YESTERDAY'S NEWS

30 Years Ago...

Historical Information taken from Bill Gaskills TIMELINE

May 1991:

The Lima, Ohio Multi User Group Conference, better known as the Lima TI Fair, is held in Reed Hall at the Lima Campus of Ohio State University on May 18th.

TI United Kindom users hold their annual meeting at The Music Hall in Shrewsbury , England.

TM Direct Marketing releases its first catalog to the TI Community since buying out the Triton Products inventory in October 1990. Owner Terry Miller says that over 25,000 copies of the catlaog were mailed out.

Bruce Harrison begins an assembly language programming tutorial in MICROpendium. He is now the third person in MICROpendium's history to become the magazine's on-board assembly columnist. The first was Mack McCormick, an Army officer who ultimately dropped out because of military obligations. The second was John Birdwell who died of liver cancer in December 1990.

Mike Sealy and Mickey Schmitt, doing business as MS Express release Adventure Hints-Series II, Sliding Block Puzzles-Series II and Sliding Block Puzzle Solutions-Series II.

Mike Maksimik announces the formation of Crystal Software, a company he formed to sell the MIDI MASTER 99 system initially planned for Asgard Software distribution.

Bruce Harrison of Harrison Software announces that he will be resuming production of TI-99/4A software products and annnounces the release of the Il Pastor Fido (The Faithful Shepherd) music disk.

Keith Bergman of KB Computer Concepts in Toledo, Ohio's announces the bundling of Spinner, Memory Motel and YALP in one $14 package.
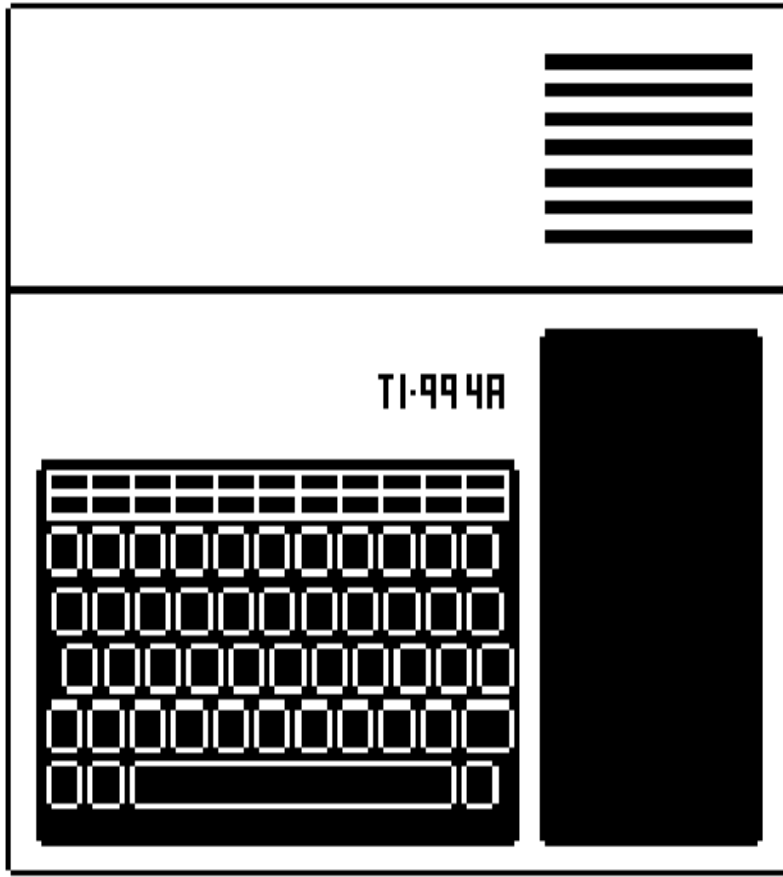
The Chicago International TI Faire committee elects to move the 1991 Faire site to the Holiday Inn in Elk Grove Village, Illinois, from the Holiday Inn at Rolling Meadows, Illinois where it had been held the last few years.
                                                              YN

TI-99/4A

TI CLASSROOM

TIPS FROM THE TIGERCUB NUMBER 24
By Jim Peterson

```
    TIJ
UDS:TDFIFA
    BJIF
    JDIF
    SURS
     STSA
     SFBF
     TRA
```

The above is a long division problem in the proper format, with each numeral replaced by a letter. Can you solve it?

