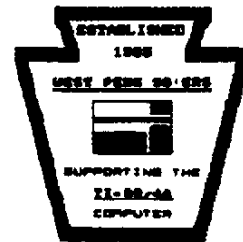




ISSUE #57
MAY, 1990

FOR THE RECORD

By Frank N. Zic
(Acting Secretary)



The April 17, 1990 meeting was called to order by President Mickey Schmitt at 7:12 PM. She started the meeting with thanks to yours truly for bringing in the goodies and taking the meeting minutes. Got ya! Lynn gave the Treasurer's report; Bob said ET@SEA is in the library; Norm said there are 35 modules and cassettes in the borrowing library. Disks and cassettes cost \$2.00 each; disk mailers are 4/\$1.00; sleeves are 16/\$1.00; disk cases are \$2.00 & \$4.00; Micro's \$1.50 and ribbon re-inking \$1.00 (see Art). Not a bad looking low priced list. Also low is a club membership fee of \$15 and newsletter membership only \$10. Gary can now handle 200 messages before erasing on the BBS(412) 341-4820. Check the BBS listings for another listing of 100 BBS's and also a vendors list. John said he would place in the newsletter a list of up-coming Fairs. Paul Brock said a lot of Apple II software is available at the North Appollo, Pa. Salvation Army store. Check the March Micro page 9 for a short article on cassette to disk and page 43 for the PUG BBS board article. Gary is really on the ball. Audrey Bucher passed around copies of the PUG newsletter. Support the new Computer Buyers Guide. The first issue looked very good and the second issue had 24 more pages with more expansion planned. Then too, our TI is once again being covered (support or don't complain later). This I'm sure will be our last chance with a larger magazine. Don't forget the Wheeling, W.VA. computer and ham fiest at Wheeling Park, May 28, 1990.

Don't forget now is an excellent time to go into a hard drive and control card. The prices have never been better. Frank Foster came to the meeting with his two fine looking sons, Tim and Frank Jr. Rick Keppler brought Doug Thames, a possible new member to either club. A motion was made and seconded to have a copy of the Treasurers's report passed around at each meeting. Thanks to Mike Shane of PUG for the nice favors he made available. Mickey made a strong comment about about not pirating disks at club meetings. A P-CODE card was raffled for \$40 (to Mike Sealy of course). The main raffle of the evening was for an Asgard Mouse and Nuts and Bolts #2 (brought in by Joe Ekl). Gary showed a copy of Activity Accountant for keeping records of all kinds of school programs. Other similar sets of programs are also out there. At next months meeting I will hold a session on the use of Disk+Aid (looking inside your disk). John took orders for a 3 1/2 inch disk drive for \$38. John spent his evening with us even though it was Fay and John's anniversary. Though I didn't know this before the meeting, I had already decided to pay some accolades to John for his spectacular acheivements. Please read the article about John in the Jan. 1990 ROM newsletter. John is truly a Hall of Famer. Thank you, too, Fay and Girls. Sorry John, but this part has to be printed just as it is with no editing, since it is our sincere appreciation for your endless efforts to help us. May the good 4's be with you.

WEST PENN 99'ERS CLUB INFORMATION

NEXT MEETING DATE: MAY 15TH 1990
 MEETING LOCATION: St. STEPHEN'S
 BYZANTINE CATHOLIC
 CHURCH
 JUST OFF ROUTE 30
 BETHEL ROAD, NORWIN
 TIME OF MEETING: 7:00 P.M.

PRINT INSTRUCTIONS IN THIS NEWSLETTER, ABOUT HOW AND TO WHOM YOU SHOULD SEND YOUR DUES. I THINK THAT THESE PROBLEMS WILL NOT OCCUR IF THE TREASURER RECEIVES YOUR CHECKS MADE OUT TO THE WEST PENN 99'ERS. HER ADDRESS IS:

LYNN GARDNER
 642 Lois DRIVE
 PITTSBURGH, PA 15236

LIST OF WEST PENN OFFICERS FOR 1990

PRESIDENT: MICKEY (412) 335-0163
 VICE PRESIDENT: SCOTT "" 523-3754
 TREASURER: LYNN "" 835-4304
 RECORDING SEC.: ED "" 864-4924
 CORRESP. SEC.: GENE "" 829-0469
 LIBRARIAN: BOB "" 863-5672
 NEWSLETTER ED.: JOHN "" 527-6656

FAMILY MEMBERSHIP (\$15. PER YEAR) INCLUDES ALL MEMBERSHIP PRIVILEGES, AND INCLUDES ALL MEMBERS OF THE FAMILY.

