

# YESTERDAY'S NEWS

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## 30 Years Ago...

### Historical Information taken from Bill Gaskill's TIMELINE

### APRIL 1991:

Members of the VAST User Group in Phoenix, Arizona vote to host Fest-West '92.

The Ottawa TI-99/4 Users Group hosts the 1991 Ottawa TI Fair on April 27th.

Bill Gaskill releases a free COMPUTE! MAGAZINE "infodex" for 1983-1986, and a free 99ER HOME COMPUTER "infodex"! A application designed specifically to access the Infodex data is provided. The program auto-loads from Extended BASIC, with the ability to press H for Help at the opening screen.

Son of the Disk of Dinosaurs is released by Ken Gilliland dba Notung Software out of Tujunga, California. The new product contains 16 all new Dinosaurs in TI-Artist format.

Richard Lynn Gilbertson of Portland, Oregon releases a GRAM version of RICH GKXB, which is an enhanced version of TI's original Extended Basic.

McCann Software of Omaha, Nebraska releases HQ-STACKS for the Myarc Geneve computer.

Bill Gaskill of Grand Junction, Colorado announces that his company PRK DataBasics has changed names and its product focus. The new company name will be Junction Softworks and it will emphasize TI-Base products.

Notung Software Tujunga, California announces updates to Filmlib, TI Casino and the Star Trek: Next Generation Calendar.

Asgard Software releases Page Pro Banner Maker.

Tony Lewis sells the right to his Interface Standard and Design Guide for TI-99/4A Peripherals book to Jeff Guide of Disk Only Software.

INSIDE



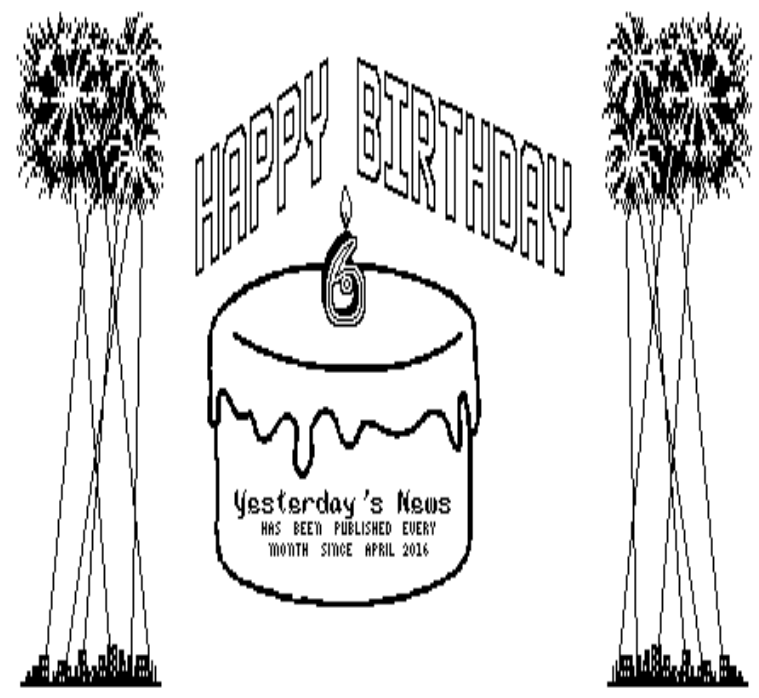
INFORMATION

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MICROpendium announces the release of MICROpendium INDEX II, a set of disks more comprehensive and easier to use than the regular MICROpendium index disks done in TI Basic. The MP II index set has been compiled by Bill Gaskill.

David Lynch of 99 Computer Repair announces repair services for all warranty and out of warranty CorComp products.

