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- DUNGEON
- DUNGEONS I & II
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TI ADVENTURE COMPENDIUM

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 M.U.N.C.H. 04/04/1988 6 Files Used - 350
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Filename	Size	Type	P	Filename	Size	Type	P	Filename	Size	Type	P
*READFIRST	31	D/V	80	ARC/LOAD	5	PGM	Y	E/A*GAMES	128	I/P128	Y
ARC-DOC	18	D/V	80	ARC1	33	PGM		TEN	135	I/P128	

Disk - 2ADV/COMP
 M.U.N.C.H. 04/04/1988 2 Files Used - 329
 Free - 29

Filename	Size	Type	P	Filename	Size	Type	P
FIFTEEN	163	I/P128		TWENTY.3	166	I/P128	

Disk - 3ADV/COMP
 M.U.N.C.H. 04/04/1988 3 Files Used - 333
 Free - 25

Filename	Size	Type	P	Filename	Size	Type	P	Filename	Size	Type	P
NINE	73	I/P128		SIXTEEN	64	I/P128		THREE	196	I/P128	

Disk - 4ADV/COMP
 M.U.N.C.H. 04/04/1988 3 Files Used - 345
 Free - 13

Filename	Size	Type	P	Filename	Size	Type	P	Filename	Size	Type	P
EIGHT	40	I/P128		FOUR	73	I/P128		TWENTY	232	I/P128	

Disk - 5ADV/COMP
 M.U.N.C.H. 04/04/1988 2 Files Used - 351
 Free - 7

Filename	Size	Type	P	Filename	Size	Type	P	Filename	Size	Type	P
ELEVEN	151	I/P128		TWENTY.8	200	I/P128					

Disk - 6ADV/COMP
 M.U.N.C.H. 04/04/1988 4 Files Used - 351
 Free - 7

Filename	Size	Type	P	Filename	Size	Type	P	Filename	Size	Type	P
FOURTEEN	33	I/P128		THIRTEEN	42	I/P128					
SIX	41	I/P128		TWENTY.4	235	I/P128					

Disk - 7ADV/COMP
 M.U.N.C.H. 04/04/1988 2 Files Used - 352
 Free - 6

Filename	Size	Type	P	Filename	Size	Type	P	Filename	Size	Type	P
EIGHTEEN	108	I/P128		TWENTY.5	244	I/P128					

Disk - 8ADV/COMP
 M.U.N.C.H. 04/04/1988 3 Files Used - 355
 Free - 3

Filename	Size	Type	P	Filename	Size	Type	P	Filename	Size	Type	P
FIVE	235	I/P128		ONE	39	I/P128		TWENTY.6	81	I/P128	

Disk - 9ADV/COMP
 M.U.N.C.H. 04/04/1988 2 Files Used - 356
 Free - 2

Filename	Size	Type	P	Filename	Size	Type	P	Filename	Size	Type	P
SEVEN	114	I/P128		TWENTY.2	242	I/P128					

Disk - 10ADV/COMP
 M.U.N.C.H. 04/04/1988 3 Files Used - 356
 Free - 2

Filename	Size	Type	P	Filename	Size	Type	P	Filename	Size	Type	P
SEVENTEEN	65	I/P128		TWENTY.1	220	I/P128		TWENTY.7	71	I/P128	

THE COMPLETE * TI ADVENTURE COMPENDIUM * COMES ON 10 FULL SSSD DISKS (\$19.95) [CATALOGUED ABOVE] OR 5 DSSD (\$15.95) OR 3 DSDD (\$11.95). ABOUT 3500 SECTORS OF ARCHIVED FILES. OVER 5000 SECTORS UNPACKED! OF ADVENTURE GAMES AND UTILITIES. ALSO NECESSARY DOCS AND PROGRAMS (FOR UNPACKING) ARE ON DISK ONE OF THE SET.

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* IMPACT/99 *

by JACK SUGHRUE
Box 459
East Douglas, MA 01516

THE SOFTWARE BIGGIES

GENIAL COMPUTERWARE (Box 183, Grafton, MA 01519) is emerging as a TI software developer to challenge long-time leader in this field, ASGARD SOFTWARE (Box 10306, Rockville, MD 20850). Both companies' free catalogs make a 99er's mouth water.