ASSOCIATE MEMBERSHIP (\$10. PER YEAR) INCLUDES JUST THE WEST PENN NEWSLETTER, AND THE INFO. INCLUDED THEREIN.

GENERAL ITINERARY OF THE CLUB'S MEETING

6:45 P.M. DOORS OPEN
 7:00 P.M. GENERAL MEETING
 7:45 P.M. DEMOS AND NEW INFO.
 8:45 P.M. HARDWARE & PRINTERS
 8:45 P.M. INTRO TO ASSEMBLY
 11:00 P.M. DOORS CLOSE

NOTE: NORMALLY YOU WOULD SEE A BRIEF LISTING OF PLANNED DEMOS AND CLUB OFFERINGS HERE. I MUST PUT THIS NEWSLETTER OUT EARLIER THAN WAS EXPECTED. AS A RESULT I COULDN'T WAIT FOR THE MEETING HIGHLIGHTS FROM MICKEY THIS MONTH. I DO KNOW, HOWEVER, THAT THERE WILL BE MANY NEW THINGS TO BE TALKED ABOUT AND DEMONSTRATED AT THE MAY MEETING, BECAUSE MANY OF YOUR FELLOW MEMBERS WILL HAVE BEEN TO THE BOSTON T.I. FAYEH. THEY WILL BE BURSTING AT THE SEAMS TO SHOW'N'TELL!

RENEW YOUR MEMBERSHIP DUES !

I MUST REMIND YOU THAT ALL MEMBERSHIPS START ON JANUARY 1 OF A YEAR, AND END DECEMBER 31ST OF THAT YEAR. IF YOU JOIN BEFORE JULY 1, YOU ARE ASKED TO SUBMIT THE ENTIRE YEARS DUES. IF AFTER JULY 1, THEN ONLY HALF IS REQUIRED.

I WILL SEND JAN. THROUGH JUNE NEWSLETTERS TO THOSE WHO SEND THE ENTIRE YEARS DUES AFTER THE JULY 1ST DATE. I HOPE THAT THIS WILL CLEAR UP ANY QUESTIONS THAT YOU MAY HAVE ABOUT WHY YOU WERE TREATED DIFFERENTLY THAN YOU EXPECTED.

I APPOLOGIZE FOR ANY ERRORS I MADE DETERMINING YOUR MEMBERSHIP. I KEEP THREE DATA BASES FOR NEWSLETTERS. ONE FOR WEST PENN MEMBERSHIP, ANOTHER FOR COMPLIMENTARY (MOSTLY VENDORS, AND THE LIKE), AND USERS GROUPS. THESE MUST BE UPDATED ALMOST DAILY. I SOMETIMES MAKE MISTAKES IF I DON'T WRITE DOWN YOUR NAME WHEN YOU SEND A CHECK TO ME, OR IS MADE OUT TO ME. I OFTEN

PUG BBS (412) 341-4820

JACK SUGHRUE HAS REALLY STARTED TO BE THE TIRELESS SPOKESMAN OF THE TI AGAIN AFTER HIS RECOVERY FROM A NEAR FATAL AUTOMOBILE ACCIDENT LAST YEAR.

LAST MONTH I INCLUDED ARTICLE #1, AND THIS MONTH I'VE INCLUDED #5, #6, AND #7 IN HIS SERIES BECAUSE #5 PRESENTS INFORMATION ON A CONTEMPORARY OF HIS, JIM PETERSON "MR. TI". #6 AND #7, BOTH EXPOSE YOU TO PAGE PRO, AND I WANTED THEM TO BE PRESENTED IN THE SAME MONTH.

