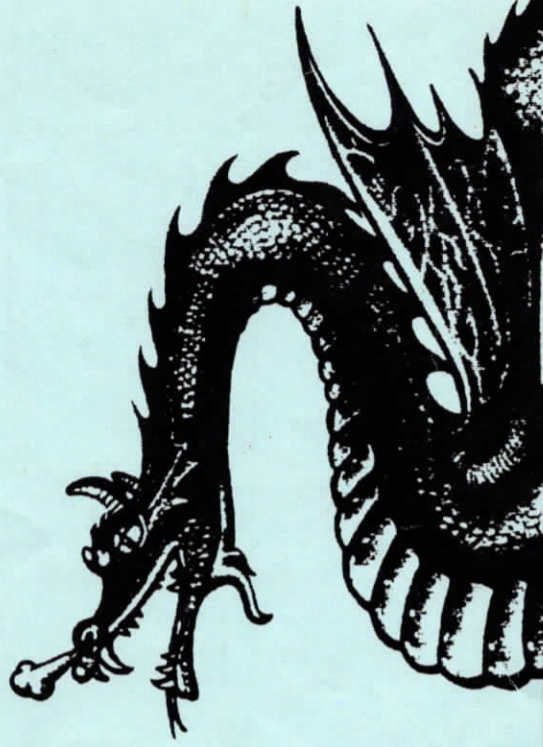


FANTASIA TELECONFERENCING SYSTEM

USERS GUIDE

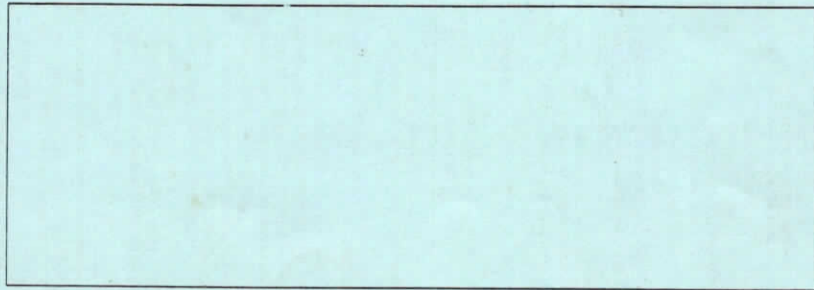


FANTASIA v 2.0

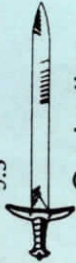


Electronics, Inc.

FANTASIA
Synergy Teleconferencing System™ Station #1
400 Sheridan Avenue
Satellite Beach, FL 32937



Electronics, Inc.



Contacting Lightspeed

- There are five ways to get your password from LIGHTSPEED: (1) You can have your password sent to you in the mail (be sure to send a self-addressed, stamped envelope), (2) You can call our voice line, (3) We can call you at your voice number, (4) You can come visit us in person, or (5) You can get it from the Sysop on-line.
- Whatever method you request we will attempt to contact you, in the method you prefer, the same day your order is received.
- For pre-paid accounts, once you have an active membership account your account paid-flag will be adjusted and your new alphanumeric password will be sent via Email each month. No direct contact with LIGHTSPEED is necessary.



Secret Accounts

- If for some reason you do not wish to send us your name, address, or phone number you can still get a password for FANTASIA. Just send us payment (no personal checks obviously) and a verification password. Allow sufficient time for delivery and then try to contact us by phone.

- Be sure to include a verification password with your payment. A verification password can be any name or phrase that you will remember. When we talk to you, we will ask you for this password to be sure that we are talking to the right person.



Payment Information

- Payment can be made by personal check, cash, money order, or bank check. Make all checks payable to LIGHTSPEED Electronics, Inc.
- Payments made by personal check must be accompanied by your home voice phone number and your address. There is a \$15 fee (charged to us by our bank) for all bounced checks. In addition if you bounce a check to us, from that point forward we will wait for your checks to clear before sending you a new password.
- If you have one, be sure to include your member account number with all payments.
- Send all payments to: LIGHTSPEED Electronics, Inc., 400 Sheridan Ave., Satellite Beach, Florida 32937. Voice Phone: (407) 777-5703.



