TI Home Computer Users Club
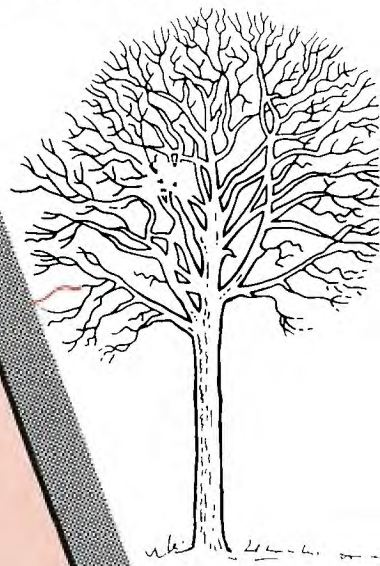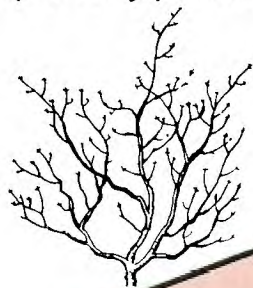
N E W S

AUTUMN 1984

A quarterly publication for Club Members No. 3

A letter to all our Members—from the Editor

WE'VE MADE SOME CHANGES!

We're sorry we didn't manage to get our Summer Issue published...but we're making up for it now. We've got together a whole new editorial team, and hope you'll find this issue of the News interesting, newsy—and worthwhile.

As you can imagine, when TI in the States announced the cessation of production on the TI 99/4A, suddenly our supply of new Members—and revenue!—dried up almost completely! A nasty situation for us, and not fair on you, if we'd had to stop publishing the magazine completely. But we're pleased to say, with a bit of trimming, and some careful planning, the presses are still running... so all's well that ends well.

We realise that the TI Home Computer Users Club is really very important to TI 99/4A owners now. We're your interface with other owners, the independent software houses—and TI! We'll continue to keep you informed on what's going on, what's available, from where—and how YOU can get the best deal, as a loyal 99/4A user.

With best wishes,
THE EDITOR.

PS. Because of the non-appearance of the Summer Issue of our magazine, your membership will, of course, be extended to ensure you receive four magazines before a renewal is requested.

And if you were originally a TIHOME member, your membership will run until the end of 1985.

EDITORIAL COPY DATE FOR OUR WINTER 1984/5 ISSUE:
Any editorial contributions to us by 15 November 1984 please.

SEE INSIDE—
for all your favourites and lots more!
NEWS, VIEWS, REVIEWS...
from Members, for Members

TI users really are a friendly bunch, and it was great to see how many of you took time to get "In Touch" since the last issue. The result was a whole bundle of hints, tips and newsy items which we are able to pass on to you.

Remember this is *your* page, where you can have *your* say, so let's have more In Touch items for the next issue, sent to TI Club News (In Touch), PO Box 190, Maidenhead, Berks., SL6 1YX.

If you're thinking about buying a printer for your 99/4A, **Mokund Rajpara** from Birmingham has found one that he can highly recommend.

"I've just come across a brilliant printer which plugs direct into the TI 99/4A and using a suitable interface cable you can start printing. This item is a must for all TI 99/4A users.

The printer is called ALPHACOM 42 and the cost, including the interface cable, is £99. There is also an up-market model available called ALPHACOM 81 at £170. They are both thermal printers: 40 column and 80 column respectively.

They can be obtained from Dean Electronics, Glendale Park, Fernbank Road, Ascot, Berkshire."

John Stocks from Chelmsford has been telling us about remote control for cassette recorders.

"I imagine that most people have found, as I have, that the remote control plug on the TI connecting cable for cassette recorders prevents the recorders from working at all and has to be left out.

For correct operation, a simple interface is required, made from a 2.5mm plug and socket and a medium-current NPN transistor such as a BC 109.

The dotted connections are right for my recorder, but may need to be reversed for certain other types.

It will still be necessary to operate the recorder controls as instructed by the computer. The difference will be that the tape will not start to move until the 'ENTER' key is pushed, and it will automatically stop moving as soon as the computer has finished reading or recording the data."

A. Harrington from Staffs. thought he had a very expensive problem on his hands when his system went wrong – listen to what happened and how he solved it.

"A few days ago I thought my TI 99/4A had really had its 'microchips'. The television screen suddenly went black and made a high pitched noise. I tried everything to solve the problem but to no avail, but a quick telephone call to TI and the mystery was solved. What I thought could cost a lot of money to repair turned out to be something very simple and cheap – one of the power supply fuses had blown (there are two) in the black power supply box which plugs into the wall socket.

So if any member finds themselves with the same problem, before you rush your 99/4A back to TI, just check your fuses first."

A.B. Chaudhri from Willesden sent us some really useful tips which he thought other members might be interested in.

"With the PARSEC module, try the following:

At the start of the game, when you are instructed to 'PRESS FIRE TO BEGIN' – DON'T. Instead crash your ship into the ground – this also causes the game to start. The SWOOPERS then come down from the top of the screen as usual. When you have destroyed these, however, the URBITES do not always follow and sometimes several waves of aliens are missed and the game can even jump to the BYNITES or the ASTEROID BELT. Sometimes, very rarely, KILLER SATELLITES may also appear after the SWOOPERS.

Destroying these causes the game to jump to LEVEL 2 or even LEVEL 3 and SWOOPERS will again appear from the top of the screen. The game then returns to normal.

This seems to work best especially if the module has been in use for any length of time, and also if the ship is crashed at several particular points on the surface. If nothing happens the first time, use REDO or BACK to return to the start of the game and try again.

The program 'TEXT 128' by P.N. Thompson (Members Program No. 2) can be slightly changed for use with the Mini Memory Module (if you do not have a disk drive) as follows:

Change these lines as follows:
```
360  PRINT "MINIMEM OR CASSETTE (M/C)?"
380  IF K = 77 THEN 420
420  OPEN #2: "MINIMEM", INTERNAL, INPUT, FIXED 128
430  MINIMEM$ = "M"
470  IF MINIMEM$ = "M" THEN 530
1110 PRINT "MINIMEM OR CASSETTE (M/C)?"
1140 IF K = 77 THEN 1180
1180 OPEN #2: "MINIMEM", INTERNAL, OUTPUT, FIXED 128
```

Add these lines:
```
1185 FOR P = 1 TO J
1195 NEXT P
```

Delete these lines from the original listing:
410, 1160, 1170 and 1210"

If any of you have been wondering how to obtain use of the red dotted control key on the keyboard, **Paul McFeeters** tells you how.

"First you type in the program listed below and then run it, wait until you hear a 'beep' and then press FCTN 4. You then hold down the control key and press any key (except number keys). You can then easily produce your own characters for games or whatever you want.
```
100  A = A + 8
110  A = A∧2
120  Print A
130  GOSUB 110
```

Line 120 can be missed out if desired."

Colin Thorn had been troubled by the lack of scrolling facility on the TI 99/4A and read with interest L. Robson's letter in the last issue. Using Mr Robson's suggestion of linking up magnified sprites, he has come up with the following:
```
100  CALL CLEAR::CALL SCREEN(2)::CALL MAGNIFY(4)
110  CALL CHAR (96, "808040402020101008080404020202010101
     0101020204040808010102020204040408080")
120  CALL CHAR (100, "01010202040408081010202040408080
     08080404020201010080804040202020101")
130  SN = 1 ! place sprites in relevant positions
140  FOR COLUMN = 1 TO 256 STEP 64::CALL SPRITE (#SN,
     100, 12, 96, COLUMN)::SN = SN + 1::NEXT COLUMN
150  FOR COLUMN = 32 TO 256 STEP 64::CALL SPRITE (#SN,
     96, 12, 128, COLUMN)::SN = SN + 1::NEXT COLUMN
160  ! set sprites in motion
170  FOR SN = 1 TO 8::CALL MOTION (#SN, 0, -5)::NEXT SN
180  GOTO 180
```

He thinks it demonstrates the principle fairly well but as another improvement suggests that the user defined graphics in lines 110-120 could be changed in order to be more representative of a scrolling landscape such as the one in PARSEC.

