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* volume 1X Issue 6 *
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* << YOUR KANSAS CITY USER FRIENDLY GROUP >> *
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Bill Gaskill is one of the best known collectors of TI cartridges. His goal is to collect every module ever produced for the TI-99. He has produced a monograph and a VERY detailed data base, a total of over 50 pages. A lot of research, money and time went into this monograph and data base. This is must reading for anyone interested in the history of our computer. You can have a hard copy by sending \$15 (which includes postage) to William Gaskill at 2310 Cypress Court, Grand Junction CO 81506.

NAME	NUMBER	QTY	RETAIL	MANUFACTURER	REL
44 FLYER	TRI-DBAF		19.95	Triton	1Q/86
A-MATH-ING	PHM 3030	1	24.95	TI	1Q/81
ACCOUNTING ASSISTANT (1)	SF 30429			Scott, Foresman	1Q/82
ALS PROTECTION	PHM 3063		?? ??	TI	?????
ACTIVITY ASSISTANT (1)	SF 30428			Scott, Foresman	1Q/82
ADDITION	PHM 3090		39.95	Millicen	4Q/82
ADDITION AND SUBTRACTION 1	PHM 3027	1	39.95	Scott, Foresman	2Q/81
ADDITION AND SUBTRACTION 2	PHM 3028	3	39.95	Scott, Foresman	2Q/81
ADDITION AND SUBTRACTION 3	SF 30225		22.95	Scott, Foresman	1Q/84
ADVENTURE W/PIRATE ADVENTURE D/1	PHM 3041	2	49.95	Scott Adams	4Q/81
ADVENTURES IN ADDITION SUBTRACT	PHM 3033	1	?? ??	Scott, Foresman	N/A
ALIEN ADDITION	PHM 3115	1	39.95	DLM Arcademics	1Q/83
ALLIGATOR MIX	PHM 3114	1	39.95	DLM Arcademics	1Q/83
ALPINEK	PHM 3056	1	39.95	TI	4Q/82
AMBULANCE	TRI-DBAB		39.95	Funware	2Q/83
ANDLER DANDLER	PHM 3167		39.95	Data East	N/A
ANI LULONY				Funware	N/A
ANIMATEK	ROM02025		39.95	Romax	4Q/83
ANTHURUS	STA 103		54.95	Exceltec	1Q/85
ASTROBLIZ				Funware	N/A
THE ATALK	PHM 3031	4	39.95	Milton Bradley	1Q/82
ATTENDANCE RECORDER (1)	SF 30420			Scott, Foresman	1Q/82
BALE MUSIC	PHM 3033			TI	N/A
BACKBASE	TRI-BAAX		19.95	Sofmachine	3Q/87
BAILEDIAN	PHM 3124			TI	N/A
BEGINNING GRAMMAR	PHM 3003	2	29.95	TI	2Q/79
BEYOND PARSEL	TRI-BDAP		19.95	J. Phillips	3Q/88
BEYOND SPARE			29.95	Exceltec	1Q/85
BEYOND WIKIWIWER	TRI-2017		39.95	DataBiotics	3Q/89
BIGFOOT	PHM 3151	1	49.95	Milton Bradley	4Q/83
BLACKHOLE	TRI-BABD		19.95	DataBiotics	3Q/87
BLACKJACK POKER	PHM 3033	1	24.95	Milton Bradley	1Q/81

KANSAS CITY 1199/94 COMPUTER USERS' GROUP  
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 KANSAS CITY, KANSAS 66104

FIRST CLASS MAIL

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NEWSLETTER ONLY MEMBERSHIP \$12/YR 1  
 USER GROUP MEMBERSHIP IS \$20/YR 1

NAME	NUMBER	QTY	RETAIL	MANUFACTURER	REL
BUNDSU	PHM 3332	2	24.95	Milton Bradley	10/81
BWAER			29.95	Exceltec	10/85
BWAER	TRI-2007		19.95	DataBiotics	30/89
BREKAUUF	PHM 7777			TI	N/A
BREKAUUF (AKA TILE BREAKER)	TRI/2006		19.95	DataBiotics	30/89
BULK TRUCKING COMPANY OF 100M	PHM 3236	1	39.95	Sega	30/83
BURGER BUILDER	TRI-BAAY		19.95	Software Spec	30/87
BURGER TIME	PHM 3233	2	15.95	TI	10/84
CAK WAKS	PHM 3054	2	39.95	TI	40/81
CAK WAKS	PHM 7777			Milton Bradley	N/A
CAVE CREATIONS	ROM08185		39.95	Funware/Romox	20/87
CENTIPED	RIB505	1	44.95	Atarisoft	40/83
CHAMPIONSHIP BASEBALL	PHM 3148	1	59.95	Milton Bradley	40/83
CHANGES	7-013-99			TigerVision	N/A
CHANGELER CRAYONS	ROM07025		24.95	Romox	10/84
CHILDREN LOUP (AKA MEN PELKED)	TRI-BAAH		14.95	Navarone	10/86
CHRISMA TRAIL	PHM 3110	1	39.95	TI	30/82
CHRISMA TRAIL				Broderbund	N/A
CLASS DATA RECOVER V1.	SF 30421			Scott, Foresman	10/82
COMPUTER MATH GAMES I	PHM 3084		39.95	Addison-Wesley	20/83
COMPUTER MATH GAMES II	PHM 3083	1	39.95	Addison-Wesley	30/83
COMPUTER MATH GAMES III	PHM 3085		39.95	Addison-Wesley	20/83
COMPUTER MATH GAMES IV	PHM 3086		39.95	Addison-Wesley	20/83
COMPUTER MATH GAMES V	PHM 3087			Addison-Wesley	N/A
COMPUTER MATH GAMES VI	PHM 3088	1	39.95	Addison-Wesley	30/82
COMPUTER TUTOR	PHM 3170			TI	N/A
COMPUTER WAK				Thorn-EMI	N/A
COMPUTER WAK	TRI-BAAK	1	24.95	MICROpal	30/85
CONDU BUNDU	PHM 3227		39.95	Sega	30/83
CORNELI FURK	PHM 3038	1	29.95	Milton Bradley	20/80
CONSOLE CALL	TRI-BJBS		39.95	DataBiotics	20/87
CONSOLE CALL	TRI-BJBT		69.95	DataBiotics	20/87
CONSOLE WRITER	TRI-BJCA		49.95	Navarone	40/84
CONSUMPT BS MODULE MUNITEX	TRI-YKAK		29.95	Corcomo	30/87
COURSE MANAGER (1)	SF 30448			Scott, Foresman	10/82
CRISIS MANAGEMENT				Funware	N/A
CROSSFIRE	PHM 3207			TI	N/A
CUBA (MODULAR VERSION)				Artios/IUG	N/A
D STATION			24.95	IUG	40/83
D STATION			29.95	Exceltec	10/85
D STATION	TRI-BDAS		19.95	Triton	30/88
D STATION 2			29.95	Exceltec	10/85
D STATION 2	TRI-BDAT		19.95	Triton	30/88
DATA BASE MANAGEMENT			59.95	Navarone	40/84
DAVID'S MIDNIGHT MAGIC				Broderbund	N/A
DECIMAL DELI 2				Scott, Foresman	N/A
DECIMALS	PHM 3096		39.95	Milliken	40/82
DECIMALS 1	SF 30229			Scott, Foresman	
DECIMALS 2	SF 30244			Scott, Foresman	
DEFENDER	KXBS06	1	44.95	Atarisoft	40/83
DEFOLIATION DIVISION	PHM 3116	1	39.95	DLM Arcademics	10/83
DEFUN ATTACK (2)	PHM 7777			Imagic	N/A
DEFUNISTRATION	PHM 3001	1	69.95	TI	20/79
DESKTOP PUBLISHING	TRI-BAAR		59.95	DataBiotics	30/87
DIAGNOSTIC	PHM 3000		29.95	TI	20/79

