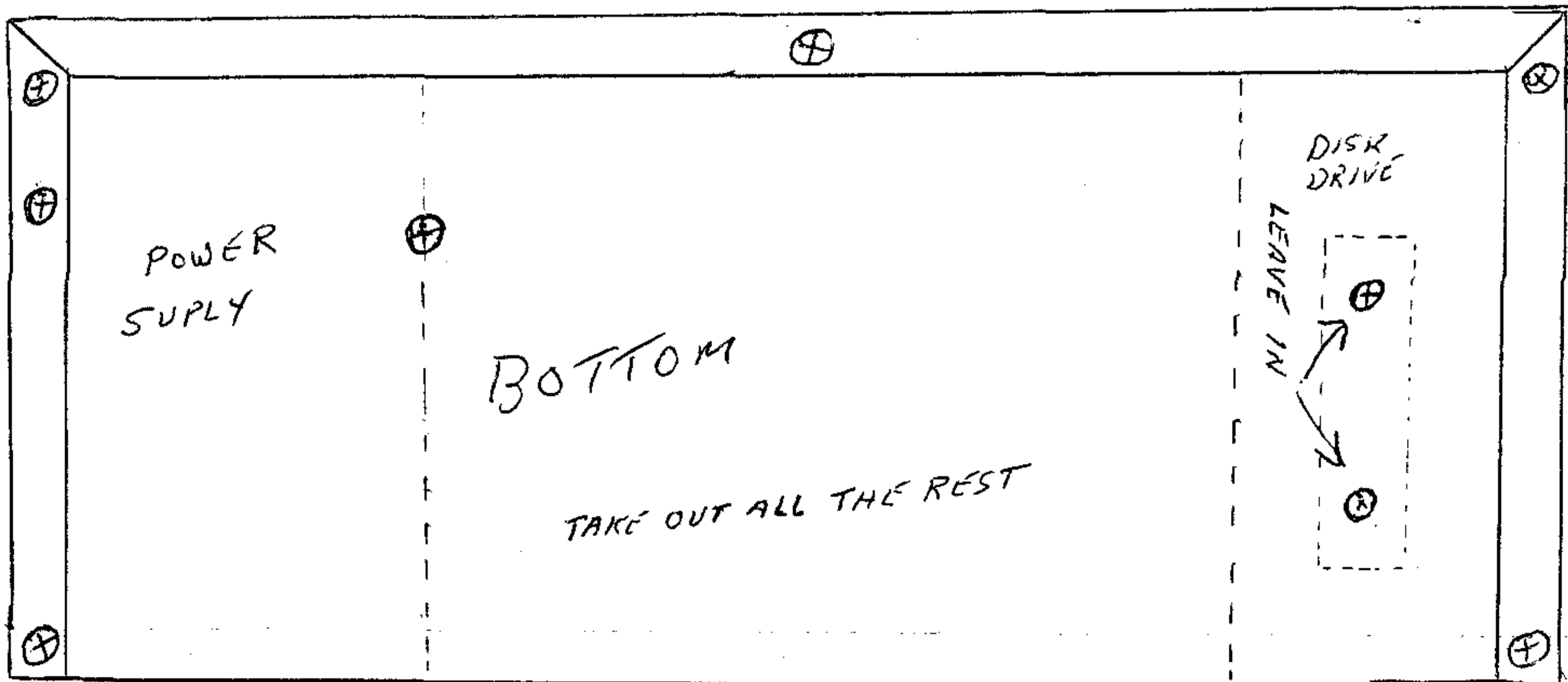
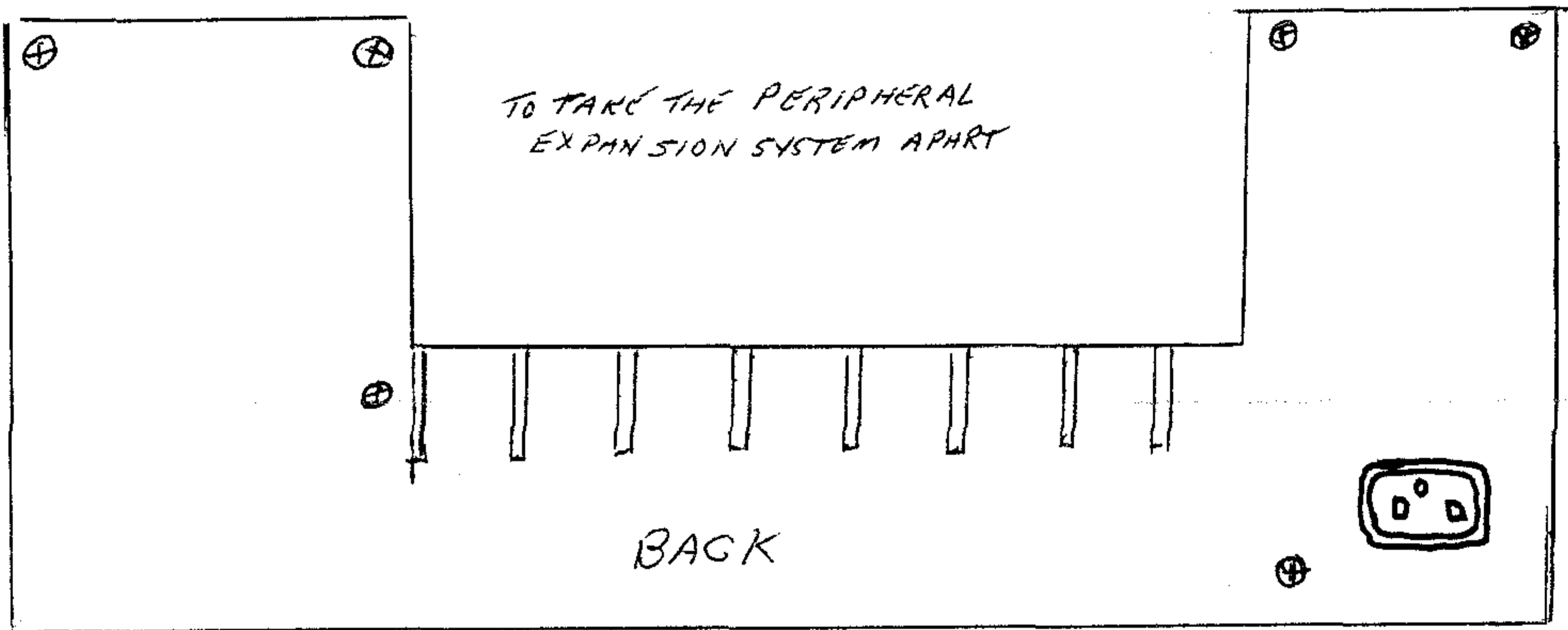
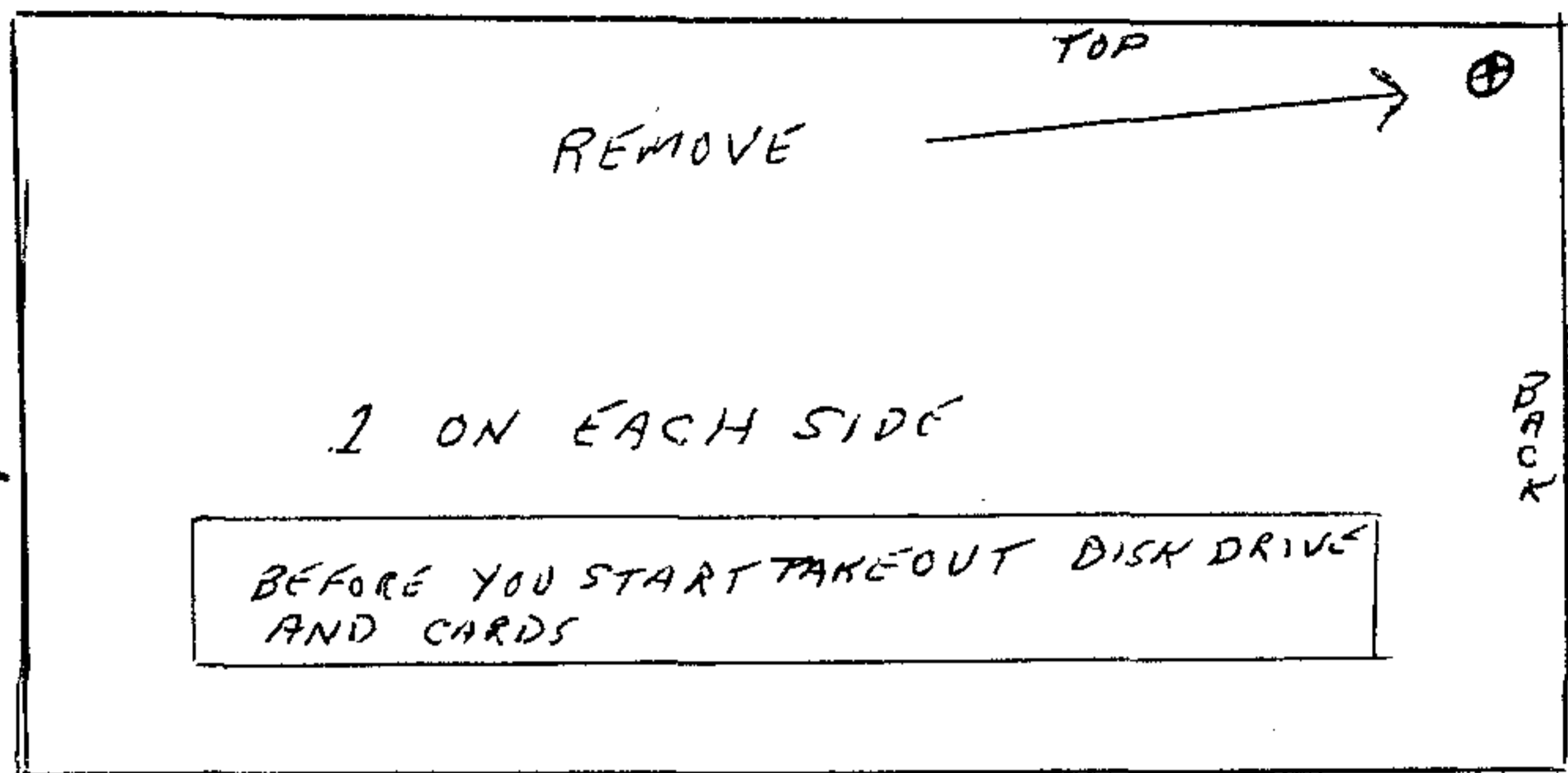
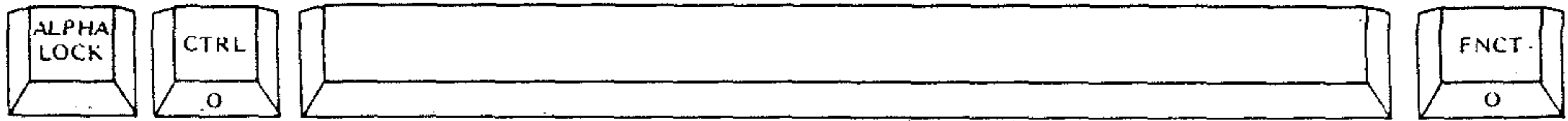
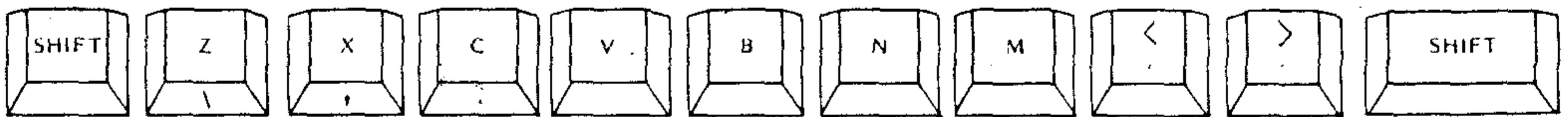
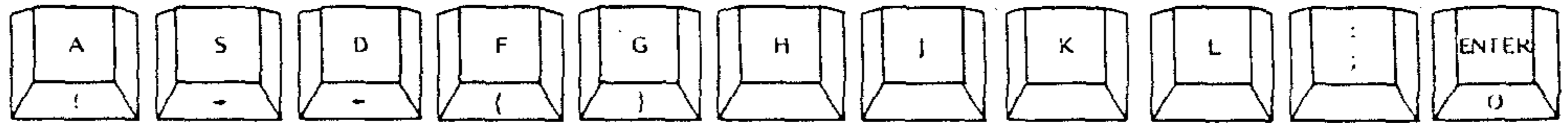
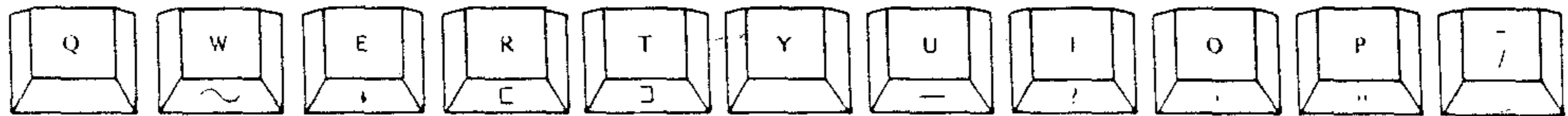
