YESTERDAY'S NEWS

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30 Years Ago...

Historical Information taken from Bill Gaskills TIMELINE

JULY 1991:

Harry Brashear leaves MICROpendium as a regular columnist after agreeing to join Asgard Software. Brashear asserts that a conflict of interest would have developed between his MICROreviews and the fact that fully 50% of the products he reviewed were from Asgard Software.

Ken Gilliland releases SNF files of the Irving Berlin songs; "Always", "Remember " and "What'll I do?" for use with MiKe MaKsimiK's MIDI Master 99 program.

Texaments releases Fonts, Frames & Fun, a 3-disK packK of fonts, border and instances for TI Artist. Also released is The Missing LinK PaK, which consists of 29 display fonts for use with The Missing LinK by Harry Wilhelm. The new releases are priced at $12.95 and $7.95 respectively.

Rumors of a Funnelweb v4.4 begin to surface, which is supposed to include a total rewrite of the editor and a revision of the DisK Review module that will allow GIF pictures to be viewed.

Don O'Neil announces the impending release of TI Accelerator, a hardware modification which allows the TI-99/4A console to run at 12mhz clocK speed. As of December 1992, the product has yet to actually materialize.

MiKe MaKsimiK releases SNF files of the songs "Dust in the Wind" and "God of Our Fathers" for use with his Midi Master 99 program.

Bill GasKill releases a program designed to tracK and record assets and liabilities, with the capability to calculate personal net worth from that data.

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AND

MICROPENDIUM
June 1986
Volume 3, Number 5
FREEWARE UPDATE

DisK Machine 1002 is a 16K disK and file management program that includes such functions as disKette catalog, sweep a disK, delete a file, convert a file, combine two files and run a program. The file converter allows users to convert any type file to another type (excluding programs). The combine two files function allows the user to combine any two files regardless of type into a single file.

File Reader 1002 is a 16K Extended BASIC version of Rapid Scroll with a number of new features, including a disK cataloger and a save file option, among others. The program can load any type of file into memory - display/variable, display/fixed, internal/fixed and internal/variable.

CHICAGO TIMES - SEPTEMBER 1986 - BY JACK TOPHAM

DM1002 is not related to the DM1000 program but rather is Steve's version of a disK utility. It will catalog a disK, delete a file, sweep a disK, etc. It's unique utilitarian value is that it will convert any file to a different file type. For example D/V 80 to D/F 128. DM1002 will also allow you to combine any two files into yet another file type. Example: D/V 80 + D/F 128 as a D/V 254 file.

The second program is FR1002, which allows you to read any file on disK to either a printer or the screen.This excellent file utility also lets you list the disK to see the file type that you want to read. Then you enter the

See "DM&FR", Page 5

TI CLASSROOM

TIPS FROM THE TIGERCUB

NUMBER 26

By Jim Peterson

I was mortified to find an error in the Unprintable UnKeyable Program in Tips #22. The last line should end with ELSE 180, not ELSE 130. In the Grocery Shopping program in Tips #21, your wife will never get to the zucchini unless you delete line 140 and change line 200 to -

200 IF EOF(1)<>1 THEN 130

Sorry about that. And the update to the Menu Loader in Tips #22 will not list all listable files, just D/V80 files. I now have a version to really list all listable files, I think, plus show protection, dump the catalog to the printer, rescan, etc., but am not sure all the bugs are out so will publish it next month.

Barry Ensley warns that when FCTN V is used for a blank in a filename, as mentioned in Tips #25, it is not recognized by the Disk Manager.

In Tips #21, I said that the special characters available on the Gemini printer could not be accessed from TI-Writer. I have since learned that Star Micronics hid a valuable feature of their printer in a paragraph of gobbledegook computerese in the manual. See "Other Function Codes", ESC ">", ESC "=" and ESC "#". In plain English, you can access these codes by CTRL U, FCTN R, CTRL U, SHIFT >, then type the character with an ASCII 128 less than the character you want. In other words, if you want CHR$(160), hit the space bar (ASCII 32), etc. To get back to the normal character mode, use CTRL U, FCTN R, CTRL U, SHIFT #. Many thanks to David Aragon (San Antonio Area 99ers newsletter, Aug. 1985), who described how to do the same by transliteration.

In Tips #25, I said that a program which had been converted to I/V 254 format by adding REM lines could be converted back to program format by deleting the REM lines and reSAVing. Well, it usually can - but not always!

I have been receiving inquiries as to whether my programs published in the Tips are public domain programs which can be placed in user group libraries and on BBS's. Well, the copyright notice on this newsletter is really only intended to keep anyone from reprinting it for personal profit. I have always thought that programs published for the purpose of being keyed in should be OK to copy, and I don't intend to claim that "you must own the magazine"! However, a peculiar situation has developed. The short programs which I wrote to give away to promote my other programs, have become the bread and butter of my business! If it was not for the sales of the Tips disk and the Nuts & Bolts disk, I would long ago have gone out of business. So, I would appreciate it if you would exercise some restraint in putting my Tips programs in your libraries or in downloadable form on your BBS.