Help/Information

- ! Main command list.
- !U7 User settings command list.
- !E7 Email command list.
- !B7 Bulletin board command list.
- !n Information file list.
- !n List information file #n.
- !B List bulletin boards - Show currently active board
- !S List channel names, security, max members allowed.
- !S Show callers.
- !SM Show short caller listing.
- !S Show members.
- !H Set/change handle.
- !K Squelch/unsquelch from all callers private messages.
- !X Squelch/unsquelch line position #n from private messages.
- !N Neutralize/un-neutralize line position #n (Squelch all data).
- !M Neutralize/un-neutralize all visitors.
- !T Tune to channel #n (1-8/N/R).
- !Q Quit (Logoff).



General Commands

Section 1: Introduction to FANTASIA

1.1



Welcome to Fantasia

- Hello! and welcome to FANTASIA.
- FANTASIA is a multi-line telecommunications CB simulator located in Satellite Beach, Florida. FANTASIA is currently configured to allow a maximum of eleven people on-line at the same time to chat in a manner similar to talking on CB radio.
- Each caller chooses a handle just as they would on CB radio. Conversation sent by them is transmitted to the other callers on the system.
- The purpose of FANTASIA is to allow multi-user interaction between members in the form of casual chatter, debates, bulletins, games, etc.
- FANTASIA is available for use 24 hours a day and all public access lines are available through a single phone number to make access to FANTASIA as easy as possible.
- The name FANTASIA and the theme behind it was taken from the movie "The Neverending Story." FANTASIA in that movie was "the land of human fantasy".
- While FANTASIA is a computer based club, our activities don't stop at the keyboard. The members of FANTASIA are always ready to throw another party or get together of some type. Most activities the members plan are for FANTASIANs only and visitors are not invited. But FANTASIANs occasionally hold parties that are open to new perspective citizens as well. Check on-line for details of upcoming events or ask a friend who is a FANTASIAM.
- Hope to see you within the boundaries of FANTASIA soon.
- Your Sysop, Falkor the Luck Dragon.

1.2



The Synergy Teleconferencing System

- FANTASIA is operated on an IBM™ based teleconferencing system called The Synergy Teleconferencing System™ (STS) marketed by LIGHTSPEED Electronics, Inc. For more information on purchasing a Synergy system, contact LIGHTSPEED at (407) 777-5703.
- STS is a high-performance teleconferencing system that allows up to 19 people to interact with each other via personal computers or terminals with modems at high baud rates.
- Callers can contact an STS station by dialing a phone number on their personal computer and connecting to their local station via a local phone number and a phone modem. Different STS stations can then connect or "link" with one another to form a network of linked stations so that members can converse with other members throughout the U.S. and other countries.
- Teleconferencing systems are often referred to as Citizens Band or CB simulators because of the similarity between them and talking on a CB radio channel. The advantages of a computerized CB system are that the range and quality are greatly enhanced over that of a CB radio. The computer automatically sorts messages from various people so that you do not experience the clutter of a CB radio system. And, with a computerized teleconferencing system, you can have private conversations as well.

Section 6: Command Summaries

Section 2: Command Instructions

2.1



Help/Information Online

• FANTASIA has two types of HELP files: The general, user setting, Email, and bulletin board command lists which are accessible by entering /?, /U, /E, & /B? and the information files which are available by entering /I and selecting a valid information file option. Available help files on FANTASIA include:

/IM Passwords/Membership Information
/ID Reading Display/Reading-Sending Messages
/IH Handles/Channels
/IP Reading-Sending Private Messages
/W Who's On-Line/?/Squelching/Neutralizing
/C Chatting/Conferencing
/E Email
/B Bulletin Boards
/U User Settings & Terminal Configurations
/L Link Commands
/S System Messages
/T System Technical Information
/R Rules & Regulations
/A Assistants to the Sysop
/X Past Due Account List
/Y Long Past Due Account List

977
6530

15:10 MATT-09

2.2



Reading the Display

- FANTASIA precedes all public and private messages with the handle of the person who sent it. EXAMPLE: #A[1]:Handle) Hello!
- #A is the line position of the caller. The line position is a letter or number used to identify a caller. Line positions are used to send private messages and to squelch or neutralize (discussed later in section 2.8) other members.
- 'I' indicates that the member is a basic system member. Non-members are indicated with a 'C'. System Operators (Sysops) and their assistants (Co-Sysops) are indicated with a '<'.
• [1] is the channel the person is currently using (channel 1). The channel can be any number from one to eight, or the letters 'R' or 'N'.
• Following the channel number is the sender's handle, which is always closed with a ')'. The callers message will follow the ')'.
• FANTASIA will allow you to enter any handle up to 20 characters. Handles are used on FANTASIA so other members will know who you are when you call.
• If you are a member, when you change your handle FANTASIA will store it so you will not have to re-enter it every time you call.
• Your handle is also stored in the member list so that other members can find your account number to send you Email.
• You may change your handle at any time and as many times as you like. But you

