YESTERDAY'S NEWS

30 Years Ago...

Historical Information taken from Bill Gaskills TIMELINE

May 1990:

MICROpendium publishes V7N4 consisting of 48 pages.

Rave 99 announces its intention to build a new peripheral expansion box for the 99/4A.

Version 3.0 of TI-BASE is announced by Texaments.

Beery Miller announces Windows 9640, Tetris and Barricade programs for the Geneve 9640, and a new disKazine for Geneve owners entitled 9640 NEWS.

Floyd Donaldson announces that his Donaldson Software company is ceasing operations. The Canadian firm produced mainly cassette based games for the TI-99/4A.

LGMA Products announces that it has relocated to 5618 Applebutter Hill Rd. in Co opersburg, PA 18036.

Asgard Software announces the release of Castle DarKholm (MSRP $9.95), an adventure by Randy Cook, and an adventure named RattlesnaKe Bend (MSRP $7.95), an adventure by West Penn 99er Mickey Schmitt.

The Hunter Valley Users Group in Australia announces the availability of the QUEST RD200 RAMdisK. 　　　　　YN

BUILT STRONG!

SMART PROGRAMMING GUIDE FOR SPRITES

by Robert Wele   Enthusiast'99 July 1983 Volume 1, Number 2

I am tired of going to the booK stores and not finding much of anything for the 99/4A. That situation seems to be changing, for within the last four weeKs I have noticed at least three booKs for the 4A. All of those booKs dealt with programming in standard BASIC, and they could be helpful, but for those of us with Extended BASIC nothing seemed to be printed.

Craig Miller has come to the rescue with a new booK called Smart Programming Guide for Sprites. This 76-page booK is a masterpiece of intelligent, understandable writing. This is not a booK dealing with all of the Extended BA IC language. What it does give you is a professional programmer's secrets and programming ability dealing with sprites.

The first thing that strucK me about the booK was the clarity of the programs. They seemed to be about 3 times the normal letter size which made typing them in extremely easy with little chance for error. The second thing I liKed was the inclusion of note pages. These pages came in very handy for listing my own ideas as I read and studied the text.

The booK is divided into sections rather than chapters, with each section dealing with a specific aspect of sprites. The first three sections give tips on general

TI CLASSROOM

TIPS FROM THE TIGERCUB — NUMBER 12

By Jim Peterson

If you have taken a course in computer programming, one of your homework assignments was probably to write a program that would find all the possible combinations of letters in a 5-letter word. The following version can handle words of 3 to 6 letters, lists the combina-tions alphabetically, eliminates duplicates (when the word has two of the same letter), does not require a DIM statement, and is fast. It also works with numbers. If you work those scrambled-word puzzles in the newspapers, you'll find it handy.

```
100 CALL CLEAR :: PRINT TAB(
5);"TIGERCUB ANAGRAMMER": :!
by Jim Peterson
110 INPUT "TYPE A 3-,4-,5- O
R 6-LETTER WORD  ":A$ :: W=L
EN(A$):: IF (W<3)+(W>6)THEN
110
120 PRINT :: FOR J=1 TO W ::
 B$(J)=SEG$(A$,J,1):: NEXT J
 :: FOR J=2 TO W :: IF B$(J)
>=B$(J-1)THEN 160
130 T$=B$(J):: FOR L=J-1 TO
1 STEP -1 :: B$(L+1)=B$(L)
140 IF B$(L-1)>=T$ THEN 150
:: B$(L)=T$ :: GOTO 160
150 NEXT L
160 NEXT J
170 FOR A=1 TO W :: FOR B=1
TO W :: IF B=A THEN 340
180 FOR C=1 TO W :: IF (C=A)
+(C=B)THEN 330
190 IF W=3 THEN 250
200 FOR D=1 TO W :: IF (D=A)
+(D=B)+(D=C)THEN 320
210 IF W=4 THEN 260
220 FOR E=1 TO W :: IF (E=A)
+(E=B)+(E=C)+(E=D)THEN 310
```

```
230 IF W=5 THEN 270
240 FOR F=1 TO W :: IF (F=A)
+(F=B)+(F=C)+(F=D)+(F=E)THEN
300 ELSE 280
250 W$=B$(A)&B$(B)&B$(C):: I
F W$<=V$ THEN 330 ELSE 290
260 W$=B$(A)&B$(B)&B$(C)&B$(
D):: IF W$<=V$ THEN 320 ELSE
290
270 W$=B$(A)&B$(B)&B$(C)&B$(
D)&B$(E):: IF W$<=V$ THEN 31
0 ELSE 290
280 W$=B$(A)&B$(B)&B$(C)&B$(
D)&B$(E)&B$(F):: IF W$<=V$ T
HEN 310
290 PRINT W$&" ";:: G=G+1 ::
 V$=W$ :: ON W-2 GOTO 330,32
0,310,300
300 NEXT F
310 NEXT E
320 NEXT D
330 NEXT C
340 NEXT B
350 NEXT A
360 PRINT : :"  ";G;"TOTAL C
OMBINATIONS.": : : :: G=0 :: V
$="" :: GOTO 110
```

