

Greetings, chipheads!

Welcome to the latest Llamasoft shareware release: Revenge of the Mutant Camels. I hope you enjoy it as much as Llamatron. It's a different kind of game but I hope you'll like it just as much. I think I've enjoyed putting it together (although when the assembler started doing Weird Things I wasn't unduly chuffed). But I've got five versions on my TT hard disk and they all seem to work, so it comes time to write the docs and here I am.

First some information about the release. We're trying some fine tuning of the Shareware procedure, and I'd like to tell you how it works this time, and exactly why.

Revenge exists in five versions. One of the pleasures of shareware is that as you're not releasing a single disk in large quantities, you can do lots of different versions of your game. Revenge comes in the 512K, 1Meg, 512/STE, 1024/STE and TT flavours. We ask that libraries, networks and whoever distribute only the 512K version. That way, we can offer (as an incentive to register) special versions for specific machines. You see, we can't always provide two different games for the registration fee - I'm the only programmer and I'm already working flat out - but we like to offer some benefit to those who register. So, if the 512K version is widely distributed, people will be inclined to register to get a version for their machine. We're not going to any lengths to enforce this; in the shareware tradition we'll leave that up to the honesty of libraries and networks. We thank you for your co-operation.

The deal this time is as follows: If you register Revenge you can ask for any of the following titles:

- Revenge (1Meg version)
- Revenge (512K/STE version)
- Revenge (1Meg/STE version)
- Revenge (TT Megamix version)
- Llamatron
- Colourspace
- Gridrunner

(please state clearly that you want an ST version). We will also provide you with one of our classic Llamasoft posters from the pre-Software Empire days, featuring artwork by Steinar Lund, an awesome dude with an airbrush who vanished out of our price range awhile back.

You can register via conventional means or by credit card (Visa, Master Card/Access) which is handy for those registering from

overseas. We can be reached by phone on (UK) 0734-81-4478, our address is 49, Mount Pleasant, Tadley, Hants RG26 6BN (UK).

Please help us by spreading the 512K version along with this README file, and forbear from distributing the other versions.

Now.

I'm going to include a bit from the Llamatron doc file here. It's the bit where the whole Shareware idea is explained. A lot of you will have read it before and you can skip on to the Revenge-specific bit after. Those who haven't, take the time to read the explanation. You may think that we're crazy to give away complete games for no money. Read the explanation and find out exactly why we've adopted the Shareware procedure.

SHAREWARE: WHAT, HOW, WHY....

All commercial games are designed for a theoretical entity known as Darren. Darren is a spotty 14-year-old male who doesn't get on that well with people, so he spends all his time in his bedroom playing games on his computer. Darren is easily impressed by graphics and music, and he doesn't really want to learn anything really tricky - as long as it has Ninja Hampsters in and works with a Kempston, that's OK. Somehow he can persuade his Dad to fork out 25 quid once every few weeks for the latest version of R-Type with different graphics on his Amiga, don't ask me how. Either that or he waits and hits up his mate Wayne for a pirate version in a couple of weeks' time.

Consequently, it has become much harder for programmers to retain their creative integrity and earn a living too. It is virtually impossible for a small independant developer to get games out to the people without first hooking in to one of the larger companies for distribution and advertising, and those larger companies tend to want stuff that's very normal, spaceship-and-alien stuff, no llamas please and not too weird.

However, with popular disk-based machines, the idea of Public Domain programs has really come into its own. PD libraries give access to a large amount of free software. PD is usually sub-commercial stuff, often good utilities but without the 'polish' of commercial versions.

It would be nice to use the existing PD libraries to distribute software to anyone who is interested, and make a bit of money too - and that is where Shareware comes in.

The principle of Shareware is simple. The game is distributed by the

PD libraries, by uploading onto BBSes and giving copies away. Users can get a complete version of the game just for the price of the media, and then take it home and play it. If the user likes the game, he sends the author a Shareware fee. Usually, the author will send back a few goodies (as an incentive to register) and, if enough people send in the dosh to make it worthwhile, he may do more Shareware stuff.

Naturally you don't have to pay anything if you don't like the game. Of course a lot of people might like the game and decide not to pay, but if too many people do that then nobody will ever bother doing any decent Shareware at all, and it's back to Darren's 25 quid games. So, it's down to the users - if they're honest, then programmers will be more inclined to work hard on Shareware releases.

