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EAR 99°ER

East Anglia Region User's Group

VOLUME 1 — ISSUE 3 — JULY '87

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Contents:

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    WELCOME! to EAR 99'er, Volume 1, Issue 3!! † We trust
everyone reading this Newsletter finds something useful &/or
informative! Our main intent is to support the TI-99/4A and
its' Users in any way we can. If you have any contributions,
or ideas, please let us know! We look forward to hearing from
you!

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    Now, turn the page for an EAR-full of information.....

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I would like to thank all those who attended last months meeting! I was really impressed with the turnout as I didn't think very many people would travel as far as they did. The enthusiasm was high and the spirit of the 99 was visible!

As you and I both have a common interest in keeping the TI-99/4 and 4A alive, we all also have different interests. Some of these interests are classified as hardware, software, programming, word processing, and general. All these can be broken down even further, but I will not elaborate on them,. I guess what I am trying to say is that we all would like our interest expressed, and that is what I hope our club will accomplish. One major stumbling block of most User Groups is that they do not get support from their members. As our group is a new group on the TI front I am glad to see the willingness of our members to support the group. THANK YOU ALL FOR YOUR SUPPORT!

We have several new projects on the board. First, the ROMOX reusable cartridges. I hope to have one ready for display at our next meeting. These can prove to be very useful. When you get tired of the program that is on it you can get another program put on it.

The second project is to get all the necessary parts and the board for the NEW HORIZON'S RAM DISK, (special thanks to Joe Hunt for demonstrating the New Horizons Ram Disk at our last meeting) and get them put together and available to our users. The only stumbling block here is money, as we all work hard for our paychecks only for the bill collectors to come by and eat it all up. I have made several calls to the United States trying to find the cheapest source on the most expensive components on the board. I hope this will prove to be fruitful for our group as the most costly component is the 6264LP15 ram chips - considering you have to buy 13 of these chips for the 104K Ram Disk, 24 chips for the 192K Ram Disk, and 32 chips for the 256K Ram Disk.

The third, and one that I hope to discuss at the next meeting, is the addition of 32K Ram memory on the 16 bit bus. This project will help users by increasing the speed by about 50% on such programs as PR Base, Multiplan, FunnelWriter, and other utility programs.

Another item of interest is the Library. Up for discussion at the next meeting will be library fees. The suggestions are 2 pounds if the library provides the disk and 1 pound 50 pence if you provide a disk. It is suggested that the money raised by the library should be put in the groups' treasury for ordering freeware and public domain programs from other users groups. This method was suggested as it will help increase the size of our library for our users.

As my wife (Jo) and I continue to produce the newsletter, we welcome any comments and contributions (such as articles) from our users, as your opinions and comments are important to the group! Your comments, whether simple or complex, plain or technical, will not only be read by other members of the group, but may also prove to be invaluable to other user groups across the world with our newsletter exchange program.

Well nuff said... Now for a reminder to all interested parties. The next user's meeting will be on 27 June 1987 at our house with an outdoor cook-out, weather permitting. If not, we will have to build an ARK. So don't forget to bring two TI99 consoles, with at least 2 male and female connectors! In the meantime, please think about things you would like to see the group get involved in.

SEE YA' ON THE 27th!

SCOTT

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          !  CRAZY CLIMBER  !

