

## Software Piracy, Part 4

### Appendix A

National Pirate Bulletin Board "Elite" List

STATE:

BULLETIN BOARD NAME:

BAUD: SOFTWARE TYPE:

#### ALABAMA

205-221-3327	Fear & Loathing Node 1	2400	UNKNOWN
205-221-7084	Fear & Loathing Node 2	2400	UNKNOWN
205-979-2983	Byte Me	2400	WWIV

#### ARIZONA

602-274-8917	Beta Cygnus	2400	FORUM
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#### CALIFORNIA

213-284-8055	The Edge of Eternity	2400	
TELEGARD			
213-459-8328	The Norse Wanderer IBM/MAC	9600	WWIV
213-459-9934	Pacific Brigade	14.4	WWIV
213-476-7681	Alexandria III	2400	WWIV
213-559-7457	First Recon	2400	
TELEGARD			
213-657-6461	After Midnight BBS	2400	WWIV
213-778-3262	Bird's Nest BBS	9600	
TELEGARD			
213-791-0097	Destination Unknown NUP: Chill	14.4	
TELEGARD			
213-837-3129	Realm of Devastation	2400	WWIV
213-941-1534	Freaker's Den	2400	WWIV
408-297-8383	The Bell Board	2400	EMULEX
408-426-2576	Underground I	2400	MONARCH
415-234-4588	The Computer is Your Friend	14.4	
TELEGARD			
415-341-1362	The Skull BBS	2400	FORUM
415-483-8411	Green Griffin Inn	14.4	
TELEGARD			
415-935-4105	Custom Software	9600	PC-
BOARD			
415-992-8273	Realm of Immortality	14.4	UNKNOWN
619-436-9861	Somewarez	2400	EMULEX

619-479-3006	Starhelm Greystaff	2400	UNKNOWN
619-486-2858	Parralax	1200	WWIV
619-541-7048	California Sands	9600	UNKNOWN
714-494-0850	Metal Edge	19.2	EMULEX
714-531-9819	Purple Dragon II (Amiga/IBM)	2400	UNKNOWN
714-582-8559	The Hideout (Amiga/IBM)	2400	UNKNOWN
714-583-1679	Digital Illusions	19.2	
TELEGARD			
714-627-0601	Lexicon (IBM/AMIGA)	14.4	UNKNOWN
714-962-8254	Monochrome Mansion	2400	EMULEX
805-492-7174	Unknown Division	14.4	EMULEX
818-281-4587	Night Industries ]	2400	WWIV
818-284-5946	Night Industries I	2400	WWIV
818-287-0408	ACC	2400	WWIV
818-330-5043	The Forbidden City	2400	UNKNOWN
818-369-2083	Roach Motel	9600	EMULEX
818-575-1887	Cemetary Gates	9600	WWIV

#### COLORADO

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303-494-7301	The Late Night Prowl	14.4	
AFTERSHOCK			
303-680-8622	The Vulgar Unicorn	2400	MONARCH
303-979-9533	Radio KAOS	2400	
SPECTRUM			

#### CONNECTICUT

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203-334-3879	The Thing	9600	WILDCAT
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#### FLORIDA

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305-437-0268	Above The Law	19.2	UNKNOWN
305-553-0634	Death Valley	19.2	UNKNOWN
305-935-8834	Star Frontiers	9600	MAGNUM
813-337-0597	Made in Taiwan	19.2	HACK
813-544-2108	The Trading Post	2400	WWIV
813-875-5153	Point Blank	2400	MONARCH
904-376-1117	Slave's Den	19.2	UNKNOWN
904-757-3578	The Pool Hall	2400	WWIV

#### GEORGIA

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404-676-0900	CIA	2400	EMULEX
404-985-8244	Yellow Jacket	2400	EMULEX
404-991-6604	Tammy Hall	2400	WWIV