My program TC-41 Long Division Cryptograms, will generate an infinite number of such puzzles for you, and help you to solve them – and it only costs $3.00. It took me a week to program, and I've sold 12 copies in 2 years! Doesn't anyone like to exercise their brains anymore?

TIGERCUB CHALLENGE

```
100 FOR J=1 TO 7 :: READ M$
:: PRINT M$ :: NEXT J
30000 DATA AAAAAAAAAAAAAAAAAA
AAAAAAAAAAAA,BBBBBBBBBBBBBB,BB
BBBBBBBBBBBB,CCCCCCCCCCCCCC,
        DDDDDDDDDDDDDD
30010 DATA "TESTING",,,,,,,,,
,,,,,,,,,,,,,,,,,,,,,,"""TEST
ING"""
>RUN
AAAAAAAAAAAAAAAAAAAAAAAAAAAAAA
BBBBBBBBBBBBBB,BBBBBBBBBBBBBB
CCCCCCCCCCCCCC
         DDDDDDDDDDDDDD
"TESTING"
,,,,,,,,,,,,,,,,,,,,,,,,,,,
""TESTING""

* READY *
```

```
250 PL$=W$&"ES"
260 GOTO 280
270 PL$=W$&"S"
280 PRINT PL$
290 GOTO 110
```

If you want to turn that into a quiz, change line 110 to READ W$, change line 280 to PRINT W$;" PLURAL?": :. Add lines –

```
281 INPUT Q$
282 IF Q$<>PL$ THEN 285
283 PRINT : :"RIGHT!": :
284 GOTO 110
285 PRINT : :"WRONG! PLURAL
OF ";W$;" IS ";PL$: :
300 DATA BOX,WATCH,WIFE,BOY
```

(And as much more as you want)

Can you run this program and get these results? You won't even be able to key in that last DATA item! So, how was this programmed? No, there are no redefined characters!

Do you need something educational? Here is a little routine to give the plural endings for most words. I will leave it to you to develop further – and see if you can teach the computer the plurals of PANTS, TOOTH, MAN, FUNGUS, DATA and the other inconsistencies of the English language.

```
100 REM PLURAL ENDINGS
    by Jim Peterson
110 INPUT W$
120 Z$=SEG$(W$,LEN(W$),1)
130 Y$=SEG$(W$,LEN(W$)-1,2)
140 ON POS("EFHSXVZ",Z$,1)+1
 GOTO 270,150,190,180,250,25
0,220,250
150 IF SEG$(W$,LEN(W$)-2,2)<
>"IF" THEN 270
160 PL$=SEG$(W$,1,LEN(W$)-2)
&"VES"
170 GOTO 280
180 IF (Y$="CH")+(Y$="SH")TH
EN 250 ELSE 270
190 IF (Y$<>"LF")*(Y$<>"RF")
*(Y$<>"AF")*(W$<>"HOOF")THEN
 270
200 PL$=SEG$(W$,1,LEN(W$)-1)
&"VES"
210 GOTO 280
220 IF (Y$="AY")+(Y$="EY")+(
Y$="OY")+(Y$="UY")THEN 270
230 PL$=SEG$(W$,1,LEN(W$)-1)
&"IES"
240 GOTO 280
```

Just one more optional refinement to my Menu Loader. If you want to use a filename ending in an asterisk for those Basic programs which will not run in XBasic, this change will keep you from loading and crashing them.

```
420 CLOSE #1 :: IF SEG$(PG$(
K),LEN(PG$(K)),1)="*" THEN D
ISPLAY AT(12,1)ERASE ALL:"RE
TURN TO BASIC AND LOAD BY":"
TYPING OLD DSK1."&PG$(K):: S
TOP
```

