

TASS TIMES

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AREYOUTASS?AREYOUTONE?

Are you tass? Are you tone?
Somebody's vanished—through a hoop—into the unknown.
Or have you been here before, under a triangular moon?
Do you wear a Troppo look or is it Jonboi Waltune?

Sleuth out the cabin. The clues may unjar you.
Where the Dogwonder leads leaping—will you follow?
The mystery unravels in a different dimension,
But your guide by your side is none other than "The Legend."

Tonetown is hometown if you're *ultra plus chic*.
In need of some styling? Just visit the 'Tique.
Bangle up some hooplets, lay down some picks,
Jump on a jumpsuit, then to Freddie's for kicks.

But wait—read the *Times*—enigma on enigma.
The truth? Wrapped in darkness. Something to dig for.
And evil lurks—snarly, underworldly-wise,
Three ways times three ways he plots your demise.

So get to unriddling, stop fiddling around.
If you're here as a tourist, Tonetown's not your town—
If you loop through the hoop, you must loop it alone.
Are you tass? Are you tone?

LETTHE TASS TIMES ROLL

Here's how to load *Tass Times* in Tonetown into your computer.

IBM, Tandy and compatible computers

1. Connect the mouse, if you have one, to your computer.
2. Run the 10 year Anthology Installer and copy *Tass Times* in the directory in which you want the game to appear.
3. To run the game, type TASS in the directory where you installed the game. You're now ready to let the *Tass Times* roll!

Following the title and credit screens, press any key to start the game.

If you're resuming the adventure at some point where you left off previously, see "If You're Called Out of Town" on pages 9 and 10.

TONETOWN TRAVEL

To travel, talk to people, and solve the mystery in *Tass Times*, you use your computer keyboard and—if you have one—a joystick or mouse to enter commands.

Each screen of the adventure is arranged something like the one shown here, with a few slight variations on some computers. The elements shown are explained in detail in the following pages.

For saving and loading games in progress (the words Save and Load do not appear on all computers).

Command icons:



If you have a joystick or mouse: In the information that follows, "click on" means "place the cursor over the object or icon on the screen and press the joystick or mouse button (the left mouse button on Atari ST and Amiga computers). Also, if the word Return appears on your screen, you may click on it as an equivalent to pressing RETURN (or Enter) on your keyboard.

Because of the many types of mouse and joysticks available, it's impossible to describe the exact use of each type in *Tass Times*. The descriptions that follow are based on the most commonly used types. If yours differs, a quick test run of your joystick or mouse with *Tass Times* should give you a good idea of how to use it in Tonetown.

If you don't have a joystick or mouse, read the information in this

manual for joystick and mouse operations anyway. It may offer you some valuable clues—or at least some ideas for getting at some valuable clues.

When you're using the keyboard, whatever you type appears on the command line on the screen.

To erase or "edit" part or all of a command line, use the Delete, Backspace, or horizontal arrow keys, depending on which computer you're using.

End every command you type in by pressing RETURN (on your keyboard it may be labeled Return or Enter). If you have a joystick or mouse and the word Return appears on your screen, you may also click on the word to end your command.

Remember that the key words in your commands are the verbs, nouns, and prepositions—for example, TALK TO MAN or CLIMB UP LADDER.

When you combine more than one action in a single command—for example, CLIMB UP LADDER AND TALK TO CREATURE—keep in mind that the actions will be performed separately, not simultaneously. In other words, if you climb the ladder and the creature pushes you off, you may not get a chance to talk to him—ever!

If you type in a command and don't get any action, try using different words to express what you want to do. Especially when you're around the people of Tonetown, you'll find that they can be a little finicky about certain matters of style and etiquette.

You can use the function keys on your computer as "shortcuts" on a few important commands; see page 10.

GETTING AROUND TOWN

With a joystick or mouse, you can move in any direction simply by clicking on the corresponding point of the on-screen compass: North, South, East and West. If you want to climb up something or descend, you can click on UP or DN if these appear on your compass.

With the keyboard, you can type the first letter of the direction you want to go, then press RETURN.

On Amiga, Atari ST, IBM, Tandy and compatible computers, you can also use the directional arrow keys — up, down, right and left — to move north, south, east and west, respectively.

If you like, you can make one long move over several directions by typing in a series of directions, separating them with periods, before pressing RETURN. For example, you might type N.E.N. to move north, then east, then north again. During such a series of moves, you won't miss or avoid whatever might happen to you while moving in any one the specified directions.

If you want to climb up something or descend, and UP and DN do not appear on your compass, you must type what you want to do from the keyboard.

THE TALK OF THE TOWN AND OTHER TASSPASSTIMES

With a joystick or mouse, you can use the command icons to talk to characters and perform other common actions. Simply click on the icon for the action you want to perform. In some cases you can then click on the object or person you want to act on or talk to; in other cases you may find that you have to type in the name of the object or person from the keyboard, then press RETURN.

If you don't have a joystick or mouse, read the following information about the icons anyway. Each one stands for an action verb that you'll probably want to use often in your commands (see "Function Key Shortcuts" on page 10). Also, the various ways the icons can be used may give you some ideas for making your trip to

Tonetown more tass.

