

• GAMER Project •
A National User Group for Recreation and Learning on the Macintosh™

Purpose

The GAMER Project™, also known as the National Home & School Macintosh User Group, is an user group with international membership promoting the entertainment and educational qualities of the Apple Macintosh™ by offering support for game enthusiasts, educators, parents introducing their kids to computers, and shareware authors seeking convenient distribution of their software worldwide. The bimonthly disk-based magazine, Home & School Mac™ published by the GAMER Project fills a niche that the corporate oriented magazines neglect.

A focus on the "Home Mac" includes reviewing and exploring entertainment software whether it be game software proper or preschool software to amuse and teach the kids. The "Home Mac" involves exploring utilities to enhance non-computer hobbies, such as software for organizing one's album/CD, book, coin, stamp, videotape, and other collections. There are hundreds of shareware and commercial programs available for the Mac which can turn one's Mac into everything from a "home planetarium" to a "pinball machine" and these types of programs are not neglected.

A focus on the "School Mac" includes reviewing and exploring educational software for all subjects and all ages, whether it be the fundamentals of reading, grade school or high school math, college physics, or references on things as diverse as art masterpieces, beer breweries, and orchestral instruments. Also, teaching aids for educators, and learning aids for students are given coverage.

Representatives of the GAMER Project can be contacted in several countries on the following information services and networks: America Online™, BIX™, CompuServe™, Connect™, Fidonet™, GEnie™, and Usenet.

Benefits

Members of the GAMER Project are mailed 6 issues of the organization's bimonthly publication, Home & School Mac, which features articles, reviews, and interviews covering Macintosh entertainment and educational/children's issues, information not readily found anywhere else. Each issue contains 100 - 150 pages of material. Along with each issue of this disk-based magazine, 1000k - 1200k of the best shareware game and educational software which has been released during the previous two months is included. Finally, members may call the GAMER Project BBS (which features an easy to use Macintosh interface) to access the largest known collection of Mac entertainment and educational shareware, as well as to participate in message bases created for discussion of Mac entertainment & educational topics. Several shareware authors also provide support for their programs on the GAMER Project BBS.

Shareware Authors (of game and educational/children's software) benefit by having a convenient centralized means of distributing their software to the widest possible market. Such software can be mailed to the Shareware Distribution Manager for prompt circulation throughout North America, Europe, and Australia via the major networks: America Online™, BIX™, CompuServe™, Connect™, Fidonet™, GENie™, and Usenet/Internet. Shareware authors have full access to the GAMER Project BBS whether they decide to join the GAMER Project or not, including a private "Shareware Authors Roundtable" to discuss techniques of programming and distribution with other authors. Also the GAMER Project BBS provides a forum for authors to support their programs, as well as to gather bug reports and suggestions for improvements or new games. Yearly GAMER Project "Excellence in Shareware Programming" awards for the categories of "entertainment" and "educational" software are presented (based on a poll of the membership). The honored programmers receive awards of cash and/or software.

Non-Profit User Groups benefit since newsletter editors have permission to reprint the articles and reviews contained within Home & School Mac for the enjoyment of their readers. Software librarians of non-profit user groups may distribute issues of the magazine Home & School Mac on their Disk-of-the-Month or include them within their shareware libraries.

Applying For Membership

Annual membership dues for the GAMER Project are: US/Mexico/Canada \$15, All Other Countries \$21. Dues for shareware authors are discounted 50% off the full membership rate. US applicants may send personal checks made out to GAMER Project (applicants outside the US must send an international postal money order or bank draft drawn on a US bank). A discount is available for those who register a game or educational shareware program. Contact the author about this discount which can be up to \$3.00 -- but not to exceed the registration fee of the program registered.

GAMER Project - Organizational Info

The GAMER Project is registered with Apple Computer Inc. under the name: National Home & School Macintosh User Group. The group is governed by a 5 member Board of Directors whose talents and service to the Macintosh game & education community will insure that the GAMER Project responds to the needs of its members as well as promotes the prosperity of shareware authors & commercial developers alike. A Board of Advisors has been appointed by the Board of Directors, and additional advisors will be appointed as the need arises. Members of the Board of Advisors come from all backgrounds: educators, shareware authors, commercial developers, system operators on information networks, and volunteers from various user groups. The Board of Directors encourages close ties with representatives of every developer of Mac entertainment, educational software, favoring no particular developer or commercial information service.

Board of Directors

Chet Day - GENie/Head Sysop Apple II Roundtable; developer of educational software for the Apple II including "Guide to Interactive Fiction"; developer of online games for Apple II based BBS software (GBBS); educator, formerly English, currently director of computer services; novelist (Halo, Hacker, and the forthcoming Little Boy Lost in 1992).

Bob Mulligan - America Online/Forum Leader "Macintosh Games & Entertainment Forum"; co-developer of one of the first ONLINE play by scenario games for GENie called RIM World WARS; currently developing new Play-by-Mail games for online services.

Bob Nordling - Fidonet/Moderator "Macintosh Entertainment & Education Echo"; America Online/Forum Consultant "Mac Games & Entertainment Forum"; CompuServe/Staff "MAUG(R) Forums"; Nautilus CD/Contributing Editor; a Founding System Operator of both the New Orleans Mac User Group Multi-line BBS and the GAMER Project BBS; Founding Editor of Home & School Mac™ magazine; shareware and Mac user group promoter.