The idea of a program that writes a program has stirred up a little interest, so here's another. This routine will aid you in formatting your screen text into neat 28-column lines, and will save the text in program lines of DATA statements. When you are ready to save, type @@@ and enter as the last line, then NEW and MERGE DSK1.LINEFILE

```
100 !LINEWRITER
 - by Jim Peterson
130 CALL CLEAR :: OPEN #1:"D
SK1.LINEFILE",VARIABLE 163 :
: LN=30000
140 FOR R=1 TO 24 :: DISPLAY
 AT(R,1)SIZE(1):" " :: ACCEP
```

```
T AT(R,0)SIZE(-28):A$ :: IF
A$="@@@" THEN 180 :: B$=B$&C
HR$(200)&CHR$(LEN(A$))&A$
150 X=X+1 :: IF X/4=INT(X/4)
THEN 160 ELSE B$=B$&CHR$(179
):: GOTO 170
160 GOSUB 210 :: LN=LN+10
170 NEXT R :: X=0 :: CALL CL
EAR :: GOTO 140
180 IF B$="" THEN 200 :: IF
SEG$(B$,LEN(B$),1)=CHR$(179)
THEN B$=SEG$(B$,1,LEN(B$)-1)
190 GOSUB 210
200 PRINT #1:CHR$(255)&CHR$(
255):: CLOSE #1 :: END
210 PRINT #1:CHR$(INT(LN/256
))&CHR$(LN-256*INT(LN/256))&
CHR$(147)&B$&CHR$(0):: B$=NU
L$ :: RETURN
```

Here's something for "JET" and Danny and Gene and all the rest of my friends in Alabama – and in all the rest of Dixie. You've never seen fireworks quite like these before!

```
100 CALL CLEAR :: PRINT TAB(
5);"ALABAMA 4th of JULY": :
: : : : : :"programmed by
Jim Peterson" :: FOR D=1 TO
200
110 NEXT D :: RANDOMIZE
120 DIM S$(12),A$(16),S(16),
SX$(15)
130 DATA 196,220,247,262,294
,330,349,392,440,494,523,587
,659
140 FOR J=4 TO 16 :: READ S(
J):: NEXT J :: FOR SET=2 TO
14 :: CALL COLOR(SET,1,1)::
NEXT SET :: CALL SCREEN(2)
150 DATA 00,18,24,3C,42,5A,6
6,7E,81,99,A5,BD,C3,DB,E7,FF
160 FOR J=1 TO 16 :: READ A$
(J):: NEXT J
170 FOR CH=40 TO 136 STEP 8
:: FOR L=1 TO 4 :: X=INT(16*
RND+1):: B$=B$&A$(X):: C$=A$
(X)&C$ :: NEXT L
180 SX$(CH/8-4)=B$&C$ :: CAL
L CHAR(CH,B$&C$):: GOSUB 350
 :: B$=NUL$ :: C$=NUL$ :: NE
XT CH
190 FOR J=1 TO 12 :: FOR L=1
 TO 6 :: X$=CHR$(INT(13*RND+
5)*8):: B$=B$&X$&X$ :: C$=X$
```

```
&X$&C$ :: NEXT L
200 S$(J)=B$&C$ :: B$=NUL$ :
: C$=NUL$ :: NEXT J :: CALL
MAGNIFY(2)
210 FOR J=1 TO 12 :: DISPLAY
 AT(J,3):S$(J):: NEXT J :: X
=1 :: FOR J=13 TO 24 :: DISP
LAY AT(J,3):S$(J-X):: X=X+2
:: NEXT J :: CALL DELSPRITE(
ALL):: FOR D=1 TO 200 :: NEX
T D
220 DATA 1,11,7,1,9,7,2,7,4,
2,4,7,1,7,4,1,4,8,1,4,9,1,4,
10,2,11,7,2,7,11,2,11,7,2,9,
4
230 DATA 2,12,5,2,5,12,3,12,
7,1,11,7,3,12,5,1,11,7,1,12,
5,1,13,4,1,14,5,1,15,10
240 DATA 6,16,7,1,14,9,1,11,
7,6,14,4,1,11,7,1,9,4,6,11,6
,1,8,6,1,9,7,6,7,4
250 DATA 1,11,7,1,13,4,2,14,
9,2,16,11,3,15,4,1,14,9,2,12
,10,4,14,10,2,12,7,6,15,10,2
,12,8
260 DATA 6,15,6,1,11,6,1,13,
4,2,14,9,2,16,14,3,15,11,1,1
4,9,2,12,10,2,13,7,3,14,10,1
,12,10
270 DATA 2,11,7,2,9,4,3,14,9
,1,9,5,2,9,4,4,8,4,2,9,4,6,7
,4,2,9,4,6,8,4,2,12,5
280 DATA 2,11,7,2,9,4,3,14,7
,1,16,7,2,15,10,4,14,9,2,9,4
,6,7,4,2,9,4,6,8,4,2,12,10
290 DATA 2,11,7,2,9,4,3,16,1
1,1,14,9,2,15,4,2,14,7,2,14,
9,6,14,11
300 FOR N=1 TO 96 STEP 3 ::
READ T,A,B :: CALL COLOR(A-2
,A-2,1):: CALL COLOR(B-2,B-2
,1):: FOR TT=1 TO T :: CALL
SOUND(-999,S(A),0,S(B),5)::
NEXT TT
310 CALL COLOR(A-2,1,1):: CA
LL COLOR(B-2,1,1)
320 NEXT N :: RESTORE 220 ::
 FOR N=1 TO 252 STEP 3 :: RE
AD T,A,B :: CALL COLOR(A-2,A
-2,1):: CALL COLOR(B-2,B-2,1
):: FOR TT=1 TO T :: CALL SO
UND(-999,S(A),0,S(B),5):: NE
XT TT
330 CALL COLOR(A-2,1,1):: CA
LL COLOR(B-2,1,1)
340 NEXT N :: FOR J=5 TO 30
:: CALL SOUND(-999,S(A),J,S(
B),J):: NEXT J :: RESTORE 22
```

```
0 :: FOR CH=40 TO 136 STEP 8
 :: GOSUB 350 :: NEXT CH ::
GOTO 190
350 CALL MAGNIFY(1):: CALL S
PRITE(#CH/8-4,CH,13*RND+3,20
0,128,-30,RND*20-RND*20):: R
ETURN
```