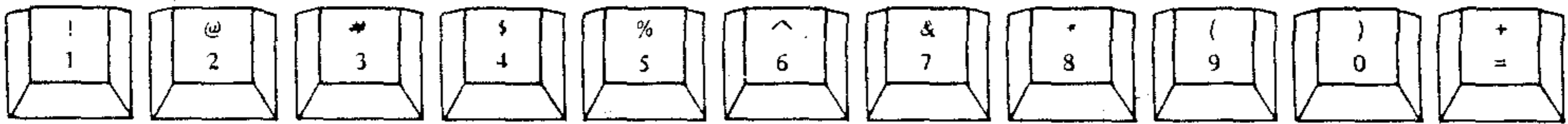
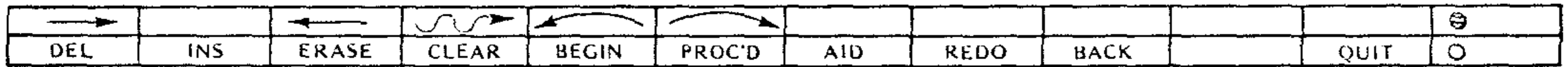
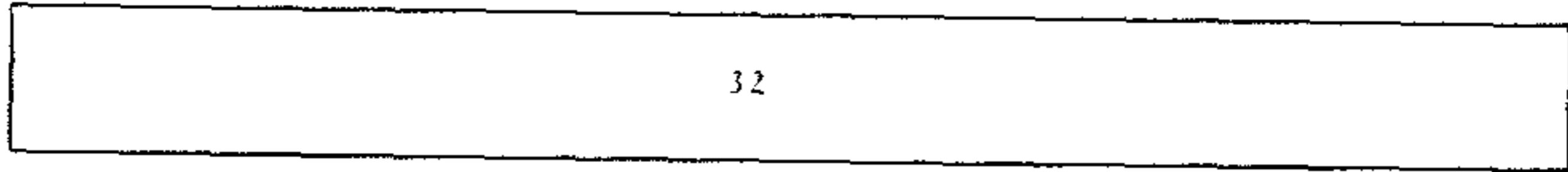
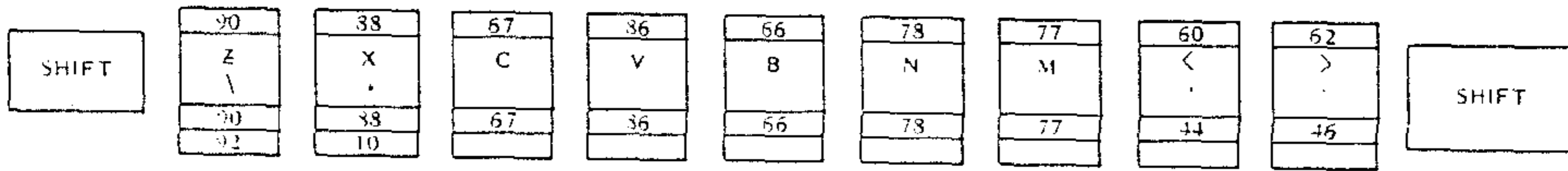
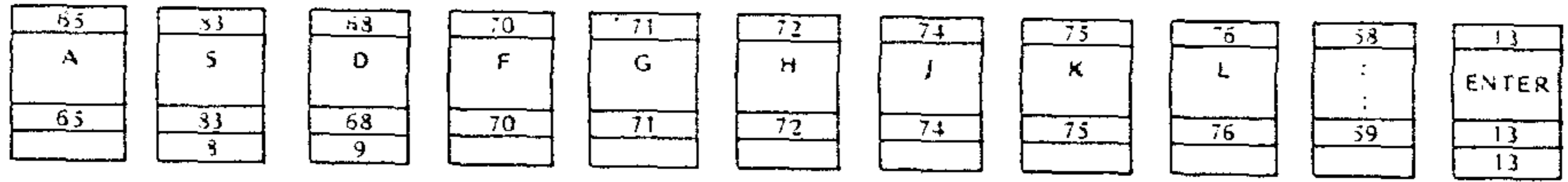
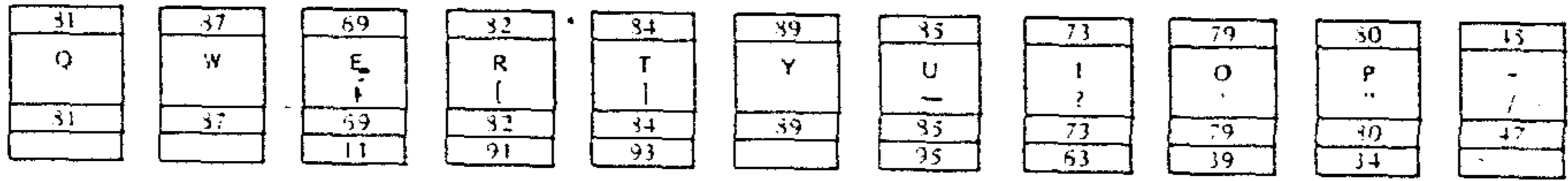
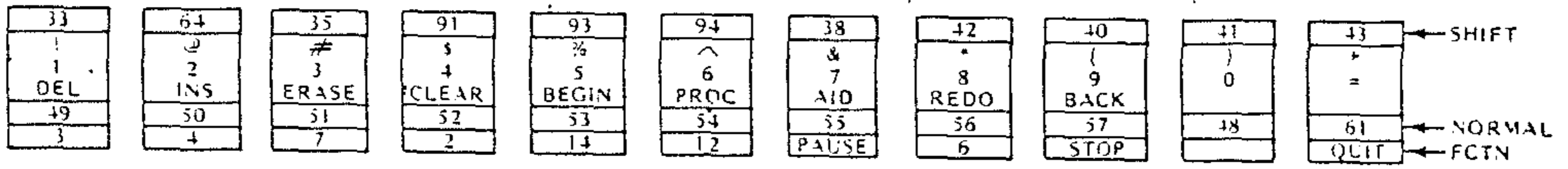