2.3



Changing Your Handle

- FANTASIA will allow you to enter any handle up to 20 characters. Handles are used on FANTASIA so other members will know who you are when you call.
• If you are a member, when you change your handle FANTASIA will store it so you will not have to re-enter it every time you call.
• Your handle is also stored in the member list so that other members can find your account number to send you Email.
• You may change your handle at any time and as many times as you like. But you

Section 5: Access and Membership Information

5.1



Calling Fantasia

- To access FANTASIA set your terminal settings to 8 data bits, 1 stop bit, no parity, 300 or 1200 baud and call 407-777-7580. This will give you access to FANTASIA's main public lines. The phone company will automatically connect you to one of the lines if they are not all busy.

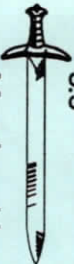
5.2



For Members

- Being a member of FANTASIA has several advantages over being a visitor.
• FANTASIA members are allowed to stay on the system much longer than visitors who may be disconnected after just a few minutes. Calling back every few minutes can become a real hassle and on top of that you may lose your line position to another caller! In addition, there are certain times of the day that may be designated "For Members Only" and visitors will not be allowed on FANTASIA at all.
• Only members can write on the bulletin boards; visitors may not even be able to read most of the bulletin boards. Only members are allowed to use Email since only members have accounts for other people to send Email.
• Only members are visible to links. Visitors may be made visible by the Sysop.
• Visitors may also be prevented from changing channels, squelching, neutralizing, sending private messages, chatting, conferencing, etc.
• Members have many special abilities that visitors do not. One of which is the KILL command. When a visitor is being disruptive and a group of members want to remove him they can enter /Kn (n being the line position of the caller). When five members "vote" to kill a visitor by entering the /Kn command, the line is cleared. NOTE: A member can have only 1 "kill" vote active at a time. That is, if he types /KA and then /KC, the vote against line #A is removed.

5.3



Membership

- To obtain PASSWORD validation, you must send LIGHTSPEED payment for at least a half-month of access time. Type /MM (Passwords/Membership Information) for information on current pricing.
• If you are in a hurry and do not want to wait for the post office to deliver payment, you may make your payment in person. A call in advance will be appreciated. There is a \$1 fee for payments made in person.
• Bulk password purchasing is available for up to one year in advance. Should you decide to leave FANTASIA the difference will be returned to you at your request.
• Your account is automatically set for the date you are paid-through and will be automatically suspended if you are late making payments. Paying in advance can prevent you from being demoted to visitor status temporarily if you forget to keep your account up to date. FANTASIA will begin reminding you that a payment is due five days before your account expires.
• Members who have shown consistently reliable payments will be given a credit limit. The credit limit will allow you to continue using your account after the paid-through date has passed. FANTASIA will tell you when your account is on credit and when your credit limit will end.

rate command, **/UTnn** (nn = 01-24), will allow you to simulate calling at speeds of 100 baud (01) up to 2400 baud (24). If the command is set for a baud rate higher than the baud rate at which you logged on, **FANTASIA** will assume the highest possible baud rate setting. This command may also be helpful if you find that information is being sent to you faster than you can read it.