And still another automatic music-maker. This one doodles around the keyboard in the key of A, with autmatic bass accompani-ment.

```
100 RANDOMIZE
110 DIM N(30)
120 F=220
130 FOR J=0 TO 36
140 X=X+1+(X=12)*12
150 IF (X=2)+(X=5)+(X=7)+(X=
10)+(X=12)THEN 180
160 Y=Y+1
170 N(Y)=INT(F*1.059463094^J
)
180 NEXT J
190 K=8
200 K=K-INT(5*RND+1)+INT(5*R
```

```
ND+1)+(K>21)*2-(K<1)*2
210 IF (K<1)+(K>21)THEN 200
220 CALL SOUND(-999,N(K),0,N
(K)*2,0,N(K)*3.75,30,-4,5)
230 GOTO 200
```

```
100 CALL CLEAR
110 REM - programmed by Jim
Peterson May 20, 1984
120 PRINT "TIGERCUB MAGIC SQ
UARE MAKER": :" A magic squa
re is a conse-":"cutive seri
es of numbers":"arranged in
a square in such"
130 PRINT "a way that each h
orizontal":"row, vertical ro
w, and long":"diagonal row w
ill add up to":"the same tot
al.": :
140 PRINT " This little prog
ram will":"create an odd-ord
er magic":"square of any des
ired size,":"starting with a
any desired":"number.": :
150 PRINT " Squares of 3,5,7
 or 9 size":"will be printed
 on the":"screen. The progra
m can be":"modified to outpu
t larger"
160 PRINT "sizes to a printe
r.": :
170 INPUT "SIZE OF SQUARE?(o
dd number) ":S
180 IF (S<3)+(S/2=INT(S/2))T
HEN 170
190 INPUT "STARTING NUMBER?
":SN
200 N=SN-1
210 CALL CLEAR
220 DIM G(31,31)
230 R=1
240 C=INT(S/2)+1
250 N=N+1
260 IF N=S^2+SN THEN 450
270 G(R,C)=N
280 IF (R-1=0)+(C+1>S)THEN 3
50
290 IF G(R-1,C+1)<>0 THEN 33
0
300 R=R-1
310 C=C+1
320 GOTO 250
330 R=R+1
340 GOTO 250
350 IF (R=1)*(C=S)THEN 400
360 IF (R>1)*(C=S)THEN 420
370 R=S
380 C=C+1
```

```
390 GOTO 250
400 R=2
410 GOTO 250
420 R=R-1
430 C=1
440 GOTO 250
450 IF (LEN(STR$(SN+S^2))+1)
*S>28 THEN 530
460 FOR R=1 TO S
470 FOR C=1 TO S
480 PRINT STR$(G(R,C));" ";
490 NEXT C
500 PRINT : :
510 NEXT R
520 GOTO 550
530 PRINT "TOO LARGE FOR SCR
EEN."
540 REM - ADD PRINTER ROUTIN
E HERE
550 PRINT : :"PRESS ANY KEY
TO CHECK"
560 CALL KEY(0,K,ST)
570 IF ST=0 THEN 560
580 FOR R=1 TO S
590 FOR C=1 TO S
600 X=X+G(R,C)
610 NEXT C
620 PRINT "ROW #";STR$(R);"
=";X
630 X=0
640 NEXT R
650 FOR C=1 TO S
660 FOR R=1 TO S
670 X=X+G(R,C)
680 NEXT R
690 PRINT "COLUMN #";STR$(C)
;" =";X
700 X=0
710 NEXT C
720 R=1
730 C=1
740 FOR J=1 TO S
750 X=X+G(R,C)
760 R=R+1
770 C=C+1
780 NEXT J
790 PRINT "RIGHT DIAGONAL=";
X
800 X=0
810 R=1
820 C=S
830 FOR J=1 TO S
840 X=X+G(R,C)
850 R=R+1
860 C=C-1
870 NEXT J
880 PRINT "LEFT DIAGONAL=";X
890 END                    YN
```

"SPRITE" continues...

programming, converting from graphic row and columns to dot row and columns and back, and the use of call character.