And I do consider my two Tips disks, as complete collections of programs, to be copyrighted material which should not be placed in libraries for copying.

In the Automatic Mouse Maze in Tips #23, you can improve the maze by adding these lines -

```
475 IF (C>20)*(X<10)THEN 500
515 X=X+1
555 X=X+1
595 X=X+1
1325 X=0
```

And the last word - I think - on the challenge to quickly scramble the numbers 1 to 255. Ian Swales sent me, from Belgium, two routines which beat everyone else - and then sent me two more which beat his first ones! His PEEK version -

```
100 DIM A(255),C(255):: FOR
K=255 TO 1 STEP -1 :: RANDOM
IZE :: CALL PEEK(-31808,B)::
 J=INT(B*K/256+1):: C(K)=MAX
(J,A(J)):: A(J)=MAX(K,A(K)):
: NEXT K
```

And see if you can unravel the logic of this truly elegant bit of code!

```
100 DIM A(255):: RANDOMIZE :
: FOR K=255 TO 1 STEP -1 ::
J=INT(RND*K+1):: T=MAX(J,A(J
)):: A(J)=MAX(K,A(K)):: A(K)
=T :: NEXT K
```

To give you an idea of Barry Traver's knowledge of our computer, try this one. I've figured out the why, but I'll have to ask Barry to explain the why of the why!

```
100 ! LINPUT PUZZLE/BUG by
      B.A. Traver
110 ! QUESTIONS? Send SASE
      to Barry Traver
120 ! 552 Seville St.
      Phila. PA 19128
130 CALL CLEAR :: PRINT "LIN
PUT PUZZLE/BUG":"BY BARRY TR
AVER"
140 PRINT "Can you figure ou
t why your computer will not
 obey?"
150 PRINT "Why won't it stop
 when you tell it to?": : :
160 LINPUT "Want me to stop?
 (YES/NO)":W$
170 IF W$="YES" THEN STOP EL
SE 160
180 END
```

I've said it before, there is more than one way to skin that poor cat. This is my routine to alternate between the #1 and #2 joysticks.

```
Z=Z+1+(Z=2)*2 :: CALL (JOYST
(Z,X,Y)
```

Compact, isn't it? Now, the Reading-BerKs 99ers publish a newsletter called "A Byte of Info", which is hardly more than a byte long, but the August byte was a mouthful! Check this -

```
100 Z=2
110 Z=1/Z*2 :: CALL JOYST(Z,
X,Y)
```

And this! Elegant!

```
Z=Z=0 :: CALL JOYST(Z+2,X,Y)
```

Here is another of those programs that write a program. This one will read a screen of graphics and/or text and convert it into a RUNable program of DISPLAY AT statements which will recreate the screen.

First, we need a file of the hex codes of all the

```
normal characters, to check against to see if any have been redefined. Rather than Key in all 95 of the 16-digit codes, let's write a program to write a program of them -
110 OPEN #1:"DSK1.HEXCODES", VARIABLE 163 :: LN=30000 :: FOR D=32 TO 124 STEP 8 :: FOR CH=D TO D+7 :: CALL CHARPAT(CH,CH$)
120 D$=D$&CHR$(179)&CHR$(200)&CHR$(16)&CH$ :: NEXT CH
130 PRINT #1:CHR$(INT(LN/256))&CHR$(LN-256*INT(LN/256))&CHR$(147)&SEG$(D$,2,LEN(D$))&CHR$(0):: LN=LN+1 :: D$="" :: NEXT D
140 PRINT #1:CHR$(255)&CHR$(255):: CLOSE #1 :: END
```

