



NOVEMBER 10th 87 / IN OUR NEW CLUBHOUSE!

MUNCH OFFICERS AND NUMBERS (all in 617 area)

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Vice President Hector Beaudreau  
Secretary Al Cecchini  
Treasurer Jim Cox 869-2704  
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Printer Peter Blackford  
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Software Library Don Mason 754-6630  
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Mail + Messages Wm. Corson Wyman  
BBS Hostess Helen Holmes  
Good Guys~~~~~The Members~~~~~

#### LIBRARY NOTICE

PLEASE RETURN ANY ITEMS BORROWED FROM OUR LIBRARY. We are still missing a considerable number of books, tapes, disks, and so on belonging to YOUR CLUB. Do a little clearing around your computer area (or any places you'd be apt to set things aside). If you locate any library materials (or if you'd like to donate any you no longer use) please come with them to the next meeting. We don't care how long you've had them out. There is no fine. But it would be fine if other members could have a chance to borrow these things.

#### ADVERTISING RATES:

Double Page (10.5" by 8") \$25.00 per insertion  
Full Page (5" by 8") \$13.00 per insertion  
Half Page (5" by 4") \$ 7.00 per insertion  
Quarter Page (5" by 2" or  
(2.5" by 4") \$ 5.00 per insertion  
Classified (non-commercial) ads are FREE for MUNCH members.

#### ....RAFFLE....

Our raffles in November will continue to be the exciting and valuable. There are numerous donated gifts of all kinds of software and other items, such as cartridges, tapes, disks of all kinds of things: educational, fun, utility. October is going to be the big raffle of the year at the Open House at the new clubhouse. Donations happily accepted. Remember: YOU MUST BE PRESENT TO WIN!

#### NOVEMBER SALE


Another chance to sell any used consoles, P/Boxes, cards, tape recorders, interface cables, ANYTHING related to your computer system. Also bring any original tapes, cartridges, disks, texts, or other soft/textware. Be prepared to buy a lot and sell a lot. Please come with prices marked on the items. Call Jack Sughrue to let him know what you will be selling. AND get set for the October BIGGIE!

#### NEWSLETTER

Become Immortal! We are looking for articles, cartoons, love letters, programs, lists, bubble-gum wrappers: in short, anything from the members which can be printed in our newsletter. Text items preferred on SSSD disk through T1W. Printed items also accepted. Share your interest or expertise with other members. Mail all items by the 3rd Tuesday of each month to Jack Sughrue, Box 459, E.Douglas MA 01516. Disks will be returned at the next meeting.

#### NEWSALS + RENEWALS

NEWSALS are \$15/year plus a one-time \$10 initiation fee (which includes a choice of ANY club disk free); RENEWALS are \$15/year. Members have full use of disk/text libraries, free workshops + assistance, 12 full issues of M.U.N.C.H., voting privileges + more! Subscription alone is \$10/year. Mail check to address on cover.

SHAZAM  
  
**IMPACT-99**  
**T.I. Happenings**  
 by Jack Sughrue  
 Box 459  
 E Douglas MA 01516

**\*DISAPPEARING GAMES\***

At one time you could get ZORK II from INFOCOM. No more. It is one of the great disappearing games of the TI Era. What will be next? INFIDEL? THE HITCHHIKER'S GUIDE TO THE GALAXY? WITNESS? ENCHANTER? Or the most peculiar SUSPENDED?

Who knows?

But when these and the following are gone from INFOCOM's stock, there will be no more: DEADLINE, STARCROSS, ZORK I & III, SORCERER, PLANETFALL, and CUTTHROATS. These dozen games from the most creative adventuring minds in the computer business are all that's left for the 99. But it is a very large ALL.

While the price is still around \$45 on the average for the IBM, Apple, and Commodore versions of the same games, TI owners have an opportunity to get them for \$14.95 each. (Actually \$16.95 each as it costs an additional \$2 per game for shipping and handling, as it does for IBM (for a total of \$47). Let's say you plan to get 10 of these extraordinary (and very long) games. For the TI - \$169.50; for the others - \$469.50.

This is one of the best buys in the industry. You could buy the whole dozen for less than half a dozen of the others.

Are they worth \$46.95?

They sure do SELL at that price. If you've ever played one of the games (particularly with friends), you will understand why. Some of the games take months. I have not finished the Zork series which I started four years ago.

With Infocoma you don't just get the two disk sides, you get a whole environment. In HITCHHIKER, for example, you got a space travel booklet, a DON'T PANIC button, a handbook, very unusual glasses, a microscopic space fleet, and numerous other essentials. DEADLINE included all the clues the detective uncovered in the process of the investigation. SUSPENDED has - er, a sort of movement thingie like a gameboard sort of and - uh - stuff.

You buy an environment. And you play it a lot, get deeply involved (forgetting the incessant crises of reality), and, when finished (IF finished), put it away for your grandchildren. Each game is worth playing again even after you've achieved victory (or whatever it's called in SUSPENDED) because there is more than one way to skin a bugbladder beast from Trol.

