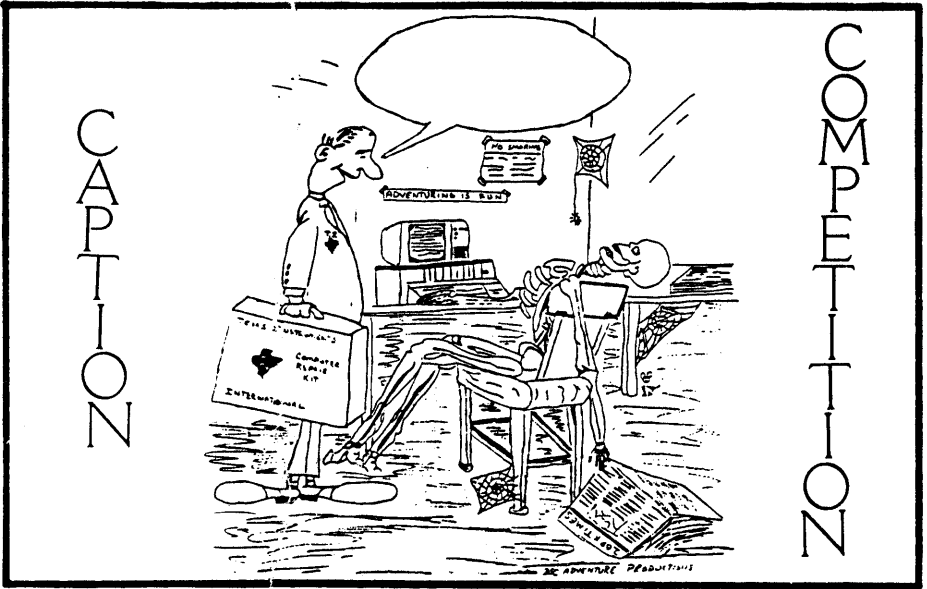


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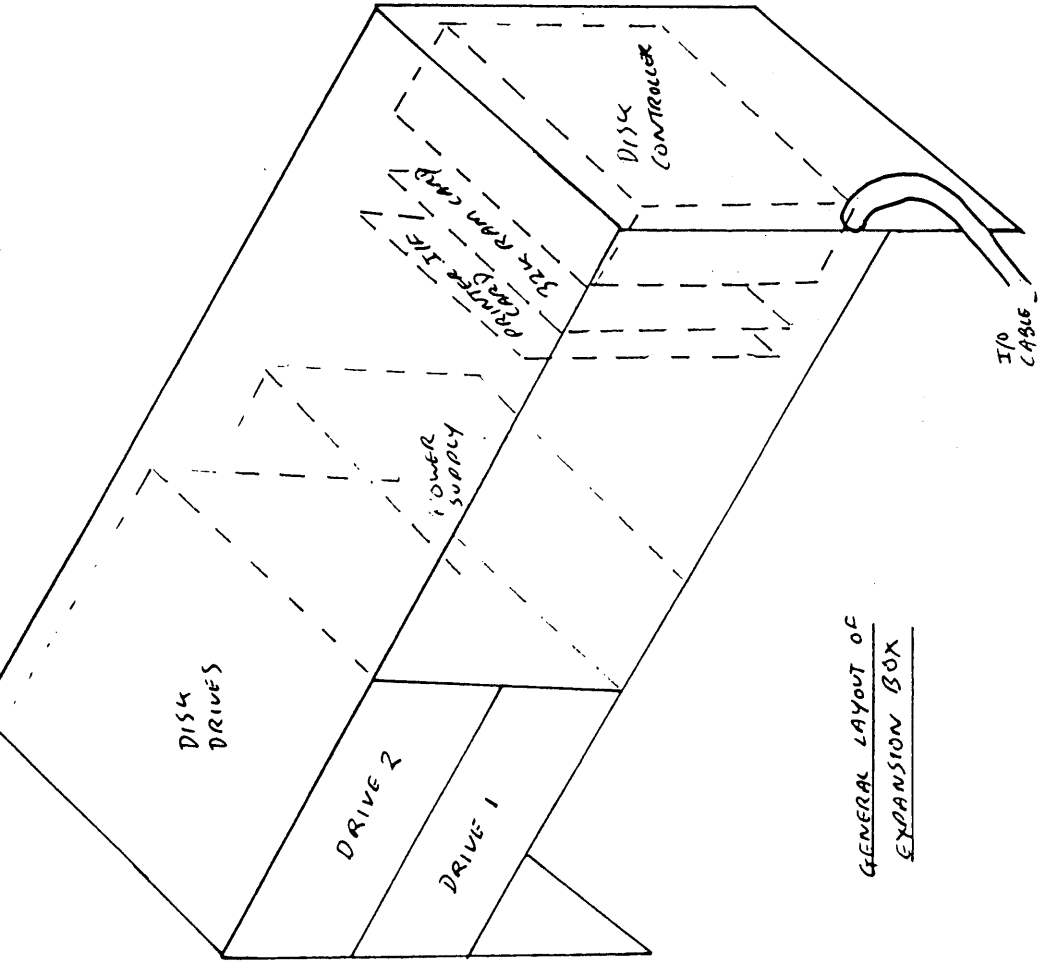
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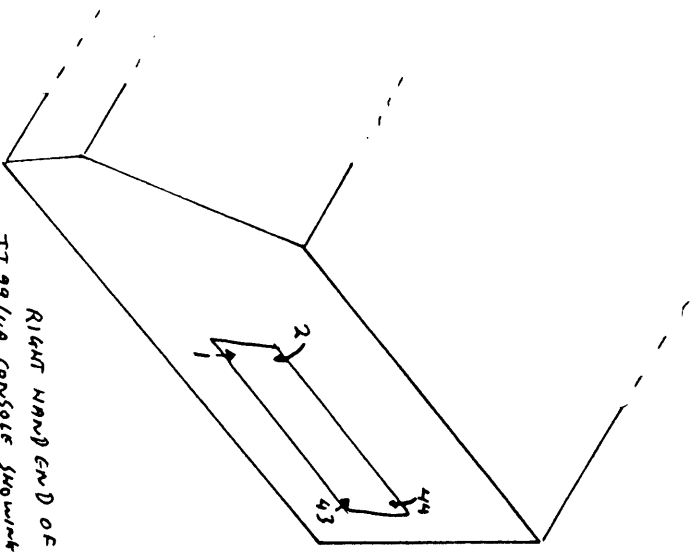
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<p>Baldie's Boo-boo. ITUG on CEEFAX. Subs Up. Derby Meeting. Help me to help them. Where am I? - TI knows. Disk Abrasion. Frightful Fees. CAPTION COMPETITION. Prices Down.</p>	
