

YESTERDAY'S NEWS

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JULY 2018

30 Years Ago...

Historical Information taken from Bill Gaskill's TIMELINE

JULY 1988:

Bill Knecht, pioneer member of the TI-HUG (Houston Texas Users Group) and longtime programmer of music for the 99/4A, dies of cancer.

FunnelWeb v4.11 is released on July 4, 1988.

Mike DeFrank completes an excellent 142-page instruction manual on how to build the FORTI Music Card using the Coleman/Willforth Protoboard.

On July 9th, Dr. Guy S. Romano announces that he is closing down the Amnion Help line in November due to the drastic decrease in calls for help from TI users.

McCann Software, Omaha, Nebraska, releases the AVANTI-99 Forth Card.

Texaments, a New York based supplier of 99/4A products, relocates to Vaphank New York 11980, 244 Mill Road.

John Guion, Dallas, Texas releases a plug in upgrade to the Triton/MG Super Extended Basic module that provides SXB, Disk Manager III, Editor/Assembler and TI-Writer capabilities in one module.

Sierra On-Line, former producer of 99/4A game modules such as Jawbreaker II, publically announces it will not enforce its 99/4A copyrights.

John Birdwell begins assembly language programming series for MICROpendium. He decides to teach the language by making each published installment one part of a working word processor when complete.

DataBioTics releases Jerome Prinkl's Sorgan II in cartridge form.

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Ray Kazmer of Sylmar, CA becomes the first person in the history of MICROpendium magazine to have two articles, one review, one User Notes and a letter all published in the same issue.

The Ottawa TI-99 User Group announces that 'serious bugs' have been uncovered in DM1000 (Disk Manager 1000) version 3.6 and advises users to stay with version 3.5 until the bugs are worked out.

TELCO v2.1 is released by Charles Earl.



RINGWRAITHS LAIR

BY KEVIN ZEEB
99'ER - VOL. 2, No. 2 - DEC 82



Ringwraith's Lair, an Adventure-type game for the TI-99/4A, couldn't be easier to run. Just put the diskette in drive 1 and select Extended Basic. The program loads automatically and then asks if instructions are needed. Answering YES, prints out the legend behind the scenario - about fifteen minutes of background reading.

Upon completion, another program loads automatically. You are then asked for the name of your character. Each character has four traits to which you assign random numbers given by the computer. The numbers assigned determine how well you can do things - fight or make friends, for example. If the character survives, his name and score is stored on disk and may be used later if you like.

See "RINGWRAITH", Page 1



ELEMENTS OF BASIC

By DAVE HOWELL

COURTESY OF THE EARLY 99'ERS

PART 9

THE INPUT STATEMENT

In addition to using the READ...DATA and LET statements for entering data into memory, the INPUT statement allows values to be entered while a program is in progress. When an INPUT statement is encountered in a running program, the computer cannot continue until data has been entered via the keyboard.

The following statement demonstrates the format of a simple INPUT statement:

```
10 INPUT A
```

The INPUT statement causes the computer to sound a "beep", print a question mark, and wait for data to be entered. When the ENTER key is pressed, the program will resume.

The type of data entered at the keyboard must correspond to the type of data specified by the variables in the INPUT statement. If the wrong type of data is entered, the following warning message will be displayed:

```
WARNING:
INPUT ERROR IN 10
TRY AGAIN:
```

When the input error occurs, the INPUT statement will automatically be repeated. As a result, an INPUT statement will not allow the program to continue until an appropriate value has been entered.

The values for several variables can be assigned with a single INPUT statement.

```
20 INPUT A$,B$,C$
```

When responding to this statement, commas must be used to separate the data, like this:

```
TELEPHONE,814,AREA CODE
```

The data entered in response to an INPUT statement must match the type of variable in the same order; that is, alphanumeric data for variables ending with a string character (\$) and numeric data for non-string variables. If the data does not match the respective variable in the INPUT statement, a warning message will be displayed.

