```
<html>
<head>
<title>1: white faced bromeliads on 20 hectares - Loss Peque&ntilde;o Glazier</title>
<META HTTP-EQUIV="Refresh" CONTENT=10>
</head>
<body basefont=4>

<!== Letter ==================================================== ==>

<font size=5><i>Uno</i></font><br><br>

<!== 1 ==================================================== ==>

<SCRIPT LANGUAGE = "JavaScript">

// The Array Function

function makeArray(len) {
    for (var i = 0; i < len; i++) this[i] = null;
this.length = len;
}

// This is where the array of text/images/sounds is created.

// This is where the array of text/images/sounds is created.

a1 = new makeArray(2);
a1[0] = "'Three simple words: crack dot com.' Ambience or confrontation. "
a1[1] = "I'm sure there is a white house hand in there somewhere. 'Colonia' "

// The random number generator.

function rand(n) {
seed = (0x015a4e35 * seed) % 0x7fffffff;
return (seed >> 16) % n;
}

var now = new Date()
var seed = now.getTime() % 0xffffffff

// Where you place this is where the random object will be displayed.

document.write(a1[rand(a1.length)])
```

```
</SCRIPT><p>

<!== 2 ========================================================== ==>

<SCRIPT LANGUAGE = "JavaScript">

// The Array Function

function makeArray(len) {
    for (var i = 0; i < len; i++) this[i] = null;
this.length = len;
}

// This is where the array of text/images/sounds is created.

a2 = new makeArray(2);
a2[0] = "as in that sense of 'colonial'. Path of obstruction. Call now to start "
a2[1] = "your personal relation with God. Do you mind if I slip into "

// The random number generator.

function rand(n) {
seed = (0x015a4e35 * seed) % 0x7fffffff;
return (seed >> 16) % n;
}

var now = new Date()
var seed = now.getTime() % 0xffffffff

// Where you place this is where the random object will be displayed.

document.write(a2[rand(a2.length)])

</SCRIPT><p>

<!== 3 ========================================================== ==>

<SCRIPT LANGUAGE = "JavaScript">

// The Array Function

function makeArray(len) {
    for (var i = 0; i < len; i++) this[i] = null;
this.length = len;
```

```
}

// This is where the array of text/images/sounds is created.

// This is where the array of text/images/sounds is created.

a3 = new makeArray(2);
a3[0] = "something more comfortable? Like what? Another URL. The "
a3[1] = "original dream boat, the Big Mac. Keeping one eye on the clock and "

// The random number generator.

function rand(n) {
seed = (0x015a4e35 * seed) % 0x7fffffff;
return (seed >> 16) % n;
}

var now = new Date()
var seed = now.getTime() % 0xffffffff

// Where you place this is where the random object will be displayed.

document.write(a3[rand(a3.length)])

</SCRIPT><p>

<!== 4 ======================================================== ==>

<SCRIPT LANGUAGE = "JavaScript">

// The Array Function

function makeArray(len) {
   for (var i = 0; i < len; i++) this[i] = null;
this.length = len;
}

// This is where the array of text/images/sounds is created.

// This is where the array of text/images/sounds is created.

a4 = new makeArray(2);
a4[0] = "another on the constitution. A little eye wash for your public "
a4[1] = "underscore html. A guidebook called How to Write Whining "
```

```javascript
// The random number generator.

function rand(n) {
seed = (0x015a4e35 * seed) % 0x7fffffff;
return (seed >> 16) % n;
}

var now = new Date()
var seed = now.getTime() % 0xffffffff
```

// Where you place this is where the random object will be displayed.

```javascript
document.write(a4[rand(a4.length)])
```

</SCRIPT><p>

<!== 5 === ==>

<SCRIPT LANGUAGE = "JavaScript">

```javascript
// The Array Function

function makeArray(len) {
    for (var i = 0; i < len; i++) this[i] = null;
this.length = len;
}
```

// This is where the array of text/images/sounds is created.

// This is where the array of text/images/sounds is created.

```javascript
a5 = new makeArray(2);
a5[0] = "Resumes. HTML as the world's dominant language. As in, write "
a5[1] = "me at glazier at ak-soo. Well, I bet it has something to do with "
```

// The random number generator.

```javascript
function rand(n) {
seed = (0x015a4e35 * seed) % 0x7fffffff;
return (seed >> 16) % n;
}

var now = new Date()
```

```
var seed = now.getTime() % 0xffffffff
```

// Where you place this is where the random object will be displayed.

```
document.write(a5[rand(a5.length)])
```

</SCRIPT><p>

<!== 6 === ==>

<SCRIPT LANGUAGE = "JavaScript">

// The Array Function

```
function makeArray(len) {
    for (var i = 0; i < len; i++) this[i] = null;
this.length = len;
}
```

// This is where the array of text/images/sounds is created.

// This is where the array of text/images/sounds is created.

```
a6 = new makeArray(2);
a6[0] = "Nahuatl. Po cenotes. Act of Tejan&iacute;simo. 'You speak so many "
a6[1] = "bloody languages and yet you never want to talk.' Even after a "
```

// The random number generator.

```
function rand(n) {
seed = (0x015a4e35 * seed) % 0x7fffffff;
return (seed >> 16) % n;
}
```

```
var now = new Date()
var seed = now.getTime() % 0xffffffff
```

// Where you place this is where the random object will be displayed.

```
document.write(a6[rand(a6.length)])
```

</SCRIPT><p>

<!== 7 === ==>

```
<SCRIPT LANGUAGE = "JavaScript">

// The Array Function

function makeArray(len) {
    for (var i = 0; i < len; i++) this[i] = null;
this.length = len;
}

// This is where the array of text/images/sounds is created.

// This is where the array of text/images/sounds is created.

a7 = new makeArray(2);
a7[0] = "metal models of now-healed body parts offered at the shrine  "
a7[1] = "delay stealing beauty. No 'sacrament of the word' in Media "

// The random number generator.

function rand(n) {
seed = (0x015a4e35 * seed) % 0x7fffffff;
return (seed >> 16) % n;
}

var now = new Date()
var seed = now.getTime() % 0xffffffff

// Where you place this is where the random object will be displayed.

document.write(a7[rand(a7.length)])

</SCRIPT><p>

<!== # =========================================================== ==>

<SCRIPT LANGUAGE = "JavaScript">

// The Array Function

function makeArray(len) {
    for (var i = 0; i < len; i++) this[i] = null;
this.length = len;
}
```

```
// This is where the array of text/images/sounds is created.

// This is where the array of text/images/sounds is created.

a8 = new makeArray(2);
a8[0] = "Cartago. A statue of the Virgin wistfully reappeared on August 2, 1635. "
a8[1] = "room mansion. Aztec flowers. Can't recall one thing I ate in quetzal."

// The random number generator.

function rand(n) {
seed = (0x015a4e35 * seed) % 0x7fffffff;
return (seed >> 16) % n;
}

var now = new Date()
var seed = now.getTime() % 0xffffffff

// Where you place this is where the random object will be displayed.

document.write(a8[rand(a8.length)])

</SCRIPT><p>

<!== ========================================================= ==>

<br><br>

<a href="02i.html">Dos</a>

</body>
</html>
```