## ILLINOIS

217-356-0278	Multilink II	14.4	PC-
BOARD			
312-202-1383	Sports Arena!!!!	2400	TCS
312-262-2209	THE PHANTOM ILLUSION BBS	2400	
TELEGARD			
312-384-6614	State of Decay	2400	
TELEGARD			
312-455-9488	The Cellblock BBS	14.4	
TELEGARD			
312-478-3045	Truck Stop	9600	
TELEGARD			
312-561-6140	The Anonymous Wonder	2400	
TELEGARD			
312-585-5555	The Village	14.4	PC-
BOARD			
312-774-4263	Games By Modem	2400	TDOS
312-888-0725	Mini-Host Shoppe	14.4	PC-
BOARD			
618-254-5263	Plato's Republic Node 1	14.4	PC-
BOARD			
708-215-4937	The Dragon's Lair	2400	WWIV
708-296-0242	EuroAmerican Connection BBS	9600	
TELEGARD			
708-297-5385	Gamer's Galaxy	9600	
TELEGARD			
708-298-4121	O'Hare Oasis BBS	9600	TAG
708-301-1401	Nine Shadows of the Koga Ninja	2400	
TELEGARD			
708-307-3768	Destiny Knights	2400	
TELEGARD			
708-351-0288	Snarf's Music Studio	14.4	
TELEGARD			
708-426-8228	The Shop	14.4	PC-
BOARD			
708-429-0957	The Boat BBS	2400	
TELEGARD			
708-439-7904	Salem's Lot	2400	
TELEGARD			
708-447-2259	E-Z Access	2400	
TELEGARD			
708-458-8079	Wild Blue Yonder	9600	TAG
708-470-1125	The Dark Side BBS	19.2	
TELEGARD			
708-475-3186	The Pinnacle Club	2400	
SAPPHIRE			

708-515-0128	Center Court	2400	MONARCH
708-537-3463	E.T.'s Home BBS	2400	
TELEGARD			
708-543-1923	The Jungle BBS	2400	
TELEGARD			
708-587-3358	Mexicana Kid's BBS	2400	
TELEGARD			
708-594-5222	The Phone Booth	2400	
TELEGARD			
708-677-6320	Danger Zone BBS	19.2	
TELEGARD			
708-683-3666	The Great Cavern	14.4	PC-
BOARD			
708-695-6063	StarBoard	2400	
TELEGARD			
708-697-4475	Animal House	14.4	
TELEGARD			
708-739-5562	Muck Water Down Deep	2400	
TELEGARD			
708-741-9628	The Omega BBS	2400	
TELEGARD			
708-771-7070	The Blue Shamrock	2400	
TELEGARD			
708-831-0456	Scan-A-Mania	2400	WWIV
708-843-7554	Den of Iniquity	2400	
TELEGARD			
708-858-3742	The Scab	2400	
TELEGARD			
708-885-1237	The Defiant Sceptor	2400	
PCB/TELE			
708-887-1617	The Antarctic Exchange	14.4	
TELEGARD			
708-916-4822	Drambolin	2400	CITADEL
708-986-0029	Satan's Den	14.4	
TELEGARD			
815-895-5573	Sycamore Elite	2400	WILDCAT
INDIANA			
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317-885-1268	Genesis I (Amiga/IBM)	2400	UNKNOWN
KENTUCKY			
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502-241-9304	Hall of Injustice	2400	UNKNOWN
606-331-5133	The Vortex	9600	FORUM
LOUISIANA			
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504-272-9633	T.M.O.Z.	2400	
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TELEGARD

# MARYLAND

301-423-4924	Revelation (Amiga/IBM)	2400	UNKNOWN
301-437-7017	Devil's Courier	9600	WWIV
301-486-4515	The Future World	2400	WWIV
301-647-6631	Clendenstone Corner	1200	WWIV
301-913-5915	Digital Underground	14.4	

TELEGARD

301-924-1543	Fun House	2400	EMULEX
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# MASSACHUSETTS

508-285-5325	Eternal War	2400	QBBS
508-798-3363	Fairlight HQ (Amiga/IBM)	2400	UNKNOWN
617-455-8154	Player's Guild	9600	

SPECTRUM

617-527-6567	The Realm	2400	EMULEX
617-868-5731	Taster's Choice	2400	EMULEX
617-889-0777	The Lion's Den	2400	UNKNOWN

# MICHIGAN

313-291-2520	Genesis II	2400	UNKNOWN
313-420-4624	Dude Man	2400	UNKNOWN
313-489-0747	Unlimited Reality	2400	QBBS
313-752-5928	The Sanitarium	2400	UNKNOWN
313-773-5894	Bag End	2400	

TELEGARD

313-776-8928	Electric Eye II	9600	
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TELEGARD

313-977-5880	Access Denied BBS	2400	UNKNOWN
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# MISSOURI

314-394-3347	The Brewery	2400	WWIV
314-394-8259	The Brewery	2400	WWIV
314-544-4988	Electronic Communications	2400	WWIV