P. Moorcroft from Derby has found a solution to the lack of MERGE facility on the TI 99/4A and says:

"I have found a simple method for SAVING and LOADING common routines and sub-routines.

What I do is type my routine/sub-routine out with high line numbers, e.g. 10000 to 11000 then SAVE it onto a cassette with my other routines/sub-routines. After a while quite a collection can be made and save a lot of time when typing programs.

Then when I want to use my routine/sub-routine, I OLD the thing into my computer BEFORE I begin writing my program. Then the program is written around them.

NB. GOTO's, GOSUB's, etc. must have the numbers after them changed accordingly."

In our last issue **Mrs S.M. Wainwright** of Bracknell asked about importing software from America. Well **Alan Craven** also from Bracknell has some information he would like to pass on to her.

"It is very straightforward to order from one of the larger American distributors such as Tex-Comp. I usually ring after 8pm when the charge is only 55p per minute and use my Visa card. The whole operation never takes longer than a couple of minutes. The cost works out about the same in pounds as the original dollar price after allowing for airmail, insurance, etc.

In addition there is a further charge of about 20% on importation to cover the duty/VAT. Delivery takes about three to four weeks. As an example, I recently obtained TI Forth (not released in the UK) at an inclusive cost of £47 against an original American cost of $39."

As the normal OPEN/CLOSE record-filing system is somewhat complicated, **Mr M. Watkins** from Sidcup has devised a program which he thinks is much simpler.

```
70 REM **A SIMPLE, METHOD
  FILING &, RETRIEVING RECORDS
         BY N.,H.,WATKINS**
80 REM ENTER RECORDS AS EX-
AMPLES BELOW IN ANY SEQUENCE
  AND SAVE
90 REM TO RETRIEVE-OLD;RUN;
THEN TYPE IN USING IMMEDIATE
  MODE (FOR EXAMPLE).,.,.,.
PRINT :JOE$      AND PRESS ENTER
100 TOM$="T.JONES,DUNROMIN,
THE CRESCENT,SEVENOAKS,KENT,
DA30 4HS    TEL:2346-123 45"
110 JOE$="J.BROWN, ele., etc."
240 TOM2$="B'DAYS/INTERESTS
TOM 28-6/SQUASH,COMPUTERS
JOAN 15-9/TENNIS,PHOTOGRAPHY
JULIE 28-2/DOLLS,JIGSAWS"
```

NOTES

1. A record-string is limited to about 100 characters on 4 lines but can easily be extended to two or more strings. To display-type in e.g. PRINT:TOM$:TOM2$:TOM3$.

2. Up to five 4-line records can be displayed together for cross-reference, etc. (or up to a max of 22 lines).

3. Records are easily amended, added to or deleted via EDIT (RUN again if still viewing).

4. The file can be viewed via LIST but a separate index is obviously preferable.

5. Try typing in a string starting off with the *FIRST* character and finishing with quotes – the layout can thus be seen *as it will display* and can be adjusted as necessary. Then run the cursor back and INSERT the line no., etc. – e.g. 240TOM2$ ="

We have already heard from **Mokund Rajpara** about a printer

which he thinks is the best buy around, but **John Stocks** from Chelmsford has his own ideas! He says that the best printer to purchase is the Brother EP22 for around £150. It connects directly to the TI RS232 Interface using only 3 wires and commands are specifically mentioned in the printer handbook.
The tremendous advantage of the EP22 is that it can be used on its own as an electric typewriter, with a 16 character buffer store for making corrections and a 2000 character main store for running off copies of letters, etc.

Paul Leathley thought he'd let us know how he believes he has solved L. Robson's problem of moving space invader characters by use of colours:
"Choose 3 sets, e.g. 9, 10, 11 and define the same invader character for one character in each, e.g. 96, 104, 112. Get a black screen (or some other colour). Place the columns of invaders alternatively – first a column of character 96, then one of character 104, one of 112 and so on 6 times (assuming there are 6 columns of aliens).
To move the aliens, make sets 10 and 11 black, therefore invisible and make set 9 white on black. The trick here is to choose a variable, say X and when set 9 is lit up make it equal to 1. When set 9 is dimmed and set 10 is lit up, make it equal to 2. The program sub-routine which checks for a hit will look something like this:

CALL GCHAR (COL, ROW, CHAR)
IF (CHAR = 96) * (* = 1) THEN   ⎫ Alien hit
IF (CHAR = 104) * (X = 2) THEN   ⎬ sub-routine
IF (CHAR = 112) * (X = 3) THEN   ⎭

GOTO main program (no alien hit)   Simple isn't it?!!

■M!SCEllANY▦

"I obtained some back numbers of the U.S. magazine The 99er and several times there were references made to the 'Circle Routine' — can anyone tell me what this is?" **Roy Baggott,** Kent.

"I have a TI 99/4A and spend most of my time programming my computer. I was planning on selling my computer and accessories to buy an Acorn Electron. When I read about it being pulled out of production, I realised that the hardware would be sold at low prices and decided to expand my TI 99/4A which is proving most satisfactory." **James Graham,** Norfolk.

"I recently decided to expand my system, but there is only one problem – I am very confused by all the jargon about internal and external disk drives and controllers and would welcome any advice on the subject." **J. Maynard,** Co. Durham.

"It was very nice to see and read the Club magazine. The members' programs are a great idea, and it is good to see that they are not just confined to games, but there are several serious applications as well. Long live variety. Good luck!"
Geoffrey Shepperd, Hemel Hempstead.

Maureen Hyland from Norfolk thinks our magazine is great, and was just one of the many members who wrote to thank us and say "Keep up the good work". After reading through the last issue of TI News, Maureen felt an overwhelming desire to put her thoughts and feelings down on paper – the result, an amusing "pen picture" of the computer buff!

My husband was fed up watching TV
"My mind is made up" he said
So all the books with reports, he bought
into every shop I was led.

So before he chose, he bought and read
all the books that he could find
to compare the points of all machines
at the time, which one, I didn't mind.

He compared all the different points
from the expensive, to the cheap
and I feared for our bank balance
and my legs became quite weak.

My husband carried on reading
and then at last he bought
the machine which had the best reports
and had everything he sought.

The comparisons were over
the decision, easy, in the end
the functions and price were in its favour
so for a TI we did send.

Now my husband watches TV all the time
but not channels one to four
the programmes that I once enjoyed
I couldn't watch them anymore.

So another tele was the answer
but that's not easy, as you see
my youngest son has got the bug
and he's linked up to my TV.
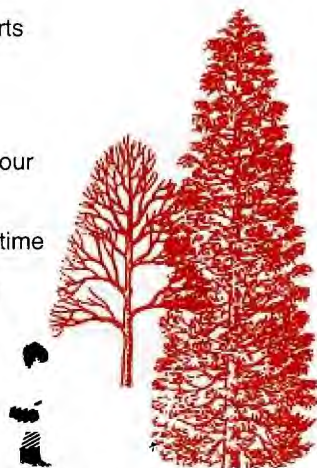
Use up to 32 Sprites from TI Basic

For those members who believed it was not possible to program more than 3 sprites in TI BASIC (with MINIMEM) – READ ON!

