

# MSP 99 USERS GROUP

## Software Catalog

SEPT. 1986

This catalog is made available to members of the MSP 99 Users Group. It is compiled and maintained by the Software Committee. If you wish to help review and write descriptions of new software please write or call.

These programs are not offered in competition with the technical marvels of the eighties. They are intended to be used and studied by our members so they may better understand the versatility of their Texas Instruments computers and benefit from the functions performed or the enjoyment given by the programs.

No liability is assumed with respect to the use of these programs by the MSP 99 Users Group or the Software Committee.

Each program appearing in this catalog has been screened to determine that it conforms to the acceptance criteria which have been established by the Software Committee.

### PROGRAM ACCEPTANCE CRITERIA

- 1) Programs include all user instructions necessary for operation as part of the program. These instructions appear either inside REMark statements within the program, as screen displays, in a separate file with the filename extension ".DOC" at the end of the filename or as a "Help" file accessed by the main program. Non-documented programs are not accepted.
- 2) Programs include the name of the author and the date of creation and/or submittal either inside REMark statements or as part of a screen display.
- 3) All programs are significantly different from similar programs in the library by their level of performance, their ease of use, their programming techniques, or their educational value.
- 4) To avoid possible copyright infringement, no programs may be copies of programs appearing in magazines or other copyrighted publications.

Some of the programs which have been part of the library for a number of years may not strictly meet these criteria.

### HOW TO USE THIS CATALOG

Each program is identified by a catalog number and name, a brief description of the program, a code indicating the language in which the program is available, and the equipment required or recommended to run it. The following code system is used:

B ... Basic language	XB .. Extended Basic
G ... Graphics utilized	J ... Joysticks
S ... Speech Synthesizer	P ... Printer
D ... Disk Drive	MX .. Memory Expansion
EA .. Editor/Assembler	MM .. Mini-Memory

Codes appearing inside ( ) indicate this equipment is optional but recommended. The combination code B/XB indicates the program runs in either Basic or Extended Basic.

An example is: M01032 Biorythm XB,G,(P) This program is in Extended Basic. It utilizes graphics and use of a printer is optional.

An example of the numbering system is: M01032 - The first character is the category, (Misc). 01 is the disk number in that category. 03 is the 3rd program on the disk. The last character indicates the language: 0 for B/XB. 1 for Basic only. 2 for XB only. 3 for XB or EA. 4 for Forth. 5 for EA or MM.

The last number after the program name indicates the number of sectors the program fills on a disk. Be sure that you order enough disks to hold all of your programs.

## ORDERING PROGRAMS

Complete the order form found in the back of this catalog or obtain one from the Software Committee. Send it along with your remittance to the Software Committee address for processing. Expect to have your orders filled in 7-8 days. Following is the present fee structure.

Program Fee .....	\$1.00/file
Seperate Disk Progs....	\$2.00/disk + disk fee
Cassette Cost .....	\$1.00/cassette sent
Disk Cost .....	\$3.00/disk sent
Cassette Postage .....	\$1.00/2 cassettes
Disk Postage .....	\$1.25/3 disks

If you are ordering more than 6 programs to be delivered on cassette, include an additional \$1.00 for an extra cassette. This applies for each 6 programs. Approximately 10 programs can be sent on one disk. If more than 10 are ordered, include an additional \$3.00 for an extra disk. Deduct the cost of tape or disk if you send your own FORMATTED disk. \$1.00 charge for formatting your disk. Please indicate SS/SD, SS/DD, DS/SD or DS/DD on your order form or SS/SD will be sent.

Some of the program numbers have been changed since the last catalog. Orders are filled by catalog number from this catalog. Be sure to print clearly. Orders without the correct funds enclosed may only be partially filled.

Programs may be purchased by non-members. The fee in this case is double the file or program fee, 3 program minimum.

Hardcopies of programs are available at \$1.00 plus 75c postage per order.

Make check payable to: MSP 99 Users Group.

Mail your order to:  
MSP 99 SOFTWARE  
6281 Winnetka Ave. N.  
Brooklyn Park, MN. 55428  
612-533-8494

## SUBMITTING PROGRAMS

All submitted programs will be reviewed by the Software Committee in accordance with the established acceptance criteria. The Software Committee reserves the right to refuse any submitted programs. All accepted programs become the property of the MSP 99 User Group.

If you update a program from the library that makes it better, faster, easier to use or uses a different printer etc., please submit a copy on disk to the software committee with a description of what you changed.

For each new or updated program accepted, three (3) free programs files (not including Freeware) from the library will be sent to the author. Return postage must be enclosed to receive your free programs. These programs will be of the author's choice. Authors must order all free programs for which they are entitled at the time they submit their programs. The Software Committee can not keep a running record of program credits due. If none of the programs are accepted, they will be returned to the author. A letter will explain the reason any program is not accepted or recommendations will be made on changes needed to make the program more useful. Nonmembers may participate in this exchange by submitting original programs and including \$2.00 for postage and handling.

## USING THESE PROGRAMS

Programs ordered on disk will have a LOAD program included if there is room, (about 25 sectors). It will create a screen menu allowing a program with a catalog number ending in 0 or 2 to be run by pressing the corresponding key. Basic only programs will not run from this menu and must be loaded in the normal way from TI-Basic.

Orders are sent out with the catalog number as the file name on the disk. Some programs that access the disk drive for a data file or another program may need to have the file name changed. If you get an I/O error when the program accesses the drive, check the REM statements for the correct file name and change it with Disk Manager II or other disk manager program.

If you find any errors in this catalog or the programs or have a better description for any program in this catalog, please bring it to the attention of the software committee so updates can be made. Your input is desired.

**\*\* BUSINESS \*\***

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**B01012 Amortization XB,P 24**

Program will give you a monthly or annual amortization schedule for any period. Prints out the period, principal, interest and balance on Epson printers. Great for comparing interest rates or terms of several banks. Will also figure your payoff as of a certain date. Order B01162 for Prowriter version - 23. (Order B02011 for Basic version - 32).

**B01022 Breakeven XB,(P) 11**

Will figure the breakeven point for a small project such as a lemonade stand or Software Committee Exchange Program. (Order B02031 for Basic version - 19 ).

**B01032 Contract for Deed XB,(P) 10**

Will calculate the yield on any contract for deed after you enter the value, percent, time, and discount percent. Another good "what if" program. (Order B02041 for Basic version - 19).

**B01040 Critical Path Method (C.P.M.) B/XB 11**

This is a program for tracking projects of any kind. By entering data in node form, the program determines when the job will be done and which activities are critical.

**B01052 Loan Analysis XB,P 32**

Calculates the closing cost, monthly payment required, and monthly or annual income needed to qualify for a home loan. Program will work on GI, FHA, and Conventional home loans. Written in 1981. (Order B02061 for Basic version - 34).

**B01060 Loan Balance and Interest B/XB,P 19**

Will compute the balance and interest on any loan for any period.

**B01070 Program Evaluation and Review Technique (P.E.R.T.) B/XB 14**

You enter the starting and ending nodes for each activity, early starting time, late finish time, expected duration and variances. Program will evaluate the probability of completing the job on time.

**B01080 Address-P B/XB,D 32**

Another address program to store those addresses for printing out on those little address labels. Our group uses a program like this to mail out the Newsletter. NOTE: This is an excellent workhorse program that can be changed to print out all types of information in the report form format.

**B01092 Amortization-2 XB 20**

Same as B01012 except it is screen display only. (Order B02021 for Basic version. - 34)

**B01100 Loan/Check/Data B/XB,P 19**

This program will keep track of several things. No instructions come with it but I could figure it out so anyone should.

**B01110 Records B/XB,D 30**

This disk-based program keeps track of records or whatever. Names and addresses, who owes you what, or what you owe who. May be a good program for a salesman to keep track of customer accounts or personal information on a client that all salesmen seem to forget.

**B01120 Depreciation B/XB 19**

Depreciation schedule for equipment or buildings. Four options available are Straight Line, Declining Balance, Sum-of-the-Years and None (for land).

**B01130 Loan/Interest B/XB 12**

Another one! How many ways can you figure interest on a loan? (Maybe there's a program to figure that one.) This is a "KISS" (Keep It Simple Stupid) program.

**B01142 Statements XB,P 21**

Prints out billing statements. Could be re-worked for your own design. (Order B02051 for Basic version. - 17)

**B01152 Finance XB 33**

Will help you make investment decisions on future value of deposits, deposit needed to reach future value, loan principal, regular loan payments, and future value on investment. An excellent program.

**B02070 Bond Yield B/XB 6**

Program will determine the yield on several different bond investments.

**B02082 Stock Records G,XB,D 81 3 Files - \$3.00**

This menu driven, disk-based program calculates stock profit or loss and stores records on a disk file. It is a 2-program package with a sample file to help you learn how to use it. Keep track of buy/sell dates, prices, commissions, profits, and losses (Heaven forbid). Allows "what if" calculations. Very well done with a display that is pleasing to look at. Because of the number of programs in this package, the fee is \$3.00. (Files B02082B and B02082C will be sent as part of this package.)

**B02092 Auto-Rater XB 19**

For insurance agents. Lists preferred and non-preferred insurance companies, including assigned risk. Can be used with any companies rates. Figures multiple car rate and all discounts.

**B02102 Home Owners XB 25**

For insurance agents. Figures new home discount, replacement cost, discount for fire alarms, etc. You put your rates and discounts in and the program is ready to go.

**B02112 Client File XB,D 35**

Designed to keep track of business clients. A complete filing system for any professional. It has complete search and change modes. Can be used by anyone who needs a good filing system.

**B02122 Universal XB 23**

A universal life insurance program that goes from year to year. Rates and rating procedure can be adjusted to fit any individual life insurance company.

**\*\* EDUCATIONAL \*\***

**E01010 Notes, Rests 'N Beats G,B/XB 23**

A music game for kids third grade and up. It provides drill in adding the total number of beats of three notes and/or rests displayed on the screen. Pretty nice.

**E01021 Arithmagraphs G,B 7**

Symbols represent numbers. Try to figure them out! May be OK for a child but over the head of an adult!

**E01030 Elliptical Orbits B/XB,(P) 28**

Computes the position of any minor planet when given its orbital elements. "Over my head" so to speak.

**E01040 Speed Reading B/XB 20**

Displays short sentences on screen for you to read. The time that sentence is on screen can be controlled by operator.

**E01050 States B/XB 15**

This is a two-player program. The computer knows all 50 states by their 2-letter abbreviation. It will select one and give you a clue. First person to get 10 states correct wins. You can get a list of all 50 states anytime during the program.

