

NOTES

CHRISTMAS PARTY DETAILS by: jo ann copeland

Gosh, I wish every day of the year could be like Christmas Day! Just the thoughts of sharing, caring, joy, and love, if spread throughout the year, could cure all the world's ills!

What a great time we all had! We had a total of over 28 adults and (as if they stayed still long enough to count) over 19 children! For the children, I think the best part was when Bryan Cloud acted as Santa Claus (Father Christmas) and handed out the presents! Thanks for the help Bryan (oops, "Santa"!)

Bryan Cloud was the winner of the First Prize (two brand spanking new joysticks with adapter) and Carole Lyons was the winner of the Second Prize (a 10-pack of diskettes) in the Door Prize Drawing. And yes, the prizes ARE in the post this time! For those of you absent, our order and check never did make it to the company, although it was mailed out November 15th! So the check was stopped and another order given via phone on the ol' MasterCard. We should see these in two weeks! Congratulations to Bryan and Carole! Third Prize name for the Door Prizes was Mike Lyons who won the Arcade Games disk, with other names drawn as winners: Mark Playle (TI Logo II), Kathleen Duddy, Mark Ziegler, and Derek Hayward. Congratulations to all! Maybe next year, as our group is still growing, the prizes can be even better! I'm already looking forward to it! (After a well-deserved break, first!)

My very special THANKS to COLIN HINSON and MARK PLAYLE for coming through with all your help and donations to make up for the catalog order not arriving! You saved my neck!

Wasn't the food terrific?! I don't think we could have planned it out any better if we had tried. There was everything anyone could want, from side

dishes, sausage rolls, salads, sandwiches, to some really neat desserts! We have some really talented and creative people in the food department! I just know I gained at least 5 pounds that day! (and I don't need any extra, believe me!)

The PA system worked out pretty well and our thanks to Scott Copeland and Marcus Jagaciewski for setting it up and operating it! The Christmas music was a nice touch! And it helped when Scott used the mike for announcing the drawing, and the kids liked drawing all the names!

It was a good chance to just chat and meet everyone, without the bother of a meeting, taking notes and votes. Of course, we didn't leave the TI out of it, and Scott and Jo brought their system over and set up. The children got to play some games (when the adults didn't snatch the joystick away! hide your head in shame James...) and we saw some demo's on Version 4.0 Funlwriter, and Picasso's Publisher, etc.

All in all, I believe a really good time was had by all and smiles shown throughout the day! We started at 2:00 PM and I'm glad the Ball Room was as spacious as it was as we needed the room. We closed up at approx 6:15 PM and if we could've stayed longer I believe we would have. But then, that gives us something to look forward to, doesn't it? When's the next party???

Scott and I offer our personal THANKS to all who were able to attend, and we truly hope you had a good time! We hope your Christmas was a very merry one, and all our wishes and thoughts go your way for a prosperous New Year!

Take care and stay well! Jo

At this time, I'd like to take the opportunity to personally thank everyone who has helped with the group and getting the Newsletter off the ground

and running! I know I'll miss a name somewhere, and I don't mean to leave anyone out, but sometimes in the rush and hub-bub of operating the group you miss someone. To all who contributed articles at some time or another, and for those who write monthly, my gracious thanks for your assistance. To my hubby Scott, for helping with articles, and for not yelling and pulling a fit when I'm on the computer and he can't have it, and for putting up with me when he's studying for a college exam and I'm screaming for him to get the "Notes From The Pres" ready for the upcoming issue! To those who helped with submitting articles: Derek Allen, Derek Duddy, Robert Wordsworth (for his continuing assistance on articles), Mark Ziegler (for his DIY project articles), Joe Quigley, Tony Bowden (for his assistance in reviewing software). Where would I be without all of you? To Colin Hinson for his expertise in almost everything and his expert technical assistance. To each and every one of you who support us at our meetings and offer your advice and assistance. And to the User Group Newsletter Exchanges, for the never ending information we all get from them! And, of course, our Subscribers, for without you we'd be nowhere! And to my TI, for going through SO much and beeping at me rather than swearing at me when I give it a wrong command. Where would I be without it? THANKS SO MUCH TO ALL OF YOU!

Yes, I hear the phone ringing now, I just know I've forgotten someone I shouldn't have! HI I.M.!

