OUR NEXT MEETING will be on Monday,
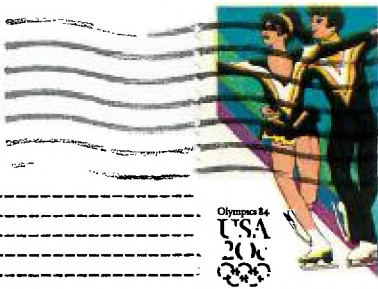
MAY 21, 1984 at 7:00 pm

PLACE: CAPITAL DISTRICT PSYCHIATRIC CENTER

New Scotland Ave. Next to Albany Medical Center

THE JUNE MEETING

May's meeting, will feature the Milton Bradley MBX System, and continue
the demonstration of Multiplan begun last month.

UPSTATE 99/4A USERS GROUP
P.O. BOX 13522
ALBANY, N.Y. 12212

ALBANY, NY
PM 122
12 MAY
1984

Olympics 84
USA
20c

VOL II, NO. 3   MAY, 1984

MOON MINE

A Review By Sally Lane

"YOU'LL NEVER GET ME" is all I heard for a week after we bought Moon Mine, as our boys chased each other around the house, shouting it at each other. They were fasinated by the Zygonaut that comes out to taunt you in this, another space game.

Like Parsec it has a voice that talks to you (actually there are three different voices) as you play the game. The game will play without the voice, but to activate the voice you must have the TI Speech Synthesizer attached. You have a choice of 7 different languages to play in, in all languages except Spanish the voice is in English but the words on the screen are in the different languages. In Spanish both the words and voice are in Spanish, a Spanish speaking Zygonaut is very different.

Moon Mine also has a test mode. The usual, *#* typed when the game title scren apears will allow you to choose the level at which you wish to begin play (there are 60 levels) and the number of crewmen available (1-9). Levels 1-20 are easy, 21-40 intermediate, and 41-60 advanced.

The graphics for this game are good but not spectacular, but it is what they do with them that makes this game interesting. The 3-D illusion of depth as you look down the tunnel is good. The way the monsters start out as little dots and then grow larger as they come toward you is very graphicly pleasing. The crewmen are well done too, though they run funny, I guess that's to be expected.

The premise of the game is that a Zygonaut (a moon creature) come to earth and stole all of earth's treasures, has taken them back and hidden them in a mine in the center of the moon. You are the captain of the U.S.S Recovery, your mission is to go down this mine shaft and recover the treasures. The Zygonaut sends out ten different creatures to fight for the stolen treasures. BEWARE! the black ones are deadly.

You have a choice of either keyboard or joystick. With keyboard you use the arrow keys to control your four lasers. You control the vertical lasers with the S and D and the horizontal lasers with E and X. The vertical lasers have limited mobility, but unlimited firing range, and the horizontal lasers have just the opposite. limited range, but unlimited mobility. To fire the lasers use either Q,Y,V, or (.). Press P for pause (or the panic button if you prefer) durring play. The lasers are water cooled and will overheat if used constantly. Thus as you use your lasers you use up your water supply. To replenish your water supply and also to retrieve the stolen treasures you must send a crewman out into the tunnel to retrieve it. To do this you press the SPACE BAR to beam a man down (the space bar is also used for this when using the joystick). When he gets there you must position him (using the arrow keys or joystick) so that he is standing on top of the water or treasure, press the fire button and if he turns the color of the object he is standing on he has retrieved it. While he is there the monsters will still attack. He now has the only usable laser and must shoot the monsters. All will attack him if not shot, whereas when you are using the ships lasers only the black monsters are fatal, the colored ones are only scouts and they just go on by the ship if not killed. When he is in the tunnel monsters will continue to attack till he has retrieved the object. Once he has changed color and shot the monster that is attacking no

more will appear, then he has free run of the tunnel (not that it is of any
benifit). Each time either a man or your ship is attached you loose a man. You
also loose a man if your laser overheats. At random times after you have lost a
man the Zygonaut will come out to taunt you by either saying "YOU'LL NEVER GET
ME"(and he's right, you never get the opportunity to shot at him) or laugh at
you.

You score by shooting the monsters and retrieving treasures and water. You
score between 30 and 100 points for each monster depending on when you hit him,
100 points when he first appears and 30 when he is closest to you. You score
1,000 bonus points for each treasure, and 2,000 bonus points each time you get
water. You get an extra crewman when you reach 5,000 points and every 10,000
thereafter.

This is another game for those of you with fast reflexes. Like I said this
has good graphics and the fact that the game does get more difficult as you
advance to higher levels is a plus but the basic game never changes. This has a
tendency to make the game boring after a while. The randomly appearing Zygonaut
is a help to keep your interest if you like to be taunted and laughed at. It
would be interesting to be able to see the coding of this game to incorporate
some of it's graphics into other games we want to write.

