

OTHER KING OF THE CATS PRODUCTS



United We Squawk: Ross Parot on Small Object Management (audio tape, \$5.00)

This is a great "starter hints" multi-media experience! You use this cassette tape while online to hear the audio portion of Ross Parot's class on small objects, which he teaches in the Hepworth School. Ross is an expert on spiders, diodes, and small objects such as eyes and dog toys. His hints will make good 'ol common sense!

City Sewer Blueprints (plans and tables, \$5.00)

These plans, taken from City Hall, give you a headstart on the sewer layout and how to maneuver quickly through the underground tunnels. Along with the plans is a rat calendar and rat symbol decoder. Also included: special instructions on a secret object.

TO ORDER:

Send payment, along with your cat name, real name and mailing address to:
King of the Cats, P.O. Box 81043, Seattle, WA 98108. Allow 1-2 weeks for delivery.



You can also order these products online with a credit card. Dial King of the Cats at (206) 763-7440, and select New User Help in Ethyl's Living Room.

COMMANDS SUMMARY

The _ character indicates a SPACE.

WN COMMANDS	LASSIE COMMANDS	ASTRO COMMANDS	RTT COMMANDS
#FT Feline Translator	LSTHWLGRP List Howlgroups	AST/LFD List File Directories	LIST_DATABASES List Databases
#LS List Systems	REAHWLGRP_ HOWLCODE*LASSIE_ SECURITY	AST/JFD_DIRNAME Jump to File Directory	SELECT_ DATABASE_ DBNAME Select Database
#LC List Commands	DISCNTLAS Disconnect	AST/LF List Files	LIST_QUERIES List Queries
#CT_SYSTEM Connect Thru		AST/DTF Download Tagged Files	RUN•QUERY_ QUERYNAME Run Query
#OF Log Off		AST/RFRYRE! Disconnect	DISCONNECT Disconnect

SPEAKING DOG

The Alphabet

- RA!-A
- RF!-B
- RRF!-C
- RFF!-D
- RE!-E
- RUF!-F
- RRUF!-G
- RUFF!-H
- RI!-I
- RRUFF!-J
- RUUF!-K
- RRFF!-L
- RR!-M
- RRR!-N
- RO!-O
- RUU!-P
- RRRR!-Q
- RI!-R
- RFFF!-S
- RRRF!-T
- RU!-U
- RUFFF!-V
- RUUFF!-W
- RURRF!-X
- RY!-Y
- RUURF!-Z



This command can give you some trouble, because the directory name is a 6 to 9 character word (no spaces) which indicates the file directory you are trying to jump to, but the list of directories provided by the AST/LFD command only lists the long names of these directories, not the DIRNAME you need to actually jump to that directory. You will need to be inventive and try different names or combinations of letters which the dogs might be using to indicate the directory needed. For example, if you were trying to "jump" to the "Canned Food Labels (GIFs)" file area, you might try entering:

```
AST/JFD_CANFODLAB
```

If CANFODLAB doesn't work, and you get an "UNRECOGNIZED FILE AREA" error, try again until you get it right. You'll know when you do! Remember, the DIRNAME will be six to eight letters, no spaces.

LIST FILES AST/LF

This command will allow you to view the files in your current file area. You can't perform this command until after you have successfully "jumped" to a file area. You can tag files you want to download by double-clicking on them. Asterisks running down the left side indicate that you have tagged a file...double-click again to "un-tag" it. You can tag as many as 40 files before you start your download (if you're using Zmodem, which we recommend.)

DOWNLOAD FILES AST/DTF

This command will allow you to download files you have tagged while using the AST/LF command, and specify any additional file names you may want.

DISCONNECT AST/RFRYRE!

This command will disconnect you from ASTRO and return you to a WN COMMAND prompt.

BENEFITS OF DOG

Perhaps you have wondered "why learn Dog at all? Maybe it's just something cats were never meant to know...what benefit is there for me?"



The idea that Dog is something not worth knowing is for those cats who never aspire to grander things. One need only look around the world to see the strife and contention that lack of understanding can generate between animal classes. Humans illustrate this concept most vividly.

Beyond the general benefits brought on by broadening one's experiences and knowledge, learning Dog does have many direct benefits for the feline. Most notable is the knowledge one can glean from canines simply by listening to their howling, or having a canine friend who can relay Dog messages to you.

