

INTERNATIONAL TI-LINES

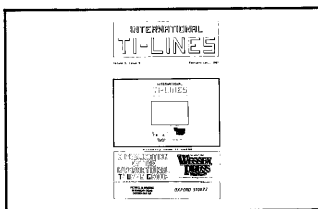
Volume 3, Issue 9

February 1st., 1987

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Formerly OXON TI USERS

A PUBLICATION
OF THE
INTERNATIONAL
TI USER GROUP

WESSEX PRESS
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WORKSHOP AT BLOXWICH: SATURDAY, MARCH 28TH. PUT IT IN YOUR DIARY!

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Apologies all round for the delay in getting January's IT out to you;
I hope that it is worth the wait. PB.

HAPPY VALENTINE'S DAY
!!! TO ALL TI'ERS !!!

ADVENTURE HELP

by SCOTT and JO ANN COPELAND

Most of us are fortunate enough to have disk capability and fully enjoy the advantage of playing INFOCOM Adventures. Now, we all know there's nothing better; however, some only have the capability of enjoying the Scott Adams series due to system set-ups. That's why I try to treat both types of Adventures in the Hints columns. An Adventurer is an Adventurer, no matter what kind they are playing, and even the best of us get stuck somewhere once in a while! And PLEASE - you CAN write in with questions, or if you are at the stage of a complete mental collapse - call in to the Adventurer's Hot Line (the number was included in a previous column if you caught it). Careful thought will be given to misleading you completely! So, without sufficient questions, WYSIWYG - hope it helps!

ZORK I- Gaining entrance to the kitchen from behind the house starts off an Adventure of a lifetime where you can either go up to the attic or down through the living room. Beware the Troll! I killed him right off although my counterparts say they weren't as lucky! The cellar entrance starts off your Underground experience - one you won't forget for a long time to come!

The Loud Room is loud for a reason - water is rushing overhead. Working with the Dam Lobby Maintenance Room bubble helps, or typing the word for what happens in the Loud Room is as easy.

Your rope helps you gain entrance to the Temple - not only does the Altar give you some important items, saying a prayer might help too!

The Black Book solves your problems entering the Land of the Dead. Read all the accessible pages to see the answer (and there is more than one page to read).

The Basket in the shaft room helps you along the way, - use it to hold your items when going into the mine area. Also, try working with the coal in the machine room.

By the way, do Bats like garlic? // Have you tried 'waving' any of your treasures? One should remind you of something else!!

The Cyclops just might be hungry - no less thirsty if you feed him the wrong thing! Saying the right word might get him to make a way through the Strange Passage area.

Meanwhile, Ulysses and I are going out for a cup of coffee! Maybe we'll take a ride in our boat and check out a buoy.

)))))))))MORE)


```

N 2040 ELSE 2110
2040 FOR Z=1 TO 8
2050 IF S*(W,Q+Z)=CHR*(F)THE
N 2110
2060 S*(W,Q+Z)=CHR*(F)
2070 CALL HCHAR(W2,Q2+Z*2,G)
2080 GDSUB 3660
2090 L9=L9+1
2100 NEXT Z
2110 FOR Z=1 TO 8
2120 IF S*(W,Q-Z)=CHR*(D)THE
N 2130 ELSE 2150
2130 NEXT Z
2140 GOTO 2240
2150 IF Z=1 THEN 2240
2160 IF S*(W,Q-Z)=CHR*(F)THE
N 2170 ELSE 2240
2170 FOR Z=1 TO 8
2180 IF S*(W,Q-Z)=CHR*(F)THE
N 2240
2190 S*(W,Q-Z)=CHR*(F)
2200 CALL HCHAR(W2,Q2-Z*2,G)
2210 GDSUB 3660
2220 L9=L9+1
2230 NEXT Z
2240 FOR Z=1 TO 8
2250 IF S*(W-Z,Q+Z)=CHR*(D)T
HEN 2260 ELSE 2280
2260 NEXT Z
2270 GOTO 2370
2280 IF Z=1 THEN 2370
2290 IF S*(W-Z,Q+Z)=CHR*(F)T
HEN 2300 ELSE 2370
2300 FOR Z=1 TO 8
2310 IF S*(W-Z,Q+Z)=CHR*(F)T
HEN 2370
2320 S*(W-Z,Q+Z)=CHR*(F)
2330 CALL HCHAR(W2-Z*2,Q2+Z*
2,G)
2340 GOSUB 3660
2350 L9=L9+1
2360 NEXT Z
2370 FOR Z=1 TO 8
2380 IF S*(W+Z,Q-Z)=CHR*(D)T
HEN 2390 ELSE 2410
2390 NEXT Z
2400 GOTO 2500
2410 IF Z=1 THEN 2500
2420 IF S*(W+Z,Q-Z)=CHR*(F)T
HEN 2430 ELSE 2500
2430 FOR Z=1 TO 8
2440 IF S*(W+Z,Q-Z)=CHR*(F)T
HEN 2500
2450 S*(W+Z,Q-Z)=CHR*(F)
2460 CALL HCHAR(W2+Z*2,Q2-Z*
2,G)
2470 GDSUB 3660
2480 L9=L9+1
2490 NEXT Z
2500 FOR Z=1 TO 8
2510 IF S*(W-Z,Q-Z)=CHR*(D)T
HEN 2520 ELSE 2540
2520 NEXT Z
2530 GOTO 2630
2540 IF Z=1 THEN 2630
2550 IF S*(W-Z,Q-Z)=CHR*(F)T
HEN 2560 ELSE 2630
2560 FOR Z=1 TO 8
2570 IF S*(W-Z,Q-Z)=CHR*(F)T
HEN 2630
2580 S*(W-Z,Q-Z)=CHR*(F)
2590 CALL HCHAR(W2-Z*2,Q2-Z*
2,G)
2600 GDSUB 3660
2610 L9=L9+1
2620 NEXT Z
2630 FOR Z=1 TO 8
2640 IF S*(W+Z,Q+Z)=CHR*(D)T
HEN 2650 ELSE 2670
2650 NEXT Z
2660 GOTO 2760
2670 IF Z=1 THEN 2760
2680 IF S*(W+Z,Q+Z)=CHR*(F)T
HEN 2690 ELSE 2760
2690 FOR Z=1 TO 8
2700 IF S*(W+Z,Q+Z)=CHR*(F)T
HEN 2760
2710 S*(W+Z,Q+Z)=CHR*(F)
2720 CALL HCHAR(W2+Z*2,Q2+Z*
2,G)
2730 GOSUB 3660
2740 L9=L9+1
2750 NEXT Z
2760 IF L9=0 THEN 1270
2770 GOTO 2920
2780 L9=0
2790 O9=O9+1
2800 IF A=1 THEN 2960 ELSE 3
010
2810 CALL HCHAR(10,6,32,2)
2820 CALL HCHAR(10,6,ASC(SEG
$(STR$(S(1)),1,1)))
2830 IF S(1)<10 THEN 2850
2840 CALL HCHAR(10,7,ASC(SEG
$(STR$(S(1)),2,1)))
2850 CALL HCHAR(10,30,32,2)
2860 CALL HCHAR(10,30,ASC(SE
G$(STR$(S(2)),1,1)))
2870 IF S(2)<10 THEN 2900
2880 CALL HCHAR(10,31,ASC(SE
G$(STR$(S(2)),2,1)))
2890 IF O9>59 THEN 3280
2900 NEXT A
2910 GOTO 1230
2920 S*(W,Q)=CHR*(F)
2930 CALL HCHAR(W2,Q2,G)