Asgard announces that the delay in the release of the 80-Column Extended Graphics Interface (EGI) card by Mechatronics GmbH is over and they are ready to be shipped. Owner Chris Bobbitt puts out 'feelers' to the TI Community first, asking if there is still interest in the 'sidecar' peripheral. YN



# TIGERCLASSROOM

TIPS FROM THE  
**TIGERCUB**  
By Jim Peterson

NUMBER  
**23**



Several different routines have been published which will extract and save a specified series of lines out of a program, but this one by George Steffen of the L.A. 99ers is certainly the best.

```
1 !SUBROUTINE EXTRACTOR by G
eorge F. Steffen. SAVE in ME
RGE format. MERGE into any p
rogram (with line # starting
above 8). RUN to extract
2 !selected lines. Deletes i
tself. Then BE SURE to SAVE
the selected lines in MERGE
format because the remaining
lines are still in memory!
3 CALL CLEAR :: CALL INIT ::
INPUT "Line numbers of rout
ine to be saved: First,Last?
":L,M :: G=256 :: CAL
L PEEK(-31952,H,I,J,K)
4 C=INT(M/G):: D=M-C*G :: F=
(J-G)*G+K :: FOR E=(H-G)*G+I
TO F STEP 4 :: CALL PEEK(E,
A,B):: IF A=C AND B=D THEN 6
5 NEXT E :: PRINT "LINE";M;
"NOT FOUND!" :: STOP !@P-
6 H=INT(E/G):: I=E-(G*H):: H
=H+G :: C=INT(L/G):: D=L-C*G
:: FOR E=E+4 TO F STEP 4 ::
CALL PEEK(E,A,B):: IF A=C A
ND B=D THEN 8 !@P-
7 NEXT E :: PRINT "LINE";L;
"not found!" :: STOP !@P-
8 E=E+3 :: J=INT(E/G):: K=E-
(G*J):: J=J+G :: CALL LOAD(-
31952,H,I,J,K):: STOP !@P-
```

The enhancements to my Menu Loader, published in Tips #22, contained an error. Please change line 413 to read -  
413 LINPUT #2:W\$ :: PRINT W\$

```
:: IF EOF(2)THEN 416
```

Some folks were interested in the idea of a program that writes a program, so let's write a program that will write a program to list the token codes that you need to use to write a program that will write a program -

```
100 OPEN #1:"DSK1.TOKENLIST"
,OUTPUT,DISPLAY ,VARIABLE 16
3 :: FOR N=129 TO 254 :: L1=
INT(N/256):: L2=N-256*L1
110 PRINT #1:CHR$(L1)&CHR$(L
2)&CHR$(131)&CHR$(N)&CHR$(0)
:: NEXT N
120 PRINT #1:CHR$(255)&CHR$(
255):: CLOSE #1 :: END
```

Key that in and SAVE it just in case, then RUN it. When READY, type NEW, then MERGE DSK1.TOKENLIST. Now LIST it and you will see a list of ASCII codes 129 through 254 and their token meanings. Delete lines 171 through 175, 185, 198, 226 through 231, and 242. Change the definition of 199 to QUOTED STRING, of 200 to UNQUOTED STRING, and 201 to LINE NUMBER, and add line 255 END OF FILE.

You don't need all those exclamation points, so change the program to a DIS/VAR 80 file by LIST "DSK1.TOKENLIST". Then key in this little routine.

```
100 OPEN #1:"DSK1.TOKENLIST"
:: OPEN #2:"PIO"
110 LINPUT #1:A$ :: PRINT #2
```

```
:SEG$(A$,1,4)&SEG$(A$,6,LEN(
A$)):: IF EOF(1)<>1 THEN 110
120 CLOSE #1 :: CLOSE #2 ::
END
```

RUN it, and print out a list of all the token codes. More on this next month - if someone buys a few programs so that I can afford another month.

Now that we've done about all that we can with the Menu Loader, here is another version to use on your finalized library disks of programs. It lacks the features that you will no longer need, but will list your programs by their full names, up to 24 characters long.