Paul Coates from Whitley Bay has sent us an article explaining how you can use up to 32 sprites from TI BASIC – he tells us "They

cannot really be used in a games program except by very careful programming, but they can be incorporated into a title screen very easily."

Paul's comprehensive article is too lengthy to reproduce in the magazine, but below we have outlined its contents and if you are interested, write to us for a photocopy, enclosing a stamped addressed envelope.

The article contains:

1. Explanation of the term SPRITE.

2. Outline of the five tables required in using SPRITES, i.e. colour, motion, pattern, sprite descriptor and sprite attribute list.

3. Demo program and limitation of use.

If you are unclear about any points made in the article, Paul would be happy to assist if you contact him direct at 7 Kingston Drive, Whitley Bay, Tyne & Wear.

This is a chance to extend your knowledge and use your computer to its full potential – don't miss it!

Letters

We've received a whole host of letters for this issue, and it's great to hear from users of all age groups, living in this country and overseas. For instance, Edward Wainright from Sheffield wonders if he is the oldest member – at 75 he's been a TI 99/4A owner for almost two years and very pleased with it he is too! And F. Fontaine from Canada who would like to swap programs with British users. If you are interested send a list of your swaps to 443 Boul. Roche, Vaudreuil, Que. Canada J7U2N4.

So keep on sending in those letters to:
Letters Page, TI Club News, PO Box 190, Maidenhead, Berks., SL6 1YX.

Dear Editor.
I was interested in your letter from David Reynolds. I am myself a registered blind person and would be glad to pass on quite a few helpful tips and programs to David. I must explain that I have some sight but I feel that even if David is totally blind I would like to hear from him, and any other member with our problem.

If David can get in touch I will send on programs, etc.

A small tip for David. If he has a speech/synth and terminal emulator:

List "SPEECH": (line number)
or
List "SPEECH"

will give either a certain line/or whole program.
Yours sincerely,
Mr J. McLeod, 30 Mainhill Road, Bargeddie, Glasgow, G69 7SU.

Dear Editor,
As I am a beginner I've still a lot to learn. What I really need is programs for music and graphics.

On the musical side for instance, would I be able to get a music sheet on the screen on which I can place notes, change them and then listen to the note I have placed on the screen?
Yours in TI,
Pete Sturgess, Dunfermline.

*Marcus Bainbridge sent us a music program which you should find interesting. You'll find it in the loose sheets enclosed in the magazine. If anyone can give Pete a helping hand over the first hurdles with his 99/4A, why not get in touch with him.
Editor.*

Dear Editor,
I have recently purchased a TI Home Computer for my mother-in-law, Mrs Alice Clorley who at 65 years of age is a senior citizen. Besides enrolling her for membership I'd like to suggest a special section where other senior citizens might also write in to one another to exchange programs on tape, contacting one another about the ideas, problems and perks of owning a TI Home Computer. This could reduce the expense for them and circulate programs and information.

A tip for people who hate holding the book in one hand whilst programming a tape is to buy a plate stand that makes an ideal book holder to stand on top of the computer, giving you two hands to program with.
Thank you.
Yours sincerely,
Keith Tranah, Cannock.

Mr Wainright, why not get in touch with Keith, I'm sure he'd love to hear from you.

Dear Editor,
When the BBC began broadcasting computer software some months ago, I set up a time switch on my music centre to record these broadcasts (too late for me to stay up with work and so on).

To my disgust I found the TI was not among the computers for which a Basicode translation has been made. Do you know if anyone has produced a translation for the TI 99/4A either here or on the continent?

I bought my TI in December 1983 and a few weeks later bought a Ferguson Computer Compatible Recorder to go with it. Two months later after many frustrating attempts to load and save programs, I took it back to the dealer and changed it for a Phillips and have had no trouble since. If other members are looking for a recorder my experience may help.
Yours faithfully,
H. Hindle, Poole

And on the same subject was a letter from James Smith from Essex.

Dear Editor,
How about urging the BBC, in their programme "Barry Norman's Chip Shop", to wake up to their responsibilities and include a TI-compatible version of their "BASICODE". It is unlikely that such a request from an individual user would be listened to, one from a Club (of whose existence they are no doubt blissfully unaware) might be more successful.

Good luck with the Club's endeavours.
Yours sincerely,
James O. Smith, Chigwell.

Dear Editor,
I recently contacted Katie Lomax regarding the availability of software in the light of TI's announcement of its withdrawal from the UK market. During the conversation I also raised a point concerning hardware which she suggested I commit to paper. So here goes!

When I purchased the console I was, and to a great extent still am, somewhat an amateur concerning computers and therefore had no reason, or spare finance, to purchase any peripherals other than a cassette cable and recorder. This is not to say, however, that at some future date the position would be the same and indeed I have acquired joysticks and a speech synthesizer since. Due to the somewhat prohibitive cost to the average user of a full expansion system as an outright purchase my method of expansion was to be gradual.

Unfortunately, for the same reasons as the software, most of the original stockists now have no hardware and do not intend to have in the foreseeable future. This has naturally upset my plans as I am sure it will of those of other owners.

The point I raised therefore was that of TI's policy of keeping the machine a "closed" one as regards circuit diagrams, etc. thus preventing, short of an electronics engineer (which I am not) stripping one down, anyone from producing reasonably priced peripherals as is the case with Sinclair products. Could the TIHCUC on the members' behalf, question Texas over this point and suggest the release, at least to users, of the relevant information. I am sure that it is not beyond the bounds of possibility to make use of the large edge connector for instance, if we only knew what each contact was for. Even if TI peripherals are still available, through yourselves I still feel that their cost is a major factor and that any information regarding the machine would be useful. Perhaps then certain users might be able to design peripherals or modify those of other machines to work with the 99/4A.

I hope you consider this point worthy of mention and worth pursuing with Texas. As I stated before, certain users, in co-operation with others having the necessary skills, may be able to provide the rest of us, at reasonable cost, valuable "add on's" and accessories.
Yours sincerely,
Paul Hook, Frechville.

Reviews

SOFTWARE

With so much software available, we believe that the review page is an important guideline for TI users, when deciding which software to purchase. In this issue we have chosen a cross-section of the many contributions and included some reviews of more serious software, in addition to your thoughts on a number of games.

We have had numerous enquiries about software reviewed in the last issue, so can you please, please, please include the supplier's address when you write to us. Other members will then have the opportunity of purchasing programs you have recommended.

Castle Conquer by Firefly   Language – Extended Basic

This makes a pleasant change to blasting aliens out of existence to save your planet from total destruction.
The object of the game is to rescue a captured maiden, imprisoned in a castle. Your elf is manoeuvred around the four screens by the arrow keys. You have to run along the top of the castle wall, jumping over guards, avoiding arrows and hitching lifts on the back of a flying dinosaur to cross the moat. Once you have made your brave rescue, you have to make your way back.
At first the controls make the game very frustrating, but after a few games, you will get the hang of them.
The superb graphics and addictiveness make this a good buy.

Ratings:

GRAPHICS	100%	ADDICTIVENESS	100%
VALUE-FOR-MONEY	100%	INSTRUCTIONS	100%

Mr J. Young (age 15) – Pinner.