#1, #2, AND #3 WILL BE PRINTED IN THE JUNE ISSUE. THIS WILL GIVE YOU A NEARLY COMPLETE LOOK AT HIS SERIES SO FAR, EVEN THOUGH IT IS A BIT OUT OF CHRONOLOGICAL ORDER.

FINALLY I'M INCLUDING AN AD FOR PLUS! v.2.0 WRITTEN BY JACK. SEE THE OUTSIDE COVER.

ZENO BOARD JUST A REMINDER THAT ERIC IS STILL OFFERING THE INTERNAL BOARD AND YOU CAN GET YOURS BY WRITING OR CALLING HIM AT: (412) 371-4779 ERIC ZENO, 414 HIGHLAND RD., PITTSBURGH, PA 15235. \$20. + \$2.50 S/H FOR FIRST BOARD. \$1. S/H EACH ADDITIONAL, PLUS \$1. FOR EACH SET OF INSTRUCTIONS.....

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NOTE: I HOPE THAT THE MEMBERSHIP WILL BEAR WITH ME FOR THE NEXT TWO OR THREE MONTHS IN LIMITED HARDWARE ARTICLES. I'M INUNDATED!

W-AGE/99 * NEW-AGE/
99 * NEW-AGE/99 * N
EW-AGE/99 * NEW-AGE
/99 * NEW-AGE/99 *
~~~~~

\* by JACK SUGHRUE, Box 459, East Douglas, MA 01516 \*

#5

Anyone in the TI World owning a disk system at least a month and has not yet contacted Jim Peterson at TIGERCUB Software is certainly leading a severely deprived life.

Jim has the largest collection of stuff at the cheapest prices possible for our amazing 4A. He couples this "best for the least" business with a fantastic knowledge of the machine and a kind, generous spirit. No one knows the BASIC and XB workings of the TI better than Jim. He is an expert in everything!

Mr. TI, as he is known by his thousands of admirers, seems to take to his computer the way Jean Henri Fabre took to ants. He is meticulous and creative and understands the soul of the 4A. I'm still in awe of his skills and dedication and influence.

There is no one in the entire TI World (unless he or she has been hiding under a rock since the 70s and has just been handed a machine) who has not felt the influence of this mild-mannered, modest man.

I've come across hundreds of programs with his fingerprints on them: programming enhancements and tools he has given to us. For years Jim gave newsletter editors free tutorials called "TIPS FROM THE TIGERCUB" which were (and are) so jampacked with wonderful programming goodies that it is hard to imagine what TI life would have been without this marvelous source. He still sends these "CARE" disks to sharing newsletter editors. He has also written the ultimate tutorial on programming in the form of subprograms that can be easily merged into any XB program (including a subprogram that makes BASIC programs into XB programs). These loaded disks of subprograms (called NUTS & BOLTS) can be purchased from him and readily used with your own or other programs. These Tigercub touches are what I see on almost every good XB program written for the TI in the past half decade."

Jim has also written so many programs for the Public Domain that we just take for granted that these kinds of programs have "always been there." They weren't. Until Jim gave them to us. There isn't a user group library in the world that doesn't have heaps of programs from Mr. TI.

He also writes numerous "commercial" pieces of software. "Commercial" only in the sense that they are for sale. They were low-priced and of high quality in the heydays of the 4A when everything was high-priced and too often of extremely poor quality. Years later, I still use a large number of his programs in school (SYNONYMY, MECHANICAL APTITUDE TEST, SCRAMBLE, SQUINCH (a fiendish word game), to name a very few). I wouldn't like to be without the other Tigercub utility and game programs I've enjoyed so much over the years (particularly the unendingly fascinating NUTS & BOLTS disks, which I had the honor of demo-ing at a recent computer fair. [I had the greater honor of meeting Jim at the great TI fair in Lima, Ohio.] The man's remarkable and is universally liked (which is remarkable unto itself).