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<p>JO ANN COPELAND jotted down a few hasty notes, and got them to me before the publication deadline. Real photos should follow next issue...</p>	

CONGRATULATIONS TO JEREMY BYGOTT WHO APPEARED IN "CONNECTIONS" ON TV
 RECENTLY, AND WON £660 TO BE GIVEN TO THE "SAVE THE WHALES" CAMPAIGN

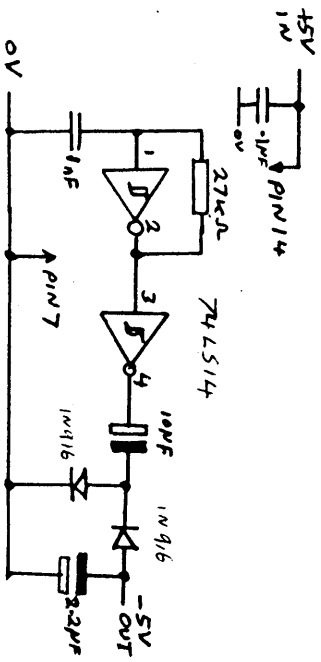


GENERAL LAYOUT OF
EXPANSION BOX

RIGHT HAND END OF
TI 99/4A CONSOLE SHOWING
I/O BUS PIN NUMBERS.



