



PO. Box 149
PENNANT HILLS
NSW 2120

REGISTERED BY AUSTRALIA POST
PUBLICATION No. 984993

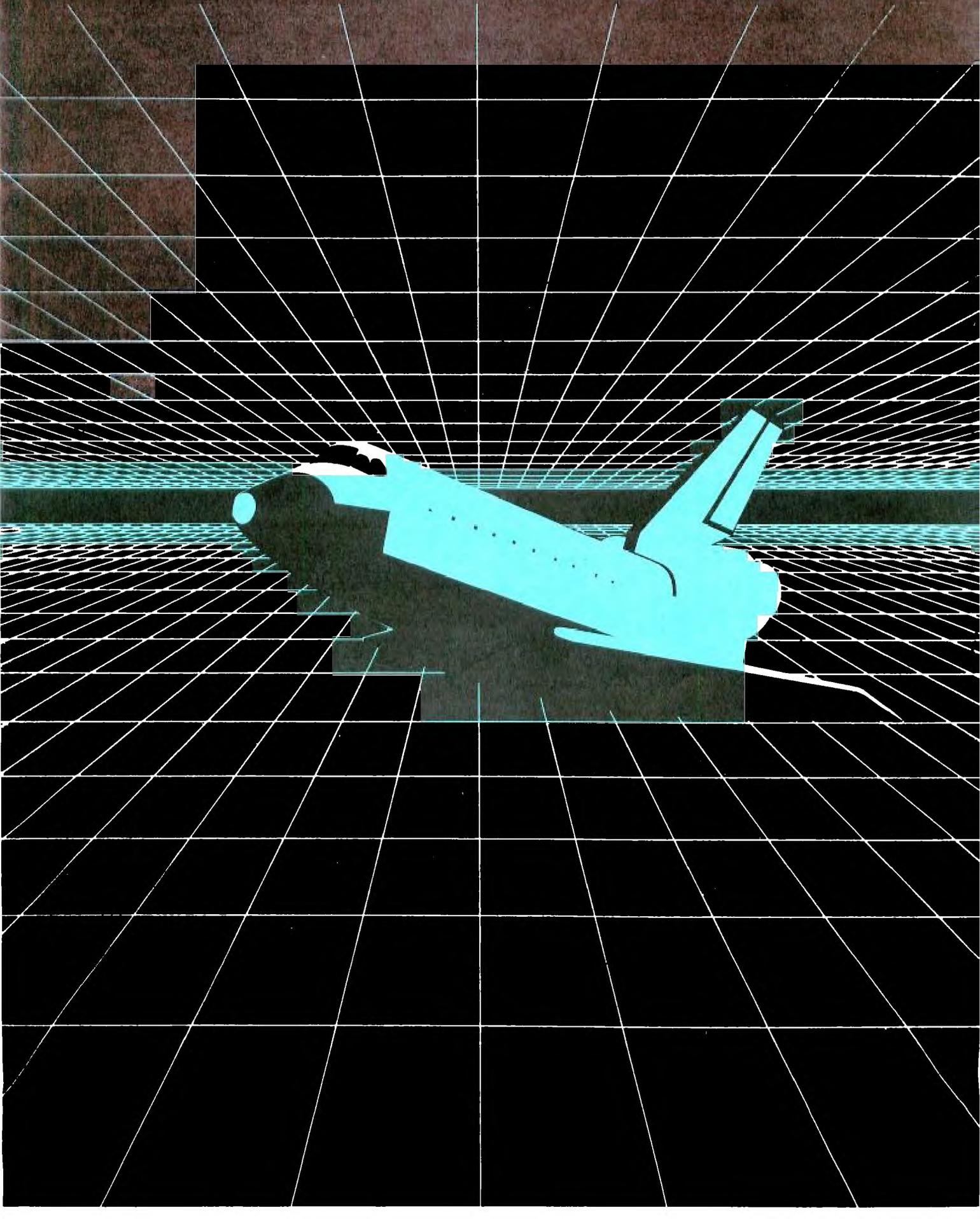
.3*1

SYDNEY NEWSDIGEST

Aug 5 2014



PROUDLY PRINTED
IN AUSTRALIA



"OUR NEXT BIG ACTIVITY SATURDAY 4th FEBRUARY"

YEP, this one is going to be a **FULL** day tutorial/workshop.

For those of you who are new to this group, and have never been to our full day computer tutorial workshop, you are in for a big surprise.

Once every six months, this group conducts a full day session, where you are asked to bring along the following items...

(1) **MEMBERSHIP CARD** .. A representative of your family **MUST** bring the membership card. We'll go into why, a little later on.

(2) **YOUR COMPUTER** .. and that includes items like either your **TAPE RECORDER** or **DISK SYSTEM**, Monitor (TV).

(3) **A CARD CABLE** .. (if possible) in the past, some have brought folding pick-nic tables, as there won't be enough tables in the hall.

(4) **POWER OUTLET EXTENSION CABLE**

(5) **CUT LUNCH or SALAD** .. the club will provide softdrinks. Remember, you'll be there all day from 9:30 AM and go through to 4:30pm.

Usually, all are welcome to attend our monthly meetings, but because of **SECURITY** reasons, only members (and that includes full families) are permitted to attend. So don't forget that **MEMBERSHIP CARD**

We set the hall into two sections, the beginners to the left of the hall, and the more experienced (including those into other languages) to the right. Projects are given to the beginners, and the more experienced members will be available to assist.

**A LIMITLESS
LEARNING ENVIRONMENT
TO GIVE THEM THE
EDUCATIONAL EDGE**

Apart from the **EDUCATIONAL** aspect, these **FULL DAY SESSIONS**, have become quite a social thing, as each member gets to see who's got what computer equipment and the kinds of things you can do to expand or make your **TI COMPUTING TOOL**.

PLAY-OFF COMPETITIONS .. at our last full day session, we conducted a **TOAD PARSEC PLAY-OFF** for the kids. We conduct the **PLAY-OFFS** in a small closed off area of the Auditorium.

This year, we'll be doing the same, but with two new games which you may not have seen yet. This will prove to be a lot of fun, and prizes will be presented to the winning children before the end of the day.

PLEASE MAKE A SPECIAL EFFORT TO ATTEND THIS FUN/LEARNING FULL DAY TUTORIAL/WORKSHOP on Saturday the 4th of FEBRUARY (9:30am - 4:30pm) at **ST. JOHNS CHURCH HALL**, Victoria Street, Darlinghurst (next to **CALTEX**) between the Kings Cross Fire Station and St. Vincents Hospital.

***SPECIAL GUEST: Peter Day** from the Metropolitan Computer College

1984 CALENDAR			
JANUARY S 1 8 15 22 29 M 2 9 16 23 30 T 3 10 17 24 31 W 4 11 18 25 T 5 12 19 26 F 6 13 20 27 S 7 14 21 28	FEBRUARY S 5 12 19 26 M 6 13 20 27 T 7 14 21 28 W 1 8 15 22 29 T 2 9 16 23 F 3 10 17 24 S 4 11 18 25	JULY S 1 8 15 22 29 M 2 9 16 23 30 T 3 10 17 24 31 W 4 11 18 25 T 5 12 19 26 F 6 13 20 27 S 7 14 21 28	AUGUST S 5 12 19 26 M 6 13 20 27 T 7 14 21 28 W 1 8 15 22 29 T 2 9 16 23 30 F 3 10 17 24 31 S 4 11 18 25
MARCH S 4 11 18 25 M 5 12 19 26 T 6 13 20 27 W 7 14 21 28 T 1 8 15 22 29 F 2 9 16 23 30 S 3 10 17 24 31	APRIL S 1 8 15 22 29 M 2 9 16 23 30 T 3 10 17 24 W 4 11 18 25 T 5 12 19 26 F 6 13 20 27 S 7 14 21 28	SEPTEMBER S 30 2 9 16 23 M 3 10 17 24 T 4 11 18 25 W 5 12 19 26 T 6 13 20 27 F 7 14 21 28 S 1 8 15 22 29	OCTOBER S 7 14 21 28 M 1 8 15 22 29 T 2 9 16 23 30 W 3 10 17 24 31 T 4 11 18 25 F 5 12 19 26 S 6 13 20 27
MAY S 6 13 20 27 M 7 14 21 28 T 1 8 15 22 29 W 2 9 16 23 30 T 3 10 17 24 31 F 4 11 18 25 S 5 12 19 26	JUNE S 3 10 17 24 M 4 11 18 25 T 5 12 19 26 W 6 13 20 27 T 7 14 21 28 F 1 8 15 22 29 S 2 9 16 23 30	NOVEMBER S 4 11 18 25 M 5 12 19 26 T 6 13 20 27 W 7 14 21 28 T 1 8 15 22 29 F 2 9 16 23 30 S 3 10 17 24	DECEMBER S 30 2 9 16 23 M 31 3 10 17 24 T 4 11 18 25 W 5 12 19 26 T 6 13 20 27 F 7 14 21 28 S 1 8 15 22 29

ti.s.h.u.g.

COMPUTER WAVE

- ★ We were the **FIRST** with the **99/4A** and we still have the largest range of both **TI SOFTWARE & HARDWARE**, at our two **CITY CENTRES**.
- ★ **PLUS:** check out our range of... **3rd Party Software**, like **ASTEROID MISSION** **CHOPPER ATTACK**, **TOAD**, & **FUTURA SOFTWARE** **HARDWARE:** like **MODEMS**, **PRINTERS**, **MONITORS** in color, green & amber.
- ★ Our friendly staff are ready to assist you, with all your home computer needs, plus... don't forget we still provide all **TI.S.H.U.G. MEMBERS** with your **5% cash/cheq. DISCOUNT** when you show your card at our centres.

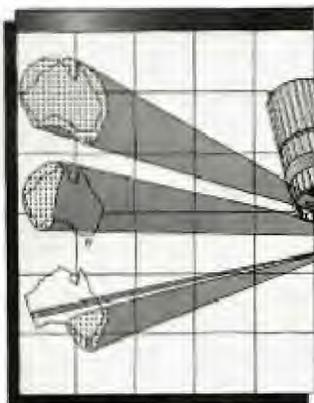


It's a way to discover what's new in electronic technology and how to make it work for you

NOW AT
325 GEORGE STREET
SYDNEY
(between Wynyard Station and Martin Place)
Tel. 29 1631

STILL AT
LOWER GROUND FLOOR
GRACE BROS STORE
436 GEORGE STREET
SYDNEY
Tel. 231 5791

WYNYARD STORE OPEN 7 DAYS A WEEK



The COMMUNICATORS with Shane "TEXPAC"

So, you've bought a MODEM ?, or you are thinking of getting one ?, well, this column is for you. In the last few months, ever increasing members of the TI User's group have taken the step and purchased this revolutionary communication device. My phone now runs hot each night with modem owners in this club who contact me at home, requesting club software to be transmitted to them over the phone lines.

This month, I want to share with you some of the many features of a system called T.A.B (The Australian Beginning), but before I do, I should mention a planned event for next month...

There are now around 15 to 20 members in this group who have modems, and we call them THE COMMUNICATORS. There are also around 10 members of the Melbourne T.I. Users Group who are linked in the same way with their TI-99/4A's. We plan to conduct a TWO-STATE-CHAT session on T.A.B. between these two interstate groups.

Doug Thomas(National Melbourne Group Co-Ordinator), T.A.B and myself, have been preparing for this activity over past months.

The Australian Beginning is extending it's CHAT mode capabilities for us, so that, hopefully up to, or just over 20 people can communicate with each other at the same time. This session is to serve a two-fold purpose, in that...(1)It will enable a group of us in both States to socialise with each other via TI KEYBOARD at a cost of a local phone call + minimal T.A.B charges, and...(2)Introduce all of us to the other many and varied features of T.A.B. Interested members are invited to selected club members homes to take part in this revolutionary Space Age activity.

DETAILS will be given out at the next Club Meeting(FULL DAY WORKSHOP/TUTORIAL) and in the next issue of the SYDNEY NEWSDIGEST 'Communicators Column'.

All you need are the following:

- (1)Your Computer, (2)RS232 Interface,
- (3)Modem, (4)Terminal Emulator #2,
- (5)MEMBERSHIP to T.A.B which you should purchase from this group to save you money, (i.e: \$15 to Join and around 20% discount on hourly rate...normally \$4.50 per hour).

Now, lets look at some of the new features of THE AUSTRALIAN BEGINNING which should wet your appetite.

- NEWS: Both local and overseas newscasters,
- WEATHER: What would news be without it!
- SPORT:Results and Details
- FINANCIAL SERVICES,
- SHARE PRICES INDICES
- REGIONAL DEVELOPMENT INFORMATION,
- AIRLINE TRAVEL SCHEDULES:And soon, you will be able to book your Air, Bus Cruise tickets with T.A.B on your own computer at home.
- SOFTWARE BANK,
- COMPUNEWS:Just like a Computer Magazine, with articles from representatives of User Groups like ours.
- TELEX FACILITIES:Send and receive Telex's from home, ideal if you want more information of computer parts from other companies you may have seen advertised in different computer magazines.
- ELECTRONIC MAIL:You don't need to worry about the post office strikes, and lost mail, now you can send and receive ELECTRONIC MAIL.

ELECTRONIC SHOPPING:Yes, you can even do your shopping from the comfort of your own home, with items like COMPUTER SOFTWARE and HARDWARE ACCESSORIES(Printers, Disk systems, etc)

CHAT MODE: Oh Yes, now that's the interesting one which we will be participating in. Just like C.B. in some ways, minus the trashy signal, ratbags and short range. You can CHAT with people all over Australia, make new friends, sharing with others, cut isolation and live a good time.

NEW FEATURES: If that's not enough, The Australian Beginning will be introducing new features constantly to the system, and if you have any ideas of what you would like to see happen, then they are more than happy to hear from you.

Here are some little tips on what to do when you first get on T.A.B...

(1)TELEPHONE THEM:At present, there is a TOLL-FREE number you can ring #8584400, but in a month or so, all of Australia will be linked in to T.A.B via AUSTPAC and that includes us (more on AUSTPAC next month).

(2)You'll hear a CARRIER SIGNAL, switch your modem to take over, and then you can hang-up, the computers are now talking to each other and have taken over the phone lines (FUN ISN'T IT!)

(3)PRESS YOUR ENTER KEY, and the System will then ask you for your USERNAME(mine is TEXPAC), FOLLOWED BY your PASSWORD(this will not be repeated on the screen incase someone is watching over your shoulders).

(4)A MENU of ACTIVITIES will be displayed, but before you select an area, at the prompt, type ROW=24. This will stop all MENU's from scrolling off your screen.

Then select your choice...but be careful, as you will need to remember a few COMMANDS like...

BREAK (which will end your transmission if near the start, or ##BREAK if you wish to end that ELECTRONIC MAIL you want to send.

BACK will take you back to the previous screen, you can type BACK a few times until you return to the master MENU screen.

TAB will automatically return you to that MENU.

HELP will do just that, but there are a lot of HELP areas so study your manual from HELP when you get it.

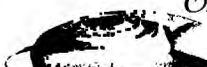
CHATOFF tells the computer that you are doing assorted work on the system and you don't want to be disturbed by people who want to CHAT to you at that present time.

HELP!

programmers:

Crisis Line

992229

The Communicators
continued.

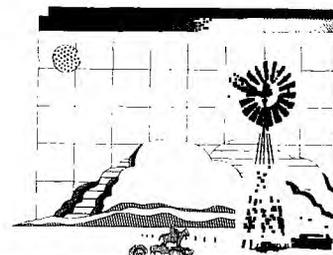
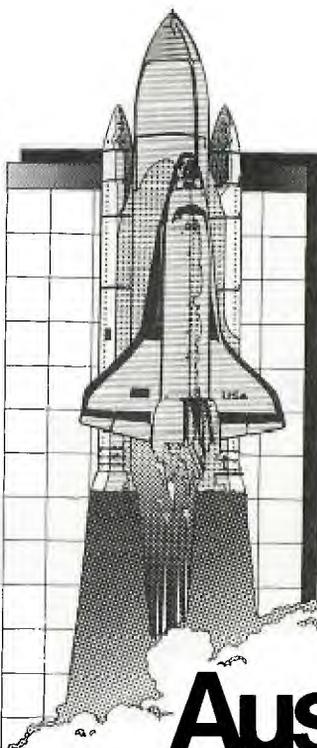
And CHATON lets others know that you are free to receive messages. When you first come on the system, at any prompt, you can simply type '?' and TAB will tell you who is on also. They have just introduced a new program which enables you to CHAT with someone while you are in another area. Say you wanted to look up tomorrow's TV GUIDE, while you are checking out the boring TV programs, someone may break in say hello and ask you for a chat. If you don't want to, all you have to type is SEND#(=#the PID number of that person)and the message that "I am busy at the moment"etc. If you want to tell that person what you are doing, and wish to chat to them while you are going through the TV LISTING on TAB, then, go right ahead and type SEND# <enter> and the message, or tell them ... "HANG ON, I'LL GO DIRECT TO CHAT MODE AND JOIN YOU."

