

MINUTES OF THE MEETING

Minutes of the Meeting
(19 Sept '87)

The meeting was called to order at 2:27 PM and it was noted 14 members were present, with the President, Vice-President and Secretary Treasurer also present. The minutes of the last meeting were read and approved. The Treasury Report for the end of September was read and approved. Beginning Monthly Balance was \$108.98, with Income of \$97.55 and Expenses of \$38.25, leaving an Ending Monthly Balance of \$168.28.

It was approved whereby the Group Treasury would cover 1/2 of the cost for the Van Rental to Bloxwich. Half the fuel costs were covered with donations from members, and the remainder was covered by our President.

The Romox cartridges were mentioned: It will cost 3.00 (pounds) or (\$4.80) to program these if you already own them. They can be purchased from the club for 50 pence (80 cents) and then the programming charge is added on. Defender should also have been shown as a programmable game for the Romox cartridge! The Romox can hold 8k of memory, so you can add onto your game cartridges now, along with E/A!

The forms are in for JDR Micronics to approve us on a 30 Day Net Due Charge Account. It was approved to fill in the form, and when sent in, request amount of discount for lot/bulk purchase for building the

Horizon's Ram Disk. It was noted these packages can also be bought from Canada, so we're covering each thought and will decide on the least expensive way of expanding systems for our members.

SIG's (Special Interest Groups) were approached again. The interest is there and now all we have to do is set dates and times for the groups.

Advertising was put into the Norfolk Advertiser (free) and each member said they would keep their 'eyes' open for more advertising. \$5.00 was approved to advertise in the Stars and Stripes Newspaper, an almost world wide circulation. Advertising in the Mag for companies was decided at 10 Pounds or \$16.00 (full page), 5 Pounds or \$8.00 (half-page) and 2.50 or \$4.00 (quarter page).

The Christmas Party idea was brought up, and the interest is pretty high! Jo will make inquiries into places, costs, meals, etc. and it will be shown at the next meeting.

An article will be started monthly to give a review on the Newsletter Exchanges. All members said checking them out helped them alot and it was agreed each seems to have something of their own to offer. Certain articles of particular interest will be reviewed by: Bryan Cloud, Mark Ziegler, and Robert Wordsworth. THANKS! My workload couldn't handle it!

The meeting was adjourned at

3:21 PM when we surrounded the computer for DEMO's and getting Library Disks. Peter Walker showed us some of his Navarone Data Base software which made a hit with many members of the group. DEMO's were given on CrossFire, Face Chase, Astroblitz, and Defender (also available on Romox).

Robert Wordsworth is helping translate all our French software and Bryan Cloud is helping with all the German software (documents, game instructions, etc.). Jo will handle the Spanish (?) (I'm no expert!), and to help relieve the situation Derek Allen is handling our Cartoon Corner.

A treasury report for the End of the Month (October) is included elsewhere in the Newsletter. We're still doing well! We hold an \$11.00 credit with TENEX as the Disks went on sale after we ordered them and they sent them to us at the Sale Price. Great! Amount still due from members is \$16.00 and reminders were sent out. Peter Walker said BTC just might be misinformed on the modem rates and I believe he's going to check into it for us (do I have that right Peter?) We'll see what they have to say...

Now, on to the Newsletter!

>>> NEXT MEETING DATE <<<

OCTOBER 17, 1987 2:00 PM
our place!

cc: MNR

Oh No.... The Dreaded Burble

The Dreaded Burble.....
(20 Sept '87)

First of all, let's give a big WELCOME to our newer members: MARK PLAYLE, JOHN STOCKS, PETER WALKER, and MIKE GODDARD - WELCOME ABOARD! I hope our group can help you in your computer endeavors, although we often seem to have a good time just getting together (but let's not let our TI's know that!)

SPAD XIII MK. 2! UPDATED version being released September 15th! (We ordered it already!). Now: twice as fast for smoother, more realistic flying; improved graphics and flight algorithms; optional Red Baron Fokker triplane aggressively seeks and attacks you; removed view allows you to see the Spad and any adjacent objects from a distance; improved keyboard and joystick allows turning and firing at the same time; choose scenarios instantaneously from pop-up menu; better sound effects; and play again without re-loading! Will review when it comes in!

We've been advertising in the Norfolk Advertiser - a Norwich paper - for the SEPT 19th meeting - hopefully we will advertise for the October meeting also! Our advertising notices are growing each month, as is our groups' membership!

Hopefully by now, our photocopying will be running more smoothly (wanna' bet?) and

issues will be out on time - the SEPT issue was ready two weeks before our copiers got to it!

Glad to see everyone at BLOXWICH that could attend! We wish that all our members could have attended and we missed those that had to work or had other arrangements made! For those of us who missed it, a recap would be as follows:

8 members East of our area loaded themselves into a Mini Bus (was it really a Mini Bus?) and headed towards Bloxwich while it rained inside the van (really!) and outside the van and Mark, Robert, and Bryan held up the roof to keep it from rattling! (Loose bars and loose doors!) Other members headed directly to Bloxwich who were too far from our area to climb into the bus (how lucky they were!) After a long ride we arrived and climbed out for a stretch and headed in to find some really neat stuff! We had a chance to play with the TI HOUSE (JOE wins the prize for the only one able to draw his name in a legible manner!), we saw an 80 Column Card in operation, viewed the Hyarc 512K RAM Disk, saw the Geneve (non-operational), the New Horizons 256K RAM Disk, a Mechatronics Epron Programmer, and loads of programs were demonstrated. The Cortex Members were there and had their computer system hooked up to a video camera. Although I couldn't make the rounds to view everything (I wish I could have) what I did see was really

interesting and it all shows the continued support in the TI field! At this rate, I don't see how TI will ever die!! We arrived home kinda' late that evening, but we're already looking forward to the next meeting!