# MINNESOTA

507-282-6053	Didactic Gallery	9600	UNKNOWN
612-559-8289	The Establishment	2400	UNKNOWN
612-631-8348	Chimeran Conspiracy	19.2	UNKNOWN

# NEVADA

702-795-4008	A.A.A. Club	14.4	PARAGON
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# NEW HAMPSHIRE

603-749-1017	The Tardis (Amiga/IBM)	2400	UNKNOWN
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# NEW JERSEY

201-573-0449	A Crack in Time	38.4	EMULEX
201-661-4327	Joe's Garage	2400	WWIV
201-679-8477	Link to Perfection (Amiga)	2400	QUARTEX
201-686-3971			
(( #*	19.2 AMIX		
201-789-2799	Fires of Hell	19.2	AMIX
201-927-1154	Runaway Train	2400	GBBS
609-845-6945	\\\/ares for masses	19.2	ANET
609-845-6956	\\\/ares for masses	19.2	ANET

# NEW YORK

212-255-1282	The Running Board	2400	UNKNOWN
516-249-7248	Rockin' Ranch	2400	EMULEX
516-466-4620	Hamburger Heaven	9600	TAG
516-783-1450	Motherboard I (Amiga/IBM)	2400	UNKNOWN
516-932-7394	Junkyard BBS	2400	EMULEX
607-729-5943	BBS On A Bun	2400	
TELEGARD			
716-652-3528	Softworks	19.2	UNKNOWN
718-234-3659	FBI Node 2 (Amiga/IBM)	2400	UNKNOWN
718-259-9661	FBI Node 1 (Amiga/IBM)	2400	UNKNOWN
718-592-2433	Motherboard ] [ (Amiga/IBM)	2400	UNKNOWN
914-221-0035	The Phortress	9600	
TELEGARD			
914-227-8496	The End of the Universe BBS	9600	
TELEGARD			
914-297-0334	Ninja's Place	2400	EMULEX
914-472-8462	Motherboard ]I[ (Amiga/IBM)	2400	UNKNOWN
914-876-5580	The Castle	2400	
TELEGARD			

# NORTH CAROLINA

919-497-6032	Total Confussion BBS	2400	WWIV
919-596-8290	Underwarez	9600	UNKNOWN

## OHIO

216-286-4611	Bigfoot BBS	2400	QUARTEZ
216-792-0864	Walden Pond	38.4	GAP
513-896-4550	Ultimate Empire	2400	FCP

## OREGON

503-667-0788	Wastelands II	9600	PC-
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BOARD

## PENNSYLVANIA

215-261-0893	Dark City	2400	UNKNOWN
215-551-1485	Stealth BBS	19.2	PARA
215-723-7813	ELITE BBS NUP: MEATHOLE	9600	UNKNOWN
215-873-7287	HMS Bounty Node 1	14.4	PC-

BOARD

215-873-8620	HMS Bounty Node 2	14.4	PC-
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BOARD

412-695-3647	The 79th Track	19.2	AMEX
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## TENNESSEE

615-499-5224	Shark Central	9600	UNKNOWN
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## TEXAS

214-393-0156	Redlight Inn	2400	EMULEX
214-522-5321	The Dead Zone	2400	UNKNOWN
214-686-5424	Venus of the Half-Shell	2400	UNKNOWN
214-690-4634	Jolly Bardmen's Pub	19.2	EMULEX
512-454-1458	Danger Zone	9600	PC-

BOARD

512-590-6478	The UnderWorld	14.4	
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AFTERSHOCK

512-659-4118	Razor's Edge	9600	WWIV
713-438-3156	General Electric	2400	PHOENIX
713-578-1455	Killer's Domain	2400	UNKNOWN
713-890-0561	Anarchists Underground	2400	SYS-PC
713-980-3977	The Round Table	2400	EMULEX

## UTAH

801-292-8118	The Kingdom	2400	WWIV
801-298-1736	Highway to Hell	14.4	EMULEX
801-485-7646	Berserker	2400	PC-
BOARD			
801-583-6422	MerkWood (Amiga/IBM)	2400	UNKNOWN
801-785-1404	Software Warehouse	19.2	UNKNOWN

#### VIRGINIA

703-369-6140	Mr. Bill's Place (Amiga/IBM)	2400	UNKNOWN
703-437-7807	Digital Exchange	19.2	PC-
BOARD			
703-442-6653	Treasure Island	2400	MONARCH
703-450-0914	Alpha Beta Society	2400	CYPHER
703-525-0986	Sleepy Hollow (Amiga/IBM)	19.2	PC-
BOARD			
703-525-3796	Sleepy Hollow (Node 2)	19.2	PC-
BOARD			
703-560-0683	Hall of Illusions	9600	EMULEX
703-644-2347	Star Pirates II	2400	APEX