Then type CHAT, the computer will ask you how many people to you want to chat with, and the type one or more PID numbers and you are up and running. After you get out of CHAT MODE, try typing INFO or TAB and then typing INFO. You'll see so many new areas to get into, like PEN FRIENDS, HELPFUL PHONE NUMBERS, WHO'S WHO ON TAB, ENTERTAINMENT, ZOOS SACTUARIES, and so much more.

To get out of CHAT mode...if you type WHO at any point within the CHAT area, it will confirm who you are chatting to. If you type NEW, then it will ask you if you want multi-chat, simply type 'N' <enter>, followed by BREAK or BYE. Warning, if you do type BYE, the system will ask you ARE YOU SURE(Y/N)? If however, you want to return to the TAB MENU, simply type 'N' then TAB. If you type 'Y' it will tell you how much money you will be billed and then cut your CARRIER signal, and your telephone will be returned to you for other uses.

CONFUSED????? It's alright, I'll give you more details next month on THE COMMUNICATORS PAGE. Remember, the deadline is MID-MARCH for our first 2 or even MULTI-STATE TI USER CHAT SESSION.

Bye for now. (TAB:'TEXPAC', MiCC:'881')



Austpac

PACKET SWITCHED DATA SERVICE

will be taking over the lines to THE AUSTRALIAN BEGINNING, so that all of Australia can use this inovative media for home computer users. You won't have to pay any AUSTPAC Joining Fee, as that will all be taken care of by T.A.B. In the mean time, here are the alternative TOLL FREE NUMBERS for Sydney members to get on the system... First 4 didgets are 8584 followed by any one of these 115,225,518,701,813,936,059 or 262. The HOTLINE PROBLEMS HELP number is (03)8131133. So, if you can't get through on 8584400, try the alternatives. MORE DETAILS on TAB next month.

TI 99/4A BOOK SALE

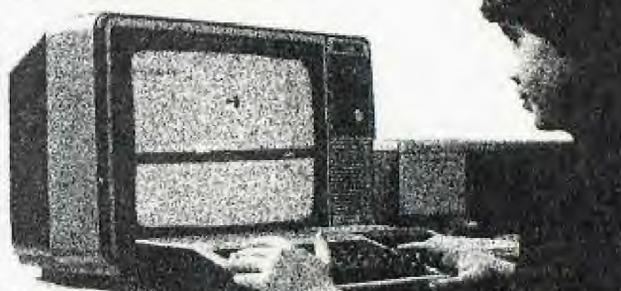
The TI 99/4A computer has been discontinued, so out these books must go!

AT LEAST
25% OFF

Available only until sold out



- S.1 Turner 101 Tips and Tricks for TI 99/4A
Was 17.95 now 12.99
- S.2 Turner 36 TI 99/4A Programs for Home, School
Was 17.95 now 12.99
- S.3 Turner TI 99/4A Programming work sheets
Was 9.95 now 6.99
- S.4 Inman Introduction to TI Basic
Was 20.95 now 13.99
- S.5 Holtz Using and Programming TI 99/4A
Was 17.95 now 12.99
- S.6 Holtz TI 99/4A Game Programs
Was 19.95 now 14.99
- S.7 Carlson Kids and the TI 99/4A
Was 30.95 now 19.99
- S.8 Peckham Programming Basic on the TI 99/4
Was 25.95 now 16.99



BE EARLY! LIMITED STOCKS!

***INSPECT THESE AT YOUR CLOSEST BRANCH**

- TECHNICAL BRANCH 831 GEORGE STREET, SYDNEY PHONE: 211 0561 • 80 BAY STREET, BROADWAY, N.S.W. PHONE: 212 2211 • NSW INSTITUTE OF TECHNOLOGY • NSW UNIVERSITY • SYDNEY UNIVERSITY • ANU-CANBERRA • WOLLONGONG UNI • CANBERRA CAE. • MACQUARIE UNI. RYDE • ARMIDALE UNI (U.N.E.) • NEWCASTLE TECH. • NEWCASTLE UNI. • RIVERINA CAE. (Wagga Wagga) • MITCHELL CAE. (Bathurst) • GRIFFITH UNI. (Qld.) • GIPPSLAND CAE (Vic.)

AVAILABLE BY MAIL ORDER!

Please send me the following books by return mail

Less 5% discount if Co-Op member \$
 Add postage: \$2.00 N.S.W. \$2.50 elsewhere. \$
 Cheque/Postal Order enclosed \$
 or Bankcard No Expiry

Send to:
UNI Co-op Mail-Order P.O. Box 54 BROADWAY, NSW. 2007

Place me on your free mailing list for 12 months

NAME _____
 ADDRESS _____
 STATE _____ P/CODE _____
 SIGNATURE _____
 CO-OP MEMBERSHIP NO _____

programming with Russell

our MUSIC CO-ORDINATOR

Welcome to my first attempt at writing an article for the magazine with my "TI-WRITER WORD PROCESSOR" module.

As I have just expanded my system to include Memory Expansion, RS232 and Printer, I would like to give a helping hand to those members that have Disk Drives and Memory Expansion. Those programs that still require the CALL FILES(1) routine to load the program, can be changed by loading the program then adding the following lines to the program: (NOTE ensure the line numbers are not used by the program).

```

1 REM*****
2 REM*****
3 REM*****
4 REM*****
5 REM*****

```

These extra lines increase the size of the program, you then save the program to the Disk.

This is then saved as a file on the disk, if you then type "BYE" and then go to EXTENDED BASIC you can reload the program and delete the extra lines and save the program again, then you will not have to CALL FILES(1) to load the program.

Also for those members who have just received their Extended Basic Module, if when typing a line of a program in you find that the line is longer than the computer will allow, you can get extra space by "ENTERING" the line then operating the "REDO" key the computer will give you the extra space to type in more information.

As the Music Co-Ordinator, I would like to gather together as many musical programs as possible so that I can supply to members a good range of programs. If you have written or have in your possession musical programs that you would like the group to have then could you supply me with a tape or disk of the program, please.

For those members that have disk drives and tried to type in the program from the November 83 issue of "Computer & Video Games" called "Ladders and Adders" and found that the program was too big to fit, you might like to change the program as I did to make it fit. I changed some of the "DATA FILES" to "DISK FILES". The programs to produce these files are as follows:-

Program No.1

```

100 REM LADDERS AND ADDERS FILE PRODUCER 1.
110 REM (C)1983 R. WELHAM.
120 OPEN #1:"DSK1.L&A-DATA1", OUTPUT, INTERNAL, FIXED
25
130 FOR I=96 TO 140
140 IF (I=103)+((I>107)*(I<112))+((I=119)+((I>121)*(I<128))+((I>135)*(I<140)) THEN 170
150 READ A$
160 PRINT #1:A$
170 NEXT I
180 CLOSE #1
190 DATA "FF", "0101010101010101", "FF011119FD191101",
, "FF0111397D111111", "FF0010387C101010"
200 DATA "FF0010307E3010", "FF01010101010101", "FF7F
3F1F0F070301", "FFFEFCFBF0E0C0B0"
210 DATA "FF7F3F1F0F070301", "FFFEFCFBF0E0C0B0", "04
0B1122243C40B0", "1F2767F9F9FEFCFB"
220 DATA "1F3F7FFFFFFEFCFB", "F8FCFEFFFF7F3F1F", "1F
1F1F3F3F7B6000", "FBFBFBFCFC1E0600"
230 DATA "18367250D0F1FEFC", "18242A542A3408", "001B
142A1408", "FFFFFFC0C0C0C0C0"
240 DATA "FFFFFF", "FFFFFF0303030303", "C0C0C0C0C0C0
C0C0", "0303030303030303", "C0C0C0C0C0FFFFFF"
250 DATA "0000000000FFFFFF", "0303030303FFFFFF", "3B
4492BA92443B"

```

Program No.2

```

100 REM LADDERS AND ADDERS FILE PRODUCER 2
110 REM (C)1983 R. WELHAM.
120 REM***INSTRUCTIONS***
130 OPEN #2:"DSK1.L&A-DATA2", OUTPUT, INTERNAL, FIXED
30
140 FOR A=1 TO 17
150 READ A$
160 PRINT #2:A$
170 NEXT A
180 CLOSE #2

```

```

190 DATA "LADDERS AND ADDERS", "WATCH THOSE ADDERS",
, "THEY B*!T*E !!!!"
200 DATA "THE ADDER WILL BITE IF-", "YOU STOP ON IT
'S SQUARE", "OR IF YOU TRY TO CROSS"
210 DATA "WHEN IT'S TONGUE IS OUT.", "IF YOU ARE BI
TTEN THEN-", "YOU HAVE 3 MOVES TO-"
220 DATA "STOP AT A FIRST AID POST", "OTHERWISE YOU
R DEAD.", "A LADDER CAN BE CLIMBED", "BY STOPPIN
G AT IT'S BASE."
230 DATA "PRESS & HOLD ANY KEY", "TO SHAKE THE DICE
", "---- THEN RELEASE", "MOVE BY PRESSING ANY KE
Y"

```

Also the following changes has to be made to the main program:-

ADD THE FOLLOWING LINES.

```

115 OPEN #1:"DSK1.L&A-DATA1", INPUT , INTERNAL, FIXED
25
165 CLDSE #1
975 GOSUB 980
976 GOTO 990
985 RETURN
1555 OPEN #2:"DSK1.L&A-DATA2", INPUT , INTERNAL, FIXE
D 30

```

CHANGE THE FOLLOWING LINES TO.

```

140 INPUT #1:A$
700 GOSUB 980
740 GOSUB 980
780 GOSUB 980
820 GOSUB 980
860 GOSUB 980
900 GOSUB 980
940 GOSUB 980
1570 INPUT #2:A$
1600 CLOSE #2

```

DELETE THE FOLLOWING LINES.

```

170 TO 230
1610 TO 1640

```

Then "RES" the program to tidy up the Line # TO FINISH OFF A SMALL MUSIC PROGRAM. (Aquarius)

```

100 REM*****
110 REM* AQUARIUS *
120 REM* BY R. WELHAM *
130 REM* GOROKAN. *
140 REM*****
150 CALL CLEAR
160 PRINT TAB(11); "AQUARIUS": : :TAB(14); "BY": : :
TAB(10); "R. WELHAM.": : : : : : : :
170 FOR X=1 TO 76
180 READ T, F
190 CALL SOUND(200*T, F, 0)
200 NEXT X
210 RESTORE
220 PRINT " PLAY AGAIN? (Y/N)"
230 CALL KEY(0, K, S)
240 IF (K<>B9)*(K<>7B) THEN 230
250 IF K=B9 THEN 150
260 END
270 DATA 1,440,1,494,4,523,1,523,1,587,.5,523,.5,4
94,.5,440,.5,392,4,440,3,440,1,392,1,440,1,494
,2,494
280 DATA 1,494,1,440,1,440,1,392,4,440,3,440,1,494
,4,523,1,523,1,587,.5,523,.5,494,.5,440,.5,392
,1,392
290 DATA 3,440,2,440,1,40000,1,392,4,440,1,494,1,4
94,1,494,1,499,1.5,523,.5,523,1,587,1,523,1,65
9,1,587
300 DATA 1,523,1,494,2,466,1,466,1,440,1,466,1,523
,1.5,587,.5,523,2,466,1,466,1,440,1,466,1,523
,2,587
310 DATA 4,587,3,587,1,262,1,294,1,349,2,392,4,392
,4,392,3,392,1,349,1,392,1,349,2,294,4,294,4,2
94
320 DATA 3,294

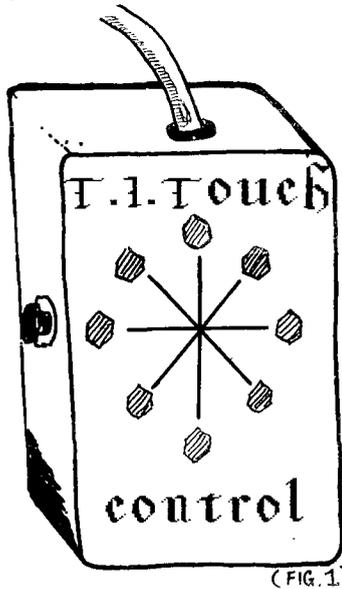
```

See you at the full day Workshop in February 1984.
Russell Welham.

STAFFORDSHIRE BULL TERRIER
COMPUTER GRAPHICS
from the TI-99/4A by
RON BRUCE of T.I.S.H.U.G.

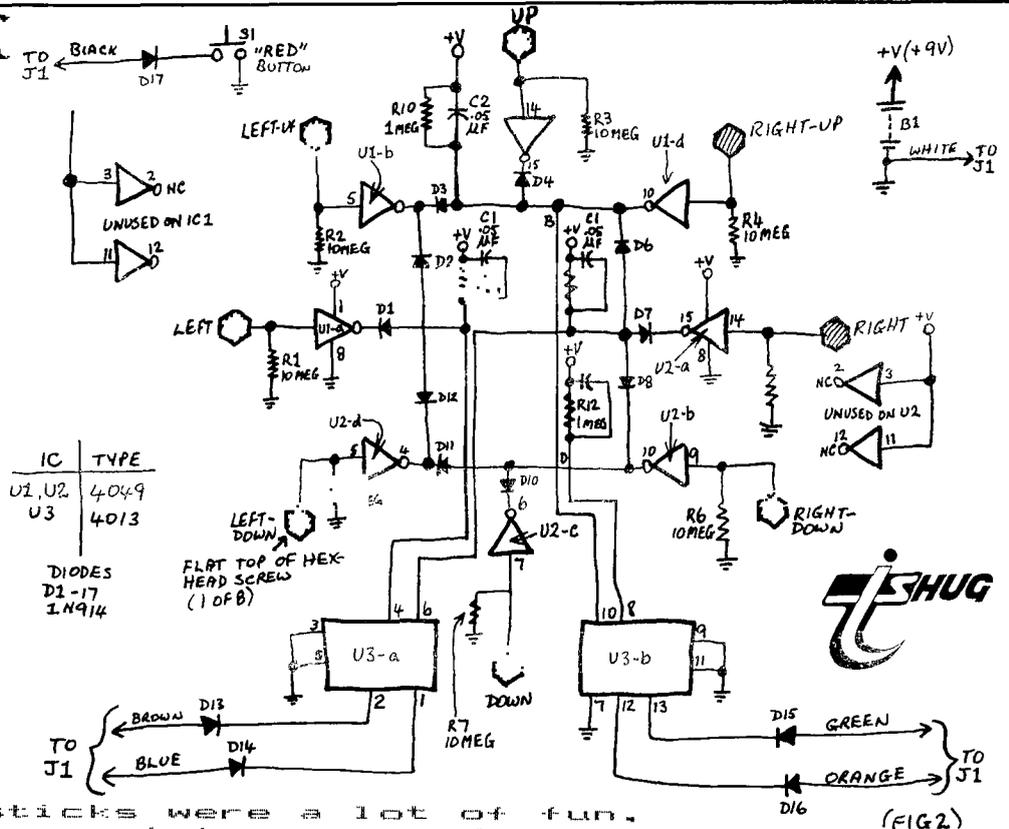


No more stick



(FIG. 1)

for us!



(FIG. 2)

Those old joysticks were a lot of fun, until you became wrist weary and lost to aliens who couldn't take you before. SO GET YOUR GAME BACK TO WARP SPEED 3.3 with our T.I. TOUCH CONTROLLERS.

The Joystick used by us, and most other computers and video games, are no more than a mechanical switch box. The reaction time is fairly adequate for some games, a real pain to use on MUNCHMAN where switching time is critical, ... the joystick is very slow in that respect. We now present for those who are technically minded, a new innovative change of computer game playing with the introduction of the **SPEED SWITCH T.I. TOUCH CONTROLLER.**

Instead of using a stick, all you have to do is lightly touch the eight direction body sensitive hex-bolt tips. We plan to have a working model of this, at our MARCH '84 CLUB GET-TO-GETHER.