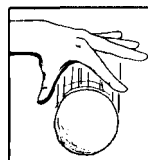
Here are some tips and special notes on using the icons.



Get: Use this to place items that you want or think you may need in your inventory. For example, there are clues to be gathered, special items that may come in handy later on, and things that will help you "fit in" in Tonetown.

In some cases you can click on the Get icon, then click on the thing you want in the scene on the screen; in other cases you may find that you have to type the name of the object from the keyboard—for example, when the object is not visible on the screen. And of course there may be some things that you just can't take with you.

One special use of the Get icon: you can click on it twice to collect everything in a scene. Typing GET ALL from the keyboard will also do the trick.



Drop: The opposite of the Get icon, this removes items from your inventory. Just as with the Get icon, you may be able to click on the item you want to remove, or you may have to type its name from the keyboard; and you can click twice on the Drop icon (or type DROP ALL from the keyboard) to remove everything from your inventory.

As you'll see, your inventory is just like any piece of luggage: it can't hold everything. When your cup runneth over and you want to add something to it, you'll have to drop something first.



Hit: When nothing but force will do, click on this to strike a blow—to another character or to an object—then click on the poor creature or thing you want to hit or type its name from the keyboard.



Look at: Click on this for a detailed description of someone or something that interests you, then click on the object of your interest or type its name from the keyboard.

One special use of the Look icon: you can click on it twice for a description of the entire scene on the screen.



Talk to: Use this icon to start a conversation with some body, then click on the person you want to talk to or type his other name from the keyboard—if you know it. Some Tonetownians are particular about being addressed by name. So get to know who's who. The local newspaper is a good source of information.



Buy: Yes, there are things to buy in Tonetown, even though the coin of the realm may seem a bit strange to you. Use this icon in the usual way: click on it, then click on the object you want to buy or type its name from the keyboard. Anything you buy goes into your inventory.



Tell me about: Once you're involved in a conversation with someone, you can ask him or her to tell you about—well, anything or anybody you see (or have seen) on the screen. Although of course, Tonetownians are just like most folks in at least one respect: not every body knows everything about everything and everybody.



Enter: Click on this to go through a door, into a building, or wherever you want to go—if you're sure you want to go there, that is—then specify where "there" is by clicking on it or typing its name from the keyboard.

Talking to people with the keyboard: Again, Tonetownians can be very particular about being addressed by name. If you want to have a pleasant (and informative) conversation with someone, you must start your statements with the name of the person you're talking to—for example, CHAZ TELL ME ABOUT THE BOOK.

EVIL LURKS

Not everything that goes down in Tonetown is totally tass. In fact, there's a good chance—make that several good chances—that you'll find yourself pushing up the moonflowerets before you have a chance to say "Jamac's Salon." In which case you'll have to start all over again.

You may not be able to avoid taking a fall or two or nine, but you can avoid the frustration of having to start over every time. When you sense danger, type QUICKSAVE and press RETURN before making another move. This will store your progress so far. If you then meet your demise, type Y, then type QUICKLOAD and press RETURN to resume play where you were when you got dusted.

You can make a QUICKSAVE and QUICKLOAD even quicker—see "Function Key Shortcuts" on page 10.

IF YOU'RE CALLED OUT OF TOWN

If you wish to stop play while in the middle, you can save your progress so that you can pick up where you left off at a later time. You can save at least eight separate games on most systems, assigning each one a number.

The words Save and Load appear automatically in the upper-left portion of the screen in Commodore 64/128. Simply use your mouse, joystick or keyboard to carry out the command. Amiga, Atari ST, IBM PC/PCjr and Tandy 1000 users must first place the cursor above the picture.

To save a game with a joystick or mouse, click on the word Save with the joystick or mouse button (the right mouse button on Amiga and Atari ST computers) and hold the button down. Holding the button down, use the joystick or mouse to "pull down" the Save menu and highlight a game number for the game to be saved, then release the button.

To save a game with the keyboard, type SAVE GAME and press RETURN, then follow the instructions on the screen for assigning a number to the game you're saving.

To load a game with a joystick or mouse, click on the word Load with the joystick or mouse button (the right mouse button on Amiga and Atari ST computers) and hold the button down. Holding the button down, use the joystick or mouse to "pull down" the Load menu and highlight a game number for the game to be loaded, then release the button.





To load a game with the keyboard, type LOAD GAME and press RETURN, then follow the instructions on the screen for specifying the number of the game you want to load.

FUNCTION KEY SHORTCUTS

If your computer has function keys, you can use them as handy shortcuts to several common commands.

Amiga, Atari ST, IBM, Tandy and compatible computers have 10 function keys; if you have a PCjr, you must hold down the Fn key while pressing the corresponding number key, 1-10. Commodore 64 and 128 computers feature function keys 1-8.