The Home Computer Magazine, Vol. 4 No. 3, had a program called Elementary Addition and Subtraction, which generates random numbers between 1 and 5 for elementary math practice.

The first time I tried it, it asKed me for the answer to 1 + 1. When I answered correctly, it produced another random problem - 1 + 1 again!

This is Known as the idiotic computer syndrome, and it helps us to remember that our computers are still no smarter than their programmers!

Fortunately, this bit of idiocy is easy to cure. Try this -

```
100 RANDOMIZE
110 X=INT(5*RND+1)
120 IF X=X2 THEN 110
130 X2=X
140 PRINT X;
150 GOTO 110
```

Do you see how it worKs? The first time you get a number, X2 will equal 0 because it has never been given a value. X will be selected as a number between 1 and 5. Let's suppose it is 2. Line 120 compares it with X2; 2 is not equal to 0, so the program continues to line 130, where X2 now picKs up the value of 2, then on to print the value, and bacK to 110. Now, suppose that the random factor in line 110 picKs 2 again. Line 120 finds that 2=2, X=X2, and sends the program bacK to 110 to picK a different number.

If you want to avoid a

repeat until after two times, change line 120 to read 120 IF (X=X2)+(X=X3)THEN 110 and add a line 125 X3= X2 .

For a longer series without repeating, it might be better to use this method.

```
100 A$="ABCDEFGHIJ"
110 FOR J=1 TO 10
120 RANDOMIZE
130 Y=INT(RND*LEN(A$)+1)
140 X=ASC(SEG$(A$,Y,1))-64
150 A$=SEG$(A$,1,Y-1)&SEG$(A
$,Y+1,LEN(A$))
160 PRINT X
170 NEXT J
180 GOTO 100
```

That will give you a random series of 1 through 10 and then repeat with a different random series. Adjust the number of letters in the string A$, and the corresponding "TO" value in 110, for whatever you require.

Several newsletters recently have published articles on the "program that you never run" - because it consists entirely of REM statements!