Character Generator by Lantern   Language – Ex-Basic

This utility program allows you to define a sprite on a 16*16 grid ready for use in your program.
When the program is run, a title page appears which can be left by pressing any key. You are then given instructions and asked whether you want to define a character or a sprite.
Then the grid appears with the cursor in the top lefthand corner, and to make the graphics character the cursor is moved around the grid. When you are satisfied with your character you press "ENTER". Then you are given the option of which magnification you would like – it is displayed life size and the hexadecimal code is given.
Other facilities include being able to fluctuate from one character to another to check for fluent animation, mirroring one side of the grid to the other, deleting the grid, erasing the character, changing the colour and returning to the start.
The screen is well set out and the program is easy to use, but a little bit expensive.

Ratings:

DISPLAY	90%	EASE OF USE	90%
INSTRUCTIONS	90%	VALUE-FOR-MONEY	60%

David Harrison (age 14) – Lincs.

Hunchback Havock by Lantern   Language – TI Basic

First of all, do not be fooled by the name. Hunchback Havock has very little to do with the arcade game. But even so it is very good and one of, if not the best game I have ever seen in TI Basic. Instructions are adequate but it may take you "slow 'uns" a little while to work out what's going on. As soon as you have loaded it and RUN it you get the usual LANTERN title screen. Press a key and the game begins. The object is basically to put out all the fires and collect as many jewels as you can before the nuclear reactor is set off. Sounds easy but it's not! There are lifts which drop you off on different storeys and before you can get to the fires you have to unlock the doors with a key which you get by jumping up at the very left of the screen. Once you've unlocked all the doors you can rush back and collect the fire extinguisher in the same way. After much rushing back and forth, provided you manage to put out all the fires, there are jewels for you to collect. Collect as many as you can before your time is up. There are four different "castles" and,

including fires, six different hazards, making twenty-four screens. Graphics are brilliant and action is fast despite the limitations of the language. At £5.95, good value for money. Highly recommended.

Ratings:

INSTRUCTIONS	70%	GRAPHICS	100%
PLAYABILITY	90%	VALUE-FOR-MONEY	95%

Paul Leathley (age 15) – Fallowfield.

Daddies Hot Rod by Lantern   Language – TI Basic

After loading the program, I RAN it and pressed a key. I was asked whether I wanted any instructions. I entered "Y". The instructions were lively but this game doesn't really need very detailed ones. The idea is simple. Guide your car for as many miles as possible avoiding obstacles and picking up hitch-hikers. When you pick up a hiker you gain a certain amount of "happiness" points, depending on how difficult it was to pick him up. At least it's original! Once you've got over the river there are four different routes you can take, each allowing you to pick up one hitch-hiker. The routes meet again and, provided you don't crash, it's not long before you've completed a mile. It sounds easy, and it is. That's the only regret I have. Eventually you become very familiar with the track and it becomes rather monotonous. A longer route or even one or two more different routes would not go amiss, and this is not impossible as the program is under 300 lines long. Perhaps more experienced programmers could add to it themselves.
The graphics are very good indeed, a feature I have come to expect of Lantern, and the overall presentation is very colourful and lively, even the cassette inlay! Despite my one complaint I do not regret buying this game, and I don't think you would either.

Ratings:

INSTRUCTIONS	85%	GRAPHICS	90%
PLAYABILITY	85%	VALUE-FOR-MONEY	85%

Paul Leathley (age 15) – Fallowfield.

TI Extended Basic

If you want to do any serious programming on the TI 99/4A, you will inevitably find its built in language limited for any useful application. EXTENDED BASIC remedies this situation to a great extent. The language is very powerful, and, while it is still slower than BASIC on most micros, programs in TI EXTENDED BASIC run about 70% faster than programs in TI BASIC.
The graphics are the main improvement. Sprite facilities (graphic characters which scroll smoothly across the screen) are excellent, allowing some sophisticated arcade games to be written. Obviously a lot of thought has gone into producing this cartridge, and it is, in every way, a joy to use. One of my headaches with TI BASIC was (and still is) the lack of a DISPLAY AT statement. This is not only cured, but the DISPLAY AT statement can also cause a beep, to attract your attention, clear the screen (before it is executed), and erase characters on a line. This is just one of many examples of how easy everything is made for the programmer. I have found only one very minor bug.
Every possible need of the programmer is catered for. Sometimes, when I come across a programming problem, it seems that I only need browse through the manual, and I can find an immediate solution. And the manual is excellent. It covers every subject adequately, although it tends to skip through the functions already present in TI BASIC, and assumes that the EB programmer has a sound knowledge of these. So sometimes it is necessary to refer back to the user's reference guide.
This comprehensive version of Basic almost appears to be an apology on TI's behalf, for supplying such a limited basic with the computer in the first place!

Ratings:

INSTRUCTIONS	90%	USEFULNESS	80%
EASE OF USE	95%	VALUE-FOR-MONEY	79%

Colin Thorn (age 13) – Northolt.

PUBLICATIONS

Soccer Supremo by Andromeda

This must be one of the best programs for all Texas owners in need of a good piece of software.

The program is similar to the popular "FOOTBALL MANAGER" for the ZX Spectrum, in which you have to take your team from the 4th division to become league champions of the 1st division.

You are given a choice of 8 teams from the 4th division and start with £100,000 at your disposal. You can obtain a loan, sell a player, select a team, look at your current status and play a game at any time (but not at the same time!).

The differences between FOOTBALL MANAGER and SOCCER SUPREMO are (1) there are only 8 teams to a division, hence only 14 matches per season, (2) only the top team gets promoted (if you are not at the top, though, the division stays the same), and (3) there is no graphical display of the match (but don't let that put you off).

My only criticism is the lack of a save game facility, but this can't be helped as the program takes up the full 14-15K of the unexpanded TI 99/4A!

The instructions come on side 2 and are *very* detailed. They also take up approx. 13.5K!

At £4.95 this is definitely a game that will keep you going for hours.

Ratings:

INSTRUCTIONS	95%	PLAYABILITY	100%
DISPLAY	90%	VALUE-FOR-MONEY	95%
OVERALL	90%		

Marcus Bainbridge – Peterlee.

NB The address for Andromeda Software is 56 Wells Street, Haslingden, Lancashire BB4 5LS.

COMPUTE

In the Winter 1984 TIHCUC News there was a letter about USA software and the 99er magazine. I would like to suggest that Club members might like to try an American magazine called COMPUTE. At £2.25 monthly it is expensive by UK standards, the quality is far better than the English ones.

Among other benefits, it actually does conversions of one program to several machines in a way UK magazines only hint is possible. They have also pledged to continue to support the TI 99/4 and 4A. I have been getting the magazine from WH Smiths. I recommend you to read the articles as well as the programs, they really are good.

I.G. Spicer – Rotherham.

Learning to use the TI 99/4A *by Kevin Townsend*
Gower Publishing

As a complete novice to computers, I went in search of some books on the 99/4A – to no avail.

Eventually I found the book "Learning to use the TI 99/4A" which proved most helpful and would recommend other members to take a look at it.

J.A. Sharvell – Harrow

We are sure Mr Sharvell is not alone in his search for reading material on the 99/4A – so if any member has found a *particular* publication helpful in any way, we would be pleased to hear from them.

Thanks to all of you who have contributed to this page. If you'd like your opinions printed, write to us at *TI Club News* (Reviews) at the usual address.

GROUPS

The number of local TI user groups is steadily increasing and on this page we have provided members with an up-to-date listing of clubs and contacts nationwide.

From the letters we receive there are still a large number of TI users who would like to belong to a group but haven't found one in their area. So, if your Club is not already in our listing, write to us with the details and we will be happy to spread the word.