**E01060 Magic Spell B/XB,G 24**

A quick, fun way for a student to go over his spelling lists. Enter from 1 to 100 words and this program will go over the spelling with you by flashing the words on the screen. It will retest those words missed on the first try.

**E01070 Large Letters G,B/XB 36**

Will display up to ten very large characters in two rows of five each. May have some use as a subroutine but program is about 9K.

**E01080 Capitals G,B/XB 31**

This one will display four cities and the state. You select the city that is the capital. Player starts with 100 points and will lose a point for each wrong answer. A one-player game.

**E01090 Flag-O-Rama G,B/XB 34**

The flags of 29 different countries are shown. Pick the country that goes with the flag.

**E01100 Large Lowercase Characters G,B/XB 37**

You can display up to 14 large lowercase characters in two rows of 7 each. Two types of display. One forms the letters in sections and the other is a speller.

**E01110 Presidents B/XB 20**

This program tests your ability to name all of the Presidents of the United States in order of their term in office. It will also ask for their political party, dates of birth and death, state they were from, and their term of office.

**E01121 Color Math G,B 34**

Learn to add, subtract, divide, multiply. I would guess 8 yrs and over.

**E01132 Mystery Spell XB,G 42**

A marvelous, colorful word game with cheerful musical rewards for guessing the correct letters to make the mystery word. Excellent use of graphics and sprites. The smile face and rising helium party balloons are a favorite of my 4-year-old. An all around excellent educational word game. A must for your library!

**E02012 Racehorse Addition XB,G 33**

Race your horse against as many as five other players and the computer. Your answers to 1st and 2nd grade level addition problems determines your horses' speed. Instant replay feature. Great animated graphics.

**E02021 Word Vocabulary G,B 50**

Will build your word power. Select correct meaning from multiple choice. Will also rate the user.

**E02030 Walk the Plank G,B/XB (TE2) 21**

Speech is optional with the TE2 module. You can pick a word for another player or the computer will select a word. Excellent graphics. Excellent game.

**E02042 Abbybet G,XB,(S) 46**

This is a colorful program for pre-schoolers. It displays large capital letters in random colors when that key is pressed. The computer speaks the letter and asks the child to repeat it or asks what color it is. It then displays a word that begins with that letter and speaks it. You may be interested to see how the author got the program to speak words not in the resident vocabulary of the synthesizer. Very nice!

**E02052 Apple Cruncher G,XB,(S) 17**

Help your pre-schooler learn letters and numbers. They feed apples to the Cruncher by pressing any key. He eats the apple and displays and speaks the letter or number. Nice graphics.

**E02060 Bars G,B/XB 17**

Colorful display and catchy tunes invite your child to read vertical bar graphs and input the number representing the height of each bar.

**E02072 ShapeArt G,XB 18**

Modeled after one of the TI Logo modules. Your child uses different keys to call up various shapes, change their color or size, and move them around the screen to make their own designs.

**E02080 Words-N-Vowels G,B/XB 35**

Guess the word the computer selects at random one letter at a time. Sounds reward or incorrect choice tunes. Guess the word and get bonus points by properly identifying the vowel sound. Can also play with a friend.

**E02091 Counting G,B(S) 31**

A random number of ducks are on a pond. The student enters how many there are. If wrong, a shark pops up and grabs a duck. This continues until the student guesses the correct number of ducks or the shark eats them all. Also gives a percentage score for the record. Recommend use TE2 and speech synthesizer.

**E02101 Solar System G,B 33**

Enter the starting and ending dates and watch the planets orbit. Good for studying the relationship between the planets' orbits.

**E02111 Math/Quiz G,B 42**

Very good math program. You can practice addition, subtraction, multiplication, division - can select up to 100 problems in each area. Player earns stars for correct answers. Keeps track of right and wrong answers.

**E03010 Spelling #1 B/XB 37**

Will display word on screen for a brief time. Then you try to spell it. Contains 20 lists of 20 words each. You must spell word correctly to continue.

**E03020 Spelling #2 B/XB 38**

Same as E03010 but different words.

**E03032 Code-of-Life G,XB 42**

This is a scientific intellects' game. You actually build a model of DNA! You construct it by moving the cursor to pick up various building blocks of life. As you do this, you learn how the DNA elements interact with one another. I found it most educational. My first time out I created an "almost-Swede". That's a person with blue eyes, fair skin, no freckles - but brown hair. Have fun and get smart. From the Philadelphia UG.

**E03041 Say-Number B,S 26**

Terminal Emulator 2 module required. Operates in any one of three modes. 1) It says any number entered from the keyboard, 2) it says a number you should enter, or 3) it counts. All numbers spoken are presented broken down into their ones, tens, etc. components. Could be modified for XB and the speech synthesizer.

**E03052 Capitals of the States G,XB 41**

An excellent educational tool to drill in the topic of states and their capitals. This version has a map of the US in well executed graphics. The location of each randomly selected state is shown on the map along with four choices among which to select the correct capital. Excellent sound effects reinforce correct choices along with flashing graphics to keep your kids' attention. Philadelphia UG.

**E03061 Sun G,B 48**

This program presents information about our sun in a question/answer format. Then it quizzes the user with a series of true/false and multiple choice questions about the sun. Done very nicely. Contributed by the Philadelphia UG.

**E03072 Read-fast XB 32**

A program to improve reading speed and comprehension. Menu driven, the user chooses either numbers or words and phrases to be flashed on the screen. The user enters what he/she saw. There are four levels of difficulty. The number of incorrect responses are reported at the end of every 10-attempt round. The top level is TOUGH! Good thing there's a "repeat" feature.

E03081 **Hang-em** G,S,B 47

Like Hangman. Guess your opponent's secret word. Guess too many wrong letters and the cowboy gets hung! You can enter the word secretly. Dashes show how long the word is (3-12 letters).

E03091 **Spanish** B,S,TE 41

TE II required. An excellent program which teaches you how to count to ten in Spanish and how to say directions. A good introduction to the capabilities of TI speech.

E04012 **Trivia I-Sports** XB 49

A collection of 15 sports questions that will boggle your mind. Requires execution of CALL FILES(1) if loading from disk.

E04020 **Tell Time** B/XB,G 27

Draws a clock without hands on the screen. Press a key, hands appear and asks what time it is. Very good learning program for children ages 6 to 8.

E04031 **Building Blocks** B,G 33

"Draw" colorful pictures using various shapes and colors. Pictures drawn on numbered grid. A really nice program that's fun for young and old alike! From the Central Iowa U.G.

E04041 **German** B,G,TE,S 20

Program displays suburban scene - house, tree, grass, etc. - and tutors you on the German words for the various house parts and the landscape. Gives quiz at end of tutoring session. From Central Iowa.

E04052 **Flashcards** XB,G 30

A must-have program for those having to learn anything by rote memory. Helpful in drilling anything from languages to math to science. Allows you to create, edit, save, and merge sets of flashcards you have created. Very nicely done!

E04061 **Nametrees** B,G 23

Learn the names of trees that grow in North America with this Walk the Plank type word game. Nice graphics.

E04071 **Worldbirds** B,G 23

Same as Nametrees but the words to guess are names of birds of the world.

E04092A **Christmas Story** XB,D,G 150 (Includes files E04092B, C) \$3.00

Tells the story of the birth of Christ with excellent graphics, music and a written story line at the bottom of the screen. Running time about 30 minutes. Contains 3 files that load each other so you must have a disk drive.

E05011 **Spelldown** B,G 43 [Call Files(1)]

A good spelling bee game for 2,3 or 4 players. Each player can choose their own skill level. The last person left wins. New words are added in data statements.

## \*\* GAMES \*\*

G01012 **Asterisk** G,XB,J 8

Zero in on the moving asterisks with the box you control and get points. You play against the clock. Best score feature.

G01020 **Farmer's Dilemma** B/XB 39

The adventure game by Jon Todd which appeared in the August and September '83 MSP 99 Newsletter. Help the farmer get his corn to market.

G01031 **Dragon Maze** G,B 33

Get from point A to point B before the dragon eats you. You must master a set of walls, halls, etc. Takes a few minutes while it builds the maze. You can watch it being built.

G01040 **Cave Maze** B/XB 22

A Jon Todd adventure game. See the article in the November '83 MSP 99 Newsletter. Find all the treasures in the dark cave!

G01051 **Derby** G,B 37

Place your bets at the county fair derby. The horses are in the starting gate...and they're off! Can you pick the horse to cross the finish line first?

G01060 **Spacewar** G,B/XB 43

The aliens are attacking! Man your guns and prepare to defend earth. Can you save the world from total destruction?

G01070 **Wampus** B/XB 13

A game to test your powers of logical thinking. Takes you through a maze of caverns. Watch out for bats and don't forget the Wampus. Pick the wrong cavern and you're lost forever!

G01080 **Canterbury Downs** G,B/XB 39

Are you feeling lucky? Have a great day at the races. Eight horses in eight races plus a sweepstakes race. Sixty-four horses in all. Are you able to pick the winners? Great graphics and music. Named Horserace in the last catalog.

G01091 **One Arm** G,B 49

Have you got the itch? This is just like being in Las Vegas! Pull the handle and see how you do. The worst that could happen is you would come home broke! Break an arm!

G01102 **Knockout** G,XB,J 14

The TI 99/4A version of the old favorite arcade game "Breakout". Simplified and not as fast moving as the arcade version, but fun to play and colorful. See if you can speed it up! From the Central Iowa Users Group.

G01110 **Elephants** G,B/XB 29

Your elephant must shoot its trunkful of water at the computer's elephant before it gets a chance to give you a shower. You are not able to see the TI's elephant, but are given a report as to it's last whereabouts. A game in which both chance and logic intertwine.

G01121 **Aliens** G,B,J 26

You are being invaded from outer space. It is in your hands to keep them from landing! You have the ammunition to stop them, so do your best to protect your homeland!

G02011 **Checkers** G,B 38

The old favorite.

G02022 **Aircontroller** G,XB 25

You are the aircontroller at a large airport and must control the landing and take-off of several planes. This is a game which requires great concentration. Try it. You'll like it.

G02030 **Melodys** B/XB 28

Are you a music lover? Then this game is for you. The faster you guess the melody the higher your score. So get set and name that tune!

G02041 **Robot** G,B 39

Can you out-think your opponent and avoid shooting the last robot? Sound easy? OK! Have a go at this one. You might be surprised. Unlike the space games this one will require some thinking and a little more than pressing a few keys to win.