The next two sections of the book give six programs dealing with joystick and keyboard routines. The first joystick and keyboard routine sets sprites in motion only when the joystick is moved or a key is pressed. The second programs demonstrate additive motion, and the third programs move a sprite to a new graphic row and/or column each time the joystick is moved or when a key is pressed.

The next section of the book was a real eye opener. Mr. Miller has discovered some addresses that can be PeeKed to obtain useful values for the programs that you wri e. There is an address that generates random integers from 0-99 and a double random number generator. The double random number generator has to be seen to be believed. Mr. Miller has a program that randomly places an asterisk on the screen using Extended BASIC and then the next line does the same thing only using the PeeK address and the difference in speed is incredible.

In the next section Mr. Miller gives three short programs that generate di ferent sprite patterns that float across the screen. When I say short I mean short. These programs are each only two lines long.

The next section demonstrates even more the power of the Extended BASIC language. There are two program in this section. The first randomly moves a sprite around the screen and sets the second sprite in motion towards the first sprite. The second program allows you to move he first sprite with the joystick and have the second sprite chase after you. Oh, I forgot to mention that each of these programs is only three lines long. You are going to be surprised at the strength of your Extended BASIC.

This covers only the first half of the book. The second half includes programs on shooting while never missing a coincidence, making a sprite pick up and put down an object, making a sprite eat dots or lay down a trail, nd building a maze while you control a moving sprite through it. Incredibly, none of these programs is more than eight lines long.

The last section of the book sets up a general bar graph. Even this program is only 18 lines long. The graph program defines its own characters, sets the colors, displays the scale multiplier as well as the value between dots on the scale, and it will generate a bar graph for one to 20 items.

This is the best book I have seen for program ing sprites. It is easy to follow and type the programs, but I have saved the best for last. This book costs only $5.95 plus $1.50 shipping. It is available by mail order from Millers Graphics.   YN

SUPER ◦ DUPER
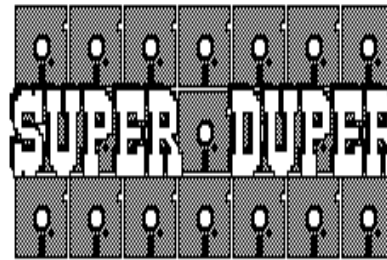
MICROPENDIUM
March 1986
Volume 3
Number 2

by Gerald A. Evans

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

I didn't buy my TI 99/4A Home Computer to be enslaved by slow moving software or firmware. Therefore it came as a shock to me that the simple task of backing up a disk with the TI Disk Manager 2 Module can take so long. I am using three DS (doublesided) disk drives with my system. This gives me 718 sectors or 192 Kbytes/disk storage. This is quite impressive and allows me a lot of flexibility, especially when using TI-Writer or Multiplan.

However, and here is where the trouble starts, I am a firm believer of backing up all my important disks. Especially software that I purchase. I backed up a full double-sided diskette, single-density (718 sectors, remember) and it took 22 minutes 34 seconds using Disk Manager 2 and two disk drives, When I only had one drive it took me more than 40 minutes to backup the same disk and I had to switch disks 154 times. That figures out to twice for each of the 77 files on the disk, for those of you who are counting.

I was therefore ecstatic when I read the ad for Navarone's Super Duper cartridge and saw its claims for faster backups in only one or two passes per disk.