Well, in the infamous words of Mr. Spock, LIVE LONG AND PROSPER! And "the needs of the many outweigh the needs of the few". We hope we can support the TI and it's followers as long as we can! Thanks again to everyone for your support and assistance, and most of all, your friendship!

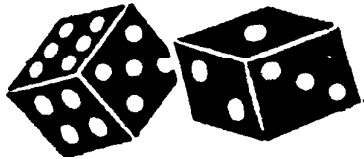
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**ANNOUNCING THE NEW
TI-99/SG UPGRADE**

(Downloaded from Genie, courtesy of Jonathon Livingston Kilroy, listed in 9T9 Users Group-Toronto Newsletter)

-From 99 'Puters 'N Stuff, Ltd.
Phineus Timely Chronotis, President

Dear TI-99 User,

Ever since Texas Instruments thought it best to discontinue their fine product and leave us out in the cold to fend for ourselves, people like you and me have been asking for an upgrade to our miserable little machines. Well sir, your waiting is over.

Announcing the new upgrade for your TI-99, it's the TI-99SG (SG for Super Good!). It is, in our opinion, the best little buy that can be legally had in this country.

You see, friend, my chief engineer and next door neighbor Farley had his kid's TI open trying to clean the cat fur from between the keys, and he looked up at me and said, "Phil, this ain't so hard to clone. Why, give us a little time and we can make one of them upgrades ourselves. If we could get it working before the next presidential election, we ought to have it before them boys back east ever finish with theirs."

"You know, Farley," I replied, "you got something there." So, Farley and me, we cleaned out my garage and began working on what would become the TI-99SG! But enough preachin', let's get down to brass tacks.

The 'puter is about as big as my cat Fred, so if you ever met Fred you probably have a good idea. Either way it's about the size of a toaster oven, with a long air conditioner cord which hooks to 220 so you can plug it in next to your dryer. And unlike the 99/4, we put a fan in ours to keep her cool. We got the fans on sale, too. Ever wonder what they do with those WWII office fans that's as big as a plate and painted that dirty grey? Well, they're just the thing to keep all this high tech stuff cool.

Let me tell you, the cabinet is a beaut. We went out and bought a lot of that cork board they have on sale over at the lumberyard, and we fashioned us this box. We then stuck some contact paper over it, shined her up with some wax and a little spit, and I'll eat spoiled milk if it doesn't look as good as a mantle clock polished with bacon fat. We also went down to the auto body shop and got us one of them smoked glass things all the VW's seem to have, and with a lick of the torch we fashioned a custom dust cover. Course, you have to prop her up with a pencil and a piece of postal tape, but Farley says we can throw that in without upping the price any.

For those of you technical folks, well, we got a surprise. Farley got one of them old microwave ovens and he put together our microprocessor, the CPU5204-X01R/FS199x. It's about the size of a pack of cigarettes and has more wires coming out of it than a beagle has hairs on his butt. We figure that you can just hook whatever you want to whatever wire and get better results than all that Japanese dip switching stuff.

Now, a lot of jaw flappin's been going on about keyboards, and we came up with a great idea. Farley said we have to keep costs down so we decided that we'd fix it so you can get one of those cheap typewriters at a rumage sale and hook it up straight away. You take the keys and you take that long little arm, and instead of hooking it to those levers, you hook it up to the little arms we have jutting out of the box, and you can use your typewriter as a keyboard. You can even use one of them electric jobs if that's your fancy. You just open up the bottom, pull off all that electrical junk, and hook her up just like it was a manual job and you're all set.

We also have a RAT (Really Astonishing Thingamajig) which'll beat those "mice" paws down. Instead of having its tail going all over the floor and hooking up to the 'puter itself, we decided to go remote control. Now what you do is you lift these two little antennas which are where its ears ought to be, and then you kind of give it a thump on the back of its neck with the back end of your middle finger. The RAT will send a signal to the 'puter, which will send a signal back. The RAT's eyes'll light up like a Christmas tree and you're ready for business. Whole thing doesn't take more than thirty seconds or so to do.

Of course, there's always someone yammering for compatability. Our computer will become compatable with whatever is out there. Of course, it'll take time, and Farley figures that by the time we get it to run right our competition will be filing Chapter 11. So we'll burn that bridge when we come to it.