G02052 **EX-Golf** G,XB 35

Get your clubs and head out for 9-holes of golf on a very challenging course. You have to be a good golfer to make par on this one. The graphics are super and each hole is different. Play with a friend!

G02061 **Minotaur Maze** B 10

You are trapped in a dungeon-maze with the sinister Minotaur hot on your trail. With every wrong turn, the beast draws closer, until you either escape, or are eaten. Only for the most persistent or lucky - everyone I let try this got devoured!!

G02072 **Rescue** G,XB 36

Get your spacecraft over to the fuel station and back before the enemy can shoot you down.

G02082 **Air Battle** XB,J 32

You are the pilot of a jet fighter. You're mission, shoot down as many enemy fighters as you can before they blast you out of the sky with their air to air missiles. A realistic dogfight simulation.

G02092 **Zanquest** G,XB 38

A game of skill. Pilot your ship through hordes of enemy attack ships. Get to the refueling station and back home again without being shot. Are you good enough?

G02101 **Black/Box** B,G 22

This is an adaptation of an old logic game. You select how many atoms to hide and then shoot rays into the black box to locate them. When you think you've found them enter the row and column (1 TO 8).

G02112 **S-Patrol** G,XB,(J) 21

There are 2 levels...dull and asleep at the switch. See how many space gadgets you can shoot down. Game is ideal for a player who's operating on about the same wattage as his computer.

G02121 **X-Party** G,B 30

An adult parlor game from Canada. Roll dice and the computer will tell you what to take off - or what to do to another player. STRICTLY FOR ADULTS ONLY.

G03011 **Schooldaze** B,G 16

A fast moving game where you must get your books before the teachers catch you. It's not as easy as it looks!

G03022 **EX-Blackjack** G,XB 33

Good graphics. Best blackjack we have in the library. You start with 1000 big ones. House may approve credit if you lose more than a grand.

G03032 **Bubble G**,XB,(J) 10

In this one you jump from one bubble to another. Start at the left side of the screen and try to get to the right side. If you don't land on a bubble you end up in the water.

G03042 **Gold Rush G**,XB 40

Very good mining program. Mine for gold watching out for granite, water and other hazards that could get in your way. Have a good time mining, but watch out where you throw that dynamite!

G03052 **Tic-Tac-Toe** XB,G,(S) 34

The old favorite pencil-and-paper game of strategy has come to the 99/4A. Play against the computer. It plays a pretty good game. Nice large graphics. Great for those times your really don't want to think much.

G03060 **Spacebelt B**,XB,G 16

As the sole defender between Mars and Earth, you defend against the aliens. You select the number of aliens. If you manage to eliminate 100 of them before you bump into one you get a free game. Pretty good Basic game.

G03072 **Lily Padder G**,XB 20

Object is to jump your frog from the bottom of the screen to the top by going from one lily pad to another. If you land in the water you lose. Lily pads are in constant motion and the higher up the screen you go the harder it is to make a landing. Happy hopping!

G03082 **Microjaws G**,XB 7

Try to catch the fish with the shark. Not easy.

G03092 **Plop G**,XB 12

Now I've seen it all! The object is to build ice cream cones by dropping scoops of the stuff from a plane so they land on one of the cones at the bottom of the screen. Nice game.

G03101 **Traks B**,G 34

The war of the worms! Make tracks around the screen and force your opponent - the computer or a person partner - to run into a wall, an obstacle, his/her own or your tracks. A well-done game from Tex-Bug.

G03110 **Maze Race G**,B/XB 20

Race your opponent through the maze. The first player to reach opposite end wins. But don't run into each other!

G03122 **Crossword** XB 43

Struggle with a computer related crossword puzzle on your terminal. From the Atlanta U.G.

G03130 **Poker G**,B/XB 44

A game of five card draw. Place your bets and try to draw that inside straight! Don't forget to bring an extra shirt!

G03141 **SKI-Trek B**,G 14

You are in the Alps on a ski slope. You must get to the bottom ...in one piece... without knocking over a flag or missing a slalom gate. Your trusty ski-poles are the arrow keys. Every run is different. This well done game will test your two-fingered coordination without running up bills for doctors and plaster casts!

G03150 **Par 2 B/XB** 11

Play 18 holes or make it an easy day and only play 9. Compete with an opponent or just practice for the fun of it. Try to beat par.

G04012 **Startrek G**,XB,MX 45

Need memory expansion to use. You guess what it is.

G04021 **4-In-A-Row B**,G 19

2 players take turns stacking X's and O's until one of them gets 4 in a row either vertically, horizontally or diagonally.

G04030 **Isola B/XB**,(S) 37

A board game where you try to isolate your opponent's "king" or move to his starting location. Can play against man or machine! Interesting use of speech (in XB only). Lend-Leased from the United Kingdom Users Group.

G04041 **Catapult B** 24

Catapult "rocks" across a moat? lake? Gives choice of stationary or falling targets. Computer chooses vertical displacement, distance, and velocity. You give launch angle. Nice graphics. From the San Gabriel Valley U.G.

G04050 **Baseball G**,B/XB 24

Play ball! Pick your teams. Pick your pitches. See who's the best team in the major leagues. Get set for an exciting 9 innings or more. A game of hard hitting baseball!

G04060 **Battleship G**,B/XB 25

The old classic strategy game and updated from the last catalog. The ships are hidden. It is up to you to seek and destroy the enemy. Try to do so in the least number of guesses.

G04070 **Golf B/XB** 26

This one's for the more serious golfer. You have to know when to use your woods, irons, and wedges and which one for the most yards. Don't forget your putter!



G04082 **Helicopter Attack** XB,G,(J) 44

Shoot down enemy helicopters and paratroopers before their bomber gets you! Different skill levels. Fast action and good graphics. From the San Gabriel Valley U.G.

G04091 **Boggle** G,B 32

A game for 2-6 players 8-adult. Object is to list as many words as possible with highest point value in 3 minutes. Letters to be used are displayed on the screen.

G04101 **Craps** G,B 24

Roll dice and win or crap out. Directions included if you've never been in the service.

G04111 **Dots** G,B,(J) 25

This is a 2-player game. Each player collects points by eating dots in a maze. I'd recommend the joysticks.

G04121 **Chase** G,B 18

You are in a maze of walls. Robots will try to destroy you. There are high voltage poles to contend with. You try to run the robots into the high voltage with your moves. Single player.

G05011 **Laser Wars** G,B,(J) 38

You're in a galaxy far, far away. You and your opponent are pilots of the last 2 space ships left after a decade long battle. Laser fire buttons barely work and laser will only fire in direction ship is facing. Shields on ship will desintegrate at any moment!

G05021 **Black Forest** G,B 30

2-player game. Get through the forest before other player. Some trees have prizes behind them. Others have surprises. No special equipment needed.

G05032 **Cannonball** G,XB 23

Nice program! Cannon shoots packages out of the barrel. You try to catch them in a net. Each package has points in it.

G05042 **ET** G,XB,J 35

An excellent, well-written program. Try and get this little fellow through several obstacles. Kind of like driving 35W south at 5:30 on a Friday afternoon. Very challenging program, as all of Robert Kenmetmueller's seem to be.

G05052 **Konky Kong** G,XB,MX,D,J 53

Pedro has to rescue his girl from this ape. Several levels of play. I never got off the first level. If you like hard game programs this one will test your skill to the hilt.

G05062 **Marslander** G,XB 27

Very fast game and even harder to win. Try to land your craft on Mars before the Martians shoot you down.

G05072 **Mastermind** G,XB 27

Computer selects a secret code made up of 4 colors. You try to guess the code - the correct colors and their positions. Another tough game program.

G05082 **Omegamania** G,XB,(J) 19

Another program by Kenmetwhat'shisname. Try to destroy the dice, hamburgers, and life savers flying across the screen before you run out of fuel. Lose 3 ships and game is over. Each time you destroy all the junk in space, faster junk replaces it. Fast and fun!

G05092 **Ribbit** G,XB,(J) 21

Guess who wrote this program? Right (I wish you had a shorter name) Kenmetmueller. The object is to get your frogs home - past roads, snakes, rivers, and jagged rocks. You start with 4. When they're dead the game's over.

G05102 **Rotate** XB 13

The object is to rotate 16 letters into correct alphabetical order. I spent an hour and a half on this and found it requires strong concentration and logical ...

G05111 **Gravity Game** G,B,S 29

Terminal Emulator 2 module required. Your mission is to send a supply capsule to Space Station X. You must find a route through the intense gravity fields. The program contains direct, uncomplimentary chides which it expresses when you mess up. It's clean and humorous. Another Philadelphia UG contribution.

G05121 **Mystery at Raven Mountain** G,B,S,D 29

Terminal Emulator 2 module required. In this adventure you must find the criminal by questioning suspects and finding clues. Thanks to the Philadelphia UG.

G05132 **Bombrun** XB,J,(S) 19

An excellent example of how you may go about writing an extended basic game with Sprites. Fly the plane and drop bombs on the moving ship below. The speech (optional) adds interest as does the victory music (if you cheat enough to hear it).

G06012 **Rebel Pilot** G,XB,J 27

Based on the famous Ty-fighter tunnel fight scene in the movie Star Wars. You fly your craft through the trench to destroy enemy space fighters. I couldn't figure out how to play it, but then I'm not very good at these sort of games. Someone in Philadelphia must know how.

G06022 **Russian Rubbish** G,XB,S,J 30

The Russians are dumping radio-active waste all over our nation. You try to destroy the waste with your proton accelerator before it hits ground. Good graphics. The junk dropped out of the comical Hammer & Sickled Russian craft is unique. The action will keep you going. Courtesy Philadelphia UG.

G06032 **Pi-ring Squad** G,XB 42

Hit the man with a pie! Watch out for the gorilla! He'll throw bananas at you. If he hits you, you lose. Three skill levels - slow, slower, and stop. But it does have good graphics.

G06042 **Rescue** G,XB,J 33

A very creative multi-skill level space rescue game. It is reminiscent of PARSEC with its spacescape and unique alien craft - but plays much slower. Excellent graphics and unique plot.

G06050 **Snakes & Ladders** G,B/XB 42

Be Patient! This game is sllloow to set-up, but runs well. It's a board game for 1-4 players with very good graphics. As you proceed along the board you have the opportunity to climb up the ladders to win or slide down the backs of snakes for a set-back. Runs much better in XB. Ingenious!

G06062 **Trucker** G,XB,J 24

Drive your 18-wheeler through the Texas hill country. (Hills in Texas?) Anyway, watch out for huge pot holes, giant armadillos, and other Texas-sized catastrophies. Drive your rig through a unique multi-level countryside. Have fun and don't hit any polecats.