- Some computer systems, particularly old paper terminals, require line-feeds. To have **FANTASIA** send line-feeds, enter the command **/ULON**. To disable line-feeds, enter **/ULOFF**.
- **FANTASIA** normally operates in full-duplex. If you would like to disable full-duplex and set **FANTASIA** for half-duplex, enter **/UOFF**. To enable full-duplex again, enter **/UFON**.
- In addition to terminal settings, users can control certain functions of **FANTASIA**:
 - **/UCON** will tell **FANTASIA** that you are willing to consider chat requests. **/UCOFF** will tell people attempting to chat with you that you have your chat function disabled. With chat disabled, you can still request and enter a chat, you just will not receive requests from other members to chat.
 - Beep tones are sent by **FANTASIA** to call your attention during certain system messages. They can also be sent by members in public and private messages by inserting a **<CONTROL><G>** in the message. If you wish to silence the beep function, enter **/UBOFF**. To re-enable the beep function enter **/UBON**.
 - **FANTASIA** will ordinarily group all messages together and use nearly every line of space on your screen. As an option to make your screen easier to read, the double-space command, **/USON**, will tell **FANTASIA** to skip a space between messages. **/USOFF** will return you to the no-space mode.
 - Because messages often come faster than you have time to read, **FANTASIA** has a page delay command, **/UDON**. This command will cause **FANTASIA** to pause at the end of each page of data and wait for a **<RETURN>** before continuing. This is particularly useful at faster baud rates. To disable the page delays, enter **/UDOFF**.
 - **FANTASIA** has a dice rolling command **#** that is designed for playing role playing games on-line. The command rolls dice publicly and if members get carried away it can become annoying. To make dice rolls invisible to you, enter the command **/J#OFF**. To make dice rolls visible again, enter the command **/J#ON**.
 - The character '.', called the caret symbol, is used on **FANTASIA** to force a carriage return/linefeed. If you do not want carets to cause carriage returns enter **/J.OFF**. To re-engage the carets enter **/J.ON**.
 - During links to other systems, the remote stations will send remote station system identification (SI) messages every few minutes. Particularly on large links when there are many linked stations, these lists can become annoying. To make station identification lists invisible to you, enter the command **/JIOFF**. To make them visible again enter **/JION**.
 - Linked stations will also send logon/logoff messages as their members log on and off their systems. Again, on large links these messages can become annoying. To make the logon/logoff messages sent by linked stations invisible to you, enter the command **/JMOFF**. To make the messages visible again, enter **/JMON**.
 - If you would like to keep your handle and account number from being listed on the linked station remote lists (=SR's) that **FANTASIA** sends to other linked systems showing the callers on-line, you can remove your handle from the lists by entering the command **/JHOFF**. To make your handle visible to links again, enter **/JHON**.

4.4

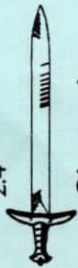


System Preferences

may find that it is best to choose one handle and stay with it so your on-line friends will know who you are.

- To change your handle, enter **/H** followed by the handle you would like (up to 20 characters). EXAMPLE: **/HName**.
- **FANTASIA** has ten channels numbered one to eight and 'N' and 'R'. Channels 1-8 are standard multi-purpose channels. Channels 'N' and 'R' are intended for linking. 'N' is the primary network linking channel and 'R' is the restricted channel where profanity and warring are never permitted.
- To tune to another channel enter **/Tn** (n being channel number 1-8/N/R).
- Channels are normally available to all members. The Sysop may, however, set certain channels to hold a limited number of users. Channels may also be set so that public messages can only be sent by Sysops and Co-Sysops.
- When you enter a channel, **FANTASIA** will tell you the channel's name which usually indicates its intended purpose. Following the name there may be certain characters which indicate the rules on the channel; a 'C' indicates that profanity (cussing) is permitted on the channel, a 'W' indicates that warring is permitted on the channel, a 'N' means that links are not permitted on the channel.
- There are three commands on **FANTASIA** that allow you to check on the status of other users on the system:
 - **/S** (Show Callers) will list the line position, channel, handle, length of time on-line, and the account number of all the callers currently connected to **FANTASIA**. EXAMPLE: **#D<CC:John>EB N S M C #020:12**. **#D** is the caller's line position.
 - '**<**' indicates that he is a Sysop or a Co-Sysop. **<C>** means he is not on any channel but is in a chat or conference. **JOHN** is the member's handle. **EB** indicates that he has 8 unread Email messages. **N, S, M,** and **C** are indicator flags. You will never see all of these flags at one time. **N** indicates that he has Neutralized you; **S** means he has Squelched you; **M** indicates that he is Monitoring you; **C** means that he has Chat requests turned off. All of these commands are discussed in detail in sections 2.10, 2.9, 2.16, and 2.11. **#020** is his account number, and finally **:12** is his time on-line.
 - **/SS** (Show Short) will list a shorter version of **/S** with just line positions and handles.
 - The **/IS** listing is listed horizontally across your screen to take less room. The **/S** listing is shown vertically, and is more lengthy.
 - **/SM** (Show Members) will list all of the members that have accounts on **FANTASIA** with their account number. This command is useful for finding friends to send them Email.
- There are three types of messages that you will see while on **FANTASIA**: Public messages, Private messages, and System messages.
- Public messages are those messages that other **FANTASIA** members type for all to see, such as a greeting after logging on. EXAMPLE: **#B[1]:Handle) Hello!**
- Private messages are those that you wish to send only to one or more specific members. When you receive a private message, it is preceded with a 'P=' and is sent directly to you, not to everyone on the channel. EXAMPLE: **P=#B[1]:Handle) Goodmorning!**
- System messages are those that **FANTASIA** produces and sends to you. System messages are preceded with a '>>> STS-01:'. EXAMPLE: **>>> STS-01:**

