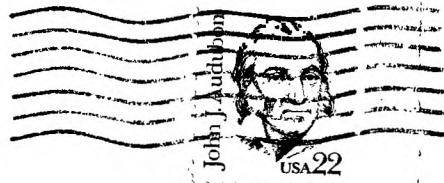


K3 TI USER'S GROUP
PO BOX 1941
KANKAKEE, IL 60901



K3 TI USERS GROUP NEWSLETTER

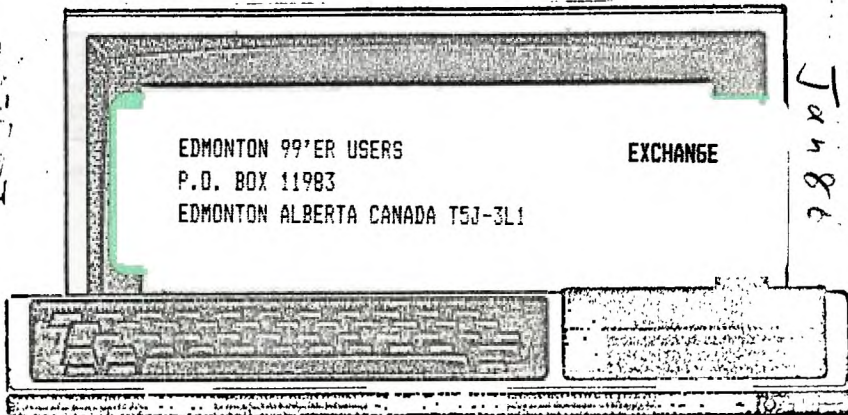
MEETING DATES

JAN. 18, 1986
FEB. 15, 1986

1 pm til 4 pm

BOURBONNAIS
MUNICIPAL
CENTER

SEE YOU THERE!!



K3
I 111ms
Jan 86

EDITOR'S PAGE
Beverly Cook--Editor
January-February 1986

Welcome to 1986! I sure hope everyone had a safe and happy Christmas and New Year.

Our next meeting, Jan. 18, 1986, will feature a demo of Millers Graphics' GRAMCRACKER, by Mark Harms, (proud, new owner of one.) I have seen this little jewel work, and I must say, it is really something! Our program giveaway will be a free copy of the TI Systems Diagnostics disk. Bring your own disk, please. We will also raffle off a nice disk organizer and a module. Chances will be 50 cents. Join us for an interesting afternoon.

Our Feb. 15, 1986 meeting will feature a demo of some of the disks donated to our library by the Chicago TI User's Group. These disks contain a lot of good stuff like music, graphics, program winners, and utilities. These disks are available for copying from our library for a nominal fee. See the librarian. We also have a limited number of blank disks available. These sell at \$9.00/10. Bulk orders will need to give us a months notice.

The free program for Feb. will be Bird Knight, a game program similar to Joust. Again, bring your disk and we will give you a free copy, just for attending our meeting.

Our Christmas party was successful. We didn't have a large turn-out, but those who attended had a good time listening to Christmas music (Grandma Got Run Over By A Reindeer????), and munching on cookies, candy and punch.

Remember our meeting dates- Jan. 18 and Feb. 15. We meet at the Bourbonnais Municipal Center from 1 pm 'til 4 pm. Hope to see you at a meeting soon!!!

```
#####  
#  
# Mark Harms Chairman #  
# Bruce Shearer Vice-Chairman #  
# George Lespeotis Secretary #  
# Glen Flowers Treasurer #  
# Rich De Pede Librarian #  
# Beverly Cook Newsletter #  
#  
#####
```

K3 TI USERS GROUP
BOARD MEETING MINUTES
DECEMBER 29, 1985
by GEORGE LEMPEOTIS
SECRETARY

Attending at the December 29, 1985 board meeting were six board members.

Library sales for the November and December general meeting have improved. The club had enough money on reserve for the board to approve funding of the bulletin board's phone bill for December and January. TI-K3 has received approximately 1900 calls and 90 users in five months of operation, not bad for a dead computer. The news letter will still be on a bimonthly basis for the next two months. The board members approved canceling the club checking account which was costing the club \$4.00 a month. Membership has also fallen off a bit. We now have 34 paid members.

The January 19, 1986 general meeting will feature a demo of Millers Graphics Gram Kracker by Mark Harms, and Systems Diagnostics (the free program of the month) by George Lempeotis. The library will also be having a raffle of a disk organizer and a game module at the meeting.

The February 15, 1986 general meeting will feature a demo of new library disks by Pew Cook. The free program of the month will be Bird Night and a short demo will be given.

That is all we covered at the December board meeting. Hope to see you at the up-coming meetings.

I would like to leave with a great thought from Mark Twain that applies to the TI 99/4A. Upon reading his obituary in a local paper, Mr. Twain was quoted as saying " Reports of my death are greatly exaggerated. "

THE TI-99/4A COMPUTER



Programs from the Chicago Times Newsletter.