The idea of Shareware is very idealistic, perhaps impracticably so, but the advantages over the conventional videogame market are so enormous that I thought it had to be tried, at least once. The response from this experiment will determine whether or not Llamasoft release any more shareware.

Advantages of Shareware:

1- It is a totally honest way of selling. All users can try the game and only those who get hooked are morally obliged to pay the fee. Nobody is disappointed or feels ripped-off.

2- There are no constraints on creativity. No-one says 'we cannot publish this because it ain't mainstream'. Programmers do what the hell they like and the users vote with their Shareware fees.

3- Anyone can play. The mechanism of distribution is already in place in the form of PD libraries. All the originator has to provide is a disk to each of the PD libraries with game and documentation. So if you have good stuff it doesn't matter if you aren't signed to a major label - if it's good, it'll get passed around the PD scene; if it's bad nobody will bother with it. The author could be working for a company or coding in his bedroom; the potential for distribution is the same. Forget spending thousands on adverts trying to convince people to spend lots of money on a game they haven't even played yet...

4- The concept of piracy becomes null. All that business of hacking and cracking doesn't apply to software which is both free and unprotected. Shareware authors WANT their software to be spread and copied. If it gets onto a BB in America and spreads all over the US, well and groovy! Good Shareware exports itself!

5- Prices can be way low. Since the authors have no overheads in terms of production and advertising, they don't need to ask as much in payment. And the users pay the programmers directly -

nobody else takes a cut. 100% of five pounds is better than 5% of twenty pounds.

The advantages of Shareware as a democratic, honest way of publishing software are pretty obvious, but it does have to go both ways. If a programmer puts a lot of time and effort into his code and releases it as Shareware, he's trusting you, the users, to be honest and pay him if you like his program. If you all just skive off and take the stuff for free, he won't bother to do any more stuff. If you support the author, he'll be inclined to do much better next time - and you'll be the ones to benefit!

REVENGE!

OK, enough serious stuff. Now I'm gonna tell you all about the game, all the different versions, and then just get mellow and chat about all the stuff that's happening with this ol' beast.

First, here are the incarnations of Revenge with detailed descriptions.

REVENGE (512K ST): This is the basic release version. It provides a complete game of Revenge, 42 levels of weirdness.

REVENGE (1Meg ST): The 1Meg version of Revenge contains a lot of extra samples for those who like weird samples, and runs a lot smoother than the 512K version. The reason for this is that there is a lot more memory to expand the sprite data into (with big sprites you trade off memory against draw speed). In the 512K version, sprites are expanded to each 4-pixel boundary (for sprites) and 2-pixel boundary (for scroll elements). In the 1meg version the boundaries are 2pixel/1pixel, so everything looks smoother and is a bit faster at draw-time. Forget the tech reasons, 1Meg looks smoother and sounds better.

REVENGE (512K STE): On the STE version, we've offloaded the sample playback onto the system hardware, which gives enough proc time back to enable me to put in some nice raster colour effects. Does look pretty.

REVENGE (1Meg STE): All the benefits of the 1Meg ST version plus the STE enhancements.

REVENGE (TT Megamix): I know it's ridiculous to write a game for the TT, but it only took me an afternoon and we have had TT-based

Llamatron players, so someone will enjoy it. If you are fortunate enough to have a TT you're in for an absolute treat. Revenge on the TT is just heaven. I've increased the number of bullets on screen from 8 to 32, and doubled the amount of objects onscreen. You get all the STE advantages. The game is totally smooth throughout. It's like playing Revenge on a PC-Engine or a Megadrive. Gorgeous, gorgeous, I only wish more of you could enjoy this version. I'd love to write games for a system this powerful...

ABOUT THE GAME:

Revenge isn't quite as flat-out manic as Llamatron. You may or may not be relieved to hear that. Revenge has the same gameplay modes as Llamatron: Solo, Droid (called CPU ASSIST in Revenge) and Two-Player.

The gameplay is as follows: You are a rather threadbare-looking camel. If you are playing CPU Assist or Two-Player, you are accompanied by a large shaggy goatcreature called an Ancipital, which stalked C64 screens long before Psygnosis ever did Shadow of the Beast. You are the Good Guys. Your mission is simple: stay alive through 42 zones of 7km each. These zones are populated by rampant telephone kiosks, skiing kangaroos, butch Greenham Common Peace Women, manic Minters, flying sheep and all the usual nonsense. These are the Bad Guys. They try to kill you off and you, naturally and in keeping with the traditionally calm, rational and thoughtful nature of videogames, get to waste them with lots of spectacularly destructive weaponry.