[Jim's three NUTS & BOLTS disks (with a descriptively succinct manual/tutorial) are now only \$10 each. His five disks full of "TIPS FROM THE TIGERCUB", a newsletter editor's Godsend, are only \$5 each.

His 120 original programs (a refundable \$1 for the catalog) are now just \$1 each!]

Praising Jim's efforts on our behalf is not the purpose of this article. (It's just impossible to write about Tigercub without doing so.) The purpose of this article is to tell you about the latest goodies to come out of Tigercub. Jim, because of his huge number of TI contacts (without a doubt more than anyone else in the world), has been able to put together the largest collection of Public Domain and Fairware programs, files, and templates in existence.

This PD extravaganza can be dipped into by sending a refundable dollar for this catalog. (\$2 for both the Tigercub and TI-PD catalogs.) Within is an unbelievable world of goodies. A 4A maniac's paradise! At only \$1.50 per disk! Not per program. Per FULL disk! And that's postpaid!

These disks do not contain a pile of junk you'll never use, either. They are selected from the thousands Jim has in his library. And they are catalogued and sub-catalogued and regrouped.

An example: Interested in music? Those are the 600 series. What kind of music? Well, remember those great graphic/music combos of Sam Moore? 600 is a disk called "SAM MOORE MUSIC #1" (341 sectors). It has 11 super selections on it. But there is also a "SAM MOORE MUSIC #2" (343) and a 3 (348) and a 4 (337) before #604 moves to "BILL KNECHT HYMNS" (334) and so on.

You get the picture. You get a disk full of the kind of things you want and can use: educational programs, graphics, printer utilities, typing, health, you name it. Games are broken down into so many categories it's amazing. Three disks of just CARD games! All programs now run in XB and all come with Tigercub's famous Loader, forerunner of all the good loader programs found elsewhere. Jim has games broken down by specific type: "ROAD CROSSING GAMES", "KEYBOARD MANEUVERING GAMES", "Q\*BERT GAMES", "FORMER COMMERCIAL GAMES", "EASY GAMES FOR KIDS", "KING KONG TYPE GAMES", "TWO-PLAYER JOYSTICK GAMES" (there are loads of one-player), "GERMAN GAMES", on an on, page after page.

There's even such esoteric stuff as "LIGHT PEN PROGRAMS (including a disk file which teaches you how to make your own light pen).

There are disks of programs about Chemistry; Hi-res Drawing; Physics; Children's Programming with Speech; Sorts, Scrambles & Searches; Auto-loaders; Calculators & Converters; Astronomy, Religious Programs. The list seems endless.

The catalog gives you the full listings of the files on the disk: "FINANCIAL PROGRAMS" (356 sectors) includes the following selections with authors where known: Amortization Schedule (M Holgers); and #2 (J Roche); Compound Interest (C Good); Estate Tax Securities (R Shumaker); Debt Calculator (K Romstedt); Financial Math (C Ehniger); Financial Statemnt Ratio Analysis (C Colton); Investment Analysis (A Robertson) AND 15 more!

Just the work and time involved in the collecting, reviewing, selecting, debugging, sorting, creating full disks, cataloguing, printing, and distributing must be incredible. To charge \$1.50 a disk is the greatest TI giveaway of all times.

Order the catalogs today; then, after you wipe the drool off the table, order as much as you can to show Mr. TI how much you support his endeavors. TIGERCUB Software, 156 Collingwood Ave., Columbus, OH 43213.

[If you use NEW-ADR/99 please put me on your exchange list.]

# NEW-AGE/99

XXXXXXXXXXXXXXXXXXXXX  
#6 PAGE PRO - PART 1

BY JACK SUGHRUE  
Box 459

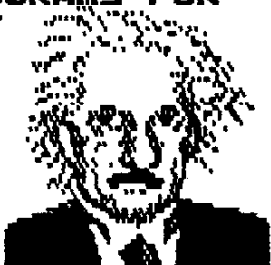
E DOUGLAS MA 01516

2+3=?  
HMMMM!



DESKTOP PUBLISHING FINALLY ARRIVED FOR OUR 99. THERE ARE MATURE COMMERCIAL AND FAIRWARE AND PUBLIC DOMAIN GOODIES ALL OVER THE PLACE. THERE ARE SO MANY, IN FACT, THAT IT IS QUITE IMPOSSIBLE TO KEEP UP WITH THEM.