RUN that to create a MERGE format program of DATA statements. Now, Key in the GRAFWRITER program -

```
31000 SUB GRAFWRITER
31001 OPEN #1:"DSK1.PG",OUTPUT,DISPLAY ,VARIABLE 163
31002 RESTORE 30000 :: L=30000 :: GOSUB 31018
31003 FOR CH=32 TO 127 :: CALL CHARPAT(CH,CH$):: READ A$ :: IF CH$=A$ THEN 31004 ELSE GOSUB 31019 :: GOSUB 31018
31004 NEXT CH
31005 FOR CH=128 TO 143 :: CALL CHARPAT(CH,CH$):: IF CH$=RPT$("0",16)THEN 31006 ELSE GOSUB 31019 :: GOSUB 31018
31006 NEXT CH
31007 PRINT #1:L$&CHR$(157)&CHR$(200)&CHR$(5)&"CLEAR"&CHR$(0):: GOSUB 31018
31008 FOR R=1 TO 24
31009 M$=L$&CHR$(162)&CHR$(240)&CHR$(183)&CHR$(200)&CHR$(LEN(STR$(R)))&STR$(R)&CHR$(179)
31010 FOR C=3 TO 30 :: CALL GCHAR(R,C,G):: CALL HCHAR(R,C,42):: IF F=0 AND G=32 THEN 31013
31011 F=1 :: IF FF=1 THEN 31012 ELSE CC=C-2 :: FF=1
31012 A$=A$&CHR$(G)
31013 NEXT C :: IF CC=0 THEN CC=1 :: A$=" "
31014 PRINT #1:M$&CHR$(200)&CHR$(LEN(STR$(CC)))&STR$(CC)&CHR$(182)&CHR$(181)&CHR$(199)&CHR$(LEN(A$))&A$&CHR$(0)
31015 L=L+10 :: F,FF,CC=0 :: M$,A$="" :: GOSUB 31018 :: NEXT R
31016 PRINT #1:L$&CHR$(134)&CHR$(201)&L$&CHR$(0):: GOSUB 31018
31017 PRINT #1:CHR$(255)&CHR$(255):: CLOSE #1 :: SUBEXIT
31018 L1=INT(L/256):: L2=L-256*L1 :: L$=CHR$(L1)&CHR$(L2):: L=L+10 :: RETURN
31019 PRINT #1:L$&CHR$(157)&CHR$(200)&CHR$(4)&"CHAR"&CHR$(183)&CHR$(200)&CHR$(LEN(STR$(CH)))&STR$(CH)&CHR$(179)&CHR$(199)&CHR$(16)&CH$&CHR$(182)&CHR$(0):: RETURN
31020 SUBEND
```

Next, Enter MERGE DSK1.HEXCODES to merge in those DATA statements. Then save the program by SAVE DSK1.GRAFWRITER,MERGE

Now, load any program which has a screen you would like to copy. Run the program to the point where the screen display is ready, then breaK it with FCTN 4. Put in a temporary line going to itself, such as 1001 GOTO 1001, and run the program again to be sure you found the right place. Then replace that temporary line with CALL GRAFWRITER :: STOP

Put in the disK containing the Grafwriter program and enter MERGE DSK1.GRAFWRITER. Then RUN the program. When it stops, type NEW, then MERGE DSK1.PG and then RUN!

Now for a Tigercub challenge that I can't answer! Can one of you assembly programmers tell me how to PEEK out of Extended Basic for screen color and character set colors, so I can reproduce them in that program?

And, thanks to Jerry Glaze in the Southern Nevada UG newsletter, by way of the Tidewater newsletter - you don't need SIZE with DISPLAY AT - just a semicolon!

```
100 DISPLAY AT(12,1):RPT$("*",28):: DISPLAY AT(12,1):"SEE?";
```

