# THE CLEVELAND AREA 99/4A USERS GROUPS NEWSLETTER

#### SEPTEMBER, 1984

NORTHCOAST

SOLON

NORTH ROYALTON

GOLDEN CRESCENT

#### EXECUTIVE NOTES -- SOLON

John Lucas's presentation on TI BASIC conversion was very informative. Thank you, John Lucas.

For September, we will have a presentation on Word Processing.

Don't forget. Our Library Committee has many programs to lend. However, if you have some program tapes you have not returned, they need them back to lend to someone else.

See you September 8, 1984.

Walter Ryder President

#### OCTOBER MEETING

Saturday, October 12, 1984

Solon Public Library -- Inwood Drive off SOM Center 10:30 am -- Education Session 11:30 am -- Membership Meeting

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#### MASTER DISK LIBRARY INFORMATION

The maintenance of the Master Disk Library is being turned over to Bruce Young, a member of the Solon Area Group. He will need the support of all of the groups for donations, updating with any new programs which come in to any of the four groups, and disk copies. His phone is 429-1018.

Also in this issue, is a current catalog of the entire Disk Master Library. In converting the Library to single sided for Bruce to handle, the disks have been reclassified in a more logical fashion. All the BASIC games are together, all the Extended BASIC games, all the education programs, etc. You should find it easier to be able to tell what you have and what you need.

#### EXECUTIVE NOTES - NORTHCOAST

Our August meeting was replaced by a picnic. I know those who attended had a good time meeting other members and their families.

I hope this newsletter finds all of our members well rested from the summer vacations and ready for a renewed interest in computing. Plans are in place for a very full fall schedule which will have something for each member.

Northcoast TI-COMM, our BBS, is now up and running full-time for the convenience of our members. This form of communication is proving real valuable for our members. Be sure to take advantage of it. More about that elsewhere.

This fall we will have seminars in both TI-WRITER and MULTIPLAN. Please express your interest at our next meeting.

At our September meeting we will expose the "guts" of the 99/4A and will show you how to cure those GROM slot and lock-up problems forever.

For those into telecommunications, we will demo the new TE-1200 terminal emulator program.

We will also have information about a new VDP chip, TMS 9128, which is supposed to be compatible with the 99/4A, with an 80-column mode. We hopefully will be able to demo this at the October meeting along with a demo of the new 80-column card by Foundation Industries.

For FORTH people, we will demo a couple of programs plus show how to copy any single-sided disk with FORTH.

For those interested in buying blank tapes, we will have 20 minute tapes at the next meeting, price to be determined.

TI has released a disk with enhancements for both TI-Writer and MULTIPLAN. These enhancement files will be available at the September meeting.

Don't forget about our door prize drawing, you wont want to miss. See you at the meeting.

#### NEXT MEETING

WHEN: September 22nd (note change)
WHERE: Euclidian Room
Euclid Square Mall
TIME: 12:45 - Problem Solving Session
1:30 - Regular Meeting

Jim Cline 261-2463

#### GOLDEN CRESCENT -- EXECUTIVE NOTES

A lot of work and effort has gone into an effort to bring a T.I. Bulletin Board to Lorain County to serve the members of our club.

At the time of this writing, the board is up and running with a few bugs, which we hope to work out soon. Our plan is to have two boards, known as "TI COMM" in the County. One for the Elyria area and one for the Amherst/Lorain area.

We will be conducting tests from 9-11 PM on Sunday evenings at 324-4388. All members with modems are welcome to call and leave messages, share information, or gab with the sysop.

I would like to thank Gus Brueckner who built the necessary hardware and Dale Bedford who spent many long hours helping with the testing.

#### COMMITTEES:

We still need help on the various committees. Anyone who would like to serve is welcome to stay after the meeting and let us know what they are interested in doing.

#### NEXT MEETING:

The next meeting date is Saturday, September 22, 1984 at 2 PM at the Amherst Fire Station.

#### THANKS:

We wish to thank Dick Burger for demonstrating the new DS/DD Controller from CorComp and the new "Super Sketch" graphics tablet from Perfect Peripherals.

#### MODEMS:

Any members with modems, please let Chuck Mareno know as there are members who would like to contact you to swap ideas, programs and information.

The number to call is 324-4388 in Elyria or 967-1317 in the Lorain area.

SEE YOU IN SEPTEMBER.....

Chuck Mareno

"Computer Shopper" has in the past several months run a series of information packed articles on the TI 99/4A titled "The Innermost Secrets Of The TI 99/4A".

If you were able to read one or two articles and wanted the whole series, here's your chance. "Computer Shopper" has compiled Randy Holcombs articles into book form. In it you will receive, in detail, the architecture of the TMS 9900 Microprocessor, assembly programming tips and much more.

To order, send \$5.95 in check, money order or bill your Master Card or VISA to Computer Shopper, P.O. Box F, Titusville, FLA 32781.

Also in Computer Shoppers August issue: A Data base for the TI 99/4A. As the author Harold A. Simms goes on to say "Why not?"

If you own the "Personal Record Keeping" module, you already have the data base. The complementing module "Personal Report Generator" and "Statistics" which combined with the "PRK" and PEB systems up to five diskette drive capability one has one of the finest relational database in the microcomputing industry today.

No special programming experience or training is required for the user to create, maintain and utilize custom designed data base files.

The variety of applications can range from small household inventory, maintenance or records and listings for a small business. Owners of single and dual drives, if they are also owners of some custome units that are capable of providing 128K or more RAM are privileged to have a data base configuration that exceeds some of the layer data bases.

The use of printers that receive Epsom style codes makes it possible for the "PRK's" printing capabilities to be fully exploited. The Epsom and Gemini series of printers will respond to a hidden instruction on the order of:

XX OPEN (device #) : (device name) Variable ###

Example: (for TI's basic)

20 Open #1 : "PIO", Variable 236

The number following the variable sets the maximum width of printed matter on the page of printed data.

To facilitate 132 columns of printed text, use the ESC code for basic [CHR\$(15)]. For amount of spaces in excess of 132 use the ESC coding [CHR\$(27); CHR\$(83); CHR\$(1)]

This is a very interesting article that I've just touched on briefly.

```
KEM FILE NAME - PDLOTTO
  PREM PD LOTTO-BINGO GAME NUMBER SELECTOR
 O REM ORIG BY MIRIAM HUEBSCHER-ALBERTS (REVISED FOR TI PRINTER BY MRW)
 20 RANDOMIZE
TO CALL CLEAR
.40 DIM B(40)
150 PRINT
160 OPEN #1:"RS232/1.DA=8"
170 PRINT #1:CHR$(27);CHR$(81);CHR$(80);
180 FOR K=1 TO 3
190 FOR I=1 TO 40
200 B(I) = I
210 NEXT I
220 FOR J=0 TO 23
230 X = INT(40 * RND) + 1
240 IF B(X)=0 THEN 230
250 PRINT #1: TAB(1+J*4); B(X);
260 B(X) = 0
270 NEXT J
280 PRINT #1:CHR$(10)
290 NEXT K
310 PRINT #1:CHR$(10);CHR$(10);CHR$(10)
320 PRINT
                                                 ":Y$
330 INPUT "DO YOU WISH MORE NUMBERS?
                                          (Y/N)
340 PRINT
350 CLOSE #1
360 IF Y$="Y" THEN 160
370 END
                                       33 12 16 18
                                                            3
                                                                 30
                                                                     27
                                                       8
                                  15
                              22
                      21
                          19
 24
     28
         34
             20
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                                                                              18
                                                       3
                                                                 14
                                                    23
                                           17
                                                            4
                                   39
                                       28
                                              1
                      31
                          32
                             8
             33
 12
         40
         27
             25
 29
                             7 19 1 6
                                                                         28
                                                    15 3
                                                                 30
                                                                     9
                                                             17
                                                8
                      22 27
             29
     18
 40
     16
         38
             13
100 REM FILE NAME - PDLOTTOX
110 REM PD LOTTO-BINGO GAME NUMBER SELECTOR
120 REM ORIG BY MIRIAM HUEBSCHER-ALBERTS (REVISED BY MRW)
130 RANDOMIZE
140 CALL CLEAR
150 DIM B(40)
160 PRINT
170 FOR I=1 TO 40
180 B(I) = I
190 NEXT I
200 FOR J=0 TO 23
210 X = INT(40*RND) + 1
220 IF B(X)=0 THEN 210
230 PRINT ; B(X);
\mathbf{E}(\mathbf{X}) = \mathbf{0}
 30 NEXT J
260 PRINT
270 PRINT
280 PRINT
                                          (Y/N)
290 INPUT "DO YOU WISH MORE NUMBERS?
                                                   ": Y$
300 PRINT
310 IF Y$="Y" THEN 160
                                         5
320 END
```

