

YESTERDAY'S NEWS

VOLUME 7 NUMBER 10 Established 2016

OCTOBER 2022



30 Years Ago...

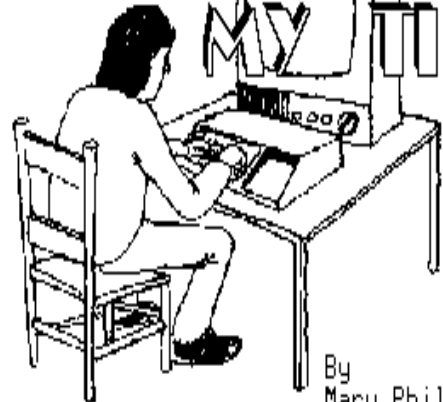
Historical Information taken from Bill Gaskills TIMELINE

OCTOBER 1992:

Asgard announces the immediate availability of the First Draft word processor by Art Gibson, and the AMS (Asgard Memory System 128/512K card) - which is the brainchild of former Techni-Graphics owner Jim Krych.

The popular commercial game Chainlink Solitaire, that was written by Walt Howe and Wayne Stith, is placed into public domain!

HOW I USE MY TI



By Mary Phillips

1. WORD PROCESSING

- a. Write letters, tests, reports, grants, permission slips, etc.
- b. Template for NL workpage
- c. Articles and reviews for the NL
- d. Student Council election packet

2. LABELS

- a. Address labels for frequent correspondence.
- b. Return address labels--graphic
- c. Date stickers for freezer/freezer items
- f. Warning labels for mailing disks/photos
- g. Diskette titles and catalogs
- h. "Return to ..." stickers for books, etc. loaned out

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- i. Name/address labels for rebate coupons/contest entries
 - j. Decorative labels for holidays, special events
 - k. Decorative label sets for gifts/peace offerings
 - l. Instruction labels for diluting concentrates
 - m. Funny and thought provoking labels to put on envelopes to amuse recipients
3. DESKTOP PUBLISHING
- a. Greeting cards
 - 1. Membership care for church - Thinking of you, Get Well, Miss you (My 3rd-5th grade Sunday School class does the coloring for our project.
 - 2. Sympathy, Birthday, Mother's Day, Father's Day
 - 3. Notecards
 - b. Decorative postcards
 - c. Banners--(Welcome, Farewell, Sunday School, Birthday)
 - d. Certificates of Recognition to colleagues for personnel file
 - e. Poster of class bell schedule for office & junior high rooms
 - f. Ballots for StuCo election.
 - g. Ozark 99er News publication
 - h. Stationery with letterheads, footers, or borders
4. ARTIST
- a. Graphics creation for use on cards, banners, newsletter, envelopes, etc.
 - b. Modification of existing graphics and fonts
 - c. Conversion of graphics to/from different formats--GIF, RLE, TI ARTIST pictures and instances, Character Sets & Graphic Designs

See "HOWI" Page 1

- d. Coloring pages for Kids
- e. Ads for items and services
- f. Print out catalog pages of fonts and graphics for reference

5. BUSINESS APPLICATIONS

- a. Balance checkbook
- b. Invoices
- c. Mail list for customer
- d. Inventory for Amway/Artistry
- e. Multiplan spreadsheet--Keep income and expenses for taxes
- f. Database for User Group membership roster and mailing labels
- g. Household inventory
- h. Recipe management

6. TELECOMMUNICATIONS

- a. Electronic mail
- b. Upload newsletter to Bob O. for GENie upload
- c. Select downloads desired from GENie by Bob. (CompuServe, Delphi, and InterNet also have TI areas.)
- d. Person-to-person file transfer
- e. Download programs, graphics, conferences, other newsletters
- f. Access Public Library listings for availability
- g. Access City of Springfield information BBS