2.4



Channels

2.5



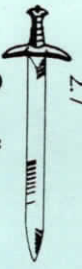
Who's On-line?

2.6



Message Types

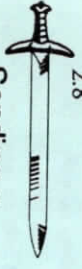
2.7



Sending a Public Message

- **Email Delivered.** STS-01 indicates that the message was sent by Synergy Teleconferencing System™ (STS) Station #01.
- To send a message or command, type the message and then press <RETURN>. If you make a mistake press backspace or delete.
- <CONTROL><G> sends a beep along with your message.
- <ESC> or <CONTROL><U> cancels the message you have entered. NOTE: Once you press <RETURN> the message/command cannot be canceled.
- <CONTROL><S> will pause the display. Enter <CONTROL><S> again to resume display.

2.8



Sending a Private Message

- While you are on FANTASIA, you may want to send a message to one or more members without letting everyone else on the same channel see it.
- There are two types of private messages: standard and automatic.
- To send a standard private message to someone, simply type /P plus the line position of the person you want to receive the message, followed by the message itself. EXAMPLE: /PBGoodmorning! To send the same message to more than one person, separate the line numbers with commas. EXAMPLE: /P1,D,2Hello!
- Automatic private messages will cause all "public" messages you send to be sent as private messages to the person on the line position (link path) you specify. Automatic private messages are sent by typing /P*n<RETURN> (n = the line position or link path the caller is on). EXAMPLE: /P*1 or /P*2DAE0. To disengage the automatic private command, enter the command /P*.

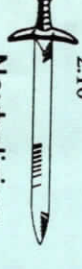
2.9



Squelching

- If a member is annoying you with unwanted private messages, the squelch command will stop them. Type /Xn (n = member's line position) and they will not be able to send private messages to you anymore. Type /Xn again to cancel squelching that member.
- If you wish to receive no private messages at all, enter the command /X. This will prevent anyone from sending you a private message. Enter /X a second time to restore private messages.

2.10



Neutralizing

- If a member is being a particular annoyance, or if you just aren't interested in what they are saying and want to clear your screen of their conversation, you can neutralize them. The neutralize command removes them from your sight. When you neutralize a line position, anything that person says or does becomes invisible to you.
- Enter /Nn (n = caller's line position) to neutralize a caller. Enter the command a second time to cancel neutralization.
- /N will neutralize all non-members (visitors) that are on-line.

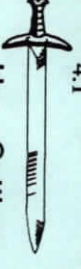
2.11



Chatting and Conferencing

- If you would like to have a private conversation with another member, FANTASIA has a chat feature so that you and one other person can converse in private. To have a chat, enter the command /Cn (n = member's line position). FANTASIA will notify the member you wish to chat with, that you would like to chat. EXAMPLE: >>> STS-01: #DJ1:Handle) would like to chat with you. Enter /CD to chat.
- To exit chat mode, tune to any channel. If the member with whom you are chatting logs off the system or exits chat, you will be notified by FANTASIA.
- The conference command is useful to chat with more than one member at a time. To enter a conference, type the command /C<PASSWORD>. A password can be any

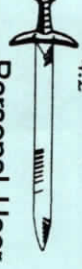
4.1



User Settings

- FANTASIA is equipped with a large number of settings that allow you to configure your FANTASIA account to your preferences. These settings can be adjusted while you are on-line with the various ON/OFF commands, or can be toggled ON and OFF by entering the command letters without an ON or OFF designator.
- If you are a member and have an account, FANTASIA will store your terminal preferences. The next time you call, FANTASIA will reset your settings to the way they were set when you last called the system and Q'd. If you are killed, or hung-up from the system by dropping carrier (any method other than /Q), any changes you may have made to your user settings, will not have been saved.
- To view your current user settings, type /U<RETURN>. To change the settings, adjust the setting you would like to change. FANTASIA will remember the changes.