We're dropping quite a few newsletter exchanges, 9 in fact. Policy stands whereby if an exchange is not received 3 months running, the exchange is discontinued. Sorry to drop the ones we are, but we do justify our expenditures to our members, and account for all expenses, including photocopying and postage! It all adds up at the end of the month!

Members (at this date) are now up to >>>2200 and exchanges down to 26. We welcome a new exchange - PITTSBURGH USER GROUP - to our list of exchanges this month!

My THANKS to TONY BOWDEN, for helping with reviews on software and to MARK and CHRIS ZIEBLER, for helping get the cassette reviews done, and Chris for proofing my typing!

(This October issue is being produced with: CS66 III and Multi-Print, and TI Artist III).

Well, enough of the Dreaded Burble. Let's get into the Newsletter...

TURN THE PAGE FOR MORE.....

MINI MEMORY PART III

MINI-MEMORY PART II

• by: ROBERT WORDSWORTH •

When I bought my TI-99/4A I knew very little about microcomputers, even less than I do now. One thing I did know, however, was that the Texas was a "16 bit" micro while all the other home computers were "8 bit", and that 16 bits were definitely better than 8. So when a little-used TI was offered to me at an apparently bargain price it was too much to resist. Oh, long-gone days of innocence!

Another thing I knew was that, when it came to programming a micro, what separated the men from the boys was the ability to write machine code. You can imagine my disappointment, then, when I found that my new computer's allegedly powerful 16 bit microprocessor was totally inaccessible and that writing machine code was impossible. I, more than once, felt that, if writing machine code was what I most wanted to do in life, my money would have been better spent on a humble ZX81.

Eventually, gritting my teeth at what I still consider was an extortionate price, since it cost more than the computer itself, I bought a Mini-Memory together with the Editor/Assembler Manual. The obscurity of this manual is legendary, while the booklet which accompanies the Mini-Memory assumes a knowledge both of Assembly Language and of the computer's internal organization that cannot be acquired from programming in Basic or even Extended Basic. I keyed in and ran the Mini-Memory booklet's example "DISP*" program which is a "minimal implementation of DISPLAY AT" and was left very little the wiser.

I returned to programming in Extended Basic, still one of the best around, but even here disillusion set in when a medium sized adventure program I was keying in ran out of space, despite every space saving trick I could find. From that point on the TI became, for me, chiefly a means of communing with Scott Adams.

I'm not sure what kept my interest in other aspects of the TI

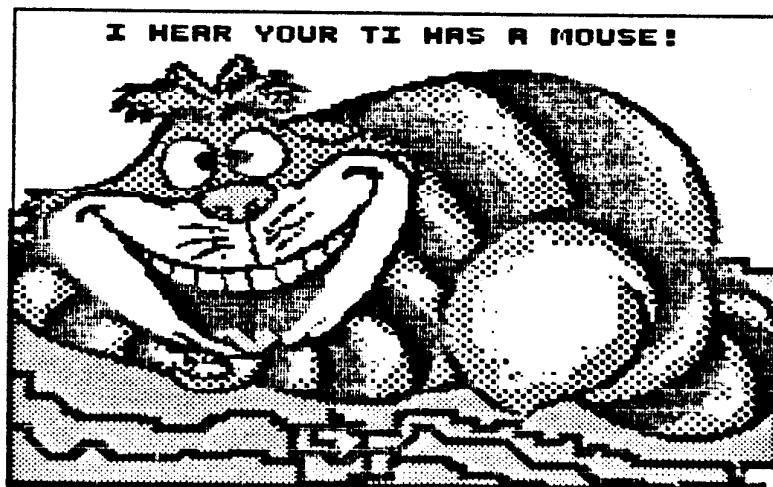
alive: certainly the monthly shot in the arm from Peter, the acquisition of a PE Box with 32K card (all that CPU RAM to fill up) and finally, of course, joining EAR 99'ers.

But why bother to learn Assembly Language? After all, with my 32K I could go back to Extended Basic and complete that adventure program. Well, there are many answers to that question. Here are a few...

Probably the strongest is that, with or without the 32K memory expansion, there are many things which cannot be done even from Extended Basic. One example is the ability to use the various screen modes. If you have only programmed in Basic you may not even be aware that the TI can operate in four display modes, of which you have only seen one, graphics mode. If you have played a Scott Adams game, you will have seen another, text mode, forty characters to the line instead of thirty-two.

(continued next page)

MINI MEMORY PART III



MINI-MEMORY PART III

MINI-MEMORY PART II (CONT'D)

One of the most niggling omissions from TI Basic and ExBasic is that of high resolution graphics commands to plot individual pixels and draw lines. I remember one of the earliest TI Basic programs I attempted was a 'Tell the Time' program for my then 6 year old son. I plotted the 12 numbers of a clock face with ease, and produced a 'tick-tock' sound of which I am still quite proud, but when it came to drawing the hands on the clock, I was defeated. I know that, with careful drawing on graph paper and the use of CALL CHAR and CALL HCHAR, I could have accomplished the task. Also there are "High Resolution Graphics from Basic" routines available, in Peter Brooks' book for example, but they are very slow. From machine code, however, true high resolution graphics are available in bit map mode, and at a speed that is best demonstrated by the "LINES" program that comes with the Mini-Memory's Line-by-line Assembler.

Two more reasons for using Assembly Language are compactness

and speed. Take compactness, for example. The aforementioned ExBasic adventure program had two 52-element numeric arrays. Each element was never greater than 81 and in many cases 1 or 0. Now the TI BASICs store every numeric variable as an eight-byte floating-point number, even for values such as 1 or 0. In machine code, each value could be held in a byte, or even, if only 1 and 0 were involved, in a bit.