7. PROGRAMMING--Modify BASIC or XB programs for my own needs occasionally

8. EDUCATION--Use modules/programs for tutoring math/spelling/language

9. UTILITIES

- a. File organization
- b. Diagnostics to test hardware
- c. Disk management (formatting, copying, etc.)
- d. Conversion of files from IBM to TI format and visa versa
- e. Archive and unarc files for up/downloads and program storage
- f. Menu loaders for disks of multiple programs
- g. Reconfigure my Horizon ramdisks
- h. Configure FUNNELWEB environment

10. MUSIC & GAMES--use occasionally for fun and to entertain friends.

11. FRIENDSHIPS

- a. User Group--two dates I look forward to each month are our regular meeting and the Board meeting because I really enjoy the camaraderie.
- b. Nationwide network of friends evolved through correspondence with TIers all over the U.S.

(One in Australia) who write in the exchange newsletters. I've spent many happy hours "playing" with friends in Hollywood CA, Fullerton CA, Huntington Beach CA, Dubuque IA, and Macon GA. I don't do a lot of traveling, but before I go anywhere, I try to find a phone number and address of a TIer to contact, and if possible, attend a user group meeting--I enjoyed visiting with the Brea UG once and the L.A. UG several times.

c. FEST WEST TI CONFERENCE--I've been to Fest West in Anaheim, Phoenix, and Salt Lake City. One of the most exciting parts is getting to "rub elbows" with our celebrities--the programmers, writers, and hardware developers whom we read about in MicroPendium and the exchange newsletters. I'm going to make it to the Lima OH and the Chicago/Milwaukee conferences one of these days. Then, there are Boston and Canada; I probably won't ever make it to Germany, Holland or Australia but international conferences are held there, too

12. MENTAL STIMULATION--I Keep learning new/old programs and better ways to do things. It exercises my mind and it's fun because what I learn, I can share.

WHAT SISTER PAT DOES WITH HER TI As shared with Mary Phillips

1. TEACHES

- a. Sisters at Marian Hall Health Care Facility, many in their 90's, use the computer.

One of my favorite cards from my Sr. Pat collection states, "When the physical exertion is too much, opt for climbing the mind's mountains. Let the spirit within free to explore. Let your mind see new worlds and enjoy it!"

- b. Shares her expertise with other TIers who come to visit.

2. DESKTOP PUBLISHING

- a. Greeting cards (ARTIST CARDSHOP)
 - 1. Thank you, Sorry to hear..., Birthday, Holiday
 - 2. Notecards (humorous and inspirational)
 - 3. Card sets used as BINGO prizes
- b. Signs (ARTIST PRINTSHOP)
 - 1. Birthday door signs (240+)
 - 2. Special food choices in the dining hall
 - 3. Crafts being taught and activities being held
 - 4. Appreciation (Letter Writers, Wheelchair Pushers)
- c. Banners (Horizontal and Totem)
 - 1. Welcome for special speakers
 - 2. Farewell for personnel and volunteers
 - 3. Holiday banners (Easter, Christmas, Thanksgiving)

4. Special Events (National Nursing Home Week, Nurse's Day, BUM Centennial)
5. Appreciation (Volunteers, Cooks, Maintenance personnel)

3. WORD PROCESSING

- a. Personal reflections
- b. Christmas letters

4. ARTIST

- a. Customizes graphics for use in desktop publishing
- b. Creating special collages
- c. Graphics gender changes to produce more pictures of women
- d. Creates stationery with seasonal borders/pictorial headings
- e. Prints out topical catalogs of instances for easy reference
- f. Rotates instances/fonts 270 for totem banners and portrait signs

5. LABELS (*NAMELOC*)

- a. Large print disk labels with sources and instructions
- b. Wrap-around disk catalogs

6. UTILITIES

- a. Disk/file management (DISKU)
- b. Graphics conversion (TIPS, etc. to -I format (TIPS MANIPULATOR)
- c. Groups graphics by topic on disk



