

OFFICIAL NEWSLETTER OF THE OZARK 99ER USERS GROUP

VOL 8: NO 2

SPRINGFIELD, MO

FEBRUARY 1991

UPCOMING MEETING: THURSDAY, FEB 14, 1991 7:00pm
 Trinity Lutheran Church
 1415 S. Holland
 Springfield, MO

FEBRUARY PROGRAM: Review of GIF MANIA, DEZIP, &
 PRINT12B by TOM BINGAMAN, and
 GIF and original pictures in
 TI ARTIST format by LELAND
 PIPER. :) :)

MEMBERSHIP: If you haven't joined up for
 1991, please DO IT NOW!!! Also,
 please consider accepting a
 position as Membership or Pro-
 gram chairperson. We need both.

HUGS AND ROSES TO: TOM BINGAMAN, BILL BERENDTS,
 and CHARLIE RINEHART for writ-
 ing; ED MACHONIS of QB-99ers
 for 24-pin printer fix for
 TIPS; EARL RAGUSE of BUG for
 latest updates to TIPS 1.6/ER
 and TIPSLABEL 1.1; BONNIE
 RINEHART for her Granola cook-
 ie recipe; & LELAND PIPER for
 drawing.

NEEDED: Review and demo of DOWNLOAD CHARACTER
 GENERATOR for modifying/creating fonts.



TABLE OF CONTENTS

RRS REPORT (article) PAGE 2
 GIF MANIA (Review) PAGE 2
 JIM FELCKSON'S PD CATALOG #3 PAGES 3-9
 BUG (Graphic) PAGE 9
 FROM THE EDITOR'S CONSOLE PAGE 10
 FEBRUARY DOM PAGE 10
 VALNTIN and NINJA_I (Graphics) PAGE 10
 1991 OFFICERS PAGE 10

OZARK 99er USER GROUP MINUTES
 JANUARY 10, 1991 Regular Meeting

The of Jan. 10, 1991 meeting was called to order
 at 7:40 PM with 15 members and guests present.
 SECRETARY : Minutes of 12/90 meeting read and
 approved.
 TREASURER : Barr absent. Mary transmitted his
 report: Dec. 13 start \$286.11; Income \$104; Expenses
 \$215.32; Operating balance 1/10/91 \$174.19. Approved by

voice yrt.
 NEWSLETTER : Mary distributed new program disks for
 NL review, and DEMO at future meetings:
 "Boot Changer" - C. Rinehart
 "Disk Hacker" - C. Rinehart
 "T/Shell" - D. Brinley
 "Quick Dirty Posters" - H. Beersman
 "Sector Patrol" - T. Beersman
 "Quick Tax Estimator" - B. Whitacre
 "Othello" - D. Brinley

She also reported that she is having very good luck with
 Epson MX/FX 80, Panasonic, and Gemini re-inked ribbons.
 OLD BUS. : Mary brought samples of club
 letterhead designed by Leland Piper, with innovative
 printing by Al Collins, who offered to provide same for
 free several months ago. Two-color combos were chosen,
 with BLACK and RED as the favorite choice.

Henry reported that the church had received the
 club check for \$120. They thought the "USERS GROUP" was
 related to the "druggies" who are habitues of the
 surrounding park! Gee, we'd better see that the
 parishioners see a T199/4A sometime!

Mary moved, Henry seconded, the slate proposed by
 the Nominating Committee be elected by acclamation.
 There being no nominations from the floor, a voice vote
 resulted in unanimous acceptance. 1991 Officers are:

- President: David Brinley
- Vice Pres: Tom Bingaman
- Treasurer: Don Barr
- Secretary: Charles Rinehart
- Newsletter: Mary Phillips
- Hardware: Tom Beersman
- Disk-Libr: Leland Piper
- Program : To be announced

C. R. commented on his recent conversation with
 Chris Pratt about the new multi-purpose disk controller
 from ESD and read excerpts from a letter from Pratt.
 Price \$225, shipping 3-5 days from receipt of order.

NEW BUS. : Leland queried interest concerning
 individual or group purchase of one of the 80 column
 cards now available for the TI. Discussion 3 available
 cards.

Bob Osterloh queried Mary and group about a program
 to place copies of our NEWSLETTER (in disk format) on
 the "PC Connection" for nationwide access. The group
 was unanimous in approval of the project which could
 give our group such favorable publicity. Discussion
 followed about opening up "remote" memberships for NL
 and DOMs. More at Board meeting.

Mary asked if anyone would like to go to Anaheim,
 CA "Fest West" on Feb. 16-17, RT trip air fare is \$208

PROGRAM : Piper commented on the January DOM, a
 3-disk set of FUNNELWEB V4.31 and related utilities.
 Mary presented a comprehensive and interesting program
 on "building a newsletter" using FUNNELWEB 4.31!

ADJOURN : 9:30 PM. Board Meeting at Phillips home
 Thursday Jan. 17 at 7:30 PM.
 Respectfully; C.R. Rinehart, Secretary

NOTE: I hated to miss the NL demo Mary, but leaving
 early WAS SMART! We ran into really slick road ice just
 north of Brighton and drove all the way to Stockton "on
 instruments". CR



```

*****
**      FEBRUARY 1991 BBS NEWS      **
**      By Tom Binghaman          **
*****

```

We have news about the TI events in Chicago and Europe and the TI world is alive and well, just smaller. We will take a look at DEZIP at this month's meeting and also GIF MANIA, the Gif viewer for the TI. Gif files and Dezip are available on our local BBS, another good reason for their use. I have listed some of the Files and I'm sure there are many more here locally. Old time Tler Jerry Campbell left a note about his board and Richard Anderson may be putting his BBS up soon.

DEZIP will allow Tlers to open ZIP files and read text file. Zip is the most used archiver for the IBM (clone) world. You will have to use the Editor Assembler cartridge to load as most third party image loaders will have code problems. Use option #5 and type in DSK#.DEZIP, 1st prompt is (Enter ZIP: Input (path & filename) To exit Dezip type (Ctrl-Z) Next enter an output path, valid path's are to Disk, RS232 and PIO. Note: It is best not to send BINARY files to the RS232 or PIO.

Extract ALL?
This will allow you to extract all files without prompting.

Dezip text files are stored on disk as display fixed 128 format, same as a remote PC's. With PRINT128 you can convert them to display format to use or edit. Enter the filename and where you want it to go (either PIO or RS232 is acceptable), reply to (for a record type/len). in C-format. The first letter should be "w" for variable length or "W" for fixed length output file. Next 1 to 3 characters should be the record length, w80) for Display Var. 80 files.

See you at the meeting and we will go through these two fine programs. We will also have the PC program that allows TI archives to be un-arc'd and viewed on a PC (no demo).

```

*****
To: ALL From: JERRY CAMPBELL [ 7 ]
Subject: FALKEN BBS
*****
YOU'RE INVITED TO CALL THE FALKEN BBS
732-8266 OR 732-8267
*****

```

- LST11-17.TI 15K Bytes 01-04-91
Genie File List Dated 11-17-90 ASCII
- 4145.TI 6K Bytes 01-06-91
Report from Nov 90 Chicago TI Faire
- 4146.TI 7K Bytes 01-06-91
Article on Surge Protectors
- NINJA 1 1K Bytes 01-09-91
My T.I.Art Inst. Pic of a Ninja Turtle
- 4113.TI 6K Bytes 01-12-91
Randy Rossetto's Chicago 90 Report
- 4120.TI 26K Bytes 01-12-91
LIMA UG Newsletter for December 1990
- 4133.TI 38K Bytes 01-12-91
LIMA UG Newsletter for January 1991
- 4152.TI 4K Bytes 01-12-91

- XB Program Recovery Utilities
- 4162.TI 14K Bytes 01-13-91
DeZip PC-Zip Files on TI Replaces 4147

```

*****
"PICTURE & MISC" LIBRARY FILES SECTION
*****

```

- BLASTOFF.GIF 28K Bytes 10-10-90
Gif of Columbia at Takeoff
- BLKBEACH.GIF 88K Bytes 11-24-90
Color Picture of Famous Black Beach
- BUGS.GIF 8K Bytes 09-28-90
Gif Picture of Bugs Bunny
- CASTLE.GIF 24K Bytes 11-22-90
Picture of German Castle
- CATLUK.GIF 11K Bytes 11-21-90
Picture of Pretty Cat
- DEBBIE21.GIF 249K Bytes 11-24-90
Color Portrait of Pretty Girl
- EAGLE.GIF 33K Bytes 11-22-90
Picture of Eagle in Flight
- FLOWERS08.GIF 55K Bytes 11-24-90
COLORFUL FLOWERS FGA - VGA
- HSTGATRN.GIF 41k Bytes 01-01-91
View of Satern from Hubbel Telescope
- JEFF_MEM.GIF 63K Bytes 11-21-90
The Jefferson Memorial
- JUNGLE.GIF 13K Bytes 11-24-90
Jungle Girl and her Pet
- JUNGLE1.GIF 55K Bytes 11-24-90
Jungle Girl in Color
- LIBERTY.GIF 122K Bytes 11-21-90
The Statue of Liberty at Sunset. Nice!
- LINCOLNM.GIF 48K Bytes 11-24-90
Color Drawing of the Lincoln Memorial
- MAUICOST.GIF 94K Bytes 01-01-91
View of Maui Seashore
- MODEL1.GIF 16K Bytes 11-24-90
Gray Scale Portrait of Beautiful Lady
- MOONRISE.GIF 19K Bytes 12-00-90
Picture of Earth from the Moon
- PIPS11.GIF 36K Bytes 09-28-90
Gif Picture of Cute Puppy
- RROSE.GIF 47K Bytes 09-28-90
Gif Picture of Beautiful Red Rose
- SAN FRAN.GIF 178K Bytes 11-22-90
Beautiful San Francisco at Night
- SEASHELL.GIF 68K Bytes 11-21-90
Picture of a Seashell
- SHIP.GIF 13K Bytes 09-28-90
Gif Picture of a Sailing Ship
- SNAKERVR.GIF 161K Bytes 11-24-90
Snake River Scene in Grand Teton Area
- STREAM2.GIF 105K Bytes 11-24-90
Pretty Stream in Upper New York State
- TROPFALL.GIF 163K Bytes 11-21-90
Beautiful Picture of a Waterfall
- BEIUSHI3.GIF 67K Bytes 01-14-91
John Belushi at his best, Animal House
- PLAY 17K Bytes 01-15-91

```

*****
** REVIEW OF GIF MANIA by Tom Bingham **
*****