## \*\*\*\* MASTER DISK FILE \*\*\*\*

# PROGRAMS

### CLEVE MASTER DISK CATALOG

ANT/WARS/J   20							<del></del>			<i></i>
IAAITCRAFT	FILENAME	S17	TYPE	P	DISKNAME	FILENAME	SIZ	TYPE	P	DISKNAME
ABAICRAFT   26   PROGRAM   BAB/BAM/II   AARDWARK/X   41   PROGRAM   BAB/BAM/II   IACTFILTR/X   36   PROGRAM   UTIL/6A   IAIRDEFENSE   23   PROGRAM   BAB/BAM/II   IALFABETX   16   PROGRAM   BAB/BAM/II   IALFABETX   16   PROGRAM   BAB/BAM/II   IALFABETX   16   PROGRAM   BAB/BAM/II   IAMAZ/GRACE   6   PROGRAM   BAB/BAM/II   IAMAZ/GRACE	#STKRECPGM	39	PROGRAM	Y	PUBLIC3	124HOUR/X	18	PROBRAM	-	YD/GAM/25
	: AAIRCRAFT	26	PROGRAM		BAS/GAM/1I					· · · · · · · · · · · · · · · · · · ·
IACTFILTRYX	ACCTSUM	11	PROGRAM		HM/FIN/3A					• • • • • • • • • • • • • • • • • • • •
IALFABETYX	IACTFILTR/X	36	PROGRAM		UTIL/6A					
IALGEBRA	:ALFABET/X	16	PROGRAM		EDUC/4C					
AMAZ/GRACE	ALGEBRA	36	PROGRAM			—				
IANTIMAL   18 PROGRAM	!AMAZ/GRACE	6	PROGRAM							
IANT/MARS/J   20	IANIMAL	18	PROGRAM							
ASP   IC	!ANT/WARS/J	20								
IASSMY	:ASPIC	45								<b>_</b>
ASTROTERMX   20										· · · ·
AULD/SYNEX   31   PROGRAM   MUS/BRA/SA   AUSFIBHTEX   32   PROGRAM   BAS/GAM/ZC   BABY/BOOMX   15   PROGRAM   XB/GAM/ZC   AWARI   30   PROGRAM   BAS/GAM/ZC   BABY/GAM/ZC   PROGRAM   BABY/GAM/ZC   BABY/GAM/ZC   PROGRAM   BABY/GAM/ZC   BABY/GAM/ZC   PROGRAM   BABY/GAM/ZC	<del></del>									
BABY/BODMX										XB/GAM/2C !
BACCARAT   20   PROBRAM   BAS/GAM/1C   BACH/HINI   3   INT/VAR254   MUS/GRA/SC   BACKGAMHON   43   PROBRAM   BAS/GAM/1C   BACKGAMHON   43   PROBRAM   BAS/GAM/1C   BACKGAMHON   43   PROBRAM   BAS/GAM/1C   BARNYARD   34   PROBRAM   BAS/GAM/2E   BARNYARD   34   PROBRAM   BAS/GAM/1C   BASEBALLB2   26   PROBRAM   BAS/GAM/1C   BASEBALLB2   26   PROBRAM   BAS/GAM/1C   BASEBALLB2   26   PROBRAM   BAS/GAM/1C   BEETIN/9   13   PROBRAM   MUS/GRA/5A   BELL/LEM   41   PROBRAM   BAS/GAM/1G   BEETIN/9   13   PROBRAM   EDUC/4E   BINGO/T   9   PROBRAM   BAS/GAM/1G   BEON/ARE/X   38   PROBRAM   EDUC/4E   BINGO/T   9   PROBRAM   BAS/GAM/1G   BOA/T-SONG   27   PROBRAM   BAS/GAM/1A   BOA/T-SONG   27   PROBRAM   BAS/GAM/1A   BOA/T-SONG   27   PROBRAM   BAS/GAM/1E   BUILDBLOCK   32   PROBRAM   BAS/GAM/1E   BUILDBLOCK   34   PROBRAM   BAS/GAM/1E   BUILDBLOCK   35   PROBRAM   BAS/GAM/1E   CARD/TRICK   31   PROBRAM   BAS/GAM/1E   CARD/TRICK   31   PROBRAM   BAS/GAM/1E   CARD/TRICK   31   PROBRAM   BAS/GAM/1E   CASINOX   34   PROBRAM   BAS/					· · •					BAS/BAM/16:
BACKGAMMON									-	EDUC/4E :
BALLOON/X									1	MUS/BRA/5C!
BARTENDER										XB/GAM/2E :
BASKET   35    PROGRAM   PUBLIC2   BATTLESSEA   45    PROGRAM   BAS/GAM/101     BDATA   2    INT/FIX192   PUBLIC2   BEELINE/X   29    PROGRAM   XB/GAM/201     BEETH/9   13    PROGRAM   MUS/GRA/5a   BELL/LEH   41    PROGRAM   BAS/GAM/161     BESTESTERX   36    PROGRAM   EDUC/4E   BINGO/T   9    PROGRAM   BAS/GAM/161     BOAT-SONG   27    PROGRAM   EDUC/4A   BOA/ALLEY   17    PROGRAM   BAS/GAM/161     BOANKERS   23    PROGRAM   BAS/GAM/161   BOUNCBALL   4    PROGRAM   BAS/GAM/161     BOXINS/J   19    PROGRAM   BAS/GAM/161   BUIN/BOOGIE   45    PROGRAM   BAS/GAM/161     BULLSEYE   34    PROGRAM   BAS/GAM/161   BUIN/BOOGIE   45    PROGRAM   BAS/GAM/161     BULLSEYE   34    PROGRAM   BAS/GAM/161   BUIN/BOOGIE   45    PROGRAM   BAS/GAM/161     CAREL   41    PROGRAM   BAS/GAM/161   CARENDARY   18    PROGRAM   MUS/GRA/5C1     CAREL   41    PROGRAM   BAS/GAM/161   CARENDARY   18    PROGRAM   BAS/GAM/161     CARD/TRICK   31    PROGRAM   BAS/GAM/161   CARENDARY   18    PROGRAM   BAS/GAM/161     CASTLHALLX   29    PROGRAM   BAS/GAM/161   CARENDARY   19    PROGRAM   BAS/GAM/161     CASTLHALLX   29    PROGRAM   BAS/GAM/161   CARENDARY   19    PROGRAM   BAS/GAM/161     CHASELX   10    PROGRAM   BAS/GAM/161   CHAOS   9    PROGRAM   BAS/GAM/161     CHASELX   10    PROGRAM   BAS/GAM/161   CHECKERS/11   43    PROGRAM   BAS/GAM/161     CHECKERS   38    PROGRAM   BAS/GAM/161   CHECKERS/11   43    PROGRAM   BAS/GAM/161     CHECKERS   5    PROGRAM   BAS/GAM/161   CHECKERS/11   43    PROGRAM   BAS/GAM/161     CHECKERS   5    PROGRAM   BAS/GAM/161   CHECKERS/11   43    PROGRAM   BAS/GAM/161     CHECKERS   5					· <del>-</del>		34	PROGRAM	(	EDUC/4C
BDATA						·· —— · · ——	26	PROGRAM	;	BAS/GAM/1C:
BEETH/9						+	45	PROGRAM	1	BAS/GAM/1I:
BESTESTERX						BEELINE/X	29	PROGRAM	;	XB/GAM/2C :
BLD/AHER/X					MUS/GRA/5A	BELL/LEM	41	PROGRAM	1	BAS/GAM/16:
BOAT-SONG 27 PROGRAM MUS/GRA/5A: BOGGLE/TS 20 PROGRAM BAS/GAM/1A: BONKERS 23 PROGRAM BAS/GAM/1A: BOUNCBALL 4 PROGRAM MUS/GRA/5B: BOXING/J 19 PROGRAM BAS/GAM/1E: BUILDBLOCK 32 PROGRAM MUS/GRA/5B: BOXING/J 19 PROGRAM BAS/GAM/1E: BUILDBLOCK 32 PROGRAM MUS/GRA/5B: BOXING/J 19 PROGRAM BAS/GAM/1E: BUILDBLOCK 32 PROGRAM MUS/GRA/5C: CALENDAR/P 12 PROGRAM BAS/GAM/1E: CALENDARX 18 PROGRAM MUS/GRA/5C: CALENDAR/P 12 PROGRAM BAS/GAM/1E: CANNONBALL 13 PROGRAM MUS/GRA/5C: CAMEL 41 PROGRAM BAS/GAM/1E: CANNONBALL 13 PROGRAM BAS/GAM/1E: CASTLHALLX 29 PROGRAM MM/FIN/3A CASINO/X 34 PROGRAM BAS/GAM/1A: CASTLHALLX 29 PROGRAM BAS/GAM/1C: CHAOS 9 PROGRAM WITIL/6A CHAOSE/X 10 PROGRAM BAS/GAM/1C: CHAOS 9 PROGRAM BAS/GAM/1C: CHAOS 9 PROGRAM BAS/GAM/1C: CHECKERS 38 PROGRAM BAS/GAM/1C: CHAOS 9 PROGRAM BAS/GAM/1C: CHECKERS 38 PROGRAM BAS/GAM/1C: CHECKERS 38 PROGRAM BAS/GAM/1C: CHECKERS 11 PROGRAM BAS/GAM/1C: CHECKERS 38 PROGRAM BAS/GAM/1C: CHECKERS 11 PROGRAM BAS/GAM/1C: CHECKERS 38 PROGRAM BAS/GAM/1C: CHECKERS 11 PROGRAM BAS/GAM/1C: CHECKERS 11 PROGRAM BAS/GAM/1C: CHECKERS 12 PROGRAM BAS/GAM/1C: CHECKERS 13 PROGRAM BAS/GAM/1C: CHECKERS 15 PROGRAM BAS/GAM/1C: CHECKERS 15 PROGRAM BAS/GAM/1C: CHICKBAL 11 PROGRAM BAS/GAM/1C: CHICKBAL 11 PROGRAM BAS/GAM/1C: CHICKBAL 11 PROGRAM BAS/GAM/1C: CHICKBAL 12 PROGRAM BAS/GAM/1C: CHICKBAL 13 PROGRAM BAS/GAM/1C: CHICKBAL 14 PROGRAM BAS/GAM/1C: CHICKBAL 15 PROGRAM BAS/GAM/1C: CH					EDUC/4E	BINGO/T	9	PROGRAM	1	BAS/GAM/1
BONKERS   23   PROBRAM   BAS/GAM/1A   BOUNCBALL   4   PROBRAM   MLS/GRA/5B    BOXING/J   19   PROBRAM   BAS/GAM/1E   BUILLDBLDCK   32   PROBRAM   BAS/GAM/1E   BUILLDBLDCK   35   PROBRAM   BAS/GAM/1E   BUILLDBLDCK   35   PROBRAM   BAS/GAM/1E   BUILLDBLDCK   35   PROBRAM   BAS/GAM/1E   CARD/TRICK   31   PROBRAM   BAS/GAM/1E   CASIND/X   34   PROBRAM   BAS/GAM/1E   CASIND/X   34   PROBRAM   BAS/GAM/1A   CASIND/X   34   PROBRAM   BAS/GAM/1A   CHICAMELOT   45   PROBRAM   BAS/GAM/2C   CATALOG   4   PROBRAM   BAS/GAM/1C   CHASE/X   10   PROBRAM   BAS/GAM/1C   CHECKBOOK   29   PROBRAM   BAS/GAM/1C   CHECKBOOK   29   PROBRAM   BAS/GAM/1C   CHECKBOOK   29   PROBRAM   BAS/GAM/1C   CHECKBOOK   29   PROBRAM   BAS/GAM/1E   CHECKBOOK   29   PROBRAM   BAS/GAM/1E   CHECKBOOK   29   PROBRAM   BAS/GAM/1E   CHECKBOOK   20   PROBRAM   BAS/		38	PROGRAM		EDUC/4A	BOA/ALLEY	17	PROGRAM		