4.2



Personal User Passwords

- When you become a member of FANTASIA you are assigned an eight-digit alphanumeric account password that may change monthly. This password may be augmented with the use of an optional personalized user password.
- To create or change your personalized user password, enter the command /UPW. FANTASIA will then ask you to enter your old password. At this prompt, enter your old account number and password. You may enter your alphanumeric password or the personalized user password that you wish to change. Once your old password has been confirmed, FANTASIA will ask you to enter a new personal password. At this prompt, enter your account number followed by any password up to eight characters. You will not be able to see what you are typing for security reasons, so FANTASIA will ask you to enter the new password twice. Once you have done this, your password will be changed. NOTE: Be sure to /Q when you leave FANTASIA so the new password is saved in your account file!
- Setting a user defined password will not replace your alphanumeric password. When you create a personal password, your alphanumeric password is NOT deleted. Both your alphanumeric and your personal password will be active, so you should be careful not to let anyone see either password.

4.3



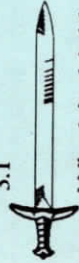
Terminal Settings

- There are several commands that will allow you to adjust your terminal settings.
- The /UWnnn command (nnn = 020-132) adjusts FANTASIA to your computer's screen width capability.
- /UHnn (nn = 05-99) adjusts FANTASIA to your computer's screen height. The screen height setting is used to determine when FANTASIA should pause listings such as the member list and help/information files.
- FANTASIA will ordinarily echo everything you say in public so you can see your public messages. If you prefer not to see the messages you type in public, enter the command /UEOFF. /UEON will tell FANTASIA to provide echo again.
- Because people can access FANTASIA at different baud rates, you may wish to have FANTASIA simulate a slower baud rate than you logged on at. The set terminal baud

Section 4: User Options

Section 3: Link Commands

3.1



What is Linking?

- FANTASIA can be connected to other teleconferencing systems so that members on two or more systems located anywhere in the world can chat with one another almost as if they were on the same system. When two or more stations are connected together they are said to be "linked".
- Depending upon the capabilities of the linked system, and at the Sysop's discretion, one or more channels may be made common to one another so that people on different stations can talk with one another as if they were all on the same station.
- When FANTASIA is linked to another Synergy (STS) system, virtually all the member commands will function, but some are used slightly differently than locally.
- The chat command will not function across links, however, the conference command will function normally when FANTASIA is linked to another STS system.
- Links made to other types of teleconferencing systems will have limited capabilities and many of the commands will not function or will operate slightly or completely differently than you are used to. If you have problems understanding a foreign linked system and its commands and capabilities, ask someone on-line for assistance and he/she will help you adjust to any differences in operation.
- Public messages on links work the same as if the members on the linked station had called in directly to FANTASIA. If you and a member on a link are on the same (common) channel you can talk normally in public.
- To find out what channel a linked station and its members are on, type the command /S. A linked station can be identified by looking for an equal sign '=', instead of a colon ':', following the channel identifier. EXAMPLE: #1[2/5/8]=Linked Station Name) #502:63. Unlike members, linked STS stations can be on several different channels simultaneously. Thus, the channel identifier for linked stations may list more than one channel, as does the example. The identifier [2/5/8] means that if you talk in public on FANTASIA's channel 2, 5, or 8, whatever you say in public will be visible to the members of the linked station.