Function Key	Command
1	Save game
2	Load game
3	Repeat last command
4	Tell me about
5	Drop
6	Get all
7	QUICKSAVE
8	QUICKLOAD
9	Talk to
10	Look at

Key	Command	Key	Command
	Go North		Go East
	Go South		Go West

GETTING THE LOWDOWN IN TONETOWN

To solve the mystery — and have an ultra-tass time while you're at it --take some tips from the great investigative reporters, canine and otherwise:

- Be curious. Look at everything, and don't forget to look inside things. Talk to everyone.
- Write things down — good reporters take notes. Drawing a map of Tonetown and environs isn't a bad idea, either — it might come in handy if you want to backtrack or move fast from one place to another.
- Place as many things as you can in your inventory, whether you can just pick them up or have to buy them. There's no telling what you might need later on.
- Read the *Tonetown Times* cover to cover — it contains a wealth of information on the local scene, and you might just pick up a tidbit or two that will be crucial down the line.
- Take chances. After all, nothing ventured, nothing gained — and with the QUICKSAVE option (see page 10), you don't even have that much to lose.

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Director *Brian Fargo*

Graphics *Todd Camasta, Curt Toumanian*

Music and Sound Effects *Dave Warhol, Russell Lieblich*

Programming *William Heineman, Steve Nielsen
Jay Patel, Troy Worrell*

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TONETOWN TIMES

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• Wednesday July 78, 1986

GRAMPS VANISHES

Franklin Snarl Linked to Mysterious Disappearance

A very strange but lovable Tonetown visitor, who calls himself Gramps, has recently disappeared.

Gramps was one of the only visitors who, in spite of his untass apparel, was well accepted in Tonetown.

After visiting with several of Tonetown's most prominent citizens, like Stelgad of the Daglets, Flo of Flo's Party Supplies and Nuyu, editor of the *Times*, Gramps evidently wandered off on his

own somewhere.

He was repotted last seen around moonup, June 26, with real estate magnate, Franklin Snarl.

"It seemed he was resisting some," said one witness who wished to be unnamed.

But Snarl denies these reports. "I never heard of the guy!" Snarl insisted.

Other citizens, however, have given glowing reports of the strange old visi-

tor from another parasphere.

"He was just a great guy," said Stelgad, manager of the Daglets, as she ruffled the soft green feathers in her intense pink hair.

"He was the one who gave us the great idea for the Zagtone, our ultra-touch new instrument that's helped our new tune, Tass, hit the top," she added enthusiastically.

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Hometown Dogwonder Wins 6th Consecutive Ultra Journalism Award

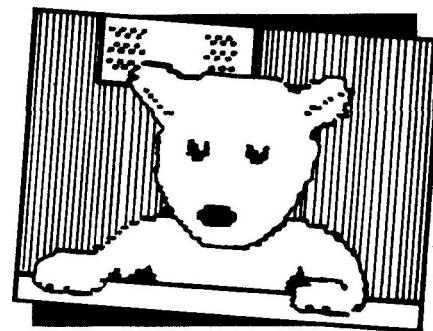
Tonetown's own Ennio, better known as "The Legend," has done it again. He's won the Inter-Moonal Ultra Journalism Award for the sixth year in a row.

This year the canny canine snapped up the prize with his investigative article about intra-dimensional travel through a new invention called "The Hoop." At great risk to his health, Ennio actually traveled through the hoop and back again to gain first-hand knowledge of the device. His article, "HOOP TAKES USERS FOR A LOOP THROUGH TIME AND SPACE," was published in the April 15 issue of the *Tonetown Times*.

Ennio was born and raised right here in Tonetown. His first job was as pup reporter for the *Campus Clutter* while attending the Luna Quatroversity in Tassly. After graduating he landed a position as a feature writer for the *Tassly Daily*, where he worked for 76 moonal periods.

But eventually—and fortunately for us—he returned to Tonetown as a reporter for the *Times*, and started raking in the awards.

"My heart is really in it here," he says, "because your heart is where your home is."



Ennio granted us the following interview as he typed up some of the stories you see in this issue.

Interview with Ennio

TT: What is it that makes you such a great reporter, Ennio?

ENNIO: My nose. Having a dog's nose is a real boon—that's two O's—in this biz.

TT: With the kind of credentials you have now, Ennio, it seems you could just about write your ticket to anywhere. Why do you stay here in Tonetown?

ENNIO: As I've said, my home is here. My heart is here. And besides, there are very few places as tass as Tonetown. Even Tassly, with the Quatroversity and all, did not have the excitement you find in Tonetown.

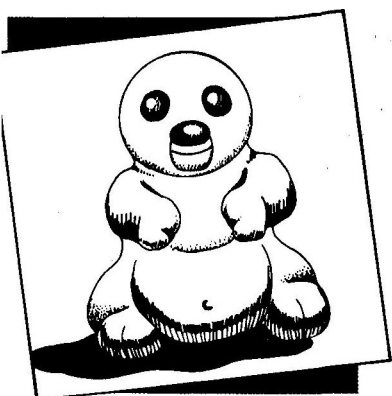
Continued on Page 4

Pets or Pests?

The furor over the Blobpets rages as many citizens find "themselves rugless"

"It bums me up," says Nessie Loch, recent blobpet purchaser. "They're cute, but tough to housebreak."

Many other blobpet owners share Loch's frustrations. Bred for their burrowing abilities by Franklin Snarl, blobpets can dig a hole in surfaces as hard as wood and linoleum at the rate of 1118 cubic centimeters per tick.