G06072 **Sewerman** XB,(J) 31

Clean out all the crud in a maze of pipes without getting caught by the giant rats. Grab the rat repellent and then you can get them for points. Fast action. Two different mazes.

G06082 **Housewife** G,XB,D 52

A take-off of the TV program "Concentration". The player has to finish the housework before the kids get home from school. Nicely done graphics.

G06092 **Spyder** XB,(J) 19

Scout along the spiders web. Destroy the spider before it destroys you. Five skill levels.

G06102 **Bugger** XB,G 14

Jump up and catch the bugs flying around the screen. The higher in the air the bug is, the more points it's worth.

G06115 **Caverns of the Darma** MM,G,J 25

A high speed maze chase game in a scientific setting.

G06125 **Acey-Deucey** MM/EA,G,(S) 16

The old card game takes on a new life with TI-99/4A graphics. It includes a card drawing subprogram easily used in other do-it-yourself games.

G07015 **Airdefense** MM/EA,G,J 29

A highly modified version of a program which used to appear in this catalog. A high speed air battle game.

G07025 **Robo-Wars** MM/EA,G 25

A game of logic for 1 to 4 players with very fast graphics.

G07030 **Chinese Rebels** B/XB,G 24

A 3000 year old game brought to life on your screen. Try to capture the general as he runs for his base camp. One player against the computer.

G07042 **Graphland** XB,G,(J) 29

A simple lunar landing game with an interesting "escape pod" which allows the pilot to save the crew.

G07051 **Tiajuana Taxi** B,G 28

Use two keys to avoid the crazy Tiajuana taxis coming at you in YOUR traffic lane. Fast action. Excellent graphics for a game programmed in Basic. Beats doing it for real on I-94.

G07062 **Cube\*ix** XB,(J),G 15

See six sides of a computerized "Rubik's Cube" and try to fill each side with the appropriate graphics characters. Nine different skill levels possible. Number nine will cause your fur to fall out and the paint to flake off the woodwork. Tough game with excellent graphics from Central Ohio Ninety-Niners UG.

G07072 **Darts** XB,G 30

Program lets you play three different dart games (hopefully you know the rules) by controlling the height and speed of your dart. Excellent graphics and interesting game techniques. From the Brisbane, Australia UG.

G07080 **Obstacle Course** B/XB,G 15

Use arrow keys to move your car through an obstacle course. Each obstacle course is different. Nice game for younger children. From the Western Regional UG.

G07092 **Solitaire** XB,G 33

Save your good deck of cards for company! Play solitaire with your computer! Program shuffles, deals, and keeps you from cheating in a game of solitaire. The excellent graphics in this program make it worthwhile even if you hate cards! From the 3M Users Group.

G07102 **Jackpine Savage** XB,MX 49

You are an Ex-Minneapolitan banished from civilized life because of incessant nose-picking in public. You move to the wilderness of northern Minnesota (commonly known as "Da Rainch"). Join Bruce Larson in his humorous native-son adventure game to find "The Right Stuff".

G07110 **Alphablox** B/XB,G 19

8 letters are displayed in a grid of nine squares. Your job is to put them in order. For 1 or 2 players.

G07120 **Hanoi** B/XB,G 19

Move the rings from one pile to the other. You win when they are in the same order as when you started.

G07130 **Lazerfire** XB,J,G 24

You are at the controls of a Class 7 bomber during World War IV. Destroy as many ground targets as possible while avoiding the anti-aircraft batteries. By George Madline of MSP 99.

G07142 **Gopher** XB,G 11

Clobber the gopher with the sledge hammer as he pops out of his hole. 15 gophers sends you to the next of 35 levels. Fast and frantic as the levels increase.

G08012 **Dungeons & Dragons** XB,MX,D 128 4 FILES - \$4.00

4 programs for keeping track of game, dungeon master, monster and room file data. Includes files G08012,8022 & 8032

G08022 **Backgammon** X/B,G 41

Play this old time favorite against the computer. Program catches invalid moves and keeps score but the rules will have to be found elsewhere. Nice use of graphics.

G08032 **Beeline** XB,G (J) 29

Use the arrow keys or joysticks to move the bee around and collect pollen for your hive. Watch out for the beekeeper so he doesn't take your pollen. Sting him for bonus points. 9 levels of play.

G08042 **Othello** XB,G 37

A nice cross between checkers and chess. Very similar to the TI module of the same name. Play a friend or the computer with 3 difficulty levels. One of my personal favorite computer games.

## **\*\* HOME MANAGEMENT \*\***

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H01012 **Check Sort** XB 12

Category codes are keyed to the Household Budget Management Module but codes can be assigned any meaning by user. Will sort by number and category, alphabetically or amount. (Order H02011 for Basic version).

H01022 **Energy-2** XB,(P) 30

After entering the R-value and sq ft of space plus the cost of several fuels, this program will calculate the heating cost for your home or business. A good program to play "what if." Like if you add more insulation will it justify the cost. (Order H02021 for Basic version - 38.)

H01030 **Recipe Conversion** B/XB,(P) 8

Enter the number of servings for your recipe, the number of servings you want, then enter the ingredients and this little gem will tell you what you need to serve from one to an army.

H01040 **Check Book** G,B/XB 6

After entering your checks and deposits the computer will tell you if you are banking with your bank or if they are banking with you.

H01052 **R-Value** XB 10

Will calculate the R-value of different types of insulation in your home. All you do is select the type of insulation and how thick you want it. Good companion program for H01022. (Order H02061 for Basic version).

H01060 **Tax Deductions** B/XB,P 12

Keep track of those deductions and then get a print out to help you with the 1040.

H01072 **Cooling Audit** XB 41

This program is based on the cooling degrees for a season and requires information from previous years' cooling cost. You can get this information from NSP free of charge. They will send you the KWH and monthly cost for the past few years. (Order H02041 for Basic version - 39.)

**H01082 Heating Audit XB 41**

Like the cooling program above except it covers heat costs based on heating degree days. You can get the information you need from Minnegasco. (Order H02051 for Basic version - 39.)

**H01090 Worksheet B/XB,(P) 13**

You should make out this sheet first then the 1040 tax form. A printer is recommended or some form of printing out the information - like a paper and pencil.

**H01100 Credit Card Management B/XB 24**

This is a charge account management program. You can list charges, credit line, monthly payments, etc.

**H01112 Payday XB 7**

Enter your base pay and the program will figure out what you make to the minute or the year. May need to be reworked for some type of jobs with different pay rules (for example: overtime, double time, etc.). (Order H02031 for Basic version).

**H01120 Household Budget B/XB 33**

For those who wonder where the money went. Some parts of this program will have to be re-worked to personalize it to your own budget.

**H01130 Compare-It B/XB 11**

Will compare any number of like objects as to actual cost. Like half a dozen cars or lawn mowers.

**H01140 Videolist B/XB 6**

Keep track of your video tape collection. Search for a title and it will tell you which tape it's on and the counter number. Similar to M02020 (TI Librarian). By Gary Gese of MSP99.

**H01150 House Inventory B/XB 10**

Keeps your household inventory - what it is, where it is, original cost, and if it is still under warranty.

**H01160 Income and Expenses B/XB 45**

Kind of like the household budget except it just keeps track of the "income & outgo". A good program to run first before you try to figure out a budget.

**H01170 Income Averaging B/XB 37**

A tax program for those who are lucky enough to be making more now than they were last year.

**H01180 Checkbal B/XB 12**

A simple checkbook balancing program that will dump all input figures and totals to a printer.

**H02072 Installment Loan XB 5**

Will figure the cost of the item on installment - months to payoff, interest and monthly payments.

**H02082 Daily Log XB,D 35**

Takes the place of an appointment book. Has search and change features.

**H02092 Mini-Plan XB,(P) 37**

A condensed "spread-sheet" program. Allows you to input up to 10 rows and 15 columns of data, and perform various math functions (+, -, \*, /, %, +%, -%) on the rows and columns. Very useful program. Contains a screen dump to printer. From San Gabriel Valley U.G.

**H02100 Checkbook B/XB,G 40**

Balance your checkbook log, double check your banking statement and fill out accurate deposit slips with this program from Jeff Hogden of MSP99. Instructions included to aid in using the three separate subprograms.

**H03012A 83 Income Taxes XB,D,(P) 261**

Helps compute Federal 1040 and Minnesota state income taxes, complete with itemized deductions. You might have to modify it for later tax years. Remember, the responsibility for an accurate return is still yours. Do not rely on this program to be totally accurate. Multi-part, four file program.

**H03022 Conversions XB 35**

There are dozens of conversions that are out of the ordinary. How many calories do you burn while sitting at the computer? You know one size pulley, what size does the other have to be for a certain speed? How many BTU's can you expect from a 50x10 foot solar panel? That kind of stuff. (Order M05021 for Basic version - 29.)

**H03032 TI-tles XB,G 20**

An EXCELLENT program to create title screens for your home video recorder. Nicely formed, easy to read letters in vivid colors of your choice. Use as a utility to create nice titles for your own programs too!

**H03042 Scratchpad XB,D,(P) 9**

Need to store small bits of information for use in term papers, reports, or just making lists? This program from W.R.U.G. of Australia will do the job. Enter up to 4 lines of info and retrieve it by typing in any word or part of a word used in those 4 lines. Program gives option of printing to "PIO".

## **\*\* LOAD & CATALOG PROGRAMS \*\***

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Since TI-Extended Basic automatically boots any program called LOAD from drive #1 upon startup, we can create a program that reads the files on a disk, then loads and runs them with a single keystroke. The following programs do just that. Be sure to change the filename to LOAD after it's copied to your disk of programs.

Remember, programs that are written in Basic but will run in XB will also work with these programs. Those written to run in Basic only will not.

Each of these has its own advantages and disadvantages so you may wish to order the whole disk to find your favorite. Order disk L01, \$5.00 including disk. Be sure to add \$1.25 for mailing costs.

If you have a favorite load or catalog program that is better, faster or improved from these versions, send it in and get this disk free. Please include \$1.25 mailing costs.

### **L01012 LOADER1 8**

Reads and creates a LOAD program from the selected drive (1-4). This has the advantage of being fairly fast since it doesn't read the disk each time but must be run each time you add a program to the disk. If the disk is full or you don't need the new files on the menu, this is no problem. My personal favorite for my uses.