(see further improvements in Tips 24, 27, 28, 29, 30 and 32. - Ed.)

```
100 !NAMELOADER by A. Kludge
/M. Gordon/T. Boisseau/J. Pe
terson/etc.
110 CALL CLEAR :: CALL SCREE
N(5):: FOR S=1 TO 14 :: CALL
COLOR(S,7,16):: NEXT S :: C
ALL VCHAR(1,31,1,96):: CALL
COLOR(0,2,16)
120 OPTION BASE 1 :: DIM PG$(
99),M$(99)
130 ! List the full names of
the programs on the disk in
the DATA statements, in the
sequence in which they are
listed by an ordinary disk
cataloger program
140 !Then SAVE this program
under the filename LOAD
150 DATA
160 DATA
170 DATA
180 DATA
190 DATA END
200 FOR J=1 TO 99 :: READ M$(
J):: M$(J)=SEG$(M$(J),1,24)
210 IF M$(J)="END" THEN M$(J
)=" " :: GOTO 230
220 NEXT J
230 IMAGE ##
240 DISPLAY AT(1,4):"TIGERCU
B NAMELOADER"
250 D$="DSK1." :: OPEN #1:D$
```

```
,INPUT ,RELATIVE,INTERNAL ::
INPUT #1:P$
260 FOR X=1 TO 99 :: IF X/20
<>INT(X/20)THEN 290
270 DISPLAY AT(24,1):"Type #
of choice or Enter 0" :: AC
CEPT AT(24,27)VALIDATE(DIGIT
)SIZE(-3):K :: IF K=0 THEN 2
80 :: IF K>0 AND K<NN+1 THEN
390 ELSE 270
280 X=1
290 I=I+1 :: IF I>127 THEN K
=X :: GOTO 370
300 INPUT #1:P$ :: NN=NN+1
310 IF LEN(P$)=0 THEN 350
320 DISPLAY AT(X+3,2):USING
230:NN :: DISPLAY AT(X+3,5):
M$(NN):: PG$(NN)=P$
330 CALL KEY(0,KK,ST):: IF S
T=0 THEN 340 :: FLAG=1 :: GO
TO 350
340 NEXT X
350 DISPLAY AT(X+4,1):" " ::
DISPLAY AT(X+5,2):USING 230
:NN+1 :: DISPLAY AT(X+5,6):"
Terminate"
360 DISPLAY AT(X+6,1):" C
hoice?" :: ACCEPT AT(X+6,16)
SIZE(2)VALIDATE(DIGIT):K ::
IF K<NN AND K<NN+1 THEN 38
0
370 IF K=NN+1 THEN CALL CLEA
R :: CLOSE #1 :: END
380 !IF K<1 OR K>99 OR LEN(P
G$(K))=0 THEN 350
390 CLOSE #1
400 CALL INIT :: CALL PEEK(-
31952,A,B):: CALL PEEK(A*256
+B-65534,A,B):: C=A*256+B-65
534 :: A$=D$&PG$(K):: CALL L
OAD(C,LEN(A$))
410 FOR I=1 TO LEN(A$):: CAL
L LOAD(C+I,ASC(SEG$(A$,I,1)
)):: NEXT I :: CALL LOAD(C+I,
0)
420 CALL VCHAR(1,3,32,672)::
CALL SCREEN(0):: FOR S=0 TO
14 :: CALL COLOR(S,2,1):: N
EXT S :: DISPLAY AT(12,2):"L
OADING ";M$(K)
430 RUN "DSK1.1234567890"
```