MEMORY FULL! Jim Peterson

```
100 ! ************
110 ! * DODGE'EM *
120 ! ************
130 !
140 GOTO 460
150 CALL CLEAR :: CALL SCREEN(15):: CR=0
160 CALL VCHAR(1,2,112,24):: CALL VCHAR(1,31,112,24)
170 DISPLAY AT(1,1)SIZE(5):"TIME:"
180 DISPLAY AT(1,16)SIZE(8):"CRASHES:"
190 RANDOMIZE
200 FOR I=2 TO 27
210 CALL SPRITE(#I,96,5,9,I*8+1,((-1)^I)*INT(RND*12+1),0)
220 NEXT I
230 RV=0 :: CV=0 :: T=0 :: CR=1
240 CALL SPRITE(#1,104,7,INT(RND*180+1),233):: CALL SOUND(150,1397,0)
250 CALL KEY(0,K,S)
260 IF K=69 THEN RV=-5 :: CV=0
270 IF K=88 THEN RV=5 :: CV=0
280 IF K=83 THEN CV=-6 :: RV=0
290 IF K=68 THEN CV=0 :: RV=0
300 CALL MOTION(#1,RV,CV)
310 T=T+1 :: DISPLAY AT(1,7)SIZE(5):T
320 CALL COINC(ALL,C):: IF C=0 THEN 340
330 DISPLAY AT(1,25):CR :: CALL SOUND(150,-6,0):: CR=CR+1
340 CALL POSITION(#1,RO,CO):: IF CO>16 THEN 250
350 CALL MOTION(#1,0,0)
360 IF CR>1 THEN 410
370 RESTORE 390
380 DISPLAY AT(1,26):"0" :: FOR I=1 TO 19 :: READ N :: CALL SOUND(100,N,1):: NEXT I
390 DATA 262,330,392,523,392,523,330,392,523,659
400 DATA 523,659,392,523,659,784,659,784,1047
410 FOR D=1 TO 150 :: NEXT D :: DISPLAY AT(24,7)BEEP:"TRY AGAIN? (Y/N)"
420 CALL KEY(0,KE,S)
430 IF KE=89 THEN DISPLAY AT(24,1):"" :: DISPLAY AT(1,25):" 0 " :: GOTO 230
440 IF KE=78 THEN CALL CLEAR ELSE 420
450 STOP
460 CALL CLEAR :: CALL SOUND(500,-6,1,440,5):: CALL SCREEN(10)
470 DISPLAY AT(11,7):"D O D G E ' E M"
480 CALL SOUND(500,-7,1):: CALL SCREEN(12)
490 CALL CHAR(96,"387C7C38387C7C38")
500 CALL SOUND(500,-5,1):: CALL SCREEN(7)
510 CALL CHAR(104,"0066FFFFFF66")
520 CALL COLOR(11,11,11)
530 CALL CHAR(74,"1038549210101010")
540 CALL CHAR(81,"08080808492A1C08")
550 CALL CHAR(88,"102040FF40201")
560 CALL CHAR(91,"080402FF020408")
570 CALL CLEAR :: CALL SCREEN(11)
580 DISPLAY AT(2,7):"D O D G E ' E M";:;:;:" FROM: ""THE BEST OF 99'ER""";:;:" ENHANCED BY RAY KAZMER";:" SAN FERNANDO VALLEY 99'ERS"
590 DISPLAY AT(11,2):"DRIVE THE RED CAR FROM THE RIGHT SIDE OF THE SCREEN TO THE LEFT SIDE BY USING THE ARROW KEYS J Q X [."
600 DISPLAY AT(17,2):"TRY NOT TO CRASH INTO OTHER CARS. YOU MAY SLOW DOWN OR STOP BY PRESSING Z BUT YOU MAY NOT BACK UP."
610 DISPLAY AT(24,4):"PRESS ANY KEY TO START."
620 CALL KEY(0,KEY,S):: IF S=0 THEN 620 ELSE 150
```

By Charles Good MICROPENDIUM - Oct 93 - Vol 10, No 9

This XB program displays a two-dimensional maze on screen. You use the arrow Key's or joystick to work your man through the maze to its exit. A number of similar programs exist in the TI world, but this one has some bells and whistles that make it unusually interesting.

1.Many of the mazes are longer than the screen. You work your man from screen top to bottom and the screen scrolls to reveal successively lower portions of the maze.

2.Use of speech is excellent. If you just sit there studying the maze, the computer nags at you to wakeup and get your man moving. It says things like "Go," "What now?" and "Move on" at random if you don't move.

3.You can print any maze to a PIO printer. The program has 13 predefined mazes, some of them quite long (several screens).

For lazy persons such as I am, one of the most intriguing parts of Maze Mania is the MazeDemo part. When you run this, each maze is presented on screen and the man under computer control works his way through the maze: The next maze, is then presented for automatic solution, etc.

The neat thing is that these are not canned solutions. An Extended Basic algorithm has been created which allows the little man to randomly bump his way through a maze until a dead end is reached, backup and try another path, etc, until the maze is solved. The little man knows where he has been and doesn't make the same mistake twice. The same Extended Basic algorithm, is used to automatically "teach" the man solutions to all 13 mazes. MazeDemo is really interesting to watch.

If you send your $3, a disk, and paid return mailer directly to the author your fairware obligation will be taken care of and he will send you Maze Mania: Vern Jensen, 817 Kingsway Dr W,Gretna, LA 70056.

By Charles Good

Reviews of game software are, to a large extent, subjective. A favorite game of one individual may not be at all interesting to someone else. With this in mind let me state, "Mexican UFOs is the most enjoyable most fun adventure game I have ever played on my 99/4A." At least one of my Kids (eight-year-old Meaghan) agrees.

The game pushes the basic 99/4A disk system to the absolute limits of its graphic capabilities in the Extended BASIC environment. UFOs reminds me of many of the graphic adventures my Kids play on our IBM clone, particularly the "Where in the .. is Carmen Sandiego" series. In such PC games you see a full screen color picture. A text window opens up within the picture to provide the player with information and accept player input. At appropriate intervals an animated person or character moves across the screen.

Mexican UFOs is written in Extended BASIC (it is completely LISTable) and uses the advanced graphics capabilities of T.M.L. (The Missing Link). The results are comparable graphically to many of the adventure games my Kids play on our clone. You need to own T.M.L. in order to make UFO S work. I purchased T.M.L. several years ago and never found much use for it. Existing T.M.L. applications have not, so far, interested me. Now that UFOs is available I am glad I own T.M.L. Before you play for the first time, you have to install T.M.L. onto the first UFO disk. Once installed you can then put your T.M.L. disk away because UFO'S will then always boot like a regular Extended BASIC program as LOAD from DSK1.