BUNKERS 23 PROBRAM BAS/GAM/1A   BOUNCBALL 4 PROBRAM MUS/BRA/5B: BOXING/J 19 PROBRAM BAS/GAM/1E   BUILDBLOCK 32 PROBRAM BAS/GAM/1E   BUILDBLOCK 32 PROBRAM BAS/GAM/1E   BUILDBLOCK 32 PROBRAM BAS/GAM/1E   CALENDARX 18 PROBRAM MUS/GRA/5C: CALENDARY 12 PROBRAM BAS/GAM/1E   CALENDARX 18 PROBRAM MUS/GRA/5C: CARD/TRICK 31 PROBRAM BAS/GAM/1E   CANNONBALL 13 PROBRAM BAS/GAM/1E   CASTLHALLX 29 PROBRAM BAS/GAM/1C   CATALOG 4 PROBRAM BAS/GAM/1A   CASTLHALLX 29 PROBRAM BAS/GAM/1C   CATALOG 4 PROBRAM UTIL/6A   CHACANELOT 45 PROBRAM BAS/GAM/1C   CHACANELOT 45 PROBRAM BAS/GAM/1C   CHACANELOT 45 PROBRAM BAS/GAM/1C   CHECKBOOK 28	· · · · — — — —	27	PROGRAM	•	MUS/GRA/5A	: BOGGLE/TS	20	PROGRAM	_	_
BULLSEYE 34 PROGRAM BAS/GAM/1E   BUILDBLOCK 32 PROGRAM BAS/GAM/1E   BUILLSEYE 34 PROGRAM BAS/GAM/1E   BUILDBLOCK 32 PROGRAM MUS/GRA/5C   CALENDARY 12 PROGRAM BAS/GAM/1E   CALENDARX 18 PROGRAM HM/FIN/3A   CASTMONNBALL 13 PROGRAM BAS/GAM/1E   CANNONBALL 13 PROGRAM BAS/GAM/1E   CANNONBALL 13 PROGRAM BAS/GAM/1E   CASTHOLW 30 PROGRAM BAS/GAM/1C   CARS/CARCS 19 PROGRAM BAS/GAM/1E   CASTHOLW 29 PROGRAM HM/FIN/3A   CASTMO/X 34 PROGRAM XB/GAM/2A   CASTHOLW 29 PROGRAM XB/GAM/2C   CATALOG 4 PROGRAM XB/GAM/2C   CHCCKBOCK 28 PROGRAM BAS/GAM/1C   CHASE/X 10 PROGRAM BAS/GAM/1C   CHECKBOCK 28 PROGRAM BAS/GAM/1C   CHECKERS 38 PROGRAM BAS/GAM/1A   CCHECKERS/1 43 PROGRAM BAS/GAM/1E   CHKBAL 11 PROGRAM BAS/GAM/1A   CCHECKERS/1 43 PROGRAM BAS/GAM/1E   CHKBAL 11 PROGRAM HM/FIN/3A   CCHIK/HELPX 15 PROGRAM MBAS/GAM/1E   CHRXPANDRX 5 PROGRAM UTIL/6A   CCHICKALUCK 26 PROGRAM BAS/GAM/1E   CLIOSESIMON 45 PROGRAM BAS/GAM/16   CCIVILWAR 44 PROGRAM BAS/GAM/1E   CLIOSESIMON 45 PROGRAM BAS/GAM/16   CLIOSEOUTXJ 37 PROGRAM BAS/GAM/1E   CLIOSESIMON 45 PROGRAM BAS/GAM/16   CLIOSEOUTXJ 37 PROGRAM BAS/GAM/1E   COLORFACT 26 PROGRAM BAS/GAM/16   CLIOSEOUTXJ 37 PROGRAM BAS/GAM/1E   COLORFACT 27 PROGRAM BAS/GAM/16   COLORFACT 27 PROGRAM BAS/GAM/1E   COLORFACT 27 PROGRAM BAS/GAM/1E   CONSTELLAT 27 PROGRAM BAS/GAM/16   CONSTELLAT 27 PROGRAM BAS/GAM/26   CONSTELLAT 27 PROGRAM BAS/GAM/26   CRAPGAMEXS 22 PROGRAM SBAS/GAM/1D   CRAYYCLIMX 18 PROGRAM SBAS/GAM/2A   CRAYYCLIMX 18 PROGRAM SBAS/GAM/2A   CRAYYCLIMX 18 PROGRAM SBAS/GAM/1D   CRAYYCLIMX 18 PROGRAM SBAS/GAM/2A   CRAYYCLIMX 19 PROGRAM SBAS/GAM/1D   CRAYYCLIMX 18 PROGRAM SBAS/GAM/2A   CRAYYCLIMX 19 PROGRAM SBAS/GAM/1D   CRAYYCLIMX 19 PROGRAM SBAS/GAM/1D   CRAYYC		23	PROBRAM		BAS/GAM/1A	BOUNCBALL	4	PROGRAM		
CALENDAR/P 12 PROGRAM UTIL/6A ICALENDARX 18 PROGRAM HM/FIN/3A ICANEL 41 PROGRAM UTIL/6A ICANEL 41 PROGRAM BAS/GAM/1E ICANNONBALL 13 PROGRAM BAS/GAM/1C ICARS/CARCS 19 PROGRAM XB/GAM/1A ICASIND/X 34 PROGRAM XB/GAM/1A ICASIND/X 34 PROGRAM XB/GAM/1A ICASIND/X 34 PROGRAM XB/GAM/1A ICASIND/X 34 PROGRAM XB/GAM/1A ICHIC/AMELOT 45 PROGRAM BAS/GAM/1C ICHADOS 9 PROGRAM UTIL/6A ICHICKBOOK 28 PROGRAM BAS/GAM/1C ICHECKERS/1 43 PROGRAM BAS/GAM/1C ICHECKERS/1 45 PROGRAM BAS/GAM/1C ICHECKERS/1 43 PROGRAM BAS/GAM/1C ICHECKERS/1 44 PROGRAM BAS/GAM/1C ICHECKERS/1		19	PROGRAM		BAS/GAM/1E	BUILDBLOCK	32	PROGRAM		
CARD/TRICK 31 PROGRAM BAS/GAM/1E   CARNIONBALL 13 PROGRAM BAS/GAM/1E   CARD/TRICK 31 PROGRAM BAS/GAM/1C   CARS/CARCS 19 PROGRAM BAS/GAM/1E   CASHFLON 30 PROGRAM BAS/GAM/1C   CARS/CARCS 19 PROGRAM BAS/GAM/1A   CASTLHALLX 29 PROGRAM KB/GAM/2C   CATALOG 4 PROGRAM KB/GAM/2A   CH/CAMELOT 45 PROGRAM BAS/GAM/1C   CHAOS 9 PROGRAM BAS/GAM/1C   CHASE/X 10 PROGRAM BAS/GAM/1C   CHECKBOOK 28 PROGRAM HM/FIN/3A   CHECKERS 38 PROGRAM BAS/GAM/1A   CHECKERS/1 43 PROGRAM BAS/GAM/1E   CHEK/PROC 27 PROGRAM BAS/GAM/1A   CHECKERS/1 43 PROGRAM BAS/GAM/1E   CHK/BAL 11 PROGRAM HM/FIN/3A   CHIK/HELPX 15 PROGRAM BAS/GAM/1E   CHK/BAL 11 PROGRAM HM/FIN/3C   CHRISTMAS 31 PROGRAM BAS/GAM/1E   CHK/BAL 11 PROGRAM UTIL/6A   CHUCKALUCK 26 PROGRAM BAS/GAM/1E   CIRCUITS 5 PROGRAM EDUC/4G   CIVILWAR 44 PROGRAM BAS/GAM/1E   CLONES 40 PROGRAM BAS/GAM/1G   CLOSEOUTXJ 37 PROGRAM BAS/GAM/1E   CLODESIMON 45 PROGRAM BAS/GAM/1G   CLOSEOUTXJ 37 PROGRAM BAS/GAM/1E   CODEBREAK 5 PROGRAM BAS/GAM/1A   COLORCRAY 21 PROGRAM BAS/GAM/1E   COLORVISNX 25 PROGRAM BAS/GAM/1A   COLORCRAY 21 PROGRAM BAS/GAM/1E   COLORVISNX 25 PROGRAM BAS/GAM/1A   COLORCRAY 21 PROGRAM BAS/GAM/1E   CONSTELLAT 27 PROGRAM EDUC/4A   COLORMATH 34 PROGRAM BAS/GAM/1E   CONSTELLAT 27 PROGRAM EDUC/4A   COLORMATH 34 PROGRAM BAS/GAM/1E   CONSTELLAT 27 PROGRAM EDUC/4A   CONVERSII 39 PROGRAM BAS/GAM/2E   CONSTELLAT 27 PROGRAM EDUC/4E   CONVERSII 39 PROGRAM BAS/GAM/2E   CONSTELLAT 28 PROGRAM EDUC/46   CRAPGAMEXS 22 PROGRAM BAS/GAM/1D		34	PROGRAM		BAS/GAM/16	BUM/BOOGIE	45	PROGRAM		·
CARD/TRICK 31 PROGRAM BAS/GAM/1E   CANNONBALL 13 PROGRAM BAS/GAM/1E   CARD/TRICK 31 PROGRAM BAS/GAM/1C   CARS/CARCS 19 PROGRAM BAS/GAM/1A   CASINO/X 34 PROGRAM XB/GAM/2A   CASTLHALLX 29 PROGRAM XB/GAM/2C   CASTLADG 4 PROGRAM UTIL/6A   CH/CAMELOT 45 PROGRAM XB/GAM/1C   CHAOS 9 PROGRAM BAS/GAM/1C   CHAOS 9 PROGRAM BAS/GAM/1C   CHECKBOOK 28 PROGRAM HM/FIN/3A   CHECKERS 38 PROGRAM BAS/GAM/1A   CHECKERS/1 43 PROGRAM BAS/GAM/1E   CHECKBOOK 25 PROGRAM HM/FIN/3A   CHIK/HELPX 15 PROGRAM BAS/GAM/1E   CHKBAL 11 PROGRAM HM/FIN/3A   CHIK/HELPX 15 PROGRAM MUS/GRA/5B   CHRXPANDRX 5 PROGRAM UTIL/6A   CHRISTNAS 31 PROGRAM MUS/GRA/5B   CHRXPANDRX 5 PROGRAM BAS/GAM/1G   CLUCKALUCK 26 PROGRAM BAS/GAM/1E   CLONES 40 PROGRAM BAS/GAM/1G   CLUCKALUCK 26 PROGRAM BAS/GAM/1E   CLOSESIMON 45 PROGRAM BAS/GAM/1G   CLUES 6 PROGRAM BAS/GAM/1E   CODEBREAK 5 PROGRAM BAS/GAM/1G   CLUES 6 PROGRAM BAS/GAM/1E   CODEBREAK 5 PROGRAM BAS/GAM/1A   COLORCRAY 21 PROGRAM BAS/GAM/1E   COLORFACT 26 PROGRAM BAS/GAM/1A   COLORCRAY 21 PROGRAM BAS/GAM/1E   CONPL/SGR 48 PROGRAM BAS/GAM/1A   COLORCRAY 21 PROGRAM BAS/GAM/1E   CONPL/SGR 48 PROGRAM BAS/GAM/1A   CONCENT/X 38 PROGRAM BAS/GAM/1E   CONPL/SGR 48 PROGRAM BAS/GAM/1A   CONCENT/X 38 PROGRAM BAS/GAM/1E   CONCENT/X 38 PROGRAM BAS/GAM/1C   CONSTELLAT 27 PROGRAM EDUC/4A   CONCENT/X 38 PROGRAM BAS/GAM/2C   CRYPTGRAPY 9 PROGRAM XB/GAM/2C   CRYPTGRAPY 9 PROGRAM BAS/GAM/1D   CRYPTGRAPY 48 PROGRAM BAS/GAM/2C   CRYPTGRAPY 9 PROGRAM BAS/GAM/1D   CRYPTGRAPY 48 PROGRAM BAS/GAM/2C   CRYPT		12	PROGRAM		UTIL/6A	CALENDARX	18	PROGRAM	_	- <del>-</del> -