BASIC SCREEN SHOW

```
100 RANDOMIZE
110 CALL CLEAR
120 FOR A=1 TO 16
130 CALL COLOR(A,INT(16*RND)
+1,INT(16*RND+1))
140 NEXT A
150 CALL SCREEN(15*RND+1)
160 FOR A=1 TO INT(15*RND+1)
170 X=INT(19*RND+1)
180 Y=INT(19*RND+1)
190 W=INT(500*RND+1)*(RND+1)
*(RND+1)
200 FOR B=1 TO INT(10*RND+1)
210 Z=INT(136*RND+24)
220 CALL VCHAR(Y+INT(6*RND),
X+INT(14*RND),Z,W)
230 W=INT(W*RND+1)
240 CALL HCHAR(X+INT(6*RND),
Y+INT(14*RND),Z,W)
250 NEXT B
260 NEXT A
270 GOTO 120
```

EXTENDED BASIC COLOR

```
100 CALL CLEAR
110 INPUT "SCREEN COLOR ":B
:: INPUT "CHARACTER COLOR ":
F
120 C=16*(F-1)+(B-1)
130 CALL INIT :: CALL LOAD(9
984,C,C,C,C,C,C,C,C,2,0,7,15
+B,4,32,32)
140 CALL LOAD(9999,48,2,0,9,
0,2,1,39,0,2,2,0,8,4,32,32,3
6,2,0,8,8,4)
150 CALL LOAD(10021,32,32,36
,2,0,8,16,4,32,32,36,2,0,8,2
4,4,32,32,36,4,91)
160 CALL LOAD(-31804,39,8)
170 CALL LOAD(-31952,255,231
,255,231)
```

TANKS

FROM THE CHICAGO TI USEPS GROUP LIBRARY

```

10 CALL CLEAR
20 DISPLAY AT(1,9):"TANK COM
MAND"
30 DISPLAY AT(3,1):"YOU HAVE
FIVE TANKS,AND FOR YOUR SID
E TO WIN THE BATTLE YOU HAVE
TO GET AT LEAST FOUR OF
THEM THRU A MINE FIELD."
40 DISPLAY AT(9,1):"THERE AR
E SEVEN POSSIBLE ROUTES T
HRU THE FIELD BUT SOMEONE
LOST THE MAP,SO YOU WILL HAV
E TO FIND YOUR OWN WAY."
50 DISPLAY AT(15,1):"YOU CAN
ONLY USE EACH ROUTE ONCE,AN
D IF YOU LOSE TWO TANKS T
HE GAME ENDS."
60 DISPLAY AT(19,1):"PRESS A
NY KEY TO START."
70 CALL KEY(0,K,S)
80 IF S=0 THEN 70 :: IF S<>0
THEN 90
90 CALL CLEAR
100 CALL MAGNIFY(2)
110 A=0 :: B=0 :: C=0 :: D=0
:: E=0 :: F=0 :: G=0 :: T=0
:: TL=0
120 RANDOMIZE
130 I=INT(3*RAND)+1 :: IF I=1
THEN CALL SPRITE(#2,99,1,10
,144,0,0)ELSE IF I=2 THEN CA
LL SPRITE(#2,99,1,34,144,0,0
)ELSE 140
140 IF I=3 THEN CALL SPRITE(
#2,99,1,59,150,0,0)
150 J=INT(2*RAND)+1 :: IF J=1
THEN CALL SPRITE(#3,99,1,82
,155,0,0)ELSE CALL SPRITE(#3
,99,1,106,155,0,0)
160 K=INT(2*RAND)+1 :: IF K=1
THEN CALL SPRITE(#4,99,1,13
0,133,0,0)ELSE CALL SPRITE(#
4,99,1,154,177,0,0)
170 CALL CHAR(96,"FFFFFFFFF
FFFFF")
180 CALL CHAR(97,"007EFFFFF
7E00")
190 CALL CHAR(98,"1216FC1F3C
6ACB29")
200 CALL CHAR(99,"FFFFFFFFF
FFFFF")
210 CALL COLOR(9,16,1):: CAL
L COLOR(3,2,1)
220 CALL HCHAR(1,1,96,15)::
CALL HCHAR(1,16,49):: CALL H
CHAR(1,17,96,16)
230 CALL HCHAR(4,1,96,15)::
CALL HCHAR(4,16,50):: CALL H
CHAR(4,17,96,16)
240 CALL HCHAR(7,1,96,15)::
CALL HCHAR(7,16,51):: CALL H
CHAR(7,17,96,16)
250 CALL HCHAR(10,1,96,15)::
CALL HCHAR(10,16,52):: CALL
HCHAR(10,17,96,16)
260 CALL HCHAR(13,1,96,15)::
CALL HCHAR(13,16,53):: CALL
HCHAR(13,17,96,16)
270 CALL HCHAR(16,1,96,15)::
CALL HCHAR(16,16,54):: CALL
HCHAR(16,17,96,16)
280 CALL HCHAR(19,1,96,15)::
CALL HCHAR(19,16,55):: CALL
HCHAR(19,17,96,16):: CALL H
CHAR(22,1,96,32)
290 DISPLAY AT(24,9):"WHICH
ROUTE?" :: GOTO 350
300 IF T=4 OR T=5 THEN CALL
CLEAR :: DISPLAY AT(12,1):"H
ICE GOING! YOU GOT":T;"TANKS