We'll need the following details for our records:

**GROUP NAME
ORGANISER'S NAME
MEETING DATES. TIMES AND VENUES
A BRIEF RESUME OF PRESENT AND PLANNED
ACTIVITIES**

Alternatively, why not take the initiative and start a group yourself. Just send us your name and address, plus a few details, which we will publish in the next issue. You will probably find that there are lots of people in your area who are keen to join a TI users group.

Why not give it a try. The address to write to is the same one as is shown elsewhere in the magazine, but mark your letter GROUPS – it will help us spot them quickly.

BRISTOL – Contact: Mick Ellick
3 Burrington Close, Nailsea, Bristol, Avon.

The Byte Home Computer Club meets every Friday between 7 – 10pm at Youth House, Nailsea and a year's membership is £7.50. This includes all members of the immediate family and entitles them to weekly meetings, free club magazine, reduced printing and listing service, free software library and advice on any home computer problem. There are many more benefits to becoming a member of this club, so to find out more, write to Mick at the above address.

CAMBERLEY – Contact: A.G. White
11 Badgerwood Drive, Frimley, Camberley, Surrey, GU16 5UD.

Mr White is interested in getting in touch with other members in his area – so if anyone's interested, drop him a line.

CAMBRIDGE – Contact: Danny Widdows
14 Sherbourne Close, Cambridge CB4 1RT.

Danny would like to form a local group in his area – so give him a shout!

EDINBURGH – Contact: Philip Thompson
The Computer Information Agency (CIA), 11 Parkgrove Loan, Barnton, Edinburgh EH4 7QX.

I'm CIA's organiser at present. I have a fair degree of knowledge as I am presently studying computers at college. We have meetings almost every Sunday to discuss problems and any new programs that we need writing. We hope to offer TI users (in Scotland especially) information and help with hardware or any other computer problems encountered. We think that the group will help people with problems in England as well as Scotland, but will save Scottish users writing down to England for help, especially as correspondence and phone calls are expensive.

GWENT – Contact: Clive Jenkins
The Abergavenny Computer Club, "The Haven", 14 Union Road, Abergavenny, Gwent NP7 5UW. Phone: Abergavenny 4388.

Activities are presently confined to program exchanges and information on the TI, and we presently meet at weekly intervals. However, should there be enough response, a permanent venue can be arranged to accommodate twenty to forty persons. This would be once a month, but once a number of the present members finish a current course in "Basic", then it would be possible to give evening sessions in simple programs. The present membership consists of adults in the age range of 25 to 43, but if there are sufficient younger members interested, we will do our best to encourage them.

LEICESTER – Contact: Peter Richards
15 Glenfield Road, Leicester LE3 6AT. Phone: 0533 50417.

Pete has volunteered to act as an area contact for Leicester, so why not give him a ring or write to him at the above address if you are interested in forming a TI user group.

LEYBURN – Contact: Chris Beardsmore
Coverdale Lodge, Carlton in Coverdale, Leyburn, North Yorkshire.

Chris would like to hear from any other members in his area – so why not drop him a line or telephone him after 6.00pm on 0969 40602.

MERSEYSIDE – Contact: Brian Bartlett
27 Kenilworth Road, Wallasey, Merseyside. Phone 051-639 8078.

Brian is keen to start a TI user group in his area – there must be lots of members interested in getting together, so don't delay, contact Brian now.

NOTTINGHAM – Contact: Gordon Tomlinson
75A Rossell Drive, Stapleford, Nottingham NG9 7EG.

Gordon is trying to set up a local user group, and would be keen to hear from anyone who might be interested. He asks you to contact him in the first instance at the above address and says a SAE would be much appreciated.

ROTHERHAM – Contact: Mark Lee
89 Rotherham Road, Maltby, South Yorks., S66 8LZ.
Phone: Rotherham 816654

I only have a limited selection of software in module form which I found expensive, but it is very good quality. I am thinking of trying to set up a small local group. We could get together and talk over ideas and exchange software and listings, etc., etc. I would be very grateful if you would include my letter in your next issue. If anyone in my area is interested in setting up the club with me, they can contact me by telephone.

SOUTHAMPTON – Contact: A. Hopkinson
16 Linden Walk, North Baddesley, Southampton, Hants.
Phone: 0703 732801.

Calling all members in the Southampton area! A. Hopkinson is keen to meet other members who would like to get together as a user group, or just for a chat – go on, give him a call, or write to him at the above address.

SOUTHSEA – Contact: Andrew Lawes
Flat 17, 61-63 Elm Grove, Southsea, Hants. PO5 1JF.

Andrew would like to start a local group – so if you are in his area, please contact him.

TAVISTOCK – Contact: Tony Negus
Wrey Cottage, Madge Lane, Tavistock, Devon.
Phone (after 6.00pm): 0822 5481.

I notice on the list of county contacts that there is no Devon contact, and I would be happy to "volunteer". If I can be of assistance to you, e.g. mailing lists or technical queries, I would be happy to oblige.

(Paul Dicks kindly passed Tony Negus's details to us, as we've had quite a few requests for local contacts in Devon – see also Brixham below:

BRIXHAM – Contact: Andy Cory
26 Great Rea Road, Brixham, Devon TQ5 9SR

ADVERTISING - A SERVICE TO MEMBERS

Having established the small ads page in the last issue, we are pleased to see so many members taking advantage of this inexpensive way of advertising.

For only 10p per word, you can sell, swap, or buy absolutely *anything*. Why not sort out your cupboards and see what you don't need any more – then simply fill in the order form below and see what happens, you could be surprised!

EXBAS GAMES CASSETTES – Two top quality games. Optional Speech Texania Kingdom. A strategy game, buy, sell, rule, survive and Spriterace Derby. Just £3.50. To A. Gates, 44 Cadogan Court, Sutton, Surrey.

EXT BASIC CARTRIDGE – £25. Write to 26 Lincoln Road, Middleton, Manchester M24 1RH.

FOR SALE – Expansion Box £90, RS232 Card £90, Disk Card and Drive £290, Graphing Disk £20, TI Writer £60, Programming Aids Disk 283 £30. Mr Spence 0536 760344.

FOR SALE – TI 99/4A, cassette recorder, lead, joysticks, 3 modules including Parsec and Alpiner. 100 games on tape, books and magazines. £125 ono.
Telephone: Wolverhampton 0902 787626.

FOR SALE – TI 99/4A with EXBAS PRK, Statistics Teach Yourself Basic, EXBAS cassettes, tape recorder, handbooks, £135 including delivery. Phone: 0533 557855.

FOR SALE – TI 99/4A with cassette cable and joysticks. In original boxes – £100. David 02814 3787.

TI 99/4A FOR SALE – Also cassette cable, 3 manuals, 4 cartridges including Parsec, Invaders Games cassettes – £80 the lot.
Tom Norton, 6 Marrowbrook Lane, Cove, Hants.
Phone: 0252 513380 after 7pm.

TI COMPATIBLE JOYSTICK – £7.50, joystick extension lead £3.50, software including Maths, Spelling and Tapefile also available all in ext. Basic at £3.95 each. SAE for details.
T. Freeman, 155 Albert Street, Fleet, Hants.

WANTED – Extended Basic Module, will pay any reasonable price. 0742 655582.

WANTED – RS232 and 32K Ram Card. Phone: 0978 761680.

WANTED – TI Printer, complete with cable. Also Editor/Assembler complete. Phone: 041-336 7011.

WINDSURFER RACE GAME – cassette £3.95. R. Andrews, 15 Mayfair Avenue, Bexleyheath, Kent.

MASTERING THE TI-99 *By Peter Brooks* – A guide to the 99's which explains mystifying jargon and includes a number of invaluable Hints and Tips. Price £5.95. *Available from booksellers* or direct from the publishers Micro Press, 27 London Road, Tunbridge Wells, Kent TN1 1BX. Telephone 0892 39606.