+5V to -5V CONVERTER CIRCUIT.

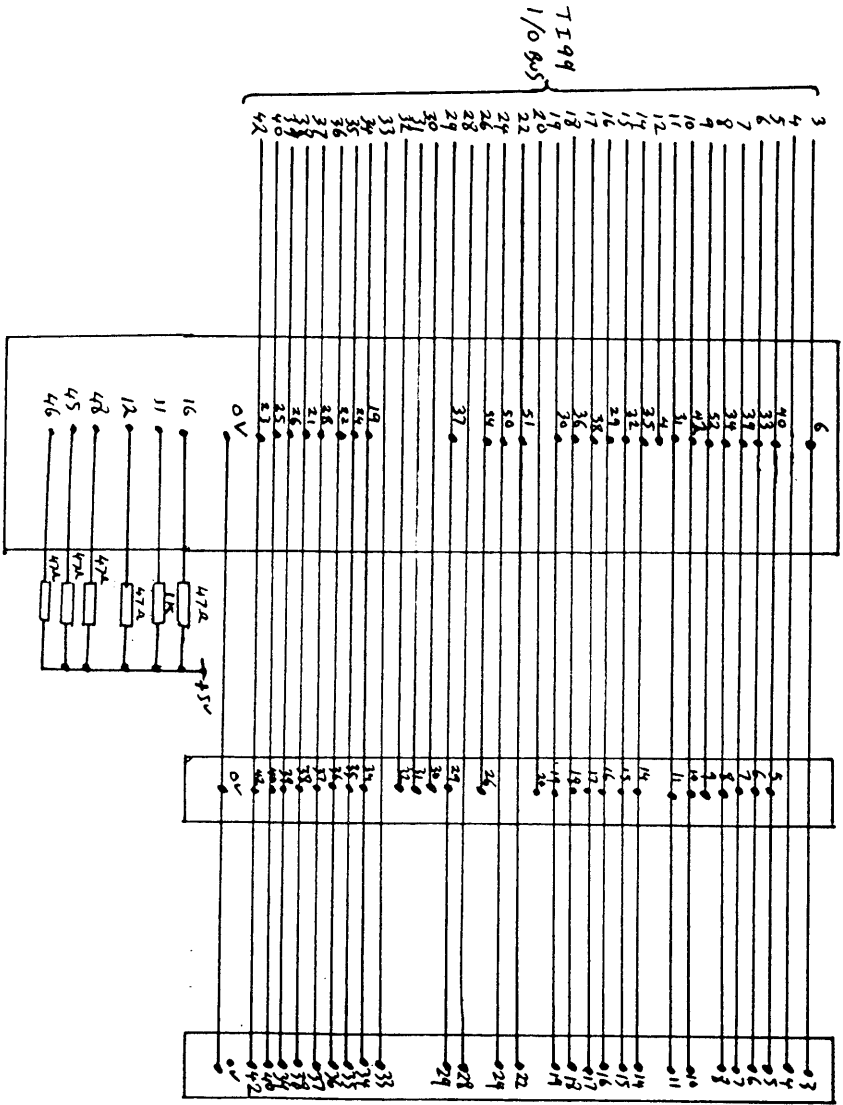


EXPANSION BOX USING P.E.B. DISK CONTROLLER

P.E.B. DISK CONTROLLER

32K RAM

PRINT. I/F



TI99
1/0 Bus



ADVENTURE HELP



by: Scott and Jo Ann Copeland

SAVAGE ISLAND - PART I (and a savage adventure it is!)

What was, will be, so send this note we
To tell you a words free.

Here are some 'free' words for those adventurers having a 'fun' time
with Savage Island Part I -- GOOD LUCK!