```

```

THRU. * :: GOTO 310 ELSE 350
310 DISPLAY AT(15,6):"ANOTHE
R GAME? (Y/N)"
320 CALL KEY(0,K,S)
330 IF S=0 THEN 320
340 IF K=89 THEN 90 ELSE CAL
L CLEAR :: END
350 CALL KEY(0,K,S)
360 IF S=0 THEN 350
370 IF K=49 THEN A=A+1 :: 60
TO 440
380 IF K=50 THEN B=B+1 :: 60
TO 450
390 IF K=51 THEN C=C+1 :: 60
TO 460
400 IF K=52 THEN D=D+1 :: 60
TO 470
410 IF K=53 THEN E=E+1 :: 60
TO 480
420 IF K=54 THEN F=F+1 :: 60
TO 490
430 IF K=55 THEN G=G+1 :: 60
TO 500 ELSE 350
440 IF A>1 THEN 350 ELSE CAL
L SPRITE(#1,97,5,10,1,0,7)::
GOTO 510
450 IF B>1 THEN 350 ELSE CAL
L SPRITE(#1,97,5,34,1,0,7)::
GOTO 510
460 IF C>1 THEN 350 ELSE CAL
L SPRITE(#1,97,5,58,1,0,7)::
GOTO 510
470 IF D>1 THEN 350 ELSE CAL
L SPRITE(#1,97,5,82,1,0,7)::
GOTO 510
480 IF E>1 THEN 350 ELSE CAL
L SPRITE(#1,97,5,106,1,0,7):
: GOTO 510
490 IF F>1 THEN 350 ELSE CAL
L SPRITE(#1,97,5,130,1,0,7):
: GOTO 510
500 IF G>1 THEN 350 ELSE CAL
L SPRITE(#1,97,5,154,1,0,7):
: GOTO 510
510 CALL COINC(ALL,Z):: IF Z
=-1 THEN CALL MOTION(#1,0,0)
:: CALL PATTERN(#1,98):: CAL
L COLOR(#1,7):: CALL SOUND(5
00,-6,0):: TL=TL+1
520 IF Z=-1 THEN 550
530 CALL POSITION(#1,X,Y)::
IF Y>225 THEN CALL DELSPRITE
(#1):: T=T+1 :: GOTO 580540
CALL SOUND(-100,-7,3):: GOTO
510
550 FOR DL=1 TO 200 TEXT
DL :: CALL DELSPRITE(#1)
560 IF TL=2 THEN CALL CLEAR
:: CALL DELSPRITE(ALL):: DIS
PLAY AT(12,6):"SORRY YOU BLE
W IT." :: GOTO 310
570 FOR DL=1 TO 50 :: NEXT D
L :: DISPLAY AT(23,2):"YOU H
AVE LOST";TL;"SO FAR" :: FOR
DL=1 TO 100 :: NEXT DL :: 6
0TD 300
580 DISPLAY AT(23,2):"YOU MA
DE IT WITH";T;"SO FAR" :: FO
R DL=1 TO 100 :: NEXT DL ::
GOTO 300

```



KEYBOARD CONVERSION
 courtesy TOM FREEMAN, LA 99ers
 reprinted from the DECATUR 99er U.G. Newsletter

49	50	51	52	53	54	55	56	57	48	61	SHIFT UP
33	64	35	36	37	94	38	42	40	41	43	SHIFT DOWN
1	2	3	4	5	6	7	8	9	0	=	
3	4	7	2	14	12	1	6	15	188	5	FCTN
177	178	179	180	181	182	183	158	159	176	157	CTRL
113	119	101	114	116	121	117	105	111	112	47	
81	87	69	82	84	89	85	73	79	80	45	
Q	W	E	R	T	Y	U	I	O	P	/	
197	126	11	91	93	198	95	63	39	34	186	
145	151	133	146	148	153	149	137	143	144	187	
97	115	100	102	103	104	106	107	108	59	13	
65	83	68	70	71	72	74	75	76	58	13	
A	S	D	F	G	H	J	K	L		ENTER	
124	8	9	123	125	191	192	193	194	189	13	
129	147	132	134	135	136	138	139	140	156	13	
SHIFT	122	120	99	118	98	110	109	44	46		
	90	88	67	86	66	78	77	60	62		
	Z	X	C	V	B	N	M	.		SHIFT	
	92	10	96	127	190	196	195	184	185		
	154	152	131	150	130	142	141	128	155		
CTRL					32						FCTN
					32						
					SPACE						
					32						
					32						

CORNERWARS

BY GENE KRAWCZYK

```

100 CALL CLEAR :: CALL SCREE
N(5)
110 FOR I=1 TO 9 :: CALL CDL
OR(I,14,1):: NEXT I
120 DISPLAY AT(5,1):" USE J
OYSTICK TO ROTATE GUN":
PRESS 'FIRE' TO FIRE"
130 DISPLAY AT(9,10):"PROGRA
ME BY": GENE KRAWCZY
K ":" CARE OF THE ATTIC
"
140 DISPLAY AT(14,4):"
CORNER WARS "
150 CALL KEY(0,K,S):: IF K>0
THEN 160 ELSE IF K<0 THEN 1
50
160 CALL CLEAR :: CALL SCREE
N(2)
170 CALL MAGNIFY(3)
180 SP=4 :: X=4 :: CDL=11 ::
SCORE=0 :: HIT=10
190 CALL CHAR(95,"00000000FF
")
200 CALL CHAR(97,"000000FF")
210 CALL CHAR(104,"00000000F
F")
220 CALL CHAR(105,"000000FF"
)
230 CALL CHAR(112,RPT$("08",
8))
240 CALL CHAR(113,RPT$("10",
8))
250 CALL CHAR(120,RPT$("08",
8))
260 CALL CHAR(128,"000909090
F1F3F3F3F3F1F0F0703010000109
00F0F8FCFCFCFCF8F0E0C0B000"
)
270 CALL CHAR(140,"000003070
F1F3F7F7F3F1F0F070300000000C
0E0FEF0F8FCFCFCF8F0FEF0C00000"
)
280 CALL CHAR(132,"000103070
F1F3F3F3F3F1F0F0B090200000B0C
0E0F0F8FCFCFCFCF8F0D0901000"
)
290 CALL CHAR(136,"000003077
F0F1F3F3F1F0F7F070300000000C
0E0F0F8FCFEFEFCF8F0E0C00000"
)
300 CALL CHAR(40,"0207447242
426252CA0602020202010020F029
27212123252830202020204080")
310 CALL CHAR(88,"0103040404
040CA4A4C48484E4940C07008040
40404060504A4642424E526040")
320 CALL CHAR(92,"3F12112040
FF404040FF402011123F00000000
8040FC020102FC040B000000000")
330 CALL CHAR(44,"0000000001
023F4080403F020100000000FC48
880402FF020202FF02048848FC")
340 CALL CHAR(116,"000000402
1121F071F7705081B3244844042C
4CE9061C2FC0F05867203018042"
)
350 CALL CHAR(121,RPT$("10",
8))
360 CALL CHAR(33,"0000000000
0000FF")
370 CALL HCHAR(11,1,33,32)
380 CALL CHAR(34,"FF")
390 CALL HCHAR(14,1,34,32)
400 CALL CHAR(35,"0101010101
010101")
410 CALL VCHAR(1,15,35,24)
420 CALL CHAR(36,"8080808080
808080")
430 CALL VCHAR(1,19,36,24)
440 CALL CHAR(37,"0101010101