NAME	NUMBER	QTY	RETAIL	MANUFACTURER	REL
DIG-DIG	KXBS09		44.95	Atarisoft	40/83
DISK FIXER			29.95	Navarone	10/82
DISK MANAGER	PHM 3019	1	49.95	TI	10/80
DISK MANAGER 2	PHM 3089	4	39.95	TI	40/82
DISK MANAGER 3 (AKA SUPER IM) (S)	PHM 7777			TI	N/A
DIVISION	PHM 3093	1	39.95	Milliken	40/82
DIVISION I	PHM 3049	1	39.95	Scott, Foresman	20/82
DUNKEY KUNG	KXBS12	1	44.95	Atarisoft	40/83
DUNSON-LYER (AKA SPOT-SHOT)	TRI-BAAW		19.95	Softmachine	20/88
DUNSON MIX	PHM 3117		39.95	DLM Arcademics	10/83
DRIVING DEBUN	ROM06185		32.95	Funware/Romox	20/83
E. I. AND HIS ADVENTURES AT SEA				Looking Glass	N/A
E. I. AND HIS ADVENTURES IN AIR				Looking Glass	N/A
E. I. AND HIS ADVENTURES ON LAND				Looking Glass	N/A
E. I. THE EXTRA-TERRRESTRIAL	PHM 3125			TI	N/A
EARLY LEARNING FUN	PHM 3002	2	29.95	TI	20/79
EARLY LUGO LEARNING FUN	PHM 3144	1	39.95	TI	30/83
EARLY READING	PHM 3015	1	54.95	Scott, Foresman	40/79
EDITOR/ASSEMBLER	PHM 3055	1	49.95	TI	10/82
EDU-PAK	AS-ED016		24.95	Asgard	10/90
ELECTRIFYING FRACTIONS 2				Scott, Foresman	N/A
EQUATIONS	PHM 3100	1	39.95	Milliken	10/83
ESCAPE	TRI-2005		19.95	DataBiotics	30/89
ESPIAL	7-012-99		19.95	TigerVision	30/84
EXTENDED BASIC (V100)	PHM 3026	1	99.95	TI	10/81
EXTENDED BASIC (V110)	PHM 3026		99.95	TI	30/82
EXTENDED BASIC			69.95	Exceltec	10/85
EXTENDED BASIC			69.95	Tenex/MICROpal	10/85
EXTENDED BASIC II	MYARC128	1		Myarc	
EXTENDED BASIC+			98.00	Mechatronics	40/85
FACE CRABE	SFA 110		29.95	Exceltec	10/85
FALEMAKER	PHM 3117		39.95	Spinnaker	4A/83
FANTASTIC FRACTIONS 1				Scott, Foresman	N/A
FANTASY				TI	N/A
FANTASY	PHM 3222	1	39.95	Imagic	30/83
FANTASY				Imagic	N/A
FLAP				TI	20/79
FOOTBALL	PHM 3009	2	29.95	TI	20/79
FRACTIONAL NUMBERS	PHM 3095	1	39.95	Milliken	40/82
FRACTIONS 1	SF 30219		39.95	Scott, Foresman	40/83
FRACTIONS 2	SF 30238			Scott, Foresman	
FRUG JUMP	SF 31176		39.95	Scott, Foresman	40/83
FRUG STICKENS	TRI-BAAG		14.95	Navarone	10/86
FRUGGER	TRI-BAAV		19.95	Parker Brother	20/84
GALACTIC BARRIKER				Funware	N/A
GASTON FRIVEE (OFFERED VN OF HBM)	PHM 7777			TI	
GENE PHINOL				TI	N/A
GAUP BUSTEK			39.95	Navarone	20/84
GRANDPAPA	PHM 3037	1	29.95	Milton Bradley	20/80
GRN PELKED (AKA CHICKEN LOUP)	ROM03025		37.50	Navarone/Romox	20/83
HENHOUSE	ROM07185		32.95	Funware	20/83
HUGE FINANCIAL DECISIONS	PHM 3006	1	29.95	TI	20/80
HURDUKKA HELPER			49.95	Navarone	40/84
HURDUKKA HELPER+	TRI-BAAC		49.94	Navarone	10/85
HUNTY HUNY	PHM 3156	1	49.95	Milton Bradley	40/83
HUPPEK	PHM 3229	1	39.95	TI	20/83

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 UUR 474 UNIVERSITY

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#### #4 ROOTS

Last session, class, we had a couple of questions from Mr. Shakespeare over there by the window. He said he had a nephew in junior high and two elementary school grandchildren.

Okay, Mr. Shakespeare. Just put your grandchildren's pictures away. So long as we know one's B and one's 4 and that your nephew in junior high is having trouble reading.

Got that, class.

He wants to know what the TI can do for him. Or, more specifically, for the significant kiddies in his life.

There are so many directions one can go here that I'm not sure where to begin, because I'm so text oriented, I think I'll begin with some sources that may not be dried up yet. There are real books like Fred Magnazio's *IF PLAYGROUND*, which I'll discuss during another class. But, first, I want to discuss Newsletter *Childrenware*.