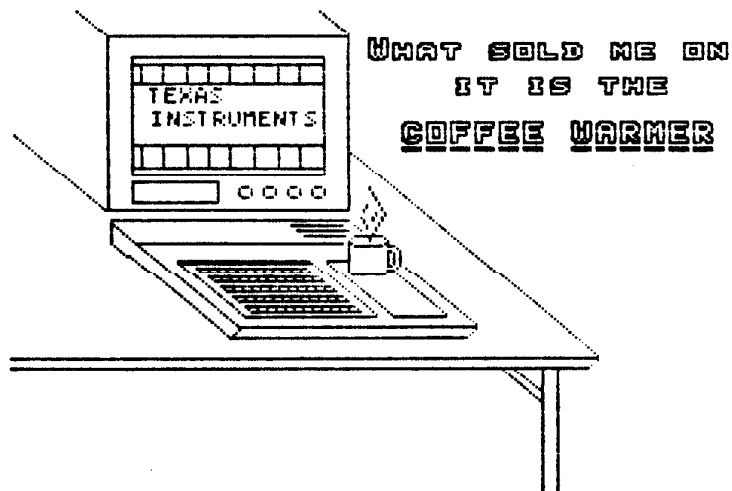
Now, we have to admit that the computer isn't quite up to snuff yet. We've found that if the computer is left on for more than five minutes it starts a minor electrical fire, and the CPU does have a tendency to explode, which sends the RAT running in circles underneath the house. However, we feel these are negligible bugs and will be worked out by the time you read this. In the meantime, though, we've been traveling about showing off our dandy cabinet and telling good folks like yourself all about it and what it'll do when we get it to working proper. And I must admit, everyone seems pleased as pie with the cabinet and say if the 'puter is as good as the cabinet looks, we'll be living in Rio this time next year. And I thank you all for your wholehearted support. Maybe we can drop by your User Group meeting and show our cabinet too. We also have lots of literature, such as you're reading right now, and we have a few photos of Farley and me holding up the RAT. Those always seem to do well.

Hope to see your check for the new 99SG computer soon. And God bless.

Cordially,
/\$/ Phineus T(imely) Chronotis
President

/\$/ Phillip Farley
Chief Engineer

P.S. One of our admirer's suggested we include a garbage disposal in the beautiful cabinet as an option. Farley was so disappointed by this oversight on his part that to make amends he will not only include a garbage disposal but also a PAPER SHREDDER! This should be especially attractive to newsletter editors. We listen. Give us your feedback.



MINI-MEMORY
PART IV
by: ROBERT WORDSWORTH

Firstly, apologies to all who tried to enter and run the four-line assembler program in last month's article. One error in four isn't bad! The third line should of course read `<space>B #11 <enter>`. This instruction, which means 'branch to the address contained in register 11' will return to wherever we executed the program from, be it Easybug, the Mini-Memory RUN option or TI Basic.

That program ended with the assembler directive END. Although it looks like an instruction, it is not a true instruction, since it does not convert into machine code. An assembler directive simply tells the assembler what to do, in this case that we have finished entering our program. The END directive invariably comes at the end of programs. Another very useful, though not quite so essential, directive is AORG - absolute origin. By default, the Mini-Memory will start generating machine code at `>7D00`. We may, however, wish to start our program at a different address. For example, the previous program starts at `>7D00` and is eight bytes long. Therefore, the first free byte following it is at `>7D08`. If we wished to preserve the first program, we could ensure that our next program started at bytes `>7D08` by coding the following as the first instruction:

```
<space>AORG >7D08 <enter>
```

In the next program we are going to write a message to the screen, introducing several new instructions along the way to access the screen we have to write to a special area called VDP RAM. This is not the same RAM that the CPU addresses and which contains our assembly language program. It is RAM attached to the separate Video Display Processor chip and to access it we have to use special utility calls, one of which we'll meet in this program. This utility is the VDP Single Byte Write (VSBW). Before calling this routine, register 0 must be loaded with the address in VDP RAM where we want to write to, and the left byte of register 1 must contain the ASCII code of the character to be written. This screen starts at byte zero of VDP RAM and since it contains 24 rows and 32 columns, occupies the first $24 \times 32 = 768$ bytes. Another way of regarding the screen is that it has `>18` rows and `>20` columns and occupies `>300` bytes. Suppose we want to start our message at Row 9, Column 1. There are 8 blank lines before the start of the message, occupying $8 \times >20 = >100$ bytes. Therefore, we want our first character to be printed at byte `>100`, starting at zero. `>100`, then, is the address which must initially be loaded into register 0.