```

If your love is graphics or outstanding color on the screen, this is for you. With this program we can now view (GIF) files with the TI. What is a GIF file? It stands for Graphic interchange Format, a universal graphics file format that was developed by CompuServe so that users of all different computer types could exchange graphics files. There are over 100,000 GIF images available. Most can be found on BBS or user groups. Loading can be done by TI Extended

Basic, Editor/Assembler, TI Writer or Funnelweb. The X/B has a load program. If you use E/A then use option 5 in E/A menu (Run Program File) and enter DSK#.GM. If you use the other two I'm sure you know how it will load.

After loading you will get a menu with four options, the first is LOAD GIF/TI ARTIST. If you pick option #1, enter name, such as (DSK1.MOON), you do not have to include the _P or _C on a TI Artist picture. You must enter the complete name that you saved it as. If you down/load this file from an IBM board be sure to drop the period out of the filename between the name and the GIF or your TI won't except it. On an IBM board it will give a listing like this: MOON GIF. That blank space has a period in it. Be sure to input it like this: (MOON.GIF) to down/load it, but change the name or replace the period like this (DSK1.MOON/GIF), when you send it to the TI. On loading, the program will determine which type and if a TI ARTIST, it will display it immediately. If it's a GIF, you will be informed of its number of colors and resolution. You are then prompted by this input: Color Select (I/D/G/M):

"I" stands for intensity, while "D" is deviation. I is usually the best on a TI for color but sometimes (D) will deliver a better image.

"G" stands for grayscale and "M" is for monochrome. If you wish to print it out in black and white with TI ARTIST you will want to use monochrome. You will also be able to change the quality of the picture with these two options with the brightness.

Black line Mode? (Y/N):
This handles the boundary and some will be better on and others better off.

Condense? (Y/N):
This will proportionally reduce a large GIF to fit into the TI frame work of 256 pixels across by 192 pixels down. If you pick NO, you will only get a part of a large GIF.

Left Shift: and Up Shift:
These allow you to window around on a large picture. You pick the area with your input numbers in LS: and US: you can only view one part at a time.

SAVE TI ARTIST:
Converting a Gif to TI Artist is easy, just select (Save TI Artist) and enter Device.filename (8 charter for TI Artist), device is drive and the filename is the name you gave the picture you saved.

CATALOGING THE DISK:
You can do floppy, ram or hard drives with the device name, such as DSK1. or on a hard drive (WDS1.GIF.), for location and subdirectory. The only draw back is that it doesn't have its own printing routine, which would improve the program. (This fine program is by Barry Boone and Texaments. The price is right, so send an order....Tom)

QB MONITOR ~ QB-99'er NEWSLETTER

**WE LOVE TIPS****WITH 24 PIN PRINTERS****By Ed Machonis****QB-99ers, Bayside, NY**

So you've tried printing labels using TIPS with that shiny new 24 pin printer and the results have been less than satisfactory. Your images are elongated and the labels won't stay in registry. Not only that, when you try to print the image catalog with TIPS SHOW, you find one page printing onto the next page. CHEER UP! Help is at hand.

From personal experience, I know that 9 pin printer owners find it hard to work up any sympathy for 24 pin owners, but don't you 9 pin owners run away yet. There will be something for both types of printers later on.

A member of our group is the proud owner of an Epson LQ-850, a 24 pin printer. The fix described in this article applies to that printer, however if you have a different 24 pin printer and are experiencing similar problems, chances are the fix may work for you.

When said member found he was having the above described problems with TIPS V1.7, he called for help and I made some suggestions on line feed spacing, none of which seemed to have any effect. On a subsequent visit, he brought over his printer manual and one glance inside pointed out the problem. Escape A set the line spacing in 1/60ths of an inch, instead of the usual 1/72nds.

A search of the TIPS 1.7 listing led to Line 1480 which read as follows:

```
1480 PRINT #1:CHR$(27);CHR$(
65);CHR$(08)
```

TIPS meant to set the line spacing to 8/72nds but the LQ-850 was setting it to 8/60ths, a bigger spacing which accounted for all the problems my friend was experiencing.

The trouble is, the one-ninth inch spacing could not be converted to an equivalent fraction in 1/60ths. The 8 would have to be changes to 6 and 2/3rds, which the printer would probably round up to 7 or down to 6. Since most

printers allow setting line spacing in 216ths of an inch with ESCape 3, perhaps we could set line spacing to 24/216ths? No good, ESCape 3 on the LQ-850 set line spacing in 180ths of an inch, not 216ths. Good old Epson compatibility again! But wait, all is not lost! 20/180 is the same fraction (1/9) as 8/72.

The rest was a piece of cake. Change CHR\$(65) to CHR\$(51) and change CHR\$(08) to CHR\$(20). Everything worked as advertised. All you have to do is load the program with OLD DSK1.TIPSEX, bring up line 1480 by typing the line number followed with the Down Arrow. Cursor to the 65 and type over it with 51, cursor to 08 and type over it with 20. Press Enter; then SAVE DSK1.TIPSEX.

Make the same change to TIPSSHOWX, editing Line 260. These line numbers are also valid for Version 1.6. In TIPS V1.4 edit line numbers 1820 in TIPSEX and 260 in TIPSSHOWX. If you are using Earl Raguse's V 1.6/ER, the line numbers are 1480 and 270. In Earl's TIPSLABEL disk, change Line 1010 of TIPSLABEL and Line 270 of TIPSSHOWX. Always work on a copy of the program disk.

STARVING THE FORM FEED

Nine pin printer owners, listen up. The next change applies to you also. TIPSSHOWX has an annoying habit of sending a Form Feed each time it is run. If you are prepared to set the paper to the top of the form each time before you run the program, you can eliminate the extraneous Form Feed.

Load in TIPSSHOWX and call up line 400 for editing. Starting on the first line, delete "CHR\$(12); " and press Enter. Now press FUNCTION 8 (REDO). You will find your cursor at the start of the line number. Change Line number 400 to 405 and press Enter. Now type in the following line:

```
400 IF PG>1 THEN PRINT #3:CH
R$(12)
```

Save the edited program back to disk. Before running the program set the paper to start printing a line or two below the perforations. You won't get that paper wasting Form Feed at the start.

LOVE THAT TIPS!

1080. DM 1000 VERSION 3.5 (358)

Best of Disk Managers, by Bruce Caron c. Fairware by permission of Ottawa UG. This is the final OFFICIAL version.

1081.1 DISK UTILITIES (156)

Disk Information Manager (requires E/A module); Disk Mapper V1.2; D/F80 Loader (John Willforth); T-Shell (T. Watford); Filelister2 (R. Kazmer)

1085. INNOVATIVE UTILITIES DISK (265)

The Mail List, Disk Labeler 99 v1.0, Superloader, by Paul Scheidewantle. Fairware by permission.

1086. DISK LABELER 99 V.2.0 (226)

By Paul Scheidewantle, fairware by permission.

1090. CHARACTERS & BORDERS ETC. (194)

XBasic Character Enlarger (Lecy/Volk); Large Char Set; Scrunched Numbers, 3x3 Thin-Line Letters, Neon Sign, Character Generator, Pattern Maker, Random Border Designer, Wide Borders, Border Designers #3 and #4 (Jim Peterson)

1091. PROGRAMMERS' UTILITIES (280)

Scratchpad; Checksum (T. Freeman); Editor Aid (M. Kroll); ListLong, Reseq2, Sprite Builder and Sprite Tester (J. Stern)

1092. GRAPHICS EDITOR (345)

Panorama IV by Karl Romstedt; fairware by permission. Fantastic program!

1093. SORT EXPERIMENT (203)

By J. Peter Hoddie; fairware by permission. Not just an experiment, this is an extremely fast and versatile assembly sort.

1094. PROGRAMMER'S UTILITIES (254/614)

Extended Display Package (Craig Sheehan), by permission. Assembly links to XBasic. 254 sectors archived, unpacks to 614. Also see following.