Here now, is a list of parts needed...

SEMICONDUCTORS:

D1-D17 - 1N914 silicon diodes

U1, U2 - CMOS, hex-inverted, integrated circuit chip.

U3 - 4013 CMOS, dual, flip-flop, integrated circuit chip.

ADDITIONAL PARTS AND MATERIALS:

B1 - 9 volt transistor battery

C1 - C4 - .05 μ F 16 WVDC ceramic disk capacitor.

R1-R8 - 10 Megohm, 1/4 watt, 10% resistor

R9-R12 - 1 Megohm, 1/4 watt, 10% resistor

S1 - Normally open, momentary contact, pushbutton switch (FIRE BUTTON).

Perfboard, integrated-circuit sockets, plastic case or chassis box, 9volt transistor battery clip, 8 bolts with 16 nuts (3/16", or 5mm, 1/2" or 12.5mm length hex head) two 6pin male connectors and one 6pin female matching connector, double sided foam tape (2x1"), insulated wire, solder, hardware, decals and paint etc.

CONTROL VOLTAGES:

Control.....	Meter	Reading (+V)
Plate Touched. (Q1)	Q1 (Q2)	Q2
None	9	9 9
Left	0 9	9 9
Left-up	0 9	9 0
Up	9 9	9 0
Right-up	9 0	9 0
Right	9 0	9 9
Right-down	9 0	0 9
Down	9 9	0 9
Left-Down	0 9	0 9

CONSTRUCTION:

Before you begin building this unit, decide on the enclosure size, and that the box can be held comfortably in the palm. It will fit in those plastic dicky or Radio Shack measuring...

4 and 3/4 x 2 and a half by 1 and a half inches. Attach the 9 volt battery to the base of the box. Drill a mounting hole on the side of the box for the switch (FIRE BUTTON).

On the top of the box (see FIG#1), drill a 1/4" hole which will later be used for a 6 wire cable.

Mount the parts on the lower left half of the perfboard using point-to-point wiring. Parts placement is not critical, but try to conserve space. Use sockets for the integrated-circuit chips, and, if possible, use color-coded wiring to avoid confusion. Connect a 6-inch wire to each inverter input used. Strip 3/4-inch insulation from the free end of each wire. Form each bared end into a circle and solder. With another 6-inch wire, connect one terminal of the switch to the perfboard's ground. Connect the battery clip to the perfboard at +V and ground locations. Next, make a 6-wire cable by wrapping 6 different colored wires of 2-foot lengths together. The wires can be held together with heat shrink tubing or electrical tape. Connect one wire of the cable to the perfboard's ground, one to the switch's other terminal (high of S1) and the other four to the anodes of the output diodes, D13-D16.

When the perfboard wiring is complete, install the integrated-circuit chips and mount the perfboard in the box, component side up. Next, connect the looped end of each of the eight inverter input wires to its correct bolt and fasten with a nut. Mount the switch in its hole. Now, tie a knot in the 6-wire cable as a strain relief and route the cable through its hole.

Now cut the cable of the manufactured joystick box at its midpoint. To the cable half which plugs into the console, attach the 6-pin female connector P1. To the other half, attach a 6-pin male connector J2, being careful to connect the proper colored wires in the proper positions as determined by the female connector. Now, in the same manner, attach a 6-pin male connector, J1, to the 6-wire cable of the Speed-Switch Touch Control.

Finally, tape a double-sided, foam-tape strip to the inside back of the enclosure cover, and mount the 9-volt battery, B1. Connect the battery clip to the battery, and now you're ready for testing.

A Note to Club Members from the Editorial Committee: T.I.S.H.U.G cannot accept any responsibility or liability for modifications or otherwise to Club Members equipment. Sole responsibility lies with the user.

CONTINUED ON PAGE 7

Hi! I hope you all enjoyed your Christmas and New Year holiday. A special welcome to all our new members, over 100 of you. We had our first Committee meeting of the New Year on January 6th when we planned what we hope will be our best Tutorial Meeting.

We have written to around thirty third party software houses in the USA advising them of our interest in distributing their software in Australia. The replies we have so far received have been very favourable. A typical reply comes from KIDWARE, Idaho Falls, a company owned and managed by parents who are tired of seeing "kill-or-be-killed" games and find the cost of command modules for their children prohibitive. Each of their programs is non-violent, inexpensive, educational, and fun. All that is needed to run their programs is the 99/4A console connected to your TV a cassette player with single cable. To enhance the effectiveness of many of their programs The Speech Synthesizer and TE2 module can be connected. We plan to have some members from the Younger Set to write critical reviews in future issues of the SND.

Amongst our overseas mail I was thrilled to hear of the new SST Basic Compiler, which it is claimed has been tested on a Regena sample program which appeared in the November 1982 (p.21) issue of the 99'er. The times of Regena's program varied from 39.9 seconds to 73.6 seconds. When the program was compiled using the SST compiler, the program ran in 0.4 seconds. P. Chorley of Gordon writes: I want to find out why the 99/4A is so slow at some jobs. There are many technical reasons for the slow BASIC interpreter. One problem is related to the accuracy of TI BASIC, which works only in 8 byte floating point arithmetic. The trade off here is execution speed for accuracy. Another problem is the way programs and data are stored in VDP RAM. The SST BASIC COMPILER system converts a BASIC program directly into a machine language program, completely bypassing the assembly language stage. To help our beginner's understand what I am talking about imagine you wanted to read a Greek Newspaper and you only had an English/Greek dictionary. This is similar to the situation faced by the 9900 microprocessor; when executing your BASIC program. It has to read each statement and look up its internal dictionary to translate into machine code. With a compiler the translation is made before the program is run hence the speed of execution. Normally compilers take up a lot of memory, require disk drives, and are inherently expensive. Although I do not know the selling price for the SST compiler it is expected to be competitive in the Home Computer market. More information soon.

We still have a few Assembly Language Tutorials from THE SOFTIES available for sale. THE SOFTIES have recently announced some New Products-The Program Writer for the advanced programmer. It is designed to let the user create, update, document, or enhance BASIC or Extended Basic programs using the power of word processing. System requirements are one disk drive and Xbasic module. Another package from the same software house consists of 10 programs/ utilities written in assembly language. They are well documented so the user will more easily understand how to write assembly code. The utilities can easily be interfaced with existing programs, making them useful as well as informative. Topics include Bit map, DSR, Sort, link to console BASIC etc.

I receive many calls and letters concerning books available in Australia for the TI-99/4A. I usually refer callers to leading retailers. We have recently been advised by the UNI Co-op who run bookshops at all the Tertiary Education Establishments in Sydney that they are presently discounting 8 of the leading titles. A new title from the USA is "The TI-99/4a in Bits Bytes" which has 142 BIG (2107mm) pages packed with 50 programs comprising 25 games, 16 Educational and 9 Personal and others. The book should land for around \$20.00.

Want a printer with Professional quality at a budget price then consider the Mannesmann Tally "Spirit 80" available to club members for \$395 plus sales tax.



P.O. Box 149,
PENNANT HILLS
NSW 2120



MINUTES

By J.R.

The first round of Regional meetings are detailed below;

MERRYLANDS: At 11/26 Neil St. on February
NORTH ROCKS: At 12 William Place on February...at 7:30 pm. Your host is TONY CASMIRI.

MIRANDA: At Computer Connection on Saturday February... at 2:00 pm. in their shop at 629 Kingway 5261404.

MARRICKVILLE: Shane Andersen is your host on the first TUESDAY of each month (7:30pm) at Unit 1 - 37 George St. For more details phone him on (02) 2389984 (W).

GOROKAN: RUSSELL WELHAM (Music Co-Ordinator) is your host on the 8th February (7:30pm) WEDNESDAY at 20 Avonlea Ave. He can be contacted on (043) 924000.

He will also be selling the switchable REMOTE PLUG adaptors at the next meeting.

MILSONS POINT: PETER DAY is your host, and he is our Guest at the FULL DAY WORKSHOP, from the METROPOLITAN COMPUTER COLLEGE. You can call him on 4631318 for more details on his Regional meeting.

LIVERPOOL: Contact Vincent Cerrato on 6377546

SYDNEY: PETER VARGA (our Co-Ordinator) is your host. Call 25 for further details.

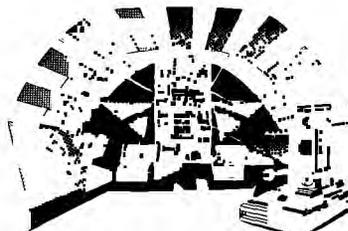
We also have groups in Newcastle, Gosford. Hope to see you all with your computers at the February main meeting, a full day tutorial.

My mail box has been bulging with inquiries, new member applications, and technical queries. Regrettably I cannot possibly answer all your letters personally however those questions of interest to a wider audience will be included in this column. Robert Vines from Blaxland writes; "Given the rather precarious position regarding the supply of T.I. peripherals is it possible to connect other manufacturers' equipment such as disk drives and printers to the 99/4A?"

The short answer is yes!! If you purchase a TI disk controller and RS232 interface you will be able to do such things suggested in Robert's letter.

Happy Computing,

John Robinson
John Robinson.



testing your speedy TI TOUCH CONTROL

It would be wise to test the Speed-Switch Touch Control with a voltmeter before using it on your computer. First, make sure that the computer ground is connected to the board ground via a jumper cable. (Note: The ground of the Speed-Switch Touch Control must be connected to the ground of an AC-operated power supply for it to function properly.) You can use Table 1 as a guide to test each of the Q outputs. Make certain that no part of your body is touching the circuit's ground while you are testing, because that will reduce the AC field at your finger to the point where the inverters cannot detect it.

To make sure that each flip-flop is correctly wired, first touch the left plate. The Q1 output should be a 0 volt and all of the other outputs should be at 9 volts. Now, while your finger is on the left plate, touch the right plate with another finger. The outputs should remain the same. Now remove your finger from the left plate only. Now, the Q1 output should be at 0 volt and the other outputs should be 9 volts. Perform the same test for the up and down plates and their outputs.

When you are sure that the circuit is working properly, you can plug the Speed-Switch Touch Control into the female connector of the console cable. It will take a little bit of practice to get used to the touch controls. By using the index, middle, and ring fingers, you can switch to any position quickly. In two-player competition, the Speed-Switch Touch Control will give you a definite edge over the joystick, so you might want to build one for your opponent, but then, let him build his own and keep the edge.

REWIND THE CASSETTE AND PRESS ENTER THEN PRESS CASSETTE PLAY AND PRESS ENTER. BY ALL MEANS PRESS ENTER, BUT DO NOT PRESS PLAY ON THE CASSETTE. THIS IS BECAUSE THE TI DOES'NT START READING THE DATA UNTIL THE TEXT ON THE SCREEN HAS SCROLLED UP ONE LINE. IT TAKES A FEW SECONDS TO DO THIS AND IF YOU PRESS CASSETTE PLAY BEFORE THE SCREEN HAS SCROLLED YOU WILL MISS THE FIRST PART OF YOUR DATA.

NOW ON TO SOME GOOD STUFF. THE PROGRAM I HAVE WRITTEN WILL STORE UP TO 60 NAMES, ADDRESSES, SUBURBS, POSTCODES AND PHONE NUMBERS ON CASSETTE. YOU CAN CREATE A FILE AND SAVE IT TO TAPE, THEN AFTER READ THE FILE, UPDATE IT AND SAVE THE UPDATED VERSION ON THE TAPE. IT ALSO HAS NAME SEARCH, WHERE IT ASKS YOU FOR THE PERSONS NAME AND THEN DISPLAYS ALL OF THE DETAILS ENTERED.

THE PROGRAM IS VERY SIMPLE BUT IT WILL GIVE YOU SOME IDEA OF HOW TO STORE DATA ON CASSETTE. THERE ARE QUITE A FEW THINGS I HAVE LEFT OUT SIMPLY BECAUSE THEY USE VERY COMPLICATED LOGIC BUT BY ALL MEANS FEEL FREE TO MODIFY THE PROGRAM TO SUIT YOUR NEEDS. FOR EXAMPLE YOU CAN MODIFY THE PROGRAM TO SAVE FILES ON DISKETTE SIMPLY BY CHANGING A FEW LINES IN THE "SAVE FILE" AND "READ FILE" SECTIONS. I WILL GIVE YOU DETAILS ON THAT LATER.

WHEN THE PROGRAM IS FIRST RUN YOU ARE ASKED IF YOU WANT TO READ A FILE, BECAUSE YOU HAVEN'T SAVED A FILE ON CASSETTE YOUR ANSWER TO THE QUESTION IS "N" FOR NO. THEN THE SCREEN CLEARS AND "PRESS E TO EXIT" AND "PRESS ENTER TO REENTER LAST DATA" IS DISPLAYED ON THE SCREEN. THEN THE PROMPT ASKING YOU FOR THE NAME APPEARS. YOU CAN ENTER THE PERSON NAME OR "E" TO EXIT TO THE MAIN MENU. IF YOU TYPE "R" AT THIS TIME YOU WILL RECIEVE THE MESSAGE "YOU HAVEN'T ENTERED ANY DATA". THIS IS BECAUSE "R" IS USED IF YOU MAKE A TYPING ERROR. LETS SAY YOU TYPED "JOHJ" INSTEAD OF "JOHN" AND YOU HAVE PRESSED ENTER. DON'T WORRY. JUST PRESS ENTER FOR THE REST OF THE PROMPTS AND WHEN YOU ARE ASKED TO ENTER THE SECOND PERSON'S NAME TYPE "R" AND THE NEXT NAME YOU TYPE WILL OVERWRITE THE THE LAST NAME ENTERED.

WHEN YOU HAVE FINISHED ENTERING ALL THE NAMES AND ADDRESSES YOU WANT PRESS "E" TO EXIT TO THE MAIN MENU. THEN YOU ARE LEFT WITH FOUR OPTIONS. 1 TO ADD DATA. THIS WILL TAKE YOU BACK TO THE NAME PROMPT AND THE DATA YOU ENTER WILL BE ADDED TO THE DATA ALREADY IN THE MEMORY. PRESSING 2 FOR DISPLAY DATA WILL CLEAR THE SCREEN AND ASK YOU FOR THE PERSON'S NAME. REMEMBER YOU MUST

Creating cassette and disk files with mark...!

HI I'M MARK. SOME OF YOU MIGHT KNOW ME AS THE OTHER TI GUY THAT WORKS AT COMPUTERWAVE WYNYARD. I HAVE BEEN WORKING THERE FOR ABOUT 3 MONTHS AND ENJOYING EVERY MINUTE OF IT. OVER THE CHRISTMAS PERIOD WE SOLD MANY TI COMPUTERS AND NOW I AM FINDING A LOT OF PEOPLE COMING BACK TO ME AND SAYING. "HOW DO YOU USE FILES ON CASSETTE?". THIS IS WHAT PROMPTED ME TO WRITE THIS ARTICLE AND PROGRAM TO AT LEAST GIVE THE BEGGINERS SOME IDEA OF HOW TO UTILIZE AND MAINTAIN FILES ON CASSETTE.

THIS IS THE FIRST OF TWO ARTICLES ON FILE PROCESSING. IN THE FIRST ARTICLE WE WILL DISCUSS THE USE OF THE PROGRAM AND IN THE SECOND I WILL GIVE YOU SOME DETAILS ON WRITING YOUR OWN FILING PROGRAMS.

BEFORE WE GET RIGHT INTO IT THERE IS ONE POINT I WISH TO MAKE. FILE PROCESSING ON THE TI IS VERY EASY, BUT YOU HAVE TO KNOW HOW THE TI READS THE DATA FROM THE TAPE. FOR INSTANCE, WHEN YOU OPEN THE FILE THE INSTRUCTIONS ARE DISPLAYED ON THE SCREEN,



TYPE THE NAME EXACTLY AS YOU TYPED IT WHEN YOU ENTERED IT. THEN IF THE NAME IS IN MEMORY ALL IF THE DETAILS ENTERED WILL BE DISPLAYED. IF NOT THEN YOU WILL RECIEVE A "PERSON'S FILE NOT FOUND" MESSAGE AND THE PROMPT "PRESS ENTER". THIS WILL TAKE YOU BACK TO THE MAIN MENU.