In this example of the INPUT statement

```
10 INPUT A$,B$,C$
20 PRINT A$
30 PRINT B$
40 PRINT C$
RUN
```

```
? DESK,CHAIR,"PENCILS,PENS" (--user's response)
DESK
CHAIR
PENCILS,PENS
```

The data PENCILS,PENS would generally be considered by the computer as two separate values for C\$ in the INPUT statement. However, the quotation marks allow the data to be considered as a single value.

It's good programming practice to include a prompt message in an INPUT statement. A prompt is used to indicate the exact type of data required.

For example, the statement:

```
10 INPUT "CUSTOMER NAME?":A$
```

would cause the following message to be displayed:

```
CUSTOMER NAME?
```

The prompt message in an INPUT statement must be enclosed in quotation marks and followed by a colon. The list of variables must follow the prompt message.

When a prompt message is included in an INPUT statement, the question mark (?) will not automatically be displayed. If a prompt message is included, the prompt will be displayed exactly as it appears in the INPUT statement.

RINGWRAITH continues...

At this time, you can proceed with the basic scenario, or put in another diskette with a different adventure - new rooms, treasures and monsters. Scenarios II and III are available at \$12.95 each, and require the original diskette (\$24.95) to run them.

You select from four skill levels, and then the scenario is loaded into memory. The character shows up in one of more than 120 rooms containing 25 monsters, various treasures, devices, and weapons. Unlike most adventure programs using commands such as "TAKE KNIFE," there are instead, 14 major commands. These include four directions (N, S, E, W), attack (A), run (R), make friends (F), get, drop, or use something (G, D, U), look (L), inventory (I), condition (C), or quit (Q). This limits things somewhat, but not for experienced adventurers; it does, however, make it easier for the new adventurer to get a feel for these games. Like any adventure, there are the usual tricks that participants pick up along the way.

The object of Ringwraith's Lair is to rescue the princess and return her to safety - a task not easily accomplished (not to mention, trying to maximize your score!). In trying to get through the Lair and rescue the princess, you'll discover two less-than-ideal situations: One, you cannot save the game in progress in order to continue later. This means that if you quit, you kill the character, and you must start from scratch. Therefore you'll have to record your progress on a map so you can re-trace your path. The second problem is fighting an enemy. The blow-by-blow description of the battle can get quite boring - especially after you miss ten times and your opponent hits you once. You just want to get the battle over with, and a minute later they're still going at it. Sigh! Just to print the outcome of the battle would have been better. Oh well, what game is perfect?

All in all, Ringwraith's Lair is a fair game - a welcome addition to the family of available third-party software for the TI Home Computer. If you're an adventure fan, this game will probably be worth the money to you. If you're new to this game genre (and have the necessary peripherals), it will give you a pretty good idea of what adventuring is all about.

Now, back to the adventure. How in the world do I get past those fire-breathing dragons? HMMMMMMMM ...

YOU DON'T HAVE TO HAVE IT ALL

TIPS FROM THE
TIGERCUB
by Jim Peterson



Do the conversations at your user group meeting sound like a coffee break in Silicon Valley? Are you confused by talk of GROMs and GRAMs, puzzled by references to HFDCs, intimidated by discussions of megabytes and frightened by talk of burning EPROMs? Well, join the crowd, buddy - so am I!

There are basically three types of people interested in computers. First, there are those who use a computer to run programs, to accomplish something useful or just to have fun. I believe that those people are still in the great majority, although we don't hear much from them.

Then, there are those who get their kicks out of writing programs, of creating software for others to use. There aren't too many of those left in the TI world.

And finally, there are those who like to tinker with the computer, soup it up, plug in doohinkies and thingamajigs, and talk in that strange language I mentioned above. I don't know how many of those folks there are, but they are certainly the most knowledgeable, active, and interested, and they tend to dominate the conversations and the printed material in the TI world nowadays.

I presume that those fellows also do actually run programs on their souped up systems. And, some of them must be skilled programmers, because many of their hybrid hardware creations would be useless without specialized software.

I'm very glad that those people are around. Once in a while they invent something that I actually find useful, and they are a lifesaver when my equipment breaks down.