Genial's 15 programs (by authors Peter Hoddie, Paul Charlton, Warren Agee, Mike Dodd, John Johnson, and Wayne Stith) are primarily utility: MACFLIX (\$15) lets you view, print, and save graphics created on the Macintosh; PICTURE TRANSFER (\$30) permits viewing different graphic files, creating slide shows, combining multiple images, and converting among formats (GIF, RLE, MYART, GRAPHX, TI-ARTIST) for the Geneve; TRIAD (\$20) combines the features of a terminal emulator, 40-column text editor, and disk manager in one program; HYPERCOPY (\$20) is called by Genial "the final word in disk copiers" and can copy an SSSD in less than 35 seconds, provide a skewing technique for faster disk reads, format, provide multiple copying facilities, and more; GRAPHICS EXPANDER (\$10) not only converts between TI-ARTIST and CSGD formats but can stretch, shrink, mirror, and rotate graphics all in fast assembly; GRAMPACKER (\$10) customizes GRAM emulating devices in significant and very useful ways; XBASHER (\$10) is faster and better than Jack Sughrue's SMALLIFYING program contained within his PLUS! disk and can compress up to 1/3 of an XB program; XB:BUG (\$15) debugs, modifies, searches, displays as it provides a fine XB tool for the programmer; REMIND ME! (\$15) functions as a fun and fast schedule planner with all kinds of built-ins; BROWSE (\$10) aids in the management of text files by permitting viewing, printing, combining, and browsing; PC TRANSFER'S (\$25) fast and efficient way of moving data between your TI (and/or Geneve) and an MS-DOS machine make this an extremely valuable tool for those 99ers who work with IBM; GENIAL FONT PACKS (\$10 each) provide a collection of 19 different fonts for use with TI-ARTIST along with some additional graphics programs; and FIRSTBASE (\$49.95) a full-featured database program expected to be the only real competition to the powerful TI-BASE (\$24.95 - Inscebot, P.O. Box 291610, Pt. Orange, FL 32029), will have a variety of exceptionally fine database features for the TI or Geneve.

Asgard's catalog of 57 software packages contains a larger variety of materials for the TI/Geneve user: games, graphics, utilities, production tools. In addition to Hoddie, Agee, and Charlton, the author/artists who create Asgard software include Ken Gilliland, Donn Granros, Harry Wilhelm, Tom Wynne, Chris Bobbitt, Ed Johnson, Robert Coffey, Tom Bentley, John Behnke, Jim Reiss, Mickey Schmitt, Paul Scheidemantle, Howard Uman, Tom Wible, Travis Watford, and Charles Earl.

Games: BALLOON WARS (\$4.95) an arcade strategy game with 20 screens of dangerous manned balloon flying; COLUMN ATTACK! (\$9.95) an 11-level fast arcade game demands perfect laser control to defeat the insane Flugelins; DOOM GAMES I & II (\$7.95 each) include a pile of bizarre epics for the TUNNELS OF DOOM addicts; THE GAME PACK (\$5.95) provides two distinct arcade games on one disk [Haunted Mine II and Missile Wars]; HIGH GRAVITY (\$9.95) is an addictive space simulation game that must be played to be appreciated [and my personal favorite]; VOLCANO

FORTRESS (\$7.95) is a collection of five additional TOD great games; LEGENDS (\$22.95) is considered by MICROpendium, Computer Shopper and many newsletters to be the best graphics adventure game EVER for the TI; LEGENDS II: THE SEQUEL (\$17.95) features so many new, exciting things it is already considered by many to be even better than its predecessor; OLD DARK CAVES: THE LOWER CAVERNS (\$17.95) by the same author not only continues with the extraordinary graphics of the LEGENDS series but contains a 50-level dungeon; OLIVER'S TWIST (\$9.95) will satisfy the cravings of Adventure Module owners with this very unusual adventure.

Graphics programs from Asgard that are \$7.95 each include two sets of ARTIST BORDERS, five of ARTIST FONTS, and nine of ARTIST INSTANCES. The variety of these TI-ARTIST collections is incredible. There is also ARTIST ENLARGER (\$9.95) which can enlarge, squeeze, stretch, or reduce singly or in multiple passes any pictures or fonts; FONTWRITER II (\$22.95) provides a companion/environment for TI-ARTIST that will let you successfully use graphics with any version of TI-WRITER; GRAPHX COMPANION SERIES (\$24.95) contains all four packages of this popular series of hundreds of pictures, clipart, borders, fills, and more; DISK OF DINOSAURS (\$12.95) is a delightful and unique graphic package of dinosaurs and animation; GRAPHX SLIDESHOW (\$9.95) allows viewing of GRAPHX or RLE pix in extraordinary ways; MY-ART COLORING BOOK (\$9.95) for the Geneve is a companion to the MY-ART program.