BESIDES TI-ARTIST-PLUS, WHICH WILL BE REVIEWED SOME OTHER TIME, THERE ARE PILES OF INNOVATIVE PRODUCTS FROM COMPRODINE WHICH I'VE READ AND HEARD ABOUT BUT HAVE NOT YET EXPERIENCED. THERE ARE CSGO'S GREAT PROGRAMS AND NUMEROUS PUBLIC DOMAIN AND FAIRWARE PROGRAMS FOR BANNERS, LETTERHEADS, LABELS, AND SO ON.



YOU HAVE TO BE

TO FIGURE OUT SOME OF THESE PROGRAMS.

MANY OF THEM ARE SEVERELY LIMITED (THOUGH SOME LIKE GRAPHIC LABELER DO EXACTLY WHAT THEY'RE SUPPOSED TO IN A FANTASTIC WAY).



NOW THERE ARE A PAIR OF WONDERFUL TREASURES FOR ALL 99ERS WITH DISKDRIVES AND PRINTERS:

## TIPS

(TI PRINT SHOP - PUBLIC DOMAIN PROGRAMS WITH A HUGE COLLECTION OF PIX)

## & PAGEPRO

(FROM ASGARD, THE BEST PAGE MAKER AVAILABLE FOR THE 99 AND GENEVE)

RON WOLCOTT, WITH ABLE HELP FROM BARRY TRAVER AND OTHERS, HAS GIVEN TIPS TO THE TI WORLD FREE OF CHARGE (SEE YOUR USER GROUP OR CONTACT JIM PETERSON FOR THIS AND OTHER PD AND FAIRWARE GRAPHICS PROGRAMS). TIPS LETS YOU MAKE BANNERS, LETTERHEADS, LABELS, GREETING CARDS, AND MORE. WRITTEN IN XB, TIPS TENDS TO BE SLOW AND A BIT CUMBERSOME. YOU MUST PRINT OUT THE DOCS AND FOLLOW THEM CLOSELY TO USE THE PROGRAMS SUCCESSFULLY!



BUT IT TAKES A LITTLE TIME TO MASTER AND TO PRINT.

ONE OF THE MOST IMPORTANT ASPECTS OF TIPS IS ITS COLLECTION OF GRAPHIC ART FROM THE BIG BLUE WORLD. THERE ARE ABOUT 5,000 PIX NOW A PART OF THIS PACKAGE, WHICH INCLUDES PROGRAMS TO CONVERT TO TI-ARTIST AND PAGEPRO, AMONG OTHER ITEMS.

THIS REVIEW USES ALL TIPS PICTURES WITHIN THE SUPER8 FRAMEWORK OF PAGEPRO.

WHICH, OF COURSE, BRINGS ME BACK TO THE TOPIC OF THIS REVIEW. THE DAY I GOT THE ORIGINAL PAGEPRO I WAS UP TO THE VERY WEE HOURS PLAYING WITH IT IN ALL KINDS OF INGENIOUS WAYS. WITH PP YOU CAN PUT ANY GRAPHICS (OVER 5,000 IF YOU HAVE TIPS) ANYPLACE ON YOUR PAGE. YOU CAN TYPE OVER OR INTO THESE PIX (AS IN THE TOP AND MOON PIX). THE ORIGINAL PERMITTED 28 PIX PER PAGE. VERSION 1.5 ALLOWS UNLIMITED GRAPHICS BY SAVING PAGES FULL AT A TIME, ALONG WITH ALL TEXT.



Because of this saving method, PAGEPRO also permits an unlimited number of fonts per page:

**Gothic 2 Sample, Script 1 Sample, TULO SAMPLE, etc.**

If you've written your text on FUNNELWEB or any DV/80 textfile maker, you can easily import that text into your PAGEPRO pages, though personally, I find it just as easy to type right onto my pages and place the graphics (TIPS) and borders and fonts (PAGEPRO) just where I want as I'm going along.

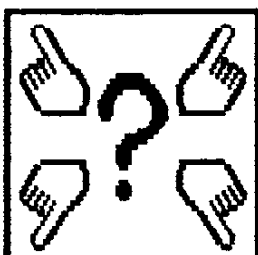
PAGEPRO is extremely user friendly. Of all the various pagemakers and semi-pagemakers I've used for the TI (and for some other computers), I've found PAGEPRO by far the easiest to use. The commands are mostly single keypress and FAST! If you have any kind of RAM capacity, the whole activity is almost instantaneous.

It's not one of those programs where you'll stop often for tea breaks while the program churns and mopes along.

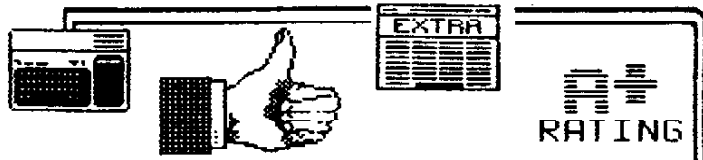
The latest PAGEPRO also has some great improvements, such as cataloging from any cursor. For me, this was a... **LARGE** improvement.

The columnizer that is part of PAGEPRO has been improved to auto indent and auto page number; two nice features.

Y  
o  
u  
m  
a  
y  
p

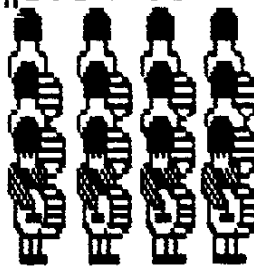


d a f c  
i t o o  
r e a r n v  
c n n e n  
t y e n i  
i t a i e  
n t l e n  
n i n c



Typing in any direction let's you make quick borders, boxes, whatever, as well as puzzles and text patterns.

There are other neat changes in 1.5 regarding importing/exporting text, printing a page, and so on. But, basically, a great program was made even better.



So while the band's playing let me add that PAGEPRO does not stand alone.

Asgard also has PAGEPRO PICS of all kinds of pictures done in neat, thematic packages.

