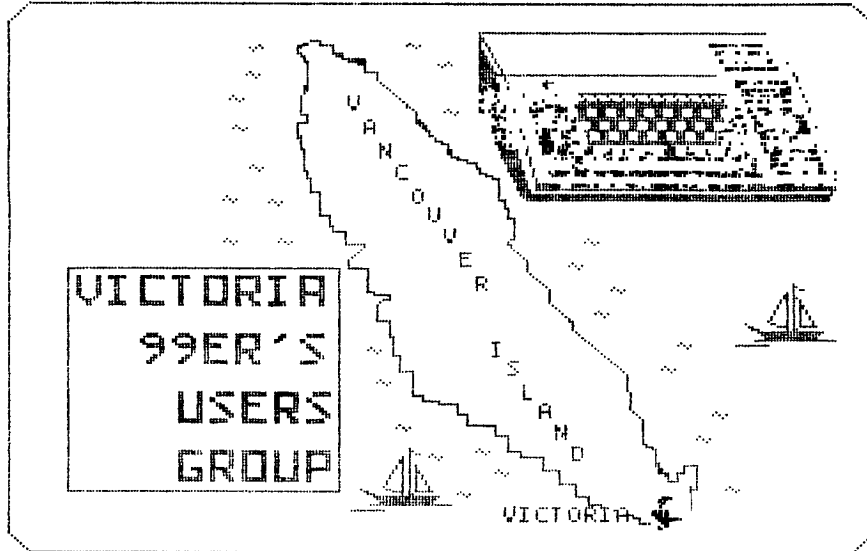


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# THE VICTORIA 99ER



JAN-FEB 1989

President: TOM RYAN

Treasurer: GARY HARE

Newsletter By:

RICHARD NICOLSON

TOM RYAN

VICTORIA 99ER USERS GROUP  
1369 FINLAYSON ST  
VICTORIA B. C.  
V8T 2V5 CANADA

# THE VICTORIA 99ER

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## EDITORS NOTES

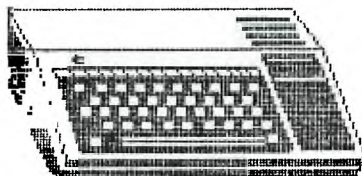
WELL ANOTHER CHRISTMAS HAS COME AND GONE AND WE ALL HAVE A LOT LESS MONEY IN OUR WALLETS. HOPE THAT YOU ALL HAD A MERRY CHRISTMAS AND A HAPPY NEW YEAR.

NOW THAT WE HAD OUR ELECTION OF NEW CLUB EXECUTIVES WE SHOULD THANK THE PREVIOUS ONES FOR THE WORK THAT THEY HAD DONE FOR THE CLUB IN THE PAST YEAR.

A NEW YEAR FOR THE CLUB HAS BEGUN AND WE SHOULD START WITH ASKING FOR A TREASURERS REPORT IN ORDER TO SEE HOW WE STAND FINANCIALLY FOR THE BEGINNING OF THIS NEW YEAR. THIS WILL DETERMINE HOW MUCH TO CHARGE FOR THE MEMBERSHIP FEES THIS YEAR.

WE WISH TO WELCOME A NEW MEMBER TO OUR CLUB. HIS NAME IS FRANK MUNRO WHO LIVES IN DUNCAN B.C. HE MOVED DOWN FROM PRINCE GEORGE AND WORKS FOR BC HYDRO AT THE POWER STATION IN DUNCAN. FRANK OWNS A GENEVE 9640 COMPLETE WITH A RAM-DISK WHICH IS A VERY NICE THING TO HAVE. MAYBE SOME DAY AT ONE OF OUR MEETINGS WE COULD PERSUADE HIM TO BRING IT DOWN AND GIVE US A DEMONSTRATION ON IT. BOTH TOM AND I HAVE SEEN A GENEVE BEING DEMONSTRATED AND THEY ARE GREAT.

THIS IS OUR FIRST ATTEMPT AT DOING THIS NEW REVISED FORMAT TO GIVE OUR NEWSLETTER A NEW LOOK. THIS ISSUE WAS DONE USING FONT WRITER II FROM ASGARD SOFTWARE AND IN THE FUTURE WE WILL TRY TO USE SOME OTHER TYPES OF DESKTOP PUBLISHERS LIKE PICASSO, PRINTERS APPRENTICE AND PRESS WHEN IT IS FINALLY RELEASED BY ASGARD.