But, don't be intimidated by all that high-tech talk, and don't think that the computer world is passing you by. There are so many things to do with a computer that no one could possibly find time to do them all. Do your own thing and don't worry about the rest.

I have operated a TI software company for seven years, and I also spend a lot of time writing programs, using the computer as a word processor, etc. I probably spend more time on my TI than 90% of the users. So, what does my equipment consist of?

I have a console with the Extended Basic module plugged in, attached to a P-box which contains a TI disk controller, two double-sided drives, the 32K card, RS232 card, and a Horizon Ramdisk. Also plugged into the RS232 card is an old Gemini 10X printer and an Avatex 1200 baud modem.

I also have a Speech Synthesizer, a pair of TI joysticks, a TEII module and an Editor Assembler module, all of which I plug in occasionally when I need them; also, a cassette recorder and cable which hasn't been used in a long time.

I use Triton's Super Extended Basic module because it has some editing features which are useful when programming. It also has some limited plotting capability which I have never used - and have never heard of anyone who has. If you don't program, it would hardly pay to switch from the old TI Extended Basic. I also have the Mechatronics module but never got around to trying it.

I had a Gram Kracker but soon sold it and bought a Ramdisk instead. The Gram Kracker has fantastic capabilities if you have the skill and knowledge to take advantage of them, but most users don't seem to have done much beyond personalizing the title screen.

I had a widget, and I guess it is still collecting dust around here some place. It was a nuisance, and since I use XBasic 99% of the time I didn't need it. There are now widgets or "module expanders" that allow you to access more than one module from within a program. That is, if you have the skill to write such a program. I don't know that anyone has released such programs to the public domain, and I can't think of any practical use except to access TEII speech from XBasic - but you can do that with the Text-To-Speech disk.

The ram disk is the one tool that I would not be without. In order to assemble my II-PD catalog, I screened over 4000 programs, debugged and modified, merged in help files, conversions to XBasic and loaders, and assembled over 400 disks of programs. It took me hundreds of hours of work - without a ram disk it would have taken thousands of hours and I would not even have attempted it.

The ram disk enables me to switch from one program to another almost instantly, and with John Johnson's Boot program I can just as quickly catalog a disk or view a file. Mine has 256K of memory. I could get one with much more memory but I see no reason to do so; I have every program on it that I am apt to use even once a month, and it is only half full. That leaves plenty of room for temporary storage and downloading.

However, if you only use your computer to play games, do a little word processing and a bit of record keeping, a ram disk would be an expensive convenience rather than a necessity.

Since my ram disk is only half full, I would consider a hard drive to be about as useful as the mammalian appendages on a swine of the masculine persuasion. If I was running a BBS, sure - or if I was doing a lot of work with those memory-gobbling graphics and needed everything quickly accessible.

My old Gemini printer has been a faithful workhorse, although the hood over one sprocket wheel has lost its spring and is being held down by a loop of elastic cord. I will have to give it up soon, because the Gemini printer codes are becoming obsolete and I need to be able to write and test Epson codes. But, I hate to give up these 79-cent typewriter ribbons and start getting ripped off on \$2.50 cartridges!

As for a color ribbon, the temperature will have to go way down, down under, before I pay for one of those.

Once in a while, when someone sends me a double-density diskfull of stuff, I wish I had a CorComp disk controller. Otherwise, with diskettes selling for a quarter or less, it wouldn't pay to change.

If I ever get around to subscribing to GENie or Delphi, it will pay me to get a 2400 baud modem.

I can't think of anything else I need, and I don't want what I don't need. If I really wanted to play joystick games, I would certainly get something better than the II joystick. And if that MIDI interface cable becomes a reality, I will be sorely tempted.

I can't see any advantage in putting the 32K under the hood, or anyplace other than where it is now. If I used speech a great deal, it would be nice to get rid of the

synthesizer - but I know only one user who uses speech that much. I don't need a clock built in because I have a watch on my wrist. If I really did a lot of serious writing, an 80-column card would be wonderful. But then I would have to buy a monitor capable of displaying 80 columns. I certainly don't want to give up color, and high-resolution color monitors cost more. I would still want to use my old monitor for programming, because I like to write programs for folks who have basic equipment. I don't have room on my computer desk for two monitors, so I think I'll pass.