100 CALL CHARSET :: CALL CLEAR
110 GOTO 120
120 DIM D(7),E(7),G(4),C$(4)
130 GOTO 160
140 REM
150 V=INT(RND*8):: CALL DELSPRITE(#1)::
CALL SPRITE(#4,96,2,D(V)*8+1,E(V)*8+1)
:: R=-1 :: Q=-1 :: RETURN
160 HS=0 :: RANDOMIZE
170 GOSUB 500
180 GOSUB 810
190 GOSUB 690
200 T=0 :: U=.1 :: Q=0 :: R=0 :: SC=0 :
: B=112 :: Z=-3 :: ROW=13 :: COL=15
210 CALL SPRITE(#2,B,2,ROW*8+1,COL*8+1)
220 IF R THEN CALL SPRITE(#1,G(INT(RND*
5)),INT(RND)+3,(D(V)+4)*8+1,E(V)*8+1
,15,0):: SC=SC+10 :: R=0 :: CALL
DELSPRITE(#4)
230 IF (RND<U)*(R=0)*(Q=0)THEN GOSUB 15
0
240 CALL KEY(0,K,ST)
250 IF K=69 THEN ROW=ROW-1 :: IF (ROW=-
1)THEN ROW=23 :: SC=SC+100 :: U=U+SGN(1
-U )/20 :: GOTO 300 ELSE 300
260 IF K=83 THEN COL=COL-SGN(COL-2)*2 :
: GOTO 300
270 IF K=68 THEN COL=COL+SGN(26-COL)*2
:: GOTO 300
280 IF K=88 THEN ROW=ROW+1 :: IF (ROW=2
4)THEN ROW=0 :: SC=SC-100 :: GOTO 300
ELSE 300
290 GOTO 310
300 B=228-B :: Z=197-Z :: CALL SPRITE(#
2,B,2,ROW*8+1,COL*8+1):: CALL SOUND(10,
Z,2)
310 CALL COINC(ALL,C1):: IF C1 THEN 340
320 CALL POSITION(#1,XROW,XCOL):: IF XR
OW<180 THEN 220
330 CALL DELSPRITE(#1):: Q=0 :: GOTO 220
340 T=1 :: V=2 :: CALL DELSPRITE(#1)
350 IF TP THEN T=40
360 CALL SPRITE(#2,108,2,ROW*8+1,COL*8+
1,25,0):: FOR I=1 TO 95 :: NEXT I ::
CALL MOTION(#2,10,0)
370 CALL SOUND(-50,-7,2):: CALL SPRITE(
#3,104,16,(ROW+2)*8+1,COL*8+1,10,0)
380 CALL SOUND(80,5000-T,V):: T=T+1
:: IF T<65 THEN 380
390 CALL POSITION(#1,DR,DC,#3,CR,CC)::
IF DR>192 THEN CALL DELSPRITE(#1)
400 IF CR>165 THEN CALL DELSPRITE(#2,#3

)::  GOTO 420
410 GOTO 380
420 IF TP THEN GOTO 930
430 CALL DELSPRITE(ALL):: FOR L=1 TO 100
:: NEXT L :: CALL CLEAR :: CALL SCREEN
(14)
440 DISPLAY AT(10,5):"YOUR SCORE :";SC
450 IF SC>HS THEN HS=SC
460 DISPLAY AT(13,5):"HIGH SCORE :";HS
470 DISPLAY AT(16,5):"PLAY AGAIN ? " ::
ACCEPT AT(16,19)BEEP VALIDATE("YN)SIZE
(1):ANS$
480 IF ANS$="Y" THEN 190
490 CALL CHARSET :: CALL CLEAR :: CALL
SCREEN(16)
500 REM DEFINE CUSTOM CHAR
510 FOR I=120 TO 121
520 READ A$
530 CALL CHAR(I,A$)
540 NEXT I
550 DATA FF80808080808080,FF01010101010
101
560 CALL MAGNIFY(4):: CALL CHAR(100,"")
570 CALL CHAR(112,"03232321273F03030303
0608100804098080808000C0E09088909090909
09090")
580 CALL CHAR(116,"01010100030709110901
010101010101C0C4C484E4FCC0C0C0C06010081
02090")
590 FOR I=0 TO 4 :: READ C$(I):: G(I)=1
24+4*I :: CALL CHAR(G(I),C$(I)):: NEXT
I
600 DATA 2070FF702000000000000000000000
00040EFF0E0400000000000000000000000000
610 DATA 000000003F3F3F3F3F3F3F3F3F3F30
3000000000F8F8F9DAFCF8F8F8F8F81818
620 DATA 0000010103050911273F3F12121010
100000C0E0F0F8FCFEFEFAF21212101010
630 DATA 0300000F0F0F1F0000000000000000
00E02020E0F0F0F8000000000000000000
640 DATA 000000000000000001031E3C7CFCF8
700103060C183060C08000000000000000
650 CALL CHAR(104,"01070F1F1F1510080804
04020201010080E0F0F8F858081010202040408
08000")
660 CALL CHAR(108,"0204050701010101020 2
0206000000000804040C08080808040404060000
00000")
670 CALL CHAR(96,"000000000001C1C0E0E06
07070381C1F273F7FFFFFFFFFFF372F1F030F1F3F
7FFF")
680 RETURN
690 CALL COLOR(12,1,1):: CALL COLOR(9,1
,1):: REM SET UP WALL