### **L01022 MSP-LOAD 25**

This one is sent with every disk based software order if there is room on the disk. The cursor has been redefined to the shape of the state of Minnesota and stays that way until you exit Extended Basic. As it runs, you select the drive number and the program names scroll across the bottom of the screen. Hit enter when the program you wish to run appears or wait for the screen display of all files. Shows file size, type and protection and allows you to delete files and print a hardcopy. Maximum of 35 files allowed. The quit (FCTN +) key is also disabled until you turn the computer off.

### **L01032 QUICKLOAD 6**

This one reads the selected disk and displays a screen menu. Files not in program format are marked with an F and cannot be run. Allows 39 files per disk. Simple, small and fairly fast.

### **L01042 GOULDLOAD ( 4 files, \$4.00 - Includes A,B,C &D**

An excellent new loader from Jon Gould. Will load and run most XBasic, Basic, uncompactd Assembly files and Assembly program type files with a single keystroke. You can select only the programs you want to be listed on the screen display and name them any name you want on the screen without the need to change the program name on the disk. A one page TI-Writer (DIS/VAR 80) file of instructions is included. Only works from drive #1. Will somebody out there care to change it to allow multiple drives? Send a copy if you do. ATTENTION: Rename these files as follows for proper operation. A - LOAD1, B - CATALOG, C - LOADER, D - LOAD/DOC.

### **L01052 CAT1 8**

Allows you to read the files on a disk but will not load or run them. You can select the drive number and where you want the listing. Allows output to screen, printer or other device and shows filename, size, type and protection. It could be useful as a subprogram or if you just want a list of the files on a disk.

## **\*\* MISCELLANEOUS \*\***

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### **M01010 Job Cost Estimator B/XB,G (P,S) 32**

A demo program to build a wood fence.

### **M01020 Jacket B/XB 15**

Prints a disk envelope with the disk catalog on the front.

### **M01032 Biorhythm G,XB,(P) 29**

Will chart your daily bio-rhythmic patterns or determine the compatibility of two individuals. (Order M04101 for Basic version - 28.)

M01042 **Computer Art** G,XB 4  
Runs continuous graphic art in color on the screen. (Order M04031 for Basic version. - 4)

M01052 **Football** XB,(P) 6  
Will predict football scores...well not really. But it is as good as "Bronko"! It's just not as pretty. (Order M04061 for Basic version. - 5)

M01060 **Golf Handicapping** G,B/XB 19  
Program adheres to the USGA system as closely as possible. The one exception is that it is possible to establish a 9-hole handicap. Nice for "twilight" or "9-hole" leagues. (Order M04041 for Basic version. - 19)

M01072 **Horoscope** XB,P 24  
Not the usual type of horoscope! Will print out the rotten things in your sign. (Order M04051 for Basic version. - 21)

M01080 **Easter** 12  
An Easter greeting that Elmer Fudd would be proud of. Very amusing in a sarcastic sort of way.

M01092 **Irwinism's** XB,P 19  
This program will generate over half-a-million insults that are printable. All you enter is 6 digits. (Order M04071 for Basic version. - 19)

M01100 **Story Teller** G,B/XB 52  
This delightful program is intended for pre-schoolers. By answering a few simple questions, they become part of a wonderful story about a bumble bee. The graphics and the sound effects are good.

M01112 **Bike** XB,G 46  
Use this program to plan a bicycle trip. Computes speed, cadence, distance, time, starting time and ETA.

M01122 **Honesty Test** XB 32  
This test will evaluate how honest you really are. You answer questions. Said to be used by some employers. Has several built-in lie detectors! (Order M05011 for Basic version - 27.)

M01131 **Stars** G,B 9  
I really don't know what it is good for. The program displays stars on the screen at random. The author claims it is some kind of "mood" program that is best viewed in the dark. Whatever turns your crank!

M01140 **Witch** B/XB,P 7  
Will print the silhouette of a witch on your printer.

M01150 **Handicapper** B/XB 29  
With this program and a copy of the "Railbird Selection" or the "Daily Racing Form", you can vastly improve your chances at the track. The program will rate up to 5 horses at a time by asking several questions about past performances.

M01161 **Biorhythm-2** B,G 24  
Input your birthday and the day you want plotted. It calculates the number of days you have lived and plots your biorhythms in very nice graphics.

M02010 **Valentine** B/XB G 6  
Draws a valentine greeting on the screen

M02020 **TI Librarian** B/XB D (P) 33  
An easy to use database for your book library. Lists title, author and location of the book in case you loan it out. Has view, search, create, save, load, edit, sort & print features. Could be changed to accomodate almost any type of information, (See H01140 Video List). By Gary Gese of MSP99.

M02032 **Christmas** XB G 20  
Creates a colorful christmas tree scene on the monitor.

M02042 **Autowriter** XB,(P) 16  
Will write a story. Data statements could be changed to write almost anything from book reviews to love stories. Current data statements are for a space travel story.

M02052 **Haiku Poetry** XB 20  
Will produce oriental poetry.

M02060 **Earth** 6  
A graphic of the earth revolving in outer space.

M02072 **Psycho Test** XB 27  
Enter your problem and the computer will determine if you should be running around loose or put in the puzzle factory.

M02080 **Digital Clock** B,XB 14  
Want to get rid of unwanted company in a hurry? Try this digital clock that fills the screen with big, block hours, minutes, and seconds! 12 or 24 hour mode. Can be adjusted easily for accuracy. From the Central Iowa U.G.

M02092 **True Or False-2** XB 7  
Computer will make random choice as to whether your answer will be true or false. So? I always use random choice on T/F tests anyway.

M02101 **Color Vision** G,B 25  
 A very good program, even in black and white. Color graphics are always interesting. Running time is 40 minutes. Can become addictive. (Order M04012 for XB version -26.)

M02111 **Plot** G,B 8  
 Plots a 3D figure on the screen. Program is from England.

M02121 **Design** G,B 7  
 With this program you can design several different screen displays for your programs.

M02130 **Bar Graphs** G,B/XB 12  
 Program for making color bar graphs on the screen.

M02140 **Kadeliscope** B/XB G 6  
 Interesting but not as elaborate as Color Vision.

M02150 **Titler** G,B/XB 21  
 Program can be used to make title screens for a VCR recorder.

M02160F **MSP-99 Logo** XB G 40  
 A graphic publicity presentation for our group. Sent free on request if there is room on your disk.

M02170 **Sketch-A-Sketch** G,B/XB 10  
 Use the keyboard to move the cursor around leaving a colored trail. Change colors and create your own vivid color pictures.

M02180 **Flite Plan** B/XB 13  
 After entering all the data the program will tell you if you've got enough fuel to get from where you're coming from to where you're going to. A couple of members who fly have said it is a good program. Note: Program should be run before you take off.

M02192 **Number Converter** XB 25  
 Converts numbers of varying number systems. Also shows ASCII values if between 33 & 95. Nice for converting hex, decimal, binary & ASCII base numbers. Complete editing functions & on screen help. Could use a printer routine. By Jeff Hogden of MSP99.

M02202 **Burglar Alarm** XB 11  
 Protect you computer system from theft. Turns the monitor screen black as if it wasn't on. But watch out! Touch the keyboard and an alarm sounds and the computer "automatically telephones the police." Try it!

M02212 **TI-Calc** XB 12  
 Use your TI keyboard directly as a calculator. Has printer option.

M02222 **TI-Time** XB 7  
 A digital clock program that can also be used as a stopwatch but harder to carry around. Good for timing games, etc. Could be programmed to beep at a specific time or interval.

M03010 **Maze Maker** G,B/XB 5  
 Now you can create your own maze and save it away.

M03020 **Call Key** B/XB,(P) 8  
 Defines the keys on the keyboard. For example, key no. 13 is the "ENTER" key. You press the key and the computer gives the number.

M03030 **Days Between Dates** B/XB 5  
 Enter two dates and find the number of days between them.

M03042 **Bert & Ernie** XB/TE S,G 39  
 Bert & Ernie of Sesame Street cartoon with speech. Make up your own conversations while learning to program speech on your TI.

M03050 **Football Handicapper** B/XB D 129 (Includes files A, B, & C \$3.00)  
 Enter info for college & pro teams in this disk based handicapper. Analyzes info for your weekly bets. Lawyer & bail bondsmans phone numbers available on request.

M03080 **Day/Week** B/XB 14  
 Select date in 1900's and computer will tell you what day of the week it's on. Good example of how to use arrays.

M03090 **Dr. Z** B/XB 9  
 If you are not sure how you feel about a subject, Dr. Z will help you change your mind.

M03100 **Calculator** B/XB G (J) 20  
 Use the joystick to move the hand and press the calculator buttons. Could be used to teach arithmetic too. Nice.

M03110 **Morsecode** B/XB 25  
 Test your morse code skills between 13 & 20 words per minute.

M03122 **Basketball Stats** XB D,(P) 61 (Inc. B,C,D - \$4.00)  
 Part of a 2-program set to keep statistics on up to 17 players throughout the season. It tracks ten separate statistics on each player. Requires program "Start" to operate.

M03140 **Speech Demo** B/XB (TE/EA) 23

Not complete but a good demo for learning to program speech in different languages or modules. Includes alaphones. Please send updated copy if you change it. No critical errors.

M03151 **Start B** 2

This program goes with "Basketball Stats" to set up the cassette data file to store statistics.

M03160 **Msg/Graph** G,B/XB 40

A unique program which allows you to construct a point- or bar-graph and display it alternately with up to 5 pages of screen text. This would be excellent for displaying an advertising spiel with a supporting graph. For extra punch, the graph changes color each time it is displayed.

M03180 **Wanted** XB,P 37

Print a wanted poster & put your picture in it. Program has a few noncritical bugs. By Chris Szumny of MSP99.

M04082 **Bike Computer** XB G 46

Plan a bicycle trip with this program. Computes speed and ETA among other things.

M04112 **Halloween** XB G 19

Displays a moving screen graphic of pumpkins, bats, witches & ghosts with sound effects and a Happy Halloween greeting. By Dick Lauhead of MSP99.

M04122 **Windchill** XB,P 6

Prints a windchill chart on Epson printers. Instructions included for other printers.

M05030 **Story** B/XB 7

By entering answers to several questions the computer will display a story about you on the screen.

M05050 **Life Facts** B/XB 14

You enter current date and your birth date. Program displays how long you have slept, eaten, relaxed, studied and when you can retire. I don't think the person who wrote this took into account how many meals I've given up to buy my computer!

M05070 **True or False** B/XB 8

Program for making your own true or false tests.

M05082 **Batting Statistics** XB 18

This program is designed for the Little League or Twins games. It would have to be modified for major league ball. Will keep individual/team statistics.

