

YESTERDAY'S NEWS

VOLUME 4 NUMBER 9 Established 2016 SEPTEMBER 2019

30 Years Ago...

Historical Information taken from Bill Gaskill's TIMELINE

SEPTEMBER 1989:

P-Gram and Multi-Mod creator John Guion of Lubbock, Texas is killed in an auto accident on September 8th, while going from Lubbock to Dallas. He was 22.

J. Peter Hoddie announces that Genial Computerware has changed its name to JP Software and has relocated to 2390 El Camino Real #107 Palto Alto, CA 94306 (415-3 28-0885). The announcement is followed by a new TI-99/4A and Myarc Geneve 9640 products catalog containing:

- AV-Index by Don and Aaron West - \$15.00*
- Browse by J. Peter Hoddie - \$10.00*
- Chainlink Solitaire by Wayne Stith and Walt Howe - \$12.00*
- DiskAssembler 9640 by Tom Freeman -- \$22.95*
- FirstBase v1.1 by Warren Agee - \$49.95*
- Font Pack 1 by J. Peter Hoddie - \$10.00*
- Font Pack 2 by J. Peter Hoddie - \$10.00*
- GenPROG by Paul Charlton - \$69.95*
- GRAM Packer by J. Peter Hoddie - \$10.00*
- Graphics Expander by J. Peter Hoddie - \$10.00*
- Hypercopy by Mike dodd - \$20.00*
- Identifile by Mike dodd - \$15.00*
- MacFlix Professional by J. Peter Hoddie - \$20.00*
- PC-Transfer by Mike Dodd - \$25.00*
- PC-Transfer Utilities by Mike Dodd - \$10.00*
- Picture Transfer by Paul Charlton - \$30.00*
- The Bugger by Jim Lohmeyer - \$18.50*
- TRIAD by Wayne Stith - \$20.00*
- XB+Bug by J. Peter Hoddie - \$15.00*
- XBasher by Mike Dodd - \$10.00*

Texaments formally announces the release of TI-Artist Plus!, an upgrade for Insebot's TI-Artist graphics program.

Asgard Software releases Sports Pics and Page Pro Utilities for Page Pro 99, both written by Paul E. Scheidemantle of Troy, Michigan.

INSIDE  **INFORMATION**

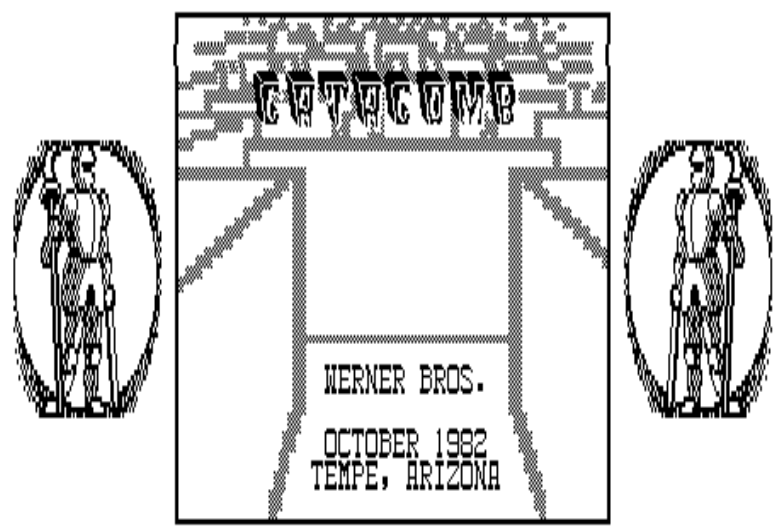
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The TI Roundtable on GENIE opens a Page Pro file section.

Pix Pro artist picture conversion utility by Jim Reiss is released by Asgard Software.

Andy Frueh releases Picasso Companion I disk.