Last month I forgot to have anything for the Kids, or anything in Basic, so -

```

100 CALL CLEAR
110 REM by Jim Peterson of
Tigercub Software
120 PRINT TAB(1);"***AUTOMA
TIC MOUSE MAZE***": : : "
Choose your mouse and": "wa
tch it try to find its way"
130 PRINT "through the maze.
": : " When one of the mice
has": "taken 50 extra steps,
the": "cat gets it!"
140 PRINT : : "Touch any Key"
150 CALL KEY(0,K,ST)
160 IF ST<1 THEN 150
170 CALL CLEAR
180 CALL CHAR(120,"0078FEFFF
E78")
190 CALL CHAR(121,"1038387C7
C7C7C38")
200 CALL CHAR(122,"387C7C7C7
C383810")
210 CALL CHAR(123,"001E7FFF7
F1E")
220 CALL CHAR(128,"001E61816
11E")
230 CALL CHAR(129,"384444444
4242410")
240 CALL CHAR(130,"102828444
4444438")
250 CALL CHAR(131,"007886818
678")
260 CALL SCREEN(5)
270 T1=610
280 T2=610
290 CALL CHAR(136,"FFFFFFFFF
FFFFFF")
300 CALL COLOR(14,16,16)
310 CALL COLOR(13,2,16)
320 CALL COLOR(12,2,16)
330 R=10
340 GOSUB 1460
350 R1=10
360 C=2
370 C1=2
380 CALL HCHAR(R,C,136,2)
390 C=C+1
400 M=120
410 M2=128
420 RANDOMIZE
430 A=(INT(2*RND)+1)*2
440 B=INT(10*RND)+1
450 ON B GOSUB 470,470,470,4
70,510,510,550,550,590,590
460 GOTO 420
470 IF C+A>30 THEN 630
475 IF (C>20)*(X<10) THEN 500
480 CALL HCHAR(R,C,136,A)
490 C=C+A
500 RETURN
510 IF R+A>20 THEN 540
515 X=X+1
520 CALL VCHAR(R,C,136,A)
530 R=R+A
540 RETURN
550 IF R-A<2 THEN 580
555 X=X+1
560 CALL VCHAR(R-A+1,C,136,A
)
570 R=R-A
580 RETURN
590 IF C-A<3 THEN 620
595 X=X+1
600 CALL HCHAR(R,C-A+1,136,A
)
610 C=C-A
620 RETURN
630 CALL HCHAR(R,C,136)
640 C=C+1
650 IF C<31 THEN 630
660 R2=R
670 C2=C
680 CALL HCHAR(R1,C1,M)
690 CALL HCHAR(R2,C2,M2)
700 V=V+1+(V=2)*2
710 IF V=2 THEN 1020
720 CALL HCHAR(R1,C1,136)
730 ON M-119 GOTO 800,900,74
0,850
740 IF C1=31 THEN 950
750 CALL GCHAR(R1,C1+1,6)
760 IF G=32 THEN 850
770 C1=C1+1
780 M=120
790 GOTO 950
800 CALL GCHAR(R1-1,C1,6)
810 IF G=32 THEN 740
820 R1=R1-1
830 M=121
840 GOTO 950
850 CALL GCHAR(R1+1,C1,6)
860 IF G=32 THEN 900
870 R1=R1+1
880 M=122
890 GOTO 950
900 CALL GCHAR(R1,C1-1,6)
910 IF G=32 THEN 800
920 C1=C1-1
930 M=123
940 GOTO 950
950 CALL HCHAR(R1,C1,M)
960 IF (C1=31)*(C2=2) THEN 13
20
970 IF C1<31 THEN 700
980 T2=T2-10
990 CALL SOUND(50,T2,5)
1000 IF T2=110 THEN 1340
1010 GOTO 700
1020 CALL HCHAR(R2,C2,136)
1030 ON M2-127 GOTO 1040,120
0,1090,1150
1040 CALL GCHAR(R2+1,C2,6)
1050 IF G=32 THEN 1090
1060 R2=R2+1
1070 M2=129
1080 GOTO 1250
1090 IF C2=2 THEN 1250
1100 CALL GCHAR(R2,C2-1,6)
1110 IF G=32 THEN 1150
1120 C2=C2-1
1130 M2=128
1140 GOTO 1250
1150 CALL GCHAR(R2-1,C2,6)
1160 IF G=32 THEN 1200
1170 R2=R2-1
1180 M2=130
1190 GOTO 1250
1200 CALL GCHAR(R2,C2+1,6)
1210 IF G=32 THEN 1040
1220 C2=C2+1
1230 M2=131
1240 GOTO 1250
1250 CALL HCHAR(R2,C2,M2)
1260 IF (C2=2)*(C1=31) THEN 1
320
1270 IF C2>2 THEN 700
1280 T1=T1-10
1290 CALL SOUND(50,T1,5)
1300 IF T1=110 THEN 1370
1310 GOTO 700
1320 CALL HCHAR(1,1,32,768)
1325 X=0
1330 GOTO 330
1340 GOSUB 1460
1350 PRINT "THE CAT GOT THE
WHITE MOUSE": :
1360 GOTO 1390
1370 GOSUB 1460
1380 PRINT "THE CAT GOT THE
BLACK MOUSE": :
1390 PRINT "TO PLAY AGAIN, T
OUCH ANY KEY"
1400 CALL KEY(0,K,ST)
1410 IF ST<1 THEN 1400
1420 T1=610
1430 T2=610
1440 CALL HCHAR(1,1,32,768)
1450 GOTO 330
1460 CALL HCHAR(23,1,32,32)
1470 PRINT CHR$(120);(610-T1
)/10;TAB(20);CHR$(128);(610-
T2)/10
1480 RETURN

