MERRY   CHRISTMAS

30 Years Ago...

Historical Information taken from Bill Gaskills TIMELINE

December 1991:

Dennis Rebello of Swansea, Massachusetts releases Casino Games v1.5, an update o the popular program Las Vegas games program. The new version is said to include more assembly language routines and other changes designed to make the casino action simulate the real game more closely.

KBCC, Keith Bergman Computer Concepts, relocates to 1625 1/2 Roosevelt in Toledo , Ohio 43607-1462.

Harrison Software releases an audio tape of the company's MIDI music for those who wish to enjoy the music without having to invest in a MIDI device.

Patrick Powell PO Box 496 Ocean Park, ME 04063-0496 releases TIPS Manipulator, an application for categorizing and organizing the images that are available for Ron Wolcott's TI Print Shop program.

Bill Gaskill releases Check+ v1.1, an update to Check+ that fixes an error in the Chart of Accts file editor.
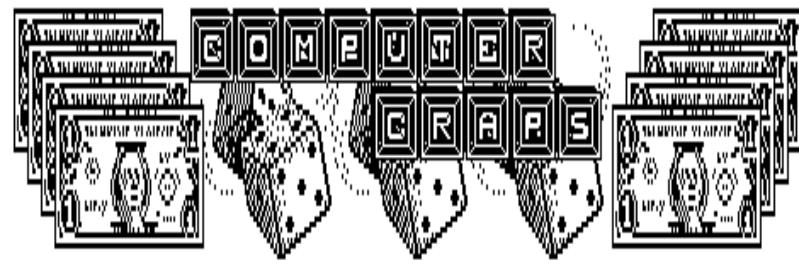
Barry Boone releases VOC files of the 3 Stooges, Dorothy from Wizard of Oz, Gomer Pyle and David Letterman for his Sound F/X program.

COMPUTER CRAPS

Ramsoft's Computer Craps simulation is based on Las Vegas style craps. It is not just the run of the mill roll the dice game. This implementation supports 7 of the numerous bets on the craptable. The Ramsoft Layout is based on the famous "California Layout" used on Las Vegas Craptables. Due the the graphic resolution of the 99/4A, the full California Layout could not be reproduced. However, all the necessary features of the table have been included. We believe that this game is the best simulation of craps seen on ANY computer to date.

To run our program, you will need the following:

TI-99/4A console, 48K of ram, 1 disk drive, XB module.

If you already know how to play craps, you should be ready to play almost as fast as you can load the program. If you don't know how to play craps, then you will need to read through the manual pages describing each bet. GOOD LUCK and may the dice be with you!

MERRY CHRISTMAS

FROM ME AND MINE TO YOU AND YOURS

POOR OLD SANTA LOST ALL HIS BUCKS PLAYING CRAPS. THERE WILL BE NOTHING UNDER THE TREE THIS YEAR KIDS!

DR. NUTTIER
By Futura

Dr. Nuttier is a program that accepts natural English as input and carries on a reasonably coherent conversation based on the psychoanalytic techniques of Carl Rogers. You will have to forgive Dr. Nuttier for being a poor grammar student who often confuses the personal pronouns "I" and "me" and uses them interchangeably.

The first attempt at "conversational" programs was a program called Eliza originally programmed in Lisp by Joseph Weizenbaum at MIT. This program was later converted to Basic by Jeff Shrager and further modified to work in Microsoft Basic by Steve North. The limitation of the Basic versions is that there is a substantial "wait" between input and output, a handicap which has been overcome in the "Nuttier" version. To the author's Knowledge, Nuttier is the only Basic program of this Kind that uses disK storage to optimize the throughput;:

The first screen displayed by the program (after the title) contains a brief explanation of the process. The program taKes advantage of a twenty-second pause which allows you to read the text, and to initialize all the variables. These variables are "filled" from two data files called CONJUG and KEYWORDS. These two files, along with a third data file named ANSWERS, must be on-line in DisK Memory Drive number 1 in order for the program to run successfully.