CASTILLAL 1 PROGRAM BAS/GAM/16 ICARS/CARCS 19 PROGRAM BAS/GAM/16 ICASTILLAL 29 PROGRAM BAS/GAM/16 ICASTILLAL 29 PROGRAM BAS/GAM/16 ICATALOG 4 PROGRAM UTIL/6A ICASTILLAL 29 PROGRAM BAS/GAM/16 ICHECKBOOK 28 PROGRAM BAS/GAM/16 ICHECKERS 38 PROGRAM BAS/GAM/16 ICHECKERS/1 43 PROGRAM BAS/GAM/16 ICHECKERS/1 43 PROGRAM BAS/GAM/16 ICHECKERS/1 43 PROGRAM BAS/GAM/16 ICHECKBOOK 28 PROGRAM BAS/GAM/16 ICHECKERS/1 43 PROGRAM BAS/GAM/16 ICHECKERS/1 44 PROGRAM BAS/GAM/16 ICHECKERS/1 44 PROGRAM BAS/GAM/16 ICHECKERS/1 44 PROGRAM	CAMEL	41	PROGRAM		BAS/GAM/1E	CANNONBALL				
CASHFLOW 30 PROGRAM HM/FIN/3A   CASINO/X 34 PROGRAM XB/GAM/2A   CASTLHALLX 29 PROGRAM XB/GAM/2C   CATALOG 4 PROGRAM UTIL/6A   CHCCAMELOT 45 PROGRAM BAS/GAM/1C   CHAOS 9 PROGRAM BAS/GAM/1C   CHAOS 9 PROGRAM BAS/GAM/1C   CHAOS 9 PROGRAM BAS/GAM/1C   CHECKEROK 28 PROGRAM HM/FIN/3A   CHECKERS 1 43 PROGRAM BAS/GAM/1E   CHECKPROC 27 PROGRAM HM/FIN/3A   CHIK/HELPX 15 PROGRAM BAS/GAM/1E   CHK/BAL 11 PROGRAM HM/FIN/3C   CHRISTHAS 31 PROGRAM BAS/GAM/2A   CHIK/HELPX 15 PROGRAM BAS/GAM/1E   CHIK/PANDRX 5 PROGRAM UTIL/6A   CHUCKALUCK 26 PROGRAM BAS/GAM/1E   CIRCUITS 5 PROGRAM EDUC/4G   CIVILWAR 44 PROGRAM BAS/GAM/1E   CLOSES 40 PROGRAM BAS/GAM/1G   CLOSEDUTXJ 37 PROGRAM BAS/GAM/1E   CDLORES 40 PROGRAM BAS/GAM/1G   CLUES 6 PROGRAM BAS/GAM/1E   CDLORERAK 5 PROGRAM BAS/GAM/1G   CLUES 6 PROGRAM BAS/GAM/1E   CDLORERAK 5 PROGRAM BAS/GAM/1A   COLORCRAY 21 PROGRAM BAS/GAM/1E   CDLORERAK 5 PROGRAM BAS/GAM/1A   COLORCRAY 21 PROGRAM BAS/GAM/1E   CDLORERAK 5 PROGRAM BAS/GAM/1A   COLORCRAY 21 PROGRAM BAS/GAM/1E   CDLORERAK 5 PROGRAM BAS/GAM/1E   CDNOCENT/X 38 PROGRAM BAS/GAM/1E   CDNOCENT/X 38 PROGRAM BAS/GAM/2E   CRYPTORAPY 9 PROGRAM BAS/GAM/1D   PROGRAM BAS/GAM/1D   PROGRAM BAS/GAM/1D   PROGRAM BAS/GAM/1D   PROGRAM BAS/GAM/1D   PROGRAM BAS/GAM/1D   PROGRAM B	:CARD/TRICK	31	PROGRAM		BAS/GAM/1C	CARS/CARCS				
CASTLHALLX 29 PROGRAM XB/GAM/2C ICATALOG 4 PROGRAM UTIL/6A ICHASE/X 10 PROGRAM XB/GAM/2C ICHECKBOOK 28 PROGRAM BAS/GAM/1C ICHECKERS 38 PROGRAM BAS/GAM/1A ICHECKERS/1 43 PROGRAM BAS/GAM/1E ICHECKERS 38 PROGRAM BAS/GAM/1A ICHECKERS/1 43 PROGRAM BAS/GAM/1E ICHEK/PROC 27 PROGRAM HM/FIN/3A ICHIK/HELPX 15 PROGRAM XB/GAM/2A ICHIK/HELPX 15 PROGRAM XB/GAM/2A ICHIK/HELPX 15 PROGRAM MUS/GRA/5B ICHIK/HELPX 15 PROGRAM MUS/GRA/5B ICHIK/HELPX 15 PROGRAM BAS/GAM/1E ICHICKALUCK 26 PROGRAM BAS/GAM/1I ICHICKALUCK 26 PROGRAM BAS/GAM/1I ICHICKALUCK 26 PROGRAM BAS/GAM/1E ICIVILWAR 44 PROGRAM BAS/GAM/1E ICIVILWAR 44 PROGRAM BAS/GAM/1E ICUDES 40 PROGRAM BAS/GAM/1G ICLUES 6 PROGRAM BAS/GAM/1E ICUDESIMON 45 PROGRAM BAS/GAM/1G ICLUES 6 PROGRAM BAS/GAM/1E ICUDEBREAK 5 PROGRAM BAS/GAM/1A ICOLORCRAY 21 PROGRAM BAS/GAM/1E ICOLORFRACT 26 PROGRAM EDUC/4A ICOLORCRAY 21 PROGRAM BAS/GAM/1E ICOLORFRACT 26 PROGRAM EDUC/4A ICOLORCRAY 21 PROGRAM BAS/GAM/1E ICOLORFRACT 26 PROGRAM EDUC/4A ICOLORCRAY 21 PROGRAM BAS/GAM/1E ICOLORFICATION BAS/GAM/1E ICOLORMATH 34 PROGRAM EDUC/4A ICONSTELLAT 27 PROGRAM EDUC/4A ICONCENT/X 38 PROGRAM XB/GAM/2E ICONSTELLAT 27 PROGRAM EDUC/4E ICONCENT/X 38 PROGRAM XB/GAM/2E ICONCENT/X 38 PROGRAM XB/GAM/2C ICRYPTGRAPY 9 PROGRAM XB/GAM/2C ICRYPTGRAPY 9 PROGRAM BAS/GAM/1D ICONCENT/X 48 INT/ANASA ICONTENT/X 4	CASHFLOW	30	PROGRAM		HM/FIN/3A	:CASINO/X				
CH/CAMELOT 45 PROGRAM BAS/GAM/1C   CHAOS 9 PROGRAM BAS/GAM/1C   CHASE/X 10 PROGRAM XB/GAM/2C   CHECKBOOK 28 PROGRAM HM/FIN/3A   CHECKERS 38 PROGRAM BAS/GAM/1A   CHECKERS/1 43 PROGRAM BAS/GAM/1E   CHECKBOOK 27 PROGRAM HM/FIN/3A   CHIK/HELPX 15 PROGRAM XB/GAM/2A   CHIK/HELPX 15 PROGRAM XB/GAM/2A   CHIK/HELPX 15 PROGRAM MUS/GRA/5B   CHRISTMAS 31 PROGRAM MUS/GRA/5B   CIVILWAR 44 PROGRAM BAS/GAM/1I   CLOSEGUITS 5 PROGRAM BAS/GAM/1G   CLOSEGUITXJ 37 PROGRAM BAS/GAM/1E   CLOSESIMON 45 PROGRAM BAS/GAM/1G   CLOSEGUITXJ 37 PROGRAM BAS/GAM/1E   CDDEBREAK 5 PROGRAM BAS/GAM/1G   CLUES 6 PROGRAM BAS/GAM/1E   CDLORFRACT 26 PROGRAM BAS/GAM/1A   COLORCRAY 21 PROGRAM BAS/GAM/1E   CDLORFRACT 26 PROGRAM BAS/GAM/1A   COLORMATH 34 PROGRAM BAS/GAM/1E   CDLORVISNX 25 PROGRAM BAS/GAM/3A   COMPIGHT/J 42 PROGRAM BAS/GAM/1E   CONSTELLAT 27 PROGRAM EDUC/4A   CONCENT/X 38 PROGRAM BAS/GAM/1E   CONSTELLAT 27 PROGRAM EDUC/4A   CONCENT/X 38 PROGRAM BAS/GAM/2E   CONSTELLAT 27 PROGRAM EDUC/4A   CONCENT/X 38 PROGRAM BAS/GAM/2E   CONCENT/X 38 PROGRAM BAS/GAM/2E   CONCENT/X 38 PROGRAM BAS/GAM/2E   CONCENT/X 38 PROGRAM XB/GAM/2E   CONCENT/X 38	CASTLHALLX	29	PROGRAM		XB/GAM/2C	1CATALOG	_		_	
CHASE/X CHECKERS CHEC	CH/CAMELOT	45	PROGRAM	,	BAS/GAM/1C					•
CHECKERS 38 PROGRAM CHEK/PROC 27 PROGRAM CHEK/PROC 27 PROGRAM CHKBAL 11 PROGRAM CHKPANDRX 5 PROGRAM CHRYPANDRX 5 PROGRAM CLIRCUITS 6 PROGRAM CLIRCUITS 6 PROGRAM CLIRCUITS 7 PROGRAM CLIRCUITS 7 PROGRAM CLIRCUITS 7 PROGRAM CLIRCUITS 8 PROGRAM CLIRCUITS 8 PROGRAM CLIRCUITS 8 PROGRAM CLIRCUITS 8 PROGRAM CLIRCUITS 9 PROGRAM CLIRCUITS 9 PROGRAM CLIRCUITS 9 PROGRAM CLIRCUITS 9 PROGRAM CLIRCUITS 10 PROGRAM CLIRCUITS 10 PROGRAM CLIRCUITS 10 PROGRAM CLIRCUITS 11 PROGRAM CLIRCUITS 12 PROGRAM CLIRCUITS 13 PROGRAM CLIRCUITS 14 PROGRAM CRIRCUITS 15 PROGRAM CRIRCUITS 15 PROGRAM CLIRCUITS 15 PROGRAM CLIRCUITS 16 PROGRAM CLIRCUITS 16 PROGRAM CLIRCUITS 17 PROGRAM CRIRCUITS 18 PROGRAM CRAYCLIMX 18 PROGRAM CRAYCLIMA 18	:CHASE/X	10	PROGRAM		XB/GAM/2C					
CHEK/PROC 27 PROGRAM HM/FIN/3A 1CHIK/HELPX 15 PROGRAM XB/GAM/2A 1 CHKBAL 11 PROGRAM HM/FIN/3C 1CHRISTMAS 31 PROGRAM MUS/GRA/5B1 CHRXPANDRX 5 PROGRAM UTIL/6A 1CHUCKALUCK 26 PROGRAM BAS/GAM/1I CIVILWAR 44 PROGRAM BAS/GAM/1I CLONES 40 PROGRAM BAS/GAM/1G 1CLOSEOUTXJ 37 PROGRAM BAS/GAM/1E CLOSESIMON 45 PROGRAM BAS/GAM/1G 1CLUES 6 PROGRAM BAS/GAM/1E CODEBREAK 5 PROGRAM BAS/GAM/1A 1COLORCRAY 21 PROGRAM BAS/GAM/1E COLORFRACT 26 PROGRAM EDUC/4A 1COLORMATH 34 PROGRAM EDUC/4A 1COLORVISNX 25 PROGRAM EDUC/4A 1COLORMATH 34 PROGRAM BAS/GAM/1I COMPL/SOR 48 PROGRAM EDUC/4A 1CONCENT/X 38 PROGRAM BAS/GAM/1I CONSTELLAT 27 PROGRAM EDUC/4A 1CONCENT/X 38 PROGRAM XB/GAM/2E 1CONSTELLAT 27 PROGRAM EDUC/4E 1CONVERSII 39 PROGRAM XB/GAM/2E 1CONVERSII 39 PROGRAM EDUC/4E 1CONVERSII 39 PROGRAM XB/GAM/2E 1CONVERSII 39 PROGRAM XB/GA	CHECKERS	38	PROGRAM			· — — · — · — · • · •				
CHKBAL 11 PROGRAM HM/FIN/3C   CHRISTMAS 31 PROGRAM MUS/GRA/5B! CHRXPANDRX 5 PROGRAM UTIL/6A   CHUCKALUCK 26 PROGRAM BAS/GAM/1I! CIRCUITS 5 PROGRAM EDUC/4G   CIVILWAR 44 PROGRAM BAS/GAM/1E! CLOSESIMON 45 PROGRAM BAS/GAM/1G   CLOSEOUTXJ 37 PROGRAM BAS/GAM/1E! CODEBREAK 5 PROGRAM BAS/GAM/1A   COLORCRAY 21 PROGRAM BAS/GAM/1E! COLORCRAY 21 PROGRAM BAS/GAM/1E! COLORVISNX 25 PROGRAM EDUC/4A   COLORMATH 34 PROGRAM EDUC/4A   COLORVISNX 25 PROGRAM MUS/GRA/5A   COMFIGHT/J 42 PROGRAM BAS/GAM/1I! COMPL/SQR 4B PROGRAM EDUC/4A   CONCENT/X 38 PROGRAM BAS/GAM/1I! CONSTELLAT 27 PROGRAM EDUC/4A   CONCENT/X 38 PROGRAM XB/GAM/2E   CONSTELLAT 27 PROGRAM EDUC/4E   CONVERSII 39 PROGRAM   COUNTING 31 PROGRAM EDUC/4E   CONVERSII 37 PROGRAM   COUNTING 31 PROGRAM   EDUC/4E   CONVERSII 37 PROGRAM   EDUC/4E   CRAPGAMEXS 22 PROGRAM   XB/GAM/2E   CRAPGAMEXS 22 PROGRAM   XB/GAM/2C   CRAPGAMEXS 22 PROGRAM   BAS/GAM/1D!   CRAPCORMAN   EDUC/4E   EDUC	:CHEK/PROC	27	PROGRAM							