Documentation: On receiving Super Duper the first thing I had to do was dig into the manual. All four pages of it. To use Super Duper all you need is the TI 99/4A console (except that the 1983 version 2.2 models need another cartridge called GROM BUSTER, also available from Navarone), any disk drive controller card, at least one disk drive and 32K memory expansion (or alternatively I know that the Foundation 128K card will work as well). I found the manual to be very brief and easy to read. The instructions fail into four categories:

1. Getting Started.
2. Duplicating Disks.
3. Verifying disks.
4. Error messages.

The instructions for each category are all very simple. For example, Getting Started displays what the main menu will look like after you plug in the cartridge and turn on the computer or reset the system. It will look like this:

```
PRESS
1. TI BASIC
2. FOR DUPLICATING DISKS
3. FOR VERIFYING DISK
```

If you press 2 then the screen will read:

ENTER MASTER DISK DRIVE:

and you enter a 1, 2 or 3 depending on where your master disK is. The screen now will display:

ENTER COPY DISK DRIVE:

and you once again enter a 1, 2 or 3. The screen will now display:

INSERT MASTER IN DRIVE (n)
THEN PRESS ANY KEY

Follow these simple directions and in less than five minutes for a double sided disK that is stuffed full with 77 files in all 718 sectors and using two drives you will have an exact sector for sector copy. This includes formatting time which, by the way, Super Duper will do automatically. No operator prompts are asKed for or required for formatting a new disKette. (By the way, remember how long it tooK using only one drive with the DisK Manager 2 module? More than 40 minutes, right? Well, with Super Duper the same process tooK 7 minutes 40 seconds and required exchanging disKs only 12 times instead of 154.

Performance: I found that it tooK Super Duper a minimum of six passes to do a full double sided disK and Super Duper maKes an exact, sector for sector copy of the original disK whereas the DisK Manager 2 module reformats the copy disK so that the files are listed in alphabetical order (no doubt this process adds to the time required to accomplish the tasK). DisK Manager 2 also processes each file separately and Super Duper reads a very large blocK of sectors and then writes them to the copy disK.

If you use the Verify feature (this taKes less time than to copy a disK) the process is simpler, The steps you follow are essentially the same, but here the program only reads the sectors on both disKs and then either displays the error message:

DISK NOT THE SAME AS SECTOR (nnn)

or simply reverts to the verify main screen and waits for you to give the drive numbers for the next disK you want to verify. The major drawbacK to the Super Duper module is when you finish copying a disK and wish to verify it you must restart your computer to get bacK to the main menu. This means turn off the computer, then bacK on, or if you have the Widget or cartridge expander then you can push the built-in reset button and then press any Key to get the main menu bacK on the screen. This is a minor inconvenience though.

The only disk drive options available are 1, 2 or 3 so if you have a four-drive configuration you would only be able to use 1, 2 or 3 and if you have the DSKX option on the Foundation 128K memory card you would not be able to use that either.

I have not forgotten that the manual has a last section, ERROR MESSAGES. The most significant feature of this cartridge is that is has the ability to I(gnore) any sector errors that you may have on the original disK. Super Duper wil copy the disK up to any bad or damaged sectors, attempt to copy a bad sector several times and then stop and display this error message:

DISK ERROR ON DRIVE (n)
ERROR AT SECTOR (nnn)
Abort (A), Retry (R), Ignor(I)

When I pressed I(gnore) I found that I suddenly had a way of duplicating some disKs that previously were untouchable (such as the TI Pirate adventure disK).

Value: I found that Super Duper is a very useful tool for those with a basic system and one or more disK drives. For those who have the Corcomp DS/DD Card this cartridge only offers the ability to Ignore bad sectors and the very convenient verify feature, This cartridge is a must for anyone with only the TI disK controller. Not only will it save much time but it offers two additional advantages: A verify feature which is very easy to use, and also the ability to ignore bad sectors when copying.   YN

Console Basic

ROBOCHASE

Programmed by
Greg Vaughan

Merge BXB file to run game in Extended Basic

While on a routine patrol in sector 41, your spaceship was attacKed, and you have been taKen prisoner by a mad scientist. He has taKen you to his asteroid and sentenced you to death for intruding upon his territory.

Your method of execution is a bizarre one. You are thrown into a room full of deadly robots and electrified barriers. As the robots begin to move straight towards you, you realize that your only hope is to maneuver the robots into the electrified barriers and into each other. If you are surrounded, you can use your teleportation belt to escape, but you should use it only as a last resort because it has only one charge left on it. Thediamond-shaped recharger pacKs located on the ground are your only hope, so you desperately head for them. Finally you destroy all of the robots in the room, and have even accumulated several extra teleport charges. But before you can congratulate yourself, you are teleported into another room with another ten robots. This time there

are fewer barriers and teleport rechargers. To make things worse, half the charges in your teleport belt have been drained!