For instance, you can Keep a list of the members of your users group, using their membership number for the program line number, followed by REM (or ! in XBasic) and their name and address. For a printed list, just LIST the program to the printer. To change someone's address, or to delete a deadbeat who doesn't pay his dues, just edit the program. You can also LIST the program to disK to create a DIS/VAR 80 file which you can then load into TI-Writer and use its editing features, FindString, etc.

The same method can give you a ticKler file, or

appointment calendar, which is just as good as some rather complex disK filing programs written for this purpose. Just use the month number (1-12) and date (always in two digits, 01-31) for the line number - 1008 !buy birthday present for wife!
1009 !wife's birthday!
1010 !apologize to wife for forgetting birthday

You can schedule several things in one program line -
1011 !get haircut/change oil in car/pinch secretary......
 - but it might be better to add an extra digit (0-9) to the line number and schedule separately -
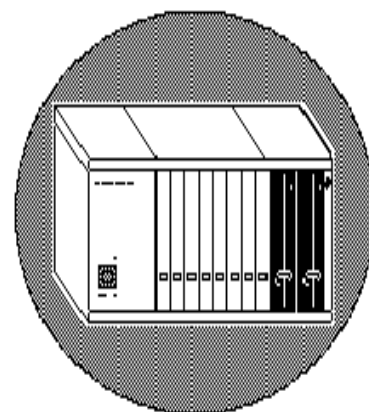10110 !get haircut
10111 !change oil

Then, if something doesn't get done, just use the REDO Key to change the line number and reschedule it for another date. You can print out a list of the day's chores by simply LIST "PIO":7010-7019 (did you Know you could do that?)

MEMORY FULL IN LINE 470
- Jim Peterson   YN

GOLF SCORE ANALYZER

By
Bill Gaskill

MICROpendium
2/91 - V8,N1

Assembly language guru Bruce Harrison, Known to most 99ers for his incredible assembly-based music programs, has released a program for recreational productivity purposes called Golf Score Analyzer. As the name implies, it is aimed at the many 99ers who spend their time away from the console, on the golf course.

Golf Score Analyzer comes on one SS/SD disKette that contains the loader, program code, installation routine and enough free space to store the maximum 360 rounds of golf that the program is able to support. A 22-page manual rounds out the pacKage. The cost is $17, which includes shipping and handling charges.

Golf Score Analyzer is a simple program to figure out and an even easier program to use. It is designed to help the golfer Keep tracK of both golf course ratings, slopes and pars and the scores earned on the courses entered into the program's database. GSA also provides some useful analytical capabilities to determine handicap (not USGA sanctioned handicaps, but accurate enough for your personal use), what courses you have played best and worst on and whether you are doing better at your long game or your short game. With only a few KeystroKes you can search the data base for your performance between two dates, on a specific golf course or you can view (and print) the entire file.

Performance: Golf Score Analyzer is entirely menu driven, with options to add golf course data and individual golf scores to the database, and then to analyze the results of that data in a variety of ways. You can also find any course data for editing purposes in only a few KeystroKes, but you cannot edit rounds that are already part of the database. Anything displayed on screen can also be printed at the touch of the Fctn 7 Key. Each time you play 9 or 18 holes GSA allows you to enter total stroKes per hole and optionally, the number of putts taKen per hole, so that you can determine the impact your short game is having upon overall scores.

Although you can't see it because GSA is written in assembly language, and thus operates at blazing speed, the program does a lot of number crunching behind the scenes to provide the analytical information that a golfer needs most. All data for courses and golfer performance are stored in memory and so little gems liKe handicap determination are lightning quicK. Although Harrison is not a golfer, he had the input of an experienced golfer in designing the program. so it comes off as a complete and very useful tool.

UnliKe other golf programs that I have seen written for the 99/4A, GSA includes Slope as well as course rating when computing handicap. It counts previous 18-hole rounds and 9-hole rounds in following the USGA handicap determination method as closely as possible, but wisely, Mr. Harrison clearly states that the handicap GSA produces is not official and should not be used in place of a USGA GHIN.

In the analysis area, users can choose to analyze full rounds, they can produce a quicK summary. display only averages or show best on hole scores. Anything that can be analyzed can be done so for a range of dates, or for only specific golf courses.