Small Ads Order Form (Prepaid)

Fill out and send to: **TI Club News (Small Ads), PO Box 190, Maidenhead, Berks. SL6 1YX**

Please enclose a cheque or P.O. made out to TI Home Computer Users Club, for 10p per word — minimum charge £1. Your ad will be placed in our next available issue.

BLOCK CAPITALS PLEASE

No. Words ☐   Remittance enclosed £ ☐

Name_____

Address_____

_____ Phone No: _____

Paul Dicks' Column

TIHOME,
157 Bishopsford Road,
Morden, Surrey.

So, another gift from Texas Instruments. In addition to the Forth they sent a while ago, they have now sent me a copy of TI Advanced Assembler Debugger.

This I have added to the catalogue of TIHOME and am prepared to supply it to interested users for £4 including disk and postage.

Rumours

I have heard rumours that when TI withdrew from the market there were a number of dealers who returned every 99/4A they had in stock. TI, being lumbered with all this hardware, now have to decide what to do with it.

I have heard rumours that a certain dealer has bought most of this hardware for the Indian market. Luckily not all has gone, quite a lot has been purchased by a certain dealer in Devon.

So if you are looking for:

    EXTENDED BASIC
    MINI MEMORY
    TI WRITER
    EDITOR/ASSEMBLER
    VARIOUS GAMES
    The ability to record to disk from MiniMem
    99/4A CONSOLES
    RS232
    DISK DRIVES
    VARIOUS PIECES OF HARDWARE
then phone this number: 0404 44425

TI Home Software Catalogue

I wish to apologize to those members that sent 50p for a copy of the new software catalogue. TIHOME has not forgotten you, it is just that a task that I started two years ago, namely specifying, and writing a new Stock Control system for the company that I work for, came to fruition on 5 May 1984. Life, recently, has been, to say the least, hectic. However, your new software catalogues should be in the post to you within the next two weeks. I thank Peter Brooks for providing me with a copy of TI Writer which has certainly made the job a lot easier.

I have noticed recently that a number of new programs that are being received by TIHOME in exchange for programs from the library have decreased drastically.

Does this mean that members out there are only content to play with the games that they have? Where has all the adventure gone? Where has all the joy of owning a very intelligent machine? Surely 99/4A users are not the same as those that only know the Sinclair Z Series. Come on, we can do better than that!

Anyone buying TIHOME's software catalogue will find that it includes FORTH and the DEBUGGER that I have mentioned above. It will also give the conditions under which TIHOME sells its software.

99% of the programs that TIHOME sells are written by users. They are submitted to the library on the understanding that the writer gets four programs in exchange and that is the end of the matter. TIHOME is then free to sell those programs at the ridiculously low price of £2 per program including tape. This has to be the best bargain you have heard of recently!!

TIHOME's programs come mainly from America, Holland, Australia and various parts of the Arab world. They are made up of ideas from all around the world.

Hints and Tricks

I have just sat and read all the above rubbish and all the rubbish I wrote in the last two issues of this magazine. Well, what can I say? I would love to pick up from where TIDINGS left off and produce some of the articles I was just getting around to in 1983. However, I find myself with a whole lot of new readers and I seem to need to deal with all the problems that were dealt with in TIDINGS all of two to four years ago. For instance, if you own a 99/4A without Extended Basic you may wonder how it is possible to find out the size of a program.

Here, then is a trick for you. Start your program with these lines:

    1 A = A + 8
    2 GOSUB 1

When you run your program, it will crash with the message "MEMORY FULL IN 1". Now type in, in command mode:

    PRINT A

The figure you get in reply is the number of bytes that are left as free space. All you need to know is the original size of memory from which you subtract the value of A and you have the size of your program.

If you are wondering what your original size of memory is, then let me enlighten you. You purchased a machine with 16K of memory, unfortunately, the operating system takes up some of that space. The maximum you can hope for is 14876 bytes free providing you enter the command, in command mode,

    CALL FILES (1)

This will tell the computer that you are only going to want to access one file at a time and therefore it can release all the rest of the memory it was saving for the rest of the files it thought you might want.

Incidentally, a small tip, after you have found out the size of your program using the above mentioned tip, I would tell you two things:

1. Do delete lines 1 and 2 from your program or you will never get it to run.

2. If you use the Call Files command to free memory follow it with a NEW.

Only the Beginning...

Well, there we are, I have a feeling that we have not heard the last of the 99/4A yet. There are all sorts of rumours about people buying manufacturing rights from TI. There is a company in the States called TRITON that is very interested in producing goodies for the TI. Somehow, I do not think that the story is fully told. I have a sneaking feeling that in four years' time we will still be dealing with the same problems that we are dealing with now, only with users that will have bought their machine in 1986. So there!

Any problems, any queries, 7 – 10pm 01-640 7503.

However, I would ask you to respect the time and remember that it only applies to Monday to Friday.

I wish you glitch-free computing,

Paul Dicks, MIDPM MBIM

HIGH FLYERS

We get a massive amount of mail telling us about your highest scores and thought this month we would put them all up on the Club scoreboard.

Latest Scores

Annette Sims (14) from Winchester scored 242,400 on Tombstone City – this was on level 2 day 5.

Stephen Burgess from Altrincham reached the 26th screen of Munchman and scored 103,450.

Paul Leathley (15) from Fallowfield scored 29,990 on Car Wars.

Sorry you were just pipped at the post Paul by:

Adam Sotheran who scored 31,330. Other top scores he has achieved are Munchman 23,497, TI Invaders 48,388, Alpiner 96,142 and Soccer 15-0 in 3 minutes.

P.A. Ashford played Parsec until the score returned to 000,000 and then scored another 621,300 after more than 4 hours' play.

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Continued from Page 10.

TYNE & WEAR – Contact: David O'Doherty
23 Newlyn Drive, Bilton Hall Estate, Jarrow,
Tyne & Wear NE32 3TW. Phone: Jarrow 4894905.

Hello, my name is David O'Doherty – I'm the county contact for the Tyne & Wear area. In the last month or so quite a number of friends and associates of mine have decided to buy a 99/4A for Christmas and judging by the "out of stock" signs on the Texas computer stands in the shops, they are not alone. Encouraged by the apparent rush on our machine in my area and the advice given in the new magazine, I am now attempting to set up a local group. So far I have five willing members but by advertising locally I hope to attract a lot more. As yet we do not have a name or definite meeting dates, but hopefully I will be able to give you a full resumé of our activities soon.

WEST MIDLANDS – Contact: G.W. Pitt
259 Sneyd Lane, Bloxwich, Walsall, West Midlands.

If you live in the West Midlands area, and are interested in forming a local group with Mr Pitt he would be very interested in hearing from you at the above address.

WEST YORKSHIRE – Contact: Peter Cooper
68 Eastfield Drive, Pontefract, West Yorkshire WF8 2EZ. Phone: 0977 700702.

Peter Cooper and his son are anxious to start up a TI user group – is there anyone in West Yorkshire interested?

Further Afield...

CALIFORNIA – Contact: Paul Reinhard
9023 Scott, Bellflower, California 90706.

Paul is interested in writing to UK members and exchanging programs. He tells us he has a BBS that will be on line 24 hours a day, and the number is (213) 634 4361 so why not contact him and exchange some thoughts and ideas.

Calling all Reading Members!