The game
Robochase is a fight to the death in a prison somewhere in the future. You can move up, down, left, or right by means of either the Q, A, P, and / (slash) keys, or the joystick. Diagonal movement is not allowed. You can teleport by using either the SPACEBAR or the fire button on the joystick.

Each level opens with ten robots. The robots move directly towards you, either horizontally, vertically, or diagonally. (The chance that they will move diagonally increases as you go to higher levels). If the robots run into barriers, they are destroyed. If they run into each other on the first and second levels, both robots are destroyed and a junk pile is formed. The junk pile acts as a new barrier. On the third and fourth levels, colliding robots are destroyed, but no helpful junk pile is left behind. On the fifth level and beyond, only one robot is destroyed. The other remains to menace you.

In the upper right-hand corner of the screen, the tally of your teleports is displayed. You start out the game with one. To gain additional teleports, you run across the white diamonds on the screen. Every time you go up a level, the number of teleports you have left is divided by two (rounded down).

There are four ways you can die: You can be captured by a robot, collide with a barrier, run into a junkpile, or bash into one of the outside walls. If all the robots on a level die, the screen will flash, your score will be displayed, and you will proceed to the next level.

Starting on the fourth level, Spunky the Martian will appear. Spunky moves in a billiard ball pattern, bouncing off each of the four walls. He will destroy barriers, robots and teleport rechargers. If you eliminate Spunky, you get a bonus teleport.

Scoring for the game is as follows: You get 25 points for each robot killed, 75 points for each diamond collected, 100 points for getting Spunky and 125 points for going up a level. You lose 50 points each time you teleport.   YN
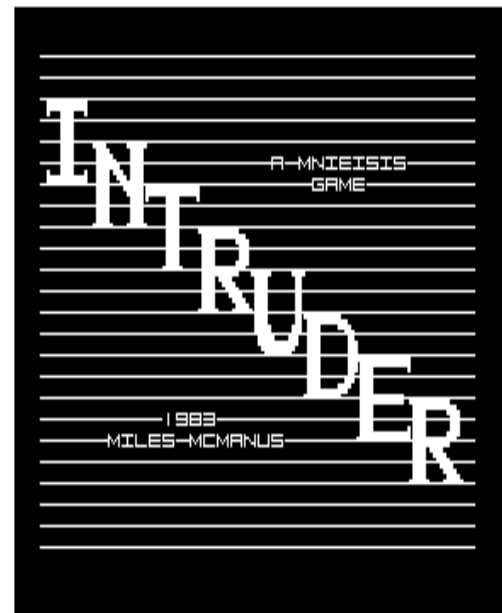
There's no point in trying to be cute with Intruder. We won't attempt to stimulate your imagination with references to life as a frog on the conveyor belt of life. It would take too many words to set the stage and, anyway, life as a frog may not be that good. Intruder was written by Miles McManus, a student in computer science at the University of Texas-Austin. He wrote the game in 1983 but as far as we know it has never appeared anywhere beyond the classroom.

Programmed to run in Extended BASIC with expansion memory and a disk system (a color monitor or TV is recommended), Intruder consists of six program segments. Three are Extended BASIC programs named LOAD, HIPROG and FROG1. Three are files in Internal/Variable format called FROGDATA, KEEPHI and HISCORES.

The object of Intruder is to maneuver a frog up the screen by hurdling a variety of obstacles. Each screen consists of four levels of conveyer belts. After jumping from one end to the other, the frog must leap to a platform, turn about and then leap to the next conveyer. The process continues until the top level is reached and the frog pushes a switch that will load the next screen.

There are 13 screens, each one consisting of unique obstacles. As far as we can tell (we haven't been able to get beyond level four), the speed of the conveyers increases with each screen. The game starts with a supply of five frogs. An additional frog comes after scoring 700 points. More may be available with higher scores.

The program uses the W, E and D keys to jump from left to right and the P, 0 and K keys to jump from right to left. The W and P keys produce the largest jumps, the 0 and F keys produce moderate jumps and the D and K keys produce short hops.

To further complicate matters, the frog must push a switch set in the center of each conveyer in order to open hatches that would otherwise block entry to the next higher conveyer.