The Mid-Atlantic 99ers sponsor the TI International Expo 89 fair in Alexandria, VA on September 16th. YN



This is an interesting graphic adventure I dug up and started playing a little bit. It is written in console basic. It takes about 10 seconds to repaint the screen after a command is given which isn't too bad.

- COMMANDS I've found - there may be others?
- | | |
|----------------|----------------------|
| A - Attack | Q - Quaff water |
| B - Use ring? | R - Reincarnation |
| D - Down | T - Treasure |
| E - East | U - Up |
| N - North | W - West |
| P - Run, Flee? | X - X marks the spot |

TI CLASSROOM

TIPS FROM THE
TIGERCUB

NUMBER
4

By Jim Peterson



Want to fix your program so no one can run it without your permission? If you are unprotected Extended Basic, it's easy, of course, Just: 100 INPUT "PASSWORD? ":P\$ 110 IF P\$(">"POPSICLE" THEN 100

And if they don't type in "popsicle", or whatever password you choose, the program won't run. But if the program is in Basic, or unprotected, that method won't work with anyone who knows anything about computers - they will simply list the program and find the password. So, let's get a little more tricky. Hold down the CTRL Key while you are typing POPPSICLE (or whatever word you want) in line 110. The line will then read 110 if PS(">" Then 100

(or, you may get some random bits of graphics instead of blanks) - but you can run the program by holding down the CTRL Key while you enter your password.

This is still far from foolproof, because anybody can simply delete those two lines. So:

```
120 FOR J=1 TO LEN(P$)
130 CODE=CODE+ASC(SEG$(P$,J)
)
140 NEXT J
141 PRINT CODE
142 BREAK
```

Now run the program, type in your password with the CTRL Key depressed. The number that prints out will be the sum of the ASCII codes of all the letters of the

password as typed with the CTRL Key down. Delete lines 141 and 142, then find the line in your program where a value is assigned to a variable name- preferably a very essential variable with a value that is not readily deducted from the program logic. Suppose the line is 1210 V=64. If you used POPPSICLE as your password, the value of CODE is 607. 64 multiplied by 607 is 38848, so let's change line 1210 to read V=38848/607. I'm sure that the whiz kids can figure out a way to break that, but it won't be easy!

One of the newsletters published a routine to line up the decimals vertically in a column of figures. The algorithm was 6 lines long, took 760 bytes, and would not handle mixed positive and negative numbers. Another published routine was shorter but could not handle mixed whole numbers and decimals. I thought I could do better than that, and came up with this 88-byte one-liner which columnizes both positive and negative numbers:

```
PRINT TAB(C-LEN(STR$(INT(ABS(X))))-(X<0))+C*(X<0)*X>-1));X . C is the column selected for the decimal, an X is the number to be columnized.
```

I was rather proud of myself, until I received the 4A FORUM of the Central Iowa 99/4A User's Group, in

which John "Jeb" Hamilton had written this little jewel of a one-liner which does the same thing in only 64 bytes - PRINT TAB(C-POS(STR\$(X)&".",".",1)-(X<0));X

There are many ways to skin the cat!!
ALMOST OUT OF MEMORY so,

HAPPY HACKIN'
Jim Peterson

YN



REPORT CARD	
PERFORMANCE	B
EASE OF USE	B+
DOCUMENTATION	A
VALUE	A
FINAL GRADE	A-

MICROPENDIUM
JULY 1986
Volume 3, Number 6

Robert Neal
Gail Wyant

An interesting advertisement recently described Old Dark Caves in MICROpendium. It promised to deliver colorful animated graphics and was an adventure game as well. We were a bit apprehensive as to whether or not the game would be worth the asking price of \$19.95.

The basic story line has the player on a mission to rescue a friendly dragon who was kidnapped by a group of evil wizards. Along the rescue route, there are treasures to be found and 24 animated creatures (some with very poor manners) to deal with. The game shares some similarity with Tunnels of Doom, but the use of animation, magic, and some added little twists make this graphic adventure game stand on its own.