M05090 **Daylight** B/XB,G 32

Enter the location & date and the computer will tell you the hours of daylight and the angle of the sun displayed with a nice graph. Enter your special location in data statements. By John Burg of MSP99.

M05102 **Bubbles** XB,G 4

A short routine with two bubbles floating up the screen. When they hit the top they pop. From Rocky Min. 99ers

M05112 **Christmas** XB,G 20

Displays a Christmas tree scene with packages and a fireplace. From LA 99ers.

M05120 **Tree** B/XB 13

Displays a Christmas tree with flashing lights and a Christmas greeting. Press the space bar to retrim the tree.

## \*\* SOUNDS AND MUSIC \*\*

S01012 **Compute-A-Call** XB 5

If you bought one of those music books a few years ago to play tunes on your touch-tone phone you'll like this one. It creates those tones - that's all.

S01022 **Music Staff Printer** XB,P 6

A simple program that prints blank sheet music paper. Designed for people that want to compose music with pen & ink the old fashioned way. Will need to be modified for some printers.

S01030 **Music Transposition** B/XB,P 8

No directions on how to use this program. Person who understands how to read music may be able to operate this program and write-up some instructions for us mutes.

S01040 **Startrek Theme** B/XB 30

Plays the theme from Startrek The Movie.

S01052 **Rainbow Connection** G,XB 43

Plays the song "Rainbow Connection" from the Muppet Movie while displaying a rainbow on the screen. Very well done.



**S01060 Beethovens 9th B/XB 21**

Plays Beethoven's 9th Symphony. Program was written by an 11 year old. Will also play "Amazing Grace" and do an encore if you like it.

**S01072 Rockie's Robot Boogie G,XB 17**

Two robots boogie to what almost sounds like "Shortnin' Bread". Another Sam Moore Jr. job. Not as good graphics or music as his others. But like all his programs, you might be interested in his technique of programming music.

**S01082 Venus Night-Race Rhapsody G,XB 26**

No this isn't another space game. It's another unique combination of Extended Basic sprite graphics and multi-voice music from S. Moore. It features space music which sounds as though it may be classical plus graphics of changing color.

**S01092 Western Boogie G,XB 26**

A real jive boogie featuring a good guy blasting a fleeing bad guy (or maybe it's the other way around) in sprite graphics. Sam Moore again.

**S01102 Puppy-Town G,XB**

An endless boogie of chase plays as the pack of homeless dogs (not doggies) runs down the main drag of a deserted western town. The tune is catchy and the graphics intricate. A Sam Moore Jr. contribution.

**S01112 Boat-Song G,XB 27**

One of Sam Moore's marvelous musical presentations. It plays a multi-voice rendition of Mendelssohn's "Venetian Boat-Song No. 1" with animated Venetian gondolas polling across a serene moonlit water-way.

**S01121 Rocky Sings Old McDonald B,G,TE,S 23**

Requires Terminal Emulator 2. Rocky Robot sings "Old McDonald Had a Farm". Rocky appears in other Sam Moore programs. He stands there on the screen where the words to "Old Mc" appear and moves his mouth.

**S01132 Player Organ G,XB 38**

Use the number keys as your organ keys. Select the organ voice you want: organ, harmony, or harpsicord. Play any of the 10 play-by-number childrens' songs shown on the screen or play your own tune. To really impress your friends, play the snazzy "BOOGIE" almost effortlessly. Another Sam Moore Jr. creation.

**S01142 Bananas XB,G 39**

Yes, We Have No Bananas. Words, music & great graphics

**S01152 I Saw Three Ships XB 9 - Words & music.**

**S02012 Piano G,XB 30**

Another Sam Moore, Jr. creation of excellent sprite graphics and multi-voice music. The moving keys of a spinet piano, complete with sheet music and decorative flower vases, play "variations on a theme by Ludwig van Beethoven." Outstanding as always!

**S02022 Axel F XB,D 63 2 Files - \$2.00 (Includes S02022B)**

Plays the theme from Beverly Hills Cop. Very well done.

**S02031 Christmas Card B,G 36**

Plays Silent night with a manger scene and a christmas greeting.

**S02040 Godfather B/XB 37**

**S02050 Hallelujah Chorus B/XB 19**

**S02060 Jingle Bells B/XB 6**

**S02072 Let It Snow XB,G 15**

Plays Let It Snow while the screen fills up with falling snow.

**S02080 Metronome B/XB 4**

Set the beat from 25 to 200 beats per minute.

**S02091 Noel B,G 27**

Plays Noel while Snoopy stands looking at a christmas tree with flashing lights.

**S02102 Invention in F by Bach XB 12 - Music only.**

**S02112 Prelude #1 in C by Bach XB 9 - Music only.**

**S02122 Haydns Sonata #2 XB 43 - Music only**

**S02131 One In A Million B/XB 30 - Words & music.**

**S03010 Christmas Carols 1 B/XB 37**

Loops through six different carols. You set the number of loops and the tempo.

**S03020 Christmas Carols 2 B/XB 27**

Same as above but different songs.

**M03032 Mainscreen G,XB 17**

A clever graphic representation of the TI99/4A system appears on your screen while a captivating melody causes the color bars on the model monitor to change colors. Nice multi-voice music from S. Moore Jr.

**S03040 Future Sound B/XB 2**

One way to program sound effects mixed with color or use it in your program. (See U01040)

S03052 **Lonesome** XB 42  
Plays the song while the words scroll up the screen.  
S03062 **Masterpiece** XB 29 - Music only.  
S03072 **Midnight Cowboy** XB 27 - Music only.  
S03082 **Nethersong** XB 17 - Music only  
S03092 **Green Green** XB,G - Music & graphics.

## **\*\* PROGRAMMING UTILITIES \*\***

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U01010 **Define Character** G,B/XB,(P) 28

You are able to define a character you draw with this little program. A 2x2 character is possible. Has edit, save & print features.

U01022 **Joy Display** XB,J 4

Use as a subroutine in one of your programs to place ASCII characters on the screen using the joystick.

U01030 **True Lower Case** B/XB 16

Use this routine in either your Basic or Extended basic programs that display a lot of text. It creates a true lower case type set with real descenders. Excellent program by Ed Neu of MSP99.

U01040 **Sounds** B/XB 8

Demonstrates several sound effects capable with the 99/4(A). Sounds like: footsteps, engine starting, door chime, etc. to use as subroutines. Send in your favorites and I'll merge them in.

U01052 **Unmerge** XB,D 17

Use this program to extract portions of a program from a program file and save it under another file name. Great for deleting large portions of code or combining parts of several programs to make a new one. Can also be used to resequence parts of a program. By Ed Neu of MSP99.

U01061 **Display Formatted Numbers** B 19

Will display numbers with right side lined up on decimal point. Good Basic alternative to "Print Using" in XB. With instructions.

U01071 **Print Formatted Numbers** B,P 12

Same as U01061 but will print to a printer. For instructions and demo order U01061.

U01080 **Curve** B/XB 5

A plotting subroutine.

U01090 **Words** B/XB 11

Each letter counts for so many points. Input a word, computer will display its total point value. Can be used in a "hashing" routine for sorting.

U01100 **Alphabetic Sort** B/XB 5

Will sort words into alphabetical order. Originally intended as a subroutine in an address program.

U01111 **Print Right** B 8

This is an example of how to line numbers up on the right side if you are using Basic. Requires some studying.

U01125 **Aseeka** EA,D,MX 16

The assembly language source file of the alphabetic search routine described by J. Gerdeen in his October '83 Newsletter article. Includes instructions.

U01133 **Aseeko** XB/EA,D 6

The assembled object file form of "ASEEKA" (U01125). Ready to use as a fast search routine in your own Extended Basic program. Does not require memory expansion. Instructions included in U01125.

U01145 **Asorta** EA,D,MX 16

The assembly language source file of the alphabetic sort routine described by J. Gerdeen in his October '83 Newsletter article. Includes instructions.

U01153 **Asorto** XB/EA,D 7

The assembled object file form of "ASORTA" (U01143). Ready to use as a fast alphabetic sort routine in your own Extended Basic program. Does not require memory expansion. Instructions included in U01145.

U01162 **Directory** XB,D,MX,P 60

Keep a directory of up to 50 files on each of 50 diskettes. You may enter a description of each disk and of each file. Several lists may be produced including lists of all disknames, all files, either in diskette order or sorted alphabetically by filename, or run a catalogue for any or all disks. This will be a great aid in organizing your program library and is strongly recommended for anyone with a disk system. Used by the software committee. Requires the assembly language object file sort program "ASORTO" (U01153) to run.

U01172 **Mailer** XB,D,MX,P 54

This is the same program used by the User Group for Keeping track of members and preparing mailing labels and directories. An excellent and fast program that can handle up to 450 names with addresses, membership numbers, expiration dates, and general comments. Prints several reports and sorts by any one of three categories. Requires assembly language sort and search object code files "ASORTO" (U01153) and "ASEEKO" (U01133) to function.

U01180 **Enlarger** B/XB 5

Displays ASCII characters on the screen in one of three sizes.

U01192 **REMOVER** XB,D 6

Want to shorten a program with excessive remark statements? Save the program in MERGED format and use this utility program to delete all REM statements.

U01201 **CassCat** B 5

Ever forget what tape you put that program on or where the tape was? This program uses DATA statements to catalog programs and counter numbers for your cassette tape program or music collection. Hit the space bar to read each tape catalog sequentially. From W.R.U.G., Australia.

U01215 **Uncompact** EA 18

Uncompacts compacted assembly language files.

U01225 **TI Disassembler** EA 14

Disassembles uncompact assembly language files.

U01235 **HiMemTest** EA 10

Check the chips in your 32K card. Tells which areas of memory are not working.

U02010 **Adventure Skeleton** B/XB 47 [Call Files(1)] in Basic.

Create your own fantasy adventure with this skeleton. Put your own data into the program and solve a special mystery.

U02022 **Texicat** XB,D,MX,(P) 157 4 Files - \$4.00 Includes U02022B,C& D.

A disk catalog program that will handle a large number of diskettes and files - up to 7000! It can be used with a single disk drive and does not require a printer. Consists of 4 separate programs & files.

U02032 **Graphics Editor** XB 33

Create or load and edit a graphics character on the screen. Saves the code in merge file format in user specified line number data statements ready to merge into your programs. Nice program, with instructions.

U02042 **Shrink** XB 18

Condenses a program by removing remarks, shortens variables and replaces the "!" by the "at" symbol. Complete instructions, from Central Iowa UG.

U02050 **Character Coder** 7

Type in the character coding and the computer saves it in merge file format by line number for merging in your programs. User specified line numbers or auto-increment.