3.2



Public Messages

3.3



Private Messages

- Private messages over links work just like local private messages except that the line positions for members on links can be much longer. A public message from someone on a link may look like this: EXAMPLE: C1F2B#A[1]:Handle) Hello!
- In order to send a private message to anyone on a link, simply use the /P command as usual, but include all the letters and numbers in front of the member's name. EXAMPLE: /PC1F2BA Hello! NOTE: Be sure to omit the '#' symbol when you type in line positions (link paths) to members on linked stations.
- The auto-private command can be very useful when talking to members on linked stations. To use the auto-private function, enter the command /P*(Link path). EXAMPLE: /P*C1F2BA <RETURN>. As soon as you enter the command, all messages that you type in "public" will be transmitted as private messages to the member at link path C1F2BA. To turn-off the auto-private function, enter /P*.

combination of letters or numbers up to six characters. Any characters beyond the first six will be ignored by FANTASIA. Anyone else who types in the /C command with the same password will join you in the conference and will be able to see your messages, and vice versa. You can send the password for your conference to the members you wish to invite to join you through private messages (/P_s). Whenever members join or exit a conference, they will be announced to the others in the conference. EXAMPLE: >>> STS-01: Handle has joined the conference.


- To exit the conference, tune to any channel. NOTE: Conferences can be held with members of other STS stations that are linked to FANTASIA - chats cannot.
- When you are chatting or in a conference, all of your public messages will be preceded with a 'C='. EXAMPLE: C=#A[C]:Handle) Hello!

- All FANTASIA members can send and receive Electronic Mail (Email) to and from other members of FANTASIA and to and from other members on linked stations.
- To check to see if you have any mail and how much, enter /EC for an Email check. If you are curious as to when another member has last read his/her mail, you can enter /ECnnn (nnn = the member's account number 000-999).
- If you have Email, enter /E to read it. FANTASIA will search the Email directory and display your first Email message, along with who sent it, and the time and date it was sent. When you have read the message and you wish to read another, type /E again. Continue this procedure until FANTASIA notifies you that all of your mail has been read. To read Email sent from only one other member enter /EFnnn (nnn = the member's account number 000-999).
- After you have read an Email message, you can reply to it with the Email reply command /ER<MESSAGE>. This will automatically send your reply to the person who sent the last message you read. EXAMPLE: /EROKay thanks for the information!
- To send Email enter /Ennn<MESSAGE> (nnn = the member's account number 000-999.) EXAMPLE: /E100Are you going to the party on Friday? You can send the same Email message to multiple accounts by separating members account numbers with commas. EXAMPLE: /E010,023 Are you going to the party on Friday? Email can be sent to all active accounts by entering /EAAA. EXAMPLE: /EAAAParty at my place, 7PM Friday RSVP!
- Email messages are limited to 255 characters. If you wish to send a longer message, you will need to send several separate messages.
- Email is automatically deleted as it is read. You can, however, delete Email sent to your account before you have read it by entering /E-nnn (nnn = the members account number 000-999).
- If you send someone Email and then decide that it was a mistake, you can delete it with the /EDnnn command (nnn = the member's account number 000-999). This will list the Email you sent from most to least recent. At each display you will be given the option: >>> STS-01: (D)delete, (N)ext, or (Q)uit (D/N/Q)==>.
- /EVnnn works similar to /EDnnn except Email is viewed from the oldest to newest.
- Some people tend to send junk mail often. If this is a bother, you can squelch members from ever sending you mail by adding them to your Email squelch list. To set your Email squelch list, enter /EX=<List of account numbers separated by commas> EXAMPLE: /EX=23,76,100,234.
- To see your current Email squelch list enter /EX?
- To delete your Email squelch list entirely, enter /EX=<RETURN>.



Bulletin Boards

- *FANTASIA* is equipped with 10 bulletin boards, numbered 0-9. These are sections where members can leave messages on various topics for other members to read. Bulletins are very similar to Email, but access is public and messages are not deleted when you read them.
- */B* shows a listing of the active bulletin boards on the system, the date and time the last new message was posted, the access level you must have to read and write messages on the various boards, and which board you have currently selected.
- To select a bulletin board to read, activate the bulletin board, enter */Bn* (*n* = board number 0-9). EXAMPLE: */B1*.
- NOTE: When you logon to *FANTASIA*, */B0* is automatically selected.
- After a bulletin board has been selected, there are several different ways to read the messages. */R* will read the first message on the board, or if you have selected a starting point, will read forward to the next message. */RB* will read backwards. If no starting location has been given, you will read starting with the last (newest) message posted. */RN* will read the first new message posted since you last read the messages on the selected board. Once you have entered */RN*, you can continue reading new messages by typing */R*. */RL* reads the last posted (newest) message on the selected board. To continue reading backwards through the messages, use the */RB* command. */Rnn* will read message number *nn* (*nn* = message number 00-99). To continue reading, you then read forward with the */R* command or read backward with the */RB* command.
- To post a message on the selected bulletin board, enter */BP<MESSAGE>*. EXAMPLE: */BParty at my house at 7PM on Friday!*