Although Asgard has always been famous for such productivity tools as RECIPE WRITER (and the ELECTRONIC GOURMET companions), SCHEDULE MANAGER, STAMP MANAGER, and the freewheeling C-database TOTAL FILER, the company has released a new pile of unique additions. TYPEWRITER (Disk \$19.95, Module \$24.95, Module with built in printer port \$39.95) is just what it says it is - a full-featured electronic typewriter that is incredibly easy to use; CALENDAR MAKER 99 (\$19.95) and CALENDAR MAKER UTILITIES (\$12.95) will satisfy even the most jaded calendar user with user-friendly graphic/text picture-perfect calendars from any month or any year from 1600 to 2400; CASSETTE LABELER (\$9.95) simply and quickly prints detailed cassette box inserts for your computer or audio cassettes; FORM MAKER 99 (\$24.95) not only creates very complicated business forms but almost any kind of ANYTHING that can be designed for home, school, business, PTO, the kids, or anything else; and PRESS (\$59.95) already described at the best word processor for the TI is compared favorably to the massive processors for the IBM and others.

Asgard's Utilities include BATCH-IT! (\$19.95) which permits all kinds of sophisticated programming techniques with a minimal amount of effort; EZ-KEYS PLUS (\$14.95) considered the ultimate XE programmer's environment has just as many uses for non-programmers; BEYOND VIDEO CHESS (\$9.95) lets you - AT LAST! - save and load chess games to disk, print screen or listing of moves, control the pieces with a joystick, use the board for two players, and more; MUSIC SYNTHESIZER (\$9.95) lets a novice create music by dropping the notes onto a screen page; PR-EDITOR (\$19.95), a multi-featured, superb text editor, is a programmer's ultimate tool, no matter what language you write in; RAM*BOOT (\$9.95) automatically boots setups for Myarc's 128 and 512K cards; TOD EDITOR (\$19.95) is the only utility for creating or changing TOD games; QUICK-RUN (\$9.95) may be destined for the most-used XB utility for the TI once people begin to use it as it the fastest way to operate XB programs in existence.

It is well worth every TI owner's time and quarters to send off for these tempting, descriptive catalogs from Asgard and Genial.

Short Calendar Programs

by Tony Falco

On what day of the week was the Declaration of Independence signed? On which day does Christmas fall next year? On what day of the week did the Blizzard of 78 strike? On which day of the week were you born? Your birthday for next year falls on which day? What about your 100th birthday, or Mom and Dad's 50th anniversary, or New Year's day in the year 2000? You could look these dates up in a perpetual calendar found in some almanacs or easier still you can enter the first two line program shown below. To run the program simply enter the month, day and year (separated by commas) for the desired date when prompted. For example: 7,4,1776 for the day that the Declaration of Independence was signed. (The program uses an algorithm called the Zeller Congruence Formula.)