*EDITORS NOTE:
THIS A COLLECTION OF 7
CONSOLE BASIC PROGRAMS
I HAD NEVER SEEN BEFORE.*



- ✓Exciting available arcade-type games
- ✓How to erase the screen
- ✓Using arithmetic
- ✓Making different sounds
- ✓Making the TI-99/4A talk
- ✓Using CALL CHAR
- ✓Using CALL HCHAR
- ✓Using CALL COLOR
- ✓How to write a program
- ✓How to get information in and out of the computer
- ✓How to store a program on cassette

- ✓Using RESEQUENCE
- ✓How to make a random number
- ✓How to use a group of statements more than once
- ✓How to know which key was pressed
- ✓How to know joystick directions
- ✓Using FOR
- ✓Using GOTO
- ✓Using LET
- ✓Using IF



By
R.A. Green
RAG Software

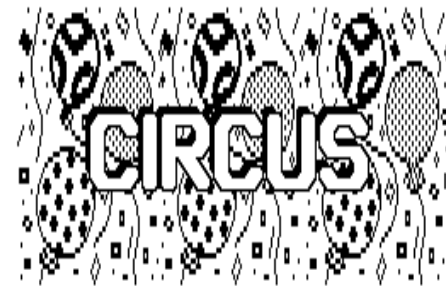
The object of CLOWNS is to break the balloons with your 10 clowns. Points are scored for each balloon broken, as follows:

- ◆ 5 points, top line
- ◆ 3 points, middle line
- ◆ 1 point, bottom line

A bonus is awarded for the last balloon in a line.

Use either Keyboard (S,D or J,K) or joystick to move the spring board to catch the falling clown, and to start a round of play.

1 or 2 players



COMPUTE!
Feb. 1984
Volume 6
Number 2

By
Craig Setera

The circus has closed for the evening. It's your job to help the clowns remove the cloud of balloons from the ceiling of the big top, by catapulting them into the air so they can pop all the brightly colored spheres. But a prankster has released one balloon filled with laughing gas. If one of the clowns pops the laughing gas balloon, he's out of the game. Even a clown can't bounce and pop and giggle at the same time.

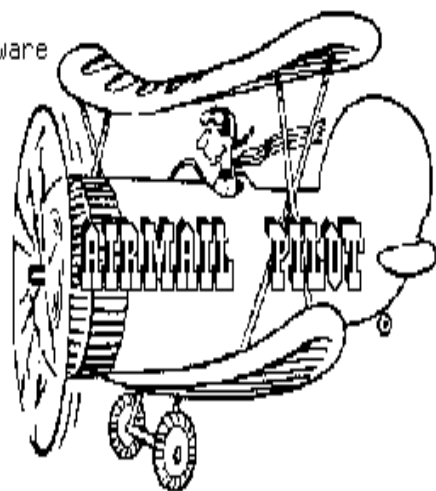
When the laughing gas balloon is yellow, it's safe to pop, and you are awarded 250 points. But if it's black, watch out. Each row of balloons has a different point value. The blue (bottom) row is worth 50 points, the green (middle) row is worth 75 points, and the red (top) row has a point value of 100.

Whenever you catch a clown on your board, you get 5 points. An extra man is awarded for every 2000 points.

To start the game, press the fire button on the joystick. As you play, you will notice a block moving left to right below the balloons. This block will cause your clown to

rebound in the direction from which he came. There also are two platforms, one on each side, that keep the clown within reach of your teeter board. The platforms can be thought of as constructed with upside-down trap doors. When a clown lands on top, he will bounce back, but if he hits the bottom, he will pass through.

By
INSTANT Software
\$9.95
CASSETTE



Let Airmail Pilot take you to the early days of aviation history. Your plane is the JN4-D, affectionately known as the Jenny. You must fly the mail from Columbus to Chicago. The plane only carries 26 gallons of fuel, so you'll have to stop along the way. Weather may force you down and plunge you to a certain death below. But the mail must get through. Experience the thrill of flying, when airplanes were fragile machines of wood and fabric, with the Airmail Pilot.