SPECIFIC DETAILS:

To run Revenge, double click on the .TOS program file. The game will load and display the title screen appropriate to the version, along with some information about registering to prod the consciences of anyone who keeps playing the game and hasn't paid yet. Pressing FIRE gets past this screen and you'll find the game in auto-demo.

You might like to eyeball the demo a while; it will demonstrate the first twenty levels, but to see the rest you have to play! You can interrupt the demo at any time by pressing the fire button of the joystick you no doubt have already connected to your other (non-mouse) port (provided you didn't break it playing Llamatron).

Pressing FIRE to interrupt the demo brings up a menu screen. Menu screens are all the same in operation, there are always three options. You select which option you want with the stick and bop the FIRE button on your selection.

The first three options are:

MORE OPTIONS (leads you to the system options menu)
PLAY REVENGE (leads you to Game Start)
RESUME ATTRACT MODE (resumes the demo)

The default is Play Revenge. Pressing this yields the Game Start menu:

RESTART: Allows you to start the game at a Restart Point
PLAY: Start game
QUIT: Not play after all

Selecting Restart brings up a text-entry screen where you must enter a valid Restart Code (more on these later). Selecting PLAY brings up a final menu from which you select Solo, CPU Assist or Team play to begin the game.

Under the More Options menu are selections allowing you to change between 50/60Hz, set the intensity of stroboscopic effects in the game, and view the high score table.

We recommend that you play your first few games with CPU Assist controlling the goat. As you get more skilful, I recommend Solo in 60Hz mode (if your monitor can take it)..

CONTROLS:

Your camel is controlled with a joystick thusly: Left and Right do pretty much what you'd expect, Up causes the camel to leap into the air and Down causes the beast to lie down on the ground. Being a camel, the animal spits continuously, and being a Mutant Camel, what it spits is a variety of lethal bullets. The camel fires in the direction the joystick is pointing. If you hold down the FIRE button, the camel will not jump or sit down, enabling you to aim shots directly overhead whilst remaining on the ground.

If you are playing with the CPU Assist goat, you can use it in conjunction with your camel. Normally the goat runs around aiming and firing at enemies independantly. If you get alongside the goat (or ahead of it; it will run to you) and sit down, the goat will mount your hump. Once there you can carry it around and it acts as a 'smart' gun turret, aiming at enemy targets, and as a shield, protecting your hump from being hit. The goat will stay on your hump until you die or until you sit down again, which causes the creature to leap off. (It is possible for the camel to pick up Player Two on the team game, but Player Two can leap off).

At the beginning of each wave there is a period of time during which the

goat will come to your side, enabling you to get the beast securely mounted before the level begins.

Each level takes place over a set distance. That distance is denoted onscreen by a Start Post, six 'Kilometre Posts' and an End Post which scroll by on the ground. The attack begins only once the camel passes the Start Post, and ceases immediately it passes the End Post. Between levels you receive a Shield Bonus for remaining shield left, and an Energy Boost which increases your shield strength, but never by as much as you'd like. The Shield Energy indicator is the camel's face on the right-hand side of the status bar. As your shields get damaged a big red 'X' gets drawn through the face. When the 'X' is complete it's MacMutant Camelburgers all round at Cairo Macdonald's.

Every five levels, you get to a Restart Oasis, where you get to see a silly animation of the camel getting refuelled, and you are given a Restart Code. Make a note of the Code, as you can use it to restart a game from that point whenever you play Revenge. Use the 'From a Restart Point' option on the game start menu.

Now, on to the goodies: Powerups and Weapons. As you play the game, you'll notice that some of the enemies, when shot in a particular way, will yield clouds of tiny bonuses which float up the screen. This is an excellent thing, because you score the bonuses AND you get an increased chance of getting a powerup. Powerup icons are square and drift down from the top of the screen. You claim a powerup by touching it with your beast.

The powerups are as follows:

'P' - Power-up current weapon by one level. (Weapons have four levels each of powerup - current level shown next to shield gauge - power runs down with time).