Oh yes, there's also a time limit. The time-keeper is a line at the bottom of the screen. If you fail to reach the top of the level before time runs out, the frog plummets to the bottom and you've got to start all over. Jumping into an obstacle also results in a ride to the bottom. Sound effects and graphics are used to signify splashes into the bottom of the pond. Reaching the top results in a musical salute before the next screen is loaded.   YN

MICRO BARTENDER

UNKNOWN PROGRAMMER
Console Basic - To run in Extended
merge BXB file.
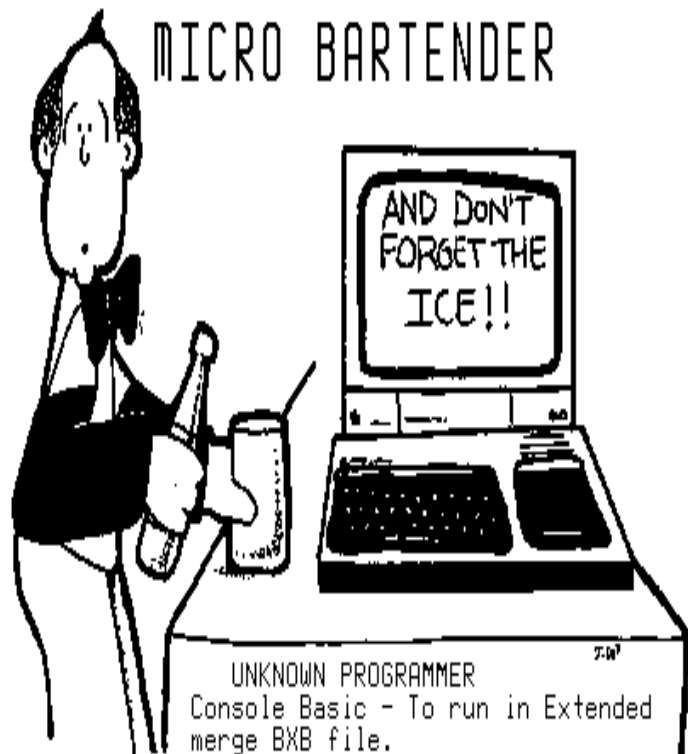
Entertaining guests can indeed be a chore - especially when you have to help them decide on the choice of drinks, remember how to correctly mix the selected drinks, and simultaneously explain to your curious visitors exactly how you use the exotic computer in your living room. Now, this three-part task can be handled much more enjoyably with Micro Bartender - a TI BASIC program.

The next time guests arrive just sit them in front of your home computer and let them choose their own mixed drinks. The program will not only provide easy-to-follow recipes, but will also show your guests how the finished drinks should appear - in full color, with proper glass and garnish!

But what's the use of choosing drinks that are impossible to make because you're missing one or more ingredients? It's definitely slow and frustrating when the only way to find "possible" drinks is by scanning all the ingredients on page after page of recipes. But happily, this tedious process is now a thing of the past. With Bartender's built-in search routine, you can tell the computer what ingredients are actually on hand, and it will tell you what drinks you can, in fact, make. Then, you can look up the details of each recipe and see a graphic representation of the finished drink s appearance.

Cramming nearly a score of drink recipes (plus the associated graphics) into the T1-99/4's 16K of RAM memory was no easy feat. Observant programmers will notice our extensive use of data reconstruction techniques. For those programmers who happen to be non-drinkers - and debugging alone could drive a man to drink - the program logic and control structure is suitable with many other types of reconstructed recipes.   YN