Zounds, Mr. Shakespeare! Just be patient. I'm sure I'll answer your questions before you even have to ask them.

NOW.

Or, on, yes: the newsletters.

There were so many great newsletters over the years that provided good, solid, educational material in so many enterprising ways - ways that let the adults learn along by typing in the programs. It would be impossible to even list them all on the blackboard here.

Let me just take a super example and hope that her materials are still on disk in the club's library for new massive circulation.

Sue Harper (the present librarian of the Pittsburgh User Group, P.O. box 8043, Pittsburgh PA 15216) for years wrote a wonderful column called "Kiddie Corner" (note she didn't succumb to the temptation to misspell "Corner" with a "K") and reviewed material for young (and old) learners. Sometimes the older learners could type the programs for the younger learners.

Although I never met Sue, I have been an admirer of her creativity and writing talent for years.

Anyway, class, while I was preparing some notes I uncovered some of the old "rub peripheral" newsletters and want to share a bit of a Fall '87 issue (when her son was 7 and daughter 11):

"This month, since we are all getting back into the swing of things with school, I thought I would give you a little quiz. Yes, indeed, you can tell I used to be a school teacher! Really, it's not a hard quiz; it's a take-home (for sure) and you have a month to do it! Just five questions, and then a little program to amuse you until next month, when I will give you the answers!

1. Write a program that will make the screen blink the colors of fall.
2. Write a program that will play 'Mary Had a Little Lamb.' I'll help you on that one - the notes are A,B,A,G,F,G,A.
3. Write a program that will make your name blink on and off until you use F10N 4 to stop it.
4. Write a program that will turn your name red and make the screen blue.

5. Take all the programs 1 through 4 and make one long program that blinks fall colors, plays the little song, and blink a red name on a blue screen.

"GOOD LUCK!

```
"10 CALL CLEAR
"20 FOR M=1 TO 10
"30 RANDOMIZE
"40 LET K=(INT(RND)*33
"50 CALL NUMM(12,12,R)
"60 CALL KEY(U,K,S)
"70 IF S=0 THEN YU ELSE 60
"80 NEXT M
"90 STOP
```

"This little program ... well, what will it do? Try it and see! See you next month!"

NOW this short "Kiddie Corner" article is filled with the stuff of learning. First, class, it made me go back and dig out a couple of manuals to solve those five small problems or hers. Very enticing, very educational, little problems. Suffice it to say that previous columns of hers led up to skills levels that could achieve these creative extensions. These are real, relevant logic problems for any age. They also include things that younger children must know (or a solution even if parents, grandparents, or older siblings are typing some things in (i.e., what ARE the colors of fall? How does the song go?).

And then that tiny program you have to type in to see what it is supposed to do. Is that a motivator or what?

And the safety net of all the answers next month. But could anyone wait a full month. Nope! This is a true learning situation for everyone, including those who DO wait the month and type in all the answer programs. However, if you don't wait the month your correct answers are guaranteed to be different from hers. (Thus, Lesson Uno: there are many ways to skin a cat.

Although why one would actually WANT to skin a cat has always been beyond me. What does one DO with a skinned cat? Do you use the skinned cat part or the skin itself? Or both?

Anyway, class, the point does not have anything to do with cats; the point has to do with the great learning tool called the 99/4A.

Sue Harper is only one of many people throughout the whole TI World who wrote excellent early-learner articles.

If every newsletter editor and every librarian in the country looked back in the old issues and disks and tapes and dug out the old programs and articles written by club members about education or for young people and transferred them all to disk for an educational clearinghouse, there would be piles of materials which would constitute a marvelous resource for all clubs, particularly as the new generation of grandchildren, nephews and nieces are arriving at the right ages for using these services. Remember, Mr. Shakespeare, and all the rest of you who have questions similar to his, that what may be old stuff for oldtimes is new stuff for newtimes.

YOU MAY QUOTE ME.

But let's get back to Sue Harper. I hope she has all her stuff on disk.

Anyway, she always began her column with a nice graphic (teddy bear in the case mentioned). This was at a time when not too many

newsletters used graphics for their local columns.

Sue also did program reviews, as I said, that dealt with learning. These were all excellent, too. For example, in this same '89 issue, she reviewed Jim Retaron's "KINDERGARTEN," which I have had the good fortune to use with some younger children with such success.

Here's Sue:

"This program, listed as TDX-1062 on the disk ... is a very nice little program which uses only 12 sectors, and yet has quite a bit to offer.

"The main audience for this program would be third graders learning their multiplication tables, or for a review for the next few grades. The program will accept parameters higher than one digit numbers, but working these problems in your head becomes difficult.

"At the beginning, the program asks the user for the highest number desired and the lowest number desired. These two answers set the parameters for the multiplications. The format of the program is:

"7 X 0 ="

"and waits for the answer. The answer must be typed in with the highest digit first, which is why I say this program is not suited for 'hard' questions like 107 X 037. In the 7 X 0 example, the user types in 42 and presses ENTER. The user is rewarded with a graphics display for correct answers."

And so on.

ACTUALLY, Jim (LIBERLUB) has upgraded the program. He even has a nice, new program that prints out simple worksheets (with answers on a separate sheet). Ideal for any adult who spends time helping children with math. Refer to your notes from previous classes to learn more about this extraordinary (and extraordinarily inexpensive) resource called LIBERLUB.

These rich resources of newsletters and disk and tape libraries of clips throughout the country are some of the very best sources all of you can use for learners even in today's "high-tech wizardry" marketplace. The TI STILL does what it was made to do better than anyone else.

NO, Mr. Shakespeare, I am not going to give you or Ms. Bronte or anyone else in the class the answers to Sue's five problems. That is homework for next class.

Please, please, Class, give me your attention. Stop that moaning and groaning back there. These five questions will be on the mid-term, so I would definitely have them ready for the next class.

Yes, yes. There were many other people who did such articles for newsletters and magazines. I remember Chuck De Marti of the Los Angeles group often has stellar, fascinating items in his "Did You Know That..." column. I wonder if he has all those great columns on disk?

And Fred V. Ionazio ran a regular children's column in COMPUTE, I think. ANYWAY, TI PLAYS/KUUNU is one of his tested-for-and-by-kids program books.

Maybe next class I'll do nothing but educational books, like my favorite, THE ALPHABET II.

Meanwhile, do your homework and maybe you can reach Sue or Chuck for extra-credit material.