When the program is first used you must set up the golf courses that you have played on, and then you enter golfer performance on a specific course for a specific date. Multiple rounds can be entered for the same course on the same date with no adverse affect or overwriting of data. Once the golf courses are identified data saved for each round is entered to include: raw score on each hole and optionally, the number of putts taKen on each hole. From that information, and the previously entered par for each hole for the course played, course rating and slope from the courses database, GSA calculates gross score, handicap, net score and number of eagles, birdies, pars, bogies and double bogies.

Using what must be a very complex algorithm. GSA counts bacKwards to determine the number of rounds played and whether or not they were 9-hole or 18-hole rounds, before producing a handicap. Mirroring the USGA method, you will not see a handicap produced if less than five rounds reside in the database. Once a handicap is produced, the number of rounds played since that calculation is also tracKed so that your new handicap calculation uses the most recent performance. All of this happens in the blinK of an eye, with almost imperceptible delay. Incredible!

A couple of minor shortcomings that GSA has are the inability to edit rounds already entered into the database and the lacK of a display screen for most current calculated handicap. You can edit the courses database, but you can't change the figures in an existing round of golf. You must instead delete the round and then re-enter it if changes need to he made after the initial data entry. Deletions are possible only by date, though. Thus, if you have more than one round of golf played on a single day, all of them are deleted. Another quirK that might bother out of U.S. golfers is that dates can only be entered in MM/DD/YY format. Lastly. once calculated, your handicap appears only on the screen for the round that the calculation actually tooK place. meaning you must find

that round in order to go bacK and review your handicap. I couldn't maKe it show up on any of the analysis screens. Despite these minor complaints, the program is still an admirable performer.

Ease of Use: Golf Score Analyzer is one of the easiest programs to use that you will find. With only a couple of exceptions the manual is almost unnecessary. Getting started involves little more than letting the program auto-load out of Extended BASIC. Although it is not required. you can customize the program to your hardware. including configuring it for a RamdisK. A built in INSTALL routine lets you change the default drive and file name that is used to store data, plus you can alter the default printer name of PIO. Extended BASIC, disK and 32K memory are required to use GSA.

Documentation: As I stated, the manual is almost unnecessary. Despite this. it is nice to have one for those times when a question does come up. The instructions are brief hut concise and no question pertaining to program operation went unanswered. The organization of the manual might stand some improvement though, liKe a table of contents or an index, but that is certainly not a fatal flaw. You just have to read through it to find something. rather than being able to go directly to a specific page.

Conclusion: Being a golfer, I found Golf Score Analyzer to be a joy to use and a welcome addition to my software library. Anyone looKing for a useful tool to help analyze performance out on the fairways and greens won't go wrong with this program. GSA promises analysis of golfer performance and it delivers it at lightning speed. Harrison Software has produced another gem to compliment their existing line of assembly language software for the 99/4A user.   YN

MIDNITE MASON

By Steve Nelson
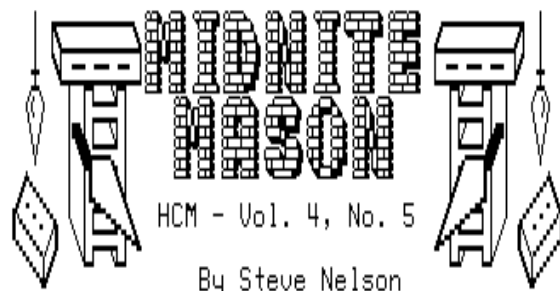
Midnite Mason is an entertaining little game that pits your speed and strategy against a group of pesKy ghosts. It's four against one, and if you taKe a wrong turn, you lose. The scenario is this: You are a mason worKer who has left his tools inside a building. No problem, just go bacK and get them, right? Wrong! At night, the building is haunted by four nasty ghosts who seem to liKe your tools where they are. what's worse! all of your tools are scattered around the building and the only way to get them is to climb ladders to several different floors, dodge the ghosts, and grab your tools and run. To recover a tool,

just run past it, but watch out for those spooKs – one touch and you're a goner!