Any volunteers to set up a group in the Reading area? Adrian Kyte from Reading is unable to continue as contact for his area, but urges another TI user to offer his services as co-ordinator. "I would like to thank the many people who contacted me," says Adrian "and I hope another group will be established to cater for all the enthusiasts in this area."

Thanks to all the TI-GERS who have written to us, we love hearing from you and are publishing as much information as possible on your page to keep you up-to-date.

Do you remember in the last issue, we published a little drawing Program from Georgina Rayson? For someone of only 9, we thought it was pretty good, and we awarded Georgina £15. We have since received a thank you letter and photograph from Georgina, proving that some people *do* have both beauty and brains!

Software Swap

David McDermott would like to get in contact with any member who is interested in swapping cartridges on a monthly loan basis. *We think it's a great idea,* so why not contact him and let him know which cartridges you would like to swap. You can write to David at 43 Pyecroft Road, Great Sankey, Warrington, Cheshire WA5 3NF.

Paul Leathley recommends his favourite computer magazine, Home Computing Weekly, to other members and says "Most TI-GERS probably know of the magazine Home Computing Weekly, but for those who don't, I would like to tell you something about it. HCW is the only magazine I know, which regularly prints programs and software reviews for our computer. If you've never read it TI-GERS, go out and buy a sample copy now – it's only 40p and is over 50 pages long, keeping you up-to-date with the rest of the computer world as well at the latest TI software."

We agree with Paul, that HCW is a bright, colourful and lively magazine which would appeal to all you TI-GERS out there so pop down to your newsagent and buy yourself a copy.

Whilst on the subject of books and publications – we heard from **Martin Connor** who told us of two books specifically written for children. He says "They are loaded with 'fun' projects that develop creative thinking while building on program writing skills." Below we have briefly described the contents of each book.

Kids and the TI 99/4A

Designed for the 10 to 14 year olds, the book is divided into 33 lessons that are accompanied by detailed explanations and review exercises. There are instructions on how to make action games, board/word games and how to organise a record collection or a paper route – all great fun.

Sprites, A Turtle and TI Logo

This friendly, playful introduction to the most understandable language of all – logo is filled with whimsical drawings and detailed photographs. Using images and symbols, children learn to write computer programs in an atmosphere of fun.

Further information or copies of these books may be obtained from Martin Connor, Reston Publishing Company, 11480 Sunset Hills Road, Reston, Virginia 22090, USA.

James Egley from Barnsley has spotted some TI bargains in his local stores and thought other members would be interested in hearing about them. He recently purchased six modules for under £10 each, a video game for £6.99 and a personal record keeper for £5. These were all from Wigfalls in Sheffield, but James has also seen good buys in Woolworths where they have been selling Beginners Basic for only £2.95.

YOUNGSTERS LETTERS

Dear Editor,
I am writing to say that I recommend the "Texas Program Book".

I have learnt a lot from it and I like playing the games. I especially like Caterpillar and Snake, because it grows very quickly and it is very hard.

I also like the graphics in 3-D Maze. It is a memory game, in which you have to remember where you have been.

Also, I enjoy playing Evasion, Towers of Hanoi, and playing on the organ. Happy programming!

Yours sincerely,
Peter Davies (age 11) – Cheshire.

*Thanks for telling us about the book Peter, we get lots of members asking about books written for the TI 99/4A – **Editor.***

Dear Editor,
I am writing to ask about the adventure game Pirate Adventure. I have worked over this game for many hours – even days! But I cannot get the Pirates Island into Treasure Island – PLEASE HELP!

Yours sincerely,
Cameron Price (age 14) – Newcastle-Upon-Tyne

*If anyone can help Cameron out of his dilemma please let us know – **Editor.***

Dear Editor,
As a keen Adventure fan I am writing to suggest that an adventure column may be a good idea. This would include such things as hints for those adventurers stuck, reports on new adventures, and so on.
Yours sincerely,
Anthony Donnelly (age 15) – Eire

Dear Editor,
I have enclosed two programs I have written for multiplication and subtraction. Line 50 in both programs can be changed.

1 Multiplication	2 Subtraction
10 REM MULTIPLY	10 REM SUBTRACTION
20 REM BY N WALTON	20 REM BY N WALTON
30 LET N = 12	30 LET N = 9
40 PRINT N	40 PRINT N
50 FOR C = 1 TO 30	50 FOR C = 1 TO 30
60 LET N = N*12	60 LET N = N – 9
70 PRINT N	70 PRINT N
80 NEXT C	80 NEXT C
90 END	90 END

Yours sincerely,
Neil Walton – Bedford

Dear Editor,
You've probably had hundreds of congratulation letters, but I would like to add my thanks.
The magazine is very well laid out, and getting longer, I see!
Yours sincerely,
Paul Leathley (age 15) – Fallowfield.

Competition Page

Win a Christmas Present for *yourself!*

Three super prizes to be won

We've been round to three friendly manufacturers and distributors on behalf of the Club, and we've come up with some really super prizes for this issues competition. Take a look!

KRULL – a VHS or Beta video cassette of the great movie Krull: from RCA/Columbia Pictures Video UK. A great science-fiction fairy tale you'll enjoy watching again and again. Teenagers will love this!

GEORGE – great little computer robot from CGL, the leisure electronics people. He'll appeal especially to 6 – 11 years olds. He can be programmed to dash about all over the place – he's fantastic fun!
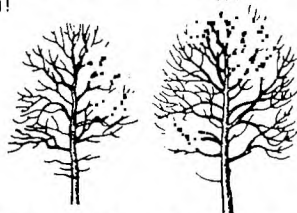
TI-30 GALAXY – a brand new calculator just launched by guess who – TI! It's designed specifically for O- and A-level students and sorts out the algebraic hierarchy for you (amongst all sorts of other things!). A great prize for anyone who needs a good "grown-up" calculator.
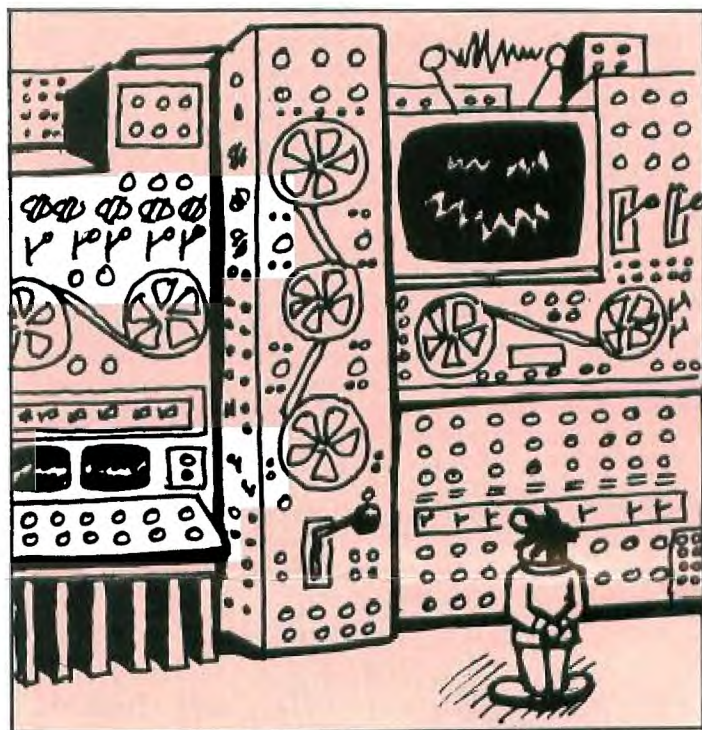
You can choose which prize you'd like to win if you are lucky in our easy competition.
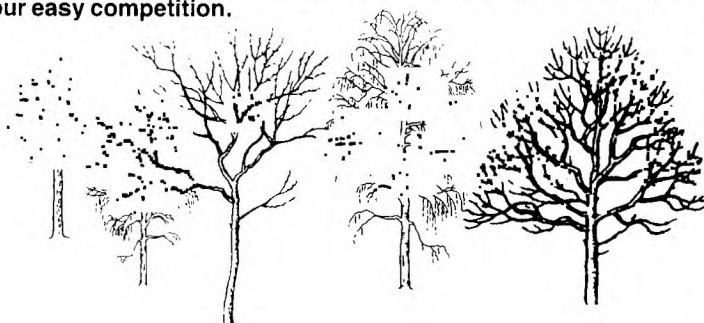
WHAT TO DO

It's cartoon time!