TAKING YOUR  
P. BOX APART  
John Monroe  
M.U.N.C.H





## FROM THE EDITOR

To leave a position one enjoys is always done with considerable regret, but I'm afraid this will be my swan song as editor of our M.U.N.C.H. Newsletter. It's been fun, but commitments to the non-computer parts of my life loom larger and larger. Computing has remained a small part of my life - diminishing still further as I take on other responsibilities - until I just do not seem to have the time to do the good job M.U.N.C.H. members have come to expect from their editors.

Lots of exciting things have happened in the TI world since I began writing for our newsletter so many years ago (BEFORE TI orphaned out little electronic gems) that it is hard to imagine myself with just a tape recorder and the old 99er magazine typing in Regena's marvelous BASIC programs. And the thrill of having them run after days of debugging. Does anyone else remember HARRIED HOUSEWIFE and NAME THAT BONE by her? (That was even before Extended BASIC!)

We MUNCHERS met at the Worcester Library then. And later at UMass Med Center. And, finally, at Sunderland.

While at UMass we had over 200 members. The meetings were jam-packed and extremely social, but after the orphanage people in user groups all over the country (world?) left the 4A in droves. In armies.

Still, we survived.

And did lots more than that.

Once we were orphaned, the world of computing really opened up. Software became more sophisticated, and hardware became more creative. New, small companies formed; authors and programmers began to create a Fairware world of wonders for us (including such items as Disk Utilities, PRBase, CFS, and, of course, FUNNELWEB, the most-used piece of software for full-system TI users in the world). And items like the Widget and RAMdisks and 512K cards and Gramulators and Triple Tech Cards and controllers from CorComp and Myarc that really opened the door to advanced computing. Then the wonderful Geneve that not only tied together all the TI software but went on to provide a profound and inexpensive upgrade to the 99ers who remained faithful to their superior machine. Jim Peterson's TIGERCUB Software, Chris Bobbitt's ASGARD, Barry Traver's GENIAL TRAVELER and many other developers and distributors started early and still continue to be viable producers of excellent quality materials.

When HCM died (along with a pile of other sources: ENTHUSIAST 99, MINIMAG 99, COMPUTE!, FAMILY COMPUTING, UNOFFICIAL 99, and others), the slack was picked up in grand style by MICROpendium and by the newsletters. The worldwide system of newsletters and BBSs have provided 99ers with remarkable information.

And speaking of newsletters, I hope the new editor gets as much club support as I did and that the members continue to contribute items and suggestions.

I wish to thank all those who helped me make M.U.N.C.H. one of the best newsletters in the TI world community.

See you at the meetings.

Jack Sughrue

## SHORT PROGRAMS RELATED TO NUMBER THEORY

by Tony Falco

Three of the four programs below have few enough characters to fit on one program line. They need to be longer, however, to accommodate appropriate nesting of loops and to maintain proper syntax.