ATARI COMES THROUGH

When my son came to me one day and said "Donkey Kong won't work" I had to
check this out. Sure enough when you put the module into the computer and
called it up, the computer just went into TI Basic.

Upon trying to take it back to the store where it was purchased we found
that they no longer carried them (as they had sent all stock back to Atari), and
would not be able to exchange it. We kept it for a while not know ing what to
do next. After finally finding the paper (instructions) that had come with it
we read that we could send it back to Atari if it was still within the warrenty
period (90 days plus one week). We were over by a couple of days but tried
anyway (what good was a broken module to us).

In about two weeks we recieved a package from Atari with a brand new
(better than ever) Donkey Kong mmodule enclosed. Let me explain the better than
ever. The first Donkey Kong we had didn't work perfectly on both our computers.
On one it was fine but on the other the words 'Press 2 for two player game press
enter to start, high score and Game Over were illegable. The game other wise
played fine. The new one works fine.

Upon examining the module we found that there were some differences in the
code between the old and the new.

\#\#\#\#*\#*\#\#\#\#*\#\#*\#*\#*\#\#*\#*\#*\#\#*\#\#*\#\#*\#*\#*\#\#*\#*\#*\#*\#*\#*\#*\#*\#*\#*\#*\#*\#*\#*\#\#*\#*\#*\#*\#*\#*\#\#*\#\#
TEST MODE

Here is yet another game with a test mode, to add to the list. TI's Star
Trek has the usual test mode, *\#*.

This month we'll wet your appetite with an example of the use of the MINI-MEMORY to link into an assembly language program from TI-BASIC to get 40 columns of output to the screen instead of just 28 or 32. The 40 column width program comes from Bill Gronos of IUG. In addition, for a change of pace I will give you the program as data statements to be put into the MINI-MEMORY module using the CALL LOAD subprogram and accessing it with the CALL LINK subprogram. The same technique could be used if you had MEM. EXP. and XB, but no ED/ASS. The subroutine is given here as an actual listing of the routine and thus has no typing mistakes in it. Type carefully!

```
--------------------------------------------------------------------------
5000 REM  MACHINE LANGUAGE SUBROUTINE "COL40"
5010 FOR I=32000 TO 32159
5020 READ N
5030 CALL LOAD(I,N)
5040 NEXT I
5050 DATA 4,192,2,1,0,2,4,32,96,68,4,32,96,28,18,0,208,224,131,75,6,195,2,1
5060 DATA 0,1,4,32,96,68,4,32,96,28,18,0,208,224,131,75,2,131,0,0,22,20,2,0
5070 DATA 1,240,4,32,96,52,6,192,216,0,131,212,2,0,7,244,4,32,96,52,2,0
5080 DATA 3,191,2,1,128,0,4,32,96,36,6,0,24,252,4,91,2,4,40,0,216,4,125,160
5090 DATA 4,192,2,1,0,3,2,2,125,160,4,32,96,76,6,196,4,197,209,67,6,197,6,5
5100 DATA 57,5,6,195,209,3,6,196,6,4,161,68,208,32,125,160,6,192,193,128
5110 DATA 160,5,6,0,208,102,125,160,2,33,96,0,4,32,96,36,6,6,22,247,4,91
5120 CALL LOAD(28702,127,232)
5130 FOR I=32744 TO 32751
5140 READ N
5150 CALL LOAD(I,N)
5160 NEXT I
5170 DATA 67,79,76,52,48,32,125,0
5180 RETURN
--------------------------------------------------------------------------
```

You access the routine by a CALL LINK("COL40",R,C,string), where R and C are the row and column number at which to start printing and "string" is a literal string in quotation marks or a string variable. You must use a CALL LINK("COL40",0,0) to initiate 40 column (text) mode, and subsequent such calls will clear the screen. Here is an example application program that will show the full power of the 40 column text mode:

```
100 GOSUB 5000
110 CALL LINK("COL40",0,0)
120 FOR L=1 TO 24
130 CALL LINK("COL40",L,1,"1234567890123456789012345678901234567890")
140 NEXT L
150 CALL KEY(3,K,S)
160 IF S=0 THEN 150
170 CALL LOAD(-31788,224)
180 STOP
```

This program and subroutine used with the MINI-MEMORY gives a full screen of 24 rows by 40 columns. Try other applications programs. Note that this routine can be used like DISPLAY AT in EXTENDED BASIC, but that you get 40 columns. A few cautions:
1. You can't mix input/output in text mode with this routine, but you can do all your input in normal mode and then go to 40 column mode to print out.
2. The text (40 column) mode won't handle numeric variables. Convert them to strings with the STR$ function first.

Bill Gronos is fantastic! We'll continue to pick over his columns and pass the best on to you

M i k e   H e n r y