1095. PROGRAMMER'S UTILITIES (223/624)

Extended Display Package (Craig Sheehan) by permission; source code for above.

1096.1 PROGRAMMERS' UTILITIES #2 (278)

Tigercub Prescanner, Default and Datawriter, by Jim Peterson; Program Prescanner (M. Chartier); Multi-Line Accept At (Sid Smart); Array Writer (M. Brown); Fix and Unfix (K. Woodcock); XB Utility (Silver Wolf); ASCII File Reformatter; DV80-Prog H. Martin, for SuperCart.

1097. SPRITE EDITOR (356)

Sprite Builder by John Taylor; fairware by permission. The best! See companion disk following.

1098. SPRITE PATTERN DISK (315)

Sprite Builder Pattern Disk by Pam Taylor fairware by permission. 127 Mag4 sprites by professional artist; used with above.

1099. CHARACTER SPRITE EDITORS (357)

CHARDES Character Designer, by John Seager.

1100. CHARACTER & SPRITE EDITORS (346)

Auto Character Definer (Texas Instr.); Character Definer (Regena/Powers); Character Definer (I. Pegg); Char Definer Program (R. Mitchell); Char Definer Worksheet (C. Bobbitt); Character Designer/Editor (S. Meadows); Sprite Definer IV (K. Romstedt); Sprite Designer (G. Krawzyk); Sprite Editor (N. Shah); Sprite Editor #2; Sprite Master (T. Kaplan); Graphics Generator (B. Traver); Tinychar (M. Stanfill); Character Programmer (K. Kargl); Sprite V3.0(Bill Hudson; archived; requires E/A module)

1101.1 PROGRAMMERS' UTILITIES (346)

For/Next Checker, Go-Search, Linewriter, Supertrace, Decompactor, Progwriter, Converter, Rem Remover, by Jim Peterson; H-1/M, Char Coder, Merge Editor, Program Checker, by B. Traver; Compare, Trace, by Mike Dodd; XBasic Program Compressor, Nesting Error Analysis, by Karl Romstedt; Program Compactor(John Dow); Extractor(George Steffen); Program Rewriter (Paul Yorke); 2 Dimensional Sort (I. Swales); Memoff Memon (C. Miller); Shrink (M. Rosenfeld); SuperXB VI (Art Byers), archived; Unmerge (Ed Neu); BXB and Scrunched Numbers(Jim Peterson)

1102.1 SORTS, SCRAMBLES, SEARCHES (252)

Tigercub Sortwatch, 2-Dim. Swap Sort, (D. Hebert); Conversions; Temperature Conversions; 6-Window 6-Memory Calculator (J. Peterson); Calculator (Reinhart/Dumesnil) (D. Hebert); Conversions; Temperature Conversions; 6-Window 6-Memory Calculator (J. Peterson); Calculator (Reinhart/Dumesnil) Wazzil Sort, High Scramble, Simulation of Card Shuffle, DiskSort (J. Peterson); 2-Dim. Sort (I. Swales); Job's Sort (J. Hamilton); Relative File Sort (J. Prescott); Peek Scramble (J. Mitchell); TI-Writer Text Sort (J. Keisler); Bubble Sort, Easy Sort, Heap Sort, Integer Flag Sort, Long Shell Sort, Quick Sort, Resort Sort, Selection Sort, Shaker Sort, Short Shell Sort, Swap Sort, Shuttle Sort, Insertion Sort, Sort Demo, Sort Demo #2, Sorts, Quick Scramble, Tablesort; Binary Search Demo (C. Zarger); Assembly Sort; TI-Writer Chartbase Sort (J. Stern)

1103. PROGRAMMER'S UTIL - NEATLIST (358)

Neatlist, by Danny Michael. FAIRWARE, by permission.

1104. PROGRAMMER'S UTILITIES #3 (351)

Textloader by Curtis Alan Provance (Paragon Computing). FAIRWARE, by permission. Converts D/V80 to XBasic program format.

1105.1 AUTO-LOADERS (228)

Auto Program Booter (C. Bobbitt); Auto Load (B. Bartlett); Disk Indexer (De Frank); Disk Indexer #2 (DeFrank/Traver, #3 (DeFrank/Hughes); Disk Loader (C. Scally); Free Loader III(Karl Romstedt); General Purpose Program Loader (Ehninger/Hawans) and #2 (anon.); Tigercub Menu Loader (Jim Peterson); Two-Column Menu; Loadmaker (K. Romstedt)

Hawkin's Loader (F. Hawkins); Catwriter v.1.5 (Jim Peterson)

1106.1 DISK CATALOGERS (283)

Cat/4/Disk (T. Knight); Catalog (M. Chartier); Twocat, Disk Matcher, Doublecat (J. Peterson); Disk Lister (F. Hawkins); Disk Lister #2 (S. Davis); Double Lister (D. Wakely); Diskrunner (M. DeFrank); Flippy Disk Cataloger (B. Floyd); Library Program (M. Boyle); TI-99/4A Catalog Program (J. Rodrigue); Triple Lister (J. Boylan); Disk Catalog; Supa Sorta (E/A Optinn 3);Catalog for TI-Base(J.Keisler)

1107. CHARACTER SETS, ETC. (353)

Big Char, Two-Die Utility, Charcopy, Heavychar, Lower to Upper Case Convert, Random Character Generator (J. Peterson); Big Letters (P. Yorke); Character Enlarger (M. Jaegermann); Slanted Characters (E. Janensch); Character Set (J. Hedstrom); Charload (J. Stringfellow); Greek Alphabet (P. McPhie); Inverse Lower Case (R. Kellogg); Russian Keyboard Configuration (M. Dery); Double Height (P. Dunderdale); Large Upper Case (D. Carrera); Large Letters Graphics Aid (B. Knecht); Mirror Typing (D. Huggett); Hex Codes; Lower Case; Pretty Face; Hebrew; Japanese; Lower Case #2; French; Math Chars; Russian; Large Character Set; Flip (R. Tamashiro)

1108.2 DISASSEMBLER (265)

By Marty Kroll, archived; fairware by permission;Xbasic Disassembler(R. Mudie) Compacter and Uncompacter (Monty Schmidt fairware but author's current address unknown); Disassembler and Minimemory Disassembler by X. Criel.

1109. ASSEMBLY LINKS (360)

XXB by Barry Traver, etc.; by permission.

1110. ASSEMBLY UTILITIES (357)

Assembly Opt 5 Menuloder (Wright/Romstedt); Assembly to Call Load, Call Load to Assembly, Convert to Call Load, Hidden, by Tom Freeman; Convert (Zerba Zurab); CRU Look V2.0 (T. Kaplan); E/A Opt 5 Loader (B. Boone); Call Peek (C. Good); Memory Manipulator(Michael/Albright); Sector Surgeon(The TI Elf); Read (Bud Wright); Peeker (C. Miller); Memory Peeker (Ed York); Memory Image File Copier, Hex Dump of Memory, Disassembler, and twenty CHARAL sets.

1111. ASSEMBLY UTILITIES ROUTINES (328)

Box Demonstration (R. Terry); ACE (P. Bagnaresi); Windowing (J. Stringfellow); Screen Pager Utility (M. St. Vincent); Hexadecimal to Decimal, Decimal to Hexadecimal (R. Lathouse); Large Characters (J. Bohos); Sector (R. Jones); Sort; Disassembler; Hex Dump of Speech; Help Screen.

1112. NEW HORIZON ASSEMBLY UTILITIES (269)

by John Clulow, David Rower, Ken Hopkins. Fast assembly screen saver, sort, horizontal scroll, etc., etc. With archived source code.

1132.2 WORD PROCESSING UTILITIES (344)
LF Stripper, CR Adder (J. Swedlow); Stripper (G. Steffen); Strip, 28-Column Converter, Word Count, Hyphenator, Tigercub Keysearch, Tigercub Unfiller (J. Peterson); Word Counter (R. Mudie); Printer Initialization (K. Romstedt); Multiprint (Steffen/Machonis) Doubleprint (T. Freeman); Breakfile (B. Kirby); D/V80 Word Count Utility (needs E/A module); Tablesort; Print Width Refomatter (R. Mudie); TlWritmail; TI-Wr. Fontmaker; Word Count V1.0

1133.3 BANNERS, GRAPHS, ETC. (244)
Banner (J. Perry); Banner #2 (J. Evans); Basic Banner, Mazemaker (S. Karasek); Maze (Schaal/Weaver); Graphsheet Maker (J. Behnke); Graphprint, Tigercub Segmented Bargraph, Pagemaker, Wordsearch Maker, Tigercub Magic Square Maker, Streamer Printer (J. Peterson); Bigprint (Bob Kuehn); Overlay Strip Designer (M. DeFrank); Graphics Screen Sheet (D. Loftis); Bargraffer (Peterson)

1134. PRINTING UTILITIES (EPSON) (35B)
Mac-Labels, a diskfull of 36 different label printers, etc., etc. by Ed Mike Machonis. FAIRWARE, by permission.