The first one is a simple one and it is kind of a warm up for the others. It prints all the divisors of any positive whole number entered by the user.

A prime number is a whole number larger than one whose only divisors are one and itself. The second program prints all the prime numbers from one to one thousand.

A perfect number equals the sum of all the divisors of the number which are less than the number itself. For example, 6 is perfect because  $6 = 1 \times 2 \times 3 = 1 + 2 + 3$ . There are only three perfect numbers less than 500. The third program prints all of these. It takes a very very long time to do so.

The Fundamental Theorem of Arithmetic says "Every composite (not prime) number is uniquely expressible as the product of primes." The last program (one of my all time favorites) takes any number as input and prints its prime factorization. For example, the output  $12 = (2^2)(3)$  means  $12 = 2 \times 2 \times 3$ .

```
1 PRINT :;:; INPUT "DIVISORS OF ";N :;
  PRINT "THE DIVISORS ARE" :; FOR D=1 TO
  N :; IF N/D=INT(N/D)THEN PRINT D;
2 NEXT D :; GOTO 1
```

```
1 CALL CLEAR :; FOR N=2 TO 1000 :; P=0 :
: FOR D=2 TO SQR(N):: IF INT(N/D)=N/D TH
EN P=1
2 NEXT D :; IF P=0 THEN PRINT N;
3 NEXT N
```

```
1 CALL CLEAR :; FOR N=2 TO 500 STEP 2 :;
  S=0 :; FOR D=1 TO N/2 :; IF INT(N/D)=N/
  D THEN S=S+D
2 NEXT D :; IF S=N THEN PRINT N
3 NEXT N
```

```
1 PRINT :;: :; INPUT "N=";N :; PRINT STR
$(N);"=";:; FOR D=2 TO N :; P=0 :; IF N=
1 THEN 1
2 IF N/D<>INT(N/D)THEN 3 ELSE N=N/D :; P
=P+1 :; GOTO 2
3 IF P>0 THEN IF P=1 THEN PRINT "(";STR$(
D);")";ELSE IF P>1 THEN PRINT "(";STR$(
D);"^";STR$(P);")";
4 NEXT D :; GOTO 1
```

Extended BASIC Speaking Program LISTER  
by Chris Schram

There are those out there in the Texas Orphanage who truly seem to possess "The Gift" for inventing new ways of utilizing that funny little monster. Then there are the rest of us who can from time to time, if we're lucky, assemble the little bits and pieces of others' genius into something, if not completely original, at least suitable to our own needs. This article is about a program I would not have been able to write had others not first paved the way.

I was intrigued by Steven Richardson's proofreader program from the June 1987 issue of MICROpendium, but the fact that it would only operate in console BASIC and required the TE-II module made it unsuitable for me. Most of the programs I enter are in Extended BASIC. I also found the "LIST a screenful, then RUN" nature of Mr. Richardson's program a bit awkward, to say the least.

I set out to put the pieces together. I already owned a copy of TEXT-TO-SPEECH (ENGLISH) (PHD 5076), so getting Extended BASIC to talk would be no problem. I also had a copy of Barry Traver's TOKEN/READ, a program that PEEKs into Expansion RAM and displays the words associated with the Extended BASIC tokens it finds. Most of my program was lifted from Mr. Traver's program. Mr. Traver gives credit to John Clulow and Michael Riccio for inspiration. I must do the same, for they, indirectly, assisted me, too.

The following two programs were originally one stand-alone program that could be MERGED into what you wanted LISTed. The only problem was that the TEXT-TO-SPEECH machine code ate up so much memory that it was really only able to list itself. Not very useful. The way it stands now, you RUN the LISTINIT program just once to create a disk file that is used by the LIST program. That saves a heap of memory at the sacrifice of some speed because of all the disk access.

Note: If you own the TEXT-TO-SPEECH program, then you already know if it works with your hardware setup. I know that it does NOT work with the FOUNDATION expansion memory cards and there may be a few surprises with other configurations. In other words, first determine if it's worth it to proceed.

Keeping everything on DSK1. for the time being, type in the two programs below. (Be careful, the LIST program uses @, !, ], \_, and \ as variable names.) Copy SPEAK, XLAT, SETUP, and DATABASE from the TEXT-TO-SPEECH disk. Run LISTINIT to create the LISTDATA file which contains the text and speech strings used by LIST. OLD the program you want to list. MERGE the LIST program. RUN. You will be given a chance to select what lines you want to list. You can watch the tokens as they appear one by one on the screen while the program speaks. The screen listing closely resembles a normal LISTing. Press [Fctn 4] when you've seen/heard enough. If you want to RUN the program under test, just REM out line 2.

```

1 ! SAVE DSK1.LISTINIT
100 !!!!!!!!!!!!!!!!!!!!!!!
110 ! EX. BASIC SPEAKING!
120 ! PROGRAM LISTER !
130 ! ***** !
140 ! * INITIALIZER * !
150 ! ***** !
160 ! by: Chris Schram !
170 ! San Jose, CA !
180 ! July 1987 !
190 !!!!!!!!!!!!!!!!!!!!!!!
200 ! Requires:
210 ! TI EXTENDED BASIC
220 ! SPEECH SYNTHESIZER
230 ! EXPANSION MEMORY
240 ! DISK MEMORY
250 ! TEXT-TO-SPEECH
      (ENGLISH) DISKETTE
      (PHD 5076)
260 !
270 ! Note:
280 ! I have found that
      the TEXT-TO-SPEECH
      program does not
      work with the
      FOUNDATION expansion
290 ! memory card. There
      may be other
      hardware/software
      conflicts yet to be
      discovered.
300 DIM C$(1,255)
310 ON ERROR GOTO 320 :: X$="INIT
      IALIZING...." :: DISPLAY AT(
12,7)ERASE ALL:X$ :: CALL LI
NK("XLAT","^"&X$,B$):: CALL
LINK("SPEAK",B$,43,128):: G
OTO 350
320 CALL INIT :: CALL LOAD("
DSK1.SPEAK","DSK1.XLAT","DSK
1.SETUP")
330 CALL LINK("SETUP","DSK1.
DATABASE")
340 RETURN
350 ON ERROR STOP :: FOR I=3
2 TO 127 :: C$(0,I)=CHR$(I):
: NEXT I :: FOR I=129 TO 254
:: READ C$(0,I):: NEXT I ::
C$(0,34)=CHR$(34)&CHR$(34)
360 READ I,C$(1,I):: IF I<25
5 THEN 360
370 OPEN #1:"DSK1.LISTDATA",
OUTPUT,DISPLAY ,FIXED 26,REL
ATIVE
380 FOR I=0 TO 255
390 IF C$(1,I)="" THEN X$=C$
(0,I)ELSE X$=C$(1,I)
400 CALL LINK("XLAT","^"&X$,
B$):: PRINT #1,REC I:CHR$(LE
N(C$(0,I)))&C$(0,I);TAB(12);
SEG$(B$&RPT$(CHR$(0),15),1,1
5)
410 DISPLAY AT(23,1):C$(0,I)
;TAB(12);B$:C$(1,I):: CALL L
INK("SPEAK",B$,43,128)
420 NEXT I
430 CLOSE #1 :: CALL CLEAR :
: STOP