To begin your adventure you are taken first to the Dark Caves store. Here you select the game options, setting the difficulty level and character trait. You must also purchase goods such as armor, swords, food and fireballs. You are limited to purchasing only one weapon and one piece of armor.

After you have purchased all your supplies, or spent all your gold, the game gets under way.

In all, there are 216 caves divided into three upper and three lower levels each. The dragon is held somewhere in the lowest cave level, while the adventure starts in the uppermost level. In each of these caves you may find monsters, treasures, snakes, goblets, and even fountains. When you find a fountain you may take a drink from it. But

beware, each drink may help you, or it may deter you by diminishing your strength.

To descend a level, an adventurer must find Keys, which are usually found after going into combat with a monster or two. To enter the lower caves, it is necessary to locate six pieces of the sorcerer's amulet. Prior to entering the lower caves, a stop must be made at Elvis Ogre's shop to purchase better weapons and armor (note that Elvis was a famous musician in the upper world who has retired to the caves as a shopkeeper). An interesting diversion at the store is a blackjack game which provides entertainment for weary travelers and is useful for winning (or losing) money.

As the game plays two-thirds of the screen shows action and the lower third displays important printed information. The information consists of player and monster status and a battle magic menu. This information is updated throughout the adventure. The variables include:

Power- Shows health and ability to withstand attack. Power is increased with each monster you defeat.

Food- As you travel through the caves, your food supply is continually being consumed. When your supply hits 0 your power level begins to decrease. When the food and power levels hit 0 the adventurer dies and the game is over.

Gold- Used to purchase items from the cave trader, or get healed by the cave healer. You may also use gold to buy off an attack from a monster.

Armor- Lessens the damage during an attack. Some monsters though will destroy armor.

MONST/MONHIT- MONST show the number of hit points that a monster has during a battle. MONHIT shows the strength of the monster's attack. These numbers are alternated during play.

Sword- Attacks with your sword are rated as hit, miss or glancing blow. Percentage of hits increases with experience.

Fireballs- This is the best means of defense, but supply is limited. You may attack a monster from a distance with the fireballs.

Amulet- The amulet is the most interesting item to use. With it you may use eight approaches to defeat the monsters. As an adventurer, you are given magical traits to utilize during your travels. The amount of magical power needed varies with each of these traits. The amulet shows the amount of magical power that you possess.

There are a lot of little details that one learns while playing. Strategy is important 1) Knowing when to fight and when not to fight; 2) some monsters respond to Kindness; 3) some are greedy; 4) some sneak your food supply away; 5) some are simply vicious.

Care must be taken when using your magic as it must be renewed via treasure discoveries, encounters with the cave trader, cave healer, and magic fountains.

Performance: If there is a drawback to Old Dark Caves it would be the amount of time it takes to load a game. It takes a little over two minutes to load the assembler routines. Once a game is loaded though no further disk access is required. We have talked with the author of the program and have informed him on how this load time can be cut down to a mere 12 seconds.

The game itself plays quickly with the use of assembler routines. Screen changes are performed almost instantly. The animation of the monsters and of the items within the caves are well done, but the adventurer character itself pales in comparison to the rest of the cave characters, and movement is somewhat slow.

While we have not played the entire game (could take days, weeks, months?) we did not encounter any problems while playing. We should also point out that during your travels through the caves, you may save the game and return to it later.

It should be noted that our review is based on version 2 of the program, which is the most current release. The author has made several changes from the previous version, making the game more enjoyable to play.