You are a United States secret agent assigned to find out about UFOs shaped like Mexican sombreros appearing all over the world. Usually when one of these UFOs appears, some expensive electronic equipment or military documents get stolen from a nearby location. You get on an airplane and fly to various cities all over the world (Athens, New York, Paris, Cairo, etc.). At each location you usually arrive just in time to catch sight of one of the UFO's. Then you go snooping around looking for clues.

An airplane sprite takes you to each location. When you arrive, a TI-Artist picture is displayed. Then a text window opens within the picture. Any of several sprites may float across the screen at any time. On a 40-column 99/4A system this simultaneous combination of a TIA picture, text window and sprites is possible only with T.M.L. enhanced Extended BASIC. Most of the time you just read the text, pressing "any Key" to read the next text segment. Sometimes the text window gives you a choice of 2 or 3 ways to proceed, each of which will yield different results.

If you liKe adventure games with complex puzzles and scenarios, then UFOs is not for you because it is easy to solve. When given a selection of choices, you always eventually proceed to the next part of the game. My eight-year-old had the thing finished in 20 minutes. Playing the game again may lead to the end point via a different route, but any random selection of choices will eventually lead you to the White House to be congratulated by the President. The game's measure of success is how few turns it taKes you to solve the mystery. I liKe such easily solvable adventures. I am a real bimbo when it comes to adventure games and am intimidated by their complexity. After all, I have a PhD so I am supposed to be smart! And yet I must confess that I have not been able to finish any of the Scott Adams adventures without first looKing up lots of stuff in the cheat booK. I appreciate an adventure game that is both entertaining and logically simple enough that I and my children can solve it. UFOs is full of original colorful artworK. The title screen and accompanying music are stunning. I sometimes let this title music play for several minutes before restarting a previously saved game or starting another game to try and beat my previous fewest turns score. This original music uses all the three-sound channel plus one-noise channel tricKs possible in the XB environment.

UFOs comes on two DSSD disKs and is designed to play out of DSK1. It is a very large game, with successive segments automatically loading themselves into memory at the appropriate times. You can't play this game with only single sided drives. You can combine both disKs onto one DSDD disK which must be named MEXICO2. If you put all the files on a RAMdisK you have to name the RAMdisK MEXICO2 and you either have to maKe the RAMdisK thinK it is DSK1, or you have to modify lots of references to "DSK1." in the XB game code to some other drive number.

UFOs is commercial software available only from Ramcharged Computers for $12.95. T.M.L. is available from several dealers, including Ramcharged, for $24.95. Ramcharged will give you a little off these prices if you purchase both products at the same time. Their shipping charge is $4 per order (buy one or both and pay the $4) which you can save if you maKe your purchase from Ramcharged at the May 14 Lima MUG Conference.

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NEWSBYTE

In the waKe of Texas Instruments decision to discontinue the production of the TI 99/4A Home Computer and associated software, Databar Corporation has announced that it is developing an extensive networK of software programs to support 99/4A owners.

"There is an installed base of over two million systems, and those users need software," said Darabar President Les Arnold. "Databar is fully committed to meeting their on-going need for programs by providing software in eight categories specifically for the 99/4A user."

The programs utilize OSCAR, a bar-code scanning device priced at around $65, and available from Databar Corporation or through the International 99/4 Users-Group. Each program from Databar's software series is approximately four pages long; data entry time, however, is cut in half utilizing OSCAR. The series covers the following subject areas: science and math, home legal, health, games, word sKills, home business, educational and BASIC program writing sKills.

Oatabar software is published in bar code format and retails for $9.95 per packAge and by subscription to Databar, 10202 Crosstown Circle, Eden Prairie, MN 55344. (612) 944-5700.

Filename	Title	Type
ALPHABET	ALPHABET HOUSE	CLASSWARE
AMULET	AMULET	FUNWARE
BALLOON	BALLOON DARTS	CLASSWARE
CATERPILL	CATERPILLAR CLIMB	FUNWARE
CODEMASTER	CODE MASTER	FUNWARE
FINANCIAL	FINANCIAL QUIZ	HOMEWARE
FIRSTAID	FIRST AID-BURNS	HEALTHWARE
FOURINAROW	FOUR IN A ROW	FUNWARE
HEALTH	HEALTH ASSESSMENT	HEALTHWARE
IRR	IRR	HOMEWARE
LAW	THE LAW AND YOU	LEGALWARE
LOANAMORT	LOAN AMORTIZATION	HOMEWARE