The software, Mr. Bell? We'll get to the tapes and cartridges during another session, right after we finish discussing the rest of the software. What? The SYLLABUS, Mr. Bell. Must follow the syllabus.

NO, Mr. Shakespeare, a SYLLABUS is not like a nexus. Perhaps if you'd care to walk out with me to my car, I'll explain the differences on my way.

NAME	NUMBER	QTY	RETAIL	MANUFACTURER	REL
READING TRAIL	SF 30107		54.95	Scott,Foresman	20/82
READING WONDERS	SF 30111		54.95	Scott,Foresman	20/82
NEW BAHUN FLIGHT SIMULATOR	RI-BAUM		27.95	Not-Polyoptics	20/88
RETURN TO FIKATE'S ISLE	PHM 3187	1	39.95	Scott Adams	10/84
RIVER PAIKUL				Tigervision	N/A
RIVER RESCUE (cartridge version)				Thorn-EMI	N/A
RUBIKRUBIKUS4				Atarisoft	N/A
RUBIKRUBIKUS4	KUM06020		37.95	Romax	10/84
SALARY PLANNER (I)	SF 30430			Scott,Foresman	10/82
SCHOLASTIC SPELLING - LEVEL 3	PHM 3059	1	59.95	Scholastic	20/82
SCHOLASTIC SPELLING - LEVEL 4	PHM 3060	1	59.95	Scholastic	20/82
SCHOLASTIC SPELLING - LEVEL 5	PHM 3061	1	59.95	Scholastic	20/82
SCHOLASTIC SPELLING - LEVEL 6	PHM 3062	1	59.95	Scholastic	20/82
SCHOOL MAKER (I)	SF 30423			Scott,Foresman	10/82
SLAMPER CUPK	7-010-99			Tigervision	N/A
SMALL MASTER	STA 102		36.95	Sunware	10/85
SOLOKITIES ANALYSIS	PHM 3012	1	54.95	TI	10/80
SEWERMANIA	PHM 3150		49.95	Milton Bradley	40/83
SMANUS	KX8518		44.95	Atarisoft	40/83
SIMON SAYS				TI	N/A
SKY LANGLER	7-014-99			Tigervision	N/A
SLYMOIDS	PHM 3197	1	39.95	TI	10/84
SPR ELECTRICAL ENG LIBRARY	PHM 3045		149.95	TI	20/82
SPROGII	PHM 3145		39.95	TI	20/83
SURBAN II	RI-BDAU		19.95	DataBiotics	30/88
SUUNJINAK TRULLEY	PHM 3157		49.95	Milton Bradley	40/83
SPACE BANUUS	PHM 3149		49.95	Milton Bradley	40/83
SPACE CHASE			29.95	Exceltec	10/85
SPACE JOURNEY	SF 31191		39.95	Scott,Foresman	10/83
SPACE PAIKUL			29.95	Exceltec	10/85
SPACE PAIKUL	RI-2002		19.95	DataBiotics	40/89
SPEED ED. FOR	PHM 3011	1	44.95	TI	40/79
SPEED READING (Children)	RI-BABA		49.95	Navarone	40/84
SPEED READING (ADULTS)	RI-BABB		49.95	Navarone	4A/84
SPI-THUI (aka DRAGONFLYER)	RI-BAAH		19.95	Soreachine	30/87
SPRINGER	7-006-99			Tigervision	N/A
SPY'S DENISE	RI-BABC		19.95	CSI Design Grp	20/87
ST. MIKE	RI-BDAD	1	34.50	Funware	40/83
STAR GATE				Atarisoft	N/A
STAR GAZER I	RI-BBBB		29.95	J. Phillips	30/84
STAR GAZER II	RI-BBBB		29.95	J. Phillips	30/84
STAR GAZER III	RI-BBBB		29.95	J. Phillips	30/84
STAR GAZER I, II, III	RI-BBBF		39.95	J. Phillips	40/88
STAR PHAZ	SF 31182		39.95	Scott,Foresman	40/83
STAR RUNNER (aka II RUNNER)	RI-BAAF		19.95	DataBiotics	20/87
STAR TRAP			29.95	Exceltec	10/85
STAR TRAP	RI-BDAR		19.95	J. Phillips	30/88
STAR TRAK	PHM 3225	1	39.95	Sega	30/83
STARSHIP PEARBUS				TI	N/A
STATISTICS	PHM 3014	1	54.95	TI	40/79
STORY MACHINE	PHM 3178	1	39.95	Spinnaker	40/83
STRIKE THREE!	RI-ABDJ		19.95	J. Phillips	20/88
SUBMARINE COMMANDER				Thorn-EMI	N/A
SUBKALIJUN	PHM 3091	1	39.95	Milliken	40/82
SUPER LKUSH	7-015-99			Tigervision	N/A