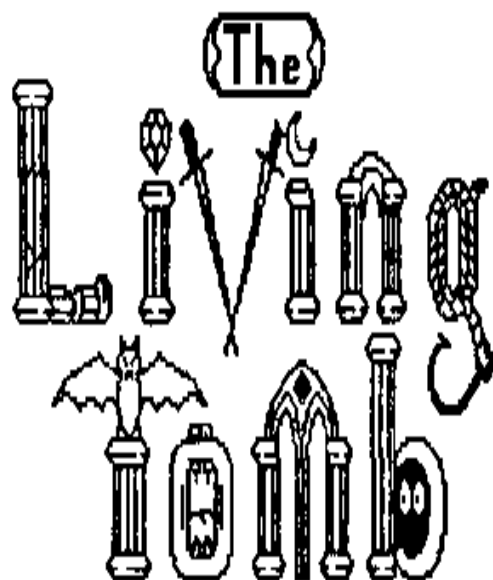
Ease of Use: The game is easy to load and use. Two disks are supplied, one labeled LOAD and the other GAME. You simply place the LOAD disk in the drive, call up XBASIC and the game begins to load. The LOAD disk contains the assembly code used during the game, as well as the source code. The GAME disk is the game itself which is broken into two segments: the upper caves and the lower caves.

Documentation: The documentation is included on nine pages and is well-written and wry. The author gives a little background information, plus a couple of hints for playing the game.

Value: The \$19.95 is a fair price for all of the detail put into this game and the enjoyment derived from it.

If you are interested in adventure games, you'll enjoy this one. With its colorful animation and unexpected dangers all ages of adventurers should find it interesting.

YN



REVIEW BY ANDY FRUEH - LIMA NEWSLETTER - JUNE 1990

At the Lima Fair, I had the opportunity to play (and of course, buy) The Living Tomb. I read about it first in MICROpendium but it didn't go into the type of extreme detail I needed to buy the game. After seeing it, I "had" to get it. Of course, I am quite an avid game-player, both fantasy and arcade, so a game like this appealed strongly to me.

Enough with the intro to the article, let's get into The Living Tomb ("Tomb"). Tomb is a one-player graphic adventure game in the Tunnels of Doom mold. It goes much beyond this with advanced graphics, fast action, and 100% joystick control. You never need to touch the keyboard. Every option is selected from a set of windowed menus. You can do the "normal" actions such as collecting items or examining them, battle moves, and even advanced operation such as sound and warning message delays.

The object is simple. Get a gem. Stopping you are countless monsters. Very few are friendly, and killing a friendly beast costs you Hit Points. If these points fall to 0, you die. Unfortunately, one of these monsters must be killed to win the game.

The Alchemy Gem will break the curse put over your land. It isn't easy to find in the 3 floors of the tomb. Moving from level to level requires you find the coil of rope. Very thorough play. There is a high-score rank board that you can put your name in. This is also done with the joystick. If you solve "Tomb", you get the title "Sir". It isn't extremely difficult, and I solved it after the 6th time of playing. Even though I solved it, I want to keep playing it. Addiction to an adventure after it is solved is rare. It isn't a frustrating game with tons of secret puzzles. Instead, it is straight forward. What makes it challenging is the monsters, and figuring out where the Gem is.

Another excellent feature is the windowing displays. The entire screen except the bottom row is used for the forward view, so windows are used when you examine or take inventory. You can fine-tune each game as to how fast it moves. The complete joystick control is a great idea. I love to be able to get away from the console and play games like this in comfort!

Unfortunately, I can't give Tomb a straight A+. There are a few complaints I have with it. The biggest one is the fact that I can't save a game. If I collected tons of weapons and armor but had to leave home for a few hours, I would have to either leave the TI on, or just shut it down. Bad show! Another complaint is although the graphics of the tomb, and your character after he dies (or you quit, called "suicide") are excellent, I can't help but feel cheated on the monster graphics, and how easy most of them are to kill. At only \$15 the program is a good deal, and is a must if you like Tunnels of Doom type games. YN

REVIEW BY JACK SUGHRUE - MUNCH NEWSLETTER - OCT 1990

Living Tomb (\$15), a graphic adventure, is quite different. It's a "Tunnels of Doom" type of game with lots of excellent differences. (If you don't like TOD, just wait a second. Living Tomb has some interesting features, including an ability to view all kinds of stats and make all kinds of smart decisions before you make a fool of yourself by getting killed.) The multi-level tomb you travel through is a series of very complex 3-dimensional mazes. This 3D aspect is neat. Unless you make a map, you will get lost. I even had to drop some items along the way (like Hansel) to make sure I could find my way back to the trap doors to get to different levels. Living Tomb is rich with menued features, windows, and treasures, weapons, and monsters galore. You start with nothing but can gather up the right equipment left by previous brave but dead adventurers. And then only if you slay some demonic monsters to get them.