Unlike former pet-types like doggies and catties, blobpets don't shed or leave untass puddles on floors and sidewalks. This is why many pet fanciers were originally drawn to blobpets.

But the evidence mounts that blobpet owners face even bigger problems than owners of traditional pets. One blobpetter has reported a hole in his hearth so deep it's hit an underground stream. On the positive side, however, an unnamed source from out past the Wetlands—now one of the reclusive rich—says his blobpet actually struck oil.

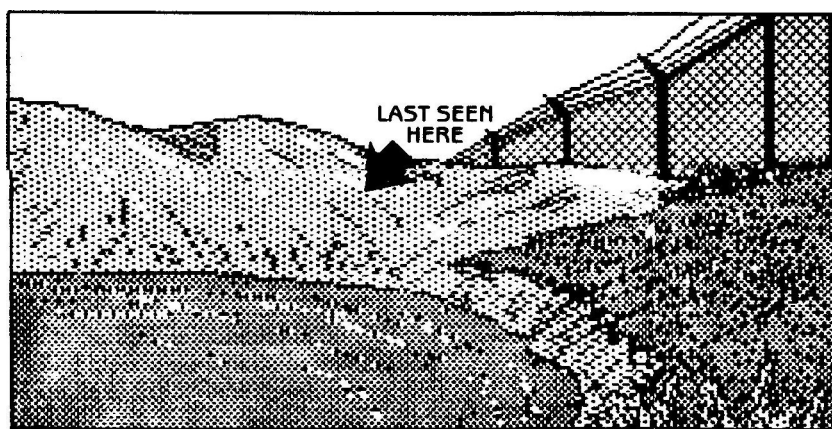
You wanna talk filthy lucre? Blobpets range from 5-20 R, depending on size, color, and personality.

Some tips on care and feeding: the best place to keep a blobpet is on a concrete surface—that may help curb its burrowing tendencies.

Continuous feedings are just about the only way to keep blobpets from excavating your house and yard. They'll eat just about anything, but their favorites are aluminum, rubber, petroleum by-products, and banana wax peppers.

Wetlands Mystery!

Tonetown travelers disappear in the vicinity of the Wetlands



Search party feared lost too

Two local couples, out for a romantic stroll in the Wetlands, vanished recently. And now search efforts have bogged down, too.

It was just two evenings ago, according to witnesses, that the two townsmen went Wetlandish—and never returned.

"They said they craved a walk to the Wetlands, but they'd be back for another Fizzie," said Wendy Wando, a waitress at Fast Freddie's. "Only they never came back."

Wendy reported the group missing when the Fizzles she had waiting for them finally lost their bubbles.

Since you can't see a thing at night

in the Wetlands, even with the seven moons, a search party was sent out as soon as dawn broke the next morning. But now, over 24 hours later, they too have not returned.

"We've had mysteries in the Wetlands before," says Chief Fireweather. "But they've always been solved in a day or so. We know there's some curious creatures living out there. But they're usually quite shy and don't bother travelers."

Officials are debating whether to risk sending another search party or to wait another day to see if yesterday's volunteers, or the original four travelers, return.

Jonboi Waltune Gets Walking Papers—Fuddy Appearance Cited

Erstwhile Tonetown eyesore Jonboi Waltune, cited for aggravated tonelessness, left town quietly last night. Sore-eyed locals did not regret his departure.

"He just couldn't get a take on what's tass," said celebrated bodystylist Chaz, "no matter what he did. He wore the most untone shirts with ugly little emblems on them and blue scrub pants

with someone else's name on one hip pocket."

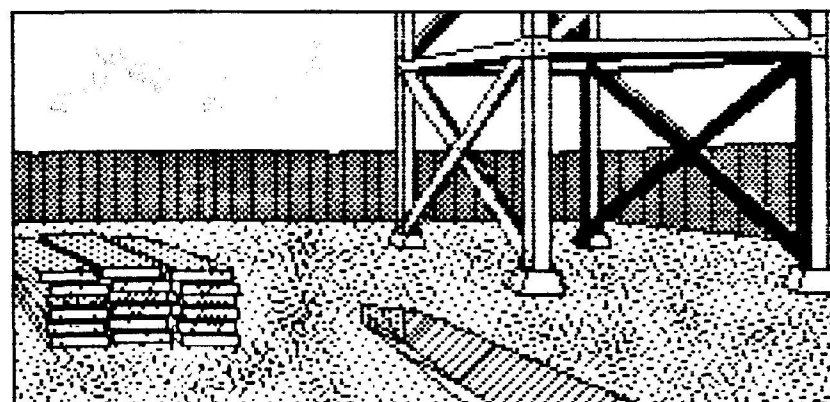
Chaz offered to give the Jonboi a jumpsuit by *TropoWear from Down Under*. But Waltune said he wouldn't take hand-outs.

So he was asked to leave. Tonetown just couldn't tolerate such sartorial litter

Franklin Snarl Purchases Choice In-town Sites For Project of Snarl Construction Corporation

"Location. Location. Location," Franklin Snarl is quoted as saying. "That's *everything* in real estate."