U02070 **Encoder** B/XB 13

Encode or decode a file. Instructions are missing but looks fairly easy to use. FREE to the first person to write some documentation and a newsletter article on it.

U02082 **Codes/Demo** XB 20 (2 files - \$2.00)

A program that redefines ASCII characters. Requires U02082B to run. Same deal as above.

U02101 **Colorshade** B 17 [CALL FILES(1)]

Displays a changing screen full of shaded colors with the character and color coding for use in your programs. Very nice for using more than the standard TI colors. Use U02050 (Character Coder) to save in merge format.

U03010 **Converter** B/XB 2

Converts Dis/Var 80 files (TI-Writer) to Dis/Fix 80 format.

U03032 **ASCII File Converter** XB 17

Reads ASCII files (D/V 80) and converts them to a merge file format ready to load and run in your programs. With instructions.

U03040 **Number Converter** B/XB 25

Input the number base you want to convert and then up to three other bases you want to convert it to. Nice for converting Hex and Binary coding. Also shows ASCII equivalent. Could use a printer routine. By Jeff Hogden of MSP99.

U03052 **Scrunch** XB 9

Compacts an XB program. Compresses line numbers and who knows what else. Another FREEBIE for docs and article.

Order- **TI Advanced Assembly Debugger** - (\$2 + disk)

Debug assembly language programs. On screen help file.

Order- **TI Forth** - (\$2.00 + disk)

Forth language on disk. Manual available for \$15.00 + \$2.50 postage from MSP99 while they last. Order both for \$20.00 postage included.

Order- **Forth Source Code** - (\$4.00 + 2 disks)

The assembly language source code for TI Forth.

U03060 **Disklist 31** B/XB,D

A menu driven disk cataloging program. Auto loads disk & program names with sort, print and search features. 430 programs per data file with unlimited data files allowed. Nice program by John Berg of MSP99.

**\*\* WORD PROCESSING AND \*\***

**\*\* PRINTER UTILITIES \*\***

W01010 **Type-Ette Timer** B/XB,G 31

Times your typing speed with built-in sentences that really make your fingers do the walking! Subtracts score for mistakes. A good typing practice tool with nice graphics. From Central Iowa U.G.

W01022 **Print List** XB,P 5

Designed for a PRO-Writer printer. Sets up the printer for program listings leaving enough margin to three-hole punch the listing, and skipping the page perforations.

W01030 **PRO-Command** B/XB,P 6

Enables you to easily choose type face (elite, pica, compressed, or proportional), and select left margin on a PRO-Writer printer.

W01042 **PRO-Gothic** XB,MX,P 74

If you need fancy Gothic-style printing for awards, certificates, advertising or spiffy letters that you send to friends to justify all the money you spent on computer equipment, this program will do the trick. Prints attractive capital letters, numbers, and punctuation marks that are 3 lines high. With simple modification will print elongated or condensed letters in same style. For PRO-Writer printer only.

W01052 **Gothic Print** XB,P 49

Nearly identical to "PRO-Gothic" (W01042) but for TI Impact Printer (Epson).

W01062 **PRO-Banner** XB,P 17

Here's your chance to tell the world something ( maybe your wife's a good cook? ). Prints banners with 10 size-range letters... from 11/16 inches high to 7 inches high. Letters are printed "sideways" on tractor or roll paper to make banners any length you want. Prints capital as well as lower case letters. For PRO-Writer printer only.

W01072 **Banner** XB,P 13

The same as "PRO-Banner" (W01062), but not as fancy. Works on any parallel or serial printer.

W01081 **Print Formatted Numbers** B,P 12

Same as U01061 but will print to a printer. Order U01061 for instructions and demo.

W01091 **Printer Demo** B,P 53

An excellent program that demonstrates the versatility of the EPSON/TI Impact Printer. The four page print-out describes how all the software printer control codes work. Requires considerable modification for some other printers.

W01102 **2-Column** XB,D,P 20 (4 files - \$4.00)

A menu driven, disk based 2 column formatter with complete instructions. Easy to use. This is how we format the newsletter pages.

W01132 **Clulow** XB,P 15

Reformats a B/XB program "Listed" to disk into 28 column text. Will also generate a 2 column TI-Writer (D/V 80) file.

W01142 **DDM/Memo** XB,MX,P 32

Prints short letters, "From the desk of" memos, notes, envelopes and duplicates if necessary. Redefined lowercase letters and is completely remarked for easy changes. By Paul Boyd of MSP99.

W01150 **Graphpaper** XB,P 9 -SHAREWARE-

Print your own graphpaper in the sizes you want. For Epson and compatible printers.

W01160 **Labels** XB,P 10

Create and print any number of labels in 4 type styles. Nice for "one of", disk labels or when you need 1000 alike. Setup for Prowriter printer but remarked for easy changes. By \*SG\* of MSP99.

W01170 **Letter** (D/V 80) 4

TI-Writer template for a letter. Fits window envelopes.

W01180 **MSP Letterhead** (D/V 80) 9

This is how the MSP letterhead is printed. Has explanation of how each character works on Prowriter. Prints from TI-Writer Editor.

W02012 **Textformer** XB,D,P 32

Reads or prints unprotected D/V 80 files in regular or compressed format to save paper. Will also reset paragraph at specified keyword. Good for printing downloaded files from a BBS without wasting a lot of paper. Also gives % of paper saved, selectable drive number and is fully remarked. A nice program by George Madline of MSP99.

W02022 **UK\*Textpro** XB,P 41

A simple text editor from England with a new custom character set that could be used in your programs.

W02040 **Notepad** B/XB,P 6

An on screen text editor for printing notes and letters up to one page.

Order- **X-Writer** XB 78 (3 Files w/note \$3.00)

TI-Writer without the module. Loads from XB/EA etc. Uses your original TIW files (Charal, Edital & 2, Formal & 2) or order the updates on the same disk. This version includes Show Directory & remembers the last file loaded into the Editor while switching to the Formatter.

Order- **TI-Writer Updates** 144 \$4.00

Updated versions of TI-Writer files including a redefined character set with real lower case letters & true decenders.

## \*\* SHAREWARE \*\*

SHAREWARE is a relatively new way for software authors to market their programs. Copying and distribution are encouraged in order to get the program into the hands of as many users as possible. These are generally high quality, commercial type programs that you would have paid \$30.00 to \$50.00 or more for a few years ago. Many are written in assembly language and can be loaded with the Extended Basic module, Editor Assembler, Mini Memory or option 3 of TI-Writer. Because most of these contain several files and may share similar filenames (Load, Util1, etc.) each program must be sent on a seperate disk. Instructions (documents) are usually on the disk in TI-Writer (Display/Variable 80) format with the filename extention "DOC" at the end of the filename, in a screen display or in a "Help" file accessed by the main program. If you like and use any of these programs the authors usually ask for a contribution of \$10.00 to \$20.00. PLEASE, send them what you can. This will also get you answers to your questions and updates. The efforts of these people are the main source of new programs for your TI. Without them, you won't see any good new programs. Your TI would then go the way of the Timex-Sinclair or Vic 20. When was the last time you saw a new program for one of those?

Fees paid to MSP99 Users Group are for copying charges and go to support your users group. They are NOT considered payment for the programs. The authors name and suggested contribution are shown after the program name if known.

Other SHAREWARE programs are listed throughout this catalog in their corresponding catagorys. Order by program name. Fees for these and all programs that require a seperate disk are \$2.00 + disk fee except where noted.

**PRBASE** - 2 disks - - William Warren - \$10

A fast Assembly language data base program with full screen editing and fast sorts. Design your own data screens.

**DM-1000** - V3.3 - - Ottawa 99/4 UG - \$10

This is the most popular disk manager for the TI. You need this program. Source code available.

**MASS-COPY** - - Steve Lawless - \$10

A disk copy program that can make two copies at once.

**TEIII** - V3.3 - - Public Domain

Tis assembly language program designed to replace the TE2 module for telecommunications. Drastically updated by members of MSP99 and others. Includes a 20K print spooler.

**MASS TRANSFER** - - Stewart Olson - \$10

An assembly language, menu driven Terminal Emulator. Send or recieve multiple files. This feature alone makes it worth the cost. Supports X-Modem and CRC error checking.

**FAST-TERM** - V1.16 - - Paul Charlton - \$10

Another Terminal Emulator that supports X-Modem protocol. Some feel it's the best one around. Includes a neat on screen elapsed time clock & a 16K print spooler. Source code available.

**4A-TALK** - Unknown - Load with EA 5 (4ATALK1).

Menu driven Terminal Emulator. No documentation but appears fairly easy to figure out. I'll give it to the first one willing to write some instructions.

**TECHIE** - 2 SSSD or 1 DSSD disks - - Monty Schmidt - Donation  
 Start your own bulletin board with this BBS program. Supports X-Modem and CRC downloads, remote sysop option and help from the author if needed. Just looking through the files on this disk makes you want your own BBS. Complete inst.

**COMPACT & UNCOMPACT** - - Monty Schmidt - \$5 ea.  
 Compacts D/F 80 assembly language files down to 2/3 size among other things. Uncompact does the opposite.

**FRACTAL EXPLORER** - - Unknown  
 An assembly language graphics program which plots fractal on the screen in multi color mode. Let it run for awhile.

**R.A.G. MACRO ASSEMBLER** - - Unknown  
 A professionally written macro assembler with improved error reporting and more listing options than the TI Assembler. Generally compatible with TI Assembler source code.

**FUNLWRITER** - - Funnelweb Farm - \$10  
 TI-Writer, Disko, DM1000 and E/A all on one disk. Loads through XB. You may forget your TI-Writer module forever.

**C-99 COMPILER** - - Clint Pulley - \$20  
 An excellent new language for the TI. This is not a tutorial on "C" but help is available in exchange newsletters.

**UNIVERSAL DISASSEMBLER** - - Renee LeBlanc -  
 Disassembles assembly language programs.

**DISK ENVELOPE DESIGNER** - - Trio+ Software -  
 Prints a disk envelope with a catalog on the front. Also allows a 56 character comment line that can be saved to disk if desired. Nice program.

**MULTIPLAN UPDATES** - \$4.00 - - Public Domain -  
 Updated Multiplan files include auto repeat cursor and more. Order this and TI-Writer updates on the same disk for 5.00 + disk.

**MULTIPLAN 1040 TEMPLATES** - - Mike Conway - \$10  
 Learn to set up your taxes with Multiplan. Will have to be adjusted for the current year.