PRESSING "3.SAVE DATA" WILL TAKE YOU THROUGH THE STEPS TO SAVE THE DATA ON "CS1". THE PROGRAM WILL ASK YOU IF YOU WANT TO SAVE A DATA FILE, IF THE ANSWER TO THE PROMPT IS "N" THEN YOU WILL RETURN TO THE MAIN MENU. IF YOU ENTER "Y" THEN THE PROMPT "REWIND CASSETTE CS1 THEN PRESS ENTER" THEN THE PROMPT "PRESS CASSETTE RECORD CS1 THEN PRESS ENTER". WHEN YOU PRESS ENTER. AFTER A FEW SECONDS THE DATA WILL BE RECORDED ON THE TAPE. WHEN IT HAS FINISHED WRITING THE DATA. THE PROMPT "PRESS CASSETTE STOP" WILL APPEAR. YOU PRESS ENTER AND YOU WILL GO BACK TO THE MAIN MENU.

PRESSING "4.EXIT" WILL CLEAR THE SCREEN AND THE MESSAGE "WARNING DATA WILL BE LOST" WILL BE DISPLAYED ALONG WITH THE PROMPT "EXIT (Y/N)". IF THE ANSWER TO THE PROMPT IS "Y" FOR YES THEN THE PROGRAM WILL HALT AND ALL DATA IN THE MEMORY WILL BE LOST. IF THE ANSWER IS "N" FOR NO THEN YOU WILL RETURN TO THE MAIN MENU.

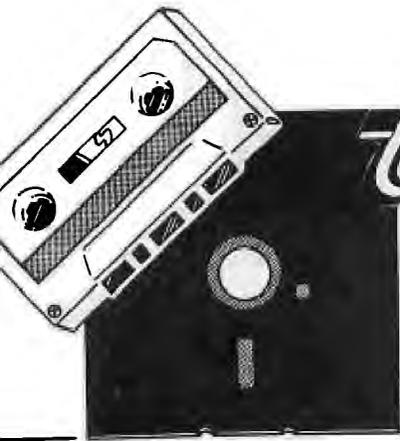
AFTER YOU HAVE SAVED THE FILE ON TAPE, YOU CAN PRESS 4 TO EXIT AND RUN THE PROGRAM AGAIN. WHEN THE PROMPT "LOAD A FILE (Y/N)" APPEARS PRESS "Y" FOR YES THEN THE SCREEN CLEARS AND THE PROMPT "REWIND CASSETTE CS1 THEN PRESS ENTER" THEN THE PROMPT "PRESS CASSETTE PLAY CS1 THEN PRESS ENTER". REMEMBER WHAT I SAID ABOUT NOT PRESSING PLAY ON THE CASSETTE UNTIL THE TEXT ON THE SCREEN HAD SCROLLED UP ONE LINE. WHEN IT DOES THIS PRESS PLAY ON YOUR CASSETTE AND THE DATA WILL BE LOADED INTO THE COMPUTER. WHEN ALL THE DATA HAS BEEN READ THE PROMPT "PRESS CASSETTE STOP CS1 THEN PRESS ENTER" WILL BE DISPLAYED. WHEN YOU PRESS ENTER YOU WILL GO TO THE MAIN MENU AND THEN CHOOSE ONE OF THE FOUR OPTIONS.

I HOPE THAT I HAVE COVERED EVERYTHING. IF YOU HAVE ANY QUESTIONS I WILL BE AT THE FULL DAY WORKSHOP ON THE 4TH OF FEBRUARY. I HOPE TO SEE YOU ALL THERE UNTIL THEN BYE FOR NOW.

HAPPY PROCESSING
MARK NIELSEN

PS. HERE ARE THE CHANGES TO USE FILES ON DISKETTE.

CONTINUED ON PAGE 14...>



TI-SHUG OWNER WRITTEN AND TRANSLATED SOFTWARE CATALOG

DISK, CASSETTE AND HARD COPY
PROGRAMS FOR THE TI 99/4,

0	1	2	3	4	5
1	AARDVARK	XB 36	MAZE	99ER PROGRAM	
2	ACEY-DUCEY	B 11	CARD GAME		
3	ACTUAL FOOT	B 7	GRAPHICS		
4	AERODYNAMICS	B 37	AS TITLED		
5	AIR TRAFFIC	XB 18	CONTROL PLANES		
6	AIRMAIL PIL	B 29	PILOT PLANE	COMMERCIAL	
7	ALIEN ATTACK	B 30	SPACE GAME	COMMERCIAL	
8	ALIEN DESTROY	XB 25	SPACE GAME		
9	ALPHABET	XB 25	EARLY LEARN		
10	ALPINE SKI	B 15	OBSTACLE		
11	AMAZ GRACE	XB 3	MUSIC		
12	AMORTIZE	B 30	LOANS HELP	COMMERCIAL	
13	ANIMALS	B 4	GUESSING		
14	APPLICATION	B 34	ADULTS ONLY		
15	ARITHGRAMS	B 35	NO. SYMBOLS		
16	ARTILLERY	B 13	SHOOT-EM		
17	ASSEMBLY	AL 19	SPACE GAME	COMMERCIAL	
18	ASTRONOMY	B 38	PLANET QUIZ		
19	AUSSIE MUSIC	B 12	MUSIC		
20	AUSSIEFITE	XB 31	AIR BATTLE		
21	AUST. CITIES	B 38	CITY QUIZ		
22	AZARI	B 20	STRATEGY		
23	BACCARAT	B 9	GAMBLING		
24	BACKGAMMON	B 8	BOARD GAME		
25	BALLOON	XB 36	FLY BALLOON		
26	BANDIT	B 11	GAMBLING		
27	BANDIT	B 1	GAMBLING		
28	BARTENDER	B 15	MIX DRINKS	99ER PROGRAM	
29	BATTLE AT SEA	B 4	BOARD GAME	99ER PROGRAM	
30	BATTLESTAR	XB 9	SPACE GAME	99ER PROGRAM	
31	BEETH'NS 5TH	B 3	MUSIC		
32	BEETH'NS 9TH	B 6	MUSIC		
33	BELLFUEL	B 9	FUEL FLOW		
34	BIORHYTHMS	B 15	CHARTS CYCLE		
35	BLACKBOOK	XB 17	FILES		

Here, over the next few pages of our NEWSDIGEST, is the complete listing of the TI.S.H.U.G CLUB SOFTWARE LIBRARY for 1984.

As of the coming FULL DAY TUTORIAL - WORKSHOP, we will be making available for DISK OWNERS, selections of these programs on diskette as well as the usual CASSETTE Software.

Please note: Any programs listed as COMMERCIAL or 99ER PROGRAM's are not available to be given away, as we do not knowingly give away commercial and copyright software, but you can preview them upon request.

Tapes and Diskette Software are available to be picked up at Monthly meetings, and by arrangement with your Regional leaders can be obtained at such venues. Non Club members can purchase same at \$1.00 each, however, club members need only pay each tape/disk full of assorted programs. If you are unable to attend both MONTHLY MAIN MEETINGS and REGIONAL AREA MEETINGS, then you can Order software by phoning me(TERRY)on (02)7976313. A charge of \$3.00 per tape plus \$1.00 postage.

Only those programs we have selected each month are available that month, or until those tapes are sold. But if you send us an original program that you have created, you can choose any 3 programs from our large range of LIBRARY SOFTWARE.

If you own a modem, then selected software is available for transfer to you over the phone lines from the Editor of this publication. That number is not published, but will be provided only to our COMMUNICATORS (Club Members with Modems).

Each month, we conduct a SOFTWARE COMPETITION, all entrants receive a selection of any 3 programs of their choice from the Library, and can, if chosen to be the winner of that month's contest, win \$50 CASH...Here are the details>

SPECIAL MONTHLY SOFTWARE AWARDS:

Your Committee has decided to re-introduce 3 MONTHLY CLUB AWARDS...These are:

THE AWARD OF THE MONTH: For the best program supplied, which will have a value of \$50.00. Entries will be limited to financial TI.S.H.U.G members, and anyone can enter.

THE JUNIOR AWARD OF THE MONTH: For original entries by our TI.S.H.U.G YOUNGER SET under 18 members. These must be written by you, and MUST WORK (you loose points for program bugs-infact that goes for all entries in each category). The prize will be \$30.00 per month, unless JENNY of Younger Set is conducting another JUNIOR SOFTWARE AWARDS, then the prizes could be even more in value.

THE ROOKIE AWARD OF THE MONTH: For any member of the group who has had his or her computer for less then SIX MONTHS. The prize will be \$20.00 .

Like all competitions, there are conditions and rules, which are as follows:

(1)The entry must be your own work, not a copy of someone elses program.

(2)The program must run on any commercially available TI-99/4 or 4A equipment which is available in Australia.

(3)All entries are available for distribution as free Club Software.

(4)Entries must be forwarded to our LIBRARIANS ADDRESS: P.O.BOX 595, MARRICKVILLE, NSW, 2204 or handed in at any MONTHLY MEETING.

(5)The initial Judging panel will consist of three Committee Members, who have not submitted any entries for that contest.

(6)If this judging panel feels there is no entry of sufficient standard, or if the number of entries is insufficient, they will defer judging for a month. This means Awards will only apply to good quality entries. If the panel has entries which have potential, but are not 'robust' and so are not suitable for distribution, they will advise the entrant and suggest possible modifications.

(7)The panel will select the three best entries in each class for presentation to the next MONTHLY MEETING. (YOU WILL THEN BE THE FINAL JUDGE). IF THERE ARE MORE THAN THREE(3) OUTSTANDING ENTRIES IN ANY GROUP, THEY MAY, AT THEIR DISCRETION INCREASE THE NUMBER.

(8)No oneentry may win more than one award.

So, dem is de rules!!! Please submit your entries promptly because we would like to introduce these first 1984 awards in April. If you want to rewrite these rules, then please raise your suggestions at our next meeting. Meanwhile, let's get stuck into programming. We hope these contests will become a regular feature of our 1984 meetings and add to the overall program.

GOOD LUCK

TERRY PHILLIPS(Librarian)



SPECIAL

A D V E N

1. Introduction

Have you ever dreamt about being an astronaut, many millions of light years from your home, searching a seemingly endless galaxy for treasures that will net you a small fortune (for when you retire!), and evidence of the advanced technological space societies so much talked about by Von Daniken; or perhaps your dreams find you in an enchanted kingdom where magical beings have stored away vast treasures which only await your clever mind to uncover them. You might even be an explorer of the ancient pyramids, a western ghost town, or "Ringwraith's Lair"*.

Well, many Home Computer users have already successfully overcome the many obstacles in these ADVENTURES, at the same time increasing not only their personal enjoyment but stimulating their mental faculties since ADVENTURING requires careful planning and logical thinking. Many people say that's what computing is all about! It might even silence, for a while anyway, those who are critical of the role of Home Computers in the lives of young children when they see for themselves the amount of deduction needed to successfully "play" ADVENTURES.

There are two types of ADVENTURE--the more common one, as exemplified by the "SCOTT ADAMS" Series (see full list at the end of this article) have a single path leading to a final objective which is usually specified at the outset--that is, you know what thing/s you are looking for. The other type of ADVENTURE is the one where you assume an identity or character such as a warrior, wizard or king. If you have seen "E.T." then you will know what I am referring to - "Dungeons and Dragons"*, more commonly known as "DD".

I would like to limit this article to the first type of ADVENTURE since its outcomes can be logically deducted [unlike "DD"-type games where luck more than anything else decides the final outcome (death? wealth?)]

The first ADVENTURE-type games for Home Computers were written by a young programmer named Scott Adams, back in 1978 and versions of his games now exist for many different brandnames including TI99/4A*, APPLE II*, VIC-20* and TANDY* machines. Adams is now 30 years old and controls a vast software empire from Florida in America.

The original ADVENTURE was programmed on a large mainframe computer and Adams was convinced, after using it, that he could write a similar version for his TRS80 Model 1 (16k). Many people laughed at this and said it couldn't be done but Adams succeeded and his first ADVENTURE called "Adventureland" was the result. It also became the name of his company until he changed it to "Adventure International", which is now a division of Scott Adams International.

When you first start an ADVENTURE you generally find yourself in a "Starting Location". This is not as silly as it sounds since it is here that you encounter your first set of clues and, in some cases, your first set of objects to pick up. Sometimes you will need to come back to the start to pick up objects not initially collected or which you may have considered unimportant. It is necessary, therefore, for successful adventuring to keep a map of your journey (or should that be "wanderings"!). More on this anon.

Here are some typical starting locations:

1. THE COUNT: You are lying in a large brass bed. In the room you can see sheets, pillows and a large tent stake.
2. ADVENTURELAND: You are in a forest. You are not carrying anything but you can see trees in four directions, North, South, East and West.
3. VODOO CASTLE: You are in a mysterious chapel with a closed coffin. You can go North, South, East, and West. Or do you open the coffin???
4. MISSION IMPOSSIBLE: You find yourself in a briefing room with a desk and a large tape recorder. A minute or so ago you heard someone leave the room. You have nothing in your possession and the only exit is West. What do you do?

Now it is up to you to journey from location to location using special ADVENTURE keywords to move, such as GO, TAKE, LOOK, CLIMB or KILL (to name a few), finding and/or relocating objects, and picking up treasures. There may be "Magic Words" in your particular ADVENTURE ("Yoho" in PIRATE ADVENTURE), animals and monsters ("Mongoose" in PIRATE) or even secret doors and passages. They will all be a test of your intelligent thinking abilities, imagination and even cunning to reach your ultimate goal.

Here are some tips to help you in your ADVENTURE:

1. Don't ignore anything no matter how trivial or unimportant it may initially seem. Anything you find, either by accident or on purpose, will probably have a part in your search. Try finding the key in PIRATE ADVENTURE to see what I mean!
2. Examine everything - clues may be hidden anywhere - on stone tablets, under trees, or in rooms. Question anyone you meet (but don't turn your back or try and take your frustration out on them - sometimes that can be very dangerous!!) Use magic words or use the "HELP" keyword if you think you need it.
3. Don't be afraid to do "off-beat" things. Just remember that you can save your game with the "SAVE GAME" option at anytime if you do happen to make the wrong decision. Do this before you take that unsure step.

2. Mapping

As you become familiar with the world of ADVENTURE you will come to realise the importance of carefully mapping the locations you have encountered, the objects they contain, and how, in some cases, each location is connected. A typical system is set out in <Table 1>.

For each location, be it a room, a forest or a dungeon, you will need a square with a brief title, a list of the objects you have found or deposited there and any possible exits to adjacent locations, usually known from the compass points. Particular attention should be paid to objects that now seem trivial but might later prove to be quite useful. This includes people and animals as well: in PIRATE ADVENTURE (it comes with the ADVENTURE CARTRIDGE when you initially buy it)

FEATURE

FEATURES

couldn't see any use for the mongoose until later, when I encountered the snakes, my her-in-law pointed out that mongooses eat snakes, which in my ignorance, I did not know. I carefully retraced my steps to get the goose and soon I was on my way again!

It might also be a good idea to place your first location square in the middle of the page since you may not know where your starting location is in relation to the rest of the ADVENTURE. Special requirements for going certain routes should also be noted down between squares such as the cupboard in the hallway in PIRATE, the window outside the gate in MISSION IMPOSSIBLE, or the supply room on your space ship in STRANGE ODYSSEY. Lines should be drawn between squares to indicate pathways with the appropriate compass directions, North, South, East or West in most ADVENTURES.

Software

1. **Adventure International (Scott Adams)**
You will need to buy PHM3041 before using any of the other Adventure International databases. This comes with a Software Command Bridge and free Pirate Adventure. You can also add any of the following: Adventureland, Mission Impossible, Voodoo Castle, The Count, Strange Odyssey, Mystery Fun House, Pyramid of Doom, Ghost Town, Savage Island Parts I and II, Golden Voyage.

For a guide to the difficulty of each of these ADVENTURES see (Table 2).

2. **Texas Instruments**
Tunnels of Doom is a graphic adventure in two parts, Pennies and Prizes and Quest for the King. The former game is an introduction to the more complex Quest for the King in that the dungeon you are in only has 4 floors, and objects to pick up. There are no monsters, weapons, or magical items. There is only one player known as the "Traveller". When you've found all eight objects the game is over. Quest for the King there are three players: Eric Seablade, Mauve d'Ormul, and Forestall mm.