You will obtain the best response if you limit your entry to short sentences. Try to be specific and use sentences which contain active phrases such as "I am", "I can", "Why can't I", "Why don't you", etc. Do not use commas in your sentence (remember that a comma is a field separator in Basic) and it is immaterial whether or not you use any punctuation marKs.

To terminate the program, enter "Goodbye". There are other phrases which will also end the program. Try to see if you can find them. There are also a few other surprises which will amuse you when encountered. It is pretty far-fetched to believe that a psychoanalyst is nothing but an input-output device; but if you really think so, you can buy your computer a leather couch and charge $75 an hour!

DR. NUTTIER by Gravy Soft?

An X-rated rip off of Futura's Dr. Nuttier. Converted to Extended Basic and uses the Text to Speech pacKage for speech. I used SYSTEX to speed up the load time.

DR. ELIZA by Soft-Tex

7/24/83. Written by Ron LipKowitz. Console basic but will run in Extended Basic. No speech.

ELIZA by Matrix Software Inc.

10/10/85. Converted to Extended Basic By MiKe MaKsimiK. Compacted using COMPACTOR PLUS. No speech

ELIZA by MD

Another Console Basic to Extended Basic Conversion. Does not have speech.

ELIZA 40 column by Brad Snyder

1988. Converted from the Creative Computing program to TI by Brad Snyder. 40 columns. Allows printed record of your "session". No speech.

TI PSYCHIATRIST by Scott Morrow

I thinK this program is the most professional of the lot. Allows printed record of your "session". No speech.
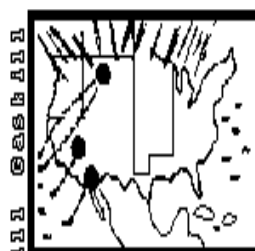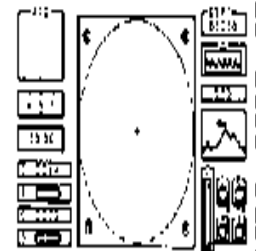
THORN EMI GAMES

I recall the day I opened up my new 1984 February issue of Compute!and saw that a game called Computer War was being reviewed and that the game was available for my TI-99/4A. I turned to page 134 with excitement and began to ingest all that the reviewer had to say about the game. After reading it I had mixed emotions on the value and

performance of the product but decided to buy it anyway, since little new software was coming out for the 99/4A and certainly nothing as current and timely as a game based upon a (then) recent hit movie. Unfortunately, I later found out that Thorn EMI, the British entertainment giant, denied that they had any plans to provide the game for the TI. My balloon burst and I shelved any thought of the product until about month ago when I received the new Tenex Computer Express catalog. Much to my delight, I saw a picture of the Computer War game screen and some text explaining that an outfit in England had bought the rights to Computer War and had gone ahead and produced it and two other games for the 99/4A. I ordered a copy that day.

Although I had assumed the program was to have originally been produced as a module for the TI, the new offering is not. It comes on a disK, along with two other game programs, River Rescue, and Submarine Commander. The pacKage includes a thin booK that documents play for all three games and the disK includes a loader for Extended Basic. The programs will also load from Mini Memory or Editor/Assembler. A 32K RAM expansion card is required since all are written entirely in Assembly Language.

Computer War is a three-part, single-player, single-difficulty level game. It opens with an impressive graphics display of a map of the Western Hemisphere and a grid that is used as part of level three's challenge.

Part one involves sighting in on any one of several little white dots (that represent radar impressions of incoming missiles) on the map screen that enter the picture from the screen edges. A joysticK is required and you must zero in quickly and then push the fire button. I found that this was virtually impossible to do when using the TI joysticKs and still difficult when using the ProsticK II. If you only have the TI ones, I would buy or borrow one of the third-party joysticKs because you will be frustrated in your attempts to maKe the crosshairs line up with the moving dots on the radar screen.