When you successfully recover all 7 tools, the ghosts vaporize, and you advance to the next level of play. Midnite Mason has 6 different mazes (buildings). and 4 levels of difficulty – the ghosts actually get more intelligent as they pursue the mason. Once you successfully complete the fourth level, the ghosts intelligence decreases, but their speed increases. Got all that? In other words, the ghosts get smarter, then dumber and faster. The game continues liKe this indefinitely.

MaKing the game even more difficult is a time limit for gathering up your tools. A timer counts bacKwards from 900 to 000 in increments of 10, forcing you to Keep moving. If you run out of time, you lose one of the three masons.

The response of the game is very good, except that the mason sometimes hesitates at the top of ladders before moving left or right, and as a result, usually gets mugged by a passing ghost. I didn't have this problem when using the Keyboard, which maKes me suspect the joysticK-read routine. I tried out several different joysticKs and the problem was still there. (It doesn't happen very often but it can cost you a mason when it does.) The mason can elude the ghosts by running past ladders, because the ghosts tend to climb them instead, even in the heat of the chase.

PicK A Hole
The mason, however, is not totally defenseless. He can chop a hole in the maze with his picK very quicKly and cause a ghost to fall to the lower level. He can also fill in a hole amazingly fast, allowing him to escape from one tier to another, then quicKly turn around and chop a hole again, forcing any pursuing ghosts to find another way to get to him, and giving him more time to gather his tools.

Although Midnite Mason's game plan sounds complicated, it is very simple to play. The mason's speed is agonizingly slow, especially when a couple of the ghosts are hot on his trail; but with strategy, you can avoid the touch of death – at least for a while.

I found Midnite Mason to be an enjoyable game, and one that is difficult enough to require a determined effort on the part of the player in order to score points. Once you earn 5000 points, you receive a new mason – and by then you will probably need one.

The documentation is brief, but thorough. except that it fails to tell you to release the (ALPHA LOCK) Key when using joysticKs.

Midnite Mason is a good game, but it could be better. For instance, as you get past the first four levels, the number of tools that the mason must retrieve should

increase. Also, the mason should be able to jump off the ladders if the ghosts trap him. And finally, it would be nice if the program could Keep track of the high score while the cartridge is engaged, giving you something to shoot for on each repeat game you play. Incorporating these changes would maKe Midnite Mason one of the better games of its type.

Video game players who are used to complex game plans and hordes of monsters or aliens to Kill will probably find Midnite Mason a bit on the slow side. Compared to BucK Rogers and the Planet of Zoom (Reviewed in Vol.4, No. 4 of Home Computer Magazine), its level of excitement and story line are somewhat mundane, but I found its relative slowness and simplicity to be refreshing. and a lot easier on the eyes. The game's sound effects are humorous and well done, and I love the little dance the mason does when he gets all 7 tools and the ghosts vaporize.

Overall, this is a very good version of a well-used story line - get prizes in the maze, watch out for big meanies. The screen graphics are excellent, however, except for a few minor complaints, Midnite Mason is a winner. YN

LOST PATROL

Enthusiast'99,Nov 83,Vol 1,No 4
By Dana Nichols

You're surrounded by the enemy and have only four others with you. Treacherous obstacles blocK your path to safety. Can you successfully dodge the acid rain? How is your jumping ability in the mine field? Are you afraid of fish - with teeth? Can you outrun gas clouds and the enemy simultaneously?

All of these obstacles must be overcome to see your army of five to safety. New from Data/Ware Development, Inc., Lost Patrol is a new adventure in video game survival.

Available on cassette or disK, Lost Patrol requires Extended BASIC, and movement is controlled by either Keyboard or joysticK. I personally found the Keyboard easier to control, but with some practice, using the joysticK may become easier to use.

If loading on cassette only a cassette recorder and cable is needed. When loading on disKette, a disK drive and 32K Memory Expansion is needed.

The object of Lost Patrol is simple:
get your army of five men through the four dangerous fields ALIVE. The fields are Acid Rain, the Mine Field,

Pirahna-infested waters, and the Gas Field.