1134.5 PRINTING UTILITIES (112)
Multicolumn (J.R. Brown); Preformatter (T. Wynne); Hyphenator (W. Stith, fairware by permission; archived)

1135. SPEECH UTILITIES DEMOS (355)
Alphon, Alphon Printer (Dallas Phillips); Alphon Demo (R. Albright); Alphon Demo (Barb Berg); Allophone Codes, Annie (Bonnie Snyder); Howie's Demo (H. Rosenberg); Feeling Groovy (T. Decicco); Verbose (D. Braden); Find More Speech (D. Gilchrist); Ernie Bert; Speech Demonstration (Regena); Speech Editing Program (M. Bauer); Vocabulary of Speech Synthesizer (Robbins); Singing Voice - Scales; Speechload.

1136.1 SPEECH UTILITIES, SINGING (1332)
Singing TI: Octopus's Garden, I Saw Her Standing There, You're So Vain. By Terry Atkinson, offered with his permission. Contains the Text-to-Speech files, by permission of Texas Instruments! Also Speech V1.0 (E.Rebel); Speech Utilities & Demos (Dirksen); Call Load Speech (D. Sawdai)

1137.1 SPEECH UTILITIES #2 (263)
Adding Suffixes (M. Swinnen; archived); Speechlist (Brubb/Hott; printer required); Speecoder (M. Zapf) in assembly, fairware by permission, very advanced program; Print Speaker (Peterson) 1138A, B and C. ASS'Y PROG. UTILITY Rag Software TI-99/4A Home Computer Macro Assembler Vers. B, by R.A. Green. Fairware by permission. This is a SET of 3 disks - please include \$2 extra copying fee.

1140.2 MUSIC COMPOSERS (325)
Music Writer (R. Albright); Aid to Programming Music (E. Dodd); Composer (D. Cook); Music Creator (B. Charbonnet); Music Machine (S. Shaw); Music Magic (C. Burris); Musicoder (B. Traver); Player Piano (D. Leiner); Music Synthesizer;

Music Composer; Tunepicker (Peterson)

1141. ASSEMBLY MUSIC AND MUSIC COMPILER (272)
Hall of the Mountain King, Mozart Symphony #40, When I'm 64, and Assembly Music Compiler. Anon.

1145. TELECOMMUNICATIONS AIDS (342)
Encoding Decoding Program (W. Meredith); Mail Prep (J. Clulow); Off Line Source Mail (Clulow/Westner); Phonemaker (S. Olsen); PRBase Modem Utilities (R. Baker); TELL Log-On File Generator (G. Smith); Tex-Hello for Modem; Battle of the Sea-Lords; Magic File Manipulator (B. Hatheway); 40-Column BBS Mail Prep (Tamashiro/Knecht)

1146. TELECOMMUNICATIONS AIDS #2 (260)
Magic File Manipulator V2.2 (B. Hatheway); In Conference (J. Johnson); Small Talk (L. Galenzoski) in assembly, a simple BBS program (archived)

1150.1 PROGRAMMING TUTORIALS (34B)
Game Programmer (B. Kafer); Music Programming, Sortwatcher, About Subprograms (Jim Peterson); Animation (W. Balthrop); Call Sound Effects (Tom Moran); Angry Bull (Regena/Powers); Basic Primer II (Sam Moore Jr); The Quote Puzzle (J. Peterson); Screen Graphics Mini-Tutorial (John Taylor); Tiny Tips #1 (Ray Kazmer); Sound Tutorial (Chick de Marti); Time Sorts (Art Byers); Bass Notes (J. Peterson)

1151. MERGE FORMAT PROGRAMMING (324)
Programs That Write Programs, Parts 1 - 6 (tutorial text files) with example programs Catwritr, Challenge, ...; 43 Reader, DEFLIST, DEFPRINT, Linewriter, Tigercub Prescanner, Printspeak, Remaway, Supertrace, Unkeyable Program, Tokenprint, etc., all by Jim Peterson; Remdivider by B. Traver.

1152.1 PROGRAMMING TUTORIALS #2 (25B)
Arrays, Charlies, Effects, Graphics, Keys, Patterns, Sounds, Transport, all by McBride; BXBAL (K. Romstedt); Erasing Demo and Inverse Video by L. Dorais.

1153. PROGRAMMING TUTORIALS #3 (317)
Handy Dandies #1, #2, #3, Color Programming Tutor and Music Programming Tutor (Tigercub)

1154. XBASIC PROGRAMMING TUTORIAL (185)
Putting It All Together Parts 1 - 6 by Jim Peterson. Text files (printer is required) and sample programs.

1160. ASSEMBLY TUTORIAL #1 (231)
Assembly Made EZ, Help Files (Iain Johnson), used with the following.

1161. ASSEMBLY TUTORIAL #2 (2B9)
Assembly Made EZ, Subroutines (Iain Johnson), used with the preceding.

1162. ASSEMBLY TUTORIAL #3 (357)
Linking to Assembly, Disk 1 (Ross Mudie)

1163. ASSEMBLY TUTORIAL #4 (35B)
Linking to Assembly, Disk 2 (Ross Mudie)

1164. ASSEMBLY TUTORIAL #5 (340)
Linking to Assembly, Disk 3 (Ross Mudie)

1165. ASSEMBLY TUTORIAL #5 (211)
CRU Tester V3.0 (E.P. Rebel), diagnostic and tutorial.

1166. ASSEMBLY TUTORIALS #7 (231)
Assembly Language Made Easier by Iain Johnson Don Cook.

1180. PROGRAMMING LANGUAGES - "G" (139)
A graphics programming language by Gene Krawczyk, with added routines by Paul Dam & G. Stricher.

1181.2 PROGRAMMING LANGUAGES - PILOT 99 (695)
by Tom Weithofer. Fairware, by permission. Previous archived disks could not be unpacked correctly so this is now a DS/SD version. If you have only SS, include \$1 extra for 2-disk version. E/A module required. Includes demo program by W. Richardson.

1182. PROGRAMMING LANGUAGES (35B)
TI-FORTH (Texas Instruments) with corrections by Earl Raguse.

1200.1 LOGO UTILITIES (260/567)
Logo Autostarter V1.0 and Logo Shapes Tiles Dump to Printer V1.0, by E.P. Rebel. Unpacks to 567 sectors. LOGO required. Mini-Logo (Nguyen Long)

1205.1 CASSETTE UTILITIES (266)
Cassette Backup V1.0, Cassette Builder V1.0, by E.P. Rebel; Merge by George Meldrum; Discoshow (T. Brouwer); Cassette Control (P. Walker); CSI On/Off (P. Hoddie)

1210. GRAPHICS PRINTING (339)
Instance Printer V2.0 (R. Coffey); Dump/TIM (R. Mitchell); Artist Picture Loader (J. Switalski); D/F128 to D/V80 (Bud Wright); MAX-RLE Loader (T. Watford); TI-Artist to XB (L. Dorais); Printer Graphics Expander (S. Vicker); DUMPXB; Instance Utility, Snowflake and Snowplay (L. Dorais); Reverse RLE (S. Tuorto); MAX-RLE XB Loader (M. Dodd); Instolink (Bud Wright); Inverse (J. Peterson)

1211. TI-ARTIST PICTURES (716)
28 military aircraft and classic autos by Ron Griffin. Requires DS drive.

1212. TI-ARTIST PICTURES (717)
28 Military aircraft, autos, misc. by Ron Griffin. Requires DS drive.

1216. GRAPHICS PRINTING - SMARTCOPY (107)
by A. Hulpke, fairware by permission. Consists of ARTCOPY to print TI-Artist pictures and TIKARDCOPY to print MyArt pictures.

1217. TI-ARTIST UTILITIES, ETC. (106)
TI-Artist Fontscan (L. Dorais); Instance Printer V1.5 (R. Coffey Jr.); XB to TI-Artist Converter (Yates/Gregory); American and National League Baseball Team Logo Pictures (O. Sheridan)

1218. TI-ARTIST UTILITIES (332)
Cartoonkit (Tim O'Neill, archived); TI-Artist to TI-Writer Conversion; SUBFONT (L. Dorais); Instance-X (W. Richardson); Graphics Grabber (Bud Wright)

1219. TI-ARTIST UTILITIES (356)

ARTCDN+1 by Ben Yates, Rick Gregory, Ray Kazmer; converts XB screen to TI-Artist picture.

1220.3 TIPS DISK #1 (494)

Ron Wolcott's TIPS V1.5 to convert IBM graphics to TI-Artist format, with embedded assembly code, object code, documentation; also Terrence Murphy's C99 TIPS To TI-Artist Converter, C99 TIPS Viewer and TIPS Show, and Ernie Pergren's TIPS Picture Lister. All these TIPS disks are double-sided and archived.

