

UPSTATE UPSTATE

OUR NEXT MEETING will be on Monday,

April 30, 1984 at 7:30 pm

PLACE: CAPITAL DISTRICT PSYCHIATRIC CENTER

New Scotland Ave. Next to Albany Medical Center

THE MAY MEETING will be on Monday,

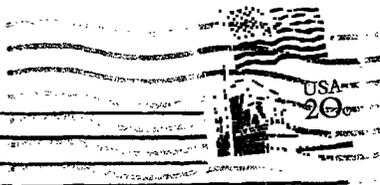
MAY 21, 1984 at 7:30 pm

PLACE: CAPITAL DISTRICT PSYCHIATRIC CENTER

New Scotland Ave. Next to Albany Medical Center

April's meeting, along with the usual, will include presentations of TI writer and Multiplan.

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



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Edmonton Users Group

Edmonton Users Group
10000 104th Street
Edmonton, Alberta T6E 1K1

RETURN TO PIRATE'S ISLE

A Review by Jon Daggett

I have always been a great lover of adventures, but TI's latest adventure has really caught my eye. **Return to Pirate's Isle** is not only another one of Scott Adam's adventures, but it also contains 3-D Graphics! The top half of the screen is your graphics "window", while the bottom half is used for input and response.

It helps if you have already had some experience with adventures before trying to tackle this one. I didn't have time to solve this one yet, because I don't own the module myself yet. But, I do put it highly on my list.

The graphics add not only color to your screen, but also provide some clues themselves. Plus, it keeps the interest going when you can actually see where you are in the game. I also found it easier to keep track of where I was in the game. With other adventures, I would try drawing a map. I must admit though, that I don't think that this could be considered an EASY adventure. Most of the normal conventions hold in this adventure, such as 2 word sentences, and the vocabulary. This game does require you to say TAKE INVENTORY to find out what you are carrying.

In conclusion, I rate the game highly. The only thing I don't like is having to wait for the screen to refresh. Although, this is usually no more than a second or two. I give my compliments to TI & Scott Adam's on this one. I would like to see more Graphic Adventures in the future.

ROTO RAIDERS

A Review by John Moore

In these days of 3rd-party cartridge software for the TI-99/4 & 4A, good new cartridges abound. Games like Miner 2049er, Henhouse, and the many famous Atari games are just a few of the abundant crop of good games ready to be plucked. But don't be fooled! All new releases are not original, graphically impressive, and (most importantly) fun. On the contrary, there are a few lemons. Take, for example, "Roto Raiders", from Romox software. Romox is obviously under the impression that anything they release on cartridge will be lapped up by a game-starved TI public. Maybe a few years ago this might be true, (have been) but today we have a rather decent collection of games to choose from. The object of this maze game is to clean a sewer up. (How fun!) There are little 'Pac-man' dots all throughout the corridors which you must cleanse. Also, there are 4 rats re-dirtying the maze every step they take. The only way you can slay them is by trapping them in some dead-end corridors in the corners of the maze. Each board you get 5 men who last 35 seconds each before dying for no apparent reason. Each screen (after you clear it) your 5 'rotos' are replenished. The rats don't seem to get any quicker with each advancing screen, the color just changes. Once you master how to trap the rats (which doesn't take much), the game is no challenge. The graphics don't come close to the games like Parsec or Star Trek, rather, the graphics are in the same class with Chisolm Trail or The Attack. The game mechanics have already been done by Munchman & A-maze-ing.

If you are deciding to buy on of the newer games, look it over before you purchase, play it, and get the opinions of some person who already owns it. If you do this, you probably won't get a product like "Roto Raiders".

THE MILTON BRADLEY MBX SYSTEM

A Review By Sally Lane

After rumors that the Milton Bradley MBX System would be out before Christmas and then rumors that it would not be out at all, it is now out.

The MBX System consists of a MBX console with built-in action pad, Triple-axis analog joystick, headset microphone, and power supply. The software used with it are modules that plug into the TI console. The MBX System hooks up to the TI console using the joystick, and cassette ports. The big feature of this system is that of voice recognition. This allows you to control screen action with your voice.

There are a number of software programs for use with this system. Four of these programs are educational games for children age 4-8 (Terry Turtle Adventure, Honey Hunt, I'm Hiding, Sound Track Trolley) Other games include Baseball and Bigfoot. Some require the use of the system to run and others do not, but are suppose to be enhanced by it.