TINY CALENDAR

```
1 ! TINY CALENDAR
10 DIM T(12),D(12),MO$(12)::
 CALL CLEAR :: CALL SCREEN(2
):: FOR I=0 TO 14 :: CALL CO
LOR(I,16,2):: NEXT I
20 FOR I=1 TO 12 :: READ T(I
),D(I),MO$(I):: NEXT I
30 DATA 7,31,JANUARY,30,28,F
EBRUARY,8,31,MARCH,32,30,APR
IL,9,31,MAY,32,30,JUNE
40 DATA 9,31,JULY,31,31,AUG,
6,30,SEPTEMBER,30,31,OCTOBER
,7,30,NOVEMBER,30,31,DECEMBE
R
50 DISPLAY AT(5,14):"TINY":"
    EPSON/T.I. CALENDAR":""
:"":"**THIS PROGRAM WILL PRI
NT A":"  CALENDAR FOR ANY YE
AR FROM":"  1776 TO 2099."
60 DISPLAY AT(13,1):"**SET T
OP OF FORM AND ENTER":"  THE
 YEAR AS A FOUR DIGIT":"  NU
MBER  (ex. 1985)  OR":"  J
UST ENTER TO EXIT PROGRAM"
70 DISPLAY AT(19,1)BEEP:"**E
NTER CALENDAR YEAR" :: ACCEP
T AT(19,24)SIZE(4)VALIDATE(D
IGIT):Y$
80 IF Y$="" THEN CALL CLEAR
:: END ELSE Y=VAL(Y$):: IF Y
<1776 OR Y>2099 THEN 70
90 IF INT(Y/4)*4=Y AND NOT(I
NT(Y/100)*100=Y AND INT(Y/40
0)*400<>Y)THEN D(2)=29
100 DI=Y-1906+INT((Y-1901)/4
):: D(0)=DI+1-(INT(DI/7)*7)
110 M2=0 :: OPEN #1:"PIO" ::
 PRINT #1:CHR$(27);"S";CHR$(
1);CHR$(15);CHR$(27);"3";CHR
$(14):TAB(19);Y
120 FOR I=1 TO 12 STEP 2 ::
PRINT #1:TAB(T(I));MO$(I);TA
B(T(I+1));MO$(I+1)
130 J,K=1 :: A,M1=D(I-1)+M2
:: B,M2=M1+D(I)
140 PRINT #1:CHR$(27);"3";CH
R$(8);"S  M  T  W  T  F  S
   S  M  T  W  T  F  S":CHR$(
27);"3";CHR$(14);"-  -  -  -
   -  -  -  -  -  -  -  -  -
 - -"
150 IF J>D(I)THEN 160 :: IF
A>7 THEN A=A-7 :: GOTO 150 E
LSE PRINT #1:TAB(A*3-2);STR$
(J);:: IF A=7 THEN 160 ELSE
A=A+1 :: J=J+1 :: GOTO 150
160 IF K>D(I+1)THEN 170 :: I
F B>7 THEN B=B-7 :: GOTO 160
 ELSE PRINT #1:TAB(21+B*3);S
TR$(K);:: IF B=7 THEN 170 EL
SE B=B+1 :: K=K+1 :: GOTO 16
0
170 IF J>D(I)AND K>D(I+1)THE
N 180 ELSE PRINT #1:"" :: A=
A+1 :: B=B+1 :: J=J+1 :: K=K
+1 :: GOTO 150
180 PRINT #1:"" :: NEXT I ::
 PRINT #1:"":CHR$(27);"@" ::
 CLOSE #1 :: RESTORE :: GOTO
 20
```
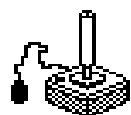
INTERNATIONAL FUN & GAMES
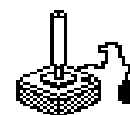
GAME TITLE	SCORE	JOYSTICK JOCKEY	TI CLUB	DATE
BACKSTEINE	155900	STEVEN JAKABFY	OSHTI UG	09/95
BIGFOOT	290500	DAVID HANDLE	OZARK 99	01/95
BLASTO	44880	MIKE CENDROWSKI	W/PENN 99	11/94
BREAKTHROUGH	1850	RAY FRANTZ	VAST	11/93
BURGER BUILDR	1000000	ELEANOR ZIC	W/PENN 99	03/94
BURGERTIME	82600	MICKEY CENDROWSKI	W/PENN 99	09/85
CAR WARS	6050	JIM WAYNE	VAST	11/93
CENTIPEDE	301930	MICKEY CENDROWSKI	W/PENN 99	01/87
COLORS	1000000	HARRY HOFFMAN	CLEVELAND	03/95
COMBAT	750	AIRSHACK	VAST	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	VAST	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	VAST	11/93
POLE POSITION	57700	MICKEY CENDROWSKI	W/PENN 99	12/94
SUPER YAHTZEE	615	JACKIE REES	VAST	11/93
THE ATTACK	31800	JIM WAYNE	VAST	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 SPARKDRUMMER via private message on the ATARIAGE TI-99/4A forum.
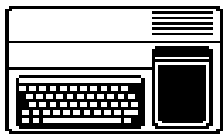
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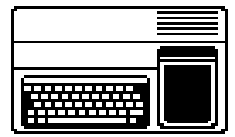
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1 360K 3.50 DRIVE
1 720K 5.25 DRIVE
1 720K 3.50 DRIVE