The Jenny carries 26 gallons of fuel when fully loaded and gets 10 miles per gallon. The flight between Columbus and Chicago requires at least one refueling stop. Because of the Jenny's limited performance, prudent pilots refuel whenever they can, even though the flight takes longer. Only daredevils attempt a one-stop flight.

You will have only your altimeter and fuel gauge to guide you. When flying, monitor these instruments for a safe flight. The clock will start running at the beginning of your flight and give your elapsed time.

Once you take off, your plane will be buffeted by the elements. To stay in the air, you must be in control at all times. These are your control commands:

E (▲) To climb
X (▼) To descend
S (◀) For left rudder
D (▶) For right rudder
Z To start game

You must co-ordinate your controls to avoid trouble and to land safely.

Trouble will appear as weather conditions change. On clear days, you will encounter serious updrafts and, if they carry you too high, your engine won't be able to get enough oxygen and will die, causing you to crash.

On cloudy days, you will be unable to see your craft on the screen when it flies into cloud cover. You can fly under the clouds or you can climb above the clouds, but be careful while you are in the clouds - you may become disoriented and crash and, when this happens, they never find the wreckage!

On certain days, you will be warned that there is icing above 6,000 feet. If you attempt to fly too low to avoid this hazard, you will be subject to downdrafts which can drive you into the ground.

There are severe thunderstorms along the way and you will experience gusty winds, rain and lightning. A lightning strike on your craft will bring it down!

There are ground markers to guide you as you approach each airport. They will indicate the edges of the runway. You must land within the runway markers or you will crash. If you run out of fuel on your approach, you can safely glide on to the runway if you are lined up properly.

You and your friends can compete to see who can get the mail through in the shortest time. Be sure to turn up the volume control on your monitor to hear the sound of your engine, lightning bolts, and crashes (if you're anything less than an expert pilot!).

If you succeed in landing the mail at Chicago, you'll join the ranks of famous airmail pilots like Charles Lindbergh. If you crash, well ... we lose more mail that way.

By
INSTANT
Software
\$9.95
CASSETTE



By
W.K. Balthrop

99'er
May/June 1981
Volume One
Number One

You have heard it said many, many times before: Power corrupts . . . Do you believe it? Sure, why not? It's only an expression of human nature, isn't it? But now let me pose the question in a slightly different way: If the

power was placed in your hands, would it corrupt you? Or more precisely: If you were given the reins of absolute command, would you become an amoral and calculating tyrant, or a forceful-yet-benevolent ruler - an iron fist in a velvet glove? There's only one way to find out. Let us give you that power by taking a trip back in time to 15th century Italy. And what better place is there for testing your abilities than in those turbulent, Machiavellian times when many ambitious rulers of small city-states vied for consolidation of power in hopes of eventually acquiring enough to become King. This time trip (or more literally, "power trip") capability is provided by the people at Instant Software - the producers of Santa Paravia and Fiumaccio, a computer simulation program for your TI-99/4.

Operation

Santa Paravia and Fiumaccio is an interactive, non-graphic simulation for one to six players competing at one of four skill levels. Through clever economic and political management, each player attempts to amass enough points to become the first to build his or her city-state into a Kingdom - before death intervenes. (Life was short in those days . . .) Players take turns ruling their individual cities. Each turn consists of four parts:

- (1) Harvest Phase - when labor, planting, feeding, warehousing, and buy/sell decisions must be made
- (2) Tax and justice Phase - allowing rulers to change tax rates and level of justice
- (3) Public Works Phase - providing opportunities to invest in markets, palaces, cathedrals, the wool industry, and equipping a portion of available serfs as soldiers
- (4) Display Phase - helping rulers plan strategy by displaying the present status of each Kingdom-to-be.

Documentation and Packaging

The four-page typeset program documentation is very straightforward and easy to understand. Well-organized instructions allow even a first-time player to understand what is happening throughout his or her turn. Strategy tips are liberally sprinkled throughout, and are indeed more than welcome in a game with as many decisions to be made as this one.