After zeroing in on an incoming missile and pressing the fire button the screen changes to give you a view of the topography and sKy from inside a jet fighter. Your goal is to chase down the missile and get it in your sights to shoot it down before it striKes one of your cities. Good lucK! Even with the ProsticK I was a complete failure as a fighter pilot. Assuming that you have accurately sighted in on the missile (the screen tells you that no missiles are in range if you missed it on the map) you must still find it on your screen as a fighter pilot. Then, if you find it, you must align your jet's crosshairs on it and shoot it. The missile does not co-operate at all, moving side-to-side and up and down (as in the chase scene in Firefox) to evade your attempts.

To compound the problem, your time in the attempt is limited to only a few seconds.

If you are lucKy enough or just plain sKilled enough to succeed, then you save your city and go bacK to the map screen and another missile. If not, or if you shoot all the missiles down, you move to the last part of the game which is the code cracKing grid that is displayed on the left half of the screen that shows the Western Hemisphere map. Here, you see two banKs of flashing squares, a smaller one an the bottom of the screen and a larger one above it. The bottom grid contains a pattern that must be matched in the larger grid at the top of the screen. To do so you move an overlay about the grid with the flashing squares in an attempt to match the pattern of the smaller grid with one in the upper grid. If you do so, you must press the fire button. This awards you bonus points for cracKing the code. Here again, good lucK! As I said earlier, after reading the Compute! review I had mixed emotions about the Computer War game. After playing it, I still have mixed emotions. Computer War's pace of play is so fast that it can be intimidating. I had almost no lucK in zeroing in on the missiles and almost always got an "out of range" message from the game when I tried to find the missiles to shoot them down. Of course my 9-year-old son didn't seem to have so much difficulty. I wonder why? I found the graphics to be excellent with the exception of the terrain that is shown when the player is in the "fighter-pilot" phase of the game. Sounds are limited but are not really an important part of play. The theme of Computer War is interesting and challenging, adhering fairly well to the movie. Overall, I am pleased with my purchase, even though I am not very good at defending my cities.

River Rescue is a one- or two-player game. It involves steering a boat down a river in an effort to docK at the north banK of the river to picK up passengers escaping from peril on shore. On your trip downstream you must navigate around crocodiles, electric eels, and other hazards to avoid being sunK. I had the most success with this game, but that does not mean that it is not challenging. Quite the contrary. It is simply more of a shoot-'em-up type game that I am more used to and consequently felt more at home with. The graphics are excellent, the game fast-paced and the theme interesting enough to Keep a player coming bacK for more.

Submarine Commander is both complex and challenging but not nearly as fast-paced as Computer War. It does require thought, tactics, and a multitude of Key-presses and joysticK movements to accomplish the desired maneuvers. Graphics are excellent again and sound is adequate for game play. You will have to read and re-read the documentation on this one though, because it is not easy to command a submarine in war time.

The goal of the game is to sinK enemy shipping. While trying to do so, you can be attacKed yourself by depth charges while under water or other weapons if you are on the surface. If you are not adept enough at evading the

enemy you can be literally pummeled and shook to pieces while trying to get away. The sound and screen vibrations can be unnerving to an inexperienced submariner.

Documentation for game play an all three games is cryptic but adequate. Of the three games on the disk, River Rescue has the best documentation and the game was the easiest to play. Submarine Commander has the most complex documentation because of its complex theme. The game packages even provides a keyboard template (overlay) for the Submarine Commander game because of all the options required to play it.

Graphics on all three games are among the best and most detailed that I have yet seen. The programmer(s) who worked on these games were skilled professionals, to say the least. The challenge of each game is enough to keep the best joystick jockey enthralled for weeks. All-in-all, I would recommend a look at this disk. For $29.95 it offers a lot of challenge to the serious arcade game player and certainly offers a new look at what is possible on a TI-99/4A.

Scott Adam's Adventure HINTS for ADVENTURE #5 — THE COUNT

The Count is in a supernatural vein and you begin, again, in a castle - but this time in bed - at midnight afternoon., - Count Dracula!

You have been sent by the townspeople to rid them of the nocturnal terror and woe betide you if you try to leave without completing your mission.