Our message is going to be held at the end of the program and will be terminated by a byte containing `>00`. We will take a character at a time out of the message, and display it on the screen immediately to the right of its predecessor. When we find the character containing `>00` we will stop. We will start our program in the normal way by:

```
AORG >7D00  
LWPI >70B8
```

Now we wish to load register 0 with our starting VDP address. To do this, we use the Load Immediate instruction, LI. It is coded:

```
LI 0,>0100
```

Note that the source operand `>0100` is coded on the right and the destination operand, register 0, on the left. This is the opposite to the A instruction. As the source operand is the data itself rather than the address of the data, the LI instruction, like LWPI, is called an immediate instruction.

Next we wish to put the address of the first character of the message into a register. We can then use this register in instructions to point to the message and, by increasing the register's contents by one, point to the next character. I've chosen register 2. We don't, at this stage, know the address of the first byte of the message. The line-by-line assembler comes to our aid by providing us with labels. Labels can be up to two characters long and must start in column one of a line, where up to now we've been leaving a space. Instead of coding the address of the message in the next LI instruction we will code the label of the

statement which later will define the message, which I've called MS:

```
LI 2,MS
```

Note that in the machine code being generated on the left-hand side, the address word is filled with zeros and preceded by 'R' denoting an, as yet, unresolved reference. That is, a label which at the moment has no address value associated with it.

We now wish to move the first byte from the message to the left-hand byte of register 1. The previous instruction will, when run, have loaded register 2 with the address of the byte. If we code

```
MOVB #2,1
```

we mean 'move the byte addressed by register 2 to the left byte of register 1'. The '#2' means the data is addressed by register 2 rather than contained in it. MOVB is like A in that the source operand is the left-hand one. We will be looping back to this instruction to obey it for each character in the message so we give the instruction a label. I've chosen NX, so we code

```
NX MOVB #2,1
```

Incidentally, there is also an MOV instruction which operates similarly to MOVB except that it operates on words rather than bytes.

You will remember that the TMS9900 has only three registers on the chip itself. We already know the use of one of these, the Workspace Pointer. Another of them is called the Status Register. The Status Register consists of a string of bits which are set (to 1) or reset (to 0) according to the results of some instructions. In particular, one of these bits, called the equal bit, is set if the result of certain instructions, including MOVB, is zero. We can test whether the equal bit is set by using the 'conditional jump' instruction 'jump is equal'. If we code JEQ RT control will pass to the instruction labelled RT only if the equal bit is set to one, in this case because of the preceding MOVB instruction, which will give a result of zero in the destination field register 1 if the source field, addressed by register 2, contains zero, the value we are using to denote 'end of message'. If, however, we have not moved a zero byte the 'jump if equal' instruction will not be obeyed and we will fall through to the next instruction, which is the call to the VDP Single Byte Write routine. This is coded:

```
BLWF @>6024.
```

The "@" signifies that the operand is an address, not an immediate operand. BLWF (Branch and Link Workspace Pointer) is a powerful instruction used for calling subroutines but is chiefly used in calling utility routines, as here. A full list of the addresses to specify for the various routines is given in the Mini-Memory manual.

On return from the call, which will write the character to the screen, we want to increment register 0 by 0 so that we are pointing at the next position on the screen, and increment register 2 by one so that we are pointing at the next character in the message. We then wish to jump back to the beginning of the loop so as to place the new character in the new screen position. This is accomplished by coding

```
INC 0  
INC 2  
JMP NX
```

The INC (Increment) instruction has as its only operand any workspace register, the contents of which it increases by one. The JMP (Unconditional Jump) is similar to the JEQ instruction but always jumps regardless of the settings of bits in the status word.

After the jump to the beginning of the loop we code the Branch instruction to return us to our calling program such as Easybug, suitably labelled: RT B #11.

Finally, we have the message itself and the END directive.