MATCH	OSCAR'S MATCH	FUNWARE
MATHCHALL	MATH CHALLENGE	CLASSWARE
MPG	MILES PER GALLON	HOMEWARE
NPV	NPV	HOMEWARE
OSCARDRILL	OSCAR'S DRILL	CLASSWARE
PACHISI	PACHISI	FUNWARE
PAYBACK	PAYBACK PERIOD	HOMEWARE
ROI	ROI	HOMEWARE
ROOMTOMOVE	ROOM TO MOVE	FUNWARE
RUNNING	RUNNING PLANNER	HEALTHWARE
SENTENCE	SENTENCE TUTOR	WORDWARE
SPEEDREAD	SPEED READING	WORDWARE
SPELLER	OSCAR'S SPELLER	CLASSWARE
STARCOUNT	STAR COUNT	CLASSWARE
STATECAPS	STATES 'N CAPITALS	CLASSWARE
TRIANGLE	TRIANGLE SOLUTIONS	SCIENCEWARE
WORDHABIT	WORD HABITS	WORDWARE

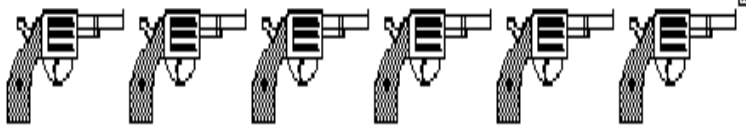
DM&FR Continues...

file type and file name. The file is loaded into memory (16K OK) and then goes into scroll mode. Up or down by line or page and sideways one column or screen width at a time. You can print to printer or disK as well. A first-class job. I have uploaded both programs and their excellent docs on local BBSs. Don't forget the contribution: Steve Patterson, 2351 Ragan Wood, Toledo, OH 43614.

The purpose of this program is to give the hunter, target shooter, and reloader a way to obtain detailed information about their loads.

This program has been written using existing formulas and adapted to the TI-99/4A Computer. Your ballistic program will give you all the information you will need to determine what loads will give you the best performance. As with many ballistics tables, your results may not always agree with your usual sources. However, the answers yeilded will be accurate to about 2% with rifle as well as pistol ammunition.

The program is easy to run. The computer will asK you for the information it needs in order to execute the calculations.



MICROPENDIUM - MAY 1987 - VOL 4, NO 4 - BRUCE BURNS

At first, admittedly, I was sKeptical as to whether a computerized version of a card game was worth the money it would cost. Then I discovered this excellent game.

It had been at home for about two days when my younger brother loaded the game up on our old TI, and made noises expressing enjoyment, which aroused my attention, needless to say.

What I saw (and later played), was the most exciting graphics display I had seen on a TI for a long time.

But enough personal history. Let's get down to the nitty gritty!

As I said, the graphics are excellent, and the mere fact that it has graphics instead of some stupid code that only the programmer and the writer of the instructions Knew.

SpeaKing of instructions, there is a bad point if you are playing for the first time and you don't have a worKing joystick (optional). The instructions are pretty vague in their definitions of "deck," "stacK," and "pile," which can cause confusion and frustration if you fit the description above. For those that have a joystick, my advice is to use it the first time you play. That way, you will better understand the Keyboard, which is much easier and faster to use.

Once you figure out how to worK it, you will have almost no problem using it, that is, assuming you Know how to play the regular version of Solitaire (sometimes called Patience). The documentation gives no rules for the regular game. This was not a problem for me, but my stepfather had never played and had to dig into his volume of Hoyle.

Now that I've told you about the high and low points of the program, I might as well describe the whole thing.

You start out with $250 in earnings, and a choice between the normal and Las Vegas version. If you choose the normal version, your earnings are moot. However, if you choose the more challenging Las Vegas version, you automatically lose $52 to start with, and the object is not to while away the hours, but rather, to win all that cash backK.

If you are not familiar with the Las Vegas version, basically it's this: You are allowed to pull the cards off

the deck one at a time. However, once you have put your "unneeded" cards into a discard pile, you may not use them again, thus ending the game.

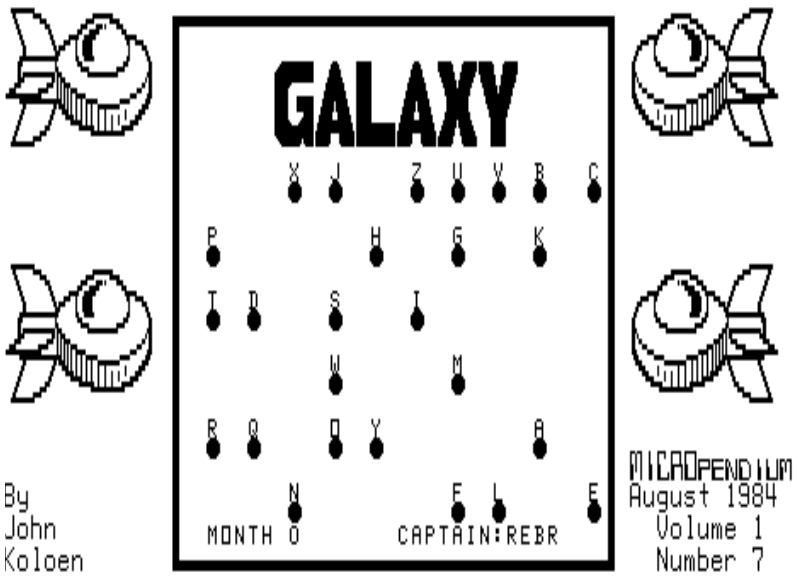
By now some of our more practical minded readers are thinking "OK. So it's a good game. Can't you get the same entertainment from your old deck of playing cards?"