```

Did you know that ACCEPT AT(1,0) will accept a full line of 28 characters? Did you know that ACCEPT AT(R,0)SIZE(-28) and Enter will accept everything on row R? And did you know that ACCEPT N\$ will accept a string of 255 characters?

Need a filler, so -

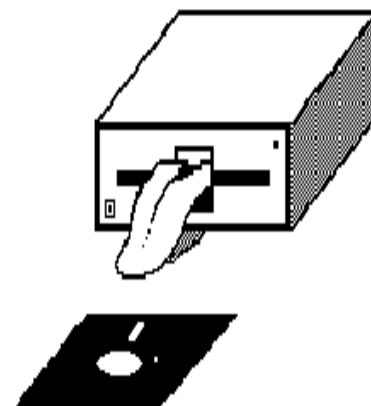
```

100 !MUSICAL BARGRAPH by Jim
Peterson
110 CALL CLEAR :: CALL SCREE
N(5):: FOR J=2 TO 14 :: X=J-
(J>4):: CALL COLOR(J,X,X)::
NEXT J
120 DIM N$(13),N(13):: M$="(
080HPX'hpX"&CHR$(128)&CHR$(1
36):: FOR J=1 TO 13 :: N$(J)
=SEG$(M$,J,1):: DISPLAY AT(J
+6,1)SIZE(1):N$(J):: NEXT J
130 X=110 :: FOR J=1 TO 13 :
: N(J)=X*1.059463094^(J-1)::
NEXT J
140 A=INT(13*RND+1):: B=INT(
25*RND+1):: DISPLAY AT(A+6,2
)SIZE(28):RPT$(N$(A),B):: CA
LL SOUND(B*40,N(A),0,N(A)*2+
4,0,N(A)*4+6,0)
150 DISPLAY AT(A+6,2):" " ::
GOTO 140

```

MEMORY FULL  
Jim Peterson

YN



GREETINGS FROM



CATHAY

A nice game by Barry Gibbins

No review - just play it, damn it!

MOVES	PRIESTS	MASTERS	SCORE
128	0	0	300

杏	杏	杏	杏	杏	杏	杏	杏	杏	杏	杏	杏	杏	杏	杏	杏
杏	杏	杏	杏	杏	杏	杏	杏	杏	杏	杏	杏	杏	杏	杏	杏
杏	杏	杏	杏	杏	杏	杏	杏	杏	杏	杏	杏	杏	杏	杏	杏
杏	杏	杏	杏	杏	杏	杏	杏	杏	杏	杏	杏	杏	杏	杏	杏
杏	杏	杏	杏	杏	杏	杏	杏	杏	杏	杏	杏	杏	杏	杏	杏
杏	杏	杏	杏	杏	杏	杏	杏	杏	杏	杏	杏	杏	杏	杏	杏
杏	杏	杏	杏	杏	杏	杏	杏	杏	杏	杏	杏	杏	杏	杏	杏

THIS IS THE YANGTZE TEMPLE  
 PRESS 1 TO LEAVE  
 PRESS 2 FOR ADVICE  
 PRESS 3 FOR HELP

Take care not to be hit by a falling rock from a cave-in and it's sometimes dangerous to move underneath a rock.