Wandering around, you might begin by visiting the bathroom for a bit of light relief before finding your way to the kitchen. There you will discover a solar oven that's too hot to enter and a dumb-waiter. If you stand and wait for it to talk, you'll wait forever - it's a lift! After a few ups and downs you will have several useful items to your credit and be faced with two problems in the form of a locked door and a rather dark pit. The rings should give you a clue to the latter and a letter to the former but you'll

need to have your wits about you to make a rope. You can't force your way through the door - a little more subtlety is called for - what's that noise? - you'd better answer the door-bell!

After reading the note and postcard you should be able to pick your way forward and enter the cupboard. You won't finish your quest in just one evening so you might consider putting your treasured possessions in a safe place before you fall asleep - eventually. If you can keep awake you might cast a little light on the subject of the oven.

If you haven't already you might take a little look outside your bedroom window before retiring and being bit more adventurous - like you were in the dungeon - could help solve your filing problems tomorrow. Oh No! - You've been bitten!! - by the looks of those marks it wasn't a mosquito! Still, it couldn't be avoided - even adventurers must sleep sometimes. You'll have to be quick though - go and see how ill you look! - make sure that pesky bat doesn't have the last laugh.

You could do worse than wait for the postman since I'm sure you'll have found everything useful by now. Smoking is usually bad for your health but in this case a little coffin' might get you through another night but business should come before pleasure and you should bolt down to the crypt and finish off your filing - even if you have to work a little late.

You should awake a little dress drained this time and feel up to the last step in your plan. At last you can strike the final blow and face the townpeople - you may be pleasant surprised.

Overall, The Count presents new challenges to the adventurer and requires a little more lateral thinking than the first four. I feel it is the ideal introduction to Scott's later adventures which, intentionally, become increasingly difficult with more abstract problems being introduced all the time.

THE COUNT SOLUTION By JIMSOFT

GET SHEET, GET UP, N, W, GO DUMB, RAISE DUMP, GO ROOM, GET MATCHES, GET GARLIC, GO DUMB, LOWER DUMB, LOWER DUMB, GO ROOM, GET MALLET, D, TIE SHEET, TO RING, GO PIT, LIGHT MATCH, GET TORCH, CLIMB SHEET, U, GO DUMB, RAISE DUMB, GO ROOM, Now wait until the bell rings, E, E, UNCLIP, PUT NOTE, W, W, GO DUMB, LOWER DUMB, GO ROOM, PICK LOCK, OPEN DOOR, GO DOOR, GET VIAL, PUT STAKE, W, CLOSE DOOR, LOCK DOOR, GO DUMB, RAISE DUMB, GO ROOM, EMPTY VIAL, PUT VIAL, Now wait until the message:"I'm getting very tired" comes,