VERBS - (Length of Nouns/Verbs - 4):

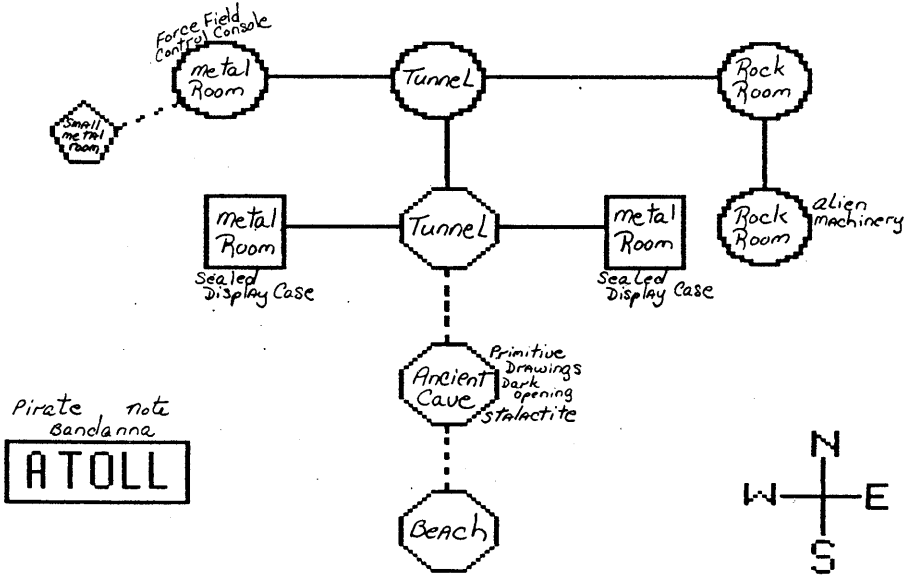
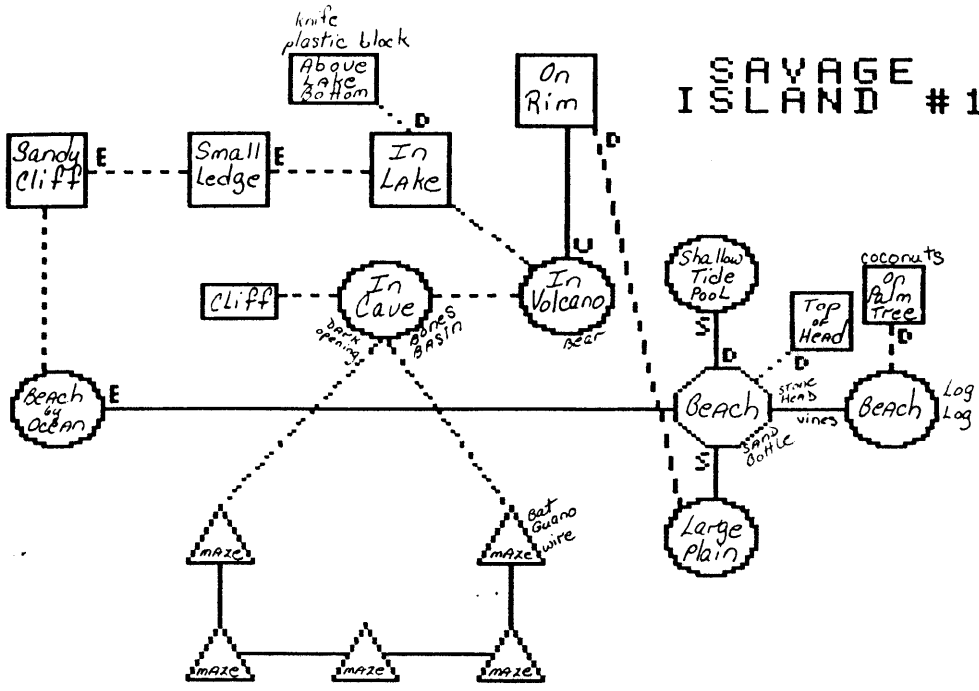
ASK	ENTER	LOOK	RUN	TREAD
AUTO	EXAMine	MAKE	SAIL	TURN
BREAThe	FEEL	MOVE	SAVE	USE
BUILD	FILL	OPEN	SAY	WAIT
CATCH	FIX	PADDle	SCORE	WALK
CLIMb	GET	PET	SCREAm	WITH
CRAWL	GIVE	PICK	SEE	YELL
CUT	GO	PRESSs	SLEEP	YES
DESCRibe	GRAB	PULL	SMASH	YOHO
DESTROY	HELP	PUT	SPILL	
DIG	HOLD	PUSH	SWIM	
DRINK	INVENTory	QUIT	TAKE	
DROP	JUMP	READ	TASTE	
EAT	KILL	RELEase	TELL	
EMPTY	LEAVE	REPAir	TOUCH	