I'm a three-finger typist, so a RAVE Keyboard wouldn't speed up my typing very much. If I really wanted an IBM Keyboard and 80-column capability, I would throw in a few bucks more and get a Geneve.

So, what about the Geneve? If I had an irresistible urge to run the few great programs that have been written for it, or if I wanted to explore its great programming capabilities, I would get one. But, I like to write programs for other people to use. When so few are interested in programs that I write for a computer that sold in the millions, why would I write programs for a computer purchased by a couple of thousand people?

I am sure that many folks will disagree with what I have written. That's why I wrote it. I hope they will disagree so strongly that they will immediately boot up Funlweb and compose a blistering reply. But don't send it to me - send it to your newsletter editor. The newsletters are badly in need of more articles by more writers!

YN

Scott Adam's Adventure

ADVENTURELAND

Adventure #1

You start off in a forest with nothing but trees for company, but you will soon be collecting such things as a rusty axe and a bladder.

The total number of locations is not large, but their layout makes you feel you are in a very large Adventure. There are no lengthy descriptions, but even though short they are very atmospheric. Along with the tight plot and logic involved within this game, these go to make the scenes very believable.

The object is to collect 13 treasures. To do this you must outwit beasts like the dragon, who's a pain in the arm, and chiggers who are a pain all over! When you first come across him, the dragon is sleeping. If you ask for help here, a voice booms out "There are only three ways to

wake the dragon!" Finding even one is difficult enough and the chances are that you will have got him out of bed on the wrong side, anyway!

This is the game with the famous evil smelling mud and a sign in a meadow proclaiming "In some places mud is good, in others..." This is typical of the air of mystery and intrigue built up in the game.

A simple verb-noun input system is all that is used in Adventureland, but is more useful than you could imagine and in no way loses out in comparison with more sophisticated routines.

Even after seven (37) years on the market, Adventureland rates tops with me on playing it for the first time. If you haven't tried it, go out and buy it now! I'm sure you'll agree with me!

Personal Rating: 10 Simon Marsh

A FEW HINTS:

This is the first of the series and drops the adventurer right into a forest with exits in all directions. Happily, escape is one move away and you find yourself tiptoeing past a sleeping dragon - you're unarmed and a little too ripe for roasting at the moment to tackle him! You may now arrive safely at the lake shore to find a useful, if rusty, magical axe and some tantalisingly elusive fish. Using the power of the axe the first treasure is gained and, hopefully, lost? Things are going swimmingly! A visit to the top of a bottomless hole may spark your imagination and it soon becomes clear that Paul's Place is not a fish and chip shop! Where to go next? Another overview might help you find your way into the main part of the adventure.

So far, so good - a place to store the hard-won *TREASURE* and you've found the brass lamp that is the good companion to all adventures. Steadily you descend into the bowels of the earth. I hope someone remembered the door Key - and here you will discover the main problems of the game. First you may encounter some deadly bees but the fact that they are only used to sniffing pleasant odors may be help enough to bottle their anger or steal their honey! Talking to the brick wall doesn't get you through it and me gasbagging won't help either - or will it? Once the wall is down it the time to stop and jump for joy!

Soon you meet the first of Scott's awkward customers - a large, hungry bear. Be very careful how you deal with this meanie - he looks the nervous type and raised voices might push him over the edge!

Your score will be building nicely now with six treasures in your collection, but don't let go of the mirror unless

you've something soft for it to land on - seven years bad luck is the last thing you need at the moment.

More confident now you might go and tackle the maze of pits. Remember it's warm down there, so you could take a drink along. Fortunately each part of the 'maze' is different and you find it's a veritable gold mine of treasure and information. Two treasures are there for the taking - one of them will help you land a third - and there's a giveaway clue for two more. You're sure there's something in the damned lava, if only you could get to it! The only real snag is how to get out of the maze - Aladdin might have wished for a magic carpet - or similar!