If you've never played an adventure game of any kind, I'd suggest you begin with the easiest adventures you can find. They are in many user-group libraries. Gradually work up to Scott Adams Adventures. You'll need the cartridge (which is very inexpensive these days) and a cassette or disk with the games. Some of these are not easy. But they are all fun. Particularly if you CHANGE your way of thinking. If you problem-solve in fantastic ways you will succeed readily. When something seems

impossible, try the impossible.

And be organized. Make maps, take notes. Play the adventure with others.

Then, if you still enjoy the adventuring, go to INFOCOM. There are lots of graphics type adventures around, too. Tunnels of Doom adventures, Old Dark Caves, Legends, things like that. Excellent. But INFOCOM's and Scott Adams's are strictly in the theater of the mind. They are totally text adventures.

Nothing equals them.

They are novels in which YOU are the main character. Called "interactive fiction," they are the mind-stretchingest literary computer activities you can engage in.

Even kids like them.

But they'd have to be bright kids and at least junior high age.

If worse comes to worse and you get deeply stuck inside one of your new INFOCOM worlds, you could always come out and buy an invisiclue book from INFOCOM that will let you uncover inch-by-inch the method needed to solve the particular adventure you are working on. They sell a lot of these books, but no one of my adventuring acquaintance has ever owned up to getting one of these clue books. I certainly wouldn't use them. (Heh, heh!)

INFOCOM has just released its latest catalog. The prices (and the games for TI while they last) are good until October 31, 1987. Just in time for Midwinter's Solstice gifts (or Christmas or Channukah). This may be your last opportunity to own these wonderful "worlds".

To order send a check to INFOCOM, PO Box 478, Cresskill, NJ 07626. Ask to be put on their mailing list to receive their zany newsletters (now being sold as classics in packages for \$10). Give the title of the game (see above). Be sure to specify that these are for the TI-99/4A (as they also make some for the TI Professional) and pay \$16.95 per game (includes S & H). Or better still to make sure there are still some of what you want available, call your credit card order at 1-800-262-6868.

Then if you make it to reasonable safety (but not necessarily reasonable sanity) aboard the Vagon space ship you have to remember to use your bathrobe to help catch the babel fish for your ear. Otherwise, you and Ford Prefect just might get chucked into the vacuum of space.

If you follow me.

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We here at IMPACT-99 headquarters take no responsibility for any loss of marbles or looseness of screws connected with the reader's engagement with the INFOCOM loonies.

But we do wish we had a share in the corporation.

XXXXXXXXXXXXXXXXXXXXXXXXXXXX

Questions sent in by readers this month (two: one from Iowa, one from Connecticut):

1) Where can one get the directions for WINGWARS?

Answer: I don't know. Does anyone know where to get WINGWARS? I think that's the game that had a dragon flying through gem-filled clouds and into mountain caverns. I saw it years ago. I can't remember where, but I still recall it as having the best graphics ever done for TI. Does anyone out there have WINGWARS or know what the directions are or where it can be purchased?

2) Do you know of any good cribbage games for the TI?

Answer: Yes and no. Way back in the early days of 99er magazine there were a few companies that offered cribbage games for the TI. By the time I started sending for some, the companies had died. There are even some listed in the first TI software books of third parties. I sent there, too, but never got answered. Though there are lots of cribbage buffs out there in TI Land (This is the most-often requested game that no longer exists for TI.), there is presently no cribbage game available anywhere. If anyone has a cribbage game please let me know where it can be had. However, Corey Cheng (of TI music fame) has written a cribbage game which is superb but incredibly slow. I had a chance to beta-test it a while ago, and it was excellent. He says he's redoing it for greater speed and is working on the directions. Whenever this busy genius (artist, mathematician, violinist, student, computerist) completes the project, I will announce it in this column.

If any reader has a question you think could be answered within this column (or an answer to questions) please write: Jack Sughrue, Box 459, E. Douglas, MA 01516.

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#### SLEEPER OF THE YEAR AWARD

In the world of computer game playing it is easy to become very jaded very quickly.

When we all had tape recorders we loved playing GUESS THE NUMBER against the TI. I think that was the first program we all typed in from the manual. Then we moved to THE THING THAT BEEPS WHEN YOU TOUCH IT game. Later, the space games. Along the way there were word games and Tower of Hanoi games and the scrolling navigational games. Most of these - with the exception of Regena's - you wouldn't even want to go back to try out.

There were some good ones, though, that are still good, if you can make a speeded up version: 3D TIC TAC TOE, is an example.

I still think HAMMURABI and JOTTO and SQUARE PAIRS and ROMEO and CAVERN QUEST are still superb game programs (as obviously are the adventure types discussed earlier).

I like games. I claim I'm always on the lookout for good games for my kids and for my 5th-grade students. In

truth, I like games.

So what does a jaded game player who has become intrigued by the construction games (like GRAVITY MASTER and SPACE STATION PHETA) do when the computer chores are done?