1221.1 TIPS DISK #2 (668)

Now contains the TIPS picture files: BATH (1 to BATH), GRBC (BATTER to CABLE CAR), GRCC (CABLE CAR to CLOUDS), GRCD (CLOWN to DIPLOMA 1)

1222.1 TIPS DISK #3 (645)

Now contains the files GRDF (DIRECTOR CHAIR to FAT PLANE), GRFG (FATHER SON to GIRL AND DOG), GRGH (GIRL POINT to HOWDEY RABBIT), GRHL (HUEY to LAMP)

1223.1 TIPS DISK #4 (645)

Now contains picture files GRLM (LAST SNOW to MICROSCOPE), GRMN (MICROSCOPE 1 to OSIRIS), GRNP (OSTRICH to PISCES 1), GRPR (PISTOL to RIBBON CUTTING)

1224.2 TIPS DISK #5 (685)

Now contains picture files GRRS (RIGHT POINT to SHOOTING STAR), GRSS (SHOPPE to STOP SIGN), GRST (STORK to TRUCK), GRTW (TRUMPET to WIZARD)

1225.1 TIPS DISK #6 (579)

Now contains picture files GRWZ (WOLF to ZIG ZAG), GAAZ (animals, ALLEY CAT to WOLF), GMAZ (men, ABE to WIZARD), GPAZ (groups, BOARD MEETING to SQUARE DANCE), GTAZ (transportation, ACE3 to VIKING), GMAZ (women, ANGEL to WOMAN2), PGAZ (Peanuts-style characters, CB1 to WOODST2); and source code for TIPS 1.5

1226. TIPS DISK #7 (635)

Contains files CIAZ thru C6AZ with 50 empty frames and 50 icons representing U.S. states.

1227. TIPS DISK #8 (680)

Contains files FN11, FN22 and FN33 (font images), HIAZ and H2AZ (200 Christmas graphics), O2AZ (travel symbols), I2AZ (eating and drinking), I5AZ (cartoon characters).

1228. TIPS DISK #9 (618)

Contains files 21AZ (flags, globes, hands, liberty, maps); 25AZ (baseball, football, hockey); 32AZ (misc.); 42AZ (bowling, card games, kids playing, sports); 45AZ (flags, coats of arms, symbols); 46AZ (chemistry); 48AZ (schools and education)

1229. TIPS DISK #10 (115)

File F14 fancy alphabet fonts.

1230.1 TI-WRITER MANUAL REWRITE (283)

By Dick Altman; fairware by permission. Text files only, printer required. Also TI-Writer Cue Cards (John Owen)

1330.1 HANGMAN GAMES (358)

Hangman #1(J. Taylor); #2(O. Miller); #3 (D. Sell); #4 (anon.) w/speech; #5 (K. Weise); #6(D. Schmitt); #7(T. Falco); #8 (T. Andrews); Mystery Spelling (D. Hapeman); Natural Elements; Trees of North America; Hangman #9 (McBride)

1331.1 WHEEL OF FORTUNE #1 (307)

Wheel of Fortune(Ld McDonald). Super Wheel of Fortune (James Johnson)

1332. WHEEL OF FORTUNE #2 (248)

People, Places & Phrases(D. Lawrence); Wheel of Fortune(A.&C. Kirmsa); Wheel of the Century(Bob Veiring); Wheel

1333.1 WORD GAMES & PUZZLE HELPERS (310)

Scrambled Eggs; Switch 'n Spell; Word Dice (R. Mudie); Tigercub Wordsearch (J. Peterson); Word Search Game (C. Sternberg); Artists, Writers, Inventors; Birds of the World; Flowers of the World; Lexicality (D. Ulmer); Word Scramble (Drwig/Hodges); World Currencies; World Mythology; Hangman (C. Lee) The Cryptographer's Aide by J. Bunting, assembly, fairware by permission; Anagrammer by Jim Peterson.

1334. TIGERCUB'S WORD GAMES (307)

Bazoo, Changeroo, Hangman, Scramble, Scramblation, Squinch, Squinch #2, Wordsearch, Cryptography, all by Tigercub; and Spell Score, Word Total, Word Mastermind, all anon.

1340. GAMES BY ROLAND TRUEMAN (333)

Beetle Walk, Billy Ball Plays Catch, Billy Ball To The Rescue, Billy Ball At The Hatchery, Finoraway, Second floor.

These former commercial games are now fairware and are offered by permission.

1341. JPH GAMES DISK (247)

Snake, Asteroids, J. Freddy Frog, Space Battle, Climbing Kong, Fishy Business, all by J. Peter Hoddie, some in assembly; fairware by permission.

1350. CARD GAMES #1 (352)

Aces & Jokers (B. Caron); Acey Deuce w/Odds (Powers); Acey Deuce (A. Falco); Acey Deuce (McDonald); Casino 99 Blackjack; Blackjack with speech; Blackjack #1 (Manuel C.); #2 (R. Johnson); Chemin de Fer (M. Cowler); Draw Poker (M. Constantinis); Euchre (M. Kroll); Twenty-One (S. McIntire)

1351. CARD GAMES #2 (348)

Extended Blackjack; Fivecard (S. McIntire); In Between (T. Reik); Lucky 7 (S. Davis); Pinechle Scorer (R. Addington); Poker w/speech (R. Johnson); Two Hand Euchre (G. Kirsch); Klondike (A. George); Pontoon (D. Trevorow); Solitaire (P. Parrish)

1352.2 CARD GAMES #3 (353)

Poker (Barry Gibbins); Poker Solitaire (Regena); TI-Poker; Baccarat (Byron/Rue) Chainlink Solitaire V5.01 by Walt Howe, fairware by permission; superbi; Black-jack (requires speech synth.); Pinochle Scorer (R. Addington); Solitaire (D. Crossman); Four Card Solitaire (Regena)

1356. DICE GAMES (354)

Challenge (B. Vang); Farkle (D. Owens); Game of 5000; Indian Dice (TNT Softw.); Not One (Cleveland) w/speech; Pig; Scoreboard; Xorkle (Beejay); Yahtzee; Numbers Aork (N. Tsol); Sweatcloth (S. Shaw); Kismet

1360. BOARD GAMES (321)

Capture; Fox & Geese (B. Leonard); Go (S. Whitehead); Othello #1 (R. Mirus); #2 (J. Cook); #3 (Coole/Minutillo); #4 (Nguyen Long); Score Four (B. Crowley); Scrabble; Gomoku (N. Long)

1361.1 BINGO (73)

Bingo (Burchfield, etc.); Bingo Card Caller(anon.); Tingo(S. Karasek); Saturday Night Bingo (with speech); Bingle (Tigercub)

1362.1 CHECKERS & BACKGAMMON (317)

Checkers #1 (Cr. Comp.); Checkers #2 (P. Walling); Checkers #3; Checkers #4 (B. Crowley); Checkers #5 Ah/Nichols; Checkers #6 (Swinnen); TI Draughts (A. Heino); Backgammon (R. Rue); Backgammon #2.

1363. BOARD GAMES #2 (324)

Scrabble; Backgammon (Kazmer); Backgammon #2; Monopoly; Monopole.

1367.2 GAMBLING GAMES (295)

Casino Roulette (S. Casteel); Wheel of Fortune (R. Rue); Keno (E. Dohmann); Vegas; Priser's Casino; Weekly Lottery (R. Kellogg); Lotto (Heim/Anderson); Randomized Lottery Numbers (C. Alspaugh); Horse Race (W. Ballschmeiter); A Day At The Races (S. Duffield); Lucky Wheel (L. Dorais); Roulette (J. Stern); Alley Craps, Mice in a Maze (Tigercub)

1368.1 HORSE RACE GAMES (198)

County Fair Derrby(J. Gunter); Dapto Dogs(H. Willis); Rodeo Races(M. Kroll); Stadium Jumping(K. Gemell); Playing the Ponies; A Day At Scioto(Duffield); Crabgrass Derby(Peter-son)

1369. GAMBLING GAMES - TI-KENO (211)

By Bob Gastoni; fairware by permission.

1370. GAMBLING - VIDEO SLOT MACHINE (143) by Bob Gastoni; fairware by permission.

1381.1 BOWLING (308)

(346) 3D-Bowling (T. Flanagan); Bowling (G. Hortness); Bowling (Softw. Nath.); Bowling (Yorke); Bowling Champ; Bowls (W. McMath); Bowling(anon.); Video Bowling(anon.); Championship 5-Pin Bowling (R. Mulholland); Basketball

1382. GOLF GAMES (138)

Golf #1 (D. Cleveland); #2 (A. McMath); Golf Handicapping (R. Nelson); Compu-Golf (Rickel/Engels)

1383.2 BILLIARDS, BOXING, &c (341)

Billiards(D. Masse); Boxing(J. Behnke); Darts(M. Kroll); Hustler(R. Binkowski); Tennis(Perlin Paolo); TI Rebound V3.1 (S. Brandon); Alabama-Auburn Football(M. Hartline); Hockey; Billiards II(D.Masse)