NOUNS --:

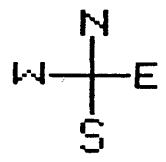
ANIMAL	CASE	GAME	METAL	SAND	WATCH
ANY	CAVE	GROUND	NEANDerthal	SHARK	WATER
ARGH!!	CLIFF	GUANO	NORTH	SHIP	WEST
AROUND	COCONuts	HAND	NOTE	SOUTH	WIRE
ASH	CONSOLE	HEAD	OCEAN	STALactite	
ATOLL	CREVICE	HELLO	OPENing	STORM	
BANDanna	DIAL	HOLE	OUT	SWEAT	
BASIn	DISPlay	HURRICane	PALM	TIDEpool	
BAT	DOWN	INVENTory	PIRAtE	TREE	
BEACH	DRAWings	JUNGle	PLAIN	TUNNel	
BEAR	EAST	KNIFE	PUDDle	UP	
BLOCK	EDGE	LAKE	RAFT	VINEs	
BONES	FEET	LEDGE	ROCK	VOLCano	
BOTTle	FIELD	LEVER	ROOF		
BREAThe	FORCE	LOG	RUM		
BUTTON	FREE	MACHine	SALT		

If you complete this adventure the correct way you will receive the correct password to Savage Island Part II, otherwise - you receive an incorrect password and won't get anywhere in Part II! Have fun! (A roughly drawn map is included for your assistance in getting lost!) And if you think this one is rough - wait for Part II!

SAVAGE ISLAND #1



Pirate note
Bandanna
ATOLL



Dotted Lines = Special Directions or Problem solving

Adventure Word Search # 1

Adventure	Dungeon Master	Jewels	Passageway	Ulysses
Bamboo	Electro	Keys	Raft	Unicorn
Bat	Fianna	Knife	Rainbow	Vain
Beach	Formula	Laser	Ridge	Vogon
Bomb	Gazebo	Limestone	Ruby	Zaphod Beeblebrox
Butler	Gems	Maze	Sensa	Zoo
Canyon	Goggles	Menhir	Spell	Zorkmid
Caveman	Gun	Microbe	Surmin	Waldo
Chasm	Gurthank-tun-Besnap		Sword	Wand
Count	Hat	Nummilitic	Tomb	Weeds
Crocodiles	Hieroglyphics	Oyster	Torch	Wizard
Cryolink	Inspectors	Palisade	Treasure	
Dragon	Jet Car	Parapet	Trophy	

B A M B V H Z J T G A K M E N H I R L U Y U S P E L
 N A D B V E N J T U R K A M E N Z O I R L U N W S P A T L
 O R K A N F E E R S N Z K R T Z S E C O U N N R R O O C I H S A N U L Y
 G O G K N I S I E E N N Z I C R C A B Y T S D R O O T H S E P S
 V X A G L L A R R I G C Z A C B A M S S N O O Y U M Y P U A V S S
 F L G O L L E F M D J E R O S S T D G G K B L G B O O E G C
 R O Y I T A H R R C K E L C E L H A J B N G F Y S H R R A G A G A
 G E U N T A G E C C O N M A P A S T E R E L O R I M P O J H X S O N Y
 O B D U U F O L D D H G Z S M B P O W C A N C I M P O J H X S O N Y
 M G V A I N E L S T I U B P E C E D E V E O P A R F N B E A Y
 A P T O R W C L E S T I U B P E C E D E V E O P A R F N B E A Y
 W Z W I Z U S K S R R O O U A P S V M A L L W A W A S N D W E
 A G R S M A D A N A C Y Y R A N V W N U D D M I B S U S A G Y D G
 S Z A P H E E V I L N S T Y P I X H E L D O R R H H E P N A S S
 S N O R T S E N X O I I R B E L R B E E K L J J O K B N I F E A
 R U S I T I R L I M P H Y R C S P E L L O F E A I F W P
 G C I T I L I M M U N S P E L L O F E A I F W P