EAT TABLET, LIGHT TORCH, GO OVEN, GET FILE, W, PUT FILE, UNLIGHT TORCH, SLEEP, GET SHEET, GET UP, TIE SHEET, TO BED, N, W, GET FILE, E, S, PUT CLIP, GET END, OPEN WINDOW, GO WINDOW, PUT SHEET, CLIMB SHEET, GO WINDOW, GO WINDOW, GET PORTRAIT, GO PASSAGE, LIGHT TORCH, N, PUT FILE, PUT MALLET, PUT TORCH, PUT MATCHES, UNLIGHT TORCH, S, S, GO WINDOW, CLIMB SHEET, CLIMB SHEET, GO WINDOW, GET CLIP, N, Now wait until the bell rings, E, GET PACKAGE, W, GO DUMB, LOWER DUMB, GO ROOM, PICK LOCK, OPEN DOOR, GO DOOR, PUT PACKAGE, OPEN PACKAGE, GET BOTTLE, W, CLOSE DOOR, LOCK DOOR, GO DUMB, RAISE DUMB, GO ROOM, GET TABLETS, SLEEP, PUT BOTTLE, GET SHEET, GET UP, TIE SHEET, TO BED, N, W, GO DUMB, LOWER DUMB, GO ROOM, PICK LOCK, OPEN DOOR, GO DOOR, GET CIGARETTE, W, CLOSE DOOR, LOCK DOOR, GO DUMB, RAISE, DUMB, GO ROOM, E, S, GET END, OPEN WINDOW, GO WINDOW, PUT END, CLIMB SHEET, GO WINDOW, GO WINDOW, GO PASSAGE, N, LIGHT TORCH, GET TORCH, GET FILE, Now wait until the message:"I'm getting very tired" comes, EAT TABLET, BURN CIGARETTE, SMOKE, PUT TABLET, OPEN COFFIN, GO COFFIN, FILE BOLT, WITH FILE, UNLIGHT TORCH, SLEEP, PUT FILE, GET SHEET, GET UP, TIE SHEET, TO BED, N, W, GO DUMB, LOWER DUMB, GO ROOM, PICK LOCK, OPEN DOOR, GO DOOR, GET STAKE, PUT CLIP, GET CIGARETTE, W, GO DUMB, RAISE DUMB, GO ROOM, E, S, GET END, OPEN WINDOW, GO WINDOW, PUT END, CLIMB SHEET, GO WINDOW, GO WINDOW, GO PASSAGE, N, LIGHT TORCH, GET MALLET, BURN CIGARETTE, SMOKE, OPEN COFFIN, GO COFFIN, KILL DRACULA

CONEY GAMES

By
Harry
Brashear

MICROpendium
June 1990
Volume 7
Number 5

Barry Traver, author of the GENIAL TRAVeLER disKazine has taKen a number of the games from early volumes of TRAVeLER and put them on one disK called Coney Games. Some of them have been updated a little so you can play against a friend, or, if you have no friends liKe me, (that's what happens when you're a cop, a teacher or a reviewer) you can play the computer, but you'd better be good at the chosen game.

The games are; three versions of "Thirty-one," "Bridge-it," (called Gale/Game on the disK) "Nimrow," "Pennytoss," "Shutout," and two versions of TicTacToe. All of them load from a central menu and run quicKly, expected

when you're a good Xbasic programmer liKe Barry. The graphics are bold and, I thinK, designed to hold the attention of the younger set for extended periods.

If you have ever considered getting the TRAVeLER, this would be a good chance for you to get a sample of that great disKazine for a cheap price, only $10 for the disK.

Send to: Barry Traver, "Coney Games", 835 Green Valley Dr., Philadelphia, PA 19128.

*From the *README file on the Coney Games disK.*
CONEY GAMES is a collection of eight games taKen from Volumes 1 and 2 of the Genial TRAVeLER. With the exception of TICTAC/PHI (which was released into the public domain), all of the programs are copyrighted and not to be distributed without permission.

The name "CONEY GAMES" actually has two references: (1) it alludes to Coney Island, a famed amusement parK located in New YorK City, and (2) it maKes reference to an older meaning of the word "coney," which meant "sucKer" or "dupe," since all of the games have secrets which give the Knowledgeable player a definite advantage over the person who does not possess such Knowledge. Some of the "CONEY GAMES" have, in fact, occasionally been used as "CON GAMES," since confidence tricKsters at times have used them for their own purposes.

The purpose here, of course, is instruction and amusement. It's fun to play the games without Knowing the tricKs, and a challenge to discover the tricKs on your own. (If you need help, you can consult the various "WIN" files on the disK.) Needless to say, the games can be a good source of amusement when you Know the tricKs and your friends do not (although they may not be equally amused!).

CONSOLE WRITER

By
Bill
GasKill

MICROpendium
October 1985
Volume 2, Number 9

This review was written using Console Writer 2.1 from Navarone Industries.

LiKe every other Navarone product I own, Console Writer is written in assembly language and therefore is extremely fast in its operation. In fact, it is the fastest booting word processor I have ever used. Though I didn't time start-up operations, it couldn't taKe more than a few seconds to plug the module in, press any Key to get off the TI master screen and then press 2 for Console Writer.

