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#THE BBS ZINE#
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@ BY MHJ @
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#Issue 4 - For the week of 9/15 - 9/21/19 #
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#Date Published - 9/15/19 #
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#A Different Kind of Place#
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#Foreward#
#####

We're already in the 4th issue, and we've only covered 6 BBSes out of, according to the Telnet BBS Guide, 500 I believe. Who knows how many of those BBSes will be down by the time we get to them and how many new BBSes will arise?

I've been trying to get through them in alphabetical order, but I realize that's kinda boring. To that end, I plan to now pick 2 random BBSes at a time in order to spice things up a bit. Also, while I hang around on BBSes, I want to try to see more of the community there. I feel like most of the time I'm just there to look at the same things everytime, which doesn't really set every BBS apart.

What I've gathered is that most of the time BBSes have games, email, intra-network messaging, files and ascii art. Rarely do I see anything deviate from that, but given that I don't have much experience interacting on BBSes still and the fact that I've never run one, I want to fix that. I'm really happy to be learning more about BBSes as go along for the ride, and I want to hear more stories from BBS veterans about what they've found on BBSes, if they met fellow BBS people in real life, and so on and so forth. I hope you'll continue to come with me on my journey!

#Alien's Alcove#
#####

Alien's Alcove, I could certainly call it an interesting place. It's very minimalist and bare, as I could only see art on the login page. I didn't check to see if there was any other art anywhere else.

I checked the games menu and there was a list of a ton of games. Very cool on that front. I could always use more door games to try. I think this is one aspect you should definitely go there to check out.

I didn't talk to the SysOp or any members because I didn't go to the chatroom, but the next time I visit, I might cover this BBS again and tell you what I think about the community.

Alien's Alcove Main Menu

```

SyncTERM - Allen's Alcove
< Nothing new on Alien Advisories 3 >

the aliens' alcovesm

Miscellaneous
[A]uto-Message
[B]BS List
[C]hat with THE Alien
[D]efaults Menu
[G]eneral Bulletins
[I]ntro Screens
[L]ast Callers Today
[U]sers in Current Sub
[X]pert Mode
[Y]our User Info
[D]uttag Here (Logoff)
[Ctrl-O] Help!
[Ctrl-T] Time of Day

PRIVATE E-MAIL
[E]-Mail to a User
[F]eedback to SysOp
[K]ill E-Mail
[M]ailbox Scan

SYSTEM FEATURES
[T]ransporter Room
[V]oting Booth
[W]WIV Slash Commands
[.] Games & Mail Doors

MESSAGE SUBS
[P]ost a Public Msg
[N]ew Message Scan
[Q]uick Scan of Sub
[R]emove a Msg
[S]can Msg Titles
[Z]ippy Non-Stop Scan
[*] Directory of Subs
[no.] Goto Sub # Pressed
[>,+] Go to Next Sub
[<,-] Go to Prev. Sub

Time Left: 29 minutes
Conference: General
[1] [The Hallway]:

```

Alien's Alcove Games

```

SyncTERM - Allen's Alcove
aliens' abode Online Programs

1 Zork
3 Vampires: Children of Darkness
5 L.O.R.D.
7 L.O.R.D. (BBSLink)
9 Operation Overkill II
11 Trade Wars 2002
13 Global Backgammon
15 Barren Realms Elite
17 Falcon's Honor
19 DoorMUD
21 Lunatix
23 Assassin
25 Virtual Sysop
27 Bordello
29 Darklands
31 Mega Slots
33 Lemonade
35 Dungeon Master

2 Dragonlance
4 Food Fight
6 Galactic Dynasty
8 L.O.R.D. II (BBSLink)
10 MZK LORD
12 Global War
14 Usurper
16 Falcon's Eye
18 The Arcadian Legends
20 Pimp Wars
22 Netrunner
24 BBS Crash
26 The Pit
28 Junkyard
30 Hackin' Crackin'
32 Fresh Water Fishing Sim
34 Black Country Rock

More? [Y/n/c]

```

Alien's Alcove Slash Commands

```
SyncTERM - Alien's Alcove
Conference: General
[1] [The Hallway]: W

WWIV Slash Command Menu

-----
| Commands Preceeded by Two Slashes |   | Commands Preceeded by One Slash |
|-----|                               |-----|
| Net      Show Network Boards        |   | Z Zip New Messages for Download  |
| Who      Who is on the Board        |   | O Log Off without Logoff Msg    |
| Upload   Upload a Text or Ansi File  |   | E Multiple E-mail               |
| Qscan    Mark messages as READ      |   | N Begin N-Scan at Current Sub   |
| CLS      Clear Screen                |   | C Enter Chat Room               |
| CM       Change menu command set    |   | A New Scan Messages, All Confs  |
| UNQSCAN  Mark messages as UNread    |   |                                  |
| COLORS   Edit Color Set              |   |                                  |
|-----|                               |-----|

the alien's alcove sm

-----
| Miscellaneous |   | PRIVATE E-MAIL |   | SYSTEM FEATURES |
|-----|       |-----|       |-----|
| [A]uto-Message |   | [E]-Mail to a User |   | [T]ransporter Room |
| [B]BS List     |   | [F]eedback to SysOp |   | [V]oting Booth     |
| [C]hat with THE / .lien |   | [K]ill E-Mail      |   | [W]WIV Slash Commands |
| [D]efaults Menu |   | [M]ailbox Scan     |   | [.] Games & Mail Doors |
| [G]eneral Bulletins |   |                    |   |                    |
| More? [Y/n/c] |   |                    |   |                    |
|-----|       |-----|       |-----|
```

```
#####
#Aleco Experience#
#####
```

This BBS was honestly similar to the one above, with many games and I assume, many files, but not too much in the way of art. Aleco Experience seems to be mostly about messaging and such, and the interface feels a bit cramped to be honest. But I'm sure one could eventually get used to it, especially if there's a vibrant community just waiting to be discovered.