CHRXPANDRX 5 PROGRAM UTIL/6A ICHUCKALUCK 26 PROGRAM BAS/GAM/11! CIRCUITS 5 PROGRAM EDUC/4G ICIVILWAR 44 PROGRAM BAS/GAM/1E! CLONES 40 PROGRAM BAS/GAM/1G ICLOSEOUTXJ 37 PROGRAM XB/GAM/2H! CLOSESIMON 45 PROGRAM BAS/GAM/1G ICLUES 6 PROGRAM BAS/GAM/1E! CODEBREAK 5 PROGRAM BAS/GAM/1A ICOLORCRAY 21 PROGRAM BAS/GAM/1E! COLORVISNX 25 PROGRAM EDUC/4A ICOLORMATH 34 PROGRAM BAS/GAM/1I! COMPL/SQR 4B PROGRAM EDUC/4A ICONCENT/X 3B PROGRAM BAS/GAM/1I! CONSTELLAT 27 PROGRAM EDUC/4A ICONCENT/X 3B PROGRAM XB/GAM/2E ICONSTELLAT 27 PROGRAM EDUC/4E ICONVERSII 39 PROGRAM EDUC/4E ICONVERSII 39 PROGRAM COUNTING 31 PROGRAM EDUC/46 ICRAPGAMEXS 22 PROGRAM XB/GAM/2E CRAZYCLIMX 18 PROGRAM XB/GAM/2A ICRAPGAMEXS 22 PROGRAM XB/GAM/2C CRAZYCLIMX 18 PROGRAM XB/GAM/2A ICRAPGAMEXS 22 PROGRAM XB/GAM/1D!	: CHKBAL	11					_			· — •
CIRCUITS 5 PROGRAM EDUC/46   CIVILWAR 44 PROGRAM BAS/GAM/1E   CLONES 40 PROGRAM BAS/GAM/16   CLOSEOUTXJ 37 PROGRAM XB/GAM/2H   CLOSESIMON 45 PROGRAM BAS/GAM/16   CLUES 6 PROGRAM BAS/GAM/1E   CODEBREAK 5 PROGRAM BAS/GAM/1A   COLORCRAY 21 PROGRAM BAS/GAM/1E   COLORFRACT 26 PROGRAM EDUC/4A   COLORMATH 34 PROGRAM EDUC/4A   COLORVISNX 25 PROGRAM MUS/GRA/5A   COMFIGHT/J 42 PROGRAM BAS/GAM/1I   COMPL/SQR 48 PROGRAM EDUC/4A   CONCENT/X 38 PROGRAM XB/GAM/2E   CONSTELLAT 27 PROGRAM EDUC/4E   CONVERSII 39 PROGRAM EDUC/4E   COOKIEFILE 29 PROGRAM HM/FIN/3A   COOTIEII/X 47 PROGRAM XB/GAM/2E   COUNTING 31 PROGRAM EDUC/46   CRAPGAMEXS 22 PROGRAM XB/GAM/2C   CRAZYCLIMX 18 PROGRAM XB/GAM/2A   CRYPTGRAPY 9 PROGRAM XB/GAM/1D   CRAYCLIMAX 48 INT/VARSEA	CHRXPANDRX	5								
CLONES 40 PROGRAM BAS/GAM/16   CLOSEOUTXJ 37 PROGRAM XB/GAM/1E   CLOSESIMON 45 PROGRAM BAS/GAM/16   CLUES 6 PROGRAM BAS/GAM/1E   CODEBREAK 5 PROGRAM BAS/GAM/1A   COLORCRAY 21 PROGRAM BAS/GAM/1E   COLORFRACT 26 PROGRAM EDUC/4A   COLORMATH 34 PROGRAM EDUC/4A   COLORVISNX 25 PROGRAM MUS/GRA/5A   COMFIGHT/J 42 PROGRAM BAS/GAM/1I   COMPL/SQR 4B PROGRAM EDUC/4A   CONCENT/X 3B PROGRAM XB/GAM/2E   CONSTELLAT 27 PROGRAM EDUC/4E   CONVERSII 39 PROGRAM COUNTING 31 PROGRAM EDUC/4E   CONVERSII 39 PROGRAM   COUNTING 31 PROGRAM EDUC/4E   CONVERSII 39 PROGRAM   COUNTING 31 PROGRAM EDUC/46   CRAPGAMEXS 22 PROGRAM   CRAZYCLIMX 18 PROGRAM	CIRCUITS				<del></del>			_		
CLOSESIMON 45 PROGRAM  BAS/GAM/16 ICLUES  6 PROGRAM  BAS/GAM/16 COLORCRAY  COLORFRACT  COLORFRACT  COLORVISNX  COLORVISNX  COMPL/SQR  BAS/GAM/1A ICOLORCRAY  COMPL/SQR  CONSTELLAT  CONSTE	CLONES				<del>_</del>					
CODEBREAK 5 PROGRAM BAS/GAM/1A   COLORCRAY 21 PROGRAM BAS/GAM/1E   COLORFRACT 26 PROGRAM EDUC/4A   COLORMATH 34 PROGRAM EDUC/4A   COLORVISNX 25 PROGRAM MUS/GRA/5A   COMFIGHT/J 42 PROGRAM BAS/GAM/1I   COMPL/SQR 48 PROGRAM EDUC/4A   CONCENT/X 38 PROGRAM XB/GAM/2E   CONSTELLAT 27 PROGRAM EDUC/4E   CONVERSII 39 PROGRAM EDUC/4E   COOKIEFILE 29 PROGRAM HM/FIN/3A   COOTIEII/X 47 PROGRAM XB/GAM/2E   COUNTING 31 PROGRAM EDUC/46   CRAPGAMEXS 22 PROGRAM XB/GAM/2C   CRAZYCLIMX 18 PROGRAM XB/GAM/2A   CRYPTGRAPY 9 PROGRAM BAS/GAM/1D   CRZYCLIMIX 49 INT/UAP264 XB/GAM/2A   CRYPTGRAPY 9 PROGRAM BAS/GAM/1D	CLOSESIMON						_			,
COLORFRACT 26 PROGRAM EDUC/4A   COLORMATH 34 PROGRAM EDUC/4A   COLORVISNX 25 PROGRAM MUS/GRA/5A   COMFIGHT/J 42 PROGRAM BAS/GAM/1I   COMPL/SQR 48 PROGRAM EDUC/4A   CONCENT/X 38 PROGRAM XB/GAM/2E   CONSTELLAT 27 PROGRAM EDUC/4E   CONVERSII 39 PROGRAM EDUC/4E   CONVERSII 39 PROGRAM EDUC/4E   CONVERSII 39 PROGRAM EDUC/4E   COUNTING 31 PROGRAM EDUC/46   CRAPGAMEXS 22 PROGRAM XB/GAM/2E   CRAZYCLIMX 18 PROGRAM XB/GAM/2A   CRYPTGRAPY 9 PROGRAM BAS/GAM/1D   CRZYCLIMX 48 INT/VAR254 XB/GAM/2A   CRYPTGRAPY 9 PRO	CODEBREAK		_				_			
COLORVISNX 25 PROGRAM MUS/GRA/5A COMFIGHT/J 42 PROGRAM BAS/GAM/1I: COMPL/SQR 48 PROGRAM EDUC/4A CONCENT/X 38 PROGRAM XB/GAM/2E: CONSTELLAT 27 PROGRAM EDUC/4E CONVERSII 39 PROGRAM EDUC/4E COOKIEFILE 29 PROGRAM HM/FIN/3A COOTIEII/X 47 PROGRAM XB/GAM/2E COUNTING 31 PROGRAM EDUC/46 CRAPGAMEXS 22 PROGRAM XB/GAM/2C CRAZYCLIMX 18 PROGRAM XB/GAM/2A CRYPTGRAPY 9 PROGRAM BAS/GAM/1D: CRZYCLOMIX 49 INT/UAPSTA	<b></b> •	_								
COMPL/SQR 48 PROGRAM EDUC/4A   CONCENT/X 38 PROGRAM XB/GAM/2E   CONSTELLAT 27 PROGRAM EDUC/4E   CONVERSII 39 PROGRAM EDUC/4E   CONVERSII 39 PROGRAM EDUC/4E   CONVERSII X 47 PROGRAM XB/GAM/2E   COUNTING 31 PROGRAM EDUC/46   CRAPGAMEXS 22 PROGRAM XB/GAM/2E   CRAZYCLIMX 18 PROGRAM XB/GAM/2A   CRYPTGRAPY 9 PROGRAM BAS/GAM/1D   CRZYCLOWNX 49 INT/VAR254 XB/GAM/2A   CRYPTGRAPY 9 PROGRAM BAS/GAM/1D   CRZYCLOWNX 49 INT/VAR254 XB/GAM/2A   CRYPTGRAPY 9 PROGRAM BAS/GAM/1D   CRZYCLOWNX 49 INT/VAR254				-		· · -			_	
CONSTELLAT 27 PROGRAM EDUC/4E   CONVERSII 39 PROGRAM EDUC/4E   COOKIEFILE 29 PROGRAM HM/FIN/3A   COOTIEII/X 47 PROGRAM XB/GAM/2E   COUNTING 31 PROGRAM EDUC/46   CRAPGAMEXS 22 PROGRAM XB/GAM/2C   CRAZYCLIMX 18 PROGRAM XB/GAM/2A   CRYPTGRAPY 9 PROGRAM BAS/GAM/1D   CRZYCLIMX 49 INT/VAR254 XB/GAM/2C   CRZYCLIMX 49 INT/VA										
COOKIEFILE 29 PROGRAM HM/FIN/3A   COOTIEII/X 47 PROGRAM XB/GAM/2E COUNTING 31 PROGRAM EDUC/46   CRAPGAMEXS 22 PROGRAM XB/GAM/2C CRAZYCLIMX 18 PROGRAM XB/GAM/2A   CRYPTGRAPY 9 PROGRAM BAS/GAM/1D   CRZYCLIMX 48 INT/VAR254 XB/CAM/CO   CRYPTGRAPY 9 PROGRAM BAS/GAM/ID   CRZYCLIMX 48 INT/VAR254 XB/CAM/CO   CRZYCLIMX   CRZYCLIMX 48 INT/VAR254 XB/CAM/CO   CRZYCLIMX 48 INT/VAR254 XB/CAM/CO   CRZYCLIMX 48 INT/VAR254 XB/CAM/CO   CRZYCLIMX 48 INT/VAR254 XB/CAM/CO   CRZYCLIMX   CRZYCLIMX XB/CAM/CO   CRZYCLIMX   CRZYCLIMX XB/CAM/CO   CRZYCLIMX XB/CAM/CO   CRZYCLIMX   CRZYCLIMX XB/CAM/CO   CRZYCLIMX XB/CAM/CO   CRZYCLIMX XB/CAM/CO   CRZYCLIM			• • •							
COUNTING 31 PROGRAM EDUC/46   CRAPGAMEXS 22 PROGRAM XB/GAM/2C   CRAZYCLIMX 18 PROGRAM XB/GAM/2A   CRYPTGRAPY 9 PROGRAM BAS/GAM/1D;				_	<del></del>					· ·
CRAZYCLIMX 18 PROGRAM XB/GAM/2A   CRYPTGRAPY 9 PROGRAM BAS/GAM/1D;	<del> </del>			_						•
CRIVE DUNY 40 INT/UAROSA VE/CAM/OC LETYER/ED/EDEN - PRESERVED BAS/GAM/ID;	· — <del>-</del>				·· ·· ·- · · · ·				X	B/GAM/2C .
TITE I CLUMINA TO INI/VARIZOF XB/GAM/2C   CTYFR/DRBY 37 PROGRAM BAS/GAM/1A;									B	AS/GAM/1D:
	· CITE I CELIMINA	47	THI / VHKZ34	7	KB/GAM/2C	CTYFR/DRBY	<b>37</b> (	PROGRAM	B	AS/GAM/1A:

						•		
ACY/X	19	PROGRAM	EDUC/46	CYBERDICEX	31	PROGRAM		XB/BAM/2A :
HELL/X	40	PROGRAM	XB/GAM/2E	DANCING		PROGRAM		MUS/GRA/5A:
JKET		PROGRAM	PUBLIC2	IDEBUG	_	PROGRAM		UTIL/6A :
ISIONSP		PROGRAM	UTIL/6A	IDEMO/PLDMP		PROGRAM		ASMB/7A ; BAS/GAM/1A;
§THCHG	_	PROGRAM	BAS/GAM/1E XB/GAM/2G	IDESERT/DIL IDIMONDDRPX		PROGRAM PROGRAM		XB/GAM/2A :
STATR/X		PROGRAM PROGRAM	PUBLIC2	DODGE, EW/X	9	PROBRAM		XB/GAM/2B
JIRECTORY DODGEM2	~	PROGRAM	BAS/GAM/1E	DOGRACE/X	-	PROGRAM		XB/GAM/2C :
DOUBLELIST		PROGRAM	UTIL/6A	DRAWFACE		PROGRAM		EDUC/4C
DRAWPOKR/C		PROBRAM	BAS/GA:4/1F	DRYWELL		PROBRAM		BAS/GAM/1F:
DSRLNK		DIS/FIX80	ASMB/7A	DSRSOURCE	12	DIS/VAR80		ASMB/7A !
: DUCK/X	•	PROGRAM	XB/GAM/2C	I DUMP	10	DIS/FIX80		ASMB/7A :
DUMPSOURCE	31	DIS/VAR80	ASMB/7A	DUNGEON	28	PROGRAM		BAS/GAM/1F!
: EDDY/CLOWN	38	PROGRAM	EDUC/4E	IEDIT1	25	PROGRAM		ASMB/7A :
:ELECTENG/C	49	PROGRAM	EDUC/4E	ELECTRONIC	27	PROGRAM		EDUC/4G :
: ELECTSOLVE	19	PROGRAM	EDUC/4E	IELIZA/X	27	PROGRAM		XB/GAM/2E :
:EMPIRE/X	32	PROGRAM	XB/GAM/2H	ENTERTAIN	36	PROGRAM		MUS/GRA/5B!
:EQUATION	7	PROGRAM	EDUC/4A	IET/COUNT	19			EDUC/4A
: EVENWINS		PROGRAM	BAS/GAM/16	EXPJOUR/XM		INT/VAR254		HM/FIN/3C :
FALKLANDSX		PROGRAM	XB/GAM/2C	FARM		PROGRAM		PUBLIC3 :
FDATA	<b></b> -	INT/FIX45	MUS/GRA/5C	IFIDDLETUNE	46			MUS/GRA/5C:
FIN/PLAN		PROGRAM	HM/FIN/3A	IFINAN/MATH		PROGRAM		EDUC/4A
IFINDEX		PROGRAM	UTIL/6A	!FING/SPELC		PROGRAM		EDUC/4C
FIREWORKS	_	PROGRAM	MUS/GRA/5B	IFISHES/X		PROPRAM PRO 3RAM		EDUC/46 : BAS/BAM/1G
FLAGSNATNS		PROGRAM	EDUC/4C	IFLASH				
FORMSGEN	28		UTIL/6A	IFORTH		DIS/FIX80		01NOV82 :
FORTHSAVE		PROGRAM	01NOV82	FRACTIONS	19			EDUC/4C :
FROGGY/X		PROGRAM	XB/GAM/2H EDUC/4G	IFROSTY IFUNTESTS/X	_	PROGRAM PROGRAM		MUS/GRA/58: XB/GAM/2H
!FRUIT/VEGX	20	PROGRAM						
FURN/ARRXJ	<b></b>	PROGRAM	HM/FIN/3A	IBARFIELD	_	PROGRAM	Y	EDUC/4E :
: CF:MANTUT : GHOSTCHS/J	15	PROGRAM PROGRAM	EDUC/4E BAS/GAM/1G	IGETTHEGOLD	_	PROGRAM		BAS/GAM/1C:
!GIANTDWRFX		PROGRAM	XB/GAM/2A	: GOTD		PROGRAM PROGRAM		XB/GAM/2D :
:GOLD/MINER		PROGRAM	BAS/GAM/1C			PROGRAM		BAS/GAM/1C: BAS/GAM/1C:
: GOLDRUSH-X	40		XB/GAM/2A	GOLF/TEXTX		PROGRAM		XB/GAM/2A :
GOLF/X		PROGRAM	XB/GAM/2D	GOTHIC/PX	50			UTIL/6A !
: GRAMATCH	13		BAS/GAM/1A			PROGRAM		UTIL/6A :
: GRAPHMSG	40	PROGRAM	PUBLIC2	IGRISLY/ADV		PROGRAM		BAS/GAM/1D:
:GRUMPLIN/X	27	PROGRAM	XB/GAM/26	: GUESNOTEXS	12	PROGRAM		XB/GAM/2D :
GUESSLETXS	11	PROGRAM	XB/GAM/2D	I GUESSNUMXS	7	PROGRAM		XB/GAM/2D !
:H/FIN/ANAL	22	PROGRAM	UTIL/6A	! HANGMAN	33	PROGRAM		BAS/GAM/1A:
:HANGMAN/1	26	PROGRAM	BAS/GAM/1E	!HANGMAN/X	26	PROGRAM		XB/GAM/2D :
!HAP/SPELLT	39	PROGRAM	EDUC/4A	HARRIEDHWF	53	PROGRAM		BAS/6AM/16:
HEX	14	PROGRAM	UTIL/6A	HI-LO/NUMB	6	PROGRAM		BAS/GAM/1A:
HIDDENMAZE	14		BAS/GAM/1I	HIRESPLT/X	7			UTIL/6C :
HOME-MORT	7	PROGRAM	HM/FIN/3A	HOME/DIV	28	PROGRAM		EDUC/4A
HOME/FRACT			EDUC/4E	HOMESEC/DL		PROGRAM		HM/FIN/3A :
INCHWORM	47		BAS/GAM/1D			PROGRAM		BAS/GAM/1E:
INDY500/XJ	12	PROGRAM PROGRAM	MUS/GRA/5B		_	PROGRAM		BAS/GAM/1H:
INTPROJECT	8		XB/GAM/2D HM/FIN/3A	INSTRUCT	_	PROGRAM		PUBLIC2
: INVENTN/FX	11	PROGRAM	MUS/GRA/5C	I INV/COUN/X	44			HM/FIN/3A :
INVESTORXM	55		HM/FIN/3C		10			HM/FIN/3A :
: IRA/COMPAR		PROGRAM	HM/FIN/3A	I IPOWER		PROGRAM		EDUC/4A
:JACKPOT/X		PROGRAM	XB/6AM/26	IJ-E-D-I-2X		INT/VAR254		XB/GAM/2I :
JAMS/X	_	PROGRAM	XB/ <del>SAM</del> /2A	JAILBIRD  JDATA		PROGRAM		BAS/GAM/1H:
: 5_3U/X		PROGRAM	MUS/GRA/5C			INT/FIX60		MUS/GRA/5C:
:JOURNAL/K		PROGRAM	UTIL/6C	IJUMP/JACK		PROGRAM		UTIL/6A :
!JUNGLEJIMX		PROGRAM	XB/GAM/2A	JUSTFYSRCE		PROGRAM DIS/VARBO		BAS/GAM/1A:
:KEY/MUS	4	PROGRAM	MUS/GRA/5B			PROGRAM		ASMB/7A :
:KISMET/X	36	PROGRAM	XB/GAM/2G	KNIGHTTOUR		PROGRAM		BAS/GAM/1A: BAS/GAM/1A:
			7	?	_ •	<del> </del>		ond/OM11/IMi