NAME	NUMBER	QTY	RETAIL	MANUFACTURER	REL
SUPER DEMON ATTACK (V)	PHM 321Y	1	34.95	Isagic	3Q/83
SUPER DUPER	TRI-BAAA		34.95	Navarone	3Q/84
SUPER EXTENDED BASIC	TRI-BUAK		59.95	Iriton/MG	2Q/87
SUPER FLY	PHM 3153	1	49.95	Milton Bradley	4Q/83
SUPER SKELETON	TRI-VABA		59.95	Personal Merit	4Q/84
SUPER SPACE (8K)	TRI-BHDV		49.95	DataBiotics	3Q/86
SUPER SPACE II (32K)	TRI-BHDU		49.95	DataBiotics	3Q/86
SUPER STUNT	Rx			Atarisoft	N/A
TAX/INVESTMENT RECORD KEEPING	PHM 3016	1	69.95	TI	4Q/79
TERMINAL EMULATOR	PHM 3017		44.95	TI	2Q/79
TERMINAL EMULATOR II	PHM 3035	2	49.95	TI	1Q/81
TERMINAL EMULATOR II (1200)				TI	N/A
TERRY TURKLE'S ADVENTURE	PHM 3154	1	49.95	Milton Bradley	4Q/83
THE GREAT WURD KALE	TRI-BDAL		19.95	J. Phillipps	3Q/87
II INVADERS (6)	PHM 3053	2	39.95	TI	4Q/81
II LUDU	PHM 3040		99.00	TI	2Q/81
II LUDU II	PHM 3109	1	129.95	TI	4Q/82
II PLANNER (8K CONSULT CALC)	TRI-BJBS		29.95	DataBiotics	3Q/87
II WRITER	PHM 3111	1	99.95	TI	3Q/82
II WORKSHOP	TRI-BAAV		49.95	DataBiotics	3Q/87
11/18 CONNECTION			29.95	Corcomp	3Q/87
FILE BREAKER (8K BREAKTHROUGH)			29.95	Exceltec	1Q/85
FUNDS ONE (11:21) CENTURY (6)	PHM 3052	1	39.95	TI	4Q/81
GUPPER			37.50	Navarone	3Q/83
GUPPER	TRI-BAAF		14.95	Navarone	1Q/86
GUUD TYPING TUTOR	PHM 3064	2	39.95	TI	2Q/82
HASHMAN				Funware	N/A
TREASURE ISLAND	PHM 3168		39.95	Data East	4Q/83
TUNNELS OF DOOM	PHM 3042	2	59.95	TI	2Q/82
TRIS	ASG-EUA		24.95	Asgard	3Q/89
TYFU II	KUMUWZD		39.95	Romox	4Q/83
TYFU-RAW	TRI-BAAW		14.95	Navarone	2Q/87
TYPEWRITER 77	ASG-F186		24.95	Asgard	1Q/89
VAT ACCOUNTING (8K) (10)				TI	N/A
VIDEO VIKER				TI	N/A
VIDEO GRESS	PHM 3008	1	69.95	TI	2Q/79
VIDEO GAMES	PHM 3018	2	29.95	TI	2Q/80
VIDEO GAMES I	PHM 3005	1	19.95	TI	2Q/79
VIDEO VEGAS	KUM02185		24.95	Funware/Romox	4Q/83
VON BRAKE'S MOLECULAR MISSION				Walt Disney	N/A
WEIGHT CONTROL AND NUTRITION	PHM 3021		59.95	TI	1Q/81
WIZARD				Romox	N/A
WIN WITH DELPHIS				Addison-Wesley	N/A
WIND WAK				Isagic	N/A
WINNIE THE POOH				Walt Disney	N/A
WURD INVASION	PHM 3169		39.95	DM Arcadealics	4Q/83
WURD MADAK	PHM 3185		39.95	DM Arcadealics	4Q/83
WURDWRITER	TRI-BJBM		39.95	DataBiotics	2Q/87
WURDWRITER+	TRI-BJBV		69.95	DataBiotics	2Q/87
WURDWRITER ALPHA	TRI-BHVV		34.95	DataBiotics	3Q/88
WURDWRITER+	TRI-BDAW		59.95	DataBiotics	3Q/88
X-10 POWERHOUSE SYSTEM	TRI-DSAG		69.95	Corcomp	2Q/86
YAPIZEE	PHM 3034	1	29.95	Milton Bradley	2Q/80
ZAXXON				DataSoft	N/A
ZENDRAF	PHM 3036		29.95	Milton Bradley	2Q/80

## THE BLOODBANK

By  
Walter Blood  
2032 N. 52nd St.  
Kansas City, KS 66104

December 1993

This program will run and execute as a stand-alone program. However, it is designed to be part of a set of programs which all run from a main menu program it run in Extended Basic. I anticipate publishing other modules as time goes on as well as the main menu control program from which all of the modules may be run.

```

10 REM SAVE USK1.DELEGATE
20 REM CALL FILES(1)
30 REM FROM A PC SHAREWARE PROGRAM ON Managing People written by M.D. Sni
  CH OF HUNTSVILLE, AL
40 REM LOADED FOR THE 1199/4A BY Walter H. Blood
50 BUNT Z10
60 PRINT "PRESS ANY KEY TO CONTINUE:::OK (FCTN 9) TO END"
70 GOSUB Z50
80 CALL KEY$(,KT,ST)
90 IF ST=0 THEN G0
100 N=1
110 IF KT<>0 THEN IS0
120 N=2
130 RETURN
140 PRINT "ENTER 1 = 0:::1=NEVER 2=OCCASIONALLY 3=USUALLY 4=OFTEN
  ALWAYS"
150 GOSUB Z50
160 CALL KEY$(,KT,ST)
170 IF ST=0+(KT<4)+*(KT>3) THEN 160
180 KTRKY=48
190 RETURN
200 GOSUB Z50
210 CALL KEY$(,KT,ST)
220 IF ST=0 THEN 210
230 IF (KT<8)+*(KT>7) THEN 210
240 RETURN
250 CALL SOUND(100,400,0)
260 RETURN
270 CALL CLEAR
280 MS="DELEGATION SKILLS"
290 FOR I=1 TO LEN(MS)
300 CALL NUMR(10,7+I,ASC(MS$(M,I,1)))
310 NEXT I
320 DIM W$(20,3)
330 FOR I=1 TO 20
340 FOR J=1 TO 3
350 READ W$(I,J)
360 NEXT J
370 NEXT I

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```

38V DATA 1 delegate work and responsibilities on a daily basis
39V DATA 1 the people I delegate, to see this as a forward step
40V DATA 1 the delegatee(s), understand what's in it, for them
41V DATA 1 delegate by what results are to be achieved on a job
42V DATA 1 let other person(s), have input on the delegated duties
43V DATA 1 make sure work is necessary before doing it or delegating it
44V DATA 1 describe the results, then ask for a plan, as to how to do it
45V DATA 1 outline limits, and authority, then put person(s) on their own
46V DATA 1 remain available for "help, but do not look", over their should
47V DATA 1 expect they may not, do the work perfectly, the first time
48V DATA 1 explain the work, carefully, then ask for "feedback about it
49V DATA 1 do not force, delegated tasks, on anyone
50V DATA 1 help other person(s), delegate some of their, work if needed
51V DATA 1 help other person(s), combine or eliminate, minor work to be done
52V DATA 1 be quick to recognize, and praise person(s), for good work
53V DATA 1 try to get my boss, to delegate work to me, so I can grow
54V DATA 1 make the work interesting, by involvement, of new ideas
55V DATA 1 ask for input on, ways to accomplish the, results a better way
56V DATA 1 insure that everyone, grows in a delegation, experience
57V DATA 1 communicate verbally, and in writing, to have, a successful outcome
58V CALL CLEAR
59V PRINT "DELEGATION PROGRAM":::"This program is designed to"
60V PRINT "HELP YOU BECOME BETTER AT":::"delegating. It should help":::
"YOU SEE WHAT YOU SHOULD DO"
61V PRINT "TO INSURE A SUCCESSFUL OUT-":::"come in the delegating pro-"
"CESS. TO HAVE THE DELEGATEE"
62V PRINT "BE SUCCESSFUL IS THE GOAL.":::
63V GUSUB 6V
64V UN M GOTO 65V,224V
65V CALL CLEAR
66V PRINT "TO HELP HIM/HER IN EVERY":::"way possible is the purpose":::"OF"
"THE 2V-QUESTION FORM TO"
67V PRINT "FOLLOW. THE HIGHER YOU":::"truthfully score on the":::"FORM"
"... THE MORE SUCCESSFUL"
68V PRINT "YOUR DELEGATIONS WILL BE.":::
69V GUSUB 6V
70V UN M GOTO 71V,224V
71V CALL CLEAR
72V PRINT TAB(12):"DELEGATION QUESTIONNAIRE"
73V LAMP
74V FOR I=1 TO 2V
75V IF I<>10 THEN 77V
76V LAMP
77V PRINT "F:1:1;W(1,1);TAB(LM);W(1,2);TAB(LM);W(1,3):"
78V GUSUB 14V
79V SCORE=SCORE+KY
80V W(1,0)/5*(1+Y)
81V NEXT I
82V CALL CLEAR
    
```