#### WASHINGTON

206-235-6779	Theive's Guild	1200	Monarch
206-839-5865	The Inferno	14.4	PSI
206-865-0342	Fungus Land	9600	UNKNOWN
206-868-1435	Castle of Andoria	14.4	MONARCH

\*\*\*\*\* ELITE BBS'S OUTSIDE THE USA \*\*\*\*\*

#### CANADA

416-283-6765	Time Tunnel	2400	USSR
416-472-5104	Gates of Darkness	19.2	
TELEGARD			
416-833-2506	C.O.P.S. ] [	9600	UNKNOWN
416-833-6940	C.O.P.S.	14.4	AMIGA

#### Appendix B

The following is a "captured" listing of messages on a local pirate bulletin board. Some messages have been cut out. Notice that some of the messages are concerned with cracking a game called CD-MAN (a pac-man like shareware game), FlatLine, Hong



Kong Mahjong. An explanation of each message is located at the end of this appendix (one suggests you tear it off from the main paper and use it as a guide as you read the messages).

Date: 10-31-92 (06:58) IBM Number: 3,175 / 3,386  
To: CHEETAH MAN  
From: THE KILLER Read: 10-31-92 (17:25)  
Subj: OBJECTVISION

OBJECTVISION 2.0 has already been U/L so check files first, if it has been archived then I'll be happy to u/l again. The Killer

(11 left) [IBM] Mail Command: (Enter)='3176+'?

[2JDate: 10-31-92 (17:27) IBM Number: 3,177 / 3,386  
To: THE KILLER  
From: CHEETAH MAN Read: 11-01-92 (19:50)  
(Has Replies)  
Subj: OBJECTVISION

It has but is in offline files ...but does not exist Please upload again

(11 left) [IBM] Mail Command: (Enter)='3178+'?

Date: 11-01-92 (00:14) IBM Number: 3,180 / 3,386  
To: FRED HEWIT  
From: BUSY SIGNAL Read: 11-01-92 (15:00)  
(Has Replies)  
Subj: CRACK CD-MAN 2 ?

Fred, hey can you spare a sec and see if you can crack a file I just uploaded called "CDMAN-2"? It's got a doc check which involves identifying a flame, which is a real bitch to do and I've got the manual. Hopefully, it's simple enough to put in a simple "jump". The guy that put it out now as a Commerical program, had it out about 1 or 2 years ago as a shareware program. It's a realgood Pac-man type program with some real nice graphics. I think alot of people will like. Thanks...

Date: 11-01-92 (15:00) IBM Number: 3,182 / 3,386  
To: BUSY SIGNAL Refer#: 3,180  
From: FRED HEWIT Read: 11-01-92 (23:25)  
Subj: CRACK CD-MAN 2 ?

Surely. I had the beta (or was it a demo?) and it was great. I'll give it a shot...

(11 left) [IBM] Mail Command: (Enter)='3183+'?

Date: 11-01-92 (15:00) IBM Number: 3,183 / 3,386  
To: ALL  
From: FRED HEWIT Read: 11-01-92 (19:06)  
(Has Replies)  
Subj: QEMM/VENTDOS

Is there a known problem with QEMM v6.03 and Ventura Publisher for DOSv2.0? Better yet, is there a known fix? I can load without QEMM and it works fine, but its a pain. Ventura will load up part way and then lock hard that I have to reset.

(11 left) [IBM] Mail Command: (Enter)='3184+'?

Date: 11-01-92 (21:06) IBM Number: 3,186 / 3,386  
To: BIG MAMA  
From: DIVILISH Read: 11-20-92 (21:34)  
Subj: AMAZON

whats up with your post of amazon? where is the description?  
how many discs is there total? When are you going to finish it  
if its not all there, and I have a feeling its not all there!

Divilish

(11 left) [IBM] Mail Command: (Enter)='3187+'?

Date: 11-02-92 (18:15) IBM Number: 3,191 / 3,386  
To: FRED HEWIT  
From: FLATLINE Read: 11-04-92 (20:14)  
(Has

Replies)  
Subj: Cracker  
I noticed you can crack so I'm askin fer some help.... I need a  
crack for The Terminator(one) and Riders of Rohan.... any help  
would be EXTREMLY appriciated

(11 left) [IBM] Mail Command: (Enter)='3192+'?