As for speed, the performance of TI Basic, bearing in mind that it is running on a 16-bit micro, is disappointing to say the least. What can be achieved from machine code, however, is shown by, for example, PARSEC, which was about as far as the TI's software development had gotten when it stopped 4 years ago. If only! When you start writing in assembler you will appreciate just how powerful the TMS9900, the TI's CPU, and the system built around it are, even if you don't write another PARSEC.

Although a full disk system is obviously highly desirable, the combination of Mini-Memory and console alone has a lot to

offer. Of the 4K of RAM in the module, only about 750 bytes are left free after the Line-by-line Assembler has been loaded, but for the student of Assembly Language this will be ample for a long time. With the 32K RAM connected, considerably larger programs can, of course, be written. Incidentally, one particularly useful facility is the ability to save and load any part of CPU RAM to cassette. This could, for example, be used to save the TI BASIC files discussed in the previous article.

Overall, the only bad feature of the typical Mini-Memory set up is the documentation that accompanies it. This series of articles will, it is hoped, rectify that. In the next article, we shall start looking at the TMS9900 chip at the heart of the TI-99/4A and the facilities available to access it with the Mini-Memory. Soon you will be able to pepper your conversation with such phrases as "transfer vector" and "context switch", guaranteed to impress!

MORE NEXT MONTH

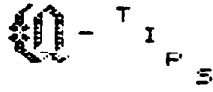


8913 6491 0648 741Z 0003
1900 1842 1745

*** CODEBREAKER ***

This is an Extended Basic skill game - see if you can guess the four digit sequence of numbers in the lowest amount of moves! Not as easy as it sounds! Good luck!

```
100 CALL CLEAR
110 PRINT TAB(8);"CODEBREAKER": : :
120 PRINT TAB(3);"WOULD YOU LIKE TO PLAY": : :
130 INPUT "ENTER Y OR N: ":A$
140 PRINT "": : : :
150 IF A$="Y" THEN 170
160 GOTO 560
170 PRINT TAB(8);"GOOD LUCK": : : : : : :
180 REM CODE BREAKER
190 RANDOMIZE
200 FOR I=1 TO 4
210 N(I)=INT(9*RND)+1
220 IF I=1 THEN 260
230 FOR J=1 TO I-1
240 IF N(I)=N(J)THEN 210
250 NEXT J
260 NEXT I
270 TRIES=0
280 INPUT "ENTER GUESS? ":GUESS
290 SCORE=0
300 TRIES=TRIES+1
310 FOR K=4 TO 1 STEP -1
320 DIGIT=(GUESS/10-INT(GUESS/10))*10
330 IF DIGIT<>N(K)THEN 360
340 SCORE=SCORE+1
350 GOTO 410
360 FOR L=1 TO 4
370 IF N(L)<>DIGIT THEN 400
380 SCORE=SCORE+.1
390 GOTO 410
400 NEXT L
410 GUESS=INT(GUESS/10)
420 NEXT K
430 IF INT(SCORE)<>SCORE THEN 460
440 PRINT STR$(SCORE)&".0"
450 GOTO 500
460 IF SCORE>1 THEN 490
470 PRINT "0"&STR$(SCORE)
480 GOTO 500
490 PRINT STR$(SCORE)
500 IF SCORE<>4 THEN 280
510 PRINT "YOU TOOK "&STR$(TRIES)&" TRIES TO GUESS
520 PRINT "THE CODE NUMBER."
530 DISPLAY "WOULD YOU LIKE TO PLAY AGAIN"
540 INPUT "ENTER Y OR N: ":A$
550 IF A$="Y" THEN 190
560 CALL CLEAR
570 CALL SCREEN(16)
```



Q - TIPS

by: JOE QUIGLEY.

I have written a few programs that involved printing answers to calculations expressed in money values. Unfortunately, TI ExBasic truncates any zero values to the right of the decimal point. This causes some results to look awkward and non-standard. There is a simple cure for this problem, though. By using the following routine, you can easily express all money values with two decimal places. This is especially handy when lining up a column of numbers, either on the screen or on your printer.

```
X$=STR$(X+.001)::X$=SEG$(X$,1,LEN(X$)-1)
```

If X is the value you want to print, all you have to do is print X\$, which will always have two decimal places, regardless of the number of zeroes.

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On the topic of money, I ran across an extremely useful formula a few years ago. It can be used to calculate the payoff balance on credit purchases, or the monthly payment on a new credit purchase. The formula is:

$$P = B / \frac{1 - (1+I)^{K-N}}{I}$$

B = amount financed  
 P = monthly payment  
 I = annual interest rate/12  
 K = number of payments made  
 N = total number of payments.

Although it's a little tricky, I have used this formula:

$$P=B/((1-(1+I)^{K-N})/I)$$

in a number of different programs. With a little imagination, it can even be adapted to produce computerized amortization schedules... (any estate agents out there?)

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REMINDER - NEXT MEETING:

OCTOBER

SU	MO	TU	WE	TH	FR	SA
				1	2	3
4	5	6	7	8	9	10
11	12	13	14	15	16	17
18	19	20	21	22	23	24
25	26	27	28	29	30	31

Continuation of Library Listing

Library 10A: SSSD (238) Editor/Assembler and FunlWeb.

Contains:

80 Track - documents - Poor Man's Double Density Disk Controller (or) how to get 360K bytes per drive using the TI Disk Controller Card and 96 tpi double side drives. Placed into the public domain by the author (Andy Cooper) for non-commercial use.

Calendar - rating 10 - Editor/Assembler (Opt # 5) Required. Donation to MSP99 Users Group. Compatible with Epson or ProWriter printers. Find out what day of the month you were born... Look into the future for a particular day... Program asks for year and shows (on screen) or (on printer) the year, days, etc. Month Per Sheet prints large print and Year Per Sheet prints 10cpi full year calendar with months, days, etc. Large print affords enough room to write appointments, reminders, etc. Have a yearly calendar print out in seconds!