If you love BBSes like Alien's Alcove, also give Aleco Experience a shot.

Aleco Experience Main Menu

```

SyncTERM - Aleco Experience BBS
14-09-2019 Aleco Experience BBS * Prague * Czech Republic 00:04
Welcome at Aleco Experience BBS.
File area : 1 - AE Local
Message area: 1 - Sysop Area MSGs in area 38
[II] System information and statistics Downloads : 0 KB
[S] Your information and statistics Uploads : 0 KB
[C] Change your online information Tagged : 0
[F] Files section MSG posted: 0
[M] Messages section
[B] Blue Wave - QWK Offline mail First call : 02-02-2019
[O] OLMS 2001 - QWK Offline mail Last call : 02-02-2019
Total calls: 2
[D] DOORS Programs Time total : 60 min
Time used : 3 min
Time remaining: 58 min
[*] Return to the main menu Security level : 10
[Y] Yell to SysOp Total BBS calls: 1701
[!] Logoff this system

```

Aleco Experience Files

```

SyncTERM - Aleco Experience BBS
14-09-2019 Aleco Experience BBS * Prague * Czech Republic 00:05
Welcome at Aleco Experience BBS.
File area : 1 - AE Local
Message area: 1 - Sysop Area MSGs in area 38
[G] Change file group Downloads : 0 KB
[A] Change file area Uploads : 0 KB
Tagged : 0
[L] List files MSG posted: 0
[V] View inside an archive
[S] Search for a keyword First call : 02-02-2019
[N] Check for newfile Last call : 02-02-2019
Total calls: 2
[P] Select a new standard protocol
[D] Download files Time total : 60 min
Time used : 4 min
Time remaining: 57 min
[U] Upload files
[*] Return to the main menu Security level : 10
[Y] Yell to SysOp Total BBS calls: 1701
[!] Logoff this system

```

Aleco Experience Games

```
SyncTERM - Aleco Experience BBS
14-09-2019 Aleco Experience BBS * Prague * Czech Republic 00:04
Welcome at Aleco Experience BBS.
File area : 1 - AE Local
Message area: 1 - Sysop Area MSGs in area 38
[1] Legend Of The Red Dragon 4.06 Downloads : 0 KB
[2] Legend Of The Red Dragon: New World Uploads : 0 KB
[3] Operation: Overkill II Tagged : 0
[4] Trade Wars 2002
[5] DoorMUD MSG posted: 0
[6] Global War
[7] Falcon's Eye First call : 02-02-2019
[8] Falcon's Honor Last call : 02-02-2019
[9] The Arcadian Legends Total calls: 2
[0] Next Page Time total : 60 min
Time used : 3 min
[*] Return to the main menu Time remaining: 58 min
[Y] Yell to SysOp
[!] Logoff this system Security level : 10
Total BBS calls: 1701
```

```
#####
#The emerging Gemini protocol#
#####
```

If you spend your time in Unix-like communities, sometimes you hear about things like the Gopher protocol, although that is once in a blue moon. The gopher protocol was a protocol before the web. The main thing about the gopher protocol is that it is purely text-based. In today's world of constant images, ads and malware and so much other things, it's nice to see something so pure in execution. The Gemini protocol is, from what I understand, more complex than gopher but less complex than the web.

The specifications of the gemini protocol are still being discussed at this time, so it's something to look out for, for fans of mostly text based net browsing. I have no idea what the final specifications will look like, but I am hoping that it will help to stir a better, safer and more informative net.

```
#####
#Raspberry Pi and BBSes #
#####
```

Raspberry Pi's have come a long way. The Pi 4 series apparently has enough power to be able to function as a low-end desktop, although, since it's ARM, there are obviously caveats to that. The Pi, all of the series, however, are good for home

hosting. For instance, in my case, I run a SAMBA server to host files to easily get from any computer on the network. It makes sense that BBS software has followed suite with the trend of being ported to ARM, or at least able to run under a DOS emulator on the Pi.

I'd say in 3/5 cases, the BBSes I've connected to say that they're being under Linux on a Pi, I think that this is a especially good trend, as Pi's are cheap and easy to use, it allows anyone to get into the BBS game. I hope with the Pi 4's power, more BBS software will end being ported to it and that we see many more BBSes pop up over time.

```
#####  
#Game of the Week#  
#####
```

Stack 'Em

Basically a Tetris clone, still fun though. Tetris never gets old in my eyes. If your BBS has this door game, get to the highest score! I think what would be good would be a shared BBS score system, so that people from all BBSes could see how they stack up not only their own BBSes, but others as well that have the same game.

```
#####  
#Links#  
#####
```

<https://www.raspberrypi.org/>

The Raspberry Pi website, features tutorials and more.

<https://alexschroeder.ch/wiki?action=tag;id=Gemini>

Alex Schroeder's blog. This is the tag concerning the Gemini protocol, which is being worked on by solderpunk.

```
#####  
#Outro#  
#####
```

I hope you enjoyed this BBS Zine! I'm looking for a guest columnist for the next issue, so if you'd like to contribute, see my email address below.

```
#####  
#Contact#  
#####
```

For questions, concerns, comments and anything else, please contact me at the

following:
mhj@sdf.org

Thank you.

#Next Issue#
#####

BBSes:
Alpha Centauri
Amiga City
Columns:
Guest column
Linux and BBSes
The DOS era
Game:
LORD II

#TRANSMISSION ENDED#
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