**SPRITE BUILDER** - - John Taylor - \$10  
 Probably the ultimate in sprite designing software. Even lets you create animation.

**SPRITE EXAMPLES** - - John Taylor -  
 A whole disk full of sprite examples that load into Sprite Builder. Includes "Slideshow" that displays them on the screen.

**JET GAMES A** - - John Taylor - Donation  
 Disk contains Color Master, Egg hunt and Intruder games with a Silent Night music program. Also includes Spelling program that uses your list of words.

**JET GAMES B** - - John Taylor - Donation  
 Disk contains several versions of two excellent spelling games, Alphanum Delight & Out On A Limb.

**CALENDAR** - - Richard Bailey - Donation -  
 Prints 7 different types of calendars on your Epson compatible printer or on screen.

**GRAPHPAPER** - - Tom Wynne - \$2  
 Print graphpaper in your choice of sizes on your Epson compatible printer.

**CATALOG LIBRARY** - - Marty Kroll - \$10  
 An assembly language disk file library that helps you keep track of up to 123 disks & 900 files.

**TRACK** - - Unknown -  
 This track copier is said to copy anything. Must use the TI disk controller card. Load w/EA #3, prog. name:BACKUP

**DISPLAY ENHANCEMENT PKG.** --  
 40 column screens and much more. We need a review on this one also. Call or write.

**CALENDAR II** - - Dick Lauhead of MSP99  
 An assembly language calendar program. Prints several kinds to screen or Epson & Prowriter printers.

**MUSIC** - - Steve Schmitt  
 Anyone can Program background music in assembly language with this 1987 Software Contest winner. Play music while you program etc. Uses little documented TI sound tables. Fascinating, with instructions.

**MEMBERSHIP (APPLICATION, RENEWAL) FORM**

Name: \_\_\_\_\_

Address: \_\_\_\_\_

City: \_\_\_\_\_ State: \_\_\_\_\_ Zip: \_\_\_\_\_

Date: \_\_\_\_\_ Membership I.D.#: \_\_\_\_\_

**Type of Membership:**

( ) Individual \$15/year

( ) Sponsor \$50/year

**Telephone:**

Home: ( ) \_\_\_\_\_

Work: ( ) \_\_\_\_\_

**If regular membership:**

Are there any other family members participating? (yes, no)

If yes, please list the people below.

NAME:

RELATIONSHIP:

_____	_____
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_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

**If sponsor membership:**

Name of representative: \_\_\_\_\_

Programming interests: \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

Do you have a special talent you could, or would share with the group?

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

Make check payable to: MSP 99 User's Group

Remit to: Greater Mpls/St. Paul (MSP) 99 Home Computer User's Group

Attn: Treasurer

P.O. Box 12351

St. Paul, Minnesota 55112

Do not write below this line.

( ) check ( ) cash ( ) catalog ( ) mail list ( ) letter

The MSP 99 User's Group meets monthly for a program of presentations and discussions that will enable you to be better informed about your computer. Our meetings are held at Dunwoody Industrial Institute, 818 Wayzata Blvd., Minneapolis, MN 55403 on the third Tuesday of the month at 7 P.M. Members share and exchange information. Some of our members have a high level of computer expertise; others are just beginning. We are not affiliated with or sponsored by any group or company. We have special interest groups (Assembly Language, Business, Applications, and a Youth Group) that have formed to meet specific needs of our members. Some of these special interest groups meet at the monthly MSP meetings while others have different meetings times of the month. Added benefits of being a MSP 99 member include receiving a monthly newsletter of information and articles and being able to purchase user written software at very low prices. Membership dues are \$15 a year for regular members and \$50 for sponsor members. You are welcome to visit a meeting before you join.



MSP 99  
SOFTWARE ORDER FORM

NAME \_\_\_\_\_  
 ADDRESS \_\_\_\_\_  
 CITY \_\_\_\_\_ STATE \_\_\_\_\_ ZIP \_\_\_\_\_  
 MEMBERSHIP NO. \_\_\_\_\_ PHONE \_\_\_\_\_

Code	Program Name	Sectors	Fee

\_\_\_\_\_ Disks or Tapes \_\_\_\_\_  
 \_\_\_\_\_ Postage \_\_\_\_\_  
 \_\_\_\_\_ Total Enclosed \_\_\_\_\_

It is your responsibility to check to see if the program is available in the language you desire. All disk orders will be sent SSSD unless otherwise specified. You must include correct funds or your order may only be partially filled. Figure 6 programs per cassette. Deduct the cost of tape or disk if you send your own.

Check for:  Cassette  Disc  Hardcopy  
 Disk Format:  SSSD  SSDD  DSSD  DSDD

Program Fee ..... \$1.00/file  
 Seperate disk progs.... \$2.00/disk + disk fee  
 Cassette Cost ..... \$1.00/cassette sent  
 Disk Cost ..... \$3.00/disk sent  
 Cassette Postage ..... \$1.00/2 cassettes  
 Disk Postage ..... \$1.25/3 disks  
 Hardcopy ..... \$1.00/file + 75c post.

Make check payable to: MSP 99 Users Group.

Mail your order to: MSP 99 SOFTWARE  
 6281 Winnetka N.  
 Brooklyn Park, MN. 55428  
 612-533-8494

MSP 99  
SOFTWARE ORDER FORM

NAME \_\_\_\_\_  
 ADDRESS \_\_\_\_\_  
 CITY \_\_\_\_\_ STATE \_\_\_\_\_ ZIP \_\_\_\_\_  
 MEMBERSHIP NO. \_\_\_\_\_ PHONE \_\_\_\_\_

Code	Program Name	Sectors	Fee

\_\_\_\_\_ Disks or Tapes \_\_\_\_\_  
 \_\_\_\_\_ Postage \_\_\_\_\_  
 \_\_\_\_\_ Total Enclosed \_\_\_\_\_

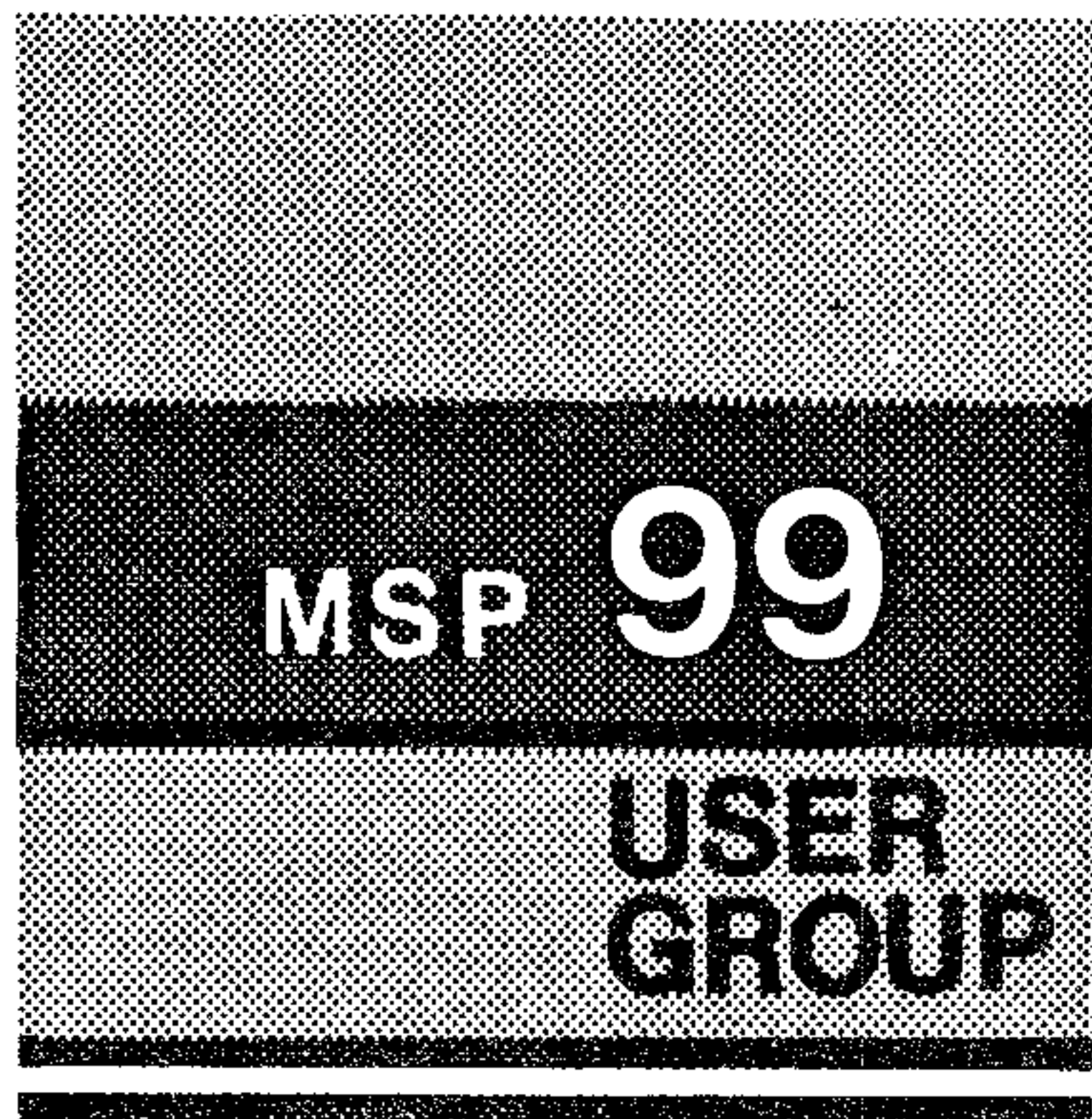
It is your responsibility to check to see if the program is available in the language you desire. All disk orders will be sent SSSD unless otherwise specified. You must include correct funds or your order may only be partially filled. Figure 6 programs per cassette. Deduct the cost of tape or disk if you send your own.

Check for:  Cassette  Disc  Hardcopy  
 Disk Format:  SSSD  SSDD  DSSD  DSDD

Program Fee ..... \$1.00/file  
 Seperate disk progs.... \$2.00/disk + disk fee  
 Cassette Cost ..... \$1.00/cassette sent  
 Disk Cost ..... \$3.00/disk sent  
 Cassette Postage ..... \$1.00/2 cassettes  
 Disk Postage ..... \$1.25/3 disks  
 Hardcopy ..... \$1.00/file + 75c post.

Make check payable to: MSP 99 Users Group.

Mail your order to: MSP 99 SOFTWARE  
 6281 Winnetka N.  
 Brooklyn Park, MN. 55428  
 612-533-8494



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