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83V PRINT TAB(10):"RESULTS OF":::TAB(3):"DELEGATION QUESTIONNAIRE":::
84V PRINT " YOU SCORED A TOTAL OF":::SCORE:"POINTS OUT OF 100"::::"RANK"
"ING BY RANGE OF SCORE"
85V PRINT "51-100 Excellent delegator":::"61-80 Good delegator":::"41-60 A"
"verage delegator"
86V PRINT "21-40 Below aver. delegator":::" 1-20 Poor: Get help soon!":::
:::
87V GUSUB 6V
88V UN M GOTO 89V,224V
89V CALL CLEAR
90V PRINT "IF YOU ARE NOT SATISFIED":::"with your delegating skills":::"at th"
"IS TIME, THEN WORK ON"
91V PRINT "EACH OF THE 2V ITEMS FOR":::"several weeks. At the end of":::"that"
"TIME, REPEAT THIS PRO-"
92V PRINT "GRAM AND HONESTLY ANSWER IT":::"again. If you can improve":::"YOU"
"R SCORE BY 2V POINTS OR"
93V PRINT "MORE, YOU WILL FIND THAT YOU":::"are a far better delegator.":::"Y"
"OU AND YOUR SUBORDINATES"
94V PRINT "WILL BE BOTH HAPPIER AND":::"more productive."
95V PRINT "IN EFFECTIVE DELEGATION":::"everyone comes out a winner.":::"IN"
"CLUDING THE COMPANY!"
96V GUSUB 6V
97V UN M GOTO 98V,224V
98V CALL CLEAR
99V PRINT "DO YOU WANT A HARD COPY OF":::"THE QUESTIONNAIRE ON YOUR":::"PRINT"
"ER (Y/N)":::
100V GUSUB 20V
101V IF KY#78 THEN 112V
102V PRINT "ENTER PRINTER SPECIFICATION"
103V INPUT #5
104V OPEN #1:MS,OUTPUT
105V PRINT "PRINTING QUESTIONNAIRE ..."
106V PRINT #1:TAB(LM):"**** THIS IS THE PRINTOUT OF THE 20 ITEMS FROM TH"
"E DELEGATION PROGRAM ****"
107V PRINT #1:TAB(12):"ENTER 1-5 1=NEVER, 2=OCCASIONALLY, 3=USUALLY, 4=O"
"FTEN, 5=ALWAYS":::
108V FOR I=1 TO 2V
109V PRINT #1:TAB(LM):" *":W(1,1):" ":W(1,2):" ":W(1,3):" ":W(1,0
)
110V NEXT I
111V CLUSE #1
112V PRINT "DO YOU WISH TO END WITH AN":::"INSPIRATIONAL MESSAGE (Y/N)"
"?":::
113V GUSUB 20V
114V IF KY#78 THEN 224V
115V CALL CLEAR
116V RANDOMIZE
117V UN INTEND*0+1/GOTO 118V,132V,140V,165V,178V,194V
118V PRINT "WIDE IS THE MAN WHO":::"REALIZES EARLY IN LIFE THAT":::"WHY"
"HE CAN DO BY HIMSELF IS"
119V PRINT "RELATIVELY SMALL. A MAN'S":::"SUCCESS IS DETERMINED, IN":::
"LARGE MEASURE, BY WHAT HE IS"
120V PRINT "ABLE TO GET OTHER PEOPLE":::"TO DO.":::TAB(7):"Lee S. Bick"
    
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more: TAB(1): "Chairman, Nabisco, Inc."  
 1210 PKINI :  
 1220 GUSUB 00  
 1230 UN M GULU 1240,2240  
 1240 CALL LLEAK  
 1250 PKINI "Most of the top business executives in America recog-": "nize  
 the limitations of what"  
 1260 PKINI "they can do themselves. They": "know that to accomplish": "grea  
 t goals, you have to"  
 1270 PKINI "build and depend on those": "who work under you. As they": "gr  
 ow and become successful,"  
 1280 PKINI "largely through delegation,": "the manager accomplishes the": "l  
 arger goals of the company."  
 1290 PKINI "Success is a joint partner-": "ship venture in delegation.":::  
 ::  
 1300 GUSUB 00  
 1310 UN M GULU 2200,2240  
 1320 PKINI "I'D LIKE TO THANK YOU FOR A": "JOB WELL DONE, CHARLIE."::"BUT  
 AS YOU KNOW ....."  
 1330 PKINI "YOURS IS A THANKLESS JOB!"":::"Delegating to others is d  
 if-": "ficult for most of us and"  
 1340 PKINI "hard for the other person at": "first. That is why it is so":  
 "important to follow up and"  
 1350 PKINI "when they have done a suc-": "cessful job (even if it was": "no  
 t as good as we could have"  
 1360 PKINI "done, we must be quick to": "praise and thank the person."  
 1370 PKINI "EFFECTIVE delegation works": "best when the person wants": "to  
 do the job, is successful"  
 1380 GUSUB 00  
 1390 UN M GULU 1400,2240  
 1400 CALL LLEAK  
 1410 PKINI "and then gets credit and": "appreciation for the accomp-": "lis  
 hments. To delegate by"  
 1420 PKINI "ordering someone to do some-": "thing is setting up the del-":  
 egation to fail and have fa-"  
 1430 PKINI "Less success than you could": "have had. So whether Charlie": "s  
 is doing a thankless job or"  
 1440 PKINI "not, you surely will thank": "him and help him to continue": "t  
 o achieve more valuable"  
 1450 PKINI "results for the department,": "the company and himself."::"When  
 your people succeed ..."  
 1460 PKINI "you succeed. That is what": "EFFECTIVE DELEGATION is": "all ab  
 out:"  
 1470 GUSUB 00  
 1480 UN M GULU 2200,2240  
 1490 PKINI "IF YOU WANT THE BEST OUT OF": "PEOPLE YOU MUST USE THE BEST"  
 "THAT IS IN THEM."  
 1500 PKINI "(AB(14): "Bernard Haldane": "::::"It is true of a great many": "p  
 eople that given greater"  
 1510 PKINI "challenges, they will accom-": "plish more. They will enjoy":  
 "work more ... feel creative"  
 1520 PKINI "and productive. A person who": "knows that they are growing": "i  
 with a company, learning new"