If the miner is trapped by a cave-in, or cannot move, then press Q to quit. Although you cannot push the rocks or dig through them, you can make them fall down a mineshaft.

When you locate some fine Opal, it's value will be displayed at the top right of the screen. As it's possible to lose all of your hard-won Opal in a cave-in, it is best to take it to the Bank as soon as you've found a few ounces. The new market price per ounce for Opal is shown when leaving the Bank.

You are working against the clock, the time remaining is displayed at the top left of the screen.

MAY YOUR SHADOW NEVER GROW LESS YN

TIME 854  
 BANK \$320  
 OPAL \$400/OZ  
 1.4 OUNCES  
 1.4 OZ. FINE OPAL

GREETINGS FROM

DRILL CREEK

By Barry Gibbins

MERLIN PROGRAMS Barry Gibbins

STAR CRYSTALS

HI-TECH MINING OPERATIONS IN THE ASTEROID BELT

PRESS 1 FOR INSTRUCTIONS  
 PRESS 2 FOR DISPLAY

DEEP SCAN RADAR VDU

HIGH SCORE
500
BAZZA
SCORE
0
BONUS
0
TOTAL
CRYSTAL DEPOSIT

PLANETOID KUH-187 TYPE 1

You have inherited an OPAL MINE from your dear departed Uncle Neddy who has now gone to dig deep holes in the sky after a nasty mining mishap. You inherited legal title to the Drill Creek claim, three miles from Lightning Ridge.

Build up your Bank Balance by mining for the best OPALS in the world.

The game will run using the unexpanded console and extended basic.

Use the four arrow Keys: E, S, D, and X to move the Miner. Press P to pause, Press Q to quit.

The Keys 1 and 2 are used at the end of the game. Above ground the miner moves left or right only, and can enter or exit the mine using the lift shaft on the right. Not all of the Opal deposits produce top quality gems but more opal bearing lodes will be revealed if a rock falls on an existing Opal deposit.

**BELTERS**  
 Are fabulously wealthy space pioneers who amass enormous fortunes by mining precious metals and gems found in the rings of Saturn and in the asteroid belt between Mars and Jupiter.

**BERSERKERS**  
 Alien sentient mechanicals dedicated to the destruction of intelligent life in space. They are indestructible and first arrived in the Solar System in the year 2155 AD.

**SCENARIO**  
 You are a Belter at the helm of your Deep Space Transport controlling the operations of your MU Rock Mining Robot. The computer console is your control panel and the VDU's your display screen. Unfortunately a Berserker is after your MU Robot and you must get out of the asteroid before your power cells fail and before the mad Berserker gets you. Any Star Crystals or precious metal mined will add to your score and a fast escape earns you a bonus.

**INSTRUCTIONS:**

Use the arrow keys to move your robot in the asteroid. It will easily mine the soft rock but Star Crystals and metal must be excavated by persistent blasting. A Matter Transmitter in the robot sends the pure metal directly to the hold of your space transport. The Berserker can go through rock but is stopped by the Crystals and metal ore.

For a Coffee Break press H. Good Luck

YN

# POKER

The ancient and honourable card game. You can play with a full deck of cards or a half deck - eights and higher.

GREETINGS FROM



GREETINGS FROM



By Barry Gibbins

A board game between you and the computer. You have white and black has the first move. Place your pieces so one or more of the opponents pieces are between two of your men. The captured men are changed to white, if any black pieces are between these and other white pieces they will also be changed to white.

If you cannot capture any of your opponents men, then you will miss a turn.

The winner is the one with the most men when the board is full or neither can move.

**Two player mode:**

TILO can also be operated as a two-player game. Decide who has white and who has black. Each player then enters a move alternately as instructed. Black moves first.

**Replay mode:**

At the end of a game press R to review the game which has just ended. The computer will replay the game from move 1.

**Game size:**

You may also limit the size of the game by entering the maximum number of counters.

GREETINGS FROM



First remove any counter from the Triangle then remove the other counters by jumping over then until only one is left.