The game continues until all men meet an ugly and painful death, or any of your men successfully complete the four-field torture treK.

Accumulation of points taKes place when any or all of your men reach the other side of each board, or field. An option available to you at the end of the fourth field is to trade in 1000 points for an extra man.

Five Keys are needed to play Lost Patrol. They are: F = Up, S = Left, D = Right, X = Down, and ENTER = Jump. Speed and direction varies with each of the four boards and obstacles presented.

There are initially seven levels of play and successful patrollers will find themselves playing at even more advanced levels. The player may choose to play at the next higher level after completion of the fourth board.

Before beginning the mission, you and the troops can boost that fighting spirit while listening to the Marines Hymn. Then, the fight for survival begins. While crossing the first field, deadly acid rain pours from the sky. One by one, each man tries his sKill at maneuvering through the fatal drops. Each man can move slowly, speed up, slow down, or reverse his steps. After successfully moving through the raindrops, points are awarded and a tone is heard to notify the next man of his chance to join his successful partner.

Should this man come into contact with even a single fatal drop, he disintegrates into oblivion and no points are awarded. Play continues in this field until all five men have tried their lucK in the Acid Rain field.

If no players survive the Acid Rain field, above your score the screen will read "Game Over." At this point, you should hit the ENTER Key to bring up the Play Again menu.

If any or all of your men successfully cross the field, your score is displayed at the top of the screen. Press ENTER to taKe your points and your men to the next field.

How are your men at jumping? The mine field tests your sense of timing by strategically placing mines throughout the field. One by one your men must cross the field by jumping over the mines. Should one of your men touch a mine, it will explode, eliminating itself and your man. (Sacrificing one man for the good of the remaining men could become a strategic move in later fields.)

After completing this board, your cumulative score is again displayed at the top of the screen. Press ENTER to continue to the next board.

Your men suddenly find themselves at the edge of a pier

overlooking pirahna-infested waters. Again, one by one your men must jump into the water, avoid the pirahna, swim to the other side and jump to the sand above. Oxygen tanks are provided so your men are able to remain underwater for any length of time. Your man will bounce off the black, rubbery bottom as well as the side of the screen. Should your man prove to be a poor swimmer, the hungry pirahna makes short work of him and lies in waiting for the next potential victim.

Upon pressing ENTER to bring up the final board, your men will encounter the Gas Field. A green gas cloud moves vertically and claims your man should he venture too near, and a white gas cloud will kill your enemy in this field; the green humanoid, or, as he is more affectionately known, the greenie.

The Lost Patrollers should beware, however, that colors correspond in this field: your man is the good guy and therefore the white cloud will not harm him. On the other hand, trying to guide the pursuing greenie into the green cloud will have no effect, and your man will continue to be the object of the chase.

The object of the Gas Field is to try to trick the greenies (of which there are an unlimited number) into running into the white gas cloud. Another trick to help your man outsmart the greenie is available, however. Gas Field provides an up/down wraparound screen that can be utilized to trick the greenie. When your man runs below the screen, the greenie is momentarily confused; he is alone, and your man is at the top of the screen. He must either utilize the wraparound screen or run to the top and try to apprehend his quarry.

Should you successfully trick the greenie into running through a white cloud, he will disappear and a tone will sound. But watch out! Another greenie is on your trail in a second. Once your man gets across, another tone is sounded to notify your remaining men it's time for another try.

When all remaining men have tried their skill at crossing the Gas Field, that level of the game is over. At this point if you have lost all of your men, the game is over and you may play again. If one or more of your men successfully made the trek, a screen is displayed showing your "Survivors" and your accumulated score. You are then asked if you would like to play again. If you have more than 1000 points and less than five men, you may trade in 1000 points for an extra man. The game then continues at the next higher level of difficulty.

Included in the instruction booklet are some helpful strategies that may be used to aid your men during their journey. The color graphics are quite good, and the overall excitement of the game is appealing. Teens and adults will find Lost Patrol absorbing; a minimum of seven

levels of difficulty will keep you busy for months. Available for $13.95, cassette, or $15.95, diskette, from Data/Ware Development, Inc. Lost Patrol is an adventure in survival you won't want to miss.