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1530 PKINI "things, acquiring new skills": "and likely earning more": "mone  
 y. Is a happy person."  
 1540 GUSUB 00  
 1550 UN M GULU 1560,2240  
 1560 CALL LLEAK  
 1570 PKINI "THIS IS one of the major": "keys to developing and keep-": "ing  
 good people. Delegation"  
 1580 PKINI "plays a key role in this": "positive attitude. You are": "the  
 LEADER AND GREENLEADER."  
 1590 PKINI "You coach them to be suc-": "cessful, then cheer them": "when t  
 hey succeed. THIS IS"  
 1600 PKINI "the attitude of the manager": "who is a successful delega-": "t  
 or. It is up to you to"  
 1610 PKINI "build people and make them": "successful. Delegation is a": "c  
 entral principle in"  
 1620 PKINI "achieving these goals for": "the people you supervise.":::  
 ::  
 1630 GUSUB 00  
 1640 UN M GULU 2200,2240  
 1650 PKINI "HERE LIES A MAN WHO": "ENLISTED IN HIS SERVICE": "BETTER  
 MEN THAN HIMSELF.":::  
 1660 PKINI "Engraving on the tombstone": "of Andrew Carnegie": ":::::  
 ::  
 1670 GUSUB 00  
 1680 UN M GULU 1690,2240  
 1690 CALL LLEAK  
 1700 PKINI "Andrew Carnegie, founder": "of the Steel Industry": "A man wh  
 o made millions"  
 1710 PKINI "through delegation and": "building other people and": "making t  
 hem successful ...."  
 1720 PKINI "and .... at a time during": "the first part of this cen-": "tur  
 y when it was neither"  
 1730 PKINI "popular for necessary to": "treat employees with great": "respe  
 ct and gratitude for"  
 1740 PKINI "the work they performed in": "a company. Mr. Carnegie was": "o  
 ne of the first truly great"  
 1750 PKINI "managers and delegators of": "the 20th Century.":::  
 1760 GUSUB 00  
 1770 UN M GULU 2200,2240  
 1780 PKINI "I CAN DO THIS BETTER": "THAN ANYONE ELSE.":::"IF I DELEG  
 ATE TO OTHERS,": "WHAT WILL I DO?"  
 1790 PKINI "THIS JOB IS SO IMPORTANT": "THAT I AM THE ONLY ONE": "WHO CA  
 N DO IT."  
 1800 PKINI "I CAN DO THE WORK IN HALF": "THE TIME OF ANYONE ELSE": "AND  
 WITH FEWER ERRORS."  
 1810 PKINI "TAB(4): "Poor excuses": "TAB(4): "for not Delegating": ":::::  
 1820 GUSUB 00  
 1830 UN M GULU 1840,2240  
 1840 CALL LLEAK  
 1850 PKINI "there are probably a lot of": "reasons not to delegate, but": "i  
 few good ones. Almost by"  
 1860 PKINI "definition, if we are to": "succeed and grow ... and if": "our  
 people are to succeed"  
 1870 PKINI "and grow ... we must contin-": "ually delegate—EFFECTIVELY!":::

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11 "many managers have tried"  
 1650 PKINI "delegation UNCLE and conclus--:" "ed it was more trouble than:"  
 it WAS WORTH. Delegation is"  
 1690 PKINI "A SKILL that has to be:" "learned and then practiced.":::  
 1700 BUSUB BU  
 1710 UN M BUU 1920,2240  
 1720 CALL LEAK  
 1730 PKINI "Mistakes will be made and it:" "will be slow at first, but:" "t  
 he long run it is the only"  
 1740 PKINI "important factor. When you:" "delegate EFFECTIVELY," "your pe  
 ople grow ..."  
 1750 PKINI "MORALE improves ..." "efficiency improves ..." "more of the D  
 BINKED RESULTS"  
 1760 PKINI "get achieved. The benefits:" "of delegation far outweigh:" "th  
 e difficulties.":::  
 1770 BUSUB BU  
 1780 UN M BUU 2200,2240  
 1790 PKINI "" "but Boss, I did exactly:" "what you told me to do." "I can't  
 read it it what"  
 2000 PKINI "turned out wasn't at all:" "what you wanted. Heck, I:" "wasn't  
 at all SURE what you"  
 2010 PKINI "wanted. I just tried to do:" "exactly what you told me to:" "d  
 o. I never did understand"  
 2020 PKINI "exactly what I was doing!" "": "TAB(11): 'Who is to Blame?':"  
 :::  
 2030 BUSUB BU  
 2040 UN M BUU 2030,2240  
 2050 CALL LEAK  
 2060 PKINI "FOR effective delegation to:" "take place, the delegatee:" "mus  
 t have a full understand--"  
 2070 PKINI "ing of the results to be:" "achieved. IT is even better:" "it  
 the 'dooer' can work out"  
 2080 PKINI "the details of how to do a:" "thing, in their own way." "After  
 all, it the and"  
 2090 PKINI "results are what you expect:" "and limits and boundaries:" "are  
 not exceeded, why"  
 2100 PKINI "shouldn't the person do it:" "their way? They should!":::  
 2110 BUSUB BU  
 2120 UN M BUU 2130,2240  
 2130 CALL LEAK  
 2140 PKINI "it builds people to:" "be involved in the:" "delegated work.  
 they need"  
 2150 PKINI "to feel the job is more:" "theirs than yours ..." "otherwise,  
 they are just"  
 2160 PKINI "Robots carrying out your:" "instructions."  
 2170 PKINI "It robots are what want,": "TAB(5): 'buy some robots.':::  
 2180 BUSUB BU  
 2190 UN M BUU 2200,2240  
 2200 CALL LEAK  
 2210 PKINI "DO YOU WANT ANOTHER:" "INSPIRATIONAL MESSAGE (Y/N)?":  
 2220 BUSUB BU  
 2230 IF KYES THEN 1100  
 2240 CALL LEAK  
 2250 REM RUN "DSKI.RENU"  
 2260 END

Reprinted from the Mid-South Gyer User Group Tidbits NL - Nov. 1993

ANNOUNCEMENT

Send all inquires to : Asgard  
 1423 Flagship Dr.  
 Woodbridge, VA 22192

Effective Nov. 1, 1993, ownership of Asgard Software is being  
 transferred to Harry Brasner.