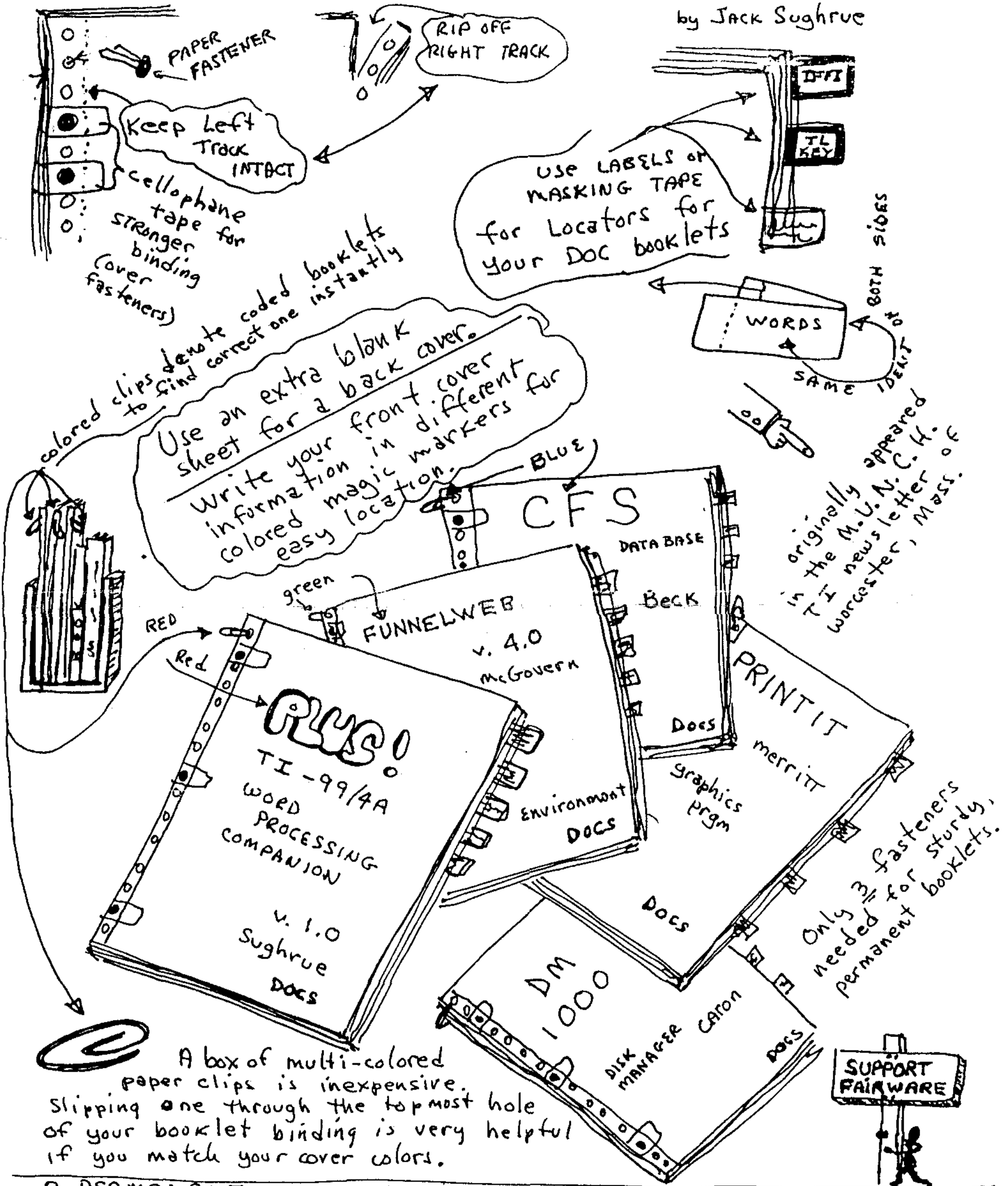
The date on which Easter Sunday falls is not simple to figure out without the use of astronomical tables and almanacs. In 325 A.D., it was decided that the date would be set according to the Gregorian calendar. Easter was to be the first Sunday following the full moon on or after the vernal equinox. (about March 21.) Easter can fall, therefore, on any Sunday between March 22 and April 25. Christians in Western Europe and the Americas still use this method. Since the date is determined by two periodic events, the full moon and the vernal equinox, it should be possible to devise a numerical scheme for finding the date. The second program listed below does just that. To use the program you just enter the year for which you want the date. The program will print a screenful (Why waste a good algorithm on just one year?) of twenty dates for Easter centered about the desired year.

```
1 INPUT "M,D,Y ==>":M,D,Y$ :: M=M+2*(M>2
)-10*(M<3):: A=VAL(SEG$(Y$,1,2)):: B=VAL
(SEG$(Y$,3,2))+(M>10):: F=INT(2.6*M-.2)+
D+B+INT(B/4)+INT(A/4)-2*A
2 F=F-7*INT(F/7)+1 :: PRINT SEG$("SUNDAY
MONDAY TUESDAY WEDNESDAYTHURSDAY F
RIDAY SATURDAY",9*F-8,9):;:;: GOTO 1
```

```
1 INPUT "YEAR=>":X :: FOR Y=X-9 TO X+10
:: D=19*Y-361*INT(Y/19)+24 :: D=D-30*INT
(D/30):: E=6*Y-8*INT(Y/4)-28*INT(Y/7)+6*
D+5 :: E=E-7*INT(E/7)
2 PRINT "In";Y;"Easter is ";SEG$("MarchA
pril",- (D+E<10)-6*(D+E>9),5);D+E+22+31*(
D+E>9);CHR$(32-28*(X=Y)):: NEXT Y
```