```



```

0101FF")
450 CALL CHAR(38,"8080808080
8080FF")
460 CALL HCHAR(11,18,39)
470 CALL CHAR(39,"FF01010101
010101")
480 CALL HCHAR(14,15,39)
490 CALL HCHAR(11,15,37)
500 CALL CHAR(58,"FF80808080
808080")
510 CALL HCHAR(14,18,58)
520 CALL HCHAR(12,4,95,12)::
CALL HCHAR(13,4,97,12)
530 CALL HCHAR(12,18,104,12)
:: CALL HCHAR(13,18,105,12)
540 CALL VCHAR(4,16,112,8)::
CALL VCHAR(4,17,113,8)
550 CALL VCHAR(14,16,120,10)
:: CALL VCHAR(14,17,121,10)
560 COL=11 :: X=4
570 CALL SPRITE(#1,128,13,89
,121,#4,40,15,20,121,SP,0,#3
,92,15,89,20,0,SP)
580 CALL SPRITE(#2,89,15,190
,121,-SP,0,#5,44,15,89,230,0
,-SP)
590 CALL SPRITE(#3,128,13,1,
150,#7,128,13,15,150,#9,128,
13,30,150,#9,128,13,45,150)
600 DISPLAY AT(1,1):"SCORE="
:: DISPLAY AT(1,22):"LASERS
" :: DISPLAY AT(2,22):"LEFT"
610 CALL JOYST(1,J1,J2):: CA
LL KEY(1,K,S)
620 CALL GOING(ALL,C):: IF C
=-1 THEN 840
625 IF K=18 THEN 690
630 IF J2=4 THEN CALL PATER
N(#1,128):: COL=11 :: X=4 ::
GOTO 670

```

```

640 IF J2=-4 THEN CALL PATTE
RN(#1,132):: COL=12 :: X=2 ::
GOTO 670
650 IF J1=-4 THEN CALL PATTE
RN(#1,136):: COL=9 :: X=3 ::
GOTO 670
660 IF J1=4 THEN CALL PATER
N(#1,140):: COL=10 :: X=5 ::
GOTO 670
670 REM HIT ROUTINE
680 GOTO 610
690 FOR I=2000 TO 1000 STEP
-800 :: CALL SOUND(-50,I,1):
NEXT I
700 CALL COLOR(COL,16,1):: C
ALL COLOR(COL,1,1)
710 ON X-1 GOTO 720,730,740,
750
720 CALL PATTERN(#2,116):: C
ALL DE :: CALL PATTERN(#2,89
):: CALL LOCATE(#2,180,121):
GOTO 760
730 CALL PATTERN(#3,116):: C
ALL DE :: CALL PATTERN(#3,92
):: CALL LOCATE(#3,89,10)::
GOTO 760
740 CALL PATTERN(#4,116):: C
ALL DE :: CALL PATTERN(#4,40
):: CALL LOCATE(#4,10,121)::
GOTO 760
750 CALL PATTERN(#5,116):: C
ALL DE :: CALL PATTERN(#5,44
):: CALL LOCATE(#5,89,230)::
GOTO 760
760 CALL SOUND(150,-7,1)
770 IF SCORE<100 THEN SCORE=
SCORE+10 ELSE IF SCORE>=100
THEN SCORE=SCORE+15
780 DISPLAY AT(1,7)SIZE(6):S
CORE

```

```

790 IF SCORE=100 THEN 940
800 CALL MOTION(#3,0,5)
810 A=INT(RND*8)+1
820 IF A=6 AND SCORE>100 THE
N CALL MOTION(#3,0,25)
830 GOTO 610
840 CALL PATTERN(#1,116):: C
ALL COLOR(#1,7):: CALL D ::
CALL LOCATE(#2,190,121,#3,89
,10,#4,20,121,#5,89,230)
850 CALL PATTERN(#1,129):: C
ALL COLOR(#1,13):: HIT=HIT-1
:: CALL DELSPRITE(#HIT)
860 IF HIT<6 THEN 880
870 X=4 :: COL=11 :: GOTO 61
0
890 CALL CLEAR :: CALL DELSP
RITE(ALL):: CALL CHARSET
890 FOR I=1 TO 8 :: CALL COL
OR(I,16,1):: NEXT I