700 CALL CLEAR :: CALL SCREEN(2):: ROW$
="xyxyxyxyxyxyxyxyxyxyxyxyxyxyxy"
710 ROW2$="yxyxyxyxyxyxyxyxyxyxyxyxyxyx"
720 FOR ROW=1 TO 23 STEP 2 :: DISPLAY AT
(ROW,1):ROW$ :: NEXT ROW
730 FOR ROW=2 TO 24 STEP 2 :: DISPLAY AT
(ROW,1):ROW2$ :: NEXT ROW
740 FOR ROW=3 TO 6 :: FOR COL=5 TO 25 S
TEP 10 :: CALL HCHAR(ROW,COL,100,4)::
NEXT COL :: NEXT ROW
750 FOR ROW=19 TO 22 :: FOR COL=5 TO 25
STEP 10 :: CALL HCHAR(ROW,COL,100,4)::
NEXT COL :: NEXT ROW
760 FOR ROW=11 TO 14 :: FOR COL=10 TO 2
0 STEP 10 :: CALL HCHAR(ROW,COL,100,4):
: NEXT COL :: NEXT ROW
770 CALL COLOR(12,15,7):: CALL COLOR(9,
1,11)
780 E(0)=4 :: E(1)=14 :: E(2)=24 :: E(3
)=9 :: E(4)=19 :: E(5)=4 :: E(6)=14 ::
E(7)=24
790 D(0)=2 :: D(1)=2 :: D(2)=2 :: D(3)=
10 :: D(4)=10 :: D(5)=18 :: D(6)=18 ::
D(7)=18
800 RETURN
810 REM TITLE PAGE
820 CALL CLEAR :: CALL SCREEN(15)
830 ROW$="xyxyxyxyxy" :: ROW2$="yxyxyxy
xyx"
840 CALL COLOR(12,15,15)
850 FOR ROW=7 TO 23 STEP 2 :: DISPLAY AT
(ROW,2):ROW$ :: NEXT ROW
860 FOR ROW=8 TO 24 STEP 2 :: DISPLAY AT
(ROW,2):ROW2$ :: NEXT ROW
870 CALL COLOR(12,15,7)
880 DISPLAY AT(6,19):"T H E" :: DISPLAY
AT(8,17):"C R A Z Y" :: DISPLAY
AT(10,15):"C L I M B E R"
890 FOR I=1 TO 100 :: NEXT I :: B=116 ::
Z=200 :: ROW=19 :: COL=6
900 CALL SPRITE(#2,B,2,ROW*8+1,COL*8+1)
:: CALL SOUND(10,Z,2)
910 B=228-B :: Z=197-Z :: ROW=ROW-1 ::
FOR I=1 TO 50 :: NEXT I :: IF ROW>1
THEN 900
920 TP=-1 :: GOTO 340
930 TP=0 :: DISPLAY AT(16,13):"USE E,S,
X,D KEYS" :: DISPLAY AT(17,13):"TO
AVOID FALLING"
940 DISPLAY AT(18,13):"OBJECTS." :: DIS
PLAY AT(20,16):"GOOD LUCK!!"
950 FOR I=1 TO 1000 :: NEXT I :: CALL D
ELSPRITE(#2):: RETURN
960 END
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On the front page the group asks for any republication to quote source and author.
The above program has been given here with no quoted source or author.
The listing was published in COMPUTE Magazine November 1983, Vol 5 No 11.
The program author was Ted Reynolds and the TI99/4a version was by Patrick Parrish.
The first two lines have been added and therefore line numbers differ from
the COMPUTE publication.   2021 note bb

* * C O N T A C T S * *

Get your handy little address books ready! Here is a list of CONTACTS for you to get together with to discuss your most favorite computer!!