I put on my favorite: DIABLO. It is intellectual fare with an arcade atmosphere and was given to me for my birthday about five years ago.

Nothing else is like it for the TI or for any other computers.

You try to thwart a slowly rolling ball that is out to make you look like an idiot. Sounds odd? It is, as I've said, unique, and you have to experience it to appreciate it.

Now along comes another another unique game. This one is by Tom Wible and is put out by ASGARD (PO Box 10306, Rockville, MD 20850) for only \$14.95 on disk. It is called HIGH GRAVITY.

The premise is that you are in a space ship and are unable to get through the planetary system safely to save a stranded crew. The system could contain up to 9 planets of varying sizes. You may control the size, number, and location of the planets, if you like. Become a minor god and even save the system for later use (if you're into immortality). When I first read the manual which comes with HIGH GRAVITY (which is clear and non-technical), I was impressed. Then I loaded the thing and was instantly unimpressed. I'm used to "speed of lightning" attacks. And groovy sound effects. And flashy explosions.

None of that stuff here. And some of the configurations the computer gave me were so simple I did them with my feet tied together. But then the insidiousness of Wible began to descend upon me.

I've been hooked since.

The simplicity is deceptive like the simplicity of DIABLO, as both are ingeniously-disguised lessons in physics. [I shouldn't have said that. I can see the crowds running out the door from here.] It's sophisticated to the point where you can actually use real physical laws of gravity to create computer art with the leave-a-trail aspect of the game. Is it a game? Is DIABLO a game? Is life a game?

I only know that since I got HIGH GRAVITY about six months ago, I have been dividing my recreational computer activities about evenly between these two great g... er, shall we say - er, between these two great stimulating computer activities.

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> Next month — Programs by our resident genius, Tony Falco — and more views, news, and reviews.

# Legends

Dear Mr. Editor,

I feel your glorification of the life of an adventurer in the editorial for the May 13th issue of *Popular Spellcasting* was inaccurate. At best, it isn't easy to be an adventurer. Whether you are fighting the monsters (which are invariably big and ugly) that wander about, or exploring dank, dark and slime encrusted dungeons, an adventurer's job is hard. The pay is poor in the beginning and expenses are high, and all too often life is brutally short. Not to say our lot is all bad - as you get a bit more experienced the monsters are easier to kill, traps aren't so tough, and the monetary rewards are very good. However, I think telling it like it is is preferable to convincing a lot of novices to take up the profession. Besides, there is only so much gold and treasure to go around.

Zarnak the Fighter, *Wizard's Rock*

With over one year spent in development and testing, *Legends* is one of the most flawless adventures ever for the 99/4A.

Based on popular role-playing games, *Legends* occupies two complete SS/SD disks. You must guide your party of four characters through a vast island, and six separate dungeons in search of the answer to your quest, gold and treasure. Along the way you will fight with spells and weapons animated, full-color monsters against a background of detailed forests, mountains and dungeons.

*Legends* features a character generator for creating your own players, 44 distinct game screens, and over 50 detailed monsters. During your travels you can stay at inns, use teleporters, drink potions, avoid traps, solve puzzles, talk to the natives, bribe monsters, and be bribed. As your characters advance in experience you can send them to the Adventurer's Guild for additional training in the arts of combat and magic. These skills will be needed for the challenge below.

Donn Granros and Ed Johnson, the authors, carefully crafted a fine program that features custom assembly language routines for rapid graphics action. *Legends* requires a TI-99/4A with 32K, TI Extended BASIC and one disk drive, or a Myarc Geneve 9640. It is furnished unprotected and is available from all Asgard Software dealers.