```

```

900 DISPLAY AT(5,3):"PLAY AG
AIN<Y>ES OR <N>O":      YOU
R SCORE WAS",SCORE
910 CALL KEY(0,K,S):: IF K=A
SC("Y")THEN 160 ELSE IF K=AS
C("N")THEN 930
920 GOTO 910
930 CALL CLEAR :: END
940 CALL MOTION(#3,0,5,#4,4,
0,#2,-5,0)
950 GOTO 810
960 SUB DE
970 FOR I=1 TO 10 :: NEXT I
980 SUBEND
990 SUB D
1000 FOR I=1000 TO 9000 STEP
500 :: CALL SOUND(-50,1,1/1
000):: NEXT I
1010 CALL SOUND(100,-7,1)
1020 SUBEND

```

```

DSK1 - DISKNAME= MUSIC_#1
AVAILABLE= 28 USED= 370
FILENAME SIZE TYPE P
-----
BEATLES 57 INT/WARCR
BEETHOVENS 47 PROGRAM
BUMBLE 45 PROGRAM
SODFATHER 37 PROGRAM
LOAD 4 PROGRAM
OREAN 38 PROGRAM
PUPPY TOWN 34 PROGRAM
ROBOT BOOG 17 PROGRAM
VENUS BOOG 26 PROGRAM
WE-WORLD 29 PROGRAM

```



```

DSK1 - DISKNAME= GRAPHICS
AVAILABLE= 145 USED= 213
FILENAME SIZE TYPE P
-----
CHICAGO 18 PROGRAM
ERNIE&BERT 39 PROGRAM Y
ET 29 PROGRAM
FISHIN' 16 PROGRAM
GARFIELD 16 PROGRAM
KEYBOARD 13 PROGRAM
LOSOS 26 PROGRAM
TRAIN 18 PROGRAM
VALENDAY 38 PROGRAM

```

```

DSK1 - DISKNAME= PRINTER
AVAILABLE= 90 USED= 268
FILENAME SIZE TYPE P
-----
BUNNY 11 PROGRAM Y
LOVE 13 PROGRAM Y
MONALISA_A 4 PROGRAM
MONALISA_B 111 DIS/VAR 120
MR.SANTA 24 DIS/VAR 80
SCHLITZ 44 DIS/VAR 80
SHUTTLE 24 DIS/VAR 80
WARM/PUPPY 38 PROGRAM Y

```

The following list of disks has just been received
 by the library from the Chicago TI Users Group Library.
 Many thanks to them for their generosity and help.

DSK1 - DISKNAME= 95 WINNERS
 AVAILABLE= 15 USED= 342

FILENAME	SIZE	TYPE	P
CAPTURE	39	DIS/FIX 80	
CATALOG	32	DIS/FIX 80 Y	
CATALOGSINS	16	DIS/VAR 90 Y	
LOAD	4	PROGRAM	
LOADMON	4	PROGRAM	
MINE	49	INT/VAR254	
MINE-DATA	17	DIS/VAR 80	
MINI	9	DIS/FIX 80 Y	
MINI/INS	3	DIS/VAR 80 Y	
MISSILECOM	24	PROGRAM	
MONOPOLY	64	INT/VAR254	
RANDOM	18	PROGRAM	
SKY-RESCUE	20	PROGRAM	
SPIDER-90P	16	PROGRAM	
SPIDERFILE	1	DIS/FIX 0	
SUPPORT	3	DIS/FIX 80	
WARLORDS	21	PROGRAM	

DSK1 - DISKNAME= 95WINNERS2
 AVAILABLE= 16 USED= 342

FILENAME	SIZE	TYPE	P
15-PUZZLE	10	PROGRAM	Y
ARTILLERY	15	PROGRAM	Y
DEVILS_DUN	29	PROGRAM	Y
DIS/CAT	9	DIS/VAR 80	
FIRE	16	PROGRAM	Y
FLIPTAG	18	PROGRAM	Y
FORCE_1	32	PROGRAM	Y
FROGGER	44	PROGRAM	Y
SOONHALLA	17	PROGRAM	Y
HARBOR_DEF	8	PROGRAM	Y
HUNT_WUMPU	25	PROGRAM	Y
IMHOTEP	46	PROGRAM	Y
IN-BETWEEN	13	PROGRAM	Y
INVADEFS	38	PROGRAM	Y
JAWS	7	PROGRAM	Y
JUMFJACK	14	PROGRAM	Y

DSK1 - DISKNAME= UTILITY_#1
 AVAILABLE= 13 USED= 345

FILENAME	SIZE	TYPE	P
BAMERGED	25	PROGRAM	
COMPRESSOR	34	DIS/FIX 80 Y	
DISKJACK	15	PROGRAM	
FILE/RPT	5	PROGRAM	
HEXDECHEX	8	PROGRAM	
LABEL	5	PROGRAM	
TES-XB	69	DIS/FIX 80	
TES/DCCS	73	DIS/VAR 80	
TRICAT	14	PROGRAM	
TUNE_GUITO	15	PROGRAM	
TVTESTCARD	34	PROGRAM	
VDPUTIL2	15	DIS/VAR163	
VIDETAPE	27	PROGRAM	
XBSCREEN	5	DIS/FIX 80	