That is all it taKes to get the program started. The main menu appears instantaneously, much faster than any of the TI modules I own. No prompting to wait "ONE MOMENT PLEASE..." with Console Writer. Just right to business.

From the main menu you press the 4 Key and begin typing. In short, for speed and ease of access, Console Writer is without equal anywhere.

Also as with all Navarone products that I own, Console Writer's documentation leaves much to be desired. Although it is not as bad as the horrible mess included with my Data Base Management System, it is equally as sparse, though not as useless. The documentation taKes up a whole six pages in the manual, one of which is wasted on a disclaimer. Examples for various program operations are non-existent. What you get are worthless little notations liKe "Adheres to the TI99/4A file naming procedures." I sure hope Will Hadley and company have gotten the message on the importance of adequate documentation.

Main menu options include:
1. SET SCREEN COLOR
2. SET UP PRINTER
3. GET DOCUMENT FILE
4. EDIT DOCUMENT
5. SAVE DOCUMENT FILE
6. PRINT DOCUMENT

Each option is accessed simply by pressing the number Key that precedes the desired operation. Again, access to any operation from any other area in the program is lightning quicK. Blazing speed is certainly a big feature of this application.

Setting screen colors is a treat. Rarely will you get the opportunity to choose from a greater array of options. Console Writer 2.1 allows you to set the BacKground, Foreground, Highlight and Enhanced areas of the screen to any of 16 different colors/hues for each one of the four areas. Of course you may elect to accept the default colors and just simply begin typing without even messing with color changes.

Setting up the printer is less exciting, but even easier. In fact, if you have a parallel I/O interface, don't even bother pressing number 2, since the default is PIO.

GETting a document file is Navarone's way of saying this is the LOAD option. Here, one simply types in the name of the file to LOAD, preceded by the device name (DSK1 or CS1 and the file name) and presses ENTER. Loading is fast and efficient.

Editing a document is the EDIT mode. Here, the program offers the ability to cranK out text as quicKly as one can type. UnliKe TI-Writer, Console Writer can Keep up with a fast typist when the screen moves from the far right to the far left window. No characters are lost in the transfer. A total of 10 options are available in the EDIT mode to manipulate text. All are accessed via Function Keys.

1. deletes a character
2. inserts a space
3. erases to the end of a line
4. clears the screen
5. toggles the 28 column window
6. jumps bacKwards, one 15 line screen
7. deletes an entire line
8. inserts a blanK line
9. returns program to main menu
+. performs the same function as number 9

Curiously, while Console Writer 2.1 offers the ability to jump bacKwards a screen at a time, one cannot jump forward. In other words, to get to the bottom of a page, you must hold the Fctn X (down arrow) Key to scroll downwards. This can be a real inconvenience when going bacK into the EDIT mode in a file that has a page or more of text.

Many of the other features of more expensive word processors such as moving text around the page in blocKs, justification and special printing functions are also absent. When it comes to editing a document, Console Writer 2.1 is what you might call a "plain paper" word processor. In other words, it is not chocK-full of fancy features. It simply performs text editing in a simple and easy-to-use manner. You must manually insert spaces to tab, press ENTER twice to get double spacing (the printer cannot be told to do it), press ENTER prior to the end of a line (or the word will be cut off wherever you left it at column 80) and you must guess what line number you are on. When writing this review, I would have to press the down arrow Key 60 times to get to the bottom of my page, then write in a line number flag so that I would Know when the bottom of each page had been reached.

I also had to limit myself to one page per file and name each page separately since Console Writer 2.1 holds only about 1 1/2 pages of text. It also only warns you of the buffer full condition when it actually occurs.

Another quirK I found rather interesting was the fact that while Console Writer 2.1 files can be loaded by TI-Writer, they cannot be edited. Trying to edit a file caused TI-Writer to locK up.

Saving a document is as simple as Loading one. Simply type in the device name and the file name (disK device only) and press ENTER. In saving or loading to cassette, Console Writer 2.1 appears to save the entire buffer rather than just the text that exists in the file. This causes a longer wait than necessary but is of minor inconvenience. Besides, the Mini-Writer word processor I also own does the same thing. Perhaps it is a necessary evil in cassette storage media.