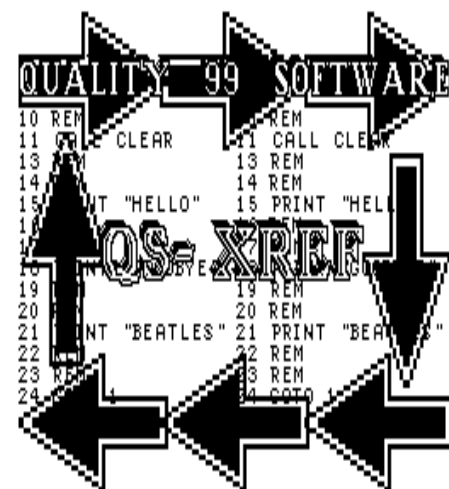
The cassette and documentation are packaged in a small, two-color cardboard box. Along with it comes Instant Software's policy of accidental erasing: They'll redo your cassette for a nominal service charge of \$2. This is one common-sense practice I'd definitely like to see more of in the software industry.

Performance and Engrossment

The first time I played Santa Paravia, I was immediately impressed with the detail for accuracy and provision for realistic interaction that were built into the program. The game is well organized, and allows players to concentrate on strategy, rather than having to keep track of a super-abundance of rules (that other games of this

type frequently employ). Strategy can, in fact, become quite complicated, but the program thoughtfully provides each player with the ability to experiment with different decisions and compare outcomes. For example, after making the decision to increase one of the tax rates, the menu screen will display the updated figures; a player can then go back and change the decision if it turned out to cause unfavorable results. This nice feature prevents one bad, irretrievable move from "ruining the game." We'd all be better off if present-day politicians had this option!

I've never had occasion to become bored when running this simulation. And, although it's not the type of program fraught with engrossing visual action, Santa Paravia will keep you constantly thinking and wondering "What if..."



Save hours of your time in writing, modifying or debugging programs. Shows where each variable and line number is used. Also shows where each variable is changed. No programmer should be without it. Produces a full cross reference listing by line numbers, of all keywords, functions, variables, arrays, subprograms, and line number references in ONLY 2 minutes. 100% Assembly language.

AZTEK
SIMULATIONS AND
ALSO PROGRAMS

TI MICRO MARQUE

BY ANDREW ZAGNI
TASMANIAN COORD
OF THE TI USERS
GROUP OF TASSIE

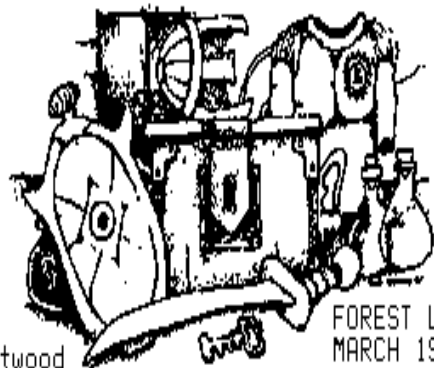
CONTINUE Y OR N

CONSOLE
BASIC

Screen dump made from
TIMARQUE



LEGENDS



FOREST LANE T.I. UG
MARCH 1988

Richard Fleetwood

"LEGENDS, Asgard Software's "incredible sequel to the best-selling Old Dark Caves", has been widely hailed as one of the all-around best games ever made for the TI-99/4A. Although some of the descriptions found in various magazines and catalogs may be a bit overdone, I did find this to be a very well-made and entertaining program.


"THE GAME: The game comes in a ziplocked bag containing two disks, a 21-page instruction booklet, a book of magic spells, and a combat reference sheet. To run the game, insert disk one and select XBASIC from the master title screen. The program will auto-load. The game itself follows the Dungeons and Dragons tradition in that a group of players, each one different from the others in skills and abilities, leave the safety of the city for the unexpected dangers of the wilderness and abandoned ruins with their respective dungeons. In the process, these four players will have to discover what they are looking for, and then find these quest objects in order to save the Land of Legends from being overrun by a horde of evil monsters. The game starts in Wizard's Rock, the main city of the Island of Edonland, where the players can rest, drink beer, snoop around to find additional information, and make new characters. Each character has a set of random statistics, such as strength and wisdom, which determine his/her abilities to fight, cast spells, disarm traps, and so on. The city also contains an ancient Temple, which is VERY difficult to enter. Once you find a way, however, it is extremely helpful to your quest. From the city you can journey onwards to new dangers...