All we want is a funny picture of you, with your TI 99/4A, entitled "Me and My computer". Draw it, preferably in black pen (it reproduces best) and send it to us by **Friday 16 November 1984** at the latest.

The best three entries can have the prize of their choice – and we promise we'll send the prizes off before Christmas (this year!!).

Don't forget to fill out the Entry Coupon below, and attach it to your entry – either staple it, or glue it on the back.

COMPETITION ENTRY FORM

"Me and My Computer"

MEMBER'S NAME _____

AGE GROUP   0-11 ☐   12-21 ☐   22+ ☐

ADDRESS _____

_____ Phone _____

If I'm judged one of the winners, I'd like to win:

KRULL* ☐ video cassette   GEORGE ☐ computer robot   The TI-30 ☐ GALAXY

VHS / BETA*

delete system not required

Send your entry form to this address: "Me and My Computer", TI Club News, PO Box 190, Maidenhead, Berks, SL6 1YX.

LAST WORDS

TI Word Quiz

Congratulations to four lucky winners!

We were delighted by the huge response to our word quiz featured in the last issue of TI Club News. Obviously TI users know exactly what they are talking about when it comes to computers and it is a pity that we couldn't award a prize to you all.

The first correct entries out of our postbag on 27 April have won £10 each so let's have a big round of applause for:

Stewart Argo, age 9, from Killin, Perthshire.
D.C. Mallett, age 15, from Croydon, Surrey.
Lynne Norley, age 11, from Hazlemere.
David Wilson, age 11, from Aldershot, Hants.

There were in fact far more than *six* computer-linked words to be found in the word jumble, but the six we were looking for were:
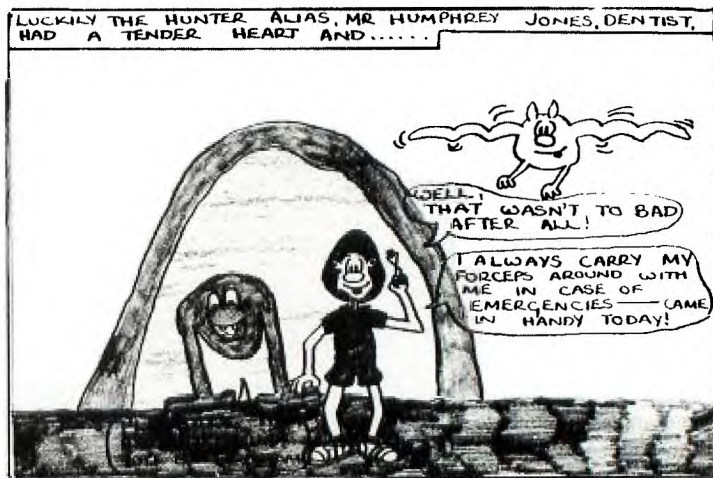
BASIC
BINARY
DATABASE
BYTE
RAM
PROGRAM

For those of you who didn't win a prize this time, don't forget to enter the competition in this issue on page 15.

The Hunter Strikes Back

Remember in our last issue, we featured Part 1 of "The Adventures of the Wumpus", a delightful cartoon story drawn by 13 year old competition winner Stuart Hall? Well, as promised, we are now giving you the opportunity to enjoy the second and final part of this brilliant cartoon for yourselves.

The story so far…

Yet another hunter tries to capture the Wumpus, who is in a particularly bad mood because he has got toothache. Even the bats are keeping away, and when they see the hunter enter the Wumpus lair, they think "he's a goner"…

But as we can see from Stuart's cartoon, the hunter wasn't "a goner" and the story ends happily, with Wally Wumpus getting rid of his toothache!
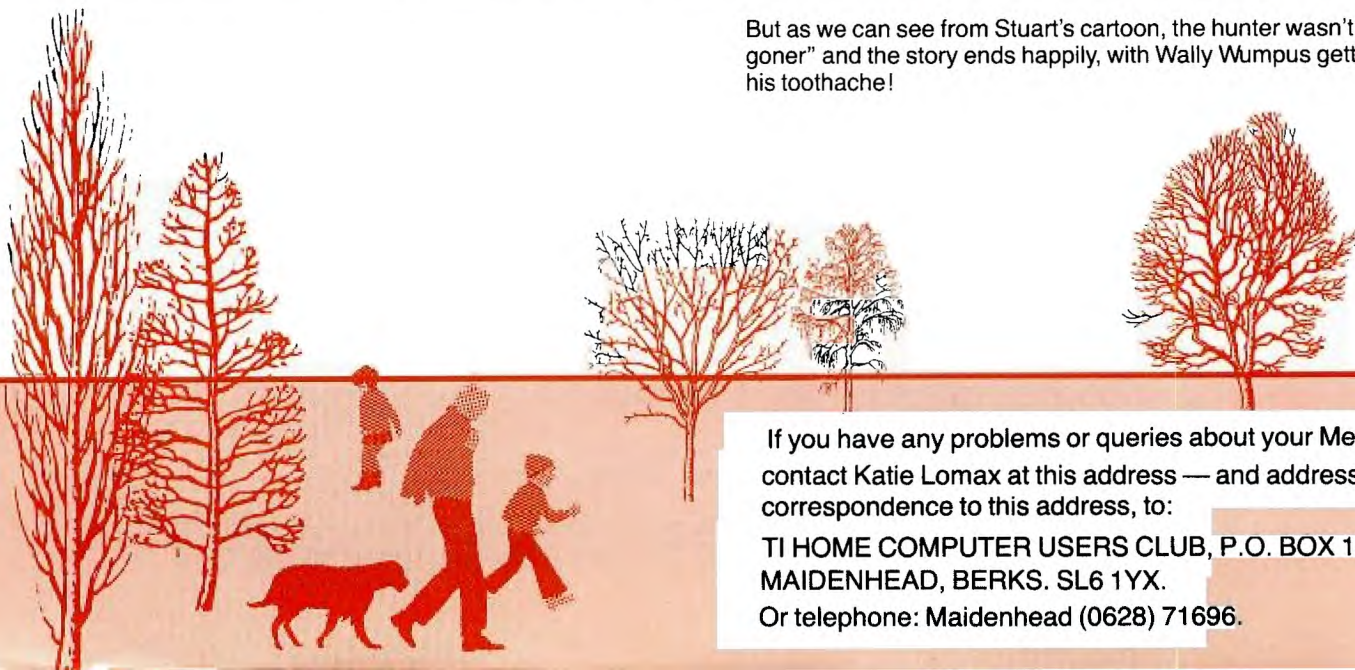
If you have any problems or queries about your Membership, contact Katie Lomax at this address — and address any other correspondence to this address, to:

TI HOME COMPUTER USERS CLUB, P.O. BOX 190, MAIDENHEAD, BERKS. SL6 1YX.
Or telephone: Maidenhead (0628) 71696.