And "everything," it appears, is just what Franklin Snarl seems to want. In addition to his recent acquisition of five downtown blocks—the absolutely most tass section of Tonetown—Franklin Snarl has also purchased the former



Poo Pea Pet shop (pets and all) from Madam Doople.

"He made me, an offer," said Doople,

fingering her bulging handbag. "But the funny thing is, I just can't figure out what he did with all those cute little

doggies, catties, and guppies."

Rumor has it that Snarl is currently negotiating with Fast Freddie for his ultra-tone fabu-club. However, Fast Freddie issued an emphatic denial.

"I'm not selling out," claimed Fred die. "We were just having a...lunch yeah, that's it! Lunch! We just had lunch."

Concerned citizens fear a takeover by Snarl. Will it destroy the tassness they have worked so hard to build here on the outer edge? A meeting has been scheduled for the second eve of the triangular moon, at the Tonetown Taverna, to discuss possible action.

Watch this space for details.

BOOM FEARED



From the EDITOR'S DESK

Stay on the path. Preserve our woody life.

It's Funnertime. A season when the sun times are longer, and the moon times are shorter so the air keeps it comfy centigrade.

That means there are going to be more people out and about. More tourists tramping around. More bodies, stylish and un-, frolicking through our wooded areas.

To all of you so inclined: Please stay on the trails!

As you know, the wooded areas around Tonetown are extremely delicate. A single misplaced footstep can squish hundreds of tiny fragile flowers and pulchriplants, not to mention the instant death it can bring to micro-caterpillars, minifrogs, and unhatched dinkyducks. And that's just one footstep!

If everyone in Tonetown, from toners to oldtowners, took just one step off the path, it could mean the destruction of an entire microcosm of the woodland universe, a world that will take multimoons to replenish itself.

So please stay on the designated paths. Encourage your friends to do so. And watch fortourists—who just might not know any better—to make sure they don't wreck the long-cultivated beauty of our woodland areas.

Once again, the Tonetown area forests are very fragile. And all it takes is a couple of crude rudesbies to do damage that will take a lifetime to repair.

They're our woods, now and forever. Let's keep them woody, townly, and tone. Be tass—stay on the path.

Letters to the Editor

Tourism No Crime

EdGuy,

I'm just traveling through Tonetown on my way to another dream. And in some respects, I think you have a very

But I'm sick and tired of—every time I turn around—hearing someone behind my back say, "Stupid tourist."

If you continue to ridicule everyone from the outside who enters your town, the word is going to get out. And you are going to lose a lot of P. in revenue.

So what if I wear plaid shorts? They're comfy-dumfy. And where I come from they're not snickered at.

And so what if I wear polo shirts with a little harmless alligator decor? I've seen people who *look like* alligators right on the streets of this town!

So to all you Tonetownies out there: Please stop calling me a stupid tourist. I'm not stupid at all. In fact, it took quite a bit of smartsinas just to figure out how to get to this place.

Wait till you see how it feels to visit someone else's town. Then you'll know why guys like me don't like to be poked fun at ever or at all.

Tired-of-Being-
a-Stupid-Tourist

Local Biotech Is Not Tone

Dear Editor,

Pardon the blountness, but what's happening round here is just totally untass. And I mean I am talking the creation of life forms by a certain indi-

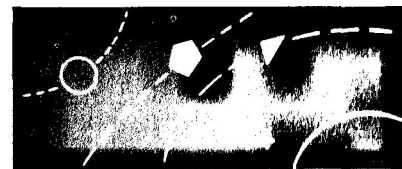
sells them in his toneless pet shop. I mean, who gave this "person" the right to just create new life forms? Was it the Three Moons? Was it the Tone-master? Was it the keeper of the Edge Zone? No way.

I mean to tell you right now, it was none of the above. In fact, no one gave him the power. He just *took* it. Just as if he came into your yard and purlined a tree or bush or bug or something.

What's worse is that our once sensible community of Tonetown is actually supporting untassitude by buying the makings of this monster (and I use that description literally).

The thing that has me the most worried is this: If this dood believes he has the power to create life, then why in fact might he not think he deserves the power to take life away?

Concerned, Almost
Distraught Cit



THE WEATHER

MOONDOWN- 30:996
MOONUP-53:870

Today: Mostly moony with a trace of paraspheric dust in early moonup.
3-moonforecast: Nothing but Moon shine, moonshine, moonshine! Tass Times!

More paraspheric dust storms expected later in the pentacle.

Daily Horror Scope:

careful. You look chewy in the massive jaws of a Crocogator.

Virgo—Your Planetary Keeper strikes a discordant note with your House of Tone. Hope not to meet a large, strange, unfriendly animal in a scary place.

Libra—With your Air Planets conjunct in the House of Infinity, don't step off any cliffs. Or does falling headlong into a bottomless nothingness appeal to you?

Scorpio—Swimming is aquatone for water signs like you. But now, while your TroppoSun is opposite your House of Pentacle, water makes you smell like Allidile bait.

Sagittarius—Archers love arrows, but beware of lightning bolts. Especially when your planets dance in the chevron formation.

Capricorn—Animal lovers, be careful this time of the moon. There's a weak link in your planetary thread.

Aquarius—Always the adventurer, you're willing to try anything. But remember: If you loop through a hooplet and enter another parashere, you might never return.