```

```

440 DATA ELSE,::,!,IF,60,GOT
0,60SUB,RETURN,DEF,DIK,END,F
OR,LET,BREAK,UNBREAK,TRACE,U
NTRACE,INPUT,DATA,RESTORE,RA
NDOMIZE
450 DATA NEXT,READ,STOP,DELE
TE,REM,ON,PRINT,CALL,OPTION,
OPEN,CLOSE,SUB,DISPLAY,IMAGE
,ACCEPT,ERROR,WARNING,SUBEXI
T,SUBEND,RUN
460 DATA LINPUT,,,,,THEN,TO
,STEP,"",;,,,(,(&,OR,AND,
XOR,NOT,=,<,>,+,-,*,/,^,,,,,
EOF,ABS,ATN,COS,EXP,INT
470 DATA LOG,SGN,SIN,SQR,TAN
,LEN,CHR$,RND,SEG$,POS,VAL,S
TR$,ASC,PI,REC,MAX,MIN,RPT$,
,,,,,NUMERIC,DIGIT,UALPHA,S
IZE,ALL
480 DATA USING,BEEP,ERASE,AT
,BASE,,VARIABLE,RELATIVE,INT
ERNAL,SEQUENTIAL,OUTPUT,UPDA
TE,APPEND,FIXED,PERMANENT,TA
B,$,VALIDATE
490 DATA 0,END OF LINE,32,SP
ACE,33,EX CLUHATION,34,QUOT
E QUOTE,35,POUND SIGN,38,AMP
ERSAND,39,APOSTRUHTEE,43,PLU
S,44,COMMA
500 DATA 45,DASH,46,DOT,58,C
OLEN,59,SENEECOLEN,60,LESS T
HAN,62,GREATER THAN,63,QUEST
ION MARK,91,( BRACKET,92,REV
ERSE SLANT