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KRZYKOALAX	40	PROGRAM		VD /CAM /OC	11 (A) DUA (V.T.		55555		• • • • • • • • • • • • • • • • • • •
				XB/GAM/2G	IL/ALPHA/XJ	21			EDUC/4
LABYRINTH1		PROGRAM		BAS/BAM/1I	LARGECHARS	12			UTIL/6A
LARGLCLET	37			UTIL/6B	LARGUCLET		PROGRAM	†	UTIL/6B
LEARNALFAX	19			EDUC/4C	ILEARNOTES	- <b>-</b>	PROGRAM	1	MUS/GRA/\
:LET/NUMB/X	30			EDUC/4F	ILETTROUESS	5	PROGRAM		BAS/GAM/1
LETWRITERX	45	PROGRAM	ļ	UTIL/6C	ILIN/RE6	6	PROGRAM	1	EDUC/4B
! LOAD	3	PROGRAM	i	PUBLIC3	LOAD	6	PROGRAM	1	EDUC/4C
: LOAD	6	PROGRAM	• 1	EDUC/4E	LOAD	6	PROGRAM	_	PUBLIC2
:LOAD	6	PROGRAM		XB/GAM/2B	LOAD	6			XB/GAM/2C :
:LOAD	6	PROGRAM		XB/GAM/2D	t LOAD	6			XB/GAM/2E
LOAD	6			XB/GAM/2G	LOAD	6			
LOAD	23			MUS/GRA/5A					XB/GAM/2H :
LOAN/CALC	4	PROGRAM				26			HM/FIN/3B :
LOCSPRITEX		_		HM/FIN/3C	ILDC/POINTS		PROGRAM		EDUC/4B :
	11	PROGRAM		UTIL/6A	LOGARITHMS	_6		ı	EDUC/4C !
LOGOSOURCE		DIS/VARBO		ASMB/7A	LOST/RUINS	39	PROGRAM	]	BAS/GAM/1A;
:MA/GOOSETS	37	PROGRAM		EDUC/4C	! MAGICCUBE	21	PROGRAM	I	BAS/GAM/1D:
:MAIL/LIST	27	PROGRAM	•	UTIL/6A	: MAILPREPXC	31	PROGRAM		HM/FIN/3B
: MAINSCREEN	17	PROGRAM	-	MUS/GRA/5A	! MARQUEE	3	PROGRAM	1	MUS/GRA/5B:
MARTY/MART	48	PROGRAM	ı	EDUC/4F	MASTERMIND	21			BAS/GAM/1B:
: MATCH/EM	21	PROGRAM		EDUC/4B	MATCHEM/X		PROGRAM		
: MATH-DUNG	34		_	EDUC/4F	MATH/DICE	7		_	XB/GAM/2E :
MATHTALKTS	43			EDUC/4F			PROGRAM		EDUC/4B :
MATRIX/MUN	9				MATRIX		PROGRAM	- 1	UTIL/6B :
				EDUC/4C	IMAZE	47	PROGRAM	1	BAS/GAM/1I:
MAZERACE	20			BAS/BAM/1C	IMAZZO	30	PROGRAM	7	KB/GAM/2A :
MEDRESPL/X		PROGRAM		JTIL/6C	: MELTDOWN/X	42	PROGRAM	7	KB/GAM/2E !
MEM/MAZEXJ	33	PROGRAM	<b>)</b>	KB/6AM/2A	I MEMFUN/X	37	PROGRAM	3	(B/GAM/26
:MEMTRAIN1	9	PROGRAM	E	EDUC/4C	MEMTRAIN2	4	PROGRAM		EDUC/4C
: MESSAGEMND	40	PROGRAM	ŀ	M/FIN/3B	IMETRC/CONX	12	PROGRAM		EDUC/4F
:METRIC	25	PROGRAM	E	EDUC/4B	METRIC/CON		PROGRAM		EDUC/4F
:MICROJAWSX	7	PROGRAM	)	(B/GAM/2A	MINIVISN/X	17	PROGRAM	_	
:MLIST	45	PROGRAM		JTIL/6C	IMLIST/CND		PROGRAM		NS/GRA/5B:
MLIST/INT		PROGRAM		JTIL/6C	IMLIST/RPT				JTIL/6C
MLIST/SCH				JTIL/6C					
MM/DISASMN		PROGRAM			MLIST/SRT				JTIL/6C :
				JTIL/6A	!MONEYCT/XS	-9	PROGRAM	E	EDUC/4F :
I MONSTR/ADV		PROGRAM		SAS/BAM/1H	MORSECODE	26	PROGRAM	E	EDUC/4F :
MORTGAGPYT		PROGRAM		M/FIN/3A	:MOSAIC/X	24	PROGRAM	>	(B/GAM/2D
MOTOCROSS		PROGRAM	E	BAS/GAM/1F	:MOV/NUMB/J	13	PROGRAM	E	BAS/GAM/1H:
IMR/FROG/X	36	PROGRAM	E	EDUC/4C	IMURDER	22	PROGRAM	F	BAS/GAM/1D:
:MUS/BOX	26	PROGRAM	ř	IUS/GRA/5A	!MUS/EDIT/X	18	PROGRAM		KUS/GRA/5B:
:MUS/FILE/X	7	PROBRAM	r	IUS/GRA/5B	:MY/BANK/X	31	PROGRAM	_	HM/FIN/3C
:MYS/SPELLX	41	PROGRAM	E	EDUC/4B	MYTHOLOGYX	20	PROGRAM		
:N/VADER/XJ	17	PROGRAM		B/GAM/2A	NAME-BONE				EDUC/46
NEVERONSUN		PROGRAM		IUS/GRA/5C			PROGRAM		DUC/4F ;
INICKNAMESX		PROGRAM		DUC/46	INEWYORK		PROGRAM		(B/GAM/2B :
NOEL		PROGRAM		·· — — - —	INITEBLOCK		PROGRAM	E	BAS/BAM/1H:
NORTHSEAXS				IUS/GRA/5B	NOMAD	40	PROBRAM	E	BAS/GAM/1H:
NUMB/MATCH		PROGRAM		B/GAM/2D	NUM/NIBB/X	42	PROGRAM	E	DUC/4B :
		PROGRAM		AS/GAM/1A	I OH / HELL / XM	45	PROGRAM	X	B/GAM/2H :
! ORACLE/X		PROGRAM	X	B/GAM/2B	ORGAN	40	PROGRAM		IUS/GRA/5A
OTHELLO-II	37	PROGRAM	E	AS/GAM/1D	IOZ/X	88	INT/VAR254		B/GAM/26
CZDATA1	5	INT/FIX40	· X	B/GAM/26	I DZDATA2	8	INT/FIX20		B/GAM/26
CZFILE1	8	PROGRAM	X	B/GAM/26	:OZFILE2	11	PROGRAM		
PAST/TENSE	19	PROGRAM		DUC/4A	IPATROL/X		PROGRAM		B/GAM/26
:PEG/JUMP		PROGRAM		AS/BAM/1A	IPENTE			_	B/GAM/2B :
PERS/DATA		PROGRAM		TIL/6B	PERS/DATAX		PROGRAM		AS/GAM/1H:
PIANO		PROGRAM					PROBRAM		TIL/6B
PIRING		PROGRAM		UBLIC3	PINKPANTHR		PROGRAM	M	US/GRA/5C:
PLOTSOURCE				UBLIC2	IPLOT		DIS/FIX80	A	SMB/7A :
PORTFOLIO		DIS/VAR80			PORT/ANALX	13	PROGRAM	H	M/FIN/3C
— — —		PROGRAM		_	!PRESC/LETT	28	PROGRAM	Ε	DUC/4B
PRESIDENTS		PROGRAM		DUC/4E	PRIMEPROGX	5	PROGRAM		DUC/4C
PRINTCAT/P		PROGRAM	U	TIL/6B	PROFTEAMSX	20	PROGRAM		DUC/4H/
PUPPY-TOWN	35	PROGRAM	M	US/GRA/5A	PYRAMID		PROGRAM	_	AS/GAM/1C:
				Q	— <del>—</del>	÷ •		-	······································