Derek Allen   Bryan C. Cloud   Derek Duddy
17 Bank Street   27 Whitehouse Road   3 Lode Avenue
St Columb Major   Ipswich   Waterbeach
Cornwall TR9 6AT   Suffolk 1P1 5LS   Cambridge CB5 9PX
0637-880477   0473-464996   0223-862096

          Joseph F. Hunt   Robert Wordsworth
          19 Cunningham Close   3 Gravelfield Close
          Thetford, Suffolk   Norwich
          0842-5900   Norfolk NR1 4NH
                                  0603-38832

* * SPECIAL * * NEWS * *

Derek was courageous enough to write in with his views on the TI and why we should stay with our orphan. Anyone have views of their own he/she would like to share? Send them in so we can include them!

Bryan Cloud was coerced into involuntarily volunteering to do the REVIEWS for the Newsletter. THANKS BRYAN! Robert Wordsworth was blackmailed into volunteering to handle some Mini Memory articles for the Newsletter. THANKS ROBERT! WATCH OUT — you never know who we'll grab next!!!!!

* FOR SALE / WANTED *

Derek Duddy has some fantastic deals waiting for you!! Contact him on 0223-862096 if you are interested in the following...(and how could you not be?):

    Extended Basic Cartridge plus Manual..£ 20.00 o.n.o.
    Terminal Emulator II...................£ 12.00 o.n.o.
    Parsec Module..........................£ 3.00
    Beginner's Basic (Book)................£ 2.00
    Smart Programmer's Guide (Book).......£ 1.00
    Parco Magazines (VOL 1 - 6 Issues)....£ 1.00 / lot

Scott Copeland has 2 Single-Sided Disk Drives on offer — grab up on this offer for only £40.00 ea (o.n.o.) Is that a misprint??

£££

!Don't forget to check on items in our Public Domain Library!

£££

WHY TI ???

by: Derek Allen

A quick look around the home Micro Market in the U.K. ...

Why did I buy my T.I.? Why did any of us buy a computer at all? Not as the latest toy along with the Video Camera, Radio Controlled Model, Cordless Phone or whatever...

It is clear that a great number of computers were purchased in this manner, and those that did so soon discarded them, went on to the next craze and totally missed the point of owning a computer.

For myself, I took an interest when my eldest daughter announced that her school was to have an Acorn BBC.

At that time, about six years ago, I knew nothing of computers, but felt it was the coming thing to know how to use a computer and that most households would eventually be equipped with a terminal of some kind. That has yet to happen, but we shall see...

Anyway, it was decided that we should have a computer as an educational tool for our children who would almost certainly need to operate some sort of terminal when it was time to find themselves a job.

We also hoped it would help us (of the older generation) to understand and keep abreast of this ever growing field, even if we could not become expert in its programming.

But which one? And did it matter? They all seemed to be marketed like toothpaste – each having its' own magic ingredient.

So I set off looking around computer stores, gate-crashed a few User Groups, and asked questions whenever I could.

Leading machines around at the time were:

Acorn BBC, 32K, highly regarded by its' Users but using 'procedures' instead of strings, not at all like micro-soft, and rather expensive at 400.00 pounds.

Sinclair Spectrum, a good Z80 based language including Plot and Circle, but a disastrous keyboard, rather like a large calculator.