What are you doing in this tomb? Well, an evil alchemist from days of yore was buried here. It is his tomb. A gem of suspected power was buried here, too. A curse was put upon this land of Ryder, and, though many have tried to enter the tomb and remove the evil gem to stop the curse, all have failed. Your mission, succeed.

The windowing menus, alone, are worth the price of this user-friendly, addictive, satisfying adventure. Living Tomb: an excellent investment in intellectual and visceral fun. I hope Quinton continues to program for the TI. YN



CITADEL

By Nebula Technologies

UNKNOWN AUTHOR



99'er magazine
November 1982
Volume 2, Number 1

TUNNELS OF DOOM

By Roberta Knoblauch

You have been sent on a mission by your King to find the legendary and fabled Stone of Garth (just one of many legendary items you try to find at game start).

Search all three levels for the quest item while battling monsters, acquiring magic items and picking up gold coins.

If your character just happens to survive, save him or her for another game. The higher levels become an extreme challenge even for the old veterans.

The game takes awhile to load, but prepare to take some notes, when "COMMANDS" is on the screen.

In many ways, CITADEL is a lot like TUNNELS OF DOOM, except that you can play it again, and keep all the nice goodies you collected on the first time through! (Armor, weapons, gold coins, etc.)

There's no documentation or rules available (as far as I know) but CITADEL isn't too hard to learn, so GOOD LUCK!

MICROPENDIUM Newsbyte - November 1985, Volume 2, Number 10

Nebula Technologies has reduced the price of their CITADEL adventure game from \$17.95 to \$14.95 and includes a free METEROIDS arcade game with each purchase of CITADEL.

In CITADEL the player ventures into a three-level deep cavern seeking the quest item his King has sent him to find. Before each quest the user is allowed to visit the store and purchase weapons and armor. On the quest, the player will find traps, treasures, potions, scrolls, magical weapons and more than 50 different hungry monsters.

CITADEL has a save character feature that allows the user to save his surviving characters to diskette or cassette. As the character progresses, he/she will face tougher monsters and traps. The diskette version allows the saving of a game so the user can continue a game any time in the future. If a character completes enough adventures and reaches level 10, he/she is eligible to be placed in the CITADEL CHARACTER REGISTRY.

The game requires the TI99/4A and the Extended BASIC cartridge. It does not require memory expansion.

I'm three floors below ground level - a sword in one hand, with a bow and arrows on my back. My armor is still holding up, but my shield is in poor shape after being sandblasted by the Dust Devils I just fought. I won that battle, though, earning two magic scrolls and a drink from a healing fountain. Should I stay on this level a bit longer, gaining more experience and treasure, or should I descend to the fourth floor, where still more fearsome creatures lurk? The King, trapped in an airtight vault somewhere on that floor, is running out of time ...

Tunnels of Doom, the new fantasy-adventure game from Texas Instruments, is a definite MUST for any daring dungeon explorer. Like the Scott Adams' Adventures, it too is a series. You must first buy the Command Cartridge, which comes complete with two games on disk or cassette. More game disks and tapes are promised for the future. Also, like Adventure, you can save a half-completed game and return to it later.

Unlike Adventure, this is a graphics game, with a minimum of typing, and that makes all the difference. As you walk along the dungeon corridors, three-dimensional graphics give you a real feeling of motion. Doors and side passages appear in the distance, come nearer and nearer, and disappear behind you. Or, if you wish, you can turn to the side to open a door or look down that mysterious passage. You map the areas you see, but cannot move to a lower level until you have found a complete map of the level you are on.

