

# MICHIGAN ASTRO BUGS



Sec. Peggy Gladden 59400 9 mile rd. South Lyon, MI 48178

July, 1982

## ★ Speak Out! ★

We've chosen this column for the critical side of this business. It's more or less a gripe column. The gripe for today is... Where is the Z-Grass 100 add-under? What is taking so long?

Most of us are tired of hearing that the Z-Grass will be out soon. However, now we have some positive answers.

Delays have been caused by constant changes in the design (for improvement), and from manufacturing complications. Hopefully, by the time you read this, John Perkins (who designed the Blue Ram) will have signed a contract, to finalize the design, and produce the Z-Grass 100. Cross your fingers!

## ★ What Bugs You? ★

If you have anything at all to share with the group, please let us know. Our purpose is to show you what you want to see, and tell you what you want to hear. Any questions or requests, please tell us, or write them on the suggestion sheet in the back of this newsletter. Thanks.

## ★ Where will BUGS attack? ★

Our next meeting is Sunday, August 15, 1982. It will be held at New Image, in South Lyon. Time will be 2:00 to ?????? There is a map at the back of your newsletter. Hope to see you there!!

## ★ Master Plan ★

George Noses will open our meeting at 2:00, and will show any new hardware and software which we will have available.

After this, Brett Bilbrey will hold a question and answer period. Please feel free to ask anything - no matter how dumb it seems to you. This is what Brett is here for, and he feels that no question can be too trivial or dumb, to be answered. Besides, the rest of us like to watch Brett work!!!

After the question and answers, we will be breaking up, into special interest groups. The first two will be Beginner Basic Training, taught by Don Gladden, and a Hardware Group, headed by Marion Nalepa. These will go for a half hour, and then be changed to Games-Advanced Basic, headed by Brett Bilbrey, and Machine Language (not sure who will be hearing it at this time).

## ★ Finances ★

These figures are complete, and up-to-date, except for expenses for this meeting, and a new check statement, which is not done at this time.

Membership fees	\$237.80
Ad meeting fees	- 50.02
Balance	187.78
Ad postage	- 8.71
Balance	179.07
Ad printing and office sup.	- 15.00
Balance	164.07

## ★ Games Galore ★

We're still striving to get together a club tape. Please send us your program donations. Remember, we will accept any quality programs, that you have written yourselves. Be sure they are not programs which have been donated elsewhere, such as the Arcadian. However, they may be programs which you sell.

Please.... We are still desperate for these programs. We have some donations, but not enough to make our tape.

## ★ Summer C.E.S. ★

by Don Gladden

Just a quick report on the C.E.S., which some of us were fortunate enough to be at.

George Noses, Brett Bilbrey, Chris William and myself were all there, and enjoyed seeing the new things that Astrocade has planned.

All the new cartridges were there, some still in the prototype stage, but all functional enough to get an idea of what they will be like.

Shown were: 'Conan the Barbarian', 'Creative Crayon', 'Bowling', 'Soccer-Dribbling', 'Solar Conqueror', 'Cosmic Raiders', 'Music Maker', 'Artillery Duel', 'Pirates Chase', and of course "The Incredible Wizard", which was the featured cartridge of the show.

'The Wizard' is now available, while the rest are scheduled for release anywhere from July to the end of the year.

We also had the opportunity to use the 'Z-Grass' 100 add-under, and all I can say is... "I can't wait!!!" John Perkins is working on the add-under, so I believe that it won't be long now!

If you ever get the opportunity to be at one of the C.E.S., don't miss it!!!

We've taken a little space here, to let everyone know about extra information for your *Astrocades* (Ballys).

We highly recommend the "Sourcebook", out out by RHH Enterprises, which covers the following:

- new owner information
- system summaries
- index to all software and hardware sources
- 'Arcadian' newsletter index and program descriptions
- repairs and service information
- User groups, etc.

Price for the 'Sourcebook', is \$7.00, U.S. funds, postpaid. Write to:

RHH Enterprises  
635 Los Alamos Ave.  
Livermore, CA 94550

We also highly recommend the 'Arcadian', a newsletter with a wealth of info. Bob Fabris has put out great efforts, and continued support for the past four years, and has greatly helped to put the *Astrocade* where it is today. If you wish to subscribe, the present rate is \$15.00 per year (you will receive all issues from Nov. to Nov.), and the address is:

Arcadian  
3626 Norrie Dr.  
San Jose, CA 95127-9990

The 'Astrocader' is a new newsletter, published by New Image, and is available for \$4.00 for the first 3 issues. This is a trial offer, both to feel out interest, and to determine whether it will be continued, after 3 issues. The third issue will have all info as to whether or not it will go on, what all rates will be, etc. Write:

New Image  
345 N. Lafayette  
South Lyon, MI 48178

Hope we helped someone!!!!!!!