[2JDate: 11-03-92 (07:26) IBM Number: 3,197 / 3,386  
To: FRED HEWIT  
From: BUSY SIGNAL Read: 11-04-92 (20:17)  
Subj: CD-MAN 2 CRACK

Thanks Fred, the crack works great! No everyone can enjoy.

(11 left) [IBM] Mail Command: (Enter)='3198+'?

[2JDate: 11-04-92 (20:14) IBM Number: 3,202 / 3,386  
To: FLATLINE Refer#: 3,191  
From: FRED HEWIT Read: 11-06-92 (20:38)  
Subj: Cracker

If they are up here, and I can get them, I will be happy to give it a shot. If they aren't up here, ZIP them up and then leave me a message on how to get to the protection (if it isn't obvious). Keep in mind that I have a 2400 so keep the disks under 1.2 megs or it may take a while for me to get it. (I only have 90 min).

(11 left) [IBM] Mail Command: (Enter)='3203+'?

[2JDate: 11-04-92 (22:15) IBM Number: 3,203 / 3,386  
To: ALL  
From: CHEETAH MAN Read: 11-05-92 (00:06)  
Subj: PARADOX

Someone please advise me when Paradox for Windows will be out and if you have it please upload>>>

(11 left) [IBM] Mail Command: (Enter)='3204+'?

[2JDate: 11-06-92 (08:51) IBM Number: 3,207 / 3,386  
To: ZIPPER  
From: THOMAS LEACH Read: NO  
Subj: WHERE?

Where in PA are you from I am from the Scranton PA area and youre right it is worth it .

Regards,  
Tom

(11 left) [IBM] Mail Command: (Enter)='3208+'?

[2JDate: 11-06-92 (16:13) IBM Number: 3,209 / 3,386  
To: ALL

From: WIZBIZ  
Subj: PSPICE

Read: 11-06-92 (16:15)

Anyone have a broken copy of Pspice 5.0. I need one with the hardware cracked. Thanks much!

(11 left) [IBM] Mail Command: (Enter)='3210+'?

Date: 11-08-92 (11:15)

IBM Number: 3,215 / 3,386

To: FRED HEWIT

From: SUPERDOC

Read: 11-09-92 (20:03)

(Has

Replies)

Subj: DOC Checks

Fred: The Hong Kong Mahjongg program listed as HKMGINC1.ZIP requires a DOC check and I have a couple of others that do the same thing. How hard is it to remove these stupid things and can you tell me how to go about it? \*\*\* Superdoc \*\*\*

(11 left) [IBM] Mail Command: (Enter)='3216+'?

[2JDate: 11-09-92 (06:01)

IBM Number: 3,216 / 3,386

To: THE HACKER

From: GHOST RIDER

Read: 11-09-92 (18:35)

Subj: King's Quest VI

Hey, do you have any idea where I can get the docs for that game? It seems that you need some info from the original docs, and I got stuck in the damn game and I want to finish it... Let me know. I guess it would have to be some scanned doc or something. Or if you know how to get up that damn mountain, let me know as well. Just leave me info here or on my board.

Ghost Rider

Date: 11-10-92 (06:13)

IBM Number: 3,226 / 3,386

To: FRED HEWIT

Refer#: 3,221

From: SUPERDOC

Read: 11-10-92 (22:59)

(Has Replies)

Subj: DOC Checks

Fred: I'll be looking forward to your tutorial on removing DOC checks. There seem to be more and more of them these days. I don't really see the usefulness of them. Who in their right mind would spend good money to buy something that you had to keep a book on hand to use. I don't know about others, but I have to mount a search to find the DOCs to most of the programs that I own. Those soft covered manuals just don't sit well on book shelves, and where else are you going to keep them?

\*\*\* Superdoc \*\*\*

(11 left) [IBM] Mail Command: (Enter)='3227+'?

Date: 11-10-92 (22:59)	IBM Number: 3,236 / 3,386
To: SUPERDOC	Refer#: 3,226
From: FRED HEWIT	Read: 11-11-92 (07:19)
(Has Replies)	
Subj: DOC Checks	

I couldn't agree more. Removing a DOC check or any protection scheme is the same everywhere, you just have to spend a lot of time with it. When you get good, cracking can take minutes. I couldn't find the game you mentioned, have you uploaded it yet?

(11 left) [IBM] Mail Command: (Enter)='3237+'?