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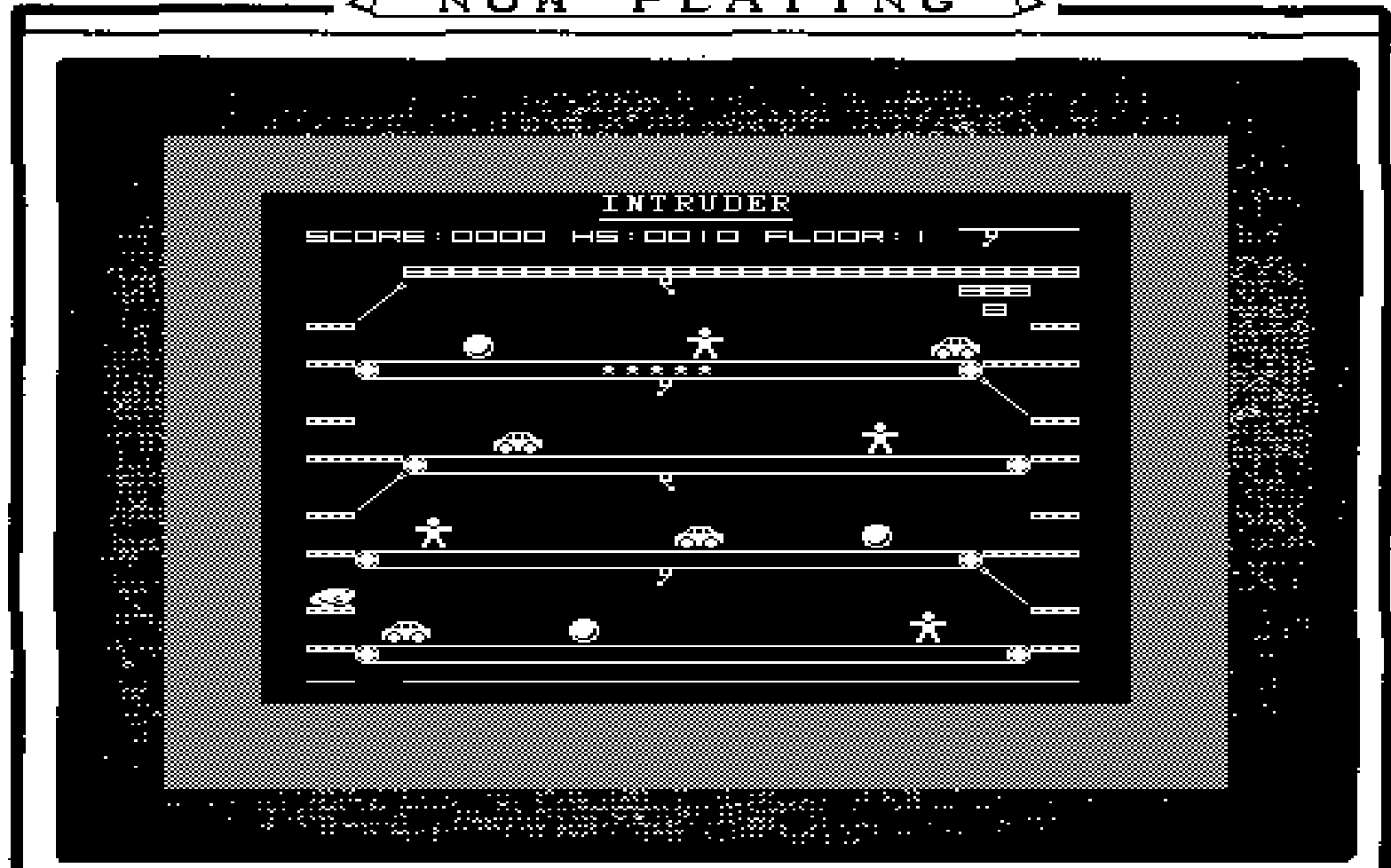PICASSO PUBLISHER
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