BUILT-IN BOOKLETS with Tractor-Feed Paper

by Jack Sughrue

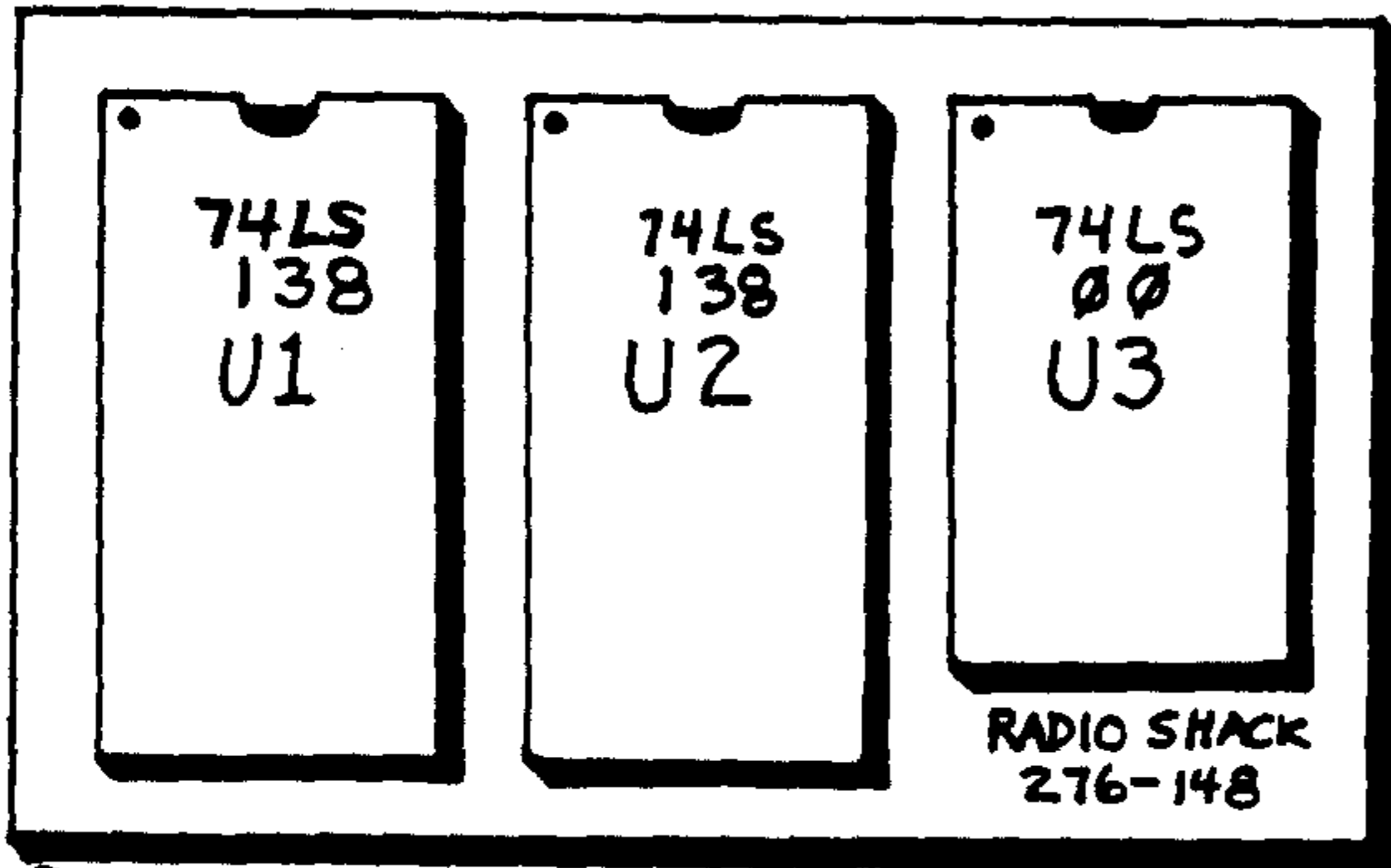


A box of multi-colored paper clips is inexpensive. Slipping one through the topmost hole of your booklet binding is very helpful if you match your cover colors.