Pisces—You're ruled by your feet but resist the urge to bop 'till you drop at Fast Freddie's. Your House of Seven Lives ascends erratically through the next moon.

Ask Pan Fanders



Dear Pan,

My boyfriend and I go to Fast Freddie's a lot. You know, it's the only really tone place to see and be seen.

But every time we go there, all my boyfriend does is dance with the other girls who are dateless. Which leaves me sitting on the sidelines like some tall

wallweed or other thing—even though I actually *do* have dateness.

What should I do?

Sincerely,

Tass But Troubled

Dear T. But Te'd,

This is an easy one, no-briner, you bet.

Just go to Fast Freddie's by yourself. That way you'll be one of those girls who are dateless, so you'll probably get some chance to dance—with your boyfriend, no sweat.

Another idea is go to the Wetlands with your boyfriend and pretend that you want to play hide-and-seek. Then, when he's off hiding somewhere, jump in your vehicle and speed away. (We hear people who roam round the Wetlands these days ain't goin' dancing

Pan

Dear Pan,

My very bestest buddy from the Quatroversity recently got hitched up to this girl he met there in Tassly.

They were having their hitching on a triangular moon outside in The Park, and my mother told me I should give them a gift because that's what you're

supposed to do when two people go townsome twosome.

I thought and thought and thought about the gift. Then I remembered that one of my bestest buddy's favorite things when we were sitting around studying was to look at *Toneboy* magazine. So I got them a two-year subscription to *Toneboy*. (I was even able to save 12 P. 'cause the neighbor kid next door was on a magazine drive for the Buck Scouts.)

Well, if everything turned out tone, I wouldn't be writing this letter, would I?

When the first issue of the magazine arrived, my bestest friend's new wife got so mad she wanted to get unhitched right then and there. After just one moon. So now I'm in hot aqua with my bud.

Was it really such an untass hitching gift?

Dear Confused,

Absolutely! It's the most tassless gift I ever heard of (and I thought I'd seen it all).

Your letter makes me wonder about what's going on at Quatroversity and our other institutions of outer education.

You are confused.

Please don't ever write to me again.

Honestly,

Pan Fanders

what's all
the hoopla about?
it's about hooplets!!!

Available Today At
The 'Tique

We've got 'em all. All colors, All kinds.
Glitter. Metallics. Primaries. Pastels.
Hooplets by the armful.
Don't go out without one. Or two. Or more

TONETOWN TIMES

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AROUND TONETOWN

By Gretta Grouper

• It seems that Flo, proprietor of Flo's Party Supplies, is going to eventually get her ice skating rink back. "All I have to do is wait until the next game," she was overheard saying.

Don't hold your breath, Flo.

• Fast Freddy was seen doing lunch with Franklin Snarl yesterday. They seemed to be engrossed in an ultra-rash conversation, and they were writing six-figure numbers all over a bunch of paper napkins. What could it mean?

Don't put all your GloBurgers in one basket, Freddie.

And beware of geeks bearing P.

• Is Stelgad, manager of the Daglets, going to start another fad? First it was jumpsuits by Troppowear From Down Under with armloads of hooplets. Now it's soft green feathers in intense pink hair.

• Everybody's who's anybody in Tone-town was at Chaz's birthday party last moon-end. There was a seven-layer cake with chartreuse icing and the fizzies were flowing.

But hey, Chaz, you universally famous bodystylist you, you never did bell us how old you are.

• Kudos to The Legend, our very own

Ennio, for doing it again: Winning the Inter-Moonal Ultra Journalism award for the sixth consecutive time.

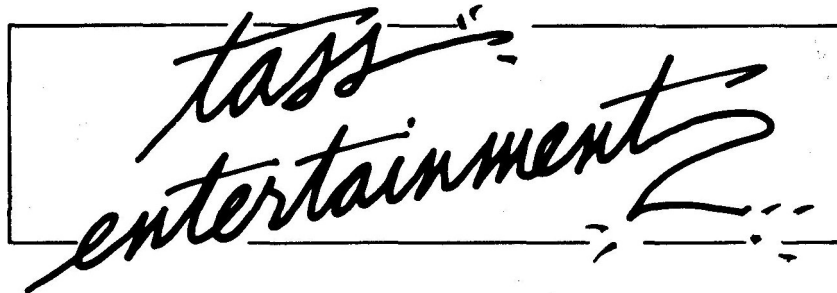
When's the celebration party, Ennio? And who's invited?

• There's been talk of nasty calls coming in over the floatfones. Something about gravely breathing and heavy teeth-gritting.

Don't call me. I'll call you.

• Who's this guy called Cramps, anyway? I've never seen him at any of the ultra-parties, but he's obviously caused quite a stir. Toners are talking.

Rumor has it that he thinks pizza with anchovies is ultra-touch. Yuuuuck!



Daglets to Play Concert in the Park

It's that moon of year again. Time for ice dogs, shore parties, and concerts in the park.

And this year the headlining musical combo is none other than the outer-modern, ultra-touch Daglets. Recently returned from an eight-triangular-moon tour through the para-psychologoverse, the Daglets say they're glad to be back home and looking forward to playing once again for their own people.