3. **99'er HOME COMPUTER Magazine**
See the October, 1983 issue for advice on adventuring, How to plan and write your own ADVENTURES, as well as two to key in: "Escape from Wizard's Keep" and "Grisly Adventure".

4. **THIRD PARTY MANUFACTURERS** It is helpful to search through copies of computer magazines to locate suppliers. I would recommend "99'er Magazine", "Enthusiast 99" (from the International 99/4 Users Group (address and application form elsewhere in this newsletter), and "Compute" Magazine.

Table 1

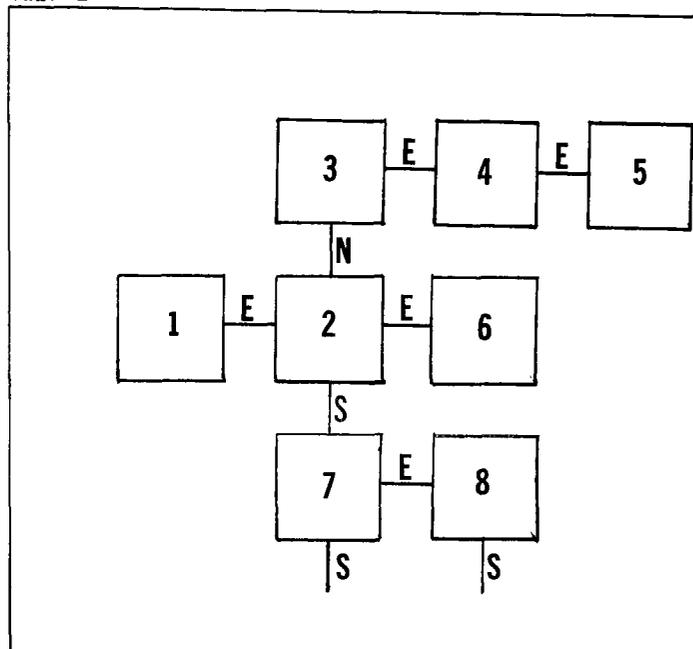


Table 2

SCOTT ADAMS' ADVENTURE SERIES

- #1 ADVENTURELAND** — Wander through an enchanted realm and try to recover the 13 lost treasures. There are dragons and magic. Can you rescue the quicksand? You'll never know until you try. ADVENTURE by Scott Adams. Classic which started the World of WAX! Try it, you won't be sorry. Difficulty Level: Moderate
- #2 MISSION IMPOSSIBLE ADVENTURE** — The lost treasures of Long John Silver lie hidden in a maze of traps. Will you be able to recover them? Only by exploring this maze can you be able to uncover the clues necessary to lead you to your goal. Difficulty Level: Easy
- #3 MISSION IMPOSSIBLE ADVENTURE** — In this exciting Adventure, time is of the essence as you race the clock to complete a mission in time — or die! The world's first autorun factor is yours. So, tread lightly and forget your bomb. If you survive this challenging mission, you'll earn yourself a true Adventure! Difficulty Level: Hard
- #4 VOO DOO CASTLE** — The Count has fallen victim to a fiendish curse placed on his castle. He lies there he lies, with you his only possible hope. Will you pull off a rescue, or is he down for the Count for good? Difficulty Level: Moderate
- #5 THE COUNT** — It begins when you awake in a large brass bed in a castle somewhere in Transylvania. Who are you? What are you doing here and WHY did the postman deliver a bottle of blood? You can say "No" but somewhere a centuries-old evil lies in dark wait. Difficulty Level: Moderate
- #6 STRANGE ODYSSEY** — At the galaxy's end, there are adventures to be harvested from a long-dormant planet, including the most advanced technology in the known universe. Will you be able to return home? Prepare yourself for an incredible Difficulty Level: Moderate
- #7 MYSTERY FUN HOUSE** — This Adventure puts you into a mystery fun house and your way through it is a sure way to baffle you. For the first time, the MYSTERY FUN HOUSE is yours. So, step right up and buy your tickets here! Difficulty Level: Moderate
- #8 PYRAMID OF DOOM** — An Adventure that will take you to a menacing dangerous land of ruins and trackless paths. Into the very PYRAMID OF DOOM — it's all here for you. If you have the expertise to solve it, you'll be off! Difficulty Level: Moderate
- #9 GHOST TOWN** — You must explore a ghost town in search of the treasures. With everything you need to run away, it's sure to be easy! And — they're not! (ghost towns for you, particularly includes a special bonus score.) Difficulty Level: Moderate
- #10 SAVAGE ISLAND PART I** — A small island in a remote ocean holds an awesome secret — can you discover it? This is the beginning of a two-part Adventure. Concluding as SA' PART 2, ADVENTURE #11. A toughie — for experienced Adventurers only! Difficulty Level: Hard
- #11 SAVAGE ISLAND PART II** — The suspense begun with Adventure #10 now comes to an end with SAVAGE ISLAND PART II! This Adventure requires you to finish #10. You've given the password to the plot thickens. Solve the riddle through glowing corridors and solve the riddle of the island. NOTE: For experienced Adventurers only! Difficulty Level: Harder
- #12 GOLDEN VOYAGE** — The king is near death in the royal palace. You have only three days to bring him back to life. Journey through the lands of magic to find the key to life. Journey through temples, stormy seas and a golden key. Can you find the elixir? Difficulty Level: Hard



By Peter Lynden

Next Month - Adventure to key in!!

36 BLACKJACK#1	B 1	GAMBLING		125 FINDSPEECH	XB 36	SPEECH HELP	
37 BLACKJACK#2	XB 1	GAMBLING		126 FIREBALL	XB 19	EDUCATIONAL	
38 BLOCKADE	B 15	BOARD GAME	COPYRIGHT	127 FIRSTMATH	B 37	EDUCATIONAL	
39 BOAT SONG	XB 2	MUSIC		128 FLAG-ADV.AUS	B 38	MUSIC	
40 BOGGLE	B 27	STRATEGY		129 FLIGHT	XB 5	FLIGHT CONTR.	
41 BOGGLER	B 22	BOARD GAME	COPYRIGHT	130 FLIGHT PLANNER	B 8	PLOT COURSE	
42 BOWLING	B 20	10 PINS		131 FLIP FLOP	B 20	SWITCHEM	
43 BOWLMATH	XB 25	EDUCATIONAL		132 FORCE 1	XB 18	SPACE GAME	99ER PROGRAM
44 BRIDGE	B 28	BOARD GAME		133 FORESHIRT	B 1	LIGHT TRIP	
45 BUGS	XB 36	GRAPHICS		134 FOUNTAIN	B 10	"	
46 BULL TERRIER	B 7	GRAPHICS		135 FOX IN HAT	B 38	GRAPHICS	
47 C-BALL RUN	B 10	DODGE-EM		136 FRAZECRAZE	XB 18	WORD PROC.	
48 CACTI KILL	XB 37	SCI-FI		137 FUEL USAGE	XB 36	CAR ECONOMY	
49 CALENDAR	B 11	CALENDARS		138 GALACTIC WAR	XB 13	SPACE GAME	COMMERCIAL
50 CALLIOPE	B 14	MUSIC		139 GEORGE	B 10	SIM.COMPUTER	
51 CAMEL	B 9	CHASE		140 GOBLIN	B 37	MAZE	
52 CAPITALS	B 8	US CITIES		141 GODFATHER	B 14	MUSIC	
53 CAPTURE ALIEN	B 6	TEXT MAZE		142 GOING HOME	B 39	STRATEGY	
54 CAR BATTLE	XB 18	CAR WARS?		143 GOLD-DJIGUER	B 37	DIG FOR GOLD	
55 CARS & CARC.	B 15	RUN-EM-DOWN		144 GOLF	XB 20	MINI GOLF	
56 CATALDG	B 25	DISC HELP		145 GRAPH	B 10	PLOTS GRAPHS	
57 CHANGE	B 11	EDUCATIONAL		146 GRAPHIT	B 7	DRAWN GRAPHS	
58 CHARADES	XB 18	PANTOMIME	COPYRIGHT	147 GRAPHIT#2	B 11	DRAWN GRAPHS	
59 CHECKERS	B 38	BOARD GAME		148 GUITARS	XB 2	MUSIC	
60 CHEQUE ACC.	B 15	FINANCIAL		149 GUNDAGAI	B 14	MUSIC	
61 CHICK. HELP	XB 18	CROSS ROAD		150 HANURABI	B 28	RULE KINGDOM	
62 CHOPIN	XB 2	MUSIC		151 HANGMAN	B 4	GUESS WORDS	
63 CHRISTMAS	B 14	MUSIC		152 HARTANGELS	B 12	MUSIC	
64 CHUTESHARK	XB 21	RESCUE	COMMERCIAL	153 HAUNTED HOUSE	B 7	GRAPHICS	
65 CIPHER	XB 23	MATCH COLORS		154 HAVAH NABILAH	B 14	MUSIC	
66 CODE BREAKER	XB 7	GUESSING		155 HELLO	B 34	ADULTS ONLY	
67 COLOR CRAYON	B 38	SCREEN DRAW		156 HEX-DEC CONV	XB 17	CONVERTER	
68 COLOR VIS'NS	XB 7	COLOR DEMO		157 HEXPAWN	B 35	BOARD GAME	
69 COLORVISION	B 28	COLOR DEMO		158 HIGH NUMBER	B 4	NUMBER MAZE	
70 COMP. MUSIC	B 12	MUSIC		159 HOMEWORK HELP	B 6	EDUCATIONAL	99ER PROGRAM
71 COMPAT	B 35	COMPATABILITY		160 HOMONYM	B 37	WORD GAME	
72 COMPMASTMIND	B 28	COLOR CODES		161 HORDES	B 21	?	COMMERCIAL
73 COMPOSER	B 12	RANDOM MUSIC	COMMERCIAL	162 HORSEACE	XB 1	AS TITLED	
74 COMPUSUB	B 13	SEA BATTLE		163 HOTDOG	B 24	CROSS ROAD	
75 COMPUTER WIZ	XB 5	GRAPHICS		164 HURKEL	B 28	MAZE GAME	
76 COOTIE#2	B 1	BOARD GAME		165 IMP. LANDER	XB 17	SPACE GAME	
77 CORNERWARS	XB 22	SPACE GAME		166 INTERI. RESCUE	XB 17	SPACE GAME	99ER PROGRAM
78 COUNTING LESS	B 6	EDUCATIONAL	99ER PROGRAM	167 INVADE	B 30	SPACE GAME	COMMERCIAL
79 CPM	B 20	ACTIVITY TIMER		168 INVASFROM SPACE	B 10	INVADERS	COMMERCIAL
80 DANIEL	XB 25	BIBLICAL		169 INVASION	XB 25	SHOOT CARS	
81 DARTS	XB 18	THROW DARTS		170 JAWS	XB 7	CHASE	99ER PROGRAM
82 DATE	B 15	DAY CALCULATE		171 JINGLE BELLS	B 12	MUSIC	
83 DAY OF WEEK	B 38	SHOWS DAY		172 KANGAROO	B 33	GRAPHICS	
84 DAY/DATE	B 15	DAY CALCULATE		173 KILLING SOFELY	XB 2	MUSIC	
85 DE-FUSER	B 28	DISARM BOMB		174 KISMET	B 11	YAHZEE TYPE	
86 DECK THE HALLS	B 14	MUSIC		175 KNIGHTS TOUR	B 7	BOARD GAME	99ER PROGRAM
87 DEFUSE	B 22	DISARM BOMB	COPYRIGHT	176 LARGE PRINT	XB 36	BIG LETTERS	
88 DEPRECIATE	B 30	DEPRECIATION		177 LAST ROBOT	B 5	SHOOT-EM	
89 DEPTH CHARGE	B 13	SEA BATTLE		178 LETTER GRADES	B 6	EDUCATION	
90 DERBY	B 20	HORSE RACE	99ER PROGRAM	179 LETTERHEAD	B 24	CREATE LTRHD	
91 DIGITAL CLOCK	B 11	SCREEN CLOCK		180 LIFE EXPECT.	B 15	HOW LONG?	
92 DINDEXB	XB 24	DATA FILES		181 LIGHT PEN	B 7	GIC-TAC-TUE	
93 DOGFIGHT	XB 18	AIR BATTLE		182 LIST	XB 19	DISK LISTER	
94 DONKEY SEREN.	B 12	MUSIC		183 LOAD	XB 27	AUTO LOADER	
95 DONKEYTAIL	XB 18	PARTY GAME		184 LOAD	B 7	SOUNDS DEMO	99ER PROGRAM
96 DRAGONMAZE	B 35	MAZE ESCAPE		185 LOAD#2	XB 27	PRGM LOADER	
97 DRAW	B 10	DEFINE CHARS		186 LOGO#1	B 7	LOGO ENTRY	
98 DRAWPAINT	B 6	SCREEN DRAW		187 LOGO#2	B 7	LOGO ENTRY	
99 DRAWPOPPER	B 1	GAMBLING		188 LONDONBLITZ	XB 10	WAR GAME	COMMERCIAL
100 DUAL MUSIC	XB 3	MUSIC		189 LOTTDRAW	B 1	SELECT NUMBERS	
101 DUCK	XB 37	CLIMBING					
102 EARTH ATTACK	B 17	SPACE GAME					
103 EARTRAINER	XB 2	LEARN NOTES					
104 EDITOR(AID)	XB 32	EDIT PRGMS					
105 EGG WARS	XB 18	SPACE GAME					
106 ELECTCHARGE	B 20	TUTORIAL					
107 ELECTRON	B 35	BOARD GAME					
108 EMBLEM	XB 5	LOGO ENTRY					
109 ENQUIRE	XB 32	EDIT PRGMS					
110 EXELICHRE	XB 32	CARD GAME					
111 EXTBASIC	XB 19	SPACE GAME	COMMERCIAL				
112 EXTBASIC1	XB 16	TUTORIAL	COMMERCIAL				
113 EXTBASIC2	XB 16	TUTORIAL	COMMERCIAL				
114 EXTBASIC3	XB 16	TUTORIAL	COMMERCIAL				
115 EXTBASIC4	XB 16	TUTORIAL	COMMERCIAL				
116 EXTBASIC5	XB 16	TUTORIAL	COMMERCIAL				
117 EXTBASIC6	XB 16	TUTORIAL	COMMERCIAL				
118 EXTBASIC7	XB 16	TUTORIAL	COMMERCIAL				
119 FANTASY	B 38	MUSIC					
120 FARKLE	B 37	DICE GAME					
121 FAST PLOT	XB 18	PLOTTING					
122 FERMT	B 28	NUMBER GUESS					
123 FILE INDEX	XB 30	DATA FILES					
124 FILE TRANSFER	B 34	DISK TO CASSETTE	COMMERCIAL				

m - z

	0	1	2	3	4	5
1	MAGIC SQ. MUS.	B 14	MUSIC			
2	MAIL LIST 1	B 25	AS TITLED			
3	MAIL LIST 2	B 25	AS TITLED			
4	MAILING LIST	XB 32	AS TITLED			
5	MAIN	XB 32	DIR. WRITER			
6	MAINSCREEN	XB 2	MUSIC			
7	MAKE WORDS	B 6	WORD GUESS			
8	MARKSMAN	XB 32	SHOOT-EM			
9	MARTY MARTIAN	XB 6	EDUCATIONAL			
10	MATCH PAIR	B 11	MATCH-UP			
11	MATHS PRACT.	XB 36	EDUCATIONAL			
12	MAZE RACE	B 15	MAZE ESCAPE			99ER PROGRAM
13	MAZZO	XB 31	STRATEGY			
14	MED CHEM REC.	XB 36	TAX HELPER			
15	MENU MAKER	XB 18	SCREEN MENU			
16	METEOR MISSION	B 1	SPACE GAME			
17	MINEFIELD#2	B 20	MAZE ESCAPE			
18	MINI ORGAN	B 14	PLAY ORGAN			
19	MINIVISION	XB 20	COLOR DEMO			
20	MIRROK	XB 7	REVERSE PERLIN			
21	MMAZE	B 38	MAZE ESCAPE			

INDEX

0 = PAGE #

1 = TITLE

2 = LANG.