There is also PIXPRO which converts GRAPHX, TI ARTIST PIX & INSTANCES, RLE, PICASSO, MACPAINT, & PAGEPRO into most of the above formats. This is great even if you don't own PAGEPRO.

Also available are PP FONTS (a few of the 50 are shown on these two pages); PP TITLES (which are works of art unto themselves); PP UTILITIES (which allow some extraordinary manipulations of the graphics for all kinds of on-screen pasteups & designs).

PAGEPRO is a WIZZYWIG ("wizzywig": What You See Is What You Get) program that more than lives up to its promise. It's the standard for TI as TI-ARTIST is for drawing.



(to be continued)



# NEW-AGE 99

#7 PAGEPRO pt 2

Last time our wee leprechoun wished us a happy goodbye after exploring a few PAGEPRO delights. This exciting installment will uncover & show more ways to desktop publish via PP.

In limiting these explorations to 2-page segments some of the intricate niceties of PP have to be left to your imaginations and time.

We'll show an example of the neat TITLES on the next page but will leave the greeting-card making up to you. Exploring such a program on your own is 9/10ths of the fun!



Okay, What do you need to make PAGEPRO the dream graphics/text program of the TI world?

Not much, really. Last time we suggested getting TIPS from your local user group or Jim Peterson of TIGERCUB for the thousands of graphics that come with it. That'll give you a big picture collection.

PAGEPRO will give you the state-of-the-art tools you'll need:

PAGE PRO 99 v 1.5 by Ed Johnson (& Chris Bobbitt) is the complete page-making software for 4A or Geneve. It includes all you need to make letter-heads, newsletters, pages of all descriptions, text conversions, etc. \$24.95.

PP FONTS by artist Paul Scheidemann comes on 2 disks. There are 50 of

by Jack Sughrue, Box 459  
E Douglas MA 01516

of them (small & large); PP PICS are 7 volumes of excellent thematic pictures; PP TITLES (see next page) are pretty dramatic eye-catchers; PP UTILITIES are extraordinary graphic manipulation tools essential for quick layout (cards), design, inversions, rotations, etc.; and PIX PRO, the single converter you'll need for converting to and from PAGEPRO, TI-ARTIST (pix & instances, ideal for CSGO & GRAPHIC LABEL users, too), RLE, PICASSO and even MACPIX. Yes, PAGEPRO does print full-page graphics!

A NEWSLETTER  
EDITOR'S  
DREAM COME  
TRUE!



As a matter of fact, PAGEPRO even lets you save any part of a page or THE ENTIRE PAGE as a single picture, thus giving you endless clipping and overlaying possibilities and greater reprint abilities than ever before imagined.

[This article, for example could be saved as two pictures on disk and sent to an editor elsewhere who has PAGEPRO. That person would simply load the program and load a picture (not a page) & what you see printed before you, including all the graphics and borders are exactly what the editor would get fresh on his or her printer. Neat package, no?

I thought I'd complete this two-part review of PAGE PRO 99 from Asgard by a few bits of dazzle. It's so easy. Below, in case you didn't notice, is an example of PP TIFLES. The font I'm using SCRIPT for small fonts. For the larger ones I'll use

**LOOK**

**Antique**

which is quite different from any of the others I've shown so far in this lengthy review of PAGEPRO. Next I'd like to fill up and overlay a bunch of this page with pix of all kinds.

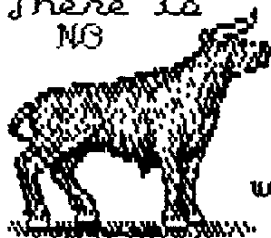
**AT THIS!**



**WHIE!**

You can see that with such a wonderful graphic program, you are limited only by your imagination.

There is NO



with this program. Only  stuff.

As you have undoubtedly gathered by now, NEW-AGE/99 rates this program a solid A+. I haven't used anything so often since FUNNECWEB, nor had so much fun since the invention of the yo-yo.



To get yours contact:

ASGARD SOFTWARE  
P.O. Box 10306  
Rockville, MD 20850

Ph. 703-255-3085