DSK1 - DISKNAME= UTILITY_#2
 AVAILABLE= 6 USED= 352

FILENAME	SIZE	TYPE	P
ACE	29	PROGRAM	Y
ABSMFREE	21	DIS/FIX 80	
BANNER	34	PROGRAM	
BEST/LOAD	31	PROGRAM	Y
DISASSEM	42	DIS/FIX 80	
FUNTALK	12	PROGRAM	
GOthic	50	INT/VAR254	
LABEL_BAS	19	PROGRAM	
LABEL_DDC	16	DIS/VAR 80	
SPPITEG	31	PROGRAM	Y
TERMEX	32	DIS/FIX 80 Y	
TEXTT0PRO	10	PROGRAM	
TV-TITLE	25	PROGRAM	

DSK1 - DISKNAME= ARCADE
 AVAILABLE= 7 USED= 351
 FILENAME SIZE TYPE P

BREAKOUT	20	DIG/FIX 80	
CORNERGAME	19	PROGRAM	
CRAZYCLIFF	47	PROGRAM	
LOAD	4	PROGRAM	
PIES	42	PROGRAM	
PINBALLSET	50	INT/VAR254	
SCHMOO	19	PROGRAM	Y
SPACESET	38	PROGRAM	
TANK	14	PROGRAM	Y
TRENCH	34	PROGRAM	
VOYAGER	62	DIG/FIX 80	

DSK1 - DISKNAME= GAMES/ETC
 AVAILABLE= 7 USED= 355
 FILENAME SIZE TYPE P

DISKCAT	7	DIG/VAR 80	
QUANETS	38	PROGRAM	
RACING	42	PROGRAM	
SAN_FRANCI	20	PROGRAM	
SCRAMBLE	20	PROGRAM	
SHOOTING	15	PROGRAM	
STONEVILLE	55	INT/VAR254	
SUMERIA	33	PROGRAM	
TICTACTOE	20	PROGRAM	
TREASURE_H	42	PROGRAM	
UFO	33	PROGRAM	
UP-SCOPE	30	PROGRAM	

DSK1 - DISKNAME= MUSIC_#2
 AVAILABLE= 23 USED= 320
 FILENAME SIZE TYPE P

AMER/FLAG	27	PROGRAM	Y
BEETHOVEN	31	PROGRAM	Y
CASTILLA	47	PROGRAM	Y
GREENSLV	46	PROGRAM	Y
LOAD	4	PROGRAM	
MUSIC-DEMO	16	PROGRAM	
NEVERONSUB	22	PROGRAM	
RAINBOW	25	PROGRAM	
STARTREKTV	46	PROGRAM	
SUNFLOWER	57	INT/VAR254	Y
TOCCATA	29	PROGRAM	Y

DSK1 - DISKNAME= 90ARDGAMES
 AVAILABLE= 5 USED= 353
 FILENAME SIZE TYPE P

3D-TICTAC	36	PROGRAM	Y
BACKRAMNON	43	PROGRAM	Y
CHESS/INST	53	INT/VAR254	
CLUE	22	PROGRAM	
CNBL/CHESS	54	INT/VAR254	
CONCENTRAT	38	PROGRAM	Y
KNIGHTS_TO	24	PROGRAM	
LOAD	4	PROGRAM	
QUINTUS	23	PROGRAM	
TINORDS	37	PROGRAM	
WOPDSEAFCH	19	PROGRAM	

DSK1 - DISKNAME= STRATEGY
 AVAILABLE= 1 USED= 357
 FILENAME SIZE TYPE P

CAR RALLY	12	PROGRAM	
CHAIRS	7	PROGRAM	
DISARM_BOM	15	PROGRAM	
ELECTION	64	INT/VAR254	
LOAD	4	PROGRAM	
REVERSO	15	PROGRAM	
ROBOT WAR	9	PROGRAM	
SEABATTLE	62	INT/VAR254	
SINK_BISMA	13	PROGRAM	
STAR	44	PROGRAM	
SUMERIA	33	PROGRAM	
TI-TREK	49	INT/VAR254	
UP-SCOPE	30	PROGRAM	

DSK1 - DISKNAME= 84 CONTEST
 AVAILABLE= 56 USED= 302
 FILENAME SIZE TYPE P

DEMONLOAD	2	PROGRAM	
DEMONSEED	20	DIG/FIX 80	
DISARM_BOM	15	PROGRAM	
HANEMAN	31	PROGRAM	
IN-BETWEEN	33	PROGRAM	
JUMPER	37	PROGRAM	
LANDER	18	PROGRAM	
PEDESTRI_A	39	PROGRAM	
PEDESTRI_B	11	PROGRAM	
PHONENAMES	34	DIG/FIX 80	
VOYAGER	62	DIG/FIX 80	