"We've got a lot of new stuff," says Zahg, infamous leader of the Daglets. "Some of it's far-g-out. Some of its way-g-in. But its all ultra—and I mean *ultra* — tass.

"And what's really going to totally zap everyone's cranium is this new instrument we've recently kind of—uh —picked up—from some old tourist," says Zahg.

The Daglets claim the new instrument, called a Zagtone, is like from another dimension. To play it, the musician simply strikes it against something. Anything. The Zagtone makes a unique sound, depending on what its struck against.

"You should hear it against trees," says Plunk, drummer for the Daglets. "blasts you," comments Lobod Omy, the group's bass player and newest member.

Sound like a treat for your synapses?

You can hear it tomorrow at the sept-moonual outdoor concert. Everyone who's anyone will be there. And that includes everyone.

SORRY. We're unable to print a photo of the Daglets in this issue. Our photographer—who had the film with the photo in his camera bag—has seemingly disappeared somewhere in the vicinity of the Wetlands. We're currently looking for a new photographer, and hope to print a photo of the Daglets in our next edition.

Coming Soon— Live on Keyboard: Bill Heineman

Is this the moon for tass times? Or is this the moon for tass times? In addition to the Daglets concert in the park, Tonetown will also go radmad with a visit from that para-psychologoverse phenomenon. Bill Heineman.

Bill Heineman is synthesis at its most ultra-touch radical. Tone tones. Electric rhythm. And what a delivery! It's enough to rewire your cranium! Paz!

And as if just listening to his music wasn't enough, Heineman is going to be giving away—that's free—DC cop—"The Opaque Album," to the first 1500 concertgoers!

It's sure to be a totally tass moon-rise. Don't miss it.

The Ultra-touch Way to Ultra Tass

The tass new jumpsuits by "Troppowear from Down Under." They really make you feel ALIVE.

Available Only At
The Tique

Shake It Up Baby!

Tonight and every night.
Tone tunes.
Ultratouch eats.
Tass atmosphere.

OPEN from MOONUP
to MOONDOWN

*Fast
Freddie's*

Gramps Vanishes

Continued from Page 1

"I liked Gramps because of his attitude," said Flo, owner and manager of Flo's Party Supplies. "He was adventurous and resourceful, not shy and wimpy like most tourists. He seemed to know exactly what to do with my masks, which is why I'm surprised that he seems to have disappeared," commented Flo.

Reports about Gramps' origins vary. Some say he was from a place called Mirth. Others say it was called Birth or Dearth.

Whatever. It's rumored that he arrived in Tonetown by means of some kind of magic hooplet But this seems highly unlikely, as no one ever saw Gramps wearing any hooplets at all.

If you have any information pertaining to Gramps' visit to Tonetown or mysterious disappearance, please fone the Times immediately at TT66.

Hometown Dogwonder

Continued from Page 1

TT: We're sure, Ennio, that there's lots of young ones out there — homo-sapiens, canines, what-have-you—who are reading this article and wondering what it takes to be like "The Legend." Any advice?

ENNIO: It's one of my favorite arforisms: "Observation is its own reward." So just snoop out everything you can... Keep your eyes, ears, and especially your nose working all the time. And don't worry too much about the writing part. If the story is there, it will write itself.

Be tass!

Look like someone else!



FLO'S PARTY SUPPLIES

Bizzmess Briefs

No New Money

Plans to convert our monetary system from P. to magnetic diskletts have been permanently shelved as a result of the recent moon-long Currency Conference in Tassly.

Magnetic diskletts were originally considered as a replacement for P. because the diskletts could so easily be integrated into our well-established computer nerdwork. All offices, retail outlets and services now have computers as do 90% of homes. Using magnetic diskletts seemed a natural. At first.

But the committees reporting to the Currency Conference soon discovered that the drawbacks of magnetic diskletts far outweighed the advantages.

For starters, diskletts crash. And they are very difficult to copy-protect, which could lead to a whole new breed of counterfeiters.

"The monetary system is fine just the way it is," said Nad Senir, Director of the Currency Conference. "Besides, everyone likes ?."

Floatfone Inc. to Sink Rates

Floatfone Incorporated will be lowering its rates as of the upcoming third triangular moon. The cost of an in-town message will drop from 3 to 2 P. Inter-spherical communication will drop to 15 P. a moment and outdoor public calls will remain as is at 1P. per message.

"We're just making too much money," says Merry Miss Chelli, Floatfone's head

right inside charging so much." Floatfones have gained popularity because, as their advertising slogan suggests: "They're always there when you need them."

Coming Soon to Home Pixelators Everywhere



TASS TIMES
IN TONETOWN

A dream you've never had, An adventure you'll never forget. If you ever wake up..

70% OFF ON ALL SLIPPY SHIRTS



We gotta get rid of 'em!



NOW AT The' **Tique**

CLASSIFIED ADS

FOR SALE

Programmer's Hunk-of-the-Woon Beefcake Calendar

12 tassy weirdos wearing skanty print-outs and ultratouch glasses.

Send for yours today. Mail 5 P. and your address to D.R.E.N.

Hunk Calendar 1 Meg Byte Street Tonetown, Outer Edge

LIKE new 17-Speed Octocycle.