APPLE: Add small amount to shield (12 apples=full shield)

WEAPONS: Four powerups, each with a small blue icon inside representing the weapon type. When power runs out, weapon reverts to the default small blue bullets.

NIKE TRAINER: Doubles the scroll speed and therefore halves the time taken to reach the end of a level. Useful on tricky levels.

CAMEL: Gives an extra life.

SMART BOMB: Kills or damages everything on screen.

HALO: Makes you invincible for about 20 seconds.

CUP OF TEA: Like a smart bomb, only more so.

'W': Warp directly to next restart point.

The goat can also collect all these powerups; so you can both have different weapons going at the same time, which can be most useful!

That's the good news. The bad news is this: every time you or the goat get hit, there is a chance of an Anti-Powerup being released. They look like your usual powerups (coz they're handled by the same routine) BUT they always have some RED in the border of the icons. Do not collect these icons. They do you bad.

POWER DOWN (looks like a backwards 'P'): Power down current weapon by one level.

CIGARETTE: Makes your animal have a ciggie. Control becomes slow, erratic and jerky until the ciggie is smoked.

CONFUZER: (two arrows <- -> with a warning triangle underneath) Nasty one this. In solo and CPU assist, it causes the left/right joystick commands to become inverted for about ten seconds. In two player mode, the players find themselves controlling each other's beasts! Confused beasties have a green question mark over their heads until it wears off.

SKULL: No mistaking this icon; it's red and baleful. Instant dead camel unless you've got a halo. CPU-Goat can eat this with impunity, but Player 2 in Team Mode is mortal.

KEYBOARD CONTROLS: During a level you can press 'x' to quit back to the menu at any time; 'p' pauses the game and 'o' resumes play.

Should you complete all 42 levels, you will get to the Red-Hot Zone where it all happens again but harder. If you get through THAT you get to the White-Hot Zone, and Ghodhelpyou if you get there!

The system makes a 160-byte High Score file in the directory of wherever it is put. To erase the scores just throw away the file and the program will generate a new one next time you play.

Okay, I've told you what everything does in the game. Now some hints on how to play.

HOW NOT TO GET THE HUMP PLAYING REVENGE OF THE MUTANT CAMELS:

1: MILK THE BONUSES. You can play Revenge just to survive but you won't get a huge amount of points or powerups that way. The game is set up to reward the skilful player with riches and bonuses once that player knows what to shoot and when. For example, on level 1 you can just shoot the birds once and they fall down dead. But if you keep shooting them as they fall, they yield lots of bonuses. So you get your beastie on your hump, go directly underneath and fire straight up at them, keeping firing as they fall down onto you, and you'll get loads of points and loads of powerups.

2: LOOK FOR SWEET SPOTS. Some levels have a particular place a prudent camel can stand and not get hit (much). Maybe you have to send the goatie on ahead of you. Maybe it's better on your hump. Study each wave and formulate a strategy.

3: HAVE A CIGGIE! Because of the way ciggies slow down your camel, if you get one just as you start to jump you will stay in the air a lot longer than you usually would. This can be a Good Thing if there's a lot of nasty stuff at ground level.

4: ADVANTAGES OF DIFFERENT WEAPONS.

ROUND BLUE BULLETS (default): Good all-round weapon; can be aimed in any direction.

LASER: Can only be aimed left and right, but inflict more damage than RBBs, especially when powered-up. Excellent for some enemies, but a bitch to be stuck with when you really need to be able to fire up.

COMB BULLETS: Can be aimed in any direction except straight up or straight down. Feeble in their lowest-power state, but with successive powerups they expand into lovely screen-filling swathes.

OVAL SINEWAVE BULLETS: Can be aimed any direction except straight left and right. Very slow on low power, these bullets are still devastating because they are not stopped by the enemies. They do a huge amount of damage and release a lot of powerups. Get them powered-up for best ease of use, and despite their strength they're

not appropriate to every situation.

5: CHOOSE YOUR GRAVESITE. If you know you're gonna die and you're on a heinous wave, make sure you die as close to the right-hand side of the screen as possible. Your new camel won't be released into the fray until your tombstone has exited on the left, and by the time it does appear you'll be that much closer to the end of the wave.

6: SNIPPETS. You can herd kiosks but eventually you have to jump them. Exploding sheep are best viewed from high above. Coke cans and Atari logos are absolutely lethal. 10p bits do more damage than falling receivers. Chips only disgorge bitstreams if you hassle them. Beware the pink laserbase in Space Invaders. When the vicar invites you to tea, herd the mugs vertically.