Cataloging Library - Editor/Assembler (Opt # 3 autoloader) Required. Catalog up to 123 disks or 900 files; saves data for later listings or additions (and deletions); single or multiple disk systems; catalogs "funny sector'd" disks; eliminates all non-printable characters from file disk names; prints standard format catalog; output to screen or printer; 100% Assembly Language fast sorts; contains documentation. Keep track of your disks the easy way.

PBOX-PSUP - Documentation - Allow your console to run cooler and "beef" up the power supply so it can supply enough power to run two disk drives in the P-Box. A 99/4A P-Box Power Supply Modification.

PFAN - Quiet fans are better... If the noisy fan in your P Box annoys you, replace it. Documentation.

4th TUTOR - 2 disks - TI-Writer/Funlweb Files - (SSSD 279) and (SSSD 302) - Learn about Forth from someone who's been through it, apparently the hard way. Learn from his secrets of experiencing 4th. Full documentation. For those in Forth!

INFOLOADER - Latest Version - ExBasic or E/A - real lowercase characters; ExBasic loader seems to beat the E/A loader!; change screen colors; documents included. For all Infocom Fanatics it's a necessity! Written by one of our own!

A SpellChecker Program - Editor/Assembler Opt # 5 - includes instructions and dictionary; Use this to check the spelling on your document files; words or errors can be sent to printer or be seen on screen; add, delete, check words in dictionary. Tells you what line number and what word in that line it is looking at. Our rater would give this an 8 on a scale of 1 to 10. Written in C99.

Word Count - Editor/Assembler Opt # 5 - Displays not only the number of words in a TI-Writer file, but also number of characters, spaces, punctuation. Tells how many words are in file by number of letters in the word. Our rater gives this an 8. Great for essays, thesis papers, etc.

CASSETTES (or disks):

TI-WRITER Program - programmed by our own John Stocks - enables use of typing and printing letters, notes, etc. Documents available. Have seen this used and it's impressive. Being reviewed by RW but available now. So, for console and cassette user's - you now have the ability to print out letters!

Knight's Lair - Extended Basic - This game takes a while, but is FUN! Played on a chess board using only one knight. The Knight can only move as allowed in chess and the object is to land on as many squares as possible, hopefully for a total of 64 squares. Has solution built in but why ruin the fun of playing it? Good graphics - would buy. Our rater says "On scale of 1 to 10 an 8 is well deserved".

Aztec Challenge - Extended Basic - For one to two players; levels of difficulty; levels 1 to 5; judgement of timing essential. Our rater says "would consider buying it. On scale of 1 to 10 it's a 5. Good graphics and neat sounds".

Spider Invasion - Extended Basic - game for 1 to 2 players; different levels of difficulty. Our rater says "This game did not even impress me. A 1 is all I will give on a scale of 1 to 10". How's that for a hard sell?

Character Define Project - Extended Basic - This program can help or even speed up graphic designs. Shows you how to define characters. On a scale of 1 to 10 a 7 was given.

PreSchool Block Letters - Basic - works quite nicely; nice to show young children learning the Alphabet and Numbers 1 thru 9; graphics a bit crude; An ambitious person could tune it up and have a nice program. On scale of 1 to 10 our rater gave it a 5.

County Fair Derby - Basic - quite boring and graphics sad - Our rater advises this needs a total overhaul to make it worthwhile. On a scale of 1 to 10, a 1 takes it. Another hard sell? Any programmers out there want to check Spider, PreSchool and County Fair out and see what they can come up with?

>>>> Library Fees: £2.00 (\$3.20) if we provide the disk; £1.50 (\$2.40) if you provide the disk; Flippies are considered Two disks; cassettes £2.00 (\$3.20) if we provide the cassette and £1.50 (\$2.40) if you provide a cassette. Look forward to our NOTICE BOARD SECTION next issue, where you can purchase items for sale through the User's Group.

Library Listing End

CONTACTS:

Here's a listing of members who filled out the Subscription and/or Questionnaire Forms, and ticked the Contact Box 'Yes' - (if you never got your form in, do it now!) - We tried to list everyone's individual interests as best we could. So, if you're having trouble in a particular area, or just want to ring up a fellow member to chat with, here's your chance! Please remember to be courteous on the hour you choose to telephone! Not everyone stays up until 3:00 AM like us! We totally respect the rights of those who ticked 'No' for a contact. If you're not included, and wish to be, please see Jo Ann!

MEMBER // Highest Interests

Derek Allen
17 Bank Street
St Columb Major
Cornwall TR9 6AT
0637-880477
Basic; ExBasic; Adventures; Games;
Word Processing; Data Base;
Mini-Memory (Likes fiddling with
maths, learning basic, when not
diverted by adventures!)

Tony Bowden
1 Littleheath
Hatfield Heath
Bishops Stortford, Herts CM22 7EP
0279-730594
ExBasic; E/A; Artwork; Word
Processing; Data Base;
Telecommunications; Languages;
Hardware Projects

Bryan C. Cloud
27 Whitehouse Road
Ipswich, Suffolk IP1 5LS
0473-464996
ExBasic; E/A; Word Processing; Data
Base; Telecommunications;
Mini-Memory; Languages; Info on
"Real" Printer-Comms (Modem)

Derek Duddy
3 Lode Avenue
Waterbeach, Cambridge CB5 9PX
0223-862096
Basic; ExBasic; Games; Mini-Memory
(Calling people selling TI's)

Mike Goddard
"Sarnia", Cemetery Road
Roosilanechragog
Wrexham, Clwyd LL14 2BY
0978-843547
ExBasic; E/A; Artwork; Mini-Memory;
Any Hardware Projects; Started Forth