Well that's about it - Oh Yes! - the dragon? the mirror gives the clue to that but it could be you don't need it. There is a way to finish it in two moves but I'll leave that to you.

Adventureland is rated by Adventure International as moderately difficult but typing 'Help' usually gives a useful clue and I think the game should suit beginner and master alike.

SOLUTION:

Here you stand in a forest, about to start your adventure. Move along East, and tiptoe past the sleeping dragon. Go East again to the lake. Get the axe (leave the fish for now, since you have no way of getting them yet), then head North into the quicksand bog. Pick up the blue ox (Wow! A treasure already!), then say the magic word on the axe. Gee, where did everything go? Well, look at it this way: at least you can "Swim" back to the lake.

Now go South to the bottomless hole. Carefully "Go Hole," and pick up the flint and steel. Go up (easy, it's a long way down!). Then it's West into the swamp, and West again to the hidden grove. Surprise! There's the axe and the ox, along with another treasure. Get everything, and go back East. Climb the tree, get the Keys, and climb down again. Now, "Chop Tree." Drop the axe (you won't need it again), get the mud, then, "Go Stump." Once inside the stump, drop the mud, ox and fruit. Go down to the root chamber, pick up the rubies, then go up and drop them off. Easy, isn't it?

Okay, time for more treasures. Get the lamp and rub it twice. Each time you rub the lamp, a genie appears and leaves a treasure. Just make sure you don't rub it more than two times, or the genie will come out and take away a treasure! (Can't win the game that way!) Now, go down into the root chamber, and "Go Hole." Open the door and drop the Keys. Light the lamp (it's dark up ahead), and "Go Hall." Then continue down to the cavern. From the cavern, trek South and pick up the bladder. Now it's time for a return trip, so move along North, then up until you're out of the stump and back in the swamp again (by the way, anytime the

chiggers chomp on you, just get the mud, then drop it again. Also, "Unlight Lamp" when you get back to the root chamber...energy conservation helps!). "Get Gas," then "Go Stump."

Now head back down to the cavern (remember to light the lamp before going into the hallway!) then go South and up. Drop the bladder and "Ignite Gas." BOOM! You just blew a hole in the bricked-up window."Go Hole," then jump (don't worry, you can make it to the other side safely). Ummm, hello, bear! Well, he doesn't look too mean, but it's better not to take any chances, so "Yell." As the startled bear falls down towards the bottom of the chasm, pick up the magic mirror (carefully, it's very fragile!), then "Go Throne." Grab the crown and go West to the ledge. Jump over again, then West. Pick up the fire bricks on your way out (heavy stuff, but you'll be needing them soon), and go down and North. After that, make your way up again to the treasure room in the stump.

Drop off only the crown. Do not drop the mirror! Okay, now get the bottle of water, and go down again. This time, drop the flint just before you go into the hallway. Go down to the cavern, and from there, down again into the maze of pits. From the "Opposite of Light" sign, go down, West, and down. Pick up the rug, then go down again and you're at the bottom of the chasm. "Build Dam," then drop the remaining bricks(you had a few left over). "Look Lava," and there's a firestone. It's still pretty hot, so "Pour Water." Now get the stone and the golden net. Hmmm, but how to get out of here? Well, that sign might help. "Say Away" twice and, voila! you're in the meadow again (ahhh! fresh air). Unlight the lamp, then go South (to the swamp) and over to the stump.

Drop the firestone, the rug, and the mirror. Make sure that you drop the rug before you drop the mirror! (Otherwise, seven years of bad luck and you won't be able to finish the game!) Now, get out of the stump, go East to the hole, and North to the lake. "Get Water," then "Get Fish" (can't get them without the net,you see). Return to the stump, and drop off the fish and the net, in that order. Pick up the mud, and headback down to the cavern. Remember to get the flint and light the lamp before entering the hallway!