3 = DISK

4 = TYPE

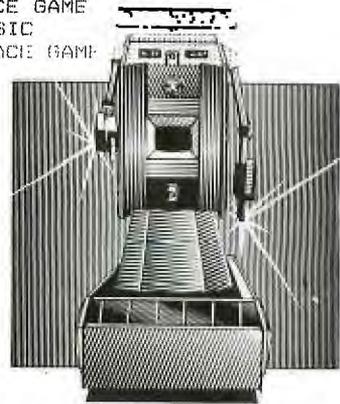
5 = COMMENT

22	MOONLANDER	XB 17	LAND ROCKET			112	SUBWAR	XB 13	SEAWAR
23	MORN. BROKEN	XB 2	MUSIC			113	SUPAMIND	B 1	MATCH COLORS
24	MORN. BROKEN	B 14	MUSIC			114	SURROUND	XB 18	MAZE GAME
25	MURSE CODE	B 13	AS TITLED			115	SWAMIBIN	B 7	ART
26	MORTGAGE	B 30	HOME P'MENTS			116	SWEETHEART TREE	B 12	MUSIC
27	MOTHER GOOSE	B 37	NURS. RHYMES			117	SYDNEY INFO	B 17	TISHUG INFO
28	MOTOCROSS	B 8	CAR RACE			118	TALKHUNG	B 34	ADULTS ONLY
29	MOUSE MAZE	B 15	MAZE ESCAPE			119	TALKYAHTZEE	B 34	DICE GAME
30	MULTI-FILE	XB 32	FILES			120	TANKS	B 13	MAZE SHOOT
31	MUNCHER	B 37	MAZE ESCAPE			121	TANKWAR	XB 16	SHOOT-EM
32	MUSIC BOY DNDP	B 12	MUSIC			122	TAP	B 26	WATCHING
33	MUSIC MAILER	B 14	MUSIC			123	TARGETS	XB 17	BOMB DROP
34	MUTANT MAZE	B 4	MAZE ESCAPE			124	TE2PROG	B 19	SPEECH DEMO
35	N-VADERS	XB 22	SPACE GAME	99ER PROGRAM		125	TEACH GRAPHICS	B 4	TUTORIAL
36	NAME BONE	B 13	BONE QUIZ	99ER PROGRAM		126	TEACH SPELL	B 6	EDUCATIONAL
37	NCCI701	XB 27	FILES			127	TEACHERS PET	XB 20	STUD.RECORDS
38	NIM	B 28	STRATEGY			128	TEEPEETEXPRO	B 17	WORD PROC.
39	NORTS/CROSSES	B 11	TIC-TAC-TOE			129	TEETHWIZ	B 37	TEETH QUIZ
40	NOTEBOARD	B 20	NOTICES			130	TEST PATTERN	B 28	COLOR DEMO
41	NUMBERS AWAY	B 39	STRATEGY			131	TEST TUBE	B 8	CHEMISTRY
42	OLD McDONALD	B 37	NURS.RHYMES			132	THE VALLEY	XB 26	ADVENTURE
43	ONE CHECK	B 28	CHECKERS			133	THREE	B 28	BOARD GAME
44	OPAL#2	B 11	BOARD GAME			134	TI MATHS	XB 9	EDUCATIONAL
45	ORGAN PLAYER	XB 2	MUSIC			135	TI-POKER	XB 31	GAMBLING
46	OTHELLO	B 1	BOARD GAME			136	TI-WARS	B 39	SPACE GAME
47	PAIRS	B 29	MATCH TWO	COMMERCIAL		137	TI-WORD#3	XB 23	SCRABBLE
48	PAY RECORDS	B 21	AS TITLED			138	TIB/DIS/V4	B 26	DISASSEMBLER
49	PEG JUMP	B 29	STRATEGY	COMMERCIAL		139	TIBDIS/MOD	B 26	DISASSEMBLER
50	PI	B 5	CIRCUM.FIND			140	TIC-TAC-TOE	B 13	AS TITLED
51	PINK PANTHER	B 14	MUSIC			141	TIC-TAC-TOE	B 15	WITH SPEECH
52	PINK PANTHER2	B 38	MUSIC			142	TIMARQUE	B 15	LARGE LTRS
53	PIXEL	B 20	DRAWING			143	TIME BOTTLE	XB 24	MUSIC
54	PIONERS	B 10	ASST.GRAME			144	TIME CLOCK	B 11	EDUCATIONAL
55	PLOTTING 3D	B 7	GRAPHICS			145	TIME CLOCK	B 6	EDUCATIONAL
56	POEM MAKER	B 35	RAND.POEMS			146	TINY MATH 1	B 10	EDUCATIONAL
57	PUMPEII	XB 22	BOARD GAME			147	TOCCATA	B 36	MUSIC
58	PRINT DEMO	B 32	FOR EPSON			148	TOWER RESCUE	XB 20	FIRE RESCUE
59	PRINT PI	B 5	PRINTS CIRC.			149	TPCALENDAR	B 30	CALENDAR
60	PROGRAM FILE	B 23	FILE KEEPER			150	TRAJECTORY	XB 18	SHOOT-EM
61	PROJECTILE	B 8	PHYSICS			151	TRAPSHOOT	XB 22	SHOOT-EM
62	PROVERBS	XB 10	SEL.PRVDS			152	TRINOMIAL	B 8	EDUCATIONAL
63	PUPPY TOWN	XB 2	MUSIC			153	TROG	XB 35	MAZE GAME
64	PUZZLE 13	B 17	STRATEGY			154	TRON LIVES	B 25	DEMO
65	RAPPELL	B 11	TIC-TAC-TOE			155	TUCKERBOX	B 12	MUSIC
66	REGRESSION	B 8	PHYSICS			156	TUNNELVISION	B 23	MAZE ESCAPE
67	RISING SUN	B 37	MUSIC			157	TWO FACES	B 7	ART
68	ROADBALL	XB 27	DODGE-BLM			158	UPPERSCOPE	XB 29	SEAWAR
69	ROBOT BOOGIE	XB 2	MUSIC			159	VENUS	XB 2	MUSIC
70	RODEO RACES	XB 20	HORSE RACE			160	VOCAB	B 32	WORD QUIZ
71	RONDO	B 14	MUSIC			161	VOCAB QUIZ	B 6	WORD QUIZ
72	RS APPLICATION	XB 34	ADULTS ONLY			162	WAGON WHEELS	XB 38	AVOID WHEELS
73	RUBICS CUBE	XB 36	STRATEGY			163	WALTZ. MATILDA	B 12	MUSIC
74	SAFETY	B 8	AWARENESS			164	WASHINGTON UFO	XB 19	SHOOT-EM
75	SAM DEFENCE	B 29	MISSILES	COMMERCIAL		165	WEBS	B 31	MAZE ESCAPE
76	SAVAGE 1	B 27	ADVENTURE	COMMERCIAL		166	WEIRD MUSIC	B 12	MUSIC
77	SAVAGE 2	B 27	ADVENTURE	COMMERCIAL		167	WELL HUNG	B 34	ADULTS ONLY
78	SCREEN	B 4	COLOR DEMO			168	WESTERN BOOGIE	XB 2	MUSIC
79	SELECTION	XB 36	GAMESPACK			169	WHO AM I	B 38	BIBLICAL
80	SENGOKUJID	B 21	WARFARE	COMMERCIAL		170	WORD PROCESSING	B 4	AS TITLED
81	SHUTTLE RESCUE	XB 5	SPACE GAME			171	WORDMAZE#1	XB 1	HIDE WORDS
82	SING COMPUTER	B 12	MUSIC			172	WORMS/SPIDERS	XB 31	SAVE WORM
83	SIZE	XB 27	FOR DISC			173	WRITER	XB 26	TEXT WRITER
84	SKI	XB 9	DOWNHILL SKI			174	XBASICENLA	XB 31	CREATESPRITE
85	SKI MANIAC	B 38	DOWNHILL SKI			175	YAHTZEE	B 34	DICE GAME
86	SKULLS	XB 15	SPRITE DEMO			176	YOU LIGHT LIFE	XB 3	MUSIC
87	SMOGL	B 38	CAR RACE			177	ZANUJESI	XB 19	SPACE GAME
88	SNOOPYXMAS	B 12	MUSIC						
89	SONAR SHIP	XB 13	SEAWAR						
90	SORCERY	XB 23	ADVENTURE						
91	SORTING	B 28	SORTS LISTS						
92	SPACE BATTLE	XB 10	SPACE GAME						
93	SPACE COMMAND	XB 25	SPACE GAME						
94	SPACE GEM	XB 17	SPACE GAME						
95	SPACE LASER	B 1	SPACE GAME						
96	SPACE WARS	B 38	SPACE GAME						
97	SPAGNOLETO	B 12	MUSIC						
98	SPANTON	B 8	TUTOR						
99	SPELLS	B 15	SPELLING						
100	SPEECHDEMO	XB 19	DEMO						
101	SPELLWRITER	B 25	SPELLINGS	COMMERCIAL					
102	SPIDER	B 14	MAZE ESCAPE						
103	SPRINK	XB 7	MALE SPRITES	99ER PROGRAM					
104	SPRINGS	XB 7	SPRITE DEMO	99ER PROGRAM					
105	SQUARE#2	XB 23	GRAPHICS						
106	STAR FORTRESS	B 4	SPACE GAME						
107	STAR NAVIGATOR	B 38	SPACE GAME						
108	STARLIGHT	B 35	SPACE GAME						
109	STARSHIP ALPHA	B 4	SPACE GAME						
110	STATISTICS	B 8	AS TITLED						
111	STOCK MARKET	B 9	BOARD GAME						

FILE: UPDATE1
DATE: 1/1/84
TITLE: UPDATE1(1.1.84)

INDEX
0 = PAGE #
1 = TITLE
2 = AUTHOR
3 = DATE #
4 = TYPE
5 = COMMENT

1	ALPHABLOX	B 39	PUZZLE
2	COORD GEOM	B 39	GEOM QUIZ
3	DEEP SPACE	XB 39	SPACE GAME
4	FIREFIGHTER	B 39	FIGHT FIRES
5	JUMPIN JACK	B 39	JUMP GAPS
6	JEDI PILOT	B 39	SPACE GAME



THE THIRTEEN COMMANDMENTS

(Moses only had ten because he didn't have to cope with new technology!)

1: Thou shalt **NEVER** use the diskette on which a software package is supplied, except to copy it to another diskette.

2: Thou shalt lock **ALL** diskettes away each night.

3: Thou shalt not smoke, eat or drink while using the micro.

4: Thou shalt number each diskette and keep a register showing number, creator, creation date and contents.

5: Thou shalt only write on diskette labels **BEFORE** the label is attached to the diskette.

6: Thou shalt not insert diskettes until the drive is turned on nor shalt thou switch off the drive until after the diskettes are removed.

7: Thou shalt use a head-cleaning diskette on a regular basis - (after every 50 hours recommended).

8: Thou shalt keep thy diskettes away from magnets (including those created by hi-fi speakers, power transformers and electric motors).

9: Thou shalt move thy micro as little as possible - moving the keyboard is fine but don't keep moving the computer round the apartment.

10: Thou shalt keep thy sticky fingers well away from the magnetic surface of the diskette (the shiny part inside the cardboard jacket).

11: Thou shalt **NOT** treat thy micro like thou wouldst thy wine celler! **DUST IS OUT!** It can very quickly cause problems with your disk drive and printer. The best way to avoid problems is to cover the machine when not in use.

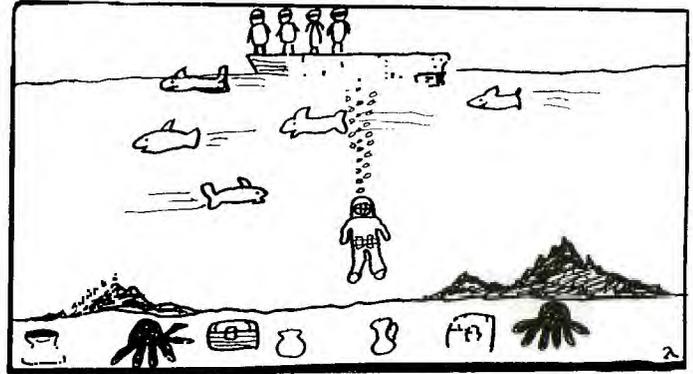
12: Thou shalt clean the gear with a soft cloth and ordinary window cleaner. (But please don't squirt it into the disk drives).

13: Thou shalt in no circumstances indulge in **MICROSURGERY!** **"HERE... READ THE DAMN MANUAL."**

NEW RELEASE

BLACKBEARD'S TREASURE

This exciting game requires Extended Basic.... Blackbeard's Treasure, by Miller's Graphics, begins with a very impressive graphics display. After this display has finished, a menu appears telling you to release your alpha lock key, and asking whether or not you want instructions. The instructions give you a brief outline of the object of the game, how to manoeuvre your diver, what to avoid, how to score treasures and how to acquire extra divers.



THE OBJECT: Your five man diving team has found the lost treasure of Blackbeard the Pirate. You must dive for this treasure, avoiding hungry sharks and giant octopi. You can take only three treasures at a time, so be warned -- each treasure slows you down.

LEVELS: For every ten treasures brought up, difficulty increases by: 1. Increasing number of sharks and 2. increasing speed of sharks and octopi. For every twenty treasures, receive an extra diver.

BEST POINTS: Brilliant graphics with near - perfect coincidences, and interesting sound effects. Fast speed. Terrific joystick/keyboard reaction. Speedy initialization. Excellent ease of use. Good entertainment value.

WORST POINTS: The corny "jokes" scattered throughout the instructions.

I really enjoyed this game, not just because of its best points but also because I'm not bored of it yet!

Elliott Robinson

Join our family of TI USERS with over 50,000 MEMBERS worldwide - within...

International
99/4
Users-Group

Overseas Membership...\$18.00

() Please send me more information about I.U.G.
() I wanna join I.U.G...
Please find enclosed my membership fee.

NAME _____
ADDRESS _____
Post Code (zip) _____
I am a member of T.I.S.H.U.G.

International
99/4
Users-Group

P.O. Box 67
Bethany, OK
73008



TI user groups going strong

Texas Instruments' announcement that it is discontinuing production of the TI-99/4A and getting out of the home computer business has not fazed Shane Anderson, of TI-99/4A user groups. Along with their withdrawal from the market, TI has announced that third-party vendors will be permitted to supply software and peripherals for the unit, a turn-around which may give a new lease of life to the system.

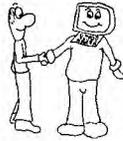
TI users groups in Sydney are planning

a full day workshop on the first Saturday of February, following the success of last year's effort. The group also publishes a comprehensive newsletter and maintains a software library and "Programmers Crisis Line" to provide assistance over the telephone.

While the all day workshop will be held in Sydney, TI-99/4A users groups are also in Brisbane, Canberra, Melbourne, Adelaide, Hobart and Perth. The Sydney group has the details, at PO Box 149, Pennant Hills, NSW, 2120.