```

```

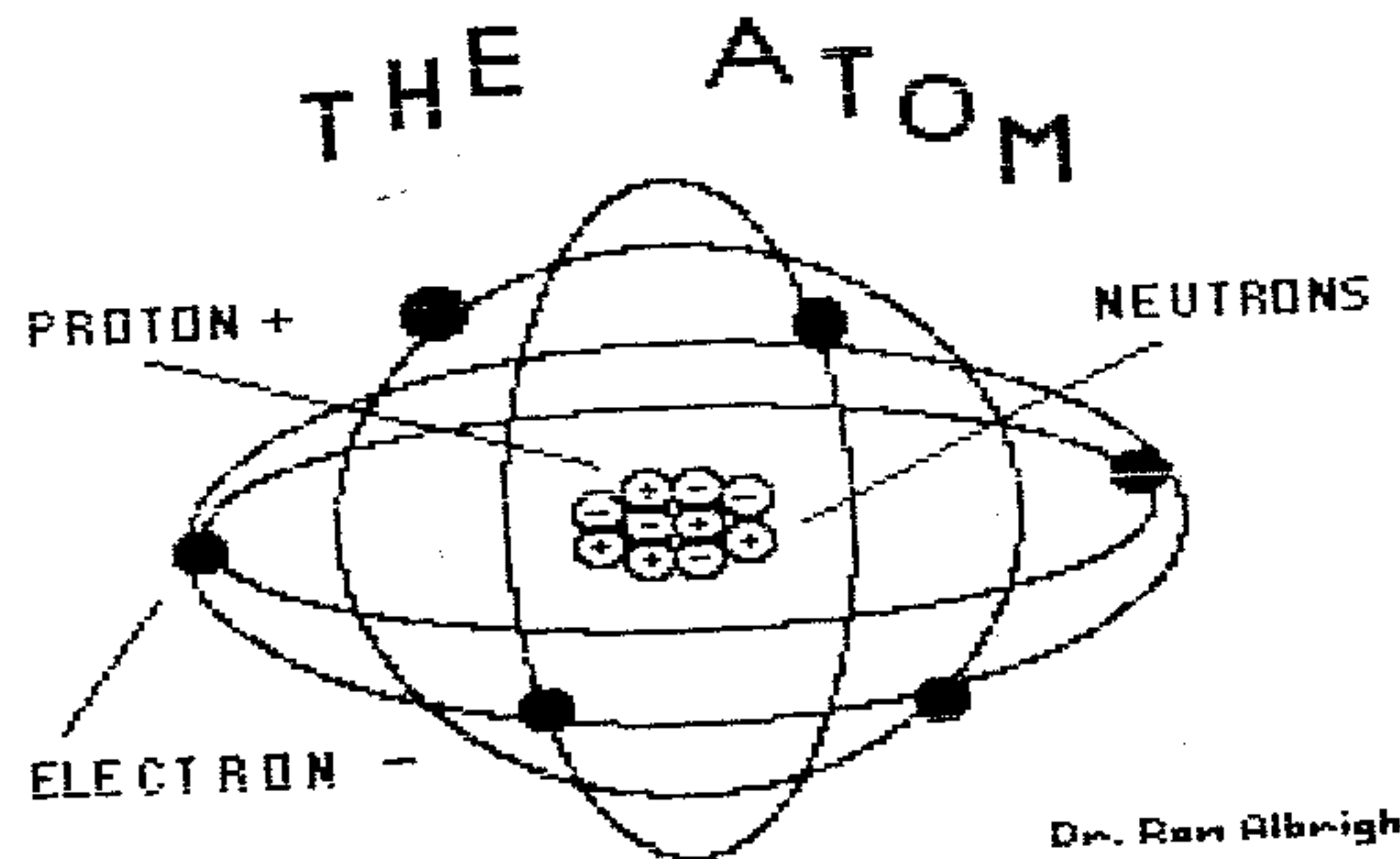
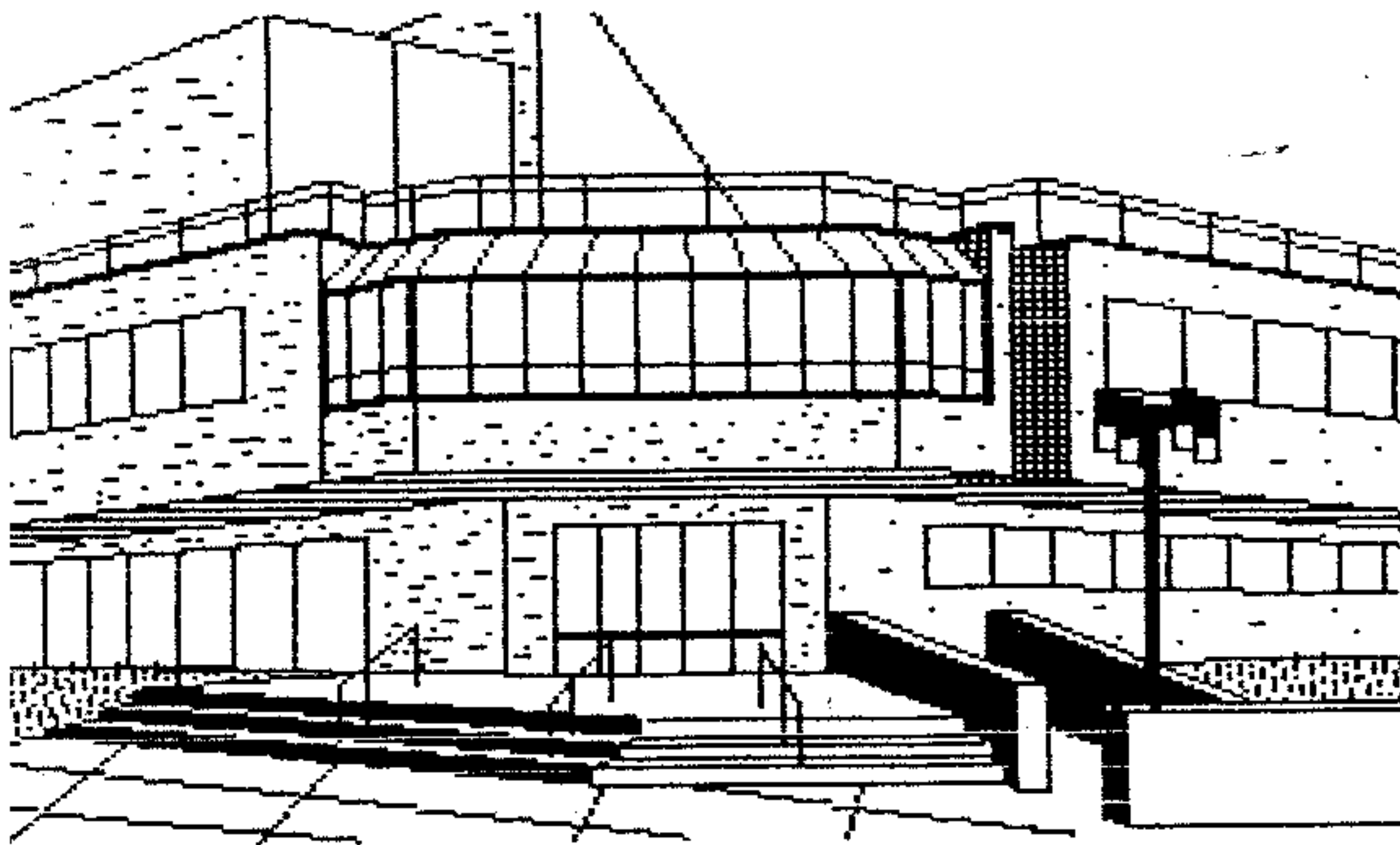
510 DATA 93,) BRACKET,94,CIR
CUMFLEX,95,UNDER LINE,96,BRA
VE,123,LEFT BRACE,124,VERTIC
AL LINE,125,RIGHT BRACE,126,
TILDUH,127,DEL
520 DATA 130,DOUBLE COLON,13
1,TAIL REM,134,60 2,135,60 S
UB,142,BRAKE,143,UNBRAKE,147
,DAYTUH,162,>DISPLAY,165,AIR
OR
530 DATA 167,SUB X IT,168,SU
B END,177,2,179,COMMA,180,SE
MEECOLEN,181,COLEN,184,AMPER
SAND,188,X OR,191,LESS THAN
540 DATA 192,GREATER THAN,19
3,PLUS,194,MYNUS,195,TIMES,1
96,DIVIDED BY,197,RAISED TO
THE POWER,202,E O F,203,A B
S,204,A T N
550 DATA 205,CO SINE,206,E X
P,207,I N T,209,S 6 N,210,S
INE,211,S 6 R,212,TAN GENT,2
14,C H R $,215,RAND,217,P O
S
560 DATA 219,S T R $,220,A S
C,222,REC ERD,225,R P T $,2
34,U AL FUH,239,E RACE,243,V
AREEUHBL,244,REL UH TIV,253,
NUMBER
570 DATA 249,>APPEND,251.PER
MANENT,199,QUOTE,201,LINE,2
55,>INITIALIZING

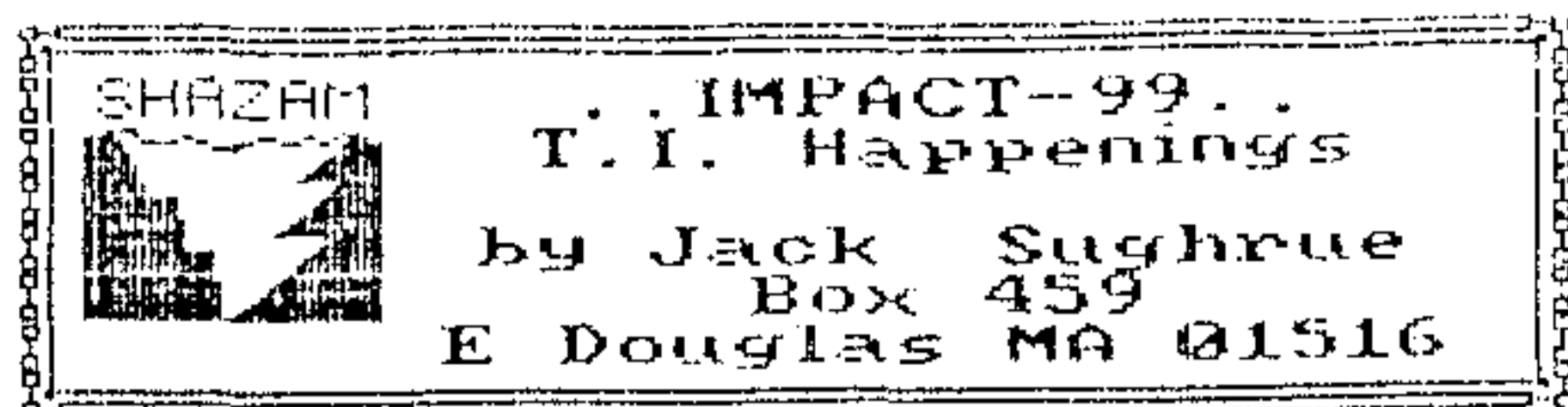
```

```

1 ! SAVE DSK1.LIST,MERGE
2 CALL LIST :: STOP :: !@P-
32000 !@P+
32002 SUB LIST
32004 @=0 :: [=1 :: ]=2 ::
=12 :: \=256 :: GOTO 32008 :
: L$,Q$,X$,Y$ :: A,A1,A2,B,C
,D,F,I,J,J1,J2,K,L,QF,S,T,UF
:: CALL KEY :: CALL PEEK ::
DIM Y(3)
32006 !@P-
32008 OPEN #["DSK1.LISTDATA
",INPUT ,DISPLAY ,FIXED 26,R
ELATIVE
32010 LINPUT #["REC 255:X$ :
: DISPLAY AT(,7)ERASE ALL:"
INITIALIZING...." :: CALL SP
EAK(SEG$(X$,,15))
32012 LINPUT #["REC 199:Q$ :
: Q$=SEG$(Q$,,15)
32014 LINPUT #["REC 201:L$ :
: L$=SEG$(L$,,15)
32016 ON ERROR STOP :: CALL
FIND(3,F):: CALL PEEK(F,A,B)
:: F=A*\+B :: CALL FIND(3200
0,T):: CALL PEEK(T+4,A,B)::
T=A*\+B
32018 DISPLAY AT(,5)ERASE A
LL:"LIST FROM?";F :: ACCEPT
AT(,16)VALIDATE(DIGIT)SIZE(
-5)BEEP:F
32020 CALL FIND(F,J1):: CALL
PEEK(J1,A,B):: F=A*\+B :: D
ISPLAY AT(,16)SIZE(5):STR$(
F)
32022 DISPLAY AT(14,):"TO?"
;MAX(F,T):: ACCEPT AT(14,16)
VALIDATE(DIGIT)SIZE(-5)BEEP:
T
32024 CALL FIND(T,J2):: CALL
PEEK(J2,A,B):: T=A*\+B :: D
ISPLAY AT(14,16)SIZE(5):STR$(
T)
32026 DISPLAY AT(18,):"* PR
ESS ANY KEY TO PAUSE +"
32028 FOR L=J1 TO J2 STEP -4
32030 CALL PEEK(L,A,B,C,D)::
J=C*\+D-65537 :: CALL PEEK(
J,A1)
32032 X$=STR$(A*\+B):: DISPL
AY X$&" " :: CALL SPEAK(L$) :
: CALL LNUM(X$)
32034 FOR I=[ TO A1 :: S=0 :
: CALL PEEK(J+I,Y(0),Y(1),Y(
2),Y(3))
32036 IF Y(S)=199 THEN QF=Y(
S+1)+[ :: I=[+] :: S=S+] ::
UF=@ :: DISPLAY CHR$(34)::
CALL SPEAK(Q$):: IF QF=[ THE
N DISPLAY CHR$(34):: CALL 'S
PEAK(Q$)
32038 IF Y(S)=200 THEN UF=Y(
S+1)+[ :: I=[+] :: S=S+] ::
QF=@
32040 IF Y(S)=201 THEN X$=ST
R$(Y(S+1)*\+Y(S+1)) :: Y$=""
:: I=[+] :: S=S+] :: GOTO 32
044 ELSE LINPUT #["REC Y(S):
X$
32042 Y$=SEG$(X$,,15):: X$=
SEG$(X$,),ASC(SEG$(X$,,[,]))
32044 DISPLAY X$:: IF Y$=""
THEN CALL LNUM(X$)ELSE CALL
SPEAK(Y$)
32046 LINPUT #["REC Y(S+1):Y
$ :: K=ASC(SEG$(Y$,,[,]))
32048 IF (LEN(X$)>[ OR K>[)A
ND(QF<>[ AND UF<>[)THEN DISP
LAY " ";
32050 QF=QF-[ :: UF=UF-[
32052 IF QF=[ THEN DISPLAY C
HR$(34):: CALL SPEAK(Q$)
32054 IF UF=[ AND K>[ THEN D
ISPLAY CHR$(32);
32056 CALL KEY(@,K,S):: IF S
<[ THEN 32062
32058 DISPLAY BEEP;
32060 DISPLAY AT(,[,])SIZE(28
):"* PRESS ANY KEY TO RESUME
*" :: DISPLAY AT(,[,])SIZE(2
8): :: CALL KEY(@,K,S):: IF
S<[ THEN 32060
32062 NEXT I
32064 DISPLAY
32066 NEXT L
32068 DISPLAY BEEP: : "PRES
S ANY KEY TO CONTINUE"
32070 CALL KEY(@,K,S):: IF S
=@ THEN 32070
32072 GOTO 32018
32074 !@P+
32076 SUBEND
32078 SUB FIND(L,Y)
32080 \=256 :: GOTO 32082 ::
A,B,C,D,L1,X :: CALL PEEK :
: !@P-
32082 CALL PEEK(-31952,A,B,C
,D):: X=A*\+B-65536 :: Y=C*\
+D-65539
32084 IF X>Y THEN SUBEXIT
32086 CALL PEEK(Y,A,B):: L1=
A*\+B :: IF L1<L THEN Y=Y-4
:: GOTO 32084
32088 !@P+
32090 SUBEND
32092 SUB SPEAK(B$)
32094 GOTO 32096 :: CALL INI
T :: CALL LINK :: CALL LOAD
:: !@P-
32096 ON ERROR 32098 :: CALL
LINK("SPEAK",B$,43,128):: S
UBEXIT
32098 CALL INIT :: CALL LOAD
("DSK1.SPEAK","DSK1.SETUP")
32100 CALL LINK("SETUP","DSK
1.DATABASE")
32102 RETURN
32104 !@P+
32106 SUBEND
32108 SUB LNUM(X$)
32110 [=1 :: ]=12 :: GOTO 32
112 :: Y$ :: I :: !@P-
32112 FOR I=[ TO LEN(X$)
32114 LINPUT #["REC ASC(SEG$(
X$,I,)):Y$ :: Y$=SEG$(Y$,,
15):: CALL SPEAK(Y$)
32116 NEXT I
32118 !@P+
32120 SUBEND