Derek R. Hayward
2 Dore Hall Croft
Dore, Sheffield S17 3HD
(Via mail/letters only please)
Basic; ExBasic; Artwork; Word
Processing; Data Base; Constructing
Hardware

Graham Hilton
8 Sandwich Close
Saint Ives, Cambridge PE17 6DD
(Via mail/letters only please)
ExBasic; E/A; Word Processing;
Telecommunications; Mini-Memory;
Languages; Telecoms involving radio;
(Built own modem)

Joseph F. Hunt
RAF Mildenhall
PCS Box 3596
Mildenhall, Suffolk
(Currently) Thetford 5900
Artwork; Word Processing;
Telecommunications; Special Projects

Mark A. Playle
104 Tudor Way
Sele Farm
Hertford, Hertfordshire SG14 2DS -
0992-587507
ExBasic; E/A; Mini-Memory; Special
Projects; (Built 32K RAM for spare
console); Investigating Protection
Schemes

Joe Quigley
RAF Bentwaters
PCS Box 289

Bentwaters
0394-461274
ExBasic; E/A; Artwork; Word
Processing; Data Base;

C. J. Spencer
RAF Martlesham Heath
PCS Box 5138
0394-274849
Basic; ExBasic; Games; Artwork; Word
Processing

John Stocks
11 Stonehill Road
Roxwell, Chelmsford CM1 4PF
024-548-8137
Basic; ExBasic; E/A; Games; Artwork;
W/Processing; Data Base; Languages;
Telecommunications; Mini-Memory;
High-Res Graph Plotting; Contact
with Keen Programmers Welcomed

Peter J. Walker
24 Bacons Drive
Cuffley, Herts EN6 4DV
0707-873778
ExBasic; E/A; Word Processing; Data
Base; Telecommunications

Robert Wordsworth
3 Gravelfield Close
Norwich, Norfolk NR1 4NH
0603-38832
ExBasic; E/A; Games; Mini-Memory;
Languages

Mark/Chris Ziegler
7 Beech Close
Lakenheath, Suffolk IP27 9DL
063881-3936
Exbasic; E/A; Games; Artwork; - -

Scott/JoAnn Copeland
Address on first page
063881-3457
Jack-Of-All-Trades and
Master-of-None (?) Some (?)
Forget it.....

So, get in touch with those who
share your interests! You never
know how you can help each other
grow and learn in the TI!

**GENERAL
LISTINGS**

FOR SALE / WANTED

Cassette Cables available - Contact Derek Allen if interested.

CHECK LISTINGS at next meeting! Four pages of software/hardware available by two independent sellers!!

Minolta Camera - complete! 80-200MM Zoom Lens; 200MM Telephoto Lens; 16MM FishEye Lens; X2 Multiplier; Standard 50MM Lens; Vivitar Flash; and Tripod. Contact Scott Copeland for further details... Can be shipped Stateside as well as in Great Britain... Asking Price: \$575.00 or £350.00 o.n.o.

LOOKING? BUYING? SELLING?
Place your advert here!
Contact Jo to place your advert today!
It doesn't cost you a thing!

D. I. Y. CARPENTER'S CORNER
by: **MARK ZIEGLER**

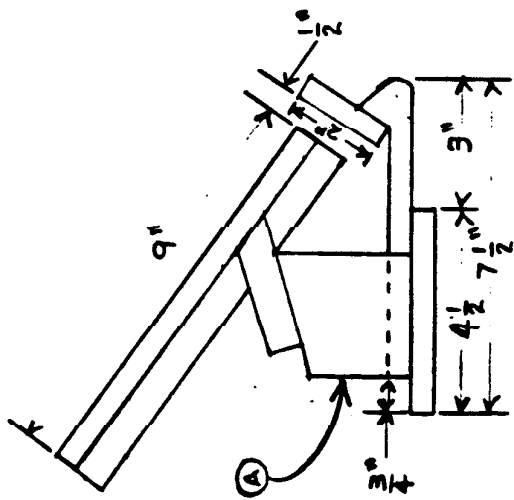
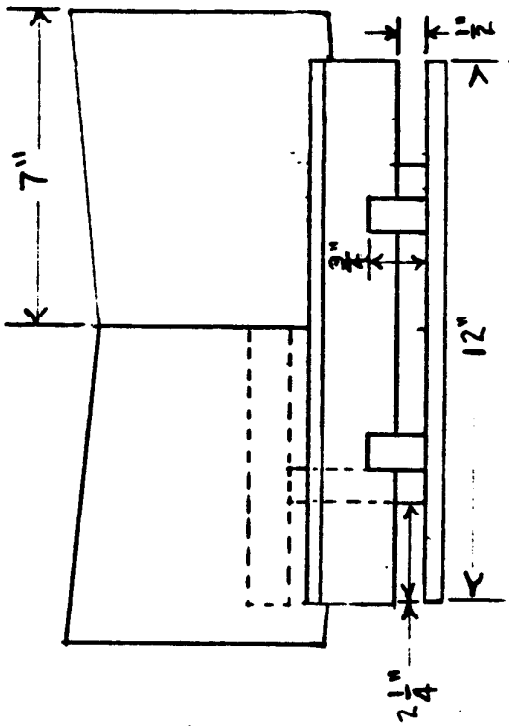
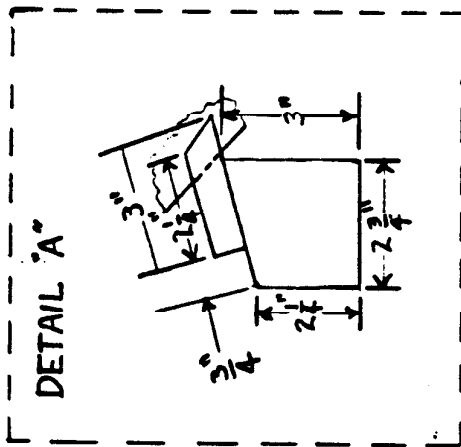
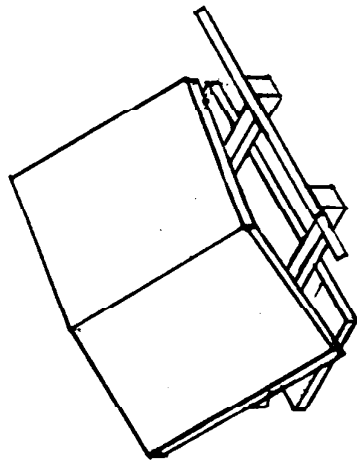
This month we're covering a Book Holder (for all those Manual readers or College bookworms). This is quite easy to make and can be accomplished in one day. Once the material is cut out, we suggest you use glue and wood screws for assembly. While assembling, drill the pilot holes, so the material does not split. Once assembled stain or paint as desired. Once the finish is dry, you can apply rubber cement and attach felt to the bottom face and ledge. Many size books/binders can be held in place without difficulty.