## TITLE PAGE

THE CLUB LOGO ON THE TITLE PAGE WAS DONE USING TI ARTIST II AND SAVED AS A PICTURE TO BE USED IN THE FONT WRITER II PROGRAM WITH WHICH THIS NEWSLETTER WAS DONE. BELOW IS THE PROGRAM FILE THAT DID THE TITLE PAGE.

```
.LM 1 ANYTHING IN ( ) ARE ONLY
.RM 78 COMMENTS.
.GR
.C3 3
.BI ON
.BB 1,1,7,50
.LF DSK2.NINEYT_F(FONT NAME)
THE
VICTORIA 99ER(NO CARRIAGE RETURN
.BE 1 IN ORDER TO CLOSE
.BI OFF BOX IN RIGHT PLACE)
.SP 1
.GR
.CE
.FR ON
.FS 4
.IF DSK2.LOGO_P(TI-ARTIST PICTURE)
.CE
.LF DSK2.ATHEN_F(FONT NAME)
.SP 1
JAN-FEB 1989
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President: TOM RYAN  
Treasurer: GARY HARE  
Newsletter By:  
RICHARD NICOLSON  
TOM RYAN

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.GR
.SP 1
.CE 8
.LF DSK2.SQUARE_F(FONT NAME)
VICTORIA 99ER USERS GROUP
1369 FINLAYSON ST
VICTORIA B.C.
V8T 2V5 CANADA
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# THE VICTORIA 9SER

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## DOM

WE WILL BE OFFERING 6 DISKS OF THE MONTH FOR 1989 AT \$1.00 A DISK TO COVER THE COSTS OF DOWNLOADING AT LONG DISTANCE TO SOME BBS'S. THIS MONTHS DISK WILL INCLUDE AS FOLLOWS

CAD-COMPUTER AIDED DESIGN (BASIC) FROM OCT 85 MICROPENDIUM. SOME CLUB MEMBERS HAD ASKED IF WE HAD IT.

TITRIS-THIS IS A PUZZLE GAME WHERE YOU HAVE TO COMPLETE A LINE BY MANOEUVRING THE PIECES INTO PLACE AS THEY FALL FROM THE TOP OF THE SCREEN. DOCS INCLUDED AND THE HIGH SCORE FOR EACH OF 4 LEVEL CAN BE SAVED TO DISK. THIS IS A FUN AND FRUSTRATING GAME. GOOD LUCK!

MAGICFM-FOR TRANSFERRING YOUR TI FILES OVER TO A IBM COMPATIBLE COMPUTER. DOCS INCLUDED BUT THEY MUST BE PRINTED USING TI-WRITER FORMATTER.

THERE ARE ALSO 3 D/V 80 FILES ON THE DISK. FAST FIX, RS232, AND TIDOS. THESE FILES MUST ALSO BE PRINTED OUT USING TI-WRITER FORMATTER.

3D-GOLF THIS IS A 3D GOLF GAME IN WHICH YOU SELECT TO USE A WOOD OR AN IRON, THE STRENGTH OF YOUR SHOT FROM 1 TO 6 AND YOU ALSO SELECT THE DIRECTION OF YOUR SHOT FROM 1 TO 8 WITH 1 BEING NORTH AND THE REST WILL AS GOOD A GUESS AS OURS.

CHAINLINK THIS A SOLITAIRE TYPE CARD GAME. DOCS ARE AS ON THIS DISK. THIS PROGRAM IS COPYWRITE BUT YOU ARE CAN GIVE COPIES AWAY AS LONG AS YOU DO NOT CHANGE THE PROGRAM IN ANY WAY AND KEEP ALL FILES TOGETHER. INCLUDED ARE TEN HANDS THAT YOU CAN WIN WITH IF YOU CAN PLAY THEM RIGHT.

## INFO

NAVARONE WON'T DO REPAIRS ON TI PRODUCTS. SINCE DEC 1 1987 NAVARONE INDUSTRIES, INC. HAVE HAD NEW OWNERS. THEY NOW MANUFACTURE HARDWARE FOR THE ATARI-ST AND MEGA COMPUTERS, AND DOES NOT HOLD THE RIGHTS TO TI PRODUCTS OR SUPPORT THEM. ALL NAVARONE TI PRODUCTS WERE SOLD TO VENDORS INCLUDING TRITON AND MICROSPHERE. THIS WAS TAKEN FROM AN ARTICLE IN NOV 1988 ISSUE OF MICROPENDIUM.

THIS OF COURSE MEANS THAT YOU MIGHT HAVE PROBLEMS GETTING YOUR WIDGET FIXED IF IT SHOULD BREAK.

BARB WIEDERHOLD, OWNER OF THE QUEEN ANNE COMPUTER SHOP IN SEATTLE WASH. SAID THAT THE WIDGET IS NO LONGER MADE SO IF YOU WERE THINKING OF GETTING ONE AND DO NOT HAVE ONE YET YOU BETTER HURRY UP AND GET ONE OR YOU MIGHT BE OUT OF LUCK. TOM OWNS ONE AND I OWN TWO AND FIND THEY SURE SAVE WEAR AND TEAR ON THE CARTRIDGE PORT.

### FREE TRADE

DID YOU KNOW THAT YOU CAN NOW BUY A USA MADE COMPUTER A BRING IT INTO CANADA AND NOT PAY DUTY, BUT YOU MUST PAY WASHINGTON STATE AND CANADIAN SALES TAX. I DON'T KNOW IF THIS ALSO APPLIES TO U.S. MADE COMPUTER PARTS ALSO, LIKE DISK DRIVES AND MODEMS ETC BUT IF ANY OTHER CLUB MEMBERS HAVE ANY OTHER INFORMATION REGARDING THIS MATTER MATBE THEY WILL BRING IT UP AT THE NEXT MEETING SO THAT EVERYBODY COULD SHARE IT. IT COULD MADE ORDERING THINGS FROM THE U.S. A LITTLE BIT CHEAPER.

# THE VICTORIA 99ER

## ADVENTURE HINT BOOK

IF YOU FINALLY GOT FRUSTRATED WITH TRYING TO SOLVE THE SCOTT ADAMS ADVENTURE SERIES, AND IN DESPERATION PURCHASED A COPY OF HIS OFFICIAL HINT BOOK, YOU MIGHT FIND THE FOLLOWING EXTENDED BASIC PROGRAM HELPFUL. IT GREATLY SIMPLIFIES THE PROCESS OF LOCATING CLUES IN THE FORMAT USED IN THE HINT BOOK. ALL YOU HAVE TO DO TO THIS PROGRAM IS TO ADD THE DATA STATEMENTS. THESE CONSIST OF THE DICTIONARY FOR EACH ADVENTURE AS PRINTED IN THE SCOTT ADAMS HINT BOOK. THE FIRST TWO DATA STATEMENTS SHOULD BE THE ADVENTURE NUMBER AND TITLE, AND THEN SIMPLY TYPE IN EACH WORD IN THE DICTIONARY, IN THE SAME ORDER AS IT APPEARS IN THE BOOK. AFTER THE LAST WORD IN THE LIST, ADD ONE FINAL DATA STATEMENT, THE "@" SYMBOL. THIS TELLS THE PROGRAM THAT IT'S REACHED THE END OF THE LIST.

WHAT I DID WAS TO TYPE THE DATA STATEMENTS IN MERGE FORMAT, SO ALL FILE, BEGINNING WITH LINE NUMBER 500. I THEN SAVED THE DATA STATEMENTS IN MERGE FORMAT, SO ALL YOU HAVE TO DO IS TO LOAD THIS PROGRAM, THEN MERGE THE DATA STATEMENTS, AND RUN THE PROGRAM. THEN SIMPLY TYPE IN THE NUMBER SEQUENCE FOR EACH CLUE, AND WHEN FINISHED, JUST HIT THE <ENTER> KEY, AND THE CLUE WILL BE PRINTED ON YOUR SCREEN. TO TERMINATE THE PROGRAM, SIMPLY HIT THE <ENTER> KEY WITHOUT TYPING IN A NUMBER. THIS WAY YOU CAN USE THE PROGRAM WITH ANY OF THE ADVENTURES COVERED IN THE SCOTT ADAMS BOOK!