Nothing worthwhile comes easy, and Lord knows running a II software  
 business has never been easy. When I founded Asgard in 1983 (in fact,  
 almost 10 years ago exactly), my software company was one of perhaps over  
 100 II software providers. Over the years, I've seen all of my original  
 competitors, almost all of the ones that came after them, and most of the  
 ones in the "generation" after that, disappear by the wayside.

I stuck with it despite many opportunities to move on, and despite  
 setbacks similar to those that wiped out many of my peers. I don't  
 regret it - I learned a lot. I learned a lot about computers, business  
 and loyalty. I learned how to tell who was honest and who was a  
 Christian.

When I started this business I was a teenager in high school. Ten  
 years later, I run the Computer department for a major non-profit  
 organization here in Washington, D.C. The 11-99/4A introduced me to  
 computers in general, and opened many opportunities to me. In many ways,  
 it made me what I am today. However, my professional and family  
 obligations over the last 2 years have forced me to change my priorities.  
 I haven't been able to spend much time on Asgard, and it hasn't been fair  
 to the community, so I decided to give the company to the one person in  
 the community I felt whose experiences and beliefs matched my own.

Over the years I have received and generated much criticism. While  
 the II community has been hard on me at times, through it all I've tried  
 to be hard back. Why? I really cared about what happened to my little  
 black and silver box - and people who care about something aren't silent  
 when they think something is wrong. In my drive to do what I felt was  
 best for the community, I ran over more than a few toes. I've also had  
 my toes run over many times in return.

In retrospect, I was too hard on some people and not hard enough on  
 others. I'd like to apologize to a few:

Lraig Miller: I was one of your earliest and most persistent  
 critics. While I still think you were trying to sell yourself as a  
 programming genius, I slighted you by not recognizing the high quality of  
 your work.

Larry Hughes: At the time I felt it was wrong for you to sell the  
 kind of software you sold. It was wrong for me to say this publicly.  
 You did some original things, and your customers found about the rest  
 without my help. I made much ado about nothing.



Chris Ranerty: I wrote an article published in MICROpendium comparing WORMA to II-Artist that was wrong. At the time I wrote it, I was angry that you took several original ideas I had and improved on them. While I still think WORMA was a very elegant program, and I stand by most of my opinions, it was petty of me to let my feelings interfere in such a comparison.

The 70 or so people who paid for Press in Chicago in 1987: I wanted it so much I sold myself, and then sold it to you. It was a beautiful idea - I just wish it had been a beautiful reality. My apologies for raising expectations, and holding onto your money for 18 months before realization struck, and I returned it.

As for those I wasn't hard enough on: Well, most of them have long since left the community. Some of them have already gotten what they deserved. I'm fairly confident that the rest will in time. I'm not going to name names - endings are times for reconciliation, not vindication.

Unfortunately, the II community was what really suffered at the hands of these people.

The II world has had more than its share of frauds - those that would talk up something and then disappear with the money. The worst scam artists, though, were those that would talk about something for years, have endless conferences, mail out scads of detailed announcements, and then lose interest and drift away. They may not have taken too much money from people, but they did worse - they took their hopes.

It isn't the people who try and fail that harm our community as much as the people who like to talk more than try, and make claims they know they can't meet. While most of these people have moved their games to greener pastures, a few of them remain in the II community. To the few remaining unwary WY/4H owners - beware.

I learned this truth the hard way - my own experiences. I haven't been perfect over the years and led a few wild goose chases myself, as well as have been taken in by a fraud or three. I just hope that when others judge me, that what I have done for the community outweighs what I couldn't do, or did wrong.

In any case, I'd also like to thank a few people in particular for help and wisdom over the years:

John Kolben and Laura Burns of MICROpendium: In too many ways to enumerate. The II community was very lucky when they got these two devoted supporters.

Jack Sagnreue and the guys at M.U.N.C.H.: For not looking too assistance at the teenager trying to sell them software, and for supporting me through good and bad times.

Barry Traver: Tough but fair for all these years - and I don't have any hard feelings over Peter Hobbitt.

Jerry Correy, Ed Hall, Jim Horn and many others at the recently departed micro-Atlantic 99'ers (MANNERS): For a "home" these last 8 years.

Jeff Guider: For help in making Asgard more business-like, and for your WRY sense of humor.

I'd also like to thank the many people at the TI shows around the country - especially those in Seattle, Tucson and Ottawa - that hosted, snuggled, fed and sheltered me at the 30-40 or so TI conventions I've attended over the years.

Additionally, I'd like to thank the many authors that entrusted me with their programs.

Finally, I'd like to thank the 12,000 or so people that have bought software from me over the last 10 years - my customers. THESE are the people that I worked for for 10 years, and in the bottom line, whose opinion mattered most.

As of November 1, 1993, the new address for Asgard Software will be:

Asgard Software  
2755 Main Street  
Newfane, NY 14108  
716-778-7104

All hardware products, including the Asgard Mouse, AMS memory cards, the extended basic 3 and other cartridges will be available from:

Asgard Peripherals  
1425 Flanagan Dr.  
Woodbridge, VA 22192

My involvement in the II community will be limited solely to the hardware products sold by Asgard Peripherals. No phone calls will be accepted - all orders or inquiries should be placed by mail.

Thank you.

CHRIS HOBBITT  
OCTOBER 11, 1993

Observations by Tom Wees in the Southwest Ninety-Niners NL - Dec. 1993

The above announcement from Chris Hobbitt was very well written. I can't add anything to it, except he will be remembered as the person who made Asgard what it is today. And to this, I must say, "Well Done, Chris."

I have criticized Chris a few times in the past. Chris was, however, one person who responded to my statements. Not by getting angry, but by giving me facts. I respect Chris Hobbitt for this. I have met Chris on several occasions, and am proud to say I know him.