```

1 CALL CLEAR :: CALL QUITOFF
  :: ON BREAK NEXT :: ON WARN
  ING NEXT :: PRINT "    FOUR
  IN A ROW,OR MOST COMMONLY K
  NOWN AS'CONNECT FOUR'" :: PR
  INT
2 PRINT "    THE GAME CONSIT
  S OF STACKING X'S AND O'S (T
  HE COMPUTER IS 'O') UNTIL ON
  E OF THE PLAYER GETS FOUR IN
  A ROW V"
3 PRINT "VERTICALLY,HORizontA
  LLY,OR DIAGONALLY" :: PRINT
4 DIM B$(8,8),V(16):: FOR Z1
  =1 TO 16 :: READ V(Z1):: NEX
  T Z1 :: X$="X" :: O$="O"
5 DATA 1,100,500,1E20,1,600,
  4000,1E20,1,75,900,1E10,1,45
  0,3000,1E10
6 FOR I=1 TO 8 :: FOR J=1 TO
  8 :: B$(I,J)="-" :: NEXT J
  :: L(I)=0 :: NEXT I :: IF H=
  0 THEN PRINT "DO YOU WISH TO
  GO FIRST(Y/N)" :: CALL KEYS
  ("YyNn",C):: CALL CLEAR :: G
  OSUB 7 :: ON C/2 GOTO 9,12 E
  LSE GOSUB 7 :: ON H GOTO 9,1
  2
7 FOR I=0 TO 1 STEP -1 :: FO
  R J=1 TO 8 :: CALL HCHAR(9-I
  ,J+2,ASC(B$(I,J))): NEXT J
  :: NEXT I :: DISPLAY AT(9,1)
  : "12345678" :: DISPLAY AT(10
  ,1):RPT$( " ",128):: RETURN
  8 DISPLAY AT(10,1):"ILLEGAL
  MOVE,TRY AGAIN" :: FOR T=1 T
  O 500 :: NEXT T
9 DISPLAY AT(10,1):"A NUMBER
  BETWEEN 1 AND 8:" :: ACCEPT
  AT(10,26)VALIDATE(DIGIT)8IZ
  E(1):M :: IF (M<1)+(M>8)THEN
  8 ELSE H=L(M):: IF H>7 THEN
  8 ELSE L(M)=H+1 :: H=H+1 ::
  B$(H,M)=X$ :: GOSUB 7 :: P$
  =X$ :: GOSUB 25
10 FOR Z=1 TO 4 :: IF S(Z)<4
  THEN 11 ELSE DISPLAY AT(12,
  1):"YOU WON" :: H=1 :: GOTO
  33
11 NEXT Z
12 M9=0 :: V1=0 :: N1=1 :: F
  OR M4=1 TO 8 :: H=L(M4)+1 ::
  IF H>8 THEN 21 ELSE A=1 ::
  P$=O$ :: W=0 :: M=M4
13 GOSUB 25 :: FOR Z1=1 TO 4
  :: N(Z1)=0 :: NEXT Z1 :: FO
  R Z=1 TO 4 :: U=S(Z):: IF U
  W>3 THEN 23 ELSE T=U+F(Z)::
  IF T<4 THEN 14 ELSE A=A+4 ::
  
```

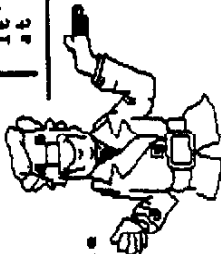
```