UK101 Z80 again, but with only 4K free RAM. Quite good apparently, but it came in a plastic bag, and one went to work with a soldering iron. A bit ambitious even for an auto-electrician. And a computer which spoke only in Forth, an ORIC as I remember.

This went on for about a year, and I was still no nearer to a decision.

Then one evening, at a club, I came across a T.I. (Fanfare of trumpets!). My first impression was that it was the best physically made machine I had so far seen, and the idea of plug in modules was unique at the time in the U.K. The keyboard was excellent, and I soon learned the meaning of the term 'User Friendly'.

This was the machine to buy! As time went by, I learned a little more, not much, but we progressed as time and tired brain permitted.

Then came the inevitable time when one wonders if the right choice was made and the right path is being followed in such a fast moving field. IE: What happened to 2000 format video? passed into total oblivion.

I have tried to keep abreast of developments in the home micro market, through machines friends have bought and reading mag's, etc.

However, for the most part, it seems that the more things are vaunted to be a great advance, the more things are just the same.

The only system that looked like being a competitor to the T.I. was M.S.X. II. These machines were built by all the Japanese Electronics Companies with one common language and all peripherals interchangeable.

The Basic is very similar to T.I. and approximately equivalent to ExBasic, and indeed used the T.I. video chip, plus some clever tricks like Speech straight out of Basic. Anyone know how? I have yet to see a definitive article on Speech Production, particularly TI vs other machines. Any clever volunteers?

M.S.X. II was to have been 16 Bit and I believe 128K free. Even the mighty Phillips joined in and made these machines and were apparently going a bomb in Holland, but for some reason M.S.X. II will not be imported into the U.K.

So, at the moment, there is still no serious competitor for T.I. in the U.K., and at the moment, I cannot see any on the horizon.

I know a lot of you are fortunate enough to be able to speak in Forth, Pascal, Logo, etc. My system is rather basic, and I am still no great programmer, and have a long way to go ever exhausting the uses of just ExBasic. But I am trying, as time permits, mainly because the idiot who was operating the T.I. when I first saw it was playing an Adventure and got me hooked! But that is another story...

For some people, it seems to be the fashion to constantly chase 'state-of-the - art' developments, mostly those people who look upon their computers as the latest 'in' thing. This in the end is self-defeating, as they do not stimulate any interest in their machines.

Suffice it to say that I shall not be changing my T.I. for another system as it gives all that other systems to date can offer and I know that when I finally expand it will be far ahead of them.

This little article is really meant to be an 'argument opener' and I would like to hear the U.S. equivalent perhaps?

We are all (I hope) open to discussion. Anyone feel like kicking the ball back again?

Happy tapping from Cornwall...!

✦ ✦ CTRL ✦ U ✦ COMMANDS ✦ ✦

Yes, it's CTRL U again, but you can applaud as this should be our last (supposed) article on CTRL U! Hip, hip, hurray! But then again, you never know when I'll throw another 2¢ in! For now, let's cover the line feed lengths, reset commands, and buzzer complaints. Ugh...not as difficult as it seems! Listed are the values used for appropriate Function Controls, using FCTN R in CTRL U Mode:

FUNCTION CONTROL	DECIMAL	HEXI-DECIMAL	CTRL CODE
Line feed to 1/8"	48	30	⌐0
Line feed to 7/72"	49	31	⌐1
Line feed to 1/6"	50	32	⌐2
Line feed to n/144"	51 n	33 n	⌐3n
Line feed to n/72"	65 n	41 n	⌐An
Enables printing even though paper "out" sensor switch is "on"	56	38	⌐8
Cancel ESC 8 mode	57	39	⌐9
Software "Reset" Command – will re-initialize all parameters to "on" condition	64	40	⌐@
Selects MACRO	33	21	⌐!
Enable Buzzer	89 1	59 01	⌐Y1
Disable Buzzer	89 0	59 00	⌐Y0
All data after this code is printed with underlining	45 1	2D 01	⌐-1
Cancel underline	45 0	2D 00	⌐-0
Set 8th bit to Logic-0	61	3D	⌐=
Set 8th bit to Logic-1	62	3E	⌐>

Remember, in certain cases, you may use the CTRL Code as shown – in other cases you may have to substitute the Character Code for your command. Example on next page.....

