Papa Bears Den 718-384-2586
Paradise Oasis 716-836-9419
Phantasia BBS 703-347-5835
Phantom's Kingdom
303-425-5671
Phasar 303-745-4305

Phaze 614-899-2264
Point of Entry 216-252-0052
Political Forum 302-239-1873
Port Commodore 801-423-2734
R'kade BBS 312-326-1602
Ramona Contry BBS
619-789-6235
Regimental HQ 303-375-9556
River City CC 501-661-1202
River Conditions 213-862-6933
Rogue's Gallery 815-338-4813
Rotten Robbie's 209-577-8507
Ry-Lor's Den 201-759-2066
Sand Castle 213-374-4567
Seven Heaven's 512-492-5317
Shadow System Six
902-434-9967
ShadoWorld 212-942-5059
Spirit Valley BBS
218-624-9036
Spiritech BBS 313-422-2162
Spugtown BBS 217-753-4501
Stardock 313-675-4713
Starlight 305-235-1005
Starlite Social Club
414-281-1622
Stoney's Place 604-530-2357
Surf Shak 616-669-3414
Tec-Net 904-756-2700
Tech Times BBS 805-239-4440
Tele-Commodore 902-539-6487
Telelink 818-966-2645
Teleport 64614-276-8050
Thallion's Keep 206-946-3408
The Adventurer's Guild
916-673-7674
The Altitude 405-793-9892
The Apogee 617-528-1721
The Arcadia 718-457-9352
The Base 313-485-2830
The Black Hole BBS
207-328-9102
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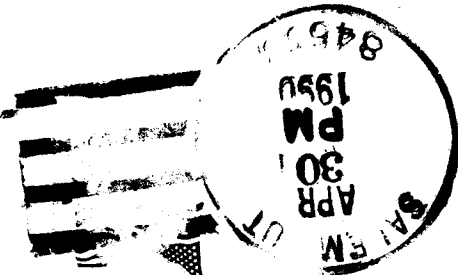|		
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