The 3D graphics switch to a 2D overhead view whenever you enter a room. This allows you to see the room and its contents clearly, which is vital when some of the contents are monsters! By "Killing" the vicious creatures, you can win the treasures they guard. Treasure includes gold, weapons, armor, and magic items such as scrolls, lanterns, and wands. There are also magic fountains to drink from, and living statues that (for a price) can explain the uses of the magic items you carry. Many treasures are scattered about the dungeon, but vaults and chests hold greater stores. Watch out for booby traps!

In Quest of the King (included with the Tunnels of Doom cartridge) you brave all these hazards to rescue your King. He has been captured by the monsters, and imprisoned in an airtight vault in the lowest level of the dungeon (which can be from the first to the tenth, depending on what you've keyed in at the beginning of the game). Your

party of one to four adventurers has only a limited amount of time to save him and his Rainbow Orb of Power, which is also in danger of destruction.

The other game included with the Tunnels of Doom cartridge, Pennies and Prizes, is a simpler game suitable for young children (who would find full-scale adventures too much to handle). In this game, there are no monsters and no time limit; no dangers at all, in fact. You go into a one to four level dungeon in search of eight objects ranging from a puppy to stardust. Additional riches can be received by finding pennies along the way. The game is won when all eight quest objects have been discovered. This is also a good introductory game for learning the basic keystrokes of Tunnels of Doom without fear of repeatedly losing your (game) "life."

In short, Tunnels of Doom belongs on every armchair adventurer's game shelf. The combinations and permutations in the two included games are virtually endless, so you will be eager to play again and again. Unlike many fantasy games, this one has full graphics and the ability to handle a party of more than one. The forthcoming series of tape or disk scenarios will be hard-pressed to improve upon the initial offering.

Oh yes - I rescued the King this time. But tomorrow is another day ... YN

WIZARDS DOMINION

REPORT CARD	
PERFORMANCE	A
EASE OF USE	B
DOCUMENTATION	A
VALUE	B
FINAL GRADE	B+

MICROPENDIUM September 1984 Vol. 1, No. 8
By John Kolean

Wizard's Dominion is a one player fantasy-adventure that first appeared in 1982. It was among the first adventure games written for the II home computer to incorporate graphics. The game is based on Dungeons & Dragons-type games, which require players to adopt a personality.

The object of the adventure is to advance through a network of corridors in search of gold and the Wizard's Chamber. Each level comes complete with a VoritKa Ogre whom you must invariably slay to reach the Wizard's Chamber and the next level. Gold can be used to purchase weapons and other supplies at each level while the Wizard's Chamber serves as the passageway to the next level.

The view of the corridors is simulated in three dimensions. The map spell provides a two-dimensional representation of the entire level. Movement is done through the keyboard, with a choice of moving right, left or forward. After each move the screen is reassembled to represent the new position with the perspective changing at each move.

Performance: After choosing one of the four identities offered The Wizard's Apprentice, The Evil Wizard, The Hero or The Evil Prince the player must decide what weapons and other accoutrements to acquire before entering the labyrinthine dominion. Choices here include a helmet, magic armor, shield, lightning bolt and magic sword among others. Perhaps the most important, however, is the map, a magic spell which gives you a bird's-eye view of the corridors and your location in it.

Finding the gold is generally not very difficult, but doing battle with the VoritKa Ogre is a task that requires the proper armament and a strategy by which to use it. The victor is determined by probability - based on the type of weapon used and the type of attack. The ogre is represented by an ugly red critter on the screen that pops up very suddenly when you happen upon him. Battles can end with your character or the ogre being killed, or in a draw. A draw is of no use to you, however, since you cannot advance past the ogre while he is alive.

Ease of Use: There is no such thing as an easy adventure game. And this one is no exception. It takes a while to learn how things work - particularly the magic spells - and your initial explorations of the dominion may prove less than successful. It took me about an hour to get the hang of things and then it was a matter of defeating the ogre and collecting the gold. A seven-year-old I know got caught up in the fantasy aspect of the game and seemed to enjoy playing it, though he never got beyond the first or second level. All entry is through the keyboard. I was not able to crash the program despite my best efforts.