Once in the cavern, go North. At this point, you should save the game. Up ahead are the African bees, which you will need to get rid of the dragon. Unfortunately, this part of the game seems to be random, and sometimes the bees will suffocate and die before you can bring them out. I have never found a sure-fire method for keeping the bees alive, so save the game here and hope you won't have to restore it too many times! (If anyone does find a way to keep the bees alive, please let me know!) Okay, now that the game is saved, go North again. Get the honey, pour out the water, and get the bees. (If the bees sting you, and you find yourself in limbo, either restore your saved game

or "Go Up" to return to life in the outdoors.)

Once you have the bees, head back South to the cavern, then all the way back up to the swamp. If the mud hasn't fallen off yet, drop it here before going on (the dragon hates the smell of mud, and will most certainly Kill you if you go near her with it - yes, her!). All right, now head North and "Drop Bees." The dragon will become annoyed and fly away, leaving behind some precious and rare eggs. Pick up the eggs, then return to the stump. Drop the eggs and the honey, then say "Score."

Vippeee! You did it!! (Whew! You deserve to take some time out now and relax! But wait...could that be a pirate flag I see on the horizon...?)

ADVENTURE INTERNATIONAL

ORIGINAL TWELVE

1 ADVENTURELAND

PHD5046

2 PIRATE ADVENTURE

PHD5043

3 MISSION IMPOSSIBLE

PHD5047

4 VOOODOO CASTLE

PHD5048

5 THE COUNT

PHD5049

6 STRANGE ODYSSEY

PHD5050

7 MYSTERY FUN HOUSE

PHD5051

8 PYRAMID OF DOOM

PHD5052

9 GHOST TOWN

PHD5053

10 SAVAGE ISLAND I

PHD5054

11 SAVAGE ISLAND II

PHD5054

12 THE GOLDEN VOYAGE

PHD5056



ADVENTURE GAME DESCRIPTIONS

ADVENTURELAND: The first game in the Adventure Module Series, begins in the forest of an enchanted world. **GOAL:** You must locate all 13 treasures, as well as the special place for storing them, in order to score points. **ADDITIONAL COMMENTS:** Personally, I found this game to be a much easier game to solve than Pirate Adventure which is rated for the beginner player. If you prefer to play an adventure game that is fast-moving, and which gives you the opportunity to start collecting your treasures quickly, then this is the game for you.

GHOST TOWN: The ninth game in the Adventure Module Series, begins in a ghost town, complete with everything you'd expect to find in a typical ghost town, including a few ghosts! **GOAL:** You must locate all 13 treasures, as well as the special place for storing them, in order to score points. **ADDITIONAL COMMENTS:** Scott Adams took his usual scoring concept one step further in this game, by giving you the opportunity to score bonus points. This means that, even after you have successfully solved this adventure, you can still try to perfect your adventure abilities by trying to solve this game in the fewest possible number of moves.

MISSION IMPOSSIBLE: The third game in the Adventure Module Series, begins in a briefing room, with a tape recorder. **GOAL:** Your mission, should you decide to accept it, is to stop a saboteur from blowing up the world's first nuclear reactor. **ADDITIONAL COMMENTS:** Choose your commands carefully when playing this adventure game, as time is of the essence!

MYSTERY FUN HOUSE: The seventh game in the Adventure Module Series, begins in front of a fun house. **GOAL:** You must find the hidden secret which lies within the fun house. **ADDITIONAL COMMENTS:** Part of the fun in playing this game is trying to get inside the fun house, and staying there, without being thrown out, once you do get inside. Are you up to the challenge?

PIRATE ADVENTURE: The second game in the Adventure Module Series. You are standing on the edge of a high cliff. To your left, you see a hungry python slithering your way. To the right, a quicksand bog surrounded by bleached bones awaits unsuspecting travelers. Behind you a large grizzly bear blocks the only path into the forest. Suddenly, you notice a sturdy rope hanging over the edge of the cliff. But, there's a thick mist below so you can't see where he rope leads. Should you chance climbing down the rope, or should you try to Kill the python or the bear?