### ★ Astro-Nomic Sales ★

At our May meeting, we began our 'Corner Store'. It's a great way to buy and sell your software, etc. Last meeting we had custom hardle dust covers, badges and software. If you have anything to sell, please call Peggy, at 313-437-3984, for more details.

### ★ Help!!! ★

Just a reminder... Please feel free to criticize or add suggestions for our newsletter. You may write anytime, in regards to this column, or any others. Just send your letters to Peggy, at the address on the top of page 1.

### ★ Video Bugs ★

We're gonna try another new game category at our meeting. This is purely for fun, not prizes. Our board has chosen several cartridges, which we're going to let you play, for high game scores. The top 3 scores of each game will be printed in the next newsletter, and posted at the next meeting. It will cost 25¢ a try, and you can try more than one. The games will be:

- Space Fortress
- Galaxians
- Wizard
- Space Invaders
- Bally Pin
- Pirates Chase

One slight catch; these must all be played on their highest levels! Remember, all you women, we can win too!! This can be our chance to show the guys just who's who!!!

### ★ Brain Invaders ★

This is an all-out plea to our members for new game ideas. Our poor guys are zapped of any new thoughts. If you have any ideas, let us know. Just maybe it will develop into a new game. Should one of the guys write a game off your idea, there won't be any royalties, but you'd be sure to get one of the first copies!!!

### ★ Video Therapy ★

Wanna beat the Wizard? Now's your chance! We're gonna give the game tournament **ONE MORE CHANCE!** This month you can play 'The Incredible Wizard', on level 3, and try to win a Wizard T-Shirt. You get 2 tries, and your highest score counts. Entry fee will be \$1.00, payable at the door, or by mailing in advance. Rules will be posted at the meeting, and they will be enforced! The contest will go on this time, even if there's only one entrant, but is subject to cancellation, if the participation is down. However, if it turns out to be a success, we will carry it on, to our next meetings, with better prizes to come.

### ★ Women.....Do we belong here? ★

Of course! I have been ground this crazy machine for two years now, and I love it one day, and hate it the next! Sure, there's times I want to take the entire works and throw it right in our pond! However, there are even more times when I don't know where I'd be without it.

I've also learned, that if my only competition in this world is a machine.....well, I've got it made!

I hear a lot from wives who feel their husband is more dedicated to his Astrocade than his marriage. Well, I have some solutions.

Try the machine yourself! While he's at work, get out the old Basic Book, and see what he's been up to. Instead of writing him a little love note in his lunch, learn to program your note on the screen. In fact, you can easily learn to program 3-part harmony, to go with it, thanks to George Noses' music lesson. I did - and I don't even know the first thing about hex, ram, rom, or subroutines.

You know, not only do our guys want us to be more involved, but when I talked to members of a Cleveland user group, you'd be surprised how many of the men would give up their Space Invaders cartridge, just to have their wives be a bigger part of this, with them.

Come on Gals, its fun, if you just let it be. Try coming to one of our meetings. We're even going to have beginner classes, so we can learn more of what our guys are doing, and how we can enjoy it too!

For a little extra fun, learn to program enough, to make a copy of your marriage license. If all else fails, you can feed that into the machine every now and then, as a reminder. Not only will he think of you, but you'll realize how much you're thinking of him, because you took the time to learn to be a bigger part of him.  
Peggy Gladden

NOTE: This column is open to anyone who wants to put 2¢ in, on most any subject relating to the Astrocade. Just send me your article, and please sign it. However, if you don't want your name printed, just leave me a note on the bottom of your letter.

P. Gladden (address on pg 1)

★ From the Inside Cover ★  
by Brett Bilbrey ★

Since this is my first column, let me first introduce myself. I've been working and playing with Astrocade (Bally), since 1977. I've contributed to the Arcadian, Cursor, and the New Basic Manual. I'm 22 years old, recently engaged, and about to graduate from the University of Michigan, with an Electrical Engineering degree.

Because of my programming background, and knowledge of the Astrocade, I've been hired recently, to design new cartridges for ASTROCADE, INC. Currently, I am responsible for the new Missile Attack cartridge (#2020).

I would like to try to answer your questions in future articles, so send them in. Also, we will have a question and answer period at the meetings, but please be prepared with any questions you want to ask!!!!

This time I would like to answer a question I'm asked quite often. "Can we make our game high resolution?"

First, what is high resolution? The Astrocades' graphic resolution is 160 pixels across by 101 top to bottom. A pixel is the smallest box the game can make!

Now, high resolution is 320 pixels across by 202 from top to bottom. In high resolution, a pixel is smaller than in normal resolution. Therefore, the graphics are better.

Now, for some bad news...it is very expensive to modify a game, to make it high resolution (about \$300). Also, if you did convert your game to high resolution, you would have to redesign or rewrite your games internal software. What this all means is that right now, we have to be happy with our normal resolution.

