

C. REGENA
Compute! Books

CAT0 Location	CAT1 HW Media	CAT2 Soft- ware	CAT3 Genre	Manufacturer / Contributor / Publisher / Author	TI-99/4A HARD-/SOFTWARE/Library ↓ ITEM: by Schmitzi	PART #	Manual #	YEAR /first seen	Price US \$ (last seen)	COMMENTs Battery Clock CRURCI ... a.s.o.
US	Book	EDU/GAM	Basic	C. Regena, Ed./Compute! Books Publication / Compute! Publications, Inc.	Compute!'s First Book of TI Games	0-942386-17-5	987654321	1983	45 Amazon (a	211 + 4 = 226 pages PDF >>:0)
EU/ES	Book	PROG/GAM	Basic	C. Regena, Ed./Kapelusz CCP / Seth Mc Evoy / Carlos Gardini	TI 99/4A juegos de acción	950-13-9198-1	?	1986	-	-
US	Book	EDU	Basic	C. Regena/Compute! Books	Elementary Amiga BASIC	0874550416	978-0874550412	1986	23 Amazon	199 pages
US	Book	EDU	Basic	C. Regena/Compute! Books	Elementary Structured BASIC	0874550343	978-0874550344	1986	10 Amazon	201 pages
US	Book	EDU	Basic	C. Regena/Compute! Books	BASIC Programmes for Small Computers: Things to Do in 4K or Less	0942386388	978-0942386387	1984	xx Amazon	267 pages
US	Book	EDU	Basic	C. Regena/Compute! Books	Programmer's Reference Guide to the Color Computer	0942386191	978-0942386196	1984	xx Amazon	176 pages
US	Book	PROG	Basic	C. Regena/Compute! Publications, Inc. abc / (Cheryl Regina Whitelaw)	Programmer's Reference Guide to the TI-99/4A	0-942386-12-4	978-0942386127	1983	10 Amazon	Amazon: 358 pages