							DAG (CAM (4D)
/X		PROGRAM	XB/GAM/2D	QUINTUS		PROGRAM	BAS/GAM/1B:
JGIE	`	PROGRAM		:RAFFL/TICK		PROGRAM	UTIL/6C :
MBOW		PROGRAM	XB/GAM/2G	READFAST		PROGRAM DIS/VAR80	ASMB/7A :
SCRنے		DIS/FIX80	ASMB/7A	RECSCRSRC		PROGRAM	PUBLIC2
INDEER		PROGRAM	MUS/GRA/5B	: RESCUE : ROBOCHASE		PROGRAM	BAS/GAM/1B!
7/LAKESX		PROGRAM	EDUC/4H/ EDUC/4G	ROULETTE		PROGRAM	BAS/GAM/1I:
KUCKSGEMSX		PROGRAM PROGRAM	HM/FIN/3C	RUNWAY180X		PROGRAM	XB/GAM/2B !
RULEOF78		INT/FIX192	BAS/GAM/1B	:SAV/ACCT	—-	PROGRAM	HM/FIN/3B
IS/FILE ISAVSCR		DIS/FIX80	ASMB/7A	SAVSCRSRC		DIS/VAR80	ASMB/7A
ISAY/SPELLX		PROGRAM	EDUC/4B	ISAYFILE	•	PROGRAM	UTIL/6B !
SAYWORD		PROGRAM	UTIL/6B	SCIOTDOWNX	42	PROGRAM	XB/GAM/2H :
SCORE	—	DIS/FIX20	BAS/GAM/1B	:SCRAM/WORD	10	PROGRAM	BAS/GAM/1B:
SCREENDEMO		PROGRAM	ASMB/7A	SCROLL	9	DIS/FIX80	ASMB/7A :
SCROLLDEMO	8	PROGRAM	ASMB/7A	SCROLLSRCE	32	DIS/VAR80	ASMB/7A !
:SEMORMON/T	21	PROGRAM	BAS/GAM/1B	:SF/TOURIST	21	PROGRAM	BAS/GAM/1H:
:SHOOTGALLX	13	PROGRAM	XB/GAM/2C	ISIGNS	28	PROGRAM	UTIL/6B
SIMON	36	PROGRAM	BAS/GAM/1B	ISKIP/LOOTX	28	PROGRAM	XB/GAM/2C :
:SL	42	PROGRAM	PUBLIC3	SMLLTRTEST	12	PROGRAM	EDUC/4D :
:SNACMAN/XJ	14	PROGRAM	XB/GAM/2H	SNOOPYNOEL	28	PROGRAM	MUS/GRA/5B:
!SONG/X	28	PROGRAM	MUS/GRA/5C	ISORT1	16	PROGRAM	HM/FIN/3B :
:SORT2	13	PROGRAM	HM/FIN/3B	SORTS	16	PROGRAM	UTIL/6B :
! SOUNDS	11	PROGRAM	UTIL/6B	ISPACE/STA	29	PROGRAM	BAS/GAM/1H:
SPACEATT	27	PROGRAM	BAS/GAM/1H	SPACEGAME		PROGRAM	BAS/GAM/1D:
SPACEINVAD	42	PROGRAM	BAS/GAM/1D	ISPACEJUNKX		PROGRAM	XB/GAM/2B
:SPACEWAR/C		PROGRAM	BAS/GAM/1D			PROGRAM	EDUC/4F
SPAT/RELXS		PROGRAM	EDUC/4D	LSPRITEAIDX	-	PROGRAM	UTIL/6B :
:SPRITER/X		PROGRAM	UTIL/6C	ISTAR/TREKX		PROGRAM	XB/GAM/2B
STARGUARD		PROGRAM	BAS/GAM/1B	•		PROGRAM	PUBLIC2
:STARWARS/X		PROGRAM	XB/GAM/2H	ISTAT&CAPS1		PROGRAM	EDUC/4F :
AT&CAPS2		PROGRAM	EDUC/4F	ISTCAPITALS		PROGRAM	EDUC/4B   HM/FIN/3B
I'_ K/COMM		PROGRAM	HM/FIN/3B	ISTK/REC/P ISTK/TRANS		PROGRAM PROGRAM	HM/FIN/3B !
:STK/SAMPLE :STK/TREND		INT/FIX80 PROGRAM	PUBLIC3 HM/FIN/3A	ISTOCK		PROGRAM	PUBLIC3 :
ISTOCKSTATX	- 1	PROGRAM	HM/FIN/3C	STUMPER/TS		PROGRAM	EDUC/4G
ISUCC/SUPP		PROGRAM	BAS/GAM/1B	SUCCESS		PROGRAM	BAS/GAM/1B:
SUNRISE		PROGRAM	MUS/GRA/5B	:SUNRISE/X	10		MUS/GRA/5B:
SUP/SCRAMX	_	PROGRAM	XB/GAM/2D	SWITCHAROW	31	PROGRAM	BAS/GAM/1D:
ISYS-SCRNS		DIS/FIX128	01NOV82	SYST/EQUAT	9	PROGRAM	EDUC/4B :
:TACOMAN/X	24	PROGRAM	XB/GAM/2D	: TAROTCARD	13	PROGRAM	XB/GAM/2G :
: TAXDEDWORK	12	PROGRAM	HM/FIN/3B	:TCTACTO/ST	25	PROGRAM	BAS/GAM/1F!
:TEACH/PETX	42	PROGRAM	UTIL/6B	:TEETH/WSDM	16	PROGRAM	EDUC/4A ;
:TEII/LOG/T	19	PROGRAM	HM/FIN/3B	ITELLTIMEXS	17	PROGRAM	EDUC/4F i
:TEMP/CON	8	PROGRAM	EDUC/46	:TERMITE		PROBRAM	BAS/GAM/1B:
:TEX-THELLO	30	PROGRAM	BAS/GAM/1H	TEXSCRIBE	39	PROGRAM	:UTIL/6B
ITEXTTOPROX	10	PROGRAM	UTIL/6C	!TI/ALIENSJ	26	PROGRAM	BAS/GAM/1F:
:TI/INFO	43	PROGRAM	UTIL/6B	ITI/PRINT/C	52	PROGRAM	UTIL/6C :
:TI/WARS/CF	48	PROGRAM	BAS/GAM/1B	:TI/WORDS/X	37	PROGRAM	XB/GAM/2B
STICTACTOET	51	PROGRAM	BAS/GAM/1H	:TIGUESS	6	PROGRAM	BAS/GAM/1F
TIMECLOCK	27		EDUC/4C	TIMESCREEN	10	PROGRAM	ASMB/7A :
TINYMATH1		PROGRAM	EDUC/4D	! TOWER	6	PROGRAM	BAS/GAM/1B:
TRAFCNTRLX		PROGRAM	XB/GAM/2B	ITREASISLEX	31		XB/GAM/2B :
TREK (TEXT)	_	PROGRAM	BAS/GAM/1F	TREK2		PROGRAM	BAS/GAM/1D:
! TREKSAY	_	INT/FIX255	XB/GAM/2B	TRENCHWRXJ		PROGRAM	BAS/GAM/1F!
TREND/ANAL		PROGRAM	HM/FIN/3B	ITRIANGLES		PROGRAM	EDUC/4D :
IRINOMIAL		PROGRAM	EDUC/4B	TRUCKER		PROGRAM	PUBLIC2 :
UP-SCOPE!X		PROGRAM PROGRAM	MUS/GRA/5B			PROGRAM	EDUC/4H/
: VENUS		PROGRAM	XB/GAM/2B MUS/GRA/5A	:VALENTINE :VERBOSE		PROGRAM	MUS/GRA/5B:
: VOCABQUIZ		PROGRAM	EDUC/4E	: VERBUSE : VOYAGER/X		PROGRAM INT/VAR254	UTIL/6B : XB/GAM/2D :
:W-BOOGIE		PROGRAM	MUS/GRA/5A			PROGRAM	BAS/GAM/1FI
						122211717	onor omit at i

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ZAPPER	39	PROGRAM	BAS/GAM/1B				
YAHTZEE/C	45	PROGRAM	BAS/GAM/1F	: YESTERDAY	50	PROGRAM	MUS/GRA/5C:
:XB/CHAP/7	_	PROGRAM	EDUC/4D	: XTOTCATLOG	18	PROGRAM	UTIL/6B :
: XB/CHAP/5	29	PROGRAM	EDUC/4D	: XB/CHAP/6	41	*PROGRAM	EDUC/4D
:XB/CHAP/3		PROGRAM	EDUC/4D	XB/CHAP/4		PROGRAM	EDUC/4D !
:XB/CHAP/1		PROGRAM	EDUC/4D	:XB/CHAP/2		PROGRAM	EDUC/4D :
WORLDLDRSX	20		EDUC/46	: WORMS	27	PROGRAM	BAS/GAM/1F:
WORDWORLDX	41	PROGRAM	EDUC/4B	:WORLD/MAPX	17	PROGRAM	EDUC/4C :
WIZRDKEEPX	41	PROGRAM	XB/GAM/2B	: WORDSEARCH	20	PROGRAM	BAS/GAM/1G!

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