Because the game is written in Extended BASIC there is a delay between moves as the screen is redrawn.

Documentation: The game is well-documented. Included is a manual that sets the stage for the fantasy game by briefly retelling the story of The Wizard's Dominion and outlines the various elements of the game in a well-organized manner. Also included are charts which help determine the probability of success in battle based on the type of weapon used and the type of attack the ogre launches.

Value: Drawing a conclusion about this game is difficult. For one thing, I am not familiar with many graphic adventure games. One that I am familiar with, Return to Pirate's Isle, offers little basis for comparison. I found that children in the age group from eight to early teens to be the most interested in this game. They were, for the most part, fascinated by the role playing. Some who played it, in fact, liked it so much that they have since taken up the Dungeons & Dragons games manufactured by TSR Hobbies.

As with any form of entertainment, the ultimate test of value is whether you get enough satisfaction out of it to make it worth the cost. I have no complaints.

USER NOTES

(Continued from Page 26)

```
210 CALL CLEAR :: ON K-48 GO
SUB 1000,2000,3000,4000,5000
,6000 !067
220 GOTO 150 !229
```

```
1000 ! ENTER FROM KEYBOARD !
230
1010 DISPLAY AT(2,3):"<< DAT
A ENTRY SECTION >>" !114
1020 N=N+1 :: DISPLAY AT(5,1
```

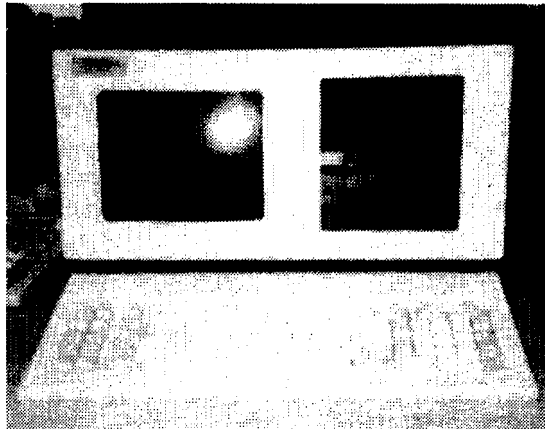
```
):"ENTER END FOR MAIN MENU"
!234
1030 DISPLAY AT(8,1):"DATA:"
:::"ODOMETER READING:"::
:"NO. GALLONS BOUGHT:" !067
1040 ACCEPT AT(9,1)SIZE(8):D
$(N):: IF D$(N)="END" OR D$(
N)="end" THEN N=N-1 :: RETUR
N !213
1050 ACCEPT AT(12,1)SIZE(7):
D(N):: ACCEPT AT(15,1)SIZE(4
):G(N)!083
1060 DISPLAY AT(12,1):" " ::
DISPLAY AT(15,1):" " :: GOT
O 1020 !065
2000 !DISPLAY DATA TO SCREEN
!118
2010 DISPLAY AT(2,2):"<< DIS
PLAY DATA SECTION >>": : "DAT
E";TAB(10);"ODOMETER";TAB(19
);"GALS";TAB(25);"MPG" !027
2020 DISPLAY AT(5,1):"——
—— ———" :: M
(1)=0 !244
2030 FOR J=2 TO N :: IF G(J)
>0 THEN M(J)=(D(J)-D(J-1))/G
(J)ELSE M(J)=0 !156
2040 IF M(J)<0 THEN M(J)=0 !
171
2050 NEXT J !224
2060 K=-16 :: L=0 !129
2070 K=K+17 :: L=L+17 :: IF
K>N THEN L=N !121
2080 FOR J=K TO L:: DISPLAY
AT(5+J,1):D$(J):: DISPLAY A
T(5+J,11):USING "#####.#" :D(
J)!112
2090 DISPLAY AT(5+J,19):USIN
G "##.##":G(J):: DISPLAY AT(5
+J,24):USING "##.##":M(J)::
NEXT J !086
2100 IF L<N THEN 2120 !166
2110 DISPLAY AT(24,1):"PRESS
ANY KEY FOR MAIN MENU" :: G
OSUB 2130 :: RETURN !2322120
DISPLAY AT(24,1):"PRESS ANY
KEY TO CONTINUE" :: GOSUB 2
130 :: GOTO 2070 !114
2130 CALL KEY(0,K,S):: IF S=
0 THEN 2130 :: RETURN !168
3000 ! SEND DATA TO PRINTER
!014
3010 DISPLAY AT(2,3):"<< PRI
NT DATA SECTION >>" :: M(1)=
(See Page 28)
```