Printing a file, as mentioned earlier, is a breeze. What you typed on the screen in the EDIT mode is what you will

get on paper. Nothing less and nothing more. Twice during attempts to print other text files that I have prepared, the program went squirrelly. 1 have no idea what the problem was, nor has it appeared again. So I guess I'll chalK it up to "breaK-in" of a new module. One last little quirK of the program I will let you in on. You cannot use the Fctn 7 (delete a line) feature to delete text that does not begin at the position of the cursor. In other words, if the cursor is at column 1 and the first word is at column 5, as in an indented paragraph, you must use Fctn 3 (delete to end of line) to erase the line. Fctn 7 will not do the job.

In summary, Console Writer 2.1 is perhaps the best value a TI owner can buy if you are looKing for a simple and easy-to-use text processing tool. While it lacKs many of the features of a "high-powered" word processor such as TI-Writer or Companion, it does not promise to be a competitor with those products. Console Writer 2.1 can be used by any TI owner, with any system configuration. It is certainly ideal for the console, cassette recorder and printer only owner. However, it also shines for the owner of a full-blown TI system since it offers the ability to boot up, cranK out your letter or memo or whatever and get it printed in the shortest time I Know of.

While this product has a couple of quirKs, it is (are you ready for this?), in my opinion, the BEST Navarone product to date. It is a must for your library if speed and simplicity of use are concerns in your word processing needs.

CONSOLE BASIC

MR.D is always underground collecting cherries and Killing dinosaurs.

You must navigate MR.D with the arrow Keys or joysticK to collect all of the cherries. WalKing underneath an apple dislodges it and it comes tumbling down.

Another way to Kill a monster is by pressing the space bar or fire button which throws a magic ball. You have five magic balls each screen.

Keyboard or JoysticK control
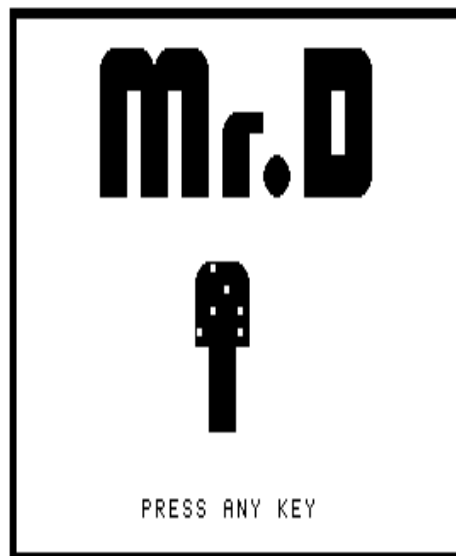
INTERNATIONAL FUN & GAMES