1384. HOCKEY (330)
WESTIG Hockey, by Jeremy Frank, in assembly.
1400. ADVENTURE DISK #1 (360) Vampire Castle, School of Death, and House on Misty Hill, by S.W. Lucas.
1401. ADVENTURE DISK #2 (306)
Aladdin, Visitor from Space.
1402. ADVENTURE DISK #3 (329)
Castle David(anon.); Berlin Adventure (S. Johnson); Dog Star Adventure (Micklus/Traver)
1403. ADVENTURE DISK #4 (324)
Alien Search(Bud Shapiro); Basements & Beasties(DaCosta/Traver); Dragon's Lair(P. Olmsted); Devil's Island; Star Wars; Dungeon of Danger; Escape From Mars.
1404. ADVENTURE DISK #5 (352)
M-S Adventure Series by Mike Stewart; Fairware by permission. Search for Murgan's Keep, The Enchanted Keep, The New King.
1410. INFOCOM GAME RAPID LOADER (338)
Fairware by Ray Kazmer. Loads Infocom games (NOI included) in 28 seconds rather than 3+ minutes.
1414. THE CRUDE GAME (166)
An oilwell-drilling game with several screens.
1415. HAMMURABI TEXT GAMES (268)
Ahamur(G. Smith); Hammurabi(Cass); King (Storer/McAshan); Sumarian King(C. Bobbitt); Imhotep(S. Pincus); Kingdom.
- 1416.1 TEXT GAMES #1 (354)
Lost Dutchman's Gold(P. Dusek); Nomad (D. Johnstone); Paranooids Anonymous (G. Gudmundsen); Stoneville Manor(Jensen/Stadler); Dungeon.
1417. TEXT ADVENTURES (340)
Operation Sabotage (B. Chmela); Survival (B. Caron); Dogstar Adventure (Micklus/Traver); Dungeon; Quest.
1418. TEXT ADVENTURES #2 (354)
Deepspace (J. Shackell); Devil's Dungeon (R. Newkold); Dimension Doors (J. Wyatt); Dog Star Adventure (Micklus/Traver); Escape (A. Blackham); Hobbit; Krull (J. Velling); On Safari (R. Welham); Star Journey (D. D'Hara); Treasure Hunt (Micklus/Pincus)
1419. TEXT ADVENTURES #3 (343)
Dragons of Hong Kong (K. Woodcock); High Adventure (Todd Coe)
1420. TEXT ADVENTURES #4 (349)
Catacombs (Werner Bros), archived; Clueless (Ed Sanders); Gnome; Mystery at Raven Mountain (K. Bajural archived, requires TEL and Speech Synth.); Phantom of Blackmoore (I.S.S. Softw.), archived; Welcome to Sherlock Holme's House.
1421. CLASSIC TEXT ADVENTURES (285)
Plain text adventures from the early years. Deathship (Aardvark); Escapade; Moon Survival Adventure; The Smurf Adv.; Swordquest; Swords and Sorcery (Turric/Sam Moore Jr.); Desert Dilemma.
1422. MORE TEXT ADVENTURES (169)
Space Outpost, Spelunker, Treasure Quest all by Jim Beck.
1425. GRAPHICS/TEXT ADVENTURES #1 (354)
Ping-Pong(Danny Goldstein); Opal.
1426. GRAPHICS/TEXT ADVENTURES #2 (322)
Cathay(Barry Gibbins); The Dungeon; Dungeons with Dragon(D.S. Johnson); Monster Combat; Treasure Island(G.J. Smith); Tukom's Kingdom (R. Bryer); Camel (Heath/Richardson)
1427. TEXT & GRAPHICS ADVENTURES (325)
Adventure in Oz; Civil War; Quest 99/4; Stellar Explorer (D. Farrow); Starship Alpha; Paleolithic Hunter (D. Spinner)
1428. GRAPHICS TEXT ADVENTURE #4 (355)
Carfax Abbey by David Vincent; FAIRWAL, by permission. A great one!
1429. GRAPHICS ADVENTURE (252)
Space Station Pheta by Jeff Runtiq, in assembly, fairware by permission; New Quest; The Valley.
1430. ROAD RACE GAMES (356)
Formula One(G. Tas); Grand Prix(J. Smart); Wipe-Out(D. Mennenoh); Car Race (Heeren); Cars Carcasses(S. Moore Jr) Monster Mash(D. Lindley); Road Runner (A. Goodhall); Roader(J. Twiss); Rally Cross(W.McMath); Touring(C. Ehninger); Fouvalant; Go-Kart; Motocross; 3D Road Race.
1431. KEYBOARD MANEUVERING GAMES (349)
Galaxy Lander (J. Behnke); Shuttle Rescue (Manuel C.); Traffic Cop; Victorian Sewers (S. Shaw); Defuse; Gunsmote (A. Magee); High Jump (P. Paolo); Invasion (I. Niemietz); Micro Jaws (S. Pincus); Power Wars (Wilson/Young); Railways; San Francisco Tourist (Regena); Raging River (P. Williams)
1432. ROAD CROSSING GAMES (344)
Hot Dog on the Freeway(M. Cowler); Home Bound; The Frog(C. Gallant); Frog Man (M. Smetana); Frogger(S. Mynard); Frogger Mark II(H. Lawrence); Frogger #3; Road Toad(D. McKenzie); Chicken (D. German); Chicken Helper (P. Beliaeff); Croaker.
- 1433.1 ROAD CROSSING GAMES #2 (204)
Freeway; Freeway(C. Lemus); Dutch Road Crossing Game; Street Walker; Miss 'Em (L. Benson); Highway(Renko/Edwards); Motorway(Raets/Beylen); Ribbit(R. Kemmetmueller); Why Did The Chicken Cross The Road(R.Binkowski); Banzai Bunny; Dodge 'Em(Regena); Dutch Frogs.
1434. KEYBOARD GAMES (347)
Evel Knievel (T. Coppens); Bonkers (G. Hitz); Bug (J. Behnke); Capture the Intruder (J. Taylor); Imperial Lander; Lunar Lander (B. Kastner); Martian Lander (R. Kemmetmueller); Downhill Racer (G. Singer); Cannonball Run (A. Zagni); Skiing (Kimberlin-Myer); Tijuana Taxi; Schmoos Too (C. Schram).
1435. KEYBOARD MANEUVERING #2 (354)
Cannonballer (W. Page); Chase (T. Anderson); Chopper Attack (T. Coppens); Diver's Gold (P. Bloom); Drill Creek (B. Gibbins); Egg Wars (G. Mineo); Flying Saucer (D. Holmes); Galactic War (S. Frank); Game of Chase; Game of Duck (J. Phillips); Adventure with Dracula (B. O'Brien); Airstrike (T. Coppens); Air Traffic Controller (J. Volk).
1436. SLOT MACHINES (343)
Bandit(P. Cass); Joe's Gambling Casino; Las Vegas A Gogo; One Arm Bandit (Rick-ware); Poker Machine; Saw Slot (Comtek); Slot Machine #1; Slot Machine #2; Slots (B. Steffens); Super Jack(P. Williams)
1437. KEYBOARD GAMES #2 (353)
Forest Fire (Behnke/Kazmer); Rear Assault (A. Meiss); Pinball; Paradrop (M. Andre); Parachute (C. Christensen); Clones (J. Lukowski); Escape!; Laser Assault (G. Groszek); Wallbreaker (J. Schevenels); Wagon Wheel (T. Coppens); Zan Quest (J. Manning); Trapshoot (Regena); TI Targets (T. Imbruglia)
1438. KEYBOARD GAMES #3 (343)
Antares (R. Hawley); Balloon Voyage (R. Kazmer); Balloons (H. Kroll); Battle Star (W. Balthrop); Beetle (M. Christ-ian); Block Buster (G. Groszek); Blokz (Batz); Car Battle (G. Patterson); Ter-mite (J. Dew); Space Slalom (Delta); Revisited (Regena); New York New York (Renko/Edwards); Nab (D. Decker)
1439. KEYBOARD STRATEGY GAMES (281)
Capture the Klingon (J. Taylor); Achilles and the Mole (Hebdogical); Acme Hotel (P. Yorke); Pink Elephant; Truck Driver (B. Kafer); PT 109 (P. Yarmoluk); Trashpicker (Jim Peterson); Space Rescue (P. Crosbie); Golombo.
- 1440.1 Q#BERT GAMES (318)
Cubic; Jumper (D. Krols); Ku-Bert (D. Walker); Moose; Pew-Bert(D. Siddons); Q#Bert(LaFortuna); Q#ono(M. Curtis); R'Bert(D.D. Reed); TI-Bert; Nut-Z (Mennenoh)
1441. KEYBOARD GAMES #4 (236)
Centipede; Gold Miner (G. Schworak); Alpine Skiing (G. Hitz); Equinox (W. Clarke); Gold Rush (W. Balthrop); Motorcycle Jump (Pork & Beans); Obstacles (Moerenhout); Space Scout (G. Raben) and Space Shootout (P. Walling) both with speech.
1442. ZONKY! (145)
A 2-player game by Bob Gastoni; fairware by permission.
1445. KING KONG TYPE GAMES (351)
Ghostbusters(A. Peacock); Diamonds of Doom(D. Ritcjie); Konky Kong; Crazy Koala(M. Smetana); Rock Hopper; Skip to the Loot(G. Krawczyk); Snappy Kong (fristano); Drunkman(M. Zannini)
1446. LIGHT PEN PROGRAMS (144)
Dots (E. McFaff); Light Pen X and O Game; I & E Spelling, Light Pen Music,

Simon Says, Synonymy, all by Jim Peterson. These programs require a home made light pen. Disk contains file with instructions for making a pen.

1452. TETRIS Vers. 2.0 (218)
By Alexander Hulpke. Fairware by permission. The great German assembly version of the famous Russian game.

1453. C99 GAMES, ETC. (349)
Ninja, Lines, Panic, Rampage, Rectangles, Triangles, by Jim Beck; Speechdemo by Barry Boone; Sound by Erik Olsen. Fairware by permission; requires E/A module or FUNLWEB loader.