YN

**MICROPENDIUM - MAY 1990 - VOL 7, No 4 - HARRY BRASHEAR**

I think I created a monster, a programmable one, named Don Shorock. Ever since I reviewed his Japanese Language program here, he's become the most prolific education programmer in the community. He also takes a hint well. I accused him of "plain Jane" programs and his latest is anything but.

Airtaxi is a program designed to help with U.S. city geography. The following is right from the docs, giving you a good idea of what it's all about:

The scenario: You (and the other players) work for an airtaxi service. The owner spends little on navigation equipment so you are flying almost blind. When you leave your hometown, your friends and relatives always want free rides, so you make nothing any time you leave there.

When you agree to a trip, the price is set. Your costs (gas) depend on your ability to find your destination. You make a profit by choosing good customers and by going straight to your destination.

**The basic rules:**

1. Your fuel starts full.
2. You start with \$100.
3. Passengers from your hometown always fly free.

4. Refusing a passenger costs you \$2 each time.
5. You refill your fuel tank each time you land.
6. You are paid the agreed amount only when you get to your destination.
7. You MAY get a tip.
8. When fuel is gone, you glide to a landing.
9. If airport is near, you refuel and go on next time.
10. If too far, you damage the plane and go back home.

Back to me (HB) again. A complete map of the US is on screen and the plane is a dot that moves based on direction keys. None of the cities you are going to are marked, (except in the demo stage) so you have to know where they are. There are two skill levels, one for the number of cities, (major to minor, up to 90 of them), and also for distance from the mark. (At a high level, you have to be right over the city.)

The object of course, is to make money with your service, and up to eight people can play. It is educational, but it's also a darn nice game for any age.

The program is available on cassette for \$20 and disk for \$15. I'd suggest you write and ask for an order blank because a lot of custom features are available for the program.

Write Don Shorock, P.O. Box 501, Great Bend KS 67530. YN

### **JIM PETERSON (THE TIGERCUB) REVIEW OF AIRTAXI**

I have always wished that there were more educational programs, above the 2+2=? level, for our computer. And I have always thought that the best educational programs were those that took advantage of computer capabilities to entertain while teaching.

Also, I have always much preferred games that require me to exercise my mind, rather than depending on quick reaction or blind guessing. And, being a programmer, I admire efficient, memory-saving programming.

All that is why I was so very impressed by the new game, Air Taxi, recently released by Don Shorock. It is uniquely educational, very entertaining, and so compactly programmed that the basic version is available on cassette!

The game can be played alone, as it usually will be, or by up to 8 players. Don customizes each game with the default names of whatever number of players you choose and with your home town as the starting point. Each player may select his own handicap level, ranging from A to Z for 6 to 81 cities, and his skill level ranging from 1 to 9 which determines the target size.

A black silhouette map of the entire United States and southern Canada is then displayed; the only features are

the Great Lakes, Great Salt Lake, and the coast lines. You are randomly offered a destination to fly to. Since all your friends bum rides from you, and TI users are cheapskates (that is my comment, not Don's!), you are not even paid for your gas for this first trip. It may therefore pay you to refuse any offer to a distant destination - however, each refusal costs you \$2.00.

When you accept an offer, you then use the S and D keys to set your initial flight direction, in 45 degree increments (i.e., north, northeast, east, etc.) and press Q. You hear the sound of the motor revving up, and a small cursor dot begins moving from your town in the direction you selected, while your gas gauge shows your fuel being used up. You can use the S and D keys to change direction. If you get close enough (depending on the skill level you selected) before your fuel runs out, the cursor will stop, the motor revs down, and you will be shown the cost of the fuel expended and your remaining bank balance. If your fuel runs out too soon, you will glide to the nearest airport and you must then set your direction from that point and try to reach your original destination. However, if you were too far from any airport when your gas tank ran dry, you will be returned to your home town and will be assessed repair costs.

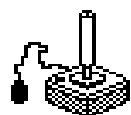
Once you have reached your first destination and said goodbye to your freeloading friends, you will then be randomly offered fares, at prices depending on distance, from that point to another city. You have the option to refuse offers, at a cost of \$2.00. If you can fly to that point with a minimum of maneuvering, the fare will more than cover the cost of fuel, and you will make money - plus an occasional tip.