Now, for a little good news. At our last meeting, one of things Mr. Perkins showed us, was a unit he modified to work in high resolution. As of yet, he has not written the software to make it work. In fact, I don't know of anyone working on high resolution software at this time.

Needless to say, right now high resolution is not practical, but perhaps we will see some working high resolution units in the future.

If you have questions you would like to have answered, send them to Peggy, and I'll try my best to get you an answer.

★ Alien Bugs ★

This is a column we've chosen especially for our out-of-state members. We'd like to keep you up-to-date on Astrocade, Inc., our club, and anything we can, that's in association with the company and the Astrocade machine.

If you're interested in starting your own user group, please let us know. For a \$2.00 fee (postage and copies), we will send you an outline on starting your own group, and a list of names and addresses for your general area.

At our last meeting, we met John and Clyde Perkins, who make the Blue Ram. The Blue Ram has now been upgraded to 16K and includes a 2000 baud cord.

They also showed us a copy of their artillery duel cartridge, which rates a '10' with everyone I've talked to.

Dan Drescher and James Curran were also there, from Esoterica Limited, and showed off their new Bowling and Garbersville programs. They're super tapes, and well worth the small investment. These programs and dozens of others are available to all Astrocade users. If you don't know how to get more information, please let us know, by sending a S.A.S.E., and we'll send you plenty of mailing list information.

For any of our out-of-state members who may be starting their own group, let us fill you in on the background of our name, "MICHIGAN ASTRO BUGS".

We were originally the "BUGS", which stood for Bally User Group. However, when Bally sold out to Astrocade (then Astrovision), we had to make a switch. We still like the work "BUGS", so we just shuffled our thoughts. We added the "ASTRO", for Astrocade, and changed the meaning of our letter "B" in "BUGS". The "B" now stands for "Basic".

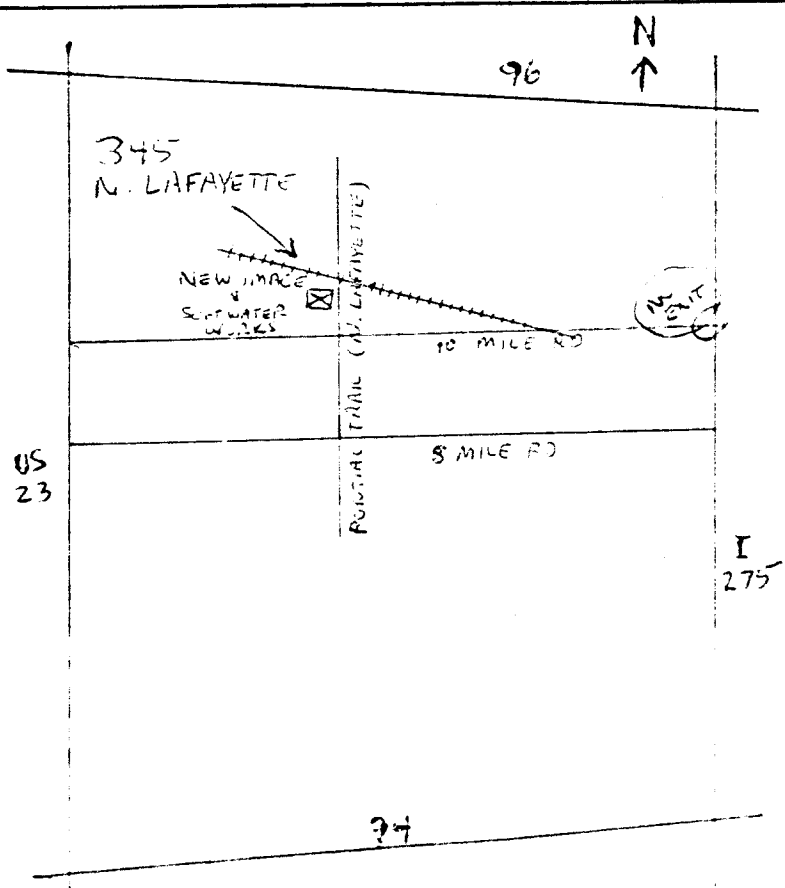
Then, to top it off, Dick Houser (of the Sourcebook), suggested to us the honor of being "Nationwide Headquarters for user groups, so we adapted "MICHIGAN".

Needless to say, that's how we became the "MICHIGAN ASTRO BUGS". Any of you who are starting a user group elsewhere, who would like to add the name "BUGS" or "ASTRO BUGS" to your club name, we would be honored. Just think, someday...

THE BUGS MAY INHERIT THE EARTH!!!!!!!!!!!!

== MAP ==

NEW IMAGE  
("SOFT WAXER WORKS")  
345 N. LAFAYETTE  
SOUTH LYON, MI  
313-437-7303



date

suggestion or request