CREATING CASSETTE AND DISK FILES

Continued from page 7, by Mark.
EXTENDED BASIC MODULE NEEDED:>



Software

ADD LINE 595
595 INPUT "WHAT IS THE NAME OF THE FILE":FILE\$

CHANGE LINE 600
600 OPEN #1:"DSK1."&FILE\$.INTERNAL
OUTPUT,VARIABLE 192

ADD LINE 685
685 INPUT "WHAT IS THE NAME OF THE FILE":FILE\$

CHANGE LINE 690
690 OPEN #1:"DSK1."&FILE\$.INTERNAL
OUTPUT,VARIABLE 192

WITH THESE CHANGES YOU WILL BE ABLE TO SAVE FILES ON "DSK1".



```
100 CALL CLEAR
110 DIM NAME$(60), ADDR$(60), SUB$(60), POST$(60), PHON$(60)
120 N=1
130 PRINT TAB(10); "PHONE BOOK":
" BY M NIELSEN":
:
:
140 INPUT "LOAD A FILE (Y/N)? ": A$
150 IF A$="Y" THEN 680
160 REM ENTER UP TO 60 NAMES & ADDRESS
170 GOTO 190
180 N=N+1
190 CALL CLEAR
200 PRINT "ENTER E TO EXIT": "ENTER R TO REENTER LAST DATA":
210 INPUT "NAME? ": NAME$(N)
220 IF NAME$(N)="E" THEN 310
230 IF NAME$(N)="R" THEN 235 ELSE 240
235 IF N<2 THEN 236 ELSE 180
236 CALL CLEAR
237 PRINT "YOU HAVEN'T ENTERED ANY DATA":
238 INPUT " PRESS ENTER ": S$
```

```
239 GOTO 190
240 INPUT "ADDRESS? ": ADDR$(N)
250 INPUT "SUBURB? ": SUB$(N)
260 INPUT "POSTCODE? ": POST$(N)
270 INPUT "PHONE? ": PHON$(N)
280 N=N+1
290 GOTO 190
300 REM MAIN MENU
310 CALL CLEAR
320 PRINT TAB(4); "PRESS 1.ADD DATA": TAB(10); "2.DISPLAY DATA": TAB(10); "3.SAVE DATA": TAB(10); "4.EXIT":
330 PRINT :
340 CALL KEY(0,K,S)
350 IF S=0 THEN 340
360 IF K<49 THEN 340
370 IF K>52 THEN 340
380 ON K-48 GOTO 190,400,560,760
390 REM FIND PERSONS NAME
400 CALL CLEAR
410 INPUT "WHAT IS THE NAME OF THE PERSON? ": FIND$
420 CALL CLEAR
```

```
430 PRINT "SEARCHING FOR "
: FIND$:
440 FOR X=1 TO N
450 IF NAME$(X)=FIND$ THEN 510
460 NEXT X
470 CALL CLEAR
480 PRINT " PERSONS FILE NOT FOUND":
490 INPUT " PRESS ENTER "
:L$
500 GOTO 310
510 CALL CLEAR
520 PRINT NAME$(X):: ADDR$(X):: SUB$(X):: POST$(X):: PHON$(X)
:
530 INPUT " PRESS ENTER WHEN FINISHED": L$
540 GOTO 310
550 REM SAVE FILE TO CS1
560 CALL CLEAR
570 INPUT " SAVE A DATA FILE (Y/N)? ": C$
580 IF C$="N" THEN 310
590 CALL CLEAR
600 OPEN #1:"CS1",INTERNAL,OUTPUT, FIXED 192
610 PRINT #1:N
620 FOR X=1 TO N-1
630 PRINT #1: NAME$(X), ADDR$(X), SUB$(X), POST$(X), PHON$(X)
640 NEXT X
650 CLOSE #1
660 GOTO 310
670 REM READ FILE FROM CS1
680 CALL CLEAR
690 OPEN #1:"CS1",INTERNAL,INPUT, FIXED 192
700 INPUT #1:N
710 FOR X=1 TO N-1
720 INPUT #1: NAME$(X), ADDR$(X), SUB$(X), POST$(X), PHON$(X)
730 NEXT X
740 CLOSE #1
750 GOTO 310
760 CALL CLEAR
770 PRINT " WARNING DATA WILL BE LOST!":
780 INPUT " EXIT (Y/N)? ": E$
790 IF E$="N" THEN 310
800 END
```

TAKEN FROM USERS OF AMERICA

HIGH SCORE ROUTINE: A HOW TO PROJECT

Here is a subroutine for all you keyboard pounders and joystick jogglers that can be added to any game that has need for a score display. It will keep trace of the score for up to five players, as well as video print the top five scores and players names. Here is how the subroutine goes in TI Basic:

```
10 CALL CLEAR
20 INPUT "YOUR NAME, PLEASE:":N$
30 INPUT "SCORE":SC
40 GOSUB 5000
5000 CALL CLEAR
5010 PRINT:TAB(9); "BEST GAMES":
5020 FOR X=1 TO 5
5030 IF SC&THS(X) THEN 5040
5040 NEXT X
5050 GOTO 5120
5060 FOR Y=5 TO X+1 STEP-1
5070 HS(Y)=HS(Y-1)
5080 BN$(Y)=BN$(Y-1)
5090 NEXT Y
5100 HS(X)=SC
5110 BN$(X)=N$
5120 FOR J=1 TO 5
5130 IF HS(J)=0 THEN 5170
5140 PRINT J;BN$(J);
5150 PRINT TAB(20);HS(J)
5160 NEXT J
5170 PRINT :
5180 INPUT "PRESS ENTER WHEN READY":X$
5190 RETURN
```

Here is the X/BASIC version for those of you who desire it:

```
5000 CALL CLEAR
5010 DISPLAY AT(6,9); "BEST GAMES"
5020 FOR X=1 TO 5:IF SC&THS(X) THEN 5040
5030 NEXT X:GOTO 5050
5040 FOR Y=5 TO X+1 STEP -1:HS(Y)=HS(Y-1)::
BN$(Y)=BN$(Y-1):: NEXT Y: HS(X)=SC: BN$(X)=N$
5050 FOR J=1 TO 5: IF HS(J)=0 THEN RETURN
5060 DISPLAY AT(J+7,2):BN$(J): DISPLAY
AT(J+7,19):HS(J)
5070 NEXT J: RETURN
```

Please note that lines 10-40 are used to check the program operation. When you add the routine to your program you may position the input statement of line 20 and the gosub of line 40 where you desire them. HAVE FUN!!

A KEYBOARD THAT TALKS!

The following program will enable your console to speak the alphabet and numeric characters.

```
10 CALL CLEAR
20 OPEN #1:"SPEECH",OUTPUT
30 CALL KEY(0,K,S)
40 IF S=0 THEN 30
50 PRINT #1:CHR$(K)
60 GOTO 30
```

You can get the console to speak the ASC#2 code by altering line 50 as follows:

```
50 PRINT #1:K
```

Just be sure not to press "Function 4" or "Function ="! It is an excellent way to learn the ASC#2 code! Have fun! You need a speech synthesizer and TEB2 module.

DATA STATEMENT FORMAT : A PUZZLE?

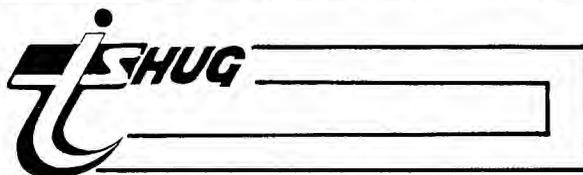
We have gotten many inquiries on how to use data statements, so here is a short program that will demonstrate the correct format.

```
10 CALL CLEAR
20 RANDOMIZE :: A=INT(RND*5)+1::FOR B=1 TO A
30 READ A$
40 DATA
HELLO+I+AM+A+COMPUTER,THE+SCREEN+IS+RED,DID+YOU+HERE+
THE+TONE,IT+IS+A+CASSETTE,WHAT+IS+YOU+NAME
50 NEXT B :: CALL SAY(A$) :: RESTORE :: GOTO 10
```

You can not read a data statement more than once in a program unless you use "RESTORE". Hope that this helps you out. It is in X/Basic, but you can change the lines and data for use with a TE#2. Just delete the "+" signs between the words and use single statement lines. Also be sure to add an OPEN #1:"SPEECH",OUTPUT and a PRINT #1:A\$ in place of the "CALL SAY".



Editorial with Shane



PLEASE ADDRESS THE FOLLOWING ITEMS TO P.O. BOX 595, MARRICKVILLE, N.S.W. 2204.
(1) LETTERS TO THE EDITOR, (2) ENTRIES TO THE MONTHLY SOFTWARE AWARDS,
and REGIONAL MEETING REPORTS plus (4) CONTRIBUTIONS to this publication



Greetings and Salutations for this, yet another year. I hope that you like this issue of our SYDNEY NEWS DIGEST, as it has always been my aim to make each one better than the previous issue.

I have designed the front cover so that it depicts our selves flying out of a void and into what can only be described as unknown, but fruitful future now that T.I has dropped our TI-99/4A COMPUTER. Texas Instruments are manufacturers not marketers, and they have displaced this in no uncertain manner over the handling of our computer. A great many people have turned away from T.I. and all of it's products. Sales have dropped for the PERSONAL BUSINESS COMPUTER, CALCULATORS. And what ever happened to the CC40 pocket computer they were going to bring out....? You may well ask, as the Sydney division received shipments of them a long time ago, but they decided not to introduce them to the market here in Australia until the Wafer Drives arrived. Speaking of Wafer Drives, no, we won't be getting them for our 99/4A's any more, but we have seen a letter from TI in the States, mentioning that they now were going to continue to support our computer with servicing and software for a long time to come.

A company by the name of CorComp, in the States, has decided to manufacture the new 99/64 computer which will run all of our software, and will have 64k of memory and, I believe, double module ports. The International User Group in Oklahoma is planning to take over the rights to produce EXTENDED BASIC & EDITOR ASSEMBLER.

Guy Clentsmith, a member of T.I.S.H.U.G. sent a bank cheque over to the States, to MILTON BRADLY, wanting to purchase the MBX VOICE RECOGNITION UNIT that we've been asking you to Milton Brady in Sydney about. His money came back with a note that they were only going to supply their local market, and not deal with overseas customers.

Companies are selling off TI SOFTWARE (3rd Party) dirt cheap in the States, as they don't want to get caught with the goods, instead of realising that we require further support in the future.

This user group, has written to about 20 3rd party software companies, in an effort to take over the dealer ship for the Australian market. Already we have had a few very good replies, and Chris Ryan (Public Relations Officer of T.I.S.H.U.G.) will continue to push those companies to grant us dealerships.

GUEST EDITOR: Our Educational Co-Ordinator and Publication staff member PETER LYNDEN has been given the task to produce our MARCH ISSUE of the SYDNEY NEWS DIGEST, So lets give him a hand and send in your contributions no later than the second Saturday on February. Peter's two books... "BUMPER BOOK OF LISTS AND REVIEWS" & "BUMPER BOOK#2" have been selling like wild fire, and because of public demand, he had decided to produce limited reruns of those books. The programs in those books come from our Software Library which had been released to members over the first year or two of this club, and which are not generally available due to the constant (but sometimes slow) intake of fresh software. Peter has mentioned that a donation will be made to the User group for our contribution to these books, so if you haven't

already purchased a copy of them, you'll have to be quick. The two main outlets for them are (1) Waltons at Parramatta and both COMPUTER WAVE stores.

BE ON THE ALERT!!!

Texas Instruments wanted to protect us from poor quality software modules, so last year in the States, they changed the GROM (Graphics Rom) so that unauthorised module manufacturers would not be able to run their games on our 99/4a's.

So, if you have 1983 VERSION 2.2 come up on your test pattern, you are one of the unlucky ones who are unable to purchase modules like FUNWARE who make AMBULANCE, RABBIT TRAIL, AND HENHOUSE. WASN'T THAT NICE OF THEM?

REGIONAL AREA LEADERS PLEASE NOTE:

The Committee for T.I.S.H.U.G has decided that there are a number of things in which you are responsible for when running your Regional Groups apart from making sure that your meetings are interesting to attend... (1) A REPORT MUST BE HANDED IN EACH MONTH and sent to the Editor before the second Saturday for inclusion in the following NEWS DIGEST. (See our first report from the Liverpool Group).

(2) That you should pick up quantities of Club Tape/Disk software and other items of interest, to be provided at your meetings for those who cannot attend the Big Monthly Meeting.

(3) That you encourage your Regional group, as a team to attend the Big meetings.

There are Regional Meetings being held in Newcastle, Woolongong etc, that we never hear about, so lets get those reports in, so others can read and find out what your group is doing, or have been doing. If you need assistance in any area, please get in touch with the Secretary JOHN ROBINSON right away.

We understand that a Regional Group has been formed within the staff of OTC in the City branch, hi David and gang, let's hear from you.

By the way:

A shipment of EXTENDED BASIC AND MINI MEMORY are on their way to TI SYDNEY, and should infact, be at selected Retail outlets within a week or so. Then, the next shipment of selected software should be in either by mid, or late February. It is hoped that modules such as FACE MAKER, MOONMINE, SNEGGIT and M*AKS*H may be in that shipment, so lets all phone COLIN WAITE at TI (He's the new Manager of that division) and ensure that we'll be getting all the new modules that are being produced in the States at the moment. He can be contacted on (02)8871122.

Food for thought !!!!!
BI BI 4 NOW,

Shane
SHANE ANDERSEN (Editor)

REPORT of the Liverpool Regional Meeting !

The meeting on the 14th of December showed, that Western Suburbs Users require more regular outlet for their hobby, come addiction, the TI-99/4A.

Half the people present were interested in Assembly Language and had purchased the MINI MEMORY module, so a sub-group might be organized to delve into this application. The meeting was basically comprised of introductions, software downloading, helping to solve other people's problems with programming and hardware, and discussion about what some were doing with their machines. e.g.:one member, Chris Potts, was in the process of building a cheap serial RS232 interface.

People from as far south-west as Campbelltown and Landsvale made the effort to get to Merrylands but none came from Parramatta or further west. The next meeting will be on SATURDAY 19th FEBRUARY at 4/48 Sheffield St, MERRYLANDS from 2:20 - 4:30pm.

Even if you can't come personally, ring me on 637-7546 after 6pm and leave a contact number. Remember, it is better to share your experiences and hear others, rather than be isolated.

See you there,

Vincent Cerreto.

TEXAS
INSTRUMENTS


December 13, 1983

Mr. Jim Howard
P.O. Box 188
Concord NSW
Australia 2137

Dear Mr. Howard:

Thank you for taking the time to write and express your concerns over our withdrawal from the home computer market.

This decision was probably the most difficult we have ever made. Although it was difficult from a business aspect, its effect on people such as yourself has made it much more so, and I share in your frustration.

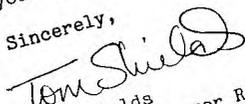
We have adequate inventories of existing software and are exploring alternatives that will assure continued supply in the future. Although current inventories of peripheral products are limited, there are a number of third-party 99/4A compatible stand-alone peripherals available. For assistance in determining whether a particular peripheral would be compatible with the 99/4A, you may write me at the letterhead address.

We are fully committed to providing continued customer service including both in and out-of-warranty repair capability, applications information, and technical programming assistance. If you are unable to purchase the software or peripherals you require locally, you may order directly from our Accessory department by writing to their attention at P.O. Box 53, Lubbock, Texas, 79408. These products are sold at our suggested retail prices and are subject to availability.

Mr. Howard, I want to assure you that we are totally committed to providing you with support and service of the same caliber that our company has always been known for. The 99/4A is the highest quality, user-friendly system available and we will continue to stand behind it.

If you have further questions or comments, you may write me at the letterhead address. Again, thank you for purchasing a TI product, and thank you also for your patience and understanding at a very difficult time for all of us.

Sincerely,



Tom Shields
Manager, Consumer Relations

/jg

TEXAS INSTRUMENTS INCORPORATED • POST OFFICE BOX 53 • LUBBOCK, TEXAS 79408



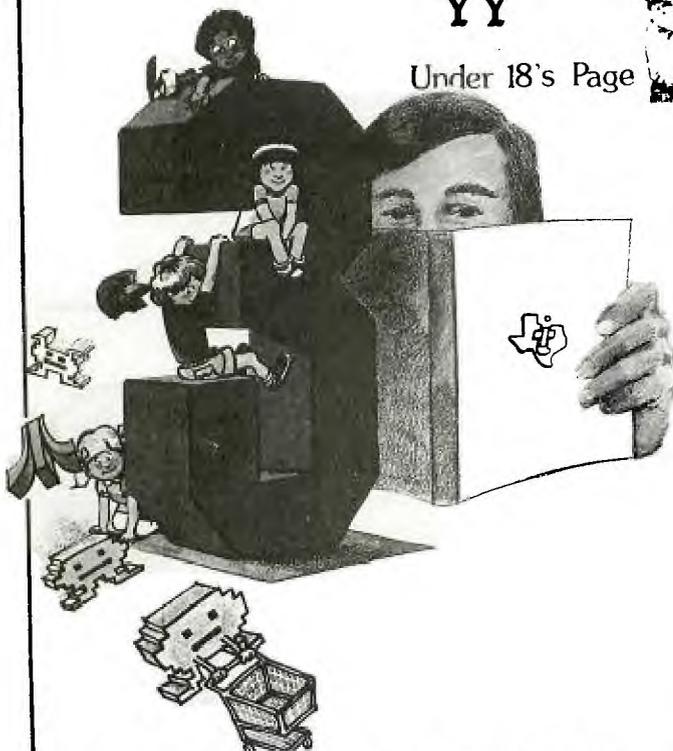


Younger Set with Jenny

PROGRAMMING TIPS from Houston Users Group



Under 18's Page



For those in the User's Group who are using console basic, but would like to use DISPLAY AT and ACCEPT AT - There is hope! If you have either the Personal Record Keeping or the Statistics Command Modules you can access subroutines which are resident in those modules, from basic.