Well, for your information, this game actually has a few advantages over your deck of "Lucky Ace Poker Originals." For instance, there is practically no danger of losing a card unless you leave a magnet on the disk, and why would you do a silly thing like that? Hmmmm? Also, it is impossible to "mis-shuffle" or mis-lay the cards during the game, which would ruin the game with those torn, faded, blue or red stained "Old Trusties" hidden somewhere in the back of the desk drawer in the study.

Of course, as much as I hate to admit it, playing cards have some advantages over this program, such as the fact that you can buy deck of cards for around a dollar or less, while this costs nearly $15, and you can play the old-fashioned version during a power failure, but, over all, this game is worth it.

I am now going back to my study to play this game once again. Goodbye.

#&%(&!!! Lost again!



By
John
Koloen

MICROPENDIUM
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Volume 1
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Galaxy is Avalon Hill's second translation for the TI home computer. The first was the TI BASIC version of B1-Bomber. Galaxy is programmed to operate in Extended BASIC.

Performance: This multi-player space-strategy game operates much like Galactic Battle, which is reviewed elsewhere in this issue. The principal difference, aside from the fact that it comes on cassette and uses only console memory, is that it is easier to use and uses only one screen.

Game set-up includes provisions for loading a saved game, inputting the number of players, from one to four, the number of planets, from 5 to 26, four-letter designations for each player (each player has his own color, too) and the duration of the game, from 50 to 100 "months." Players may also decide whether to allow the computer to attack the participants and the frequency of the attacks.

The screen display is well-designed, using the upper two-thirds to depict the galaxy and the lower third to display input prompts and display the results of battles. Each planet is denoted by a letter from A to Z and a colored circle corresponding to its owner's color.

Players have a choice of several commands, which may be displayed on the screen at any time by pressing the "H" Key. The commands include (L)aunch ships, (I)nspect planet, (C)alculate transit time and (N)o further orders. Other commands permit the user to reset the time limit, save the game, etc.

Each player starts out with a home planet and at least 100 ships. Ships are launched by pressing the "L" Key and responding to the prompts for the source planet, the destination planet and the number of ships to send.

The Inspect command allows the user to review the status of selected planets that belong to him. This command reports the number of ships on the specified planet and the ship production capability (from 0 to 10) of the planet.

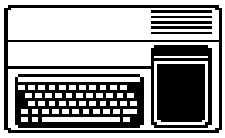
The transit time command lets the player know how many turns it will take for a fleet to fly from one planet to another.

Sound is used to simulate battle sounds between turns when attacks are made. Beeps are used to indicate that a key has been pressed during input. The enter key is used only after all input for a particular move has been made. Each player may launch as many fleets as he likes during any turn. The "N" key is pressed to signify the end of a player's turn.

Ease of Use: This is an easy game to play, from the standpoint of input. The ability to call up a list of available commands at any time is very helpful.

Documentation: I think it is inadequate. For example, the documentation does not include any specific reference to the pregame selection of options.

Value: I enjoyed playing this game with the family. Everyone, regardless of sex or age, was able to participate. And it wasn't long before mom and one of the boys started to develop alliances to attack you know who.