SYSTEM OF THE MONTH

8 floppies and 3 hard drives make this system unique

Ralph E. Rees, of Phoenix, Arizona, has collected a large amount of hardware, which he has spread out over several systems, including a home-built portable. His main, desk-top system, consists of the following:

TI black/silver console with 14Mhz crystal and load interrupt, hold and reset switches; CorComp disk controller, Myarc Hard & Floppy Disk Controller, Horizon 512K RAMdisk with Rambo, Horizon 384K RAMdisk, Myarc 512K RAMdisk, CorComp Triple Tech, TIRS232 card, 4 Teac 360K floppy drives connected to the CorComp controller, 4 Teac 720K drives connected to the Myarc controller, 1 Seagate 44 meg. hard drive, 2 Seagate 20 meg. hard drives, 80K GRAM Kracker, Microcom 2400 baud modem, Panasonic 10911 printer, Micro-Stuffer 64K print buffer, Radio Shack 4.5" 4-color plotter, Panasonic Pen-writer (4-color plotter, type-writer, printer), Axiom PIO interfaced connected to plotters, Rave keyboard interface, Zeneth RGB/composite color monitor, Craig 7 band equalizer to tailor audio output, Milton Bradley MBX system with all modules, Marantz three-head, variable



speed cassette recorder, Super Sketch drawing pad, WICO joystick adapter, Accuball trackball (modified), Micromos joystick (modified) and 3" cooling fan for console.

Rees' second system is used by his son and consists of a beige TI99/4A console, CorComp disk controller, 3 Rave 544K memory cards, Horizon 384K RAMdisk, Mechatronics 128K GRAM-Karte, CorComp Triple Tech card, 2 Teach 360K drives, 1 Tandon 360K drive, Amdek 300 13-inch composite color monitor, WICO joystick adapter and a WICO "red-ball" joystick.

His third system is a portable and consists of a black and silver TI99/4A console (modified as the console of his main system), CorComp Micro-Expansion System, Tandon 36K disk drive, home-made remote keyboard. All of the above is housed in a piece of Airway luggage. The system is connected to an NEC 13-inch composite color monitor.

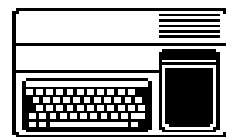
Show in the photo is a portable system he is building. This system includes a TI console motherboard, CorComp Micro-Expansion System, 2 Teac 360K disk drives, a 9-inch monochrome monitor and a home-made keyboard.

Other equipment in his collection include a Star NX-1000 printer, TI Impact Printer, TI color monitor, Horizon 90K RAMdisk, Rave speech card, and 5 additional complete Peripheral Expansion Boxes. He also has 105 different cartridges and 100+ duplicates.

Share your system with other TIers. Send your system descriptions and photos to MICROpendium System of the Month, P.O. Box 1343, Round Rock, TX 78680.



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 DSQD 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

COMPAQ ARMADA 7800
COMPAQ ARMADASTATION
SAMSUNG SYNCMASTER

PC SOFTWARE

DEAD WINDOWS 98SE
FILECAP
PRNZPENS
IRFANVIEW
ADOBE DISTILLER
ADOBE ACROBAT

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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