A PERMANENT SOLUTION TO YOUR GROWING DOCS LIBRARY PROBLEMS

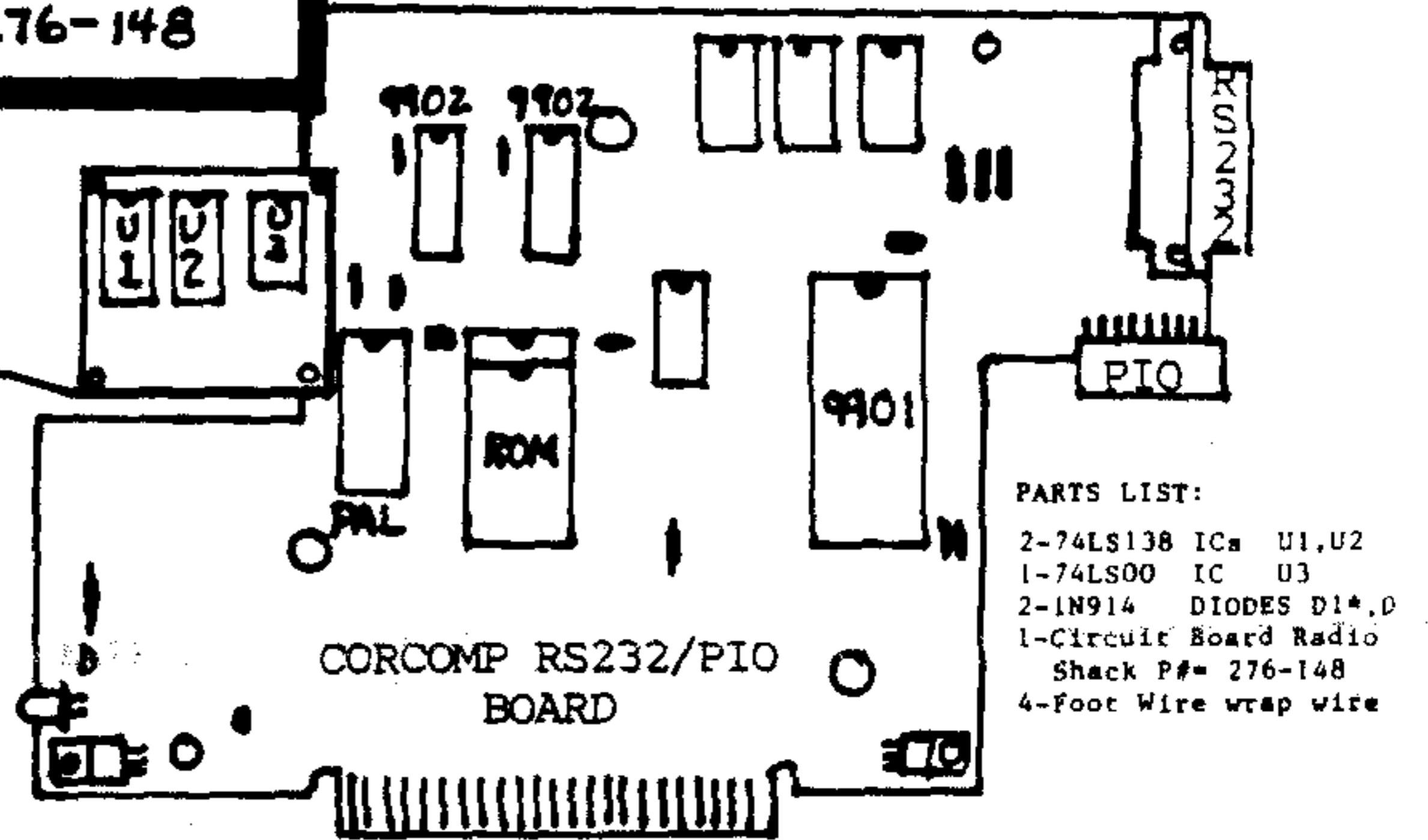
WHEN A PAL IS NOT YOUR PAL... (OR WHEN YOU CAN'T REPLACE IT WITH A STANDARD CHIP).