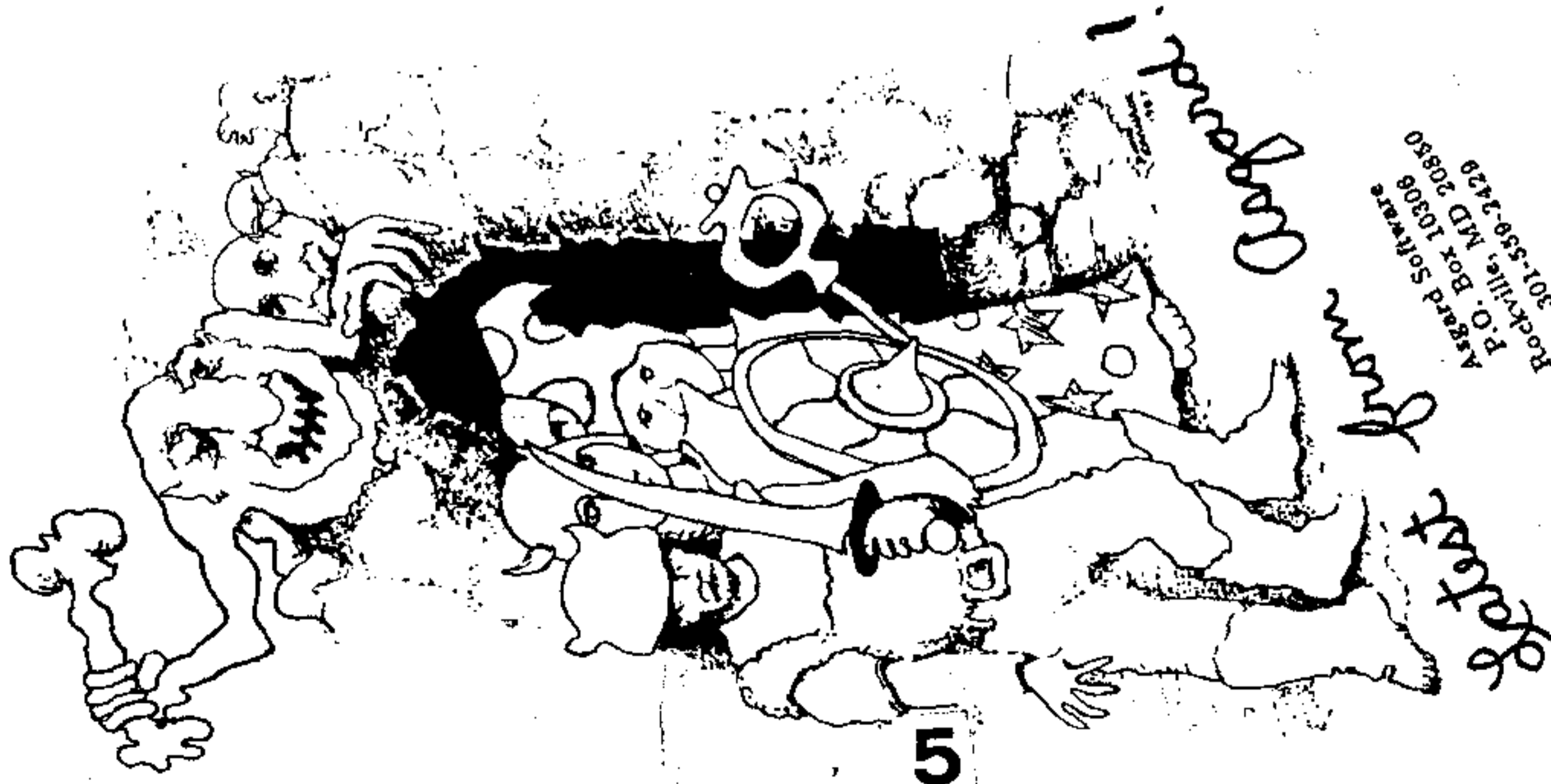
TI-WRITER\_COMMENT

Thank to JANE LAFLAMME of the OTTAWA U.G.

When using TI-WRITER, we've all become accustomed to .CO as a line of comment, however, ...  
 \*the formatter disregards all text after a (leading) period.  
 The .CO is optional!!

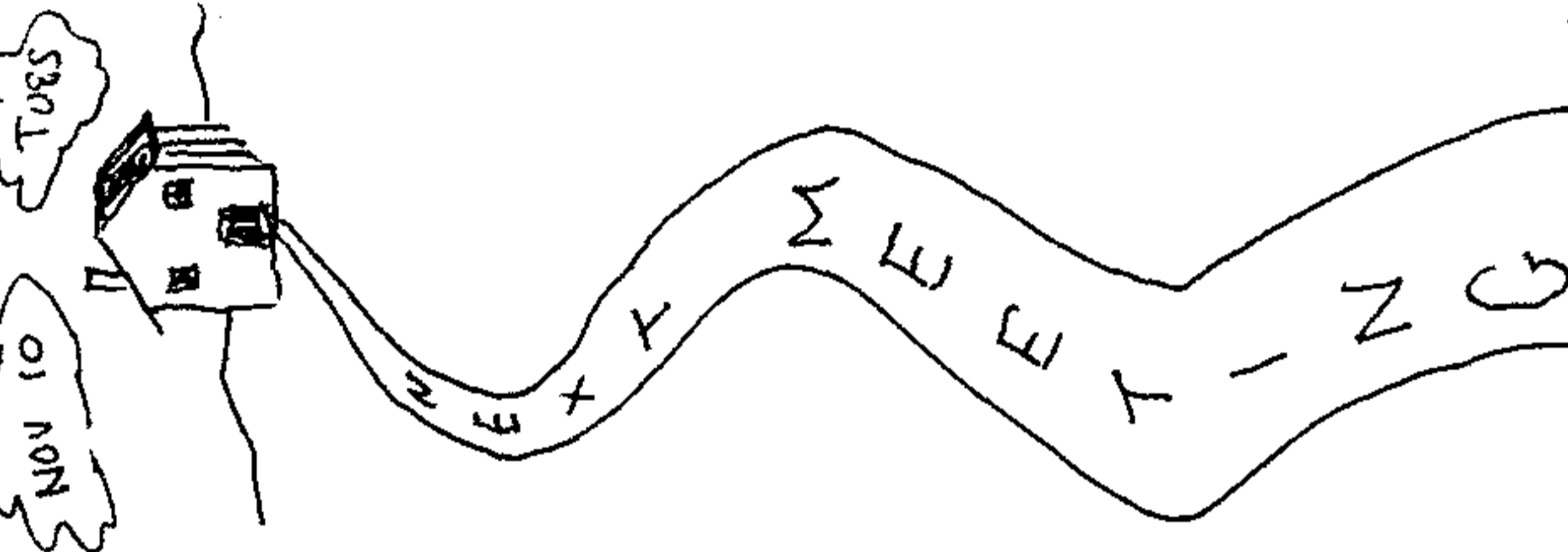
(You programmers could use your distinctive astrisks to label a comment line. ie. \*\*\*\*\* COMMENTARY \*\*\*\*\* Chick)