Dogs the world over have a common pastime - tracking the King of the Cats. The feline leader is the ultimate target for all canines, and they follow the King's activities through the Whimpernet (see below.) Although sometimes replete with redundancies and outright errors, the information dogs pass to each other about the King of the Cats can aid a feline in many ways - especially one headed for the throne themselves!

Because dogs are obsessed with King information, they take a special interest when the NYD Committee announces new requirements for the feline throne. There has been a Grand Plan among canines for decades to ambush prospective throne contenders by catching them unaware at the various sites where requirements are performed. Of course, this requires that dogs *know the locations of the requirements and the specifics regarding how they (the requirements) must be performed.* Tapping into this knowledge by learning Dog is therefore a wonderful bonus for any ambitious cat!

How do dogs learn this information? Rumors indicate that there are dog spies in the ranks of the NYD Committee, and of course it would be naive to assume otherwise. Not that felines ever spy on dogs, of course. We obtained this information about their language strictly through legitimate means! Really!

CONNECT THRU #CT #CT_SYSTEM.EXTENSION

This command is your gateway to other systems on the Whimpernet. After you determine that a system is connected and available (using the #LS command,) you can "connect through" to one of those systems using the #CT command. The _ in the syntax indicates a SPACE. Also note that you must type in a SYSTEM name, followed by a dot (.) followed by an EXTENSION for that system, and that there are NO spaces between the system name, the dot, or the extension. These extension names can be troubling because the #LS command shows you the SYSTEM names, but not the extension, and so you must determine what these system name extensions might be. It's good to know that they are always three letters in length, just like DOS filename extensions, and that the extension letters help indicate what type of system you are attempting to connect to. A little bit of experimentation and sleuthing will yield a system's extension. Here's an example of how you'd try to connect through to the LASSIE system:

```
#CT_LASSIE.???
```

You will of course need to substitute real (and correct) letters for the question marks, and a SPACE for the underscore character (_).

LIST COMMANDS #LC #LC

This command will show you a list of all of the WN commands available to you.

LOG OFF #OF #OF

Issue this WN command when you're ready to leave the Whimpernet.

You won't spend a lot of time issuing WN commands, because these merely connect you to a system where you CAN do something. It's these systems which makeup the appeal and intrigue of the Whimpernet. Let's spend some time discussing what we know about three of the major Whimpernet systems: LASSIE, ASTRO and RIN TIN TIN.

ACCESSING THE WHIMPERNET

OK, you've decided to take the plunge and dive into the murky and confusing waters of the Whimpernet. Take heart! While the dogs haven't created anything that makes sense, they at least created something mappable, and we're going to show you how to maneuver around the trouble spots and the dangerous areas. In order to gain access to the Whimpernet, you must first locate a Whimpernet terminal. The Hepworth school usually has a terminal available to the public, but this terminal is subject to funding cutbacks. As demand for Whimpernet access increases, other spots around the city are likely to install terminals. Perhaps the best thing to do is find one that seems reliable, and then note how to best reach it consistently. It would of course be much more convenient if the F.I.S.H. system has Whimpernet access...someone oughta look into that.

When you find a terminal, all you need to do is turn it on. Locate the on/off switch, somewhere on the unit, and give it a flip. After a second or so, you'll have the login in prompt, which will look something like this:

```
RUUFF! RUFF! RI ! RR! RUU! RE! R! RRR! RE! RRRF!
RA! RRF! RRF! RE! RFF! RFF! ! ! RRR! RO! RFF! RE!

RRFF! RO! RRUF! RI ! RRR! ! ! :
```

Congratulations. You've reached the login screen. So far, so good. Now comes the hard part.

LOGGING ON (IN) TO THE WHIMPERNET

You will not be able to log into the Whimpernet yourself unless you have a Whimpernet account. Generally only canines are given Whimpernet accounts, but who knows, maybe someday you'll have your own account! For now, however, you will need to sneak into the system as a dog, and this will require getting the password of an existing Whimpernet user. Interact with dogs carefully, as discussed earlier...and in the process try to get their Whimpernet password.

Type in the password and press enter. If you do it correctly, you'll see a screen which looks a little like this:

```
RRFF! RO! RRUF! RI ! RRR! ! !
RRFF! RU! RRF! RE! RFFF! RFFF! RUF! RU! RRRF!
+++++
RUUFF! RRR! ! ! RRF! RO! RR! RR! RA! RRR! RFF! : :
```

A second congratulations. You've successfully logged in, and you're ready to start issuing commands.