1455.2 ASSEMBLY GAMES (308)
Janbreaker (Dan Drew); Nibbler (G. Giuffrida); TI-Mazogz (A. Waldmann); Tombstone (M. Griffin); 9900 Break-Thru (Clint Pulley; fairware by permission, E/A module required)

1456. ASSEMBLY GAMES (346)
The Hop (C. Eggen); Dragons; Black Hole; Airwolf; Bandit; Cannonball Blitz (J. Lando); Clowns (RAG Softw.); Cross Fire (J. Graham); Lightspeed (P. Page)

1460. CHILDREN'S GAMES (345)
Loco-Sprites (B. Traver); Unicorn Chase (S. Chu); Let's Play Trains (B. Knecht); Kids & Kars (C. de Marti); Romeo Juliet (F. deMees); Turtle Hop (D. Smith); Peter Cottontail's Egg Hunt (John Taylor); Pin The Tail On The Donkey (M. Fryer); Tic Tac Toe (Alan George); Funny Faces (A. Falco)

1461. FUN GAMES FOR KIDS (353)
Aardvark (P. Pelletier); Capt. Crunch & The Munchkins; Challenge of Camelot (G. Garrett); PI-Ring Squad; Crazy Climber (P. Parrish); Trucker's Domain (S. Moore Jr.); Mister Kitty (P. Granese); Webster Dines Out; Mouse Squish (W.M. Johnson); TI Dambusters (B. Boone); Bite the Blackfish (M. Smetana); Charades (S. Davis); Lunar Kangaroo.

1462. EASY GAMES FOR KIDS (346)
(Some require joystick). Spider Bog; Devastator; Egg Drop (A. Falco); E.T. (R. Kemmetmueller); Firefighter; Alien (P. Yanov); Another Alien (B. Kafer); Bomber (V. Wim); Boeey's Run (G. Patterson); Bridge on the River Kwai (J. Wynne); Handroids (G. Hitz); Hidden Shapes (B. Vang); Jumping Jack; Pile Driver (W. Johnson); Salvo Battleship; School Daze; Sheep Dog (S. Bonnett)

1463. TIGERCUB KID'S PROGRAMS (244)
Bunny Beagle, Butterfly & Flowers, Fireflies, Gleep Shoot, Zook Shoot, Rookie Outfielder, Quick Draw, Hare & Tortoise, Kid Stuff, Kid Stuff w/speech (requires TE II Sp. Synth.), Pot of Gold, Mongolian Typewriter, Slink, Wawaland, White Knight; by Tigercub

1464. FAIRWARE GAMES BY JIM BECK (358)
Froggie, Kerbonk, Launch Site, UFO Encounter, Visitors Adventure Game. Fairware by permission.

1465. GAMES BY TIGERCUB (288)
Bars Balls, Getaway, Haunted Graveyard, Match A Patch, Mechanical Aptitude Test, Runaway Pig, Scrum, Sheep Dog, Simon Says, Submarine Hunt, Vega, Whitewater Run, Tigercub Keyboard Organ; all by Tigercub.

1466. GREAT GAMES IN ASSEMBLY (174)
Oh Mummy (M. Fischer); Ghostman (Die Jensen); Demon Destroyer. Fairware by permission.

1467. GREAT STUFF BY RAY KAZMER! (299)
The famous Woodstock's Christmas animated cartoon, fabulous, and 1989 St. Valentine's Card (The Maze of Grog), a superb and hilarious adventure. Fairware by permission.

1468. FORMER COMMERCIAL GAMES (136)
Bomber, I'm Lost and Cat Mouse by Cleveland & Vincent; Robin Hood by M. Lawson.

1469. GREAT GAMES - TERRWARE PRESENTS (336)
Jokerpoker, Blackjack and Wheel of Fortune, by Terry Staph. FAIRWARE, by permission.

1470. GREAT GAMES (342)
Alien Destroyer (G. Groszek); The Beetle Walk (P. Trueman); Worms & Spiders (I. Precon); The Juggler (M. Duncan); Bird Brain; Left/Right (A. Persson); Alimp Rescue (D. Hollist); Spring-Heeled Jack (G. Marshall); Eagle (D'berg/Hatch); Engineer; Night Blackkade (A. Ringo)

1471. ASSORTED GAMES #1 (348)
Air Rescue (R. Hawely); Air Traffic Controller (J. Volk); Alien Assault (Peter G); Alpha Blast (P. Parrish); Apollo (I. Niemietz); Anti Aircraft Gun (M. Mosely); Artillery Battle; Asteroid Rescue; Attacker (Bill Bies); Aussie Fighter (G. Nesbitt); Bee-Line (D. Welcker)

1472. ASSORTED GAMES #2 (343)
Bridge Guard (M. Smetana); Rubble, Lily Padder, Sewerman, Tacoman, by R. Kemmetmueller; Close Encounters of the Simon Kind (S. Minco); Crystal Palace Tower (Club Italiano); Worm of Bemer; Tank Battle (Software Netherlands); TI Dogfight; Victorian Sewers (S. Shaw); TI Trogman (OCR Software)

1473. TEXAS GAMES MONTHLY (346)
3D Noughts Crosses, Blackjack, Poker, Imperium Romanum, Texas Frogs, with speech, by R. Johnson.

1474. SEA BATTLE GAMES (329)
North Sea Action (M. Beck); Depth Charge (I. Kaplan); Dip Scope (J. Dew); Battle for Titti Titti (R. de la Cruz); Bomb Run (A. Chalcraft); Battle at Sea (W. Balthrop); Battleboat (S.S. Carroll); Battle Ship; Sinking Ships (A. George)

1475. JOYSTICK GAMES (342)
Cupid Game (D. Schell); Destroyer Phoenix; Fighter Pilot; Meteor (B. Nelson); Space Junkie (I. Isani); Piranhas; Thruster (P. Stahlke); S.O.S. (T. Long); Landing Game (Totteri); Stone Stepper (P. Stahlke); Target Blast (C.

Develin); Iron (M. Bryson); Asteroid Belt (J. Wyatt); Berlin (S.W. Johnson); Bubble (R. Kemmetmueller); Corner Wars (G. Krawczyk)

1476. JOYSTICK GAMES #2 (355)
Bat Attack (D. Lynden); Breakout; Leaper; (S. Michel); Left/Right (A. Persson); Marksman (M. Kroll); Munchmouse (M. Schneider); N-Vader (J. Dew); Searchlights; Omega Mania (R. Kemmetmueller); Quasimodo (M. Curtis); Sky Rescue; Garbage Glutton (B. Utley); Sharpshooter (C. McClure); Meteor Rescue.

1477. JOYSTICK GAMES #3 (346)
Haunted House (T. Imbruglia); Komputron; Moonvasion (Mr. Moon); Mushrooms (P. West); Navires Detruits; Gunboat; Space Bombs Away; Squales; Patscram Mission (P. Strassen); Crazy Cliffs (R. Trueman); Inca (G..H. Carlson); Boogens Two (S. Johnson); Sink the Bizmark (Batz); Indy 500 (S. Moore Jr).

1478. JOYSTICK GAMES #4 (338)
Helicopter Attack (J. Phillips); Shoosh Boomer (R. Kazmer); Rockets; Boa Alley (T. Isani); City Attack (M. Kamprath); Deathmobile (D. Busch); Defender; E.T. Attack (J. Luck); Minefield! (T. Bake); Moonraker; Moth Mania.

1479. TWO-PLAYER JOYSTICK GAMES (353)
Gunfighter (J. Bolton); Plaga 2 (Johnson & Towers); Spacwarz; Zap A Ball (Rosenquist); TI Shooting Gallery; Night of the Living Dead (J. Behnke); Knockout (T. Johnson); Radio Rating Game (K. Lillard); Cricket (R. Williams); Warlord (JB); Destruction (T. Coppens); Rebound (W. Dollard); Top Gun (D. Powell); Treasure Hunt (De Winter).

1480. TWO-PLAYER KEYBOARD GAMES (353)
Sub Hunt; Canyon Bomber (K. Stadler); Dogfight (W. Balthrop); Gunfight; Skeet Shoot (Khoa Ton); Slither (R. Ehlenback) Kroger, Space Ship (W. Macsata); Space War (M. Mosely); Air-Sea Battle (Maher); Arrow Zap; Rail Lord (J. Floyd).

1481. JOYSTICK GAMES #5 (345)
Ant Wars (J. Plantz); Archdroid; Berlin (D. Gill); Bladerunner 2020; Cannibals (C. Carrozza); Navigator (FNF); Runway 180; Skiing Maniac (T. Grafton); Space Battle (G. Tan); Tiptoe Tom (A. Heino); War Games (G. Tas).

1482.1 MORE FINE GAMES (357)
Cannonball Blitz (J. Lando); Drunkman (M. Zannini); TETRIS (S. Karasek); Moleworthy (R. Trueman); Moonbase (D. Berentse); Gravity Float, Journey Thru The Galaxy, Snakes and Ladders, all anon., and Starfort (D. Muenchau).

1483. TWO-PLAYER STRATEGY GAMES (354)
Block 'Em (Byron O'Brien); Boggler (T. Vaneman); Cryptogram Game (B. Traver); Four Score (K. Ziebert); Go (S. Whitehead); Gold Bag (Guyen Tong); Tug-a-War (P. Parrish); Cosmic Duel (K. Romstedt); JCL Squares (JCL); Yacht Race (B. Jones); Duel; Forced Route (A. Walker); Space Chase.