Adventure Crossword Puzzle # 1

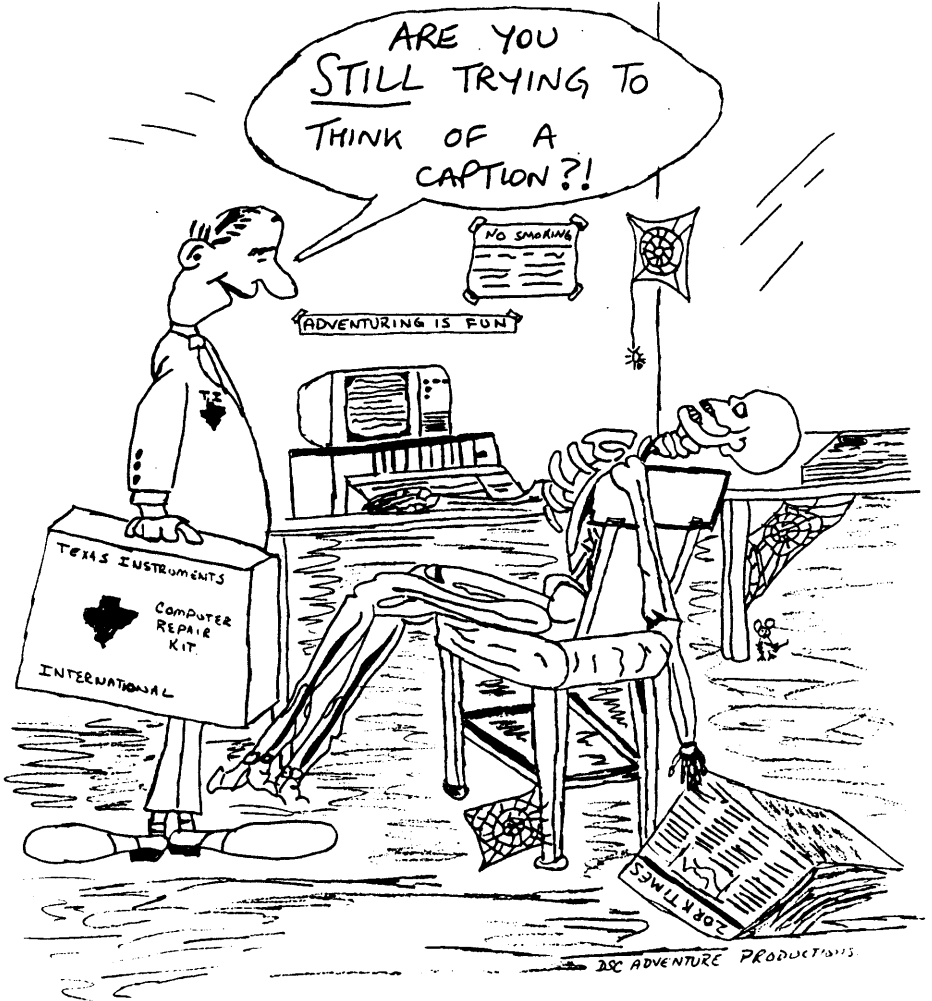
ACROSS

2. This spell writes a magic spell into a spell book.
3. You needed this to start Adventure # 11, Savage Island Part II
6. This being holds Princess Mary captive!
9. The breast plate belonged to this robot in Planetfall.
10. You can sing, dance and play in Adventure # 9, Ghost-_____.
11. Mr. Linder was killed by one.
12. If you don't find the antidote in Planetfall, you become this.
13. This spell will create gratuitous fireworks.
14. You lower this to exit Claymorgue Castle.
18. He loves to play "Hidey-and-Seeky".
19. You must do this to the Troll.
20. A totally depressed robot.
21. This spell makes a hostile creature your friend.
22. You sound rather negative.
23. This island starts your fun in Cut Throats.
27. They suspected he committed suicide - you proved he was murdered.
30. You do this to chemicals in Spider-Man and Voodoo Castle.
31. Zork III's cliff base and barren area lead to this Hairpin _____.
32. You use the Lycanthrope spell to get past these in Adventure # 13.
33. The interior is lined with gold, inset with jewels, and glistens in the torchlight.
37. You met the Troll, Cyclops and Thief in this Adventure.
41. The Thief does this to you.
43. Cries "Pieces of eight" and "Check the chest, matey".
45. You give this to the Pirate.
46. Deadline, Witness, Infidel, Mystery Fun-House, Return to Pirate's Island are all classed as an _____.
47. Your sword should do this when it comes near an evil presence or evil source.

DOWN

1. You sail in this on the Frigid River.
2. You wore this in HitchHiker's Guide to the Galaxy.
3. You fill this with swamp gas to blow up a brick wall.
4. If you are in this, you are likely to be eaten by a grue.
5. You find a jewel-encrusted egg in this.
7. You try to conquer the _____ of Frobozz in Zork II.
8. You collect four in Hitch-Hiker's Guide to the Galaxy.
12. This is a flying spell.
14. A force to reckon with in Enchanter and Sorcerer.
15. You do this to a treasure to make the rainbow 'solid'.
16. Walk, don't ____.
17. Bring this back to save the King in Golden Voyage.