MUSICAL MOMENTS

This program is written in Extended Basic.

```

100 CALL CLEAR ):: CALL SOUND(U,C,V,E,X,G,X
110 PRINT " ***** )
*****" 280 CALL SOUND(T,C,V,E,X,G,X
120 PRINT " * ):: CALL SOUND(T,G,V,E,X,C,X
      *" ):: CALL SOUND(Q,A,V,E,X,C,X
130 PRINT " † HEY,GOOD LD ):: CALL SOUND(T,G,V,E,X,C,X
OKIN' †" ):: CALL SOUND(T,A,V,E,X,C,X
140 PRINT " † )
      *" 290 CALL SOUND(T,E,X,C,X,G,X
150 PRINT " † BY HANK WIL ):: CALL SOUND(T,E,X,C,X,G,X
LIAMS †" ):: CALL SOUND(T,A,V,D,X,Z,X
160 PRINT " † ):: CALL SOUND(T,K,V,D,X,A,X
      *" ):: CALL SOUND(Q,A,V,D,X,Z,X
170 PRINT " † TRANSLATED )
BY †" 300 CALL SOUND(Q,A,V,D,X,Z,X
180 PRINT " * ):: CALL SOUND(Q,A,V,D,X,Z,X
      *" ):: CALL SOUND(Q,B,V,D,X,G,X
190 PRINT " † REBEL SOFT ):: CALL SOUND(Q,B,V,D,X,G,X
WARE †" ):: CALL SOUND(Q,A,V,D,X,G,X
200 PRINT " † )
      *" 310 CALL SOUND(Q,G,V,D,X,B,X
210 PRINT " ***** ):: CALL SOUND(W,C,V,E,X,G,X
*****" ):: CALL SOUND(U,C,V,E,X,G,X
220 PRINT " : : : : ):: CALL E . . . Q,D,X,B,X,G,X
230 Q=375 :: T=175 :: U=700 ):: CALL E . . . Y,C,V,E,X,G,X
:: V=0 :: W=1500 :: X=10 :: )
Y=1100 :: Q=83 320 CALL SOUND(Q,A,V,E,X,C,X
240 A=440 :: B=493 :: C=523 ):: CALL SOUND(T,G,V,E,X,C,X
:: D=587 :: E=329 :: F=349 ):: CALL SOUND(T,A,V,E,X,C,X
: G=391 :: K=415 :: L=465 :: ):: CALL SOUND(T,E,X,C,X,G,X
Z=369 ):: CALL SOUND(T,E,X,C,X,G,X
250 CALL SOUND(Q,C,V) )
260 CALL SOUND(Y,C,V,E,X,G,X 330 CALL SOUND(Q,C,V,E,X,G,X
):: CALL SOUND(Q,A,V,E,X,G,X ):: CALL SOUND(U,C,V,E,X,G,X
):: CALL SOUND(T,G,V,E,X,C,X ):: CALL SOUND(T,C,V,E,X,G,X
) ):: CALL SOUND(T,G,V,E,X,C,X
270 CALL SOUND(T,A,V,E,X,C,X ):: CALL SOUND(Q,A,V,E,X,C,X
):: CALL SOUND(T,E,X,C,X,G,X )
):: CALL SOUND(Q,E,X,C,X,G,X 340 CALL SOUND(T,G,V,E,X,C,X
):: CALL SOUND(Q,C,V,E,X,G,X ):: CALL SOUND(T,A,V,E,X,C,X

```

Musical Moments continued.

):: CALL SOUND(T,E,X,C,X,G,X	410 CALL SOUND(T,G,V,E,X,C,X
):: CALL SOUND(Q,A,E,X,C,X,G,X):: CALL SOUND(T,E,V,C,X,G,X
):: CALL SOUND(T,A,V,D,X,Z,X):: CALL SOUND(T,G,V,E,X,C,X
)):: CALL SOUND(U,G,V,E,X,C,X
350 CALL SOUND(T,K,V,D,X,A,X):: CALL SOUND(Q,A,V,F,X,C,X
):: CALL SOUND(Q,A,V,D,X,Z,X)
):: CALL SOUND(Q,A,V,D,X,Z,X	420 CALL SOUND(T,C,V,F,X,A,X
):: CALL SOUND(Q,A,V,D,X,Z,X):: CALL SOUND(T,A,V,F,X,C,X
):: CALL SOUND(Q,B,V,D,X,G,X):: CALL SOUND(Q,C,V,F,X,A,X
)):: CALL SOUND(T,C,V,F,X,A,X
360 CALL SOUND(Q,B,V,D,X,G,X):: CALL SOUND(T,C,V,F,X,A,X
):: CALL SOUND(Q,A,V,D,X,G,X)
):: CALL SOUND(Q,G,V,D,X,B,X	430 CALL SOUND(Q,A,V,E,X,C,X
):: CALL SOUND(W,C,V,E,X,G,X):: CALL SOUND(Q,G,V,E,X,C,X
):: CALL SOUND(U,C,V,E,X,L,X):: CALL SOUND(T,G,V,E,X,C,X
)):: CALL SOUND(T,G,V,E,X,C,X
370 CALL SOUND(Q,E,X,C,X,L,X):: CALL SOUND(T,B,V,E,X,C,X
):: CALL SOUND(T,C,V,E,X,G,X)
):: CALL SOUND(T,C,V,E,X,G,X	440 CALL SOUND(T,C,V,E,X,G,X
):: CALL SOUND(T,C,V,E,X,G,X):: CALL SOUND(T,D,V,A,X,Z,X
):: CALL SOUND(Q,A,V,F,X,C,X):: CALL SOUND(T,D,V,A,X,F,X
)):: CALL SOUND(Q,D,V,A,X,Z,X
380 CALL SOUND(Q,A,V,F,X,C,X):: CALL SOUND(Q,D,V,A,X,F,X
):: CALL SOUND(Q,C,V,F,X,A,X)
):: CALL SOUND(T,C,V,F,X,A,X	450 CALL SOUND(T,D,V,A,X,Z,X
):: CALL SOUND(T,C,V,F,X,A,X):: CALL SOUND(T,C,V,A,X,F,X
):: CALL SOUND(T,A,V,E,X,C,X):: CALL SOUND(Q,B,V,G,X,D,X
)):: CALL SOUND(T,G,V,D,X,L,X
390 CALL SOUND(Q,G,V,E,X,C,X):: CALL SOUND(T,G,V,D,X,B,X
):: CALL SOUND(T,E,V,C,X,G,X)
):: CALL SOUND(Q,G,V,E,X,C,X	460 CALL SOUND(U,G,V,D,X,L,X
):: CALL SOUND(T,G,V,E,X,C,X):: CALL SOUND(Y,C,V,E,X,G,X
):: CALL SOUND(T,A,V,F,X,C,X):: CALL SOUND(Q,A,V,E,X,C,X
)):: CALL SOUND(T,G,V,E,X,C,X
400 CALL SOUND(Q,A,V,F,X,C,X):: CALL SOUND(T,A,V,E,X,C,X
):: CALL SOUND(T,A,V,F,X,C,X)
):: CALL SOUND(Q,C,V,F,X,A,X	470 CALL SOUND(T,E,X,C,X,G,X
):: CALL SOUND(Q,C,V,F,X,A,X):: CALL SOUND(Q,E,X,C,X,S,X
):: CALL SOUND(T,A,V,E,X,C,X):: CALL SOUND(U,C,V,E,X,G,X
)):: CALL SOUND(T,C,V,E,X,G,X