Includes water bottle, jet pack, and trop-powear helmet. 675 P. or B.O. you know. Fone Evad Sniktaw, K7734.

LOST and FOUND

LOST near nature Trail Debossed Metal Card. Reward Offered by F. Snarl.

LOST: Two lime green 4-moon-old blob-pets in the vicinity of the Wishing Well. Answer to the names of Bee and Bop. Small reward offered. Fone: Map Snivel, R9807

LOST: Two hooplets. One glittery silver, one black and pink polk-a-dot. Sentimental value. Left somewhere in the park last moon-end. Fone P. Tone, T583.

FOR RENT

1-, 2-, AND 3-bedroom apartments in brand-new complex. With swirlpool, orgomats, and nerfball courts. 800 P./Moon

Contact F. Snarl, D777.

2-BEDROOM, 2-bath house in desirable neighborhood. Flameplace, disco room, and blob-proof carpeting. 2400 P./moon. Contact F. Snarl, D777.

17-ROOM mansion on wooded site with private swirlpool, moonroofs, lifesize terrarium, and underground tunnels. 6700 P./Moon

Contact F. Snarl, D777.

PRIME office space in prestigious downtown area. Will customize to suit any business. Full amenities. Landscaped atrium and rooftop parking. 7.96 P./sq. ft.

Contact F. Snarl, D777.

SERVICES

Blobpet Damage Repairs

Will fill holes in any type of surface made by blobpets. Price depends on type of surface damaged. Linoleum more expensive than dirt. Fone Nudge, at Hole Up, D777.

Game Solver.

Child prodigy will help solve any type of puzzle or game. Especially good with adventure games. Fone Willy the Kid. H728.

Hydrofoil guided tours of the wetlands.

Don't worry about getting lost We ain't never lost noone yet Full- and half-moon tours. 10 days of the week. Fone Wetland Excursions, W333.

Cooking and cleaning in my home.

Come on over and watch. Pay me by the hour. Vicarious Housework, C712.

Mushroom gardening.

Let me cover your yard in beautiful mus-cacarious debilitous in just one day. Needs no watering, mowing or weeding. Grows all year long. Contact Mr. Mushroom, P951.

EMPLOYMENT

Photographer wanted. No experience necessary. Must be willing to take risks. Apply in person at the Tonetown Times.

Programmers wanted. To make games that are fun, funny and fascinating. Send samples of recent programs to Computer Jobs, 3rd Parasphere. Or fone X672.

Security guards, landscapes and but-ler wanted for large estate. No experience necessary Must be willing to live on premises. Salary includes room and board plus free access to surrounding acreage. Send resume and letter to F. Snarl, Ennui Estates, D777.

Ultra-Touch models wanted for famous magazine. Must be exercise enthusiasts. Send photos to Toneboy, c/o Frank, Beyond the Edge, Outside.

PERSONALS

Tass girl. Already have a boyfriend but looking for a better one. If we're datable, I'll scuttle this dood. Like dancing, the Daglets and fizzles. Foto and fone no. to TassBut Troubled, Hart Lane, In-Town.

Youngmale snouser in early eights who likes beaches, bones and harmonic barking. Looking for female snouser in sevens or eights with like interests. Bark for Sparky, Q329.

Blobpets looking for homes. Adorable. Lovable. Huggable. Fone D777.

Ultra-Touch rock drummer looking for ultra date who can handle someone with a spastic right leg. We can have lot of fun and go lots of places. Send foto and letter to Big Bassy, 5923 Solo St. Burbs.

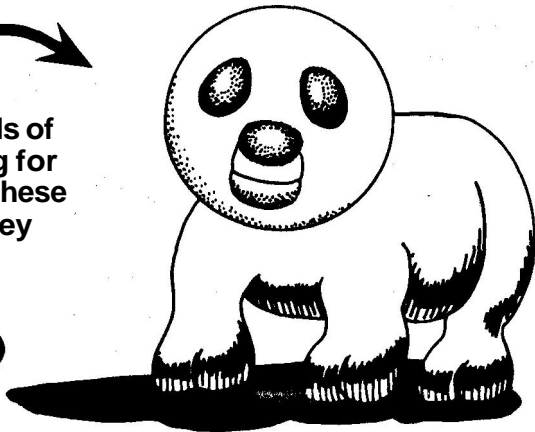
Happy birthday to Alex Woods. From all his friends in the land down under and out.

To the girl with the thirteen glitter hooplets. I loved talking to you in the park. I want to see you again. Please call. From the boy with the teal headband and orange feathers. Q153.

Give This Adorable Btobpet Home

Bunky, pictured here, and hundreds of other blobpets like her. are looking for good homes. Open yours to one of these precious little creatures. No money down. Eons to pay.

The PET SHOP



THE DYEORAMA LOOK



Get the Dyeorama Look. Everyone does. Come in and talk to Chaz, Tonetown's ultra-plus bodystylist. He'll show you what's right for you. And your budget. Just 2P for Pink, 3P for Glitter, 4P for Royal Blue, 5P for Sparkle Plenty and 10P for Feather Foil. Do it today!

THE JAMAC SALON