There are too many other features to describe here. The program comes with four pages of printed documentation, and the disk version includes three additional files, which can be merged in, to add many more cities or to convert the program for use with a joystick.

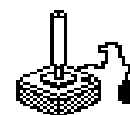
At the handicap and skill level K 7 which Don set for me as defaults, I found that I was able to stay ahead of the game by refusing most fares except coastal cities and then cruising along the coast until the airport radar picked me up and brought me in. Trying to find Kansas City or Cheyenne on that black silhouette map would be very difficult without consulting a regular map - and in doing so, you would learn a great deal about the relative location of cities.

This is a commercial program, not fairware, and it is customized for each purchaser. The price is \$15 for the disk version, \$20 for the cassette version. To get an order form, on which you can specify your own default options.

YN



# 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	UAST	11/93
BURGER BUILD	1000000	ELEANOR ZIC	W/PENN 99	03/94
BURGERTIME	82600	MICKEY CENDROWSKI	W/PENN 99	09/85
CAR WARS	6050	JIM WAYNE	UAST	11/93
CENTIPEDE	301930	MICKEY CENDROWSKI	W/PENN 99	01/87
COLORS	1000000	HARRY HOFFMAN	CLEVELAND	03/95
COMBAT	750	AIRSHACK	UAST	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	UAST	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	UAST	11/93
POLE POSITION	57700	MICKEY CENDROWSKI	W/PENN 99	12/94
SUPER VAHTZEE	615	JACKIE REES	UAST	11/93
THE ATTACK	31800	JIM WAYNE	UAST	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 SPORT DRUMMER via private message on the ATARIAGE 11-99/4A 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  
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

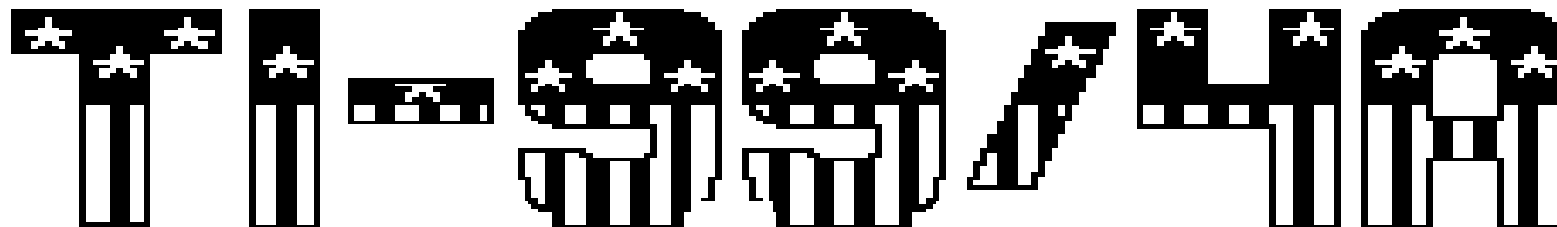
## PC HARDWARE

COMPAG ARMADA 2800  
COMPAG ARMADASTATION  
SAMSUNG SYNCMASTER

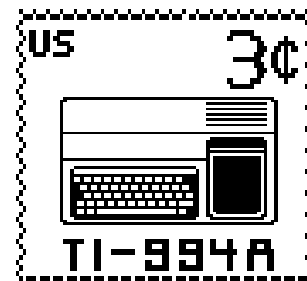
## PC SOFTWARE

DEAD WINDOWS 98SE  
FILECAP  
PRNZPENS  
IRFANVIEW  
ADOBE DISTILLER  
ADOBE AROBAT

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  
c/o Sparkdrummer  
AtariAge Forum  
Phoenix, AZ 85027



TI-99/4A Computer User  
1234 What Me Worry Lane  
Any City, Any State, Any Country

**COMING  
NEXT  
MONTH**



LOST PATROL  
MIDNITE MASON  
GOLF SCORE ANALYZER  
STARS