Materials needed:

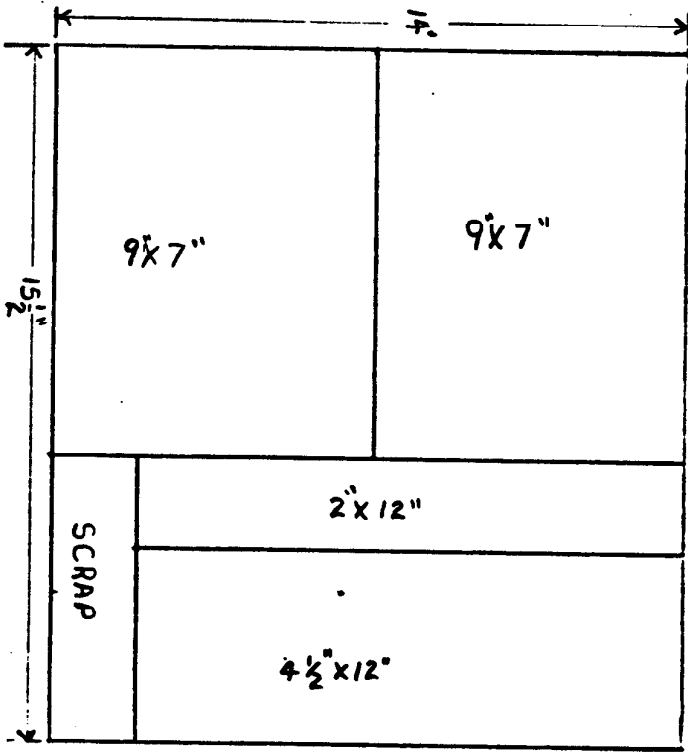
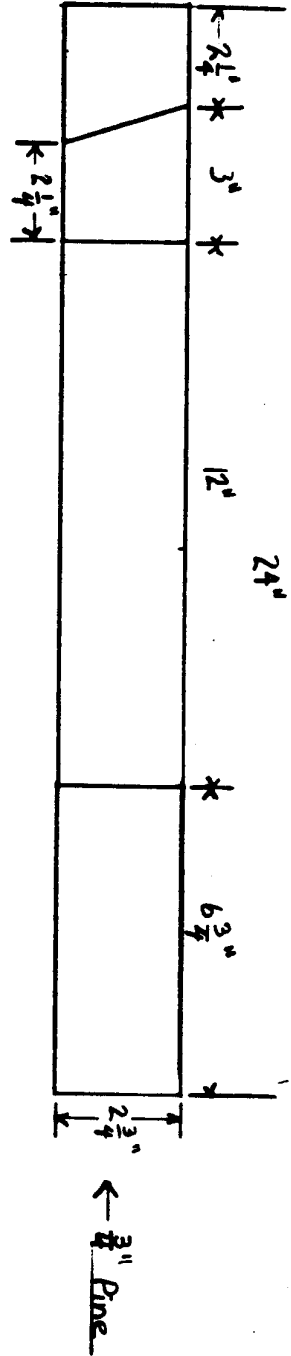
15 1/2 X 14" Piece of 1/2" Plywood
15 1/2 X 14" Piece of Felt
1 24" piece of 1 X 3
Screws of appropriate size
White Glue and Rubber Cement

Turn page for diagrams: → → → → → → → → → → → → → → →

Book Holder
by: Mark Ziegler



Book Holder



← 1/2" Plywood

ADVENTUREMANIA INFOCOMITIS

ZORK III

(C) 1984 Infocom, Inc.

You may never see the light of day again!! Explore a huge and long-hidden region of the long lost Great Underground Empire. Outsmart the ancient necromancer at his trickery, solve a barrage of diabolical puzzles and, ultimately, bring the Wizard's powers under your control! GOOD LUCK!