PYRAMID OF DOOM: The eighth game in the Adventure Module Series, begins in a desert. **GOAL:** You must locate all 3 treasures, as well as the special place for storing them, in order to scorepoints. **ADDITIONAL COMMENTS:** Part of the

challenge of this game is finding the entrance to the pyramid, and discovering what you need to do in order to get credit for the treasures .

SAVAGE ISLAND I AND II: The tenth and eleventh games in the Adventure Module Series , begins on a beach by the ocean, and it is from here that you embark on your wilderness survival adventure. **GOAL:** You must try to become the world's greatest hero. **ADDITIONAL COMMENTS:** As a word of warning, don't be surprised if you find it impossible to save your game during a very crucial stretch of this adventure, as Scott Adams disabled the procedure for saving a game during this vital period. Oh well, "Live and Learn," or should I say, "Die and Learn."

STRANGE ODYSSEY: The sixth game in the Adventure Module Series, begins in a one-man scout-ship, where you find yourself stranded on a small planetoid. **GOAL:** Before you can make the journey back to your home planet, you must first repair your spaceship. As you search the planet for all the necessary parts, you will discover the secrets of an ancient civilization. You must locate all 5 treasures, as well as the special place for storing them, in order to score points.

THE COUNT: The fifth game in the Adventure Module Series, begins in a castle, where you awaken in the afternoon to find yourself in a large brass bed, holding on to a tent stake. **GOAL:** It's up to you to discover who you are, what you are doing in Transylvania, and why the postman delivered a bottle of blood, not to mention the fact that you must also find Dracula and Kill him before you end up turning into a vampire yourself! **ADDITIONAL COMMENTS:** In this adventure game, you will find a new element, that of time, being introduced. In order for you to successfully complete this adventure, you must properly time your activities over three days and nights. This game is unique in the fact that things change between night and day, and even between two consecutive days. Are you up to the challenge?

THE GOLDEN VOYAGE: The twelfth game in the Adventure Module Series, begins in a Persian city, and it is from here that you must find a ship and set sail for unknown ports of call. **GOAL:** You have three days in which to find the fountain of youth, in order to save a dying King.

VOODOO CASTLE: The fourth game in the Adventure Module Series, begins in a chapel, where you find yourself in front of a closed coffin. **GOAL:** By exploring the castle, you will discover the necessary information needed, in order to free Count Cristo from the fiendish curse which was placed on him by his enemies.



GOOD LUCK!





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
MODIFIED PEB
WHT SCSI AND SCSI2SD
MYARC DSDD FDC
MYARC 512K MEMORY
HORIZON 1.5 MEG HRD
TI RS232
CORCOMP TRIPLE TECH
1 360K 5.25 DRIVE
1 360K 3.50 DRIVE
1 720K 5.25 DRIVE
1 720K 3.50 DRIVE

TI-99/4A SOFTWARE

PAGEPRO 99
PAGEPRO COMPOSER
PAGEPRO FX
PAGEPRO HEADLINER
PAGEPRO GOFER
PAGEPRO FLIPPER
PAGEPRO ROTATION
PIXPRO
PICASSO PUBLISHER
BIG TYPE
TI ARTIST PLUS
GIF MANIA

PC HARDWARE

COMPAG ARMADA 7800
COMPAG ARMADASTATION
SAMSUNG SYNCMASTER

PC SOFTWARE

DEAD WINDOWS 98SE
FILECAP
PRNZPENS
IRFANVIEW
ADOBE DISTILLER
ADOBE ADOBE ADOBE

Yesterday's News is composed entirely using a TI-99/4A computer system. It consists of 11 PagePro pages which are "printed" via RS232 to PC to be published as a PDF file.

NOW PLAYING

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DISK OF THE MONTH 08/07 P6 1
<<<< YESTERDAY'S NEWS >>>>
COURTESY OF THE SPARKDRUMMER
== RINGURAITH LAIR DESIGNER ==
B> RINGURAITH LAIR LEGEND
C> RINGURAITH'S LAIR
D> RINGURAITH'S LAIR CHEAT
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Texas Instruments

color monitor