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
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PRN2PBNS
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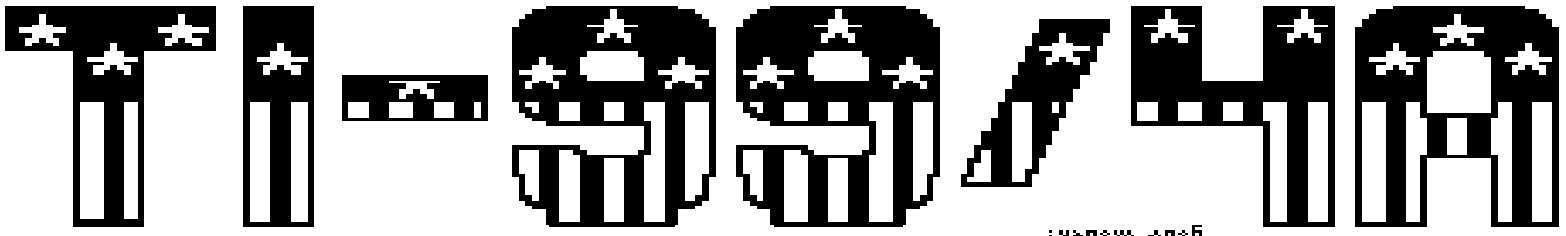
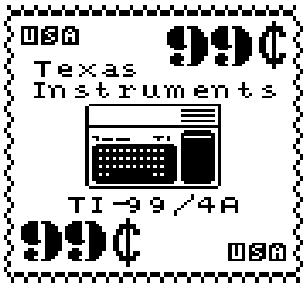
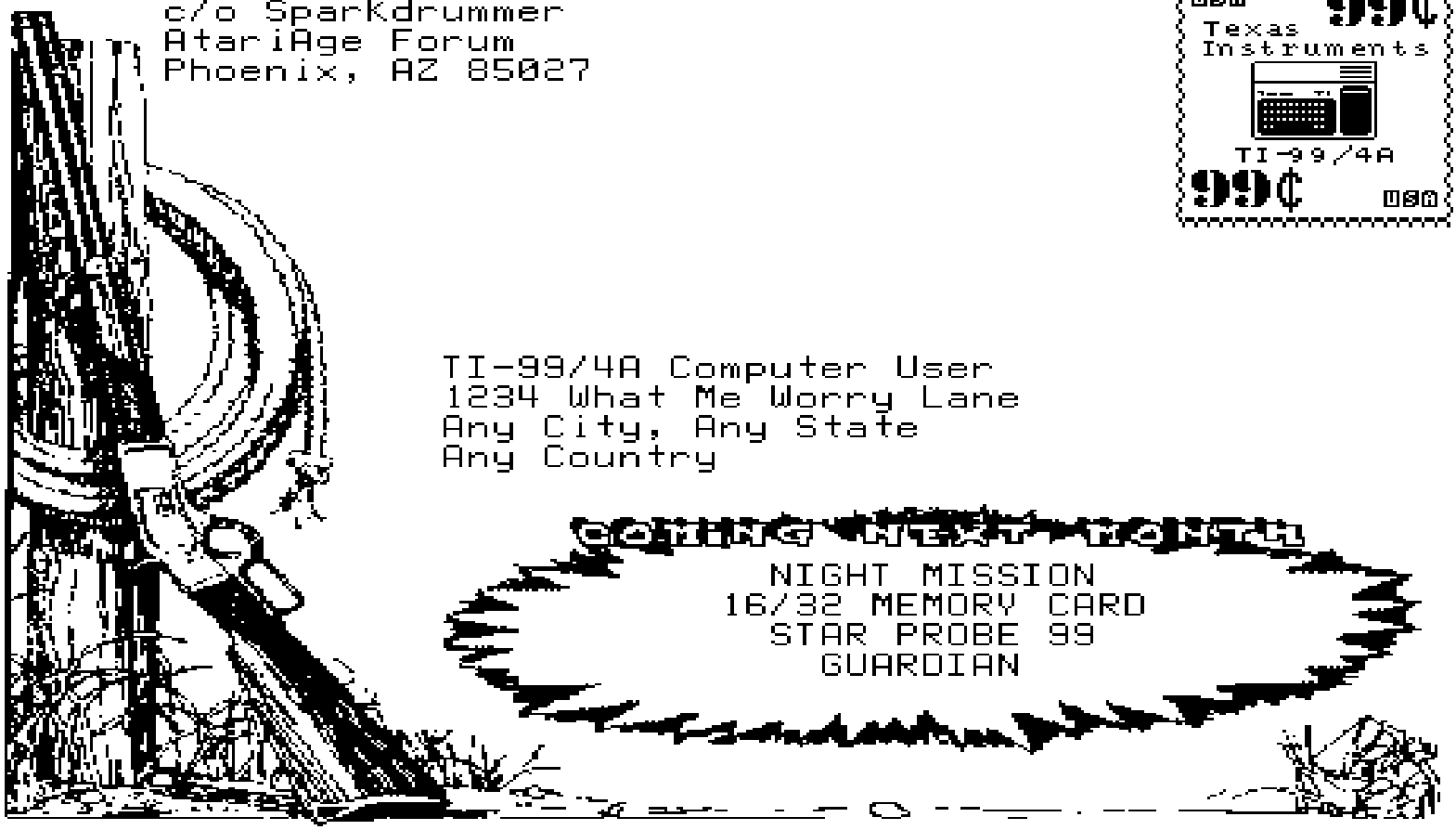
Yesterday's News is composed entirely using a TI-99/4A computer system. It consists of 13 PagePro pages which are "printed" via RS232 to PC to be published as a PDF file.



Is your bottom jealous of the amount of crap that comes out of your mouth?

Yesterday's News
c/o SparKdrummer
AtariAge Forum
Phoenix, AZ 85027





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