Neil Shapiro - CompuServe/Chief Sysop and Founder of MAUG(R) Forums; Editor/Publisher of Personal Mac™ magazine; Past (and Founding) Editor-in-Chief of MacUser™ magazine; Past Editor-at-Large of MacGuide™ magazine; Awarded the MACINTOSH 100 AWARD by Macintosh Buyers' Guide™ magazine; novelist.

Fred Showker - America Online/Forum Assistant "User Group Forum"; Associate Editor for the Mug News Service™; Associate Editor of Home & School Mac™; prolific reviewer of entertainment, education, and children's software; shareware and user group promoter; graphic artist/designer for Showker Graphic Arts & Design studios.

Board of Advisors

John Calhoun - prolific author, including shareware games (Glider, Glypha, Glypha II, Mac Tuberling, Pararena, Stella Obscura) and the commercial game Glider 4.0.

Bob Grubb - prolific shareware author (entertainment/educational/kid's software - ClickMoire!, Express Lane!, Gold Bug!, HangMan!, Jacks!, Life Sentences!, Noteables!, PyreWorks!, Show Times!, StarShip Mac!, Surgery!, That's Your Opinion!, and others).

Ron LeMay - prolific freeware author (educational software - Acid-Base Titration, Acid/Base Identification Lab, Chemist's Helper, Chemistry Flash Cards, Chemistry Jokes & Riddles, Common Ion Quiz, Frog Anatomy, Periodic Table Game, Qualitative Analysis (Group 1), Shapes of Molecules, The Mole, and others).

David Nicholsoncole - System Operator of MacTel-HQ, the United Kingdom's premier Macintosh Bulletin Board Service with locations in London and Nottingham (and a test site in Oxford); Official Apple Partner; Project Manager of "user interface" for Prisma (a CAE/CAD/CAM product).

Darryl Peck - Founder of Inline Design, a Mac-Only developer/distributor of entertainment and educational software: Bomber, Darwin's Dilemma, Mutant Beach, Swamp Gas, Tesserae, and 3 in Three.

Joe Sparks - VP of Research and Development, Reactor, Inc.; Co-Developer of the Spaceship Warlock CD-ROM; an experienced virtual reality and simulation artist, as well as an electronic musician and programmer.

Rod Whitten - America Online/Forum Assistant "Mac Games and Entertainment Forum"; Assistant System Operator of Draco's AIS BBS, a popular Apple-Mac BBS in San Francisco; member of BMUG.

GAMER Project Representatives

Publication Staff

Editor: Bob Nordling

Associate Editor: Fred Showker

Staff Reviewers: Bob Nordling, Geoffrey Parsons, Fred Showker,
Tony Small, Dennis Thieme, Cary Torkelson

MUG Associates

MUG Associates provide the GAMER Project with materials appropriate for reprinting in Home & School Mac, and in return receive all materials (text/graphics) which each issue of Home & School Mac is composed of to facilitate reprinting of articles in their own newsletters. Below are listed the participating MUGs and their representatives:

Arizona MUG - Michael Bean - President

New Orleans MUG - Nicholas Kempf - Editor

Northern Nevada Apple II & Mac UG - Dennis Thieme - President Pro Tem

Savannah MUG - Jim Alley - Editor

Shenandoah MUG - Fred Showker - Editor

Periodical Connection

The GAMER Project distributes (D) the publications listed below in their entirety and/or reprints (R) individual articles and reviews from the publications.

Personal Mac™ - Editor, Neil Shapiro (D)

RevUser™ - Editor, Joe Sewell (D) (R)

TidBITS™ - Editor, Adam Engst (R)

Developer Connection

The following developers support Home & School Mac by providing timely information about their products, as well as review copies of software, so that we might keep our readers up to date with developments within the Mac entertainment & educational industry.

Changeling Software - Pete & Andrew Sispoidis
Inline Design - Darryl Peck
MECC - Patricia Kallio
Spectrum Holobyte - Marisa Ong
Strategic Studies Group - Gregor Whiley

GAMER Project Bulletin Board Service
BBS Telephone: (504) 467-0574
BBS Software: TeleFinder™ Host
Files Online: 10,000+
System Operator: Bob Nordling
Sysop's Telephone: (504) 464-6985

Network Distributors

These representatives distribute the latest issues of Home & School Mac as well as Mac oriented entertainment and educational shareware software sent by authors to the GAMER Project for worldwide distribution. Shareware authors may mail their entertainment and educational programs to the "Shareware Distribution Manager" for forwarding to all the "Network Distributors", or if faster distribution is desired, to the "Network Distributors" for each particular network.

Shareware Distribution Manager

Name: Bob Nordling
Mailing Address: 15 Everglades St., Kenner, LA 70065, USA

America Online™

Name: Bob Nordling
Title: Forum Consultant, Mac Games & Entertainment Forum
Electronic Address: AFC MacFun
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BIX™

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CompuServe™

Name: Bob Nordling
Title: Staff, MAUG(R) Forums
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Connect™

Patricia O'Connor
Electronic Address: OCONNOR

Mailing Address: 932 Riesling Dr., Pleasanton, CA 94566, USA

FidoNet™

Macintosh Software Distribution Network

MSDN International Coordinator

Name: Duncan McNutt

Electronic Address: 2:243/100 (Rhein-Main BBS)

Mailing Address: Am Bier 9 D-6000, Frankfurt 50, Germany

MDNGAMER Distribution Coordinator

Name: Bob Nordling

Electronic Address: 1:396/13 (New Orleans MUG BBS)

Mailing Address: 15 Everglades St., Kenner, LA 70065, USA

GEne™

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