Let's look briefly at Baseball, a two player game, which requires the system, and see some of the features. The action pad(touch pad) is used to control the types of pitches and can also be used instead of your voice to control the fielding of the ball. The pitcher has a variety of pitch options, with three speeds and four types of pitch (inside, middle,outside and curve).

If you wish to use the voice recognition feature, after you type in a player's name, and choose the voice option, wear the headset microphone and repeat the words (player positions) flashed on the screen so the system can recognize your voice. Both players can use voice to control their team. The voice recognition feature is not perfect but useable. If you try to carry on a conversation while playing the sound of your voice will make the players throw the ball around. I even tried whistling and they responded.

The joystick controls the batter and the lead runner. The pistol grip trigger controls when the batter swings. Turning the knob of the joystick controls the power and speed of the swing. One of the three auxiliary buttons on the joystick allows the lead runner to slide into a base. By pushing the joystick up you can steal bases.

As in a real game the umpire is there to call all the plays. When each team has warmed up and is in place the umpire starts the game by saying "PLAY BALL".

I don't get excited about talking to my computer enough to go spend about \$100. (not including the cost of the software) for the system, but you can't play this baseball game without it.

FOR SALE

REPUBLIC SOFTWARE'S UTILITIES I (disk) and TI INVADERS (disk)
\$9.00 each . Call Rich Lane at 843-0637 or see him at the meeting.

For Sale: New TI Speech Synthesizer. \$60. Call W. Geddes
377-1394

H I N T S F R O M H E N R Y

Try this XB program, from Jim Peterson of Tigercub Software, to generate large keyboard characters. Try building it into a program as a subroutine.

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100 CALL CLEAR :: PRINT "TIGERCUB CHARACTER ENLARGER":@S:@S
110 PRINT "BY JIM PETERSON":@S:@S:@S:"SELECT SIZE 1, 2 OR 3":@S:@S
120 CALL KEY(3,K,ST):: IF (ST=0)*(K<49)*(K>51)THEN 120 :: S=K-48
130 CALL CLEAR :: DIM HX$(96),CS$(16),MS$(16)
140 DATA 0000,0001,0010,0011,0100,0101,0110,0111
150 DATA 1000,1001,1010,1011,1100,1101,1110,1111
160 CALL CHAR(33,"FFFFFFFFFFFFFFFF")
170 FOR J=0 TO 15 :: READ CS(J):: NEXT J
180 CALL SOUND(100,800,0):: PRINT "READY - TYPE CHARACTER"
190 CALL KEY(0,K,ST):: IF (ST=0)*(K<32)*(K>127)THEN 190
200 CALL CLEAR :: PRINT "WAIT..." :: CALL CHARPAT(K,HX$(K-31))
210 FOR J=1 TO LEN(HX$(K-31)):: AS=SEG$(HX$(K-31),J,1)
220 IF ASC(AS)>57 THEN 230 :: B=ASC(AS)-48 :: GOTO 240
230 B=ASC(AS)-55
240 FOR L=1 TO 4 :: X=VAL(SEG$(CS$(B),L,1)):: FOR M=1 TO S
250 MS(J)=MS(J)&CHR$(32+ABS(X>0))
260 NEXT M :: NEXT L :: NEXT J
270 CALL CLEAR :: FOR J=1 TO 16 STEP 2 :: FOR N=1 TO S
280 PRINT TAB(11-S^2);MS(J);MS(J+1):: NEXT N :: NEXT J
290 PRINT @S :: FOR J=1 TO 16 :: MS(J)=NULLS :: NEXT J :: GOTO 180

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Mike Henry

R E S U L T S O F T H E M E M B E R S H I P S U R V E Y

At the March 23rd meeting of the Users Group, a survey was conducted to determine how you were using your computers and to identify activities that you would like to see at future meetings. A total of 50 persons completed the form. The following are some of the key findings:

EQUIPMENT OWNED

Ti 99 or 99/4A	100%	RS-232 Interface	46%
Extended Basic	76%	Editor Assembler	28%
Expansion Box	60%	Printer	26%
Disk Drive	54%	Mini-Memory	20%
32K Mem. Exp.	52%	Modem	20%

USES OF THE COMPUTER

Programming (TI or Ext. Basic)	80%
Games	64%
Educational Software	40%
Word Processing	22%
Business Uses	20%

MAGAZINE SUBSCRIPTIONS

Home Computer Magazine (99'er)	66%
Computer!	20%

SUGGESTED ACTIVITIES FOR FUTURE MEETINGS

Programming Tips	30%
Demos of Software	22%
Assembler or Machine Language	20%
Demos of Hardware	20%

Bob Ingalls