```

)))))))))MORE)

3820 CALL COLOR(11,11,1)
3830 CALL COLOR(12,6,1)

3840 CALL COLOR(13,10,1)
3850 RETURN

Formatted listing produced partly by a program kindly provided by
JIM PETERSON of TIGERCUB SOFTWARE.

)))))))))))))END

AAGH!!

TECHNICAL PROBLEMS

PREVENT PUBLICATION

OF THOSE PHOTOGRAPHS!!

RB

 T H E T I H O M E S O F T W A R E C O L L E C T I O N

Pricing for TSC disks has been reorganised, although the full Collection is still offered at £35 inclusive.

Check the TSC Catalogue (available free to ITUG subscribers on request) to find out what the TSC entries stand for. Make sure that you indicate clearly what your choice is, specifying the name of the disk/s you want.

GAMES:	TSC ENTRIES:	PRICING
-----	-----	-----
TSC_DSK_A	GA0001 - GA0011	The number of programs on a disk can vary between about 7 and 11, dependent upon the sizes of the programs in terms of sectors used.
TSC_DSK_B	GA0012 - GA0022	
TSC_DSK_C	GA0023 - GA0032	
TSC_DSK_D	GA0033 - GA0043	
TSC_DSK_E	GA0044 - GA0055	
TSC_DSK_F	GA0056 - GA0066	
EDUCATIONAL:	.	The exception is the DEMONSTRATION disk, which alone is offered at £2.95 inclusive of post and packing
-----	-----	-----
TSC_DSK_G	ED0001 - ED0009	The rest are priced as follows:
TSC_DSK_H	ED0010 - ED0017	
~~~~~	~~~~~	£ 3.95 for ANY 1 DISK
DEMONSTRATION:		£ 6.90 for ANY 2 DISKS (SAVE £ 1)
-----	-----	£ 9.85 for ANY 3 DISKS (SAVE £ 2)
TSC_DSK_I	DE0001 - DE0006	£12.80 for ANY 4 DISKS (SAVE £ 3)
~~~~~	~~~~~	£14.75 for ANY 5 DISKS (SAVE £ 5)
MUSIC:		£16.70 for ANY 6 DISKS (SAVE £ 7)
-----	-----	£18.65 for ANY 7 DISKS (SAVE £ 9)
TSC_DSK_J	MU0001 - MU0009	£20.60 for ANY 8 DISKS (SAVE £11)
TSC_DSK_K	MU0010 - MU0017	£22.55 for ANY 9 DISKS (SAVE £13)
TSC_DSK_L	MU0018 - MU0026	£24.50 for ANY 10 DISKS (SAVE £15)
~~~~~	~~~~~	£26.45 for ANY 11 DISKS (SAVE £17)
UTILITIES:		£28.40 for ANY 12 DISKS (SAVE £19)
-----	-----	£30.35 for ANY 13 DISKS (SAVE £21)
TSC_DSK_M	UT0001 - UT0011	£32.30 for ANY 14 DISKS (SAVE £23)
TSC_DSK_N	UT0012 - UT0022	£34.25 for ANY 15 DISKS (SAVE £25)
TSC_DSK_D	UT0023 - UT0033	£35.00 ENTIRE (SAVE £27.20)
TSC_DSK_P	UT0034 - UT0044	
~~~~~	~~~~~	~~~~~

All programs are recorded on Single-sided disks.

You may elect to be supplied with software on Double-sided disks, when you should deduct £1 from the prices shown above.

If you prefer, you may send in your own disks, in which case deduct 50p for each disk from the prices shown above.

For example, 8 disks supplied by you would work out at £20.60 - (8 x 50p = £4) = £16.60 nett.

All the above prices are inclusive of post and packing.

The pricing for programs recorded on cassette remains £1 per program, with an overall charge of 65p for post and packing.

PLEASE MAKE ALL CHEQUES PAYABLE TO "PETER BROOKS"