by John F. Willforth



DAUGHTER BOARD

the same job as the several chips they replace, and can be designed and programmed when and where they are needed. They are also relatively inexpensive. Ron Gries gave me this idea about a year and a half ago when he needed a PAL for a TI RS232 card. I needed one for the CorComp so here



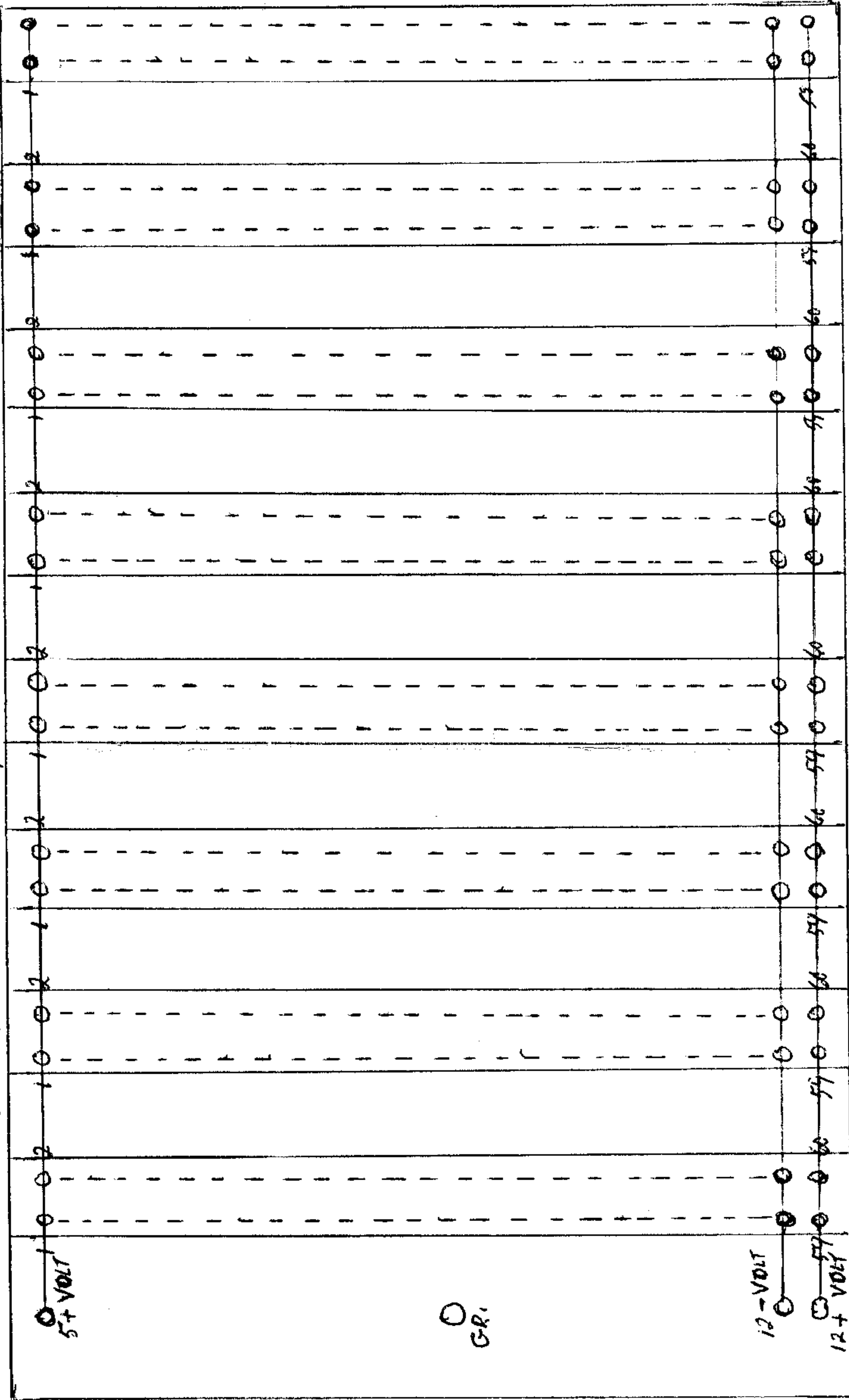
- PARTS LIST:
 2-74LS138 ICs U1,U2
 1-74LS00 IC U3
 2-1N914 DIODES D1*,D2
 1-Circuit Board Radio Shack P# 276-148
 4-Foot Wire wrap wire

is the replacement circuit for those of you who may have this PAL bad on your CorComp RS232/PIO card. If anyone has done the same for anyother TI card, please contact me so we can provide this information to the rest of the TI community. Point-to-point wiring:

FROM	TO	FROM	TO	FROM	TO	FROM	TO
U2,1	-- PAL,12	U2,2	-- PAL,8	U2,3	-- PAL,11	U2,4	-- PAL,5
U2,14	-- U1,5	U1,1	-- PAL,2	U1,2	-- PAL,3	U1,13	-- PAL,14
U1,14	-- PAL,15	U1,15	-- PAL,16	U1,3	-- PAL,7	U1,6	-- D1*
D1*	-- PAL,4	U1,6	-- D2*	D2*	-- PAL,6	U1,4	-- PAL,9
U3,4	-- PAL,20	U3,5	-- U2,11	U3,6	-- U3,9	U3,10	-- PAL,1
U3,8	-- PAL,13	U2,5&8	-- U1,8	U2,6&16	-- U1,16	U1,8	-- PAL,10
U1,16	-- PAL,20	U3,14	-- U3,4	U3,7	-- U2,8	PAL,17&18	-- Not Conn.

D1* and D2* anodes (not the banded end) are tied together and attached to U1, pin 6, while the anode ends (banded ends) go to the two PAL pins indicated. ALL voltages are taken care of in the point-to-point above. Use wire wrap wire, and attach all wires on the back of the board (non-component side). Be sure that the defective PAL is NOT in the board. Put a couple of drops of Super Glue on the back right side of the new daughter board, and lay it against the component side of the RS232/PIO board as indicated above in the drawing. This works quite well. If a PAL is acquired in the future, just take the 18 wires off the PAL pads on the back of the board. This is a case where three chips were needed to replace the single PAL involved, but it could be cost effective to just buy the PAL in the first place rather than build this circuit. You may need this if the PAL is: Too costly, not available, to troubleshoot a problem rather than order a PAL which will take a while to get, and may not fix the problem. You decide.

BACK OF PERIPHERAL BOX



FRONT OF BUS LINE

TEXAS INSTRUMENTS

L... John Monroe, M.U.N.C.H.

APRIL 11, 1989 HAPPY PATRIOTS' DAY!!!

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+++++++	Jack Sughrue	476/7630

MARCH MEETING. The March meeting was one of the best we have had in some time. We had 22 members present for the meeting which was called to order by President Corson Wyman. After brief opening remarks, Jack Sughrue gave a report on the status of the Adventure Compendium which he has put together with the people from the Western N.Y. 99ers'. A number of members signed up to help in the duplication of the disks for the Adventure Series. Jack and Lou Holmes then did demos of the latest version of Funnelweb, while the Assembly class, headed by Dan Rogers, met in the next room. All in all it was one of the most enjoyable meetings we have had in a long time.

APRIL MEETING. The April meeting will feature reports on the New England Fayah, and demos of some new and exciting software. The Adventure Ccompendium is available for anyone who wants to purchase a set. If you helped in the duplication of disks, and have not received a set yet, see Jim Cox at the meeting.

THE FAYAH. Some quick thoughts on the Fayah. It was lots of, fun as always, but attendance seemed to be down, I would estimate 200 people. The location and facilities of the Ramada Inn were excellent, I hope it will be there next year, also. There were some great hardware buys, this year it seemed like a hardware oriented event. We did not sell as many aadventure sets as I had hoped, maybe this was the reason. Still, it was a lot of fun.

RAFFLE. Each month we have a raffle and the dollar donation per ticket helps to cover the monthly fee to rent the hall. This month's raffle will have a TI programming book, two educational game carts and at least one other item.

MONTHLY SALES. At each meeting you have the opportunity to buy and/or sell new or used hardware, software, books and original programs. Please have prices marked on any items you have to sell.

LIBRARY NOTICE. Please return any items borrowed from our library. If you can not come to a meeting or give these items to someone who will be at the meting, please mail any library items to the group address which is listed on the cover of this newsletter. There are no late fees, we don't care how long they have been out, please return these items.

REPRINTS. Reprints of any items in this newsletter is permitted as long as credit is given to M.U.N.C.H.

ARTICLES. I am always looking for articles for this newsletter, anything which interests you will probably interest other members of the TI community, so please share your ideas and opinions with all of us.