1484. JOYSTICK GAMES #6 (224)

Car Race (D. Perkovic); Task Force; Spirids; Kamikaze (S. Mynard); Navigator (FNF); Russian Rubbish (J. Seiler) w/speech; Thunderjet (G. Larbi); Walls of Fire (P. Stahlke); Space Patrol (D. Cleveland)

1485. MORE GREAT GAMES (218)

CONTRABAND (K. Romstedt; fairware by permission); Flip Flap (R. Trueman; fairware by permission); Out on a Limb (J. Taylor; fairware by permission)

1486. GAMES, ETC. FROM RAY KAZMER (358)

Shooshboomer, Tiny Tips #1 (Kazmer); Balloon Voyage; Lost Ruins (Bruns); Taco Man (Kemmetmueller); Rising Sun (music by Gilchrist) improved by Kazmer; Wargame (TX Software; etc. Includes fairware by permission.

1487. GAMES ETC. FROM RAY KAZMER (358)

Dungeons of Rezmak (excellent graphics adventure), CHARPAT, Cannonball Chess, Dual Cataloger, Key Codes, Texas Ranger all by Ray Kazmer including fairware by permission; Super Backgammon and Forest Fire (Behnke) enhanced by Kazmer.

1488. GERMAN PROGRAMS (324)

The famous Apesoft demo consisting of the Cerberus game (no instructions) and fantastic graphics demo.

1489.1 GERMAN GAMES (270)

Dh Mummy (M. Fischer; fairware but no address!); Monster Fruit (S. Wertgen); Game of Life and Fallschirmspringer, in assembly; Caveman; Madagascar. Warning - prompts and instructions are in German!

1490. FRENCH GAMES #1 (349)

421 (F. DeBouvry); Checkmate (B. Maison); Mastermind; Donjon Adventure (L. Pelletier); Minotaure (J. Nihon); Space Data (w/speech); Zigzag (P. Pelletier); Jeu du Pendu; Awari (D. Masse); Casse-Brique (D. Buelens); Puzzle (D. Lambrouche); Texas Leader (E. Perron). WARNING - all prompts & instructions are in French!

1491. FRENCH GAMES #2 (358)

Airport Controller, Alien Destroyer, Awari, Billard, Attaque Sur La Ville, by D. Masse; Challenge of Camelot (Garrett); Cars (Carcasses (Not-Polyoptics); Checkers II (Crowley); Going Home (Tsoi); Les Envahisseurs, Fernando, Traversee de la Galaxie. WARNING - all prompts and instructions are in French!

1492.1 ASSORTED GAMES #3 (330)

Labyrinth (R. Dirk); Berlin '84; Dreadnought (B. Dolson); Fraggles (H. Frielinghaus); Mad Dog; Starforce; Mars Escape (D. Storey); Paratrooper; Serpents; Vicious Circles; Lunar Defense, Jungle of the Superbeast, High Speed, Splat!, all by Jim Beck.

1493. FINE GAMES BY JIM BECK (348)

Beam Walker, Bomb Blaster, Cavern, Space Chasm, Crash 'Em, Invasion, Dungeons of Krung, Return to Dungeons of Krung, Destruction of Krung, Monster Munch, Planet Rescue, Airplane, Shuttle, Space Station, Squiggle, Hyperspace Tunnel.

1494. ASSORTED GAMES #4 (314)

Astromine, Catapult (J. Beck); War Games (Yuan-Tseng Lee); Lightspeed (P. Pagel); Computer Craps (M. Janusch); Bug (L. Dorais); Chuck-a-Luck; Drunken Sailor, Jelly Beans, Lost Plane, Planetary Defense, Andromedan Invasion, Pillbox & Tanks, Columbus Pinball (J. Peterson)

1495. TIGERCUB 2-PLAYER GAMES (168)

Dry Gulch, Golden Squares, Midnight Trail, Plain of Jewels, Ranch War, Snerk, all by Tigercub.

1496. P&A SOFTWARE GAME PACK #1 (197)

Star Gallery, Lemondrop Tree, Manhole Mania, Battleship, by Paul Scheidewantle; offered by permission.

1500.2 KALEIDOSCOPES & DISPLAYS (312)

Kaleidovision (G. Singer); Kaleidoscope #1 (L. Long); Kaleidoscope #2 (J. McAshan); Kaleidosprites, Kaleidosquares, Colorpeek, Colorsquares, Escher Art, Tigercub Xmas Ornament, Gordian Knot, Aurora, Eternity, Basket Weaving, Pocket Kaleidoscope, Quick Kaleidoscope, Rainbow Weaver, all by Jim Peterson; Kaleidoskoop (J. Knapen); Colorvisions (J. Priser); Color Burst (R. Fischer); Fascination (J. Barnier); Wave Power (J. Willforth); Dutch Kaleidoscope (J. Knapen); Mirror (R. Vallerlunga); Box Art; Hypnosis Pattern; Patterns; Madness (J. Peterson); Pascal Triangles (K. Kargl); Dizzy #1, #2, #3 (D. Hebert); Lines (requires E/A module)

1501. SCREEN DISPLAYS IN ASSEMBLY (344)

Kaleidoscope, Lines, Sky, Squares, Demo, Test Pattern, title. By Assembler Group Software Commission, TIUG of the Netherlands. Fantastic!

1502.2 SPRITE DISPLAYS (218)

Tigercub 3D Sprites, 4-Way Symmetric Sprites, Snowfall on Ganymede, Bicolor Sprites, Square Sprites, Stack of Sprites, Tigercub Sprite Demo, Patches, Multicolor Giant Sprites, Kaleidosprites, Tigercub Sprite Shuffle, Will 'o Wisp, all by Jim Peterson; Comet Splice (D. Cox); Organisms (Ed Lee); Mini Visions (L. Preece); Snake Dance (D. Vaughn); Cosine Sprites (D. Parrott); Color Sprites (M. Greenwald); 3D Sprites (G. Lane); Andrew's Sprites (A. Sorenson) and #2, Arrow (D. Cox); Sprite One-Liner (B. Bartlett); Spritipede (G. Christensen); Spiracle (G. Krackedwitz); Sprite 2-Liner (W. Johnson) and #2; Sprites (G. Mineo); Spirals (D. Hebert); Sprite Monkey; Square Dance; Chaos; Space; Boing (J. Hamilton); Breakdance.

1506.2 RATED "R" (207)

Five Foot Two (E. McFall); Footsies (J. Peterson); Strip Poker (Ed Will); Fun House (G. Willert); Game of Touch; Party Game (P. Yorke) with TELL speech; Welcome to Madame Fifi's. I won't handle the X-rated stuff but these are a bit raunchy, for sale to adults only. Also has some nude pictures.

1507. NUDES (356)

Beau, Cassy, Foxy, Jeanbell, Marvonne, Morgana, Raquel, Roxanne, Sandra, for output to printer. For adults only.

1508. TI-ARTIST NUDES (356)

Girl, Newdonna, Nude9, Nudes1 thru 7, Sharry2, Tease/2 and Traci, with MAX-RLE viewer. For sale to adults only.

1510.2 POETRY, PROSE & NONSENSE (128)

Aphorism Generator; Gobbledigook Generator (J. Grillo); Haiku; Mind Reader (Jim Peterson); Limericks (T. Falco); Madlib; Poetry (Daily &c); Poetry Writer; Storymaker; Animal; Eliza; Ultimate Trivia Game (B. Knecht); Name Analyzer (J. Peterson); Sorry Atari (Meka E.) Commodore Theater; Hoax (R. Schenk); Logo for Lunch (P. Saturn); Poem Machine

1511. TINYGRAMS & OTHER SHORTIES (358)

Colister, Tincalc, Tincat, Tinylotto, Wheels, Wheels2, Disklabel, Flexilabel, Stylealine, Printamemo, Lastyler, Pragraph, etc., all by Ed Machonis. FAIRWARE by permission.

1512.1 ONE-LINERS & TINYGRAMS (147)

1-Line Disk Cataloger, 1-Line File Reader, 1-Line Word Counter, 1-Line Wave Power, by John Martin; Camel, Nuke the Whales, Tynpeg and Tynsonar by Mike Stanfill; Cover-Up, Formation, IQ Math, Tinygram Characters, 2-Line Game, Anagrammer, Tigercub One-Finger Figurer, Hey!, Flag, One-Line Multiplication Table, by Jim Peterson; Simplemath; Style A Line, Fortune of Wheels, by Ed Machonis; Alphabet Attack (G. Hamilton); 4-Line Game (Pelletier); Insanity (G. Mineo); Musical Kaleidoscope; Salary (P. Mulvaney); Age/Split (J. Latimer); 64-Bit Enlarged Letters (G. Lambert); Betcha!; Disk Memory Available (de Marti); Color Bonanza (Ed York); 1-Line Mortgage Calculator (S. Morabito); 1-Line Universal Calendar (D. Hodgson); Tynmind (M. Stanfill)

1513. MORE NONSENSE (187)

Orphaned Instruments (Chris Lang); Distended Basic (Batz); Computer Diagnosis; Murder Mystery; Bugs in the Gallery (Don Gilchrist)

1520. FAIRWARE LIST (320)

By Dick Altman/Steve Mehr; by permission; With my index of authors' names. Text only; printer required.