```





#### A NEW USER GROUP?

Every time I read in some newsletter or other that our TI World Community is dead, I think of Mark Twain's comment when he read about his supposed demise: "I think the reports about my death have been greatly exaggerated."

So it is with our passed-away TI. I know I use it for word processing about 35 hours a week and for games and examination of new programs and doing practical stuff with utilities - in that order - for another 15 or 20, so I feel that the "death" announcements of my 4A may be a bit premature.

Most of my TI friends would say the same, particularly as there are two new TI magazines in our marketplace to go along with the wonderful MICROpendium. And there are new pieces of software coming out - it seems - almost daily from all over the world. [I have on my desk exactly 34 disks in a shoebox marked "To Look At!" They are disks filled with Public Domain and Fairware materials of all sorts. I have another entitled "Stuff for School" which has 13 disks. And another of commercial disks I've bought during the past two months with 11 packages of disks unopened. In short, I have too much new stuff to even get to LOOKING at it, at this point in my life.] And there is new hardware coming out everywhere: P-Boxes from Canada and Australia, Gramulator that does all Gramcracker did and much more, harddisks, computers on a card, very advanced keyboards, and more, more, more.

Does this sound like a dead computer?

And newly-formed user groups are making an appearance here and there, while some long-established groups are joining forces to make megagroups (for reduced costs (housing, newsletters, etc.) and greater buying and sharing power, among other things).

Among the newly-formed groups is one that I think the TI World Community should be aware of: The Oakland Computer Club which meets at Atwood-Tapley School in Oakland, Maine. What makes this club unique is that it is made up of all kids from kindergarten through grade 6. The club recently earned statewide recognition for the innovative ways computers were used in the school.

Eunice Spooner, an indefatigable volunteer at the school, a member of the school committee, and a former elementary school teacher, received the award this spring from the Technology in Main Schools Committee for her work with these youngsters in the school environment, particularly (according to a newspaper account of the event) because the club has "earned praise because of its

success in reaching children ... and doing so much for their self esteem."

What makes this award unusual is that it is for efforts done on the TI/99-4A.

What makes this more unusual and a remarkable story in its own right is that fact that Eunice Spooner is a quadriplegic.

This unusual woman broke her neck in a car accident in 1982 and, as she said to me on the phone, "had a choice of giving up or getting on with it." That she chose the latter is unquestioned.

In addition to founding and operating this new computer club of 30 members (more than many TI clubs in the New England area), she teaches 11 TI computer classes in the school each week with six students in each class across the whole elementary level, including special needs students.

When the 4As came down in price and many people gave up on them, Ms. Spooner saw a golden opportunity to use "these great computers with the students." She immediately began to put out an all-call for any consoles, TVs, tape recorders that could be gotten. The school now has three of its own consoles, but some of the 30 club members also share their personal computers with the school.

With Mrs. Spooner in the classrooms, the students under her charge learn BASIC programming and have written many of their own programs.

The Oakland Club, however, is strictly voluntary and meets every Monday night. Maurice Anderson, a teacher in Oakland, assists Mrs. Spooner, makes arrangements for field trips, and works with the more experienced youth. Mrs. Spooner works with the younger children. "It's interesting to see how many parents stay for these meetings and get caught up in the computer activities of their children," she says.