To help you enter the program, I shall repeat it, complete with the message

and with brief comments on each line which need not be coded. The DATA directive is used for specifying a word of numeric data. Here each word contains a pair of ASCII character codes.

```
ADRG >7D00
LWPI >70B8
LI 0,>0100      Allows running from Easybug
                Screen Row 9, Column 1
LI 2,MS        Reg 2 points to first byte of message
NX MOVB #2,1    Move a message byte to reg 1
JED RT        Jump out if the byte moved was zero
BLWP @>6024    Write byte in reg 1 to screen
INC 0         Point to next screen position
INC 2         Point to next message byte
JMP NX       Jump back to beginning of loop
RT B #11     Return to Easybug
MS DATA >4841,>5050,>5920,>4E45,>5720,>5945,
          >4152,>2054,>4F20,>414C,>4C20,>4541,
          >5220,>5553,>4552,>5321,>0000
END
```

When you run a machine code program containing errors you don't get the comparatively 'friendly' error messages of Basic. The results are entirely unpredictable and you stand a good chance of losing your program. Before running the program, therefore, it is a good idea to save it to cassette using the Easybug 'S' option. It is best to specify the 'from address' as 7000 and the 'to address' as 7FFF, which will save all the Mini-Memory's RAM.

Leave Mini-Memory by pressing QUIT. You will not lose the program because it is stored in the Mini-Memory's RAM. RUN the program from Easybug by entering E7D00. Note that Easybug scrolls the whole screen up by one line after executing the program, in preparation for the next Easybug command.

The program is not necessarily the best way of performing this particular task. There are several improvements which could be made. I wanted, however, to keep down the amount of new material.

I hope you get the program working. In the meantime, SEASON'S GREETINGS and HAPPY NEW YEAR!



CAN'T YOU MAKE THIS BURNED
CAT FLAP A BIT BIGGER?!

PICASSO'S PUBLISHER
MYARC 512K CARD
OLD DARK CAVES
LEGENDS

>>>>>PICASSO'S PUBLISHER<<<<<
(C) Arto Heino 1987

A Desk-Top publishing system? Well, as close as you'll get to one without paying an horrific top-range price. You may even hopefully see an example of it within this newsletter!

This doesn't take long to learn the commands, be it joystick or keyboard. My 6 year old son and 9 year old daughter are even handling it well without asking Mom too many questions! This program offers fonts included on the disk, where you can type on screen, or even load a TI-Writer file to include with your pictures. Available are numerous types of brushes, numerous commands such as, brushes, circle, draw, fill, get file, invert, reverse, lines, mirror, textures, box, printout, rays, save file, text input, toggle on/off, window, toggle move/copy, joy speed fast/slow, save font, load font, undo, clear screen, file utility menu, font editor, and zoom. Documents are included and I'm impressed that alot of information could be simply put onto 7 pages of doc's. Load procedures can be Extended Basic, Editor Assembler, or Mini-Memory, with 32K, disk system, Epson compatible printer (including Epson FX80, Brother M1009, Brother M1109, IBM graphics, or other Epson Compatible printer), and joystick required. As I use a Gemini 10X I can say it works fine with that!

If you have Joy Paint you might like the idea of 4 'windows' to the screen, and Picasso shares this idea. Moving the paintbrush shows you other screens, with 4 equalling a total page. Not being too creative myself, I load up TI-Artist pictures (here you type DSK2.CAT P) and type beside it, under it, over it, or whatever. I have yet to investigate pulling up a TI-Writer file but hope to do so this week (and include it in this issue). You can use the 10 fonts included for text, or change or create your own and save them to disk.

This was demo'd at the Christmas Party (although Jo forgot some of the commands!) and seemed to be enjoyed by those watching. All I can say, at this point, is I really like the ease with which it handles and the ease of using the commands with the Joystick. It doesn't take a brain to operate this (thank goodness!) and I think I'll be into this more often than not.

The only problem I've encountered so far is in printing a hard copy. When you choose 'P' for printout all it asks for is the printer device name, but I would like to choose whether I'd like it single density, double density, etc. The way I use my ribbon I have to ask the printer to do everything in emphasized style!

For those artistically inclined, you really should check this out! Currently listed in Catalog (Issued to Members - which you should have gotten with this issue - I hope! It keeps changing daily on me!) Enjoy - Jo

>>>>>OLD DARK CAVES<<<<<
(C) 1986, Program and Design by Donn R. Granros
Required: TI-99/4A, ExBasic, 32K Memory, Expansion, Disk Drive
Available from Tenex, \$19.95

I'm never going to get the Newsletter done this month! Between Picasso, Old Dark Caves, Legends and the Myarc 512K Card there's no room for anything else! I must admit now that I really like Old Dark Caves. The graphics are great, and I like the idea of actually seeing the caves as I walk about the maze. But first, the object of this 'adventure': Your mission in the Old Dark Caves is to rescue the friendly dragon thereby restoring peace and harmony to your world. There are rumors of riches to be found along the way and of creatures of dazzling color and very poor manners. There are stories of fountains, chests of gold and magic. There is a cave in the distance, if it beckons, enter now...