REVENGE: HISTORICAL NOTES.

The original Revenge was written in autumn 1983 on the C-64, just before I had my first ever skiing holiday. It was part of a sequence of games comprising Attack of the Mutant Camels (implemented on the C64 and 8-bit Atari), Revenge (C-64) and Return of the Mutant Camels (C-64). This latter game was Yak's last C64 game, and some of you may have been unfortunate enough to encounter Mastertronic's Amiga and ST versions of that last game released as Revenge II. Those versions were a travesty of the original Commodore game. Mastertronic used five programmers and took as many months to produce an absolute dog of a conversion. They'd changed a lot of the levels and relentlessly eradicated every ounce of playability Yak built into the Commodore original. If you ever see the Mastertronic version anywhere, don't buy it because it is dreadful. They never even showed me a copy before they released it - I had to buy it from a shop in Basingstoke - and it's awful. There is only one true 16-bit Revenge, and this is it.

The names of the 42 levels, and the overall themes, are the same as those in the original Commodore game. Those of you who played the old game will be better prepared to handle the enemies as they behave in a manner similar to their Commodore counterparts (sometimes). Of course the original game had no goat, no powerups, no restart points, no team mode and only one bullet on the screen at once, so don't expect it to be exactly the same as you remember!

WHAT'S HAPPENIN'...

It's definitely long afghan weather down here in the nether regions of Wales; damp sheep and mud everywhere. Good time of year for sitting around all day in front of the assembler with some loud music on and getting down to it. I've been working on two things at once just recently, which is bearable but a bit frustrating sometimes. I work maybe a week on each project and then change over, which is OK but what happens is that just as you get well into flow on one thing, you have to stop and change over to the other. It's a bit like having to stop in the middle of having a pee. Takes you a day or two to get momentum back when you change over.

The two things have been: this game and the fifth-generation lightsynth system I'm working on. Not prepared to release a lot of details just yet, suffice to say we're already a million miles beyond Trip-A-Tron and no sign of slowing down yet. Back to some seriously obsessive coding and a head full of lightsynth all day... ..well, who needs a social life anyway?

Right now I'm going to have a well-earned couple of days off and give the slimeware a rest. It'll probably involve getting a taxi out of Newcastle Emlyn at some point. Then it'll be eyes down for some transputing for a while and then dig the Amiga out and get cracking on the conversion. I'm hoping I can speed up the Ami version by using sprites to make the camel (which is most expensive in terms of draw time) and maybe do some hardware scroll. Should be quite nice. I never look forward to dealing with the Amiga though; nice though the hardware is I don't like the OS. It's not that Amigados is not powerful enough; just that I haven't got an Amiga hard disk, which you really need if you're going to be comfortable with it. And AmigaDos requires such a lot of memory if you want to do disk operations - memory I usually haven't got by the time a game is finished, which is why my Amiga versions never save their highscore tables. I know I could get down and write my own low-level disk I/O programs, but I'm buggered if I'm going to spend time doing that. One thing I really like about the ST: you can do what you like to the damn thing and disk I/O is never more than a TRAP away.

(Addendum - looks like I'm just about to score a nice hefty Amiga (9Megabytes, 40M hard drive) off a guy who has moved on to bigger and better things (80486 40MHz type things) - I can live with the Amiga OS running off a hard drive. Maybe it won't be such a pain working on the Amiga this time around!)

Hendy the Mad Mathemagician has apparently made a deal to sell the Handy Hendy Bendy Mandy Mandelbrot generator, but I haven't been able to speak to him recently so I can't yet tell you where and when

and how much it's going to be. If I find out before I send these disks out I'll include the details. Or write to him and ask him yourself - his current address is 36 Craven St., Chapelfield, Coventry CV5 8DU. There's also an excellent Chaos Shop called Strange Attractions (204 Kensington Park Rd., London W11 1NR, phone 071-229-9646) who do loads of excellent fractal posters, cards, mugs, books and a couple of videos (including a 2-hour video of deep Mandelzooms done on a supercomputer that I'm going to have to get!) and I believe the hirsute Mathemagician was going to see them with a view to their selling the HHBM, so maybe by now you can get it from them.