ITEM	POINTS
Pierpont's Portrait	20
200 Zorkaid Bills	25
Passage to Lava Room	5
Blue Crystal Sphere	20
Unicorn's Gold Key	15
Dragon Statuette	20
Passage to Pearl Room	5
Pearl Necklace	15
Raising the Bucket	10
Rare Candies	15
Red Crystal Sphere	20
Stradivarius Violin	20
Moby Ruby	15
Zorkaid Coin	20
Rare Stamp	10
Pierpont's Gold Crown	20
Enter Wizard's Workshop	10
Clear Crystal Sphere	20
Black Crystal Sphere	30
Using Gold Key	2
Using Dragon Statuette	2
Using Gold Crown	2
Using Zorkaid	2
Using Rare Stamp	2
Using 200 Zorkaid Bills	2
Using Stradivarius	2
Using Pearl Necklace	2
Using Moby Ruby	2
Using Portrait	2
Getting Wizard's Wand	30
Getting Dog Collar	15
Thru Oddly-Angled Rooms	5
Reaching Cerberus Room	10

Reaching Ante-Chamber 3
Reaching Crypt Room 2

TOTAL POINTS REQUIRED 400

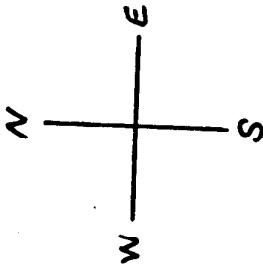
After reaching 400 points, you still have some work cut out for you ... reaching the entranceway to Zork III! Quite a challenge!

HINTS: (1) The items in the Gazebo are worth your while - bring them along with you on your adventure. Worry about the Unicorn later in the game! The Princess will help you here if you know what to do! (2) To arrive anywhere without feeling disoriented, you'll have to 'fix' the carousel. This will be done in the Machine Room. One button has the answer. Have the robot do the dirty work, and he'll also help you get the red sphere. (3) To get there you must pass by the Riddle Room. Answer the riddle and you gain entrance to the Pearl Room, etc. The Frobozz Magic 'Well' Company gives you access to the Low Room. If the Dragon did his job, you'll find what you need at the Deep Ford. (4) The Tea Room makes you feel like Alice in Wonderland. Examine the cake(s) - perhaps look at them through something? (5) The Dreary Room hides a treasure. Examine the lock here, and be sure you have a mat and letter opener with you! (6) You just might get the Dragon mad enough to do you a favor. They do breath fire, don't they? (7) Walk through any walls lately? (8) There's more than one way up the volcano. Go up from the Ice

Room, or take the transport provided in the Volcano Bottom. Have your club and matches? After you arrive, beware the falling ledge! Explosions have a way of rocking loose ledges away! So watch your moves! (9) Make some pit stops along the way. Check out some books at the Library while you're there! (10) That's not really a brick. Notice a string 'coil' and matches were provided? (11) Offer the Lizard something delightful (and just maybe fattening). You never know what'll happen! (12) The Sea Serpent might look gentle, but he's really mean if you get too close. Use something you own at a distance to disturb the aquarium. (13) Use one of the crystals in the Pentagram Room. Be prepared for a visitor! (14) The Wizard struck you with a "Ficat" Spell, among other spells, - perhaps you could do the same to a heavy object? (15) The Oddly Angled Rooms are easier than expected. Can be thought of as a diamond shape - starting with no light, to dimly lit, to serenely glowing, to brightly glowing! It's the usual dreaded Infocom Maze! Just follow the lights! (16) Look for the stairs down and you'll arrive at the Cerberus Room. He's been looking for something you found! (17) Finding the way out of the Crypt can be a pain... don't be left 'in the dark'...

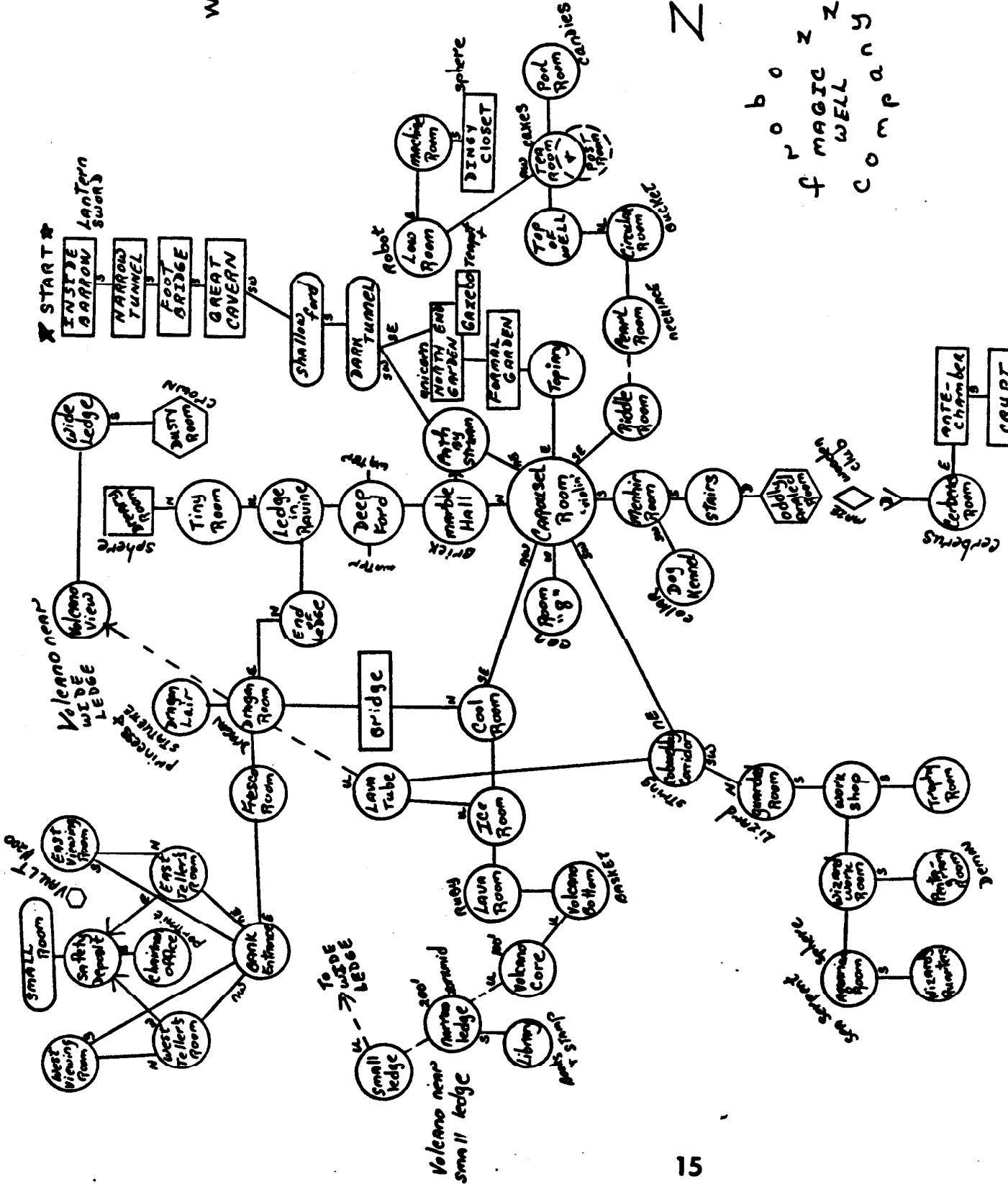
Be a MASTER ADVENTURER, and look forward to ZORK III: The Dungeon Master! GOOD LUCK and HAPPY ADVENTURING!