If I wanted to underline everything in text, without using the Text Editor/Formatter Commands (& sign), I could use CTRL U code 'ᵇ-1. Example follows:

<u>In this case, I did NOT use the actual figures as shown. The minus sign is Character Code 45, as expected, but the 1 is NOT Character Code 49 - you use SHIFT A in CTRL U Mode to represent a 1, meaning Character Code 1.</u>

If you wanted to cancel, use the CTRL Code shown as 'ᵇ-0.

Remember, the Zero is NOT Character Code 48. Instead, you use Shift 2 in CTRL U Mode to represent the value **0**. Confused yet?

If you watch the Decimal and HexiDecimal columns, it will tell you when you can use the actual character code as designated. In the underlining case, you should notice a 45 1 in the Decimal column. This designates Character Code 45 and 1 - not Character Code 49 (the 1). So our ASCII Code Chart for Special Character Mode (CTRL U) should be used, along with your Printer Manual, and Standard ASCII Character Set code charts. Ugh, sounds more painful than it is... When you get used to using them, you find it's alot easier than it looks!

Following the Decimal Column, you **see** (Line Feed to 1/8") <u>will</u> use a 0 (Zero) because it requires Character Code 48, and not a different value. Line Feed Length to n/144" and n/72" <u>will</u> require a value to be added, as "n" designates whatever value you place there. The value of "n" can be from 1 to 127 in these cases.

Values, other than Character Codes, will have to be assigned for Enabling the Buzzer, Disabling the Buzzer, Underline, and Cancel Underline. For the others, use the standard Character Code designation.

Well, enough of that!! Easy as baking home-made apple pie? Or is it? Experimentation, and alot of paper, will let you know when you get it right. So, practice with these and Happy Word Processing!

Please feel free to write in, or call, if you have any questions, or if you would like a particular item covered further. I'm by no means an expert, but I've played around with CTRL U quite a bit, and found out how most of it works the hard way! And as it usually is, experience is the best teacher. (Along with making quite a fool out of yourself over and over again!) Until later then, 'bye for now...

✦ ✦ S U S P E N D E D ✦ ✦

This one is tough, only because you are dealing with six
different robots, who all perceive things quite
differently. An example follows:

    >POET,L
    FC: Cryolink established to Poet.
    POET: Internal map reference -- Middle Supply Room.
    From junk we spring, to junk we go. In the room with me
are Waldo and Sensa.
    Waldo is carrying a slanting wedge. Contained spirits,
like thoughts, fly from reach.
    The basket of goodies for Grandma contains...
        A brain plain
        A brain quartet
        A brain trio
        A brain two
        A brain zip
    There is a sixteen-inch cable here. It is something we can
all grasp, something to embrace, whose presence I detect.

    >SENSA,L
    FC: Cryolink established to Sensa.
    SENSA: Internal map reference -- Middle Supply Room.
    I am in the Middle Supply Room. In the room with me are
Waldo and Poet.
    Waldo is carrying a dense wedge. I perceive a small
container which holds several small devices.
    The small container contains...
        A scanning object
        A buss object
        A maximized object
        A filtering object
        A polarized object
    There is a sixteen-inch cable here. A small object emits a
weak signal specifically oriented toward Waldo.

    If you asked Waldo to Look, he would be in the same
location, but would see something different again. He sees a
hollow container, which holds A Rough object, Pebbled object,
Wavy object, Bumpy object, and Smooth object. The sixteen-inch
cable is there, with sonar detecting an arm-shaped extension
lying nearby. Meanwhile, a robot interrupts and advises: "You
may not be aware of this, but I'm not working!" or "You may
not be aware of this, but I'm in need of repair!"