We're still having a good response from the two versions of Llamatron out there, which by now appears to have gone totally global. We have had registrations from all over the planet - including our first from Moscow the other day! The Amiga version of 'Tron generated less of a response than the ST version despite an initial release of more copies. Draw your own conclusion about the respective proportion of Darrens in the Amiga/ST user bases...

We just snuck onto the last coverdisk of NCE before it folded, with our Shareware release of Colourspace. This is doing quite nicely, generating both registrations and orders for Trip-A-Tron from those who really take to the lightsynth idea. This is what we had hoped; the lightsynth has always been hard to describe in adverts, so what better way to stimulate Trip-awareness than by using 'Space to advertise the concept?

So what's next? Well, the lightsynth work has a ways to go yet; the hardware's being built around me and as more comes online there's more to do. We got enough together that we've been doing a few gigs already. I've the Amiga version as mentioned above, should take me a month at the outside. Then, skiing!!!!!! and just MAYBE when I get back I'll get my hands on Jaguar, the new Atari beastie. I'm looking forward to getting into some serious 50Hz grooviness on this new machine. Atari reckon it's piles better than the Panther, which wasn't exactly bad in the first place. I don't know any intimate tech details just yet but what I do know is enough to know that technically at least it'll nuke Famicom. As I've said before they need the software to match. Good software sells systems. A couple of weekends ago I had five guys staying here the weekend. We all played a lot of F-Zero (the awesome driving game on the Famicom) and two of those guys went away intending to order their own Famicom systems ASAP just so they could play F-Zero. Atari get five, 10 games like that on the Jag and they could have Nintendo. Here's hoping...

A warning: next time anyone sees me you're gonna see a bit of the Yakly anatomy never before exposed in public. You have been warned.

As for my next Shareware piece, I haven't decided. I've had requests for updated versions of everything from Hover Bovver to Iridis Alpha, and it would fur sure be fun to resurrect and bring to the future one of those old games, but part of me is also thinking of maybe some new original work. I'll think about it. I have a few ideas which have even got as far as a little bit of code, so wait and see!

You know, sometimes I wonder whether I ought to stop all this for a few months and have a go at being human? Then again, the habits of ten years die hard, the relentless advance of technology constantly brings new challenges and possibilities, and Yak can communicate with infinitely more people in infinitely more places via this medium, in which I'm quite good, rather than via conventional social means, where one has to operate sequentially, and what the hell someone gotta code the transputers. Used to worry about that stuff a lot more when it looked like the lightsynth was on indefinite hold and trying to get a game into the commercial system was like trying to poke butter up a porcupine's ..er.. ..nostril with a red-hot pin regardless of how good the games actually might be. Now the lightsynth is back an' better than ever and I can actually get stuff out there thanks to Shareware; there aren't enough hours in the day for coding and I'm back in there full force. I don't even stop to watch Neighbours any more. 5am is not uncommon. Yak's happy.

Well, that's about it for this ASCII file. Big thanxx to everyone who supported us with Llamatron and Colourspace. Let's hope we can do it again this time, only more so. We'll be letting you know how it goes, and as usual comments and feedback on the game are always welcome (and get heard too - you'll notice no text hanging around onscreen and the ability to set strobe intensity in Revenge).

See'ya next time...

-- Y a K 20/11/91

ps You can't sit down right next to the left edge of the screen. If you try it you'll make the camel twitch in a convulsive manner which had at least one game tester helpless with laughter.

YAK GREETs:

(I put these at the end. I wouldn't dream of making you read them

if they bore you).

YAK sez HI to: Wulf (one workstation per student! and those Cerebus books were AMAAAAAAZING!), Marco and the London guys who are trying to help VL right now; the Landscape Design guys (how's the beastie? fixed yer other channels yet? and remember that night we watched Koyyanisqatsi and did the Proto thing hehe...), Keith and Sophie (get yer little bro and sis on this one Soph); 'Lope (who finally did communicate) yer married bastard; Anna (different Kronschnabl (is that right?) this time, same result:addiction), Mr. Todd, 'Rubber Chicken' Capon, M.C.Urtis and Hendy the Mad Mathemagician, TT (gonna be a tt pretty soon yeah?), TC, Lisa and family (got that white Porsche yet?), and anyone else who considers it good to be greeted by a long hairy programming animal with a camel fixation.

Repeat after me: "I CAN MOVE MOVE MOVE ANY MOUNTAIN"

-- Y a K