Date: 11-10-92 (23:23)	IBM Number: 3,240 / 3,386
To: SUPERDOC	
From: BUSY SIGNAL	Read: 11-11-92 (07:23)
(Has Replies)	
Subj: MAHJONGG COPY PROTECTION	

I downloaded that file off this board and had no problem with copy protection. Usually, any file from INC is cracked, or it wouldn't be distributed. I've installed and run the program several times with noproblems. Can't find it now. Let me know if you're still having problems.

(11 left) [IBM] Mail Command: (Enter)='3241+'?

[2JDate: 11-10-92 (23:27)	IBM Number: 3,241 / 3,386
To: SUPERDOC	
From: BUSY SIGNAL	Read: 11-11-92 (07:28)
(Has Replies)	
Subj: Hong Kong Mahjongg	

Did a file view of 'HKMJINC1' and it includes a file

'INCPATCH.COM' that  
should do it if it hasn't already been done on the distributed  
copy.  
Crack.nfo also explains this...

(11 left) [IBM] Mail Command: (Enter)='3242+'?  
Date: 11-11-92 (07:19) IBM Number: 3,249 / 3,386  
To: FRED HEWIT Refer#: 3,236  
From: SUPERDOC Read: 11-11-92 (20:26)  
(Has Replies)  
Subj: DOC CHECKS

Fred: The EXE file with the DOC check is in HKMJINC1.ZIP. It's a  
large  
file so if you would prefer, I can U/L just the EXE and CFG  
files. Both  
change date during the installation. \*\*\* Superdoc \*\*\*

(11 left) [IBM] Mail Command: (Enter)='3250+'?

Date: 11-11-92 (07:23) IBM Number: 3,250 / 3,386  
To: BUSY SIGNAL Refer#: 3,240  
From: SUPERDOC Read: 11-11-92 (07:46)  
Subj: MAHJONGG COPY PROTECTION

BUSY: When I tried to run it, it showed a picture of a tile and  
asked what page of the manual it appeared on. I tried faking a  
page number, but it wouldn't accept a wild guess. Then it did the  
same thing but with a different tile. How were you able to avoid  
this. How about digging up your copy and seeing what you are  
doing differently. \*\*\* Superdoc \*\*\*

(11 left) [IBM] Mail Command: (Enter)='3251+'?

[2JDate: 11-11-92 (07:28) IBM Number: 3,251 / 3,386  
To: BUSY SIGNAL Refer#: 3,241  
From: SUPERDOC Read: 11-11-92 (07:46)  
Subj: HONG KONG MAHJONGG

BUSY: That must be the answer! I'll admit that I tried to run it  
from a RAM drive and when I got the DOC check, I tried a couple  
of things that hung my system and the files were erased from the  
RAM drive. BTW, using a RAM drive to check out large apps that  
are too big for a floppy gives some protection against varmits.  
I'll try again from my HD since it seems to be safe. \*\*\*  
Superdoc \*\*\*

(11 left) [IBM] Mail Command: (Enter)='3252+'?

Date: 11-16-92 (23:39) IBM Number: 3,287 / 3,386  
To: SUPERDOC Refer#: 3,281  
From: BUSY SIGNAL Read: 11-17-92 (06:10)  
(Has Replies)  
Subj: HKMJ

Ok, I ran mine again, still on my hard disk. When the program starts I get a doc check. They put up a couple of rolls of tiles and ask me to click on the correct one that matches the one found on page xx. When I click on ANY tile, I pass and the game starts. I don't think I ran the patch prog. Try that, also this game wants 160K of EMS memory, but will run without it. Later...

(10 left) [IBM] Mail Command: (Enter)='3288+'?

Date: 11-17-92 (06:12) IBM Number: 3,288 / 3,386  
To: BUSY SIGNAL Refer#: 3,287  
From: SUPERDOC Read: 11-18-92 (00:47)  
(Has Replies)  
Subj: HKMJ

Busy: I did exactly what you are saying up to the point where you say the "game starts". If you consider the intro screen and music as starting, I guess mine starts too and I get several pages of credits like in a movie, but then it just recycles and recycles and I cannot break out into the real game with CR, ESC, or SPACE. Exactly what does yours DO when it "starts"? I'm sorry to be so persistant about this, but my frustration level is high and I'm anxious to get this running in time to send it overseas for Xmas. \*\*\* Superdoc \*\*\*

(10 left) [IBM] Mail Command: (Enter)='3289+'?

Date: 11-22-92 (21:00) IBM Number: 3,315 / 3,386