<\*><\*><\*><\*><\*><\*><\*><\*>



"A fool and his TI 99-4A are soon parted."

- James Joyce



Don't Miss It!  
 FONTWRITER II  
 FUNNELWEB IV  
 LOTS MORE

from LA Topics

## 3.5 INCH DRIVES FOR THE 99/4A

We ran across an advertisement on page 211 of the Sept. 87 issue of *Computer Shopper* offering a Toshiba 3.5 inch drive and conversion kit especially for the TI 99/4A for \$125. This is said to work with Myarc or CorComp controllers (no mention of TI controllers in the ad). For more information call or write:

Alpha Scientific  
 P.O. Box 626  
 Chesterfield MO 63006  
 Phone 314-878-7117

\*DONE\*

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MAX-RLC HELP CARD: Notes from TRAVIS WAIFORD

FROM TITLE SCREEN:  
 CATALOG DISK - DSK1. <ENTER>  
 LOAD FILES: MAX-RLC will load:  
 1) DIS/FIX 128 KLE'S  
 2) DIS/UAR 80 KLE'S  
 3) GRAPHX files  
 4) TI-ARTIST (U/2) files

ONCE GRAPHIC IS LOADED:  
 SCREEN DUMP TO PRINTER  
 <P>PRINTER - Default - P10.CE  
 SAVE FILE TO DISK  
 <S>SAVE - Default - GRAPHX format  
 <SPACE BAR> - TI-ARTIST format  
 <SPACE BAR> - DIS/FIX 128  
 <SPACE BAR> - DIS/UAR 80.

CHANGE GRAPHIC COLORS

COLOR	FOREGROUND	BACKGROUND	SHIFT
Black	1		SHIFT 1
Medium Green	2		SHIFT 2
Light Green	3		SHIFT 3
Dark Blue	4		SHIFT 4
Light Blue	5		SHIFT 5
Dark Red	6		SHIFT 6
Cyan	7		SHIFT 7
Medium Red	8		SHIFT 8
Light Red	9		SHIFT 9
Dark Yellow	a		A
Light Yellow	b		B
Dark Green	c		C
Magenta	d		D
Gray	e		E
White	f		F

"He who hesitates misses out on some good software."  
 - Wm. Shakespeare

From CIN-DAY NEWS June 1987

From Bits, Bytes & Pixels

C F S

CREATIVE FILING SYSTEM  
VERSION 7.0

WHY WOULD YOU WANT CFS FOR DATA  
BASE MANAGEMENT SOFTWARE? FOR  
ONE THING, BECAUSE J. PETER  
HOODIE OF BOSTON COMPUTER SOCIETY  
HAS INCORPORATED AN ASSEMBLY  
LANGUAGE SORT ROUTINE TO REPLACE  
THE OLD X-BASIC ONE. IF THAT'S  
NOT ENOUGH, ANOTHER FEATURE IS  
THE CAPABILITY TO STORE UP TO  
32,000 SUB FILE RECORDS ON ONE  
DOUBLE-SIDED/DOUBLE DENSITY  
DISKETTE.

BY SPECIAL ARRANGEMENT WITH  
AUTHOR MARK BECK, M.U.N.C.H.  
IS SELLING CREATIVE FILING  
SYSTEM TO HELP DEFRAY THE COSTS  
OF OUR NEW MEETING PLACE. NEW  
PURCHASES OF CFS WILL COST ONLY  
\$10.00. HOWEVER, IF YOU BOUGHT  
VERSION 6.0 FROM M.U.N.C.H. (WE  
DO HAVE A RECORD OF THOSE  
PURCHASES), JUST BRING IN YOUR  
ORIGINAL THREE DISKS AND WE WILL  
SWAP THEM FOR VERSION 7.0.

REMEMBER, THE AUTHOR HAS PUT A  
TREMENDOUS AMOUNT OF TIME INTO  
DESIGNING AND UPGRADING THIS  
PROGRAM. PLEASE SEND HIM A  
FEW DOLLARS SO HE WILL CONTINUE  
TO MAKE IT BETTER AND BETTER  
ACCORDING TO OUR REQUESTS ON  
HIS SURVEYS.

"Know a man by the  
computer he keeps."

-Henry David Thoreau

M.U.N.C.H. Financial Statements for the Year Ending 9-30-87.