18. Emits an odor to make the Neanderthal fall asleep.
19. The evil presence to defeat in Enchanter.
21. This is scenic in Zork III.
23. This room in Strange Odyssey has 6 angles and 6 sides.
24. There is a red one in the Rat-Ant nest.
25. You put wax in your ears to stop these creatures in Spider Man, Adventure # 17.
26. The Head of the Circle of Enchanters.
28. You drink this in the pub with Ford Prefect.
29. To leave a room, find this.
30. You look in this to see if you are healthy today...
33. A nemesis in Spider-Man.
34. _____ of Mirrors 1.
35. You won't need to squint if you wear these.
36. Bizarre!!!!!!
38. You climb this from the cliff in Zork III.
39. Grues were kept in this in Starcross.
40. Their favorite snack is an unwary enchanter.
42. This shady place supplies you with water in Enchanter.
44. You climb this to get to the Drive Bubble.

see next page---->



******* CONTEST *******

NAME THE CAPTION !!



AIRLINE from Adventure International
and Scott Adams

FREE to the person who enters the NAME THE CAPTION contest and has their entry chosen as the 'most appropriate caption'!!

Enter our contest and see if you can come up with the most original and most appropriate caption...to be published in the next issue of TI-Lines!

Prize: AIRLINE - Enter the intriguing world of high finance where even the sturdiest of corporate empires can dissolve as quickly as they're built. AIRLINE is a no-holds-barred strategy game. The object is to construct a sizable empire while competing against human and/or computerized opponents. Players purchase landing rights from any one of 36 major U.S. cities, buy planes then station them on routes that will maximize their revenue from fares. And unlike many strategy games, the outcome of AIRLINE is solely determined by your playing skills.

AIRLINE is on Disk - requires Extended Basic Module to run...

So, post your entries either via letter or 3 X 5 card and have them in before the deadline date!! Send to: Scott and JoAnn Copeland
13 Elm Walk - RAFL
Lakenheath
Suffolk IP27 9QR

Be sure to include your Name and Mailing Address!

DEADLINE: Entries to be received NLT 27 April 1987