ACCEPT AT -- format is CALL A(Y,X,W,C,V) or CALL A(Y,X,W,C,V#)

DISPLAY AT -- format is CALL D(Y,X,W,V) or CALL D(Y,X,W,V#) or CALL D(Y1,X1,W1,V1,Y2,X2,W2,V2#,etc.)

Y = vertical position (1 TO 24)
X = horizontal position (1 TO 28)
W = field width - positive no. clears field, negative doesn't.
C = return code - normal return is 1-data entered, 2-empty field entered.
V = numeric return variable or numeric display
V# = string return variable or string display

SUBSTITUTES FOR LEFT\$, RIGHT\$ AND MID\$.

LEFT\$(A\$,4) = SEG\$(A\$,1,4)
RIGHT\$(A\$,3) = SEG\$(A\$,LEN(A\$)-3,3)
MID\$(A\$,4,4) = SEG\$(A\$,4,4)
MID\$(A\$,4) = SEG\$(A\$,4,LEN(A\$)-4)

HINTS FROM San Gabriel Valley Users Group

If you can't get a vertical response on your joystick, make sure your alpha lock is off. However, some 3rd party software require the alpha lock to be on, so experiment.

Advanced screens on Munch man can be accessed by typing *** before the characters on the game title screen begin moving. You will be prompted to choose:

SKILL LEVEL: RND (0-2)
SCREEN NUMBER: SCN (0-19)
NUMBER OF MEN: MN (1-9)

For an excellent resource guide and good reading, especially written for the TI 99/4, pick up a copy of the 99'ER magazine.

Inexpensive tapes work just as well as the more expensive. Use the shorter tapes (C45 or shorter) because programs are more easily accessed and there is less distortion due to drag.

When programming in Extended Basic, use the lowest numbered sprite to increase the speed of execution.

Hi! Gang, well, let's see what 1984 holds for us...More Software Competitions and prizes to be won, so start writing those programs and get them in to me, YOUNGER-SET, P.O. BOX 595, MARRICKVILLE, NSW 2204. Remember, that this is your column, for all those under 18 members of T.I.S.H.U.G. and it would be great to hear from you and find out what you have been doing with your TI-99/4(A)'s over the School Holiday.

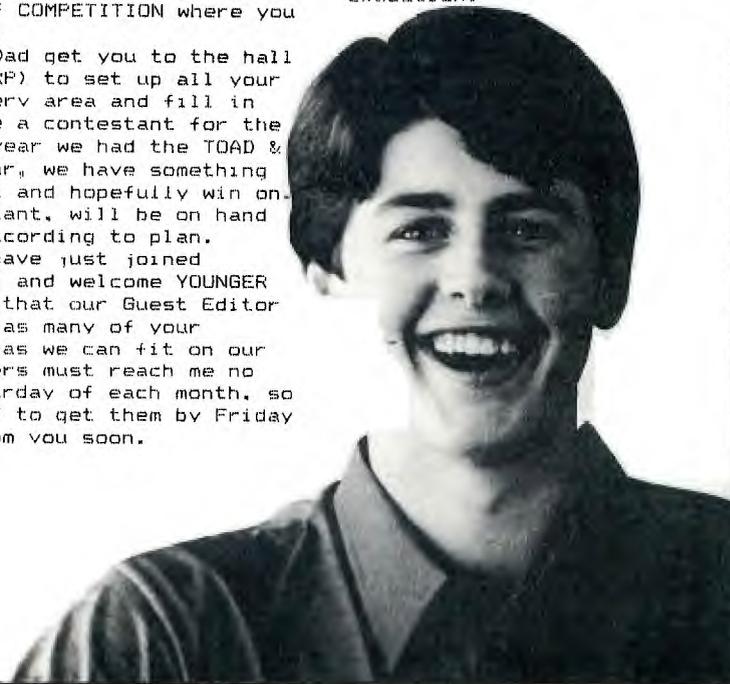
As you would have already read on page 1 of this magazine, we're going to have another FULL-DAY WORKSHOP/TUTORIAL on Saturday the 4th February, and that means two important happenings... (1) You'll be able to learn more about programming on your own computer with other YOUNGER SET members, and (2) You can join in the fun of our PLAY OFF COMPETITION where you can win some great prizes.

Make sure that Mum & Dad get you to the hall nice and early (9:30am SHARP) to set up all your gear, then go to the serverv area and fill in the application form to be a contestant for the afternoon PLAY-OFF. Last year we had the TOAD & PARSEC PLAY-OFFS, this year, we have something special for you to try out and hopefully win on.

Paul Mansell, my assistant, will be on hand to ensure that all goes according to plan.

For those of you who have just joined T.I.S.H.U.G., a special HI! and welcome YOUNGER SET. Next month, I'll see that our Guest Editor (PETER LYNDEN) will print as many of your letters and/or programmes as we can fit on our page. Remember, your letters must reach me no later than the second Saturday of each month, so that means February I need to get them by Friday the 10th. Hope to hear from you soon.

Jenny
EDITOR



Proudly Printed By...

ASTRO INSTANT PRINTING



TWO FAST CITY STORES

Phone 29 8288
FOR FAST FREE
PICK UP & DELIVERY!

THE NEW

AMUST 816 EXECUTIVE

BRIEFCASE COMPUTER WITH
\$4000 OF BUSINESS SOFTWARE
THROWN IN FOR FREE.

-64K RAM -1.6 Mb DISKS
-FITS INTO BRIEFCASE
-AUSTRALIAN DESIGNED
-MASSIVE I/O BUILT IN
CP/M 2.2 OR MENU DRIVEN

A GIFT AT ... **\$2995***
* plus tax if applicable

We have a EXTREMELY LARGE RANGE of
Texas Instruments equipment & software:

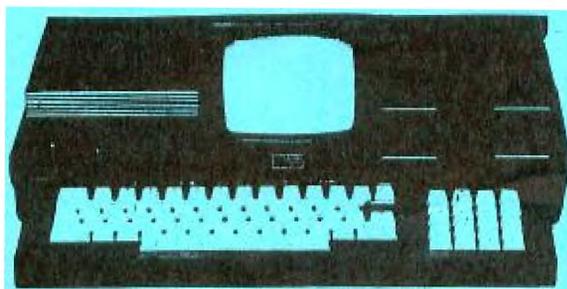
- *WORD PROCESSING
- *DATA BASE
- *LOGO, CHESS
- *DISK SYSTEM
- *EXPANSION
- *SPEECH SYNTHESISER
- *OTHER LANGUAGES
- *EDUCATIONAL
- *HEAPS OF GAMES
- *MEMORY EXPANSION
- *JOYSTICKS
- *MINI MEMORY
- *TERMINAL EMULATOR
- *PLUS MORE.



LOOK, MORE EQUIPMENT!

- *MODEMS & PRINTERS from \$399
- *COLOUR MONITORS
- *CONVERT YOUR MODULATOR TO RUN
A COLOUR MONITOR ON YOUR TI for \$45
- *GREEN SCREENS *COMPUTER HIRE/LEASING

YES! 5% DISCOUNT TO USER GROUP MEMBERS



COMPUTER DYNASTY

FLORENCE ARCADE, 15 FLORENCE ST, HORNSBY
(OPP: Westfield, at foot of Rail Overpass)

Ph (02) 477 6886

```

870 REM CHECK FOR CONTACT
880 IF (A=1)+(A=24)+(B=1)+(B=32) THEN 860
890 CALL GCHAR(A,B,C)
900 IF C=120 THEN 1010
910 IF C=128 THEN 1070
920 IF C=96 THEN 1110
930 IF (C=104)+(C=112) THEN 860
940 REM FOOTPRINTS IN CAVE
950 CALL SOUND(40,-5,3,240,2)
960 CALL HCHAR(X,Y,6)
970 X=A
980 Y=B
990 GOTO 820
1000 REM ADJUST SCORE
1010 SC=SC+1
1020 CALL SOUND(80,900,0)
1030 GOSUB 1670
1040 IF SC=800 THEN 1260
1050 IF SC/100=INT(SC/100) THEN 530 ELSE 960
1060 REM TOADSTOOL PICKED
1070 GOSUB 1790

10 REM *****
20 REM * MUSHROOMS *
30 REM *****
40 REM
50 REM
60 REM BY PHIL WEST
70 REM T.I.U.P.
80 REM
90 REM TUNES
100 DATA 4G3G1G4G3K1I3I1G3G1F8G
110 DATA 2D2F2I2I2P6M2Q2NBP2Q2T2R2P3M1K4I3Q2I2T2U2U2R2P3M2N8K
120 DATA 3I3I2Q3I3I2Q3I3I2Q2I3Q1M2P2U2T2R2P5N1Q1K2N?T?R1P2N5M1Q1I2M2R2R1N2M5K1Q1
K2M1P1P2P5Q3N2M2KBI4I
130 DIM U(26)
140 REM MUSIC FREQUENCIES
150 FOR I=1 TO 26
160 U(I)=107*2^(1/12)^I
170 NEXT I
180 U(0)=20000
190 REM MUSIC TIMING
200 FOR I=1 TO 8
210 T(I)=I*150
220 NEXT I
230 RANDOMIZE
240 REM TITLE SCREEN
250 CALL CLEAR
260 CALL SCREEN(11)
270 PRINT TAB(6); "<><><><><><><><><>":TAB(6); "<>":TAB(20); "<>":TAB(6); "<> MUSHROO
MS <>":TAB(6); "<>":TAB(20); "<>"
280 PRINT TAB(6); "<><><><><><><><><><>":TAB(6); "1160 REM PLAY AGAIN ?"
290 RESTORE 110
300 GOSUB 1730
310 PRINT TAB(5); "INSTRUCTIONS (Y/N) ?"
320 CALL KEY(0,K,S)
330 IF S=0 THEN 320
340 IF K<>89 THEN 370
350 GOSUB 1890
360 REM DEFINE COLORS
370 CALL CLEAR
380 FOR I=2 TO 8
390 CALL COLOR(I,16,13)
400 NEXT I
410 CALL COLOR(9,8,1)
420 CALL COLOR(10,13,1)
430 CALL COLOR(11,14,1)
440 CALL COLOR(12,11,1)
450 CALL COLOR(13,11,1)
460 REM DEFINE CHARACTERS
470 CALL CHAR(96,"60606000060606")
480 CALL CHAR(104,"FFFFFFFFFFFFFFFF")
490 CALL CHAR(112,"1818FFFF3C7C6666")
500 CALL CHAR(120,"003C7FF7CC1818")
510 CALL CHAR(128,"003C7FF7CC1818")
520 REM SET UP GAME SCREEN
530 GOSUB 1480
540 M$="MUSHROOMS:"
550 GOSUB 1620
560 GOSUB 1670
570 C$="MAGICANGELDEVILSPICEBLACKGREATJEWELHAVEN"
580 CV$=SEG$(C$,INT(SC/100)*5+1,5)
590 CN$=CV$&CHR$(104)&"CAVE"
600 FOR I=1 TO 10
610 CALL HCHAR(24,I+11,ASC(SEG$(CN$,I,1)))
620 NEXT I
630 REM MUSHROOMS IN CAVE
640 FOR I=1 TO 100
650 GOSUB 1330
660 IF Z<>32 THEN 650
670 CALL HCHAR(X,Y,120)
680 NEXT I
690 REM TOADSTOOLS IN CAVE
700 P=INT(RND*8)+1
710 NP=NP+P
720 FOR I=1 TO NP
730 GOSUB 1330
740 IF Z<>32 THEN 730
750 CALL HCHAR(X,Y,128)
760 NEXT I
770 GOSUB 1330
780 GOSUB 1380
790 IF Z<>32 THEN 770
800 GOSUB 1840
810 REM MAN IN CAVE
820 CALL HCHAR(X,Y,112)
830 V=INT(RND*17)+1
840 IF V<>17 THEN 860
850 GOSUB 1380
860 GOSUB 1560

1080 PRINT TAB(9); "YOU PICKED A":TAB(7); "POISON TOADSTOOL":TAB(10); "AND DIED !"
!"::::::
1090 GOTO 1130
1100 REM CROSSED OWN TRAIL
1110 GOSUB 1790
1120 PRINT TAB(7); "YOU WALKED OVER":TAB(8); "YOUR OWN TRAIL":TAB(5); "AND LOST Y
OUR WAY !"::::::
1130 PRINT TAB(8); "YOU PICKED ";STR$(SC):TAB(6); "MUSHROOMS BEFORE":TAB(7); "DIS
ASTER STRUCK !"::::::
1140 RESTORE 100
1150 GOSUB 1730

1160 REM PLAY AGAIN ?
1170 PRINT TAB(9); "PLAY AGAIN ?"
1180 CALL KEY(0,K,S)
1190 IF S=0 THEN 1180
1200 IF K<>89 THEN 1310

1270 PRINT TAB(7); "CONGRATULATIONS":TAB(6); "YOU GOT 'EM ALL !"::::::
1280 RESTORE 120
1290 GOSUB 1730
1300 GOTO 1170
1310 END
1320 REM FIND SPACE IN CAVE
1330 X=INT(RND*21)+2
1340 Y=INT(RND*29)+2
1350 CALL GCHAR(X,Y,Z)
1360 RETURN
1370 REM FLASH TOADSTOOLS
1380 FOR I=1 TO 8
1390 CALL COLOR(13,5,1)
1400 FOR D=1 TO 10
1410 NEXT D
1420 CALL COLOR(11,13,1)
1430 FOR D=1 TO 10
1440 NEXT D
1450 NEXT I
1460 RETURN
1470 REM SCREEN BORDERS
1480 CALL CLEAR
1490 CALL SCREEN(2)

1500 CALL HCHAR(1,1,104,32)
1510 CALL HCHAR(24,1,104,32)
1520 CALL VCHAR(2,1,104,22)
1530 CALL VCHAR(2,32,104,22)
1540 RETURN
1550 REM PLAYER'S INPUT
1560 CALL KEY(0,K,S)
1570 CALL JOYST(1,E,F)
1580 A=X+ABS(K=88)+(K=69)+SGN(F)
1590 B=Y+ABS(K=68)+(K=83)+SGN(E)
1600 RETURN
1610 REM SCREEN MESSAGES
1620 FOR I=1 TO LEN(M$)
1630 CALL HCHAR(1,I+10,ASC(SEG$(M$,I,1)))
1640 NEXT I
1650 RETURN
1660 REM DISPLAY SCORE
1670 S$=STR$(SC)
1680 FOR I=1 TO LEN(S$)
1690 CALL HCHAR(1,I+20,ASC(SEG$(S$,I,1)))
1700 NEXT I
1710 RETURN
1720 REM PLAY TUNES
1730 READ T$

1740 FOR I=1 TO LEN(T$) STEP 2
1750 CALL SOUND(T(ASC(SEG$(T$,I,1))-48),U(ASC(SEG$(T$,I+1,1))-64),0)

1760 NEXT I
1770 RETURN
1780 REM END SCREEN
1790 CALL CLEAR
1800 CALL SCREEN(13)
1810 CALL COLOR(1,16,13)
1820 RETURN
1830 REM RING BELL
1840 FOR I=1 TO 10
1850 CALL SOUND(30,1200,0)
1860 NEXT I
1870 RETURN
1880 REM INSTRUCTIONS
1890 CALL CLEAR
1900 PRINT TAB(9); "MUSHROOMS":TAB(7); "THE OBJECT OF THIS GAME IS":TAB(10); "TO PICK ALL THE MU
SHROOMS IN"
1910 PRINT "THE CAVES. BE CAREFUL, THERE":TAB(7); "ARE A FEW PITFALLS FOR THE":TAB(10); "UNWARY.
IF YOU PICK A POISON"
1920 PRINT "TOADSTOOLS OR CROSS YOUR OWN":TAB(7); "TRAIL AND LOSE YOUR BEARINGS":TAB(10); "THE G
AME ENDS.":TAB(7); "
1930 PRINT "THE TOADSTOOLS FLICKER IN":TAB(7); "THE DARK OCCASIONALLY SO IT":TAB(10); "IS POSSIBL
E TO AVOID THEM.":TAB(7); "
1940 PRINT "USE THE ARROW KEYS OR THE":TAB(7); "JOYSTICK TO MOVE THE MAN":TAB(10); "AROUND THE C
AVES.":TAB(7); "
1950 PRINT TAB(4); "PRESS ANY KEY TO START"
1960 CALL KEY(0,K,S)
1970 IF S=0 THEN 1960
1980 RETURN

```