Use the arrow keys to work your way through the maze, and press the "Q" key to hit with your sword, or launch a fireball with the "F" key. "1" will see if the monsters are willing to negotiate, and "2" brings up your Battle Magic Menu. Use

the sword, fireballs, amulet, keys, fountains, treasure chests, and goblets. Beware the snakes, fire dragons, imps, vampire slimes, yellow trolls, grey ogres, and wizards. These can inflict a great amount of damage. The Cave Trader and Cave Healer can help in time of need, if you have the gold to pay with, that is.

This offers the ability to save a game and come back to it later, where you can reload a previous game. Quick loading with easy keyboard responses and it's FUN! I'll admit now that I've been killed off more times than anyone else I know but I'll be back at it again tonight!

All I can say about this one is the graphics are great, the commands simple to remember and often a menu on screen allows keyboard choices if you forget some commands. The action is realistic, with dragons blowing fire at you, snakes jumping at you, and actual lightning strikes when you choose Lightning from your Battle Magic Menu. Watch yourself walk about the maze and fight (or help) creatures as you go along! I think you'd really enjoy this one!

>>>>LEGENDS<<<<

Sequel to Old Dark Caves

(C) 1987, Program by Donn R. Granros and Ed Johnson

(C) 1987, Documentation by Asgard Software and Donn Granros

Available from Tenex, \$24.95

Required: TI-99/4A, ExBasic, 32K Memory, Expansion, Disk Drive

"Who rules the Dark Knights and who has summoned the monsters that harm us all?" "It is Ashtar Creel who you seek. It is he who stole the Magic Book of Spells and the Azure Amulet. Ashtar Creel opened the western portal to the Land of the Dead and loosed it's monsters to our verdant island. He created the Dark Knights from the dread thoughts of his evil soul and his dark magic." - "Who will stop him and save our land?" - Will it be YOU?

This program comes on two SSSD disks, which can be put onto one DS disk, or your Ram Card. This is a four-player fantasy role playing game designed to create a complex world within the confines of your TI-99/4A or Myarc Geneve (and it does!).

As you go thru Legends you grow in strength and power. Use your combat skills and learn new spells to aid you in your quest. Accumulate wealth in the form of potions, weapons, armor, gold and knowledge. Find the objects necessary to complete your quest and restore peace and harmony to a land which can surely use both. You have 4 classes of characters: Fighter, Ranger, Wizard, and Cleric. You have strength, Dexterity, Intelligence (who? me?), Constitution, Charisma, Hit Points, and Magic Points. You can: Attack, Protect, Cast Spell, Resist Magical Attack, and Disarm Traps. You can: Fight, Greet, Run, Threaten, Surrender, or ATTACK Form. Use your sword to either Hit, Lunge, Parry, or Cast. Use the Inns, Teleporters, Traps, Treasures, Coffins, Secret Passages and Doors, Heal-O-Matic, Potions. What was that about Raise the Undead? Ugh - better think about that one...

This sequel OUTDOES the original game but you'll thoroughly enjoy both. This version offers a screen which shows where you are, with 'green' for forest, 'brown' for earth, 'blue' for water. When you come upon an encounter, the screen then changes to show you in battle, and the creatures you are battling against. Easier said than done, when you can have 5 creatures against your party, and each creature alone takes 32 hit points to kill! That's 160 hit points in all, while your party can suffer! And that's only on the first level!

I bought this as a result of reading Reviews about it in the Newsletter Exchanges, and I'm glad I went ahead with it! You'll have to check this out at the next meeting! Just one question, though... is this game possible?!? Scott's doing really well on it, but not myself!

>>>>MYARC 512K Card<<<<

(C) 1985 by Myarc, Inc. Basking Ridge, N.J.

We'll demo this at the next meeting! We know it works (and it's absolutely wonderful when it does!) but have had some problems with it. Anyway, it'll be ready (I hope) at the next meeting! SEE YOU THEN!

TREASURY REPORT:

MONTHLY BEGINNING BALANCE.....\$ 260.93+

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