N(U)=N(U)+1
14 NEXT Z :: FOR I=1 TO 4 ::
  O=N(I)-1 :: IF O=-1 THEN 15
  ELSE I1=O+W+4+80N(O)+I :: A
  =A+V(I1)+O+V(8+W+I)
15 NEXT I :: IF W=1 THEN 16
  ELSE W=1 :: P$=X$ :: GOTO 13
16 H=H+1 :: IF H>8 THEN 19 E
  LSE GOSUB 25
17 FOR Z=1 TO 4 :: IF S(Z)>3
  THEN A=2
18 NEXT Z
19 IF A<V1 THEN 21 ELSE IF A
  >V1 THEN N1=1 :: GOTO 20 ELS
  E N1=N1+1 :: IF (RND*1)>1/N1
  THEN 21
20 V1=A :: M9=M4
21 NEXT M4 :: IF M9<>0 THEN
  22 ELSE DISPLAY AT(11,1):"TI
  E GAME" :: GOTO 33
22 M=M9
23 DISPLAY AT(10,1):"I PICK
  COLUMN";M :: H=L(M)+1 :: L(M
  )=L(M)+1 :: B$(H,M)=O$ :: P$
  =O$ :: GOSUB 7 :: GOSUB 25 ::
  1 FOR Z=1 TO 4 :: IF S(Z)<4
  THEN 24 ELSE DISPLAY AT(11,1
  ): "I WON" :: H=2 :: GOTO 33
24 NEXT Z :: GOTO 9
25 O$=X$ :: IF P$=X$ THEN O$
  =O$
26 D2=1 :: D1=0 :: Z=0 :: 60
  SUB 27 :: D1=1 :: D2=1 :: 60
  SUB 27 :: D2=0 :: D1=1 :: 60
  SUB 27 :: D2=-1 :: D1=1 :: 8
  OSUB 27 :: RETURN
27 D=1 :: U=1 :: T=0 :: Z=Z+
  1
28 C=0 :: FOR K=1 TO 3 :: M$
  =H+K*D1 :: L1=H+K*D2 :: IF (
  M$<1)+(M$>8)+(L1<1)+(L1>8)TH
  EN 31 ELSE D$=B$(L1,M$):: IF
  C=0 THEN 30
29 IF D$=O$ THEN K=3 :: GOTO
  31 ELSE T=T+1 :: GOTO 31
30 IF D$=P$ THEN U=U+1 :: GO
  TO 31 ELSE C=1 :: GOTO 29
31 NEXT K :: IF D=0 THEN 32
  ELSE D=0 :: D1=-D1 :: D2=-D2
  :: GOTO 28
32 S(Z)=U :: F(Z)=T :: RETUR
  N
33 DISPLAY AT(14,1):"PLAY AG
  AIN?(Y/N):" :: CALL KEYS("Yy
  Nn",C):: ON C/2 GOTO 6,34
34 CALL CLEAR :: PRINT "THAN
  K$" :: PRINT TAB(8);"FOR" ::
  PRINT TAB(12);"PLAYING" ::
  PRINT TAB(20);"WITH" :: PRIN
  T TAB(25);"HE" :: END
  
```



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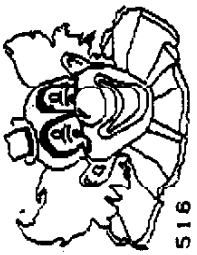
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