System Messages

- *FANTASIA* has 36 message slots called System Messages. System Messages are those left by members of the system. They can be read by entering the command */Mn* (*n* = A-Z/0-9).
- System messages can also be set by the "owner" for auto-read: the system will choose one message every few minutes and display the message to everyone on-line.
- System messages may be sold by the Sysop at various prices, depending upon the intended use of the message slot, such as private or commercial. Commercial uses include business advertising or other commercial purposes.
- If you have purchased a message slot, it will be assigned to your account number and can be accessed by typing the command */Mn=<MESSAGE>* (*n* = A-Z/0-9). To select a system message as an auto-read type message, add a ':' immediately after the equal sign in the command. EXAMPLE: *MA=:This is an auto-read message assigned to slot MA.*
- If you request it, a System Message password can also be assigned to your */M* slot so that it can be adjusted by other people without having to use your membership account. To use a message password, enter the command */M=<PASSWORD>*. Be sure to enter the password correctly, because an incorrect password will cause you to be logged off the system.



Passwords

- Passwords on *FANTASIA* consist of a three-digit account number and an eight-digit alphanumeric password. EXAMPLE: 100ABCD1234 (The first three digits are your account number). *FANTASIA* will request your password during logon.
- The eight-digit alphanumeric password assigned to you is always active and may change monthly. If the alphanumeric passwords are set by the Sysop to change

monthly and your account is paid up, the Sysop will Email a new one to you each

month. By using the user settings */JPFW* command, however, you can add a personalized password. This password does not change unless you change it. The personalized password is entered at logon in the same manner as the alphanumeric password. EXAMPLE: 100PERSONAL.

It is very important that you NEVER enter your password except to the system during logon. *FANTASIA* will not ask for your password again while you are connected.

If two members are ever signed onto *FANTASIA* at the same time, under the same account, that account will be devalidated automatically. Accounts are not transferable! The Sysop may not allow you back on the system if your account is devalidated for account sharing.

Your password may be devalidated by the Sysop for obscene, disruptive, or illegal behavior. Profane language and materials should not be sent in public messages except on those channels specifically flagged to allow them!

The Sysop is not required to provide a refund for accounts that have been deleted for account sharing or for obscene, disruptive, or illegal behavior; however, accounts paid several months in advance will receive a refund for all months beyond the current month.



Sysop Monitoring

- The Sysop on *FANTASIA* has the ability to monitor any line position. The main purpose of this command is to allow the Sysop to enter commands for new members, to watch your line to prevent cheating during various games, or to watch your line at your request.
- When the Sysop uses the monitor command, an 'M' will appear near his status line when you do a */S* listing. In addition, *FANTASIA* will notify you when you are being monitored. EXAMPLE: *>>> STS-01: #0<C>:Sysop is monitoring your line.* Similarly you will be notified when the monitor is discontinued. NOTE: You will be notified of a monitor once every minute until it is removed.
- The purpose of the monitor command is NOT to allow the Sysop to "spy" on your activities; thus, *FANTASIA* will always see to it you are notified when you are being monitored. In addition, the Sysop cannot utilize the monitor function while lurking. Lurking is when a Sysop is present, but is not visible in the */S* or */SS* listings.
- There are no other commands to allow monitoring of any kind, and the monitor command cannot be used without the member being notified of the monitor. This is the only way a Sysop can monitor private messages, chats, conferences, or Email readings. ALL parties of a chat or conference will be notified if any participant in the chat/conference is being monitored.



Logging Off

- *FANTASIA* will automatically disconnect you every few minutes if you are a non-member. Members will receive longer time limits than non-members, usually about half an hour or up to several hours if *FANTASIA* is not full.
- If you would like to logoff *FANTASIA* before your time limit is up, you may do so by entering the */Q* command to quit your session. This will close your account file, save any modified data, and log you off the system.
- It is a good idea to logoff the system with the */Q* command whenever possible. While it is unlikely, simply dropping carrier on *FANTASIA* could allow someone to connect to your line before *FANTASIA* realizes you have left; they would then have access to your account!