Musical Moments continued.

):: CALL SOUND(T,6,V,E,X,C,X)):: CALL SOUND(Q,A,V,D,X,Z,X)
480 CALL SOUND(Q,A,V,E,X,C,X):: CALL SOUND(T,6,V,E,X,C,X):: CALL SOUND(T,A,V,E,X,C,X):: CALL SOUND(T,E,X,C,X,6,X):: CALL SOUND(T,E,X,C,X,6,X)	500 CALL SOUND(Q,B,V,D,X,6,X):: CALL SOUND(Q,B,V,D,X,6,X):: CALL SOUND(Q,A,V,D,X,L,X):: CALL SOUND(Q,6,V,D,X,B,X):: CALL SOUND(W,C,V,E,X,6,X)
490 CALL SOUND(T,A,V,D,X,Z,X):: CALL SOUND(T,K,V,D,X,A,X):: CALL SOUND(Q,A,V,D,X,Z,X):: CALL SOUND(Q,A,V,D,X,F,X)	510 CALL SOUND(Y,C,V,E,X,6,X):: CALL SOUND(Q,C,V,E,X,6,X)):: CALL SOUND(Q,C,V,F,X,A,X)

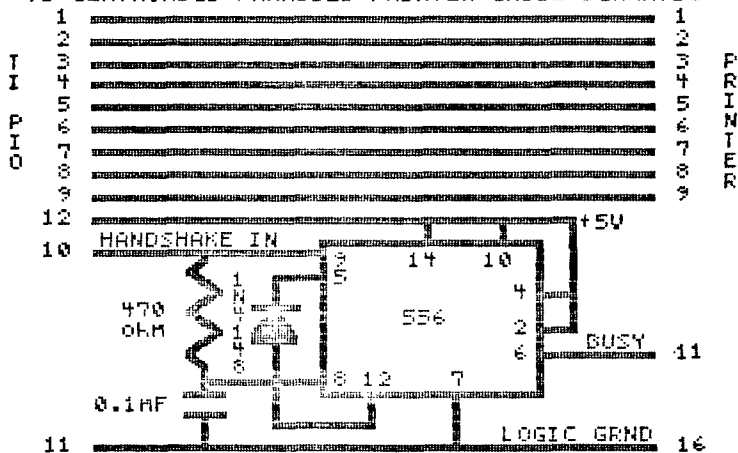
MEMBERSHIP RENEWALS DUE

The following people are due for renewal. Membership is \$7.50 per year. If your renewal is for 11/85 or 12/85, this will be the last newsletter you will receive. To receive the March/April newsletter, renewals must be received by Jan. 15, 1986.

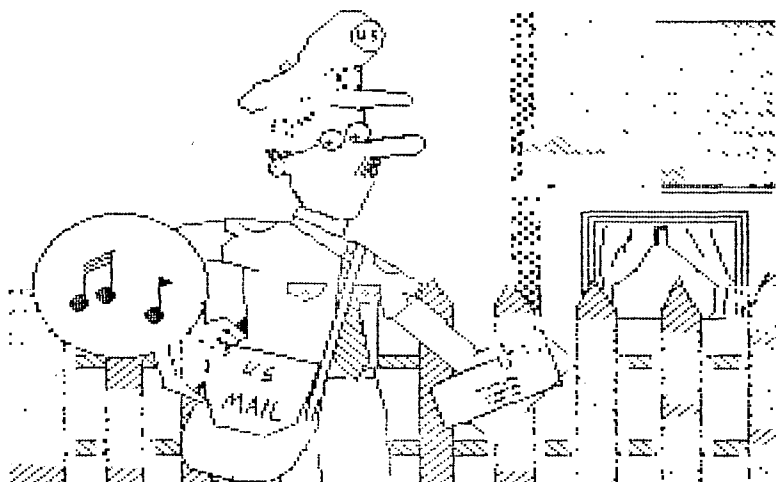
Dan Klaeren	11-85
Cheryl Chaney	11-85
H and J Griesemer	12-85
Roger Helm	1-86
Richard Ludlow	1-86
Larry McRoberts	1-86
Don Duncan	2-86
Jeramie Meseenbring	2-86
Duane Erwin	2-86
Brian Bolf	2-86
Fred Jacobazzi	2-86
Chris Kurtenback	3-86
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