```
100 !ADVENTURE HELP PROGRAM
110 !BY TOM HALL
120 !EDMONTON 99'ER USER GROUP
130 !
140 !A PROGRAM TO USE WITH THE
    SCOTT ADAMS HINT BOOK
150 !
160 CALL CLEAR
170 DIM A$(25),D$(300)
180 READ C$,T$
190 DISPLAY AT(2,3):"CLUES FOR
    ADVENTURE
    #";C$;TAB(14-INT(LEN(T$)/2));T$
200 I=1
210 READ D$(I) ;; IF D$(I)="@" THEN
220 ELSE I=I+1 ;; GOTO 210
220 CX$="" ;; FOR I=1 TO 25
230 ACCEPT AT(8,1)BEEP:A$(I) ;; IF
    (A$(I)="")*(I=1)THEN CALL CLEAR
    ;; END ELSE IF A$(I)=" " THEN
    260
240 CX$=CX$&A$(I)&" "
250 DISPLAY AT(12,1): ; ; ; ; ;
    ; ; ;CX$; ; ; ;; NEXT I
260 DISPLAY AT(8,1):""
270 X$=" " ;; FOR N=1 TO I-1
280 X$=X$&D$(VAL(A$(N)))&" "
290 DISPLAY AT(12,1):X$ ; ; ; ; ;
300 NEXT N
310 GOTO 220
```

THIS ARTICLE AND PROGRAM COME FROM THE DECEMBER 1984 ISSUE OF THE 99er ONLINE NEWSLETTER OF THE EDMONTON 99er COMPUTER USERS SOCIETY.