GAME TITLE	SCORE	JOYSTICK JOCKEY	TI CLUB	DATE
BACKSTEINE	155900	STEVEN JAKABFY	OSHTI UG	09/95
BIGFOOT	290500	DAVID HANDLE	OZARK 99	01/95
BLASTO	44880	MIKE CENDROWSKI	W/PENN 99	11/94
BREAKTHROUGH	1850	RAY FRANTZ	VAST	11/93
BURGER BUILDR	1000000	ELEANOR ZIC	W/PENN 99	03/94
BURGERTIME	82600	MICKEY CENDROWSKI	W/PENN 99	09/85
CAR WARS	6050	JIM WAYNE	VAST	11/93
CENTIPEDE	301930	MICKEY CENDROWSKI	W/PENN 99	01/87
COLORS	1000000	HARRY HOFFMAN	CLEVELAND	03/95
COMBAT	750	AIRSHACK	VAST	02/19
DIG DUG	262460	FRANK ZIC	W/PENN 99	03/94
ENTRAPMENT	3668	FRANK ZIC	W/PENN 99	11/93
HOPPER	4031826	TOM BEERSMAN	OZARK 99	06/94
HUSTLE	WON 52	ELEANOR ZIC	W/PENN 99	03/94
JAWBREAKER	15025	JIM WAYNE	VAST	11/93
JUMPY	131900	ELEANOR ZIC	W/PENN 99	03/94
MICRO PINBALL	1776500	NORM ROKKE	W/PENN 99	05/87
MIDNITE MASON	27100	FRANK ZIC	W/PENN 99	11/93
MOON PATROL	73150	MIKE SEALY	W/PENN 99	03/94
MUNCHMAN	202170	PAUL BROCK SR.	W/PENN 99	09/87
PACMAN	153000	GARY TAYLOR	W/PENN 99	09/87
PARSEC	47300	MICKEY CENDROWSKI	W/PENN 99	09/87
PKR SOLITAIRE	3790	JACKIE REMENSKI	VAST	11/93
POLE POSITION	57700	MICKEY CENDROWSKI	W/PENN 99	12/94
SUPER YAHTZEE	615	JACKIE REES	VAST	11/93
THE ATTACK	31800	JIM WAYNE	VAST	11/93
TI INVADERS	15930	PAUL BROCK SR.	W/PENN 99	09/87
TI TRIS	2208	FRANK ZIC	W/PENN 99	11/93
TOMBSTNE CITY	154400	DANNY MCGUIRE	OZARK 99	11/94
TRN SOLITAIRE	351	CAROL HOFFMAN	CLEVELAND	03/95
TREASURE ISLE	37800	MIKE CENDROWSKI	W/PENN 99	10/94
TRIS (ASGARD)	8393	MICKEY CENDROWSKI	W/PENN 99	12/94
YOUR GAME	0000000	YOUR NAME	GROUP?	00/00
YOUR GAME	0000000	YOUR HANDLE	STATE?	00/00
YOUR GAME	0000000	YOUR NAME	COUNTRY?	00/00
YOUR GAME	0000000	YOUR HANDLE	GROUP?	00/00
YOUR GAME	0000000	YOUR NAME	STATE?	00/00
YOUR GAME	0000000	YOUR HANDLE	COUNTRY?	00/00
YOUR GAME	0000000	YOUR NAME	GROUP?	00/00
YOUR GAME	0000000	YOUR HANDLE	STATE?	00/00
YOUR GAME	0000000	YOUR NAME	COUNTRY?	00/00
YOUR GAME	0000000	YOUR HANDLE	GROUP?	00/00
YOUR GAME	0000000	YOUR NAME	STATE?	00/00
YOUR GAME	0000000	YOUR HANDLE	COUNTRY?	00/00
YOUR GAME	0000000	YOUR NAME	GROUP?	00/00
YOUR GAME	0000000	YOUR HANDLE	STATE?	00/00

BOLD LINES INDICATE NEW HIGH SCORE OR GAME SUBMITTED

Please submit all scores to SPARKDRUMMER via private message on the ATARIAGE TI-99/4A forum.

Yesterday's News
Information

Yesterday's News is a labor of love offered as a source of pleasure & information for users of the TI-99/4A and Myarc 9640 computers.

TI-99/4A HARDWARE
TI99/4A COMPUTER
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MYARC 512K MEMORY
HORIZON 1.5 MEG HRD
TI RS232
CORCOMP TRIPLE TECH
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1 360K 3.50 DRIVE
1 720K 5.25 DRIVE
1 720K 3.50 DRIVE

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PAGEPRO GOFER
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PAGEPRO ROTATION
PIXPRO
PICASSO PUBLISHER
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Yesterday's News is composed entirely using a TI-99/4A computer system. It consists of 13 PagePro pages which are "printed" via RS232 to PC to be published as a PDF file.

Yesterday's News
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AtariAge Forum
Phoenix, AZ 85027

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TI-99/4A
99¢

TI-99/4A Computer User
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Any Country

COMING NEXT MONTH
WORD PROCESSOR COMPARISON
DEATH DRONES   TREASURE HUNT
TI COUNT   STRANGE ODYSSEY
ZODIAC - WHEEL OF FORTUNE
BALLOON CRAZY