    In this adventure, you should tell:

    POET to touch
    SENSA to examine
    WHIZ to plug in
    IRIS is best used to monitor the monitors surrounding the
Central Chamber.
    WALDO, well there's little he can't do, and you find
yourself giving him tasks over and over again.

FC ALERT! Planetside systems are deteriorating. FC imbalance detected. Emergency reviving systems completed. You are now in control of the complex.

SENSA INTERRUPT: Seismic aftershock detected ten meters north of Beta FC. Tremor intensity 9.7 Projected damage: connecting cables in Primary and Secondary Channels.

At first, try typing in ARR (All robots, report) or ARL (All robots, report locations). Then you can place your playing pieces for the robots in their respective locations.

Next on your 'list of things to do' repair IRIS. She will require Waldo to remove the maintenance panel (on her) so he can replace all faulty chips.

Then, QUERY ABOUT FC. All defective cables should be replaced, then the reset code should be entered at the machine in the Main Supply Room. Be careful of removing or replacing active cables. Four cables run through the Primary Channel, while another four run through the Secondary Channel. All cables of the same color conduct the same voltage charges and are totally interchangeable.

Once the panel is opened (by pressing the button) the eight code circles will be revealed. If the Filtering Computers are operational and balanced, keying in the two codes will result in a system reset. Open the panel with care.

There is a broken platform in the Sub Supply Room, which can be used to make a ramp from the Hallway Junction (North to Sloping Corridor) to the Sloping Corridor (South to Hallway Junction).

** This should give you a start in this adventure on the Beginner Level. You can change levels by typing ADVANCED, HARDER, or EXPERT right after the story starts. IMPOSSIBLE is the ultimate challenge! CONFIGURE can be used to configure your own setup. At your first prompt, type this and you can then change important elements of the story.

Other important commands are: BOTH, (use this to tell the Filtering Computers you want two robots to do something at the same time); DRAG; FOLLOW; GO TO; INVENTORY; PLUG IN; QUERY ABOUT; STOP, (stops a robots from continuing on its present course); WAIT; and the usual - examine; listen; quit; restart; restore; save; score; script; unscript; and version.

This adventure takes alot of study, and alot of time asking WHIZ to PLUG IN to a particular pedestal so you can ask for information and facts. You may want to, at first, have WHIZ tell you about rooms and robots, and ask each robot to tell what they see in a particular room. Then restart and play your adventure!

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************************************************************
***     T R E A S U R Y      R E P O R T        ***
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Subscriptions This Month $ 96.00

Postage Stamps   (04/87)B $ 11.20
Postage Stamps   (05/87)B $ 14.78
Postage Stamps   (05/87)A $ 9.90
Photocopying (4-Front Advert) $ 2.60
Printer Ribbons (2 X 2.45) $ 4.90
                                        _____

Expenses Sub-Total $ 43.38
                                        _____

Ending Monthly Total $ 52.62

Out-of-Pocket Expenses $ 28.90

(Current Exchange Rate (Bank) @ 1.60 - £'s to $'s)

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ADDITIONAL COMMENTS

For all you Adventure Fanatics out there - here's your chance!! Please fill in on a 3 X 5 card (or call in) requesting what Adventures you would like covered so that this die-hard adventurer can write Hints Columns on your favorites (or hardest) !! No use covering something no one is interested in!!

Comments and decisions from our June 27th combination Bar-B-Que and Users' Group Meeting will be discussed in next months issue. Items to be brought up:
    1ᵀ Newsletter Exchanges
    2ᵀ Subscription to Micropendium
    3ᵀ Advertisement for EAR 99'er
    4ᵀ Columns for August 1987 Issue
    5ᵀ ROMOX Cartridge (Demo?)

Well, that's it for this month! Look forward to our next meeting in August! You never know what we'll discover!!
    Special thanks this month to Derek Allen. Keep up the good work, and we look forward to seeing more from you!!

    Until later,
                    So Long, And Thanks For All The Fish!!

        H A P P Y   F O U R T H   O F   J U L Y !!!!!

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