The club has begun to slowly create a library of their own written programs and modules of educational programs and games. These materials are demonstrated at the Monday meetings (with particular emphasis on student-written works) and may be checked out later and worked with or played at home.

"Right now the club is looking for more consoles. We'd love to find some that are no longer being used, as it would permit us, obviously, to do a lot more for more youngsters."

The club could also use any TI educational programs or materials of any kind for these children. Although their software consists mainly of tapes and modules, they do have one disk drive system, too, so all you readers who have extensive libraries or materials you have grown out of or haven't used in years might consider packing it up and mailing it to Eunice Spooner, Box 3720, Webb Road, Waterville, ME 04901. It would be a good investment in the future of a lot of kids.

These junior Tiers, themselves, are very interested in finding some other kids to correspond with. The group

would also love to see newsletters and basic-type programs from anyone.

Oh, one more thing regarding the remarkable Mrs. Spooner. She's a sysop on her own board. Credit system; upload first. Northeast BBS - 207 465 9065 - log on, TI programs, author uploads. Give her a call.

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#### HELPFUL HINTS

Many readers send in lots of questions which I try to answer in the Helpful Hints section of this column.

One question which comes up again and again is "Do you know of a good cribbage game?" I don't know of any, other than Corey Cheng's wonderfully intelligent but INCREDIBLY SLOW Cribbage Game. It needs a good assembler (or compiler) to make this game worth it for most players. There must be a LARGE market for such a game, if the requests I get for such info are any inkling. (Programmers, are you listening?)

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The next batch of questions recur so often I am going to deal with them all at once. I hope the companies and groups and people I left out will not be offended, but these are my honest answers.

RECOMMENDATIONS: I'm often asked what are the best sources for materials and service and information for our TI-99/4A. For me, the following are the very best:

MICROpendium is the MAGAZINE for TI owners. Except for newsletters, no other periodical is ENTIRELY devoted to our computer. The (usually) 48-page monthly magazine costs \$20 per year. MICROpendium, PO Box 1343, Round Rock TX 78680

ASGARD Software is one of the oldest SOFTWARE COMPANIES around and one of the best developers of innovative TI programs in the world. It supports TI owners with tapes, disks, books, and a new magazine. Free catalog and information: ASGARD Software, PO Box 10306, Rockville MD 20850

TIGERCUB Software is not just for programmers. Jim Peterson has some of the best single programs and collections of XB stuff for adults and kids. His TIPS and his NUTS 'n BOLTS for beginner or techie programmers is, simply, extraordinary. \$1 for catalog (returned with first order) to TIGERCUB Software, 156 Collingwood Ave., Columbus OH 43213

GENIAL TRAVELER puts out a DISKAZINE six times a year. These jam-packed disks have EVERYTHING (and Barry

Traver always throws in additional bonus disks). Each disk contains about four month's supply of goodies. For what you get, \$36 a year is a steal. Ask for the entire first volume, if you don't yet have it. Two-year subscription only \$65. GENIAL TRAVELER, 835 Green Valley Drive, Philadelphia PA 19128

BITS, BYTES & PIXELS is the unique newsletter put out by the Lima, Ohio, 99ers. This USER GROUP is, in my mind, the very best you could ever join by mail. And it is only \$15 a year including subscription. In addition, they have one of the biggest (and free) disk and tape libraries in America. This group is exceptional.

SISTER PAT TAYLOR, 1050 Carmel Drive #456, Dubuque, Iowa 52001 is a novice Tler who is rapidly becoming an expert. She also is a prolific letter-writer. So, if you'd just like to write to another 99er freak, she's the one. Her friendliness and enthusiasm (for our 4A) are contagious.

GOOD SAMARITAN CORNER. In summary, a brand-new user group has just just been formed in Maine. Except for its leader, Eunice B. Spooner, and her helpers, all the members are kids. They could use some kids' stuff, educational stuff, any stuff. Preferably on tape, but any configuration to DSSD would be great. If you have anything you could help start this library, mail to Eunice B. Spooner, RFD #1, Box 3720, Webb Road, Waterville, Maine, 04901.

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MY OWN SYSTEM contains a Myarc 512 Card (with RAM and spooler - and I LOVE it!), a Myarc Controller, a Hitachi color monitor, two full-height Tandem DSDD drives, two TI tape recorders, a Gemini 10X printer, XB, E/A, a 32K Supercart, a load interrupt switch, a speech synthesizer, and a very heavy duty ISO surge/spike outlet set. No Gramcracker [Miller left TI before I could order one.] No Navarone widget [My pinky couldn't take the anti-touch typist device, so I sold it.] This is what I use every day. I also have a system at work with a 32 sidecar, Minime for a wordpro, and tape recorders, so I can do all the wordprocessing I want at work and take it home to dump it through my FUNNELWEB. I also have a Geneve with a TI Controller and one Tandem DSDD full-height drive and the old TI monitor.

PLUS! is the only fairware stuff I have. Everything else I do is Public Domain and is in most user-group libraries and is not worth owning. But I thank all those people who have asked. And, yes, I am a teacher and a writer and, no, I do not own a pair of Mickey Mouse andirons.

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SEPT. 13, 1988 / IN OUR NEW CLUBHOUSE!

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**LIBRARY NOTICE**

PLEASE RETURN ANY ITEMS BORROWED FROM OUR LIBRARY. We are still missing a considerable number of books, tapes, disks, and so on belonging to YOUR CLUB. Do a little clearing around your computer area (or any places you'd be apt to set things aside). If you locate any library materials (or if you'd like to donate any you no longer use) please come with them to the next meeting. We don't care how long you've had them out. There is no fine. But it would be FINE if other members could have a chance to borrow these things. Godzilla is watching you!

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Classified (non-commercial) ads are FREE for MUNCH members.

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**... RAFFLE ...**

Every month we have this peachy-keen raffle of all kinds of neat stuff given by our generous members and friends. All kinds of software and sometimes hardware are given away free each meeting. The dollar donation helps to defray some of the costs of our monthly rent at the clubhouse, so all members who participate help a lot. Donations are happily accepted. Remember: YOU MUST BE PRESENT TO WIN!

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**AUGUST SALE**

Another chance to sell any used consoles, P/Boxes, cards, tape recorders, interface cables, ANYTHING related to your computer system. Also bring any original tapes, cartridges, disks, texts, or other soft/textware. Be prepared to buy a lot and sell a lot. Please come with prices marked on the items.

\*\*\*\*\*  
**NEWSLETTER**

BECOME IMMORTAL! We are looking for articles, cartoons, love letters, programs, lists, old banana peels: in short, anything from the members which can be printed in our newsletter. Text items preferred on SSSD disk through TIW. Printed items also accepted. Share your interest or expertise with other members.

\*\*\*\*\*  
**NEWALS + RENEWALS**

NEWALS are \$15/year plus a one-time \$10 initiation fee (which includes a choice of ANY club disk free); RENEWALS are \$15/year. Members have full use of disk/text libraries, free workshops + assistance, 12 full issues of M.U.N.C.H., voting privileges + more! Subscription alone is \$10/year. Mail check to address on cover.

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**EDITOR NEEDED**

BEGINNING WITH NEXT MONTH'S ISSUE OF M.U.N.C.H. A NEW EDITOR WILL BE NEEDED FOR THIS NEWSLETTER. IF YOU HAVEN'T YET HAD A CHANCE TO EDIT THIS PERIODICAL AND WOULD LIKE TO, PLEASE LET CORSON KNOW.