"THE ISLAND: The island where the main action takes place is a large place, occupying somewhere around 15 screens. The screen will display part of the map, with your party being shown moving around. Although not stunning, the graphics of the island map are very well-done. The different terrain features show up much better if you use a color monitor!. Also shown on the map are inns, teleporters, ruins, and icons. The inns are places where, for a price, you can rest and recuperate from a hard day's fighting. Teleporters are very handy to escape from a

tight spot, if you happen to know how to use them. The ruins conceal the dungeons in which the elusive quest objects are located.

"THE DUNGEONS: There are six dungeons on the island and, having seen the island graphics of the game, I was eagerly awaiting a stunning display of dark corridors when I entered the first one. What I saw instead was a map of the entire dungeon, on which monsters, icons and everything else are already marked. Overcoming my initial disappointment at this, I started looking around and found that it wasn't so bad after all. There are LOTS of hidden passages to be found, traps to be disarmed, and monsters to be fought, not to mention the new weapons, armor, magic and gold that can be found here. Each dungeon varies widely from the others. Some are nearly empty; some have traps all over; some hold people you can get information from; some have large numbers of truly vicious monsters. It is usually necessary to explore every inch of every dungeon to make sure that no secret passages or corridors are left, as these can sometimes lead to new areas of the dungeon, or to wonderful magic weapons. This will take quite a while, and will often be fatal to your characters, especially if you are running low on those healing potions. (Back to the Alchemist).

"DOCUMENTATION: The game comes with three pieces of documentation. These are an instruction booklet, a book of spells, and a combat reference sheet. The documentation is generally thorough and, in spite of several grammatical errors, easy to read and use. The only major problem I have found with them is that nowhere is it mentioned that you must press "Q" to drink a potion or view the party's belongings. The instruction booklet contains the information needed to configure the game to different setups (RAM disk, DS/DD, and multiple disk drives), as well as instructions on how to start the game, and just enough hints to get you started. The book of spells is just that; it contains listings of the different magical spells, who can cast them, and how many magic points it takes to cast them. The combat reference sheet provides a brief list of the different commands used during combat.

"CONCLUSION: If you like adventure games, git it! It has complicated puzzles (after several months of play I am nowhere near finishing the game!), and a large enough area to explore that you'll be busy for a while. The graphics are, overall, very nice, and there's a large variety of monsters, armor, and weapons, and a couple of hints and puzzle pieces scattered around in the various dungeons. It will definitely keep you occupied for quite a long time! If you do NOT like adventure games, you probably stopped reading this a long time ago, and the game is possibly not one you would enjoy. It absolutely can NOT be played in one sitting, nor even a week or a month. HINT: Beware of spell-casting monsters, and don't believe everything you hear... Always carry enough cash to bribe the monster so it'll leave you alone." 

FIND THE CASSETTE
GAME SOFTWARE TITLES

FIND THE CASSETTE
GAME SOFTWARE TITLES

T	E	M	-	M	O	R	I	O	E	M	R	H					
R	R	B	B	T	I	O	S	K	M	M	O	S					
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WORDSQUARE By Col Christiansen

ARTILLERY
 BARNYARD FUN
 BOMBSQUAD
 BOUNCER
 DIABLO
 DRAWPOKER
 FLIPCHECKERS
 FROGGY
 HORRORS
 KONG
 METEORSHOWER
 MR FROG
 SKI
 SPYSEMISE
 ROMEO

GET THE WEL WELT



Made with Quality 99 MAZE MAKER