ADVENTUREMANIA INFOCOMITIS



ZORK II

b o z
f MAGIC z
WELL z
C o m p a n y



to ZORK III

SOFTWARE REVIEW by: TONY BOWDEN.

- | | |
|--------------------|-------------------------------|
| 1) Title
HACKER | 2) Type of Program
Utility |
| 3) DOCS
9 | 4) Ease of Use
7 |
| 5) GRAPHICS
9 | 6) Skill Level
9 |
| 7) Sound
N/A | 8) Speech
N/A |

COMMENTS:

HACKER is from the very high class stable, FUNNELWEB FARM in Australia where user groups have benefited from such programs as FUNNELWRITER. This program is impressively written with very clear documentation but does not seem to do much. It does say it is PART ONE and it does read the information between the sectors on a disk. The documentation, in fact, provides a little teach about the data contained between the recorded sectors. However, having gotten the information, there is no function on PART 1 which enables the alteration or manipulation of it.

A very well written utility but not so useful in its present PART 1 form.

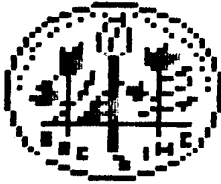
{jo will track through the library disks and see if we are missing another part to this... jc}

- | | |
|----------------------------------|-----------------------------------|
| 1) Title
TRACKER | 2) Type of Program
Utility |
| 3) Documents
Self Explanatory | 4) Ease of Use
9 |
| 5) Graphics
N/A | 6) Skill Level
Little Required |
| 7) Sound
N/A | 8) Speech
N/A |

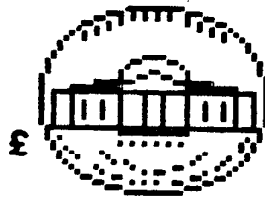
COMMENTS:

TRACKER is a disk copy program based on the principle of copying disks via the disk TRACKS rather than files, Bit Map, or Sectors. This method overcomes some of the protection methods used to prevent backup copying. Without going into the ethics of copying, I for one, feel much relieved when some of my favourite programs are backed up. The copying is fast and the method works on the special protection schemes used on some disks. There does seem to be a fast hammering of the disk drives. RECOMMENDED

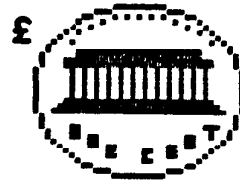
Note: A Single Sided Single Density Disk took 55 seconds to copy.



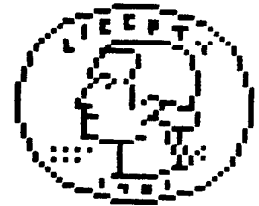
\$



£



£



MONTHLY BEGINNING BALANCE.....\$ 168.28 +

ASSETS (INCOME):

Library (tapes, disks)	\$ 64.01
Library Equipment	\$ 4.36
Maintenance - Donations	\$ 19.40
Romox Programming	\$ 14.64
Jo's Fun!Web Manual Sale	\$ 8.00
Romox Cartridge Sales	\$ 2.40
Subscriptions	\$ 65.30
Income Due From Members	\$ 16.00
Credit with TENEX	\$ 11.00

Sub-Total.....\$ 205.11 +

LIABILITIES (EXPENSES):

American Postage/Stamps	\$ 3.20
British Postage/Stamps	\$ 19.20
Fuel (Bloxwich Trip)	\$ 14.40
Bloxwich Entrance Fees	\$ 21.60
100 Library Disks	\$ 58.75
Romox Programming Charges	\$ 9.76
Newsletter Stencils	\$ 11.93
1/2 Van Rental (Bloxwich)	\$ 40.00

Sub-Total.....\$ 178.84 -

ENDING MONTHLY BALANCE.....\$ 194.55 +

'Out-of-Pocket' Expenses \$ 57.97
Exchange Rate Bouncing at 1.60 to 1.64 to the Dollar

PRESIDENT'S NOTES:

We had a very good showing at the September 19th meeting! REMEMBER OUR NEXT MEETING IS ON: OCTOBER 17, 1987 at 2:00 PM - Our House! We'd like to thank Colin Hinson for showing everyone what games are available on Romox and Peter Walker for demonstrating Navarone's Data Base Program. The Mystery Disk (cassette) of the Month will be available at the next meeting! We can go to Mark and Chris' home for an on-the-spot examination of a home-made computer desk (DIY project for next newsletter!) At that time, you can also view the DIY project in this issue!

LOOK FORWARD TO SEEING YOU THEN! Take care and stay well.....

Out of coffee..... Scott Copeland, President