BALANCE SHEET

ASSETS  
Cash in bank \$529.22  
Computer System 350.00  
High Speed Copier 150.00  
Tapes & Discs 200.00  
Library 200.00  
P.A. System 100.00  
TOTAL ASSETS \$1,529.22

LIABILITIES  
Commissions due(CFS sales) 2.00  
TOTAL LIABILITIES 2.00

MEMBERS NET WORTH \$1,527.22

INCOME  
Dues \$480.00  
CFS Sales 290.00  
Software Sales 155.15  
Raffle 146.25  
Newsletter Subscription 10.00  
T.I. Faire commissions 32.00  
Advertising 13.00  
Total Income \$1,126.40

EXPENSES  
Newsletter \$507.72  
Postage 259.72  
Hall Rental 50.00  
Bank service charges 30.90  
P.O. Box rental 22.00  
Hardware purchased 69.00  
CFS license agreement 60.00  
CFS Commissions 28.00  
Dues-99 United 50.00  
Miscellaneous 76.42  
Total Expenses \$1,153.76

Respectfully submitted, James W. Cox - Treasurer

\*\*\*\*\* FOR SALE: TI99/4A console  
(malfunctions; may need cleaning etc.) -  
\$50; PE Box with flex cable - 90; Speech  
Synthesizer - 25; 32K Expanded Memory  
Card - 55; TI LOGO I & II - 20; Three  
Flip 'n Files - 10 each; XB cartridge -  
15; approximately 60 miscellaneous  
(mostly educational / many rare)  
cartridges, tapes, and disks: 5 each.  
These prices are negotiable! Please call  
Judy Maloney at 885-4908. Complete  
listings and more at sales table next  
meeting. \*\*\*\*\*

## GETTING STARTED WITH TELECOMMUNICATIONS

"Ahoy there Matey!". This was how the first few people answered their telephone after it was first invented. Today, telecommunications has come a long way since it started. Now, anyone can spend a few hundred dollars (more or less) on a personal computer, purchase a modem and begin to transmit messages anywhere their telephone can take them. There are many bulletin boards operated by owners of personal computers available for access by anyone with the proper equipment. It is these people that this article is all about. These extremely unselfish people that provide us so much enjoyment at little or no extra cost to us.

Your first question might be, what equipment do you need to get on the bulletin boards? First, you need a computer, at least one disc drive, an RS-232 serial interface, the necessary cables, phone lines, and communications software. My modem is an ADC 1200. It is a 300/1200 baud Hayes compatible, auto-dial, auto answer, which I purchased for under \$150. Once you are hooked up all you have to do is dial a number! Where do you find the numbers to some local bulletin boards? Well, since you are reading this in a computer club newsletter, I'm sure there are some members that can get you started numbers of other boards. Every BBS is different. What you do on one BBS, you can't do on another. For example; most boards require the user to use their real name all the time. Other boards let you use a "handle" when leaving messages. Some boards allow the users to get kind of rough with their language, others require the user to use clean language when leaving a message. The first time you call a BBS, take a look at the messages and you can get an idea of what is going on. I always leave a "Hi there, everybody" sort of message the first time I call a BBS. This is the only way to get messages. If you want to communicate with people you can't expect to get any messages until you leave them. The boards are used for many things, mostly computer related. Some have games available for the users to play while online, and there are some techie messages and others with computer problems.

The first time you log on a board, you will answer a few questions. The SYSOP might want to know your real name, phone number, address, and what type of computer you are using. If I am asked to give my home address, I don't stay with that board. I personally feel that I don't want a stranger to know where I live. I always give my post box address. Some boards tell you to send them a letter. Then they will send you a password and a user number that will let you in, you can't log on without them. I don't use the same password on all boards. Never tell anyone what your password is. If anyone finds out they can call the board in your name, read all your messages, and leave messages in your name. If an unscrupulous person gets your password, they could leave messages that might be bad enough to get you thrown off the board. And you will have no way of proving it wasn't you.

The TI boards in general have very user friendly menus.

However, take a look at some of the BBS's operated by other computers. Once I had to have the SYSOP get me to the message base. The menu was mind boggeling! When I am about to exit a new board, I try to leave a message either letting the SYSOP know how much I enjoyed the visit, or how frustrated I am about not finding the message base. He knows by the type of computer I have that I can't download anything from the board. All the SYSOP's have been very patient with me and have taken time to explain how to use their BBS.

When you call a new BBS, try to call at an honorable time in case the telephone number might be wrong. Many times I have called a number and have heard "Hello". I hang up real quick! With my Modem I can't answer a voice. Believe me this happens a lot. But remember, they don't know who called. Tell the SYSOP of the board where you got the number that it is a voice number. Hopefully, they will remove it so that no one calls it anymore.

Everyone has a different idea of what a BBS should be like. The message base is for everyone that wants to use it. We can't force anyone to use it, but I think it's only being polite to take an active part in the message base if you call that particular board on a regular basis. The D/L (download) section is fun, but the BBS is for communications. Through the message base a user can get an idea of what interests the users on that board. Also, you can tell the age group, which sometimes can make a difference. But, most important, you can find out what type of computer the majority of the users have. Most of the boards I call are TI boards. Some IBM BBS's I can't get into at all. Last, but not least, be kind and be courteous when calling these boards. Remember, you are a guest in someones home. Obey the rules of the board and have fun!

San Diego Computer Society - TI SIG

THE NATIONAL NEWS SECTION

NEWS -- NEWS -- NEWS -- NEWS

INTERNATIONAL 99/4 USERS GROUP (IUG)  
PROGRAM LIBRARY  
by Frank Bubenik Jr.

(Reprint of article from July, 1987  
Long Island 99er Newsletter)

QUESTION: WHAT HAPPENED TO THE IUG PROGRAM LIBRARY WHEN THEY WENT OUT OF BUSINESS?

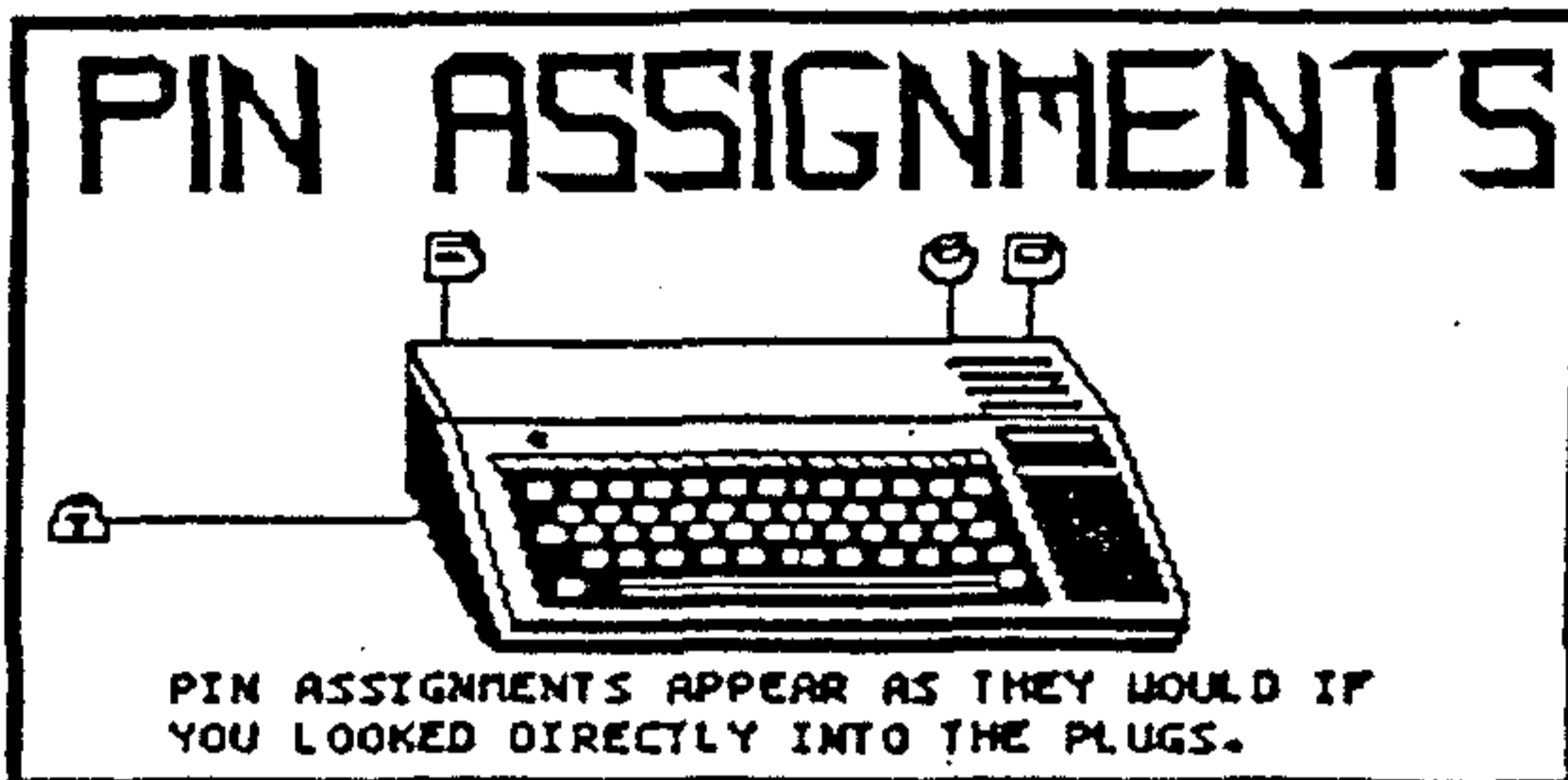
ANSWER: In October, 1985 Mr. Charles C. Hurst bought the software library. Mr. Hurst is the president of the Central Oklahoma 99ers U.G. When IUG was in business, they sold programs for \$3 each and \$14.99 for the MASTER 99 SERIES of

programs. Today, the programs are \$2 to \$3 for a disk full of programs. You supply the SSSD disk, maller and postage both ways. I suggest using the flip/floppy disks to save on postage. The MASTER 99 SERIES is available for \$3 a disk. Catalog number M9/100 DATA BASE 300 for SSSD drives. M9/101 DATA BASE for DSSD drives. M9/120 ACCOUNTS RECEIVABLE (500 records) M9/130 ACCOUNTS RECEIVABLE (1,000 records).

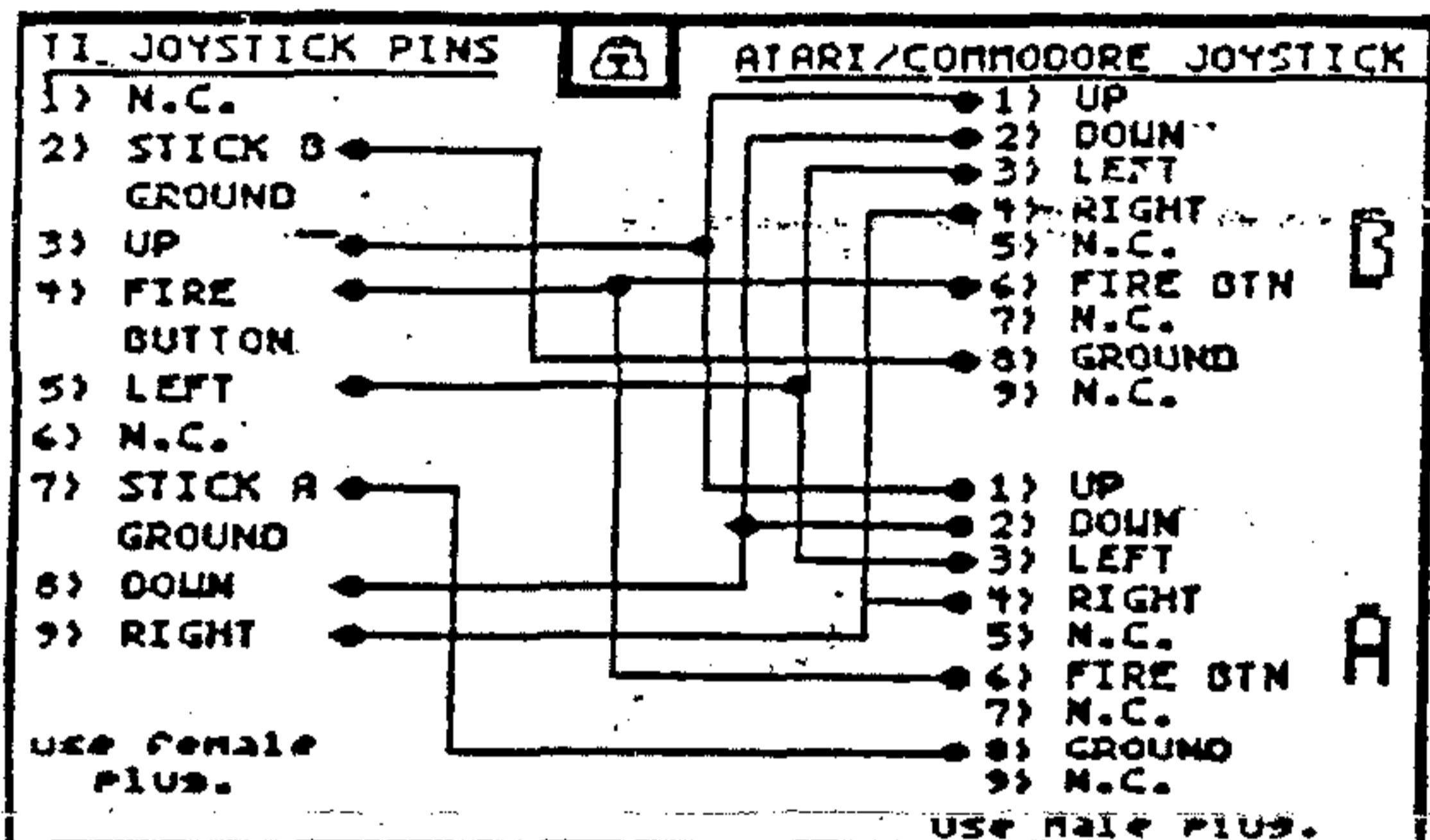
THESE PROGRAMS were \$15 and now are \$3 (copy fee). All are public domain. Other types of programs: Games, Graphics Demos, Music, Education, Business Professional, Science/Engineering, Home Ideas, Utilities. There are hundreds of programs available. Mailing address:

CENTRAL OKLAHOMA 99ERS U.G.  
307 WEST RICKENBACKER DR.  
MIDWEST CITY, OK. 73110-5646  
ATTN. CHUCK HURST





From:  
CIN-DAY  
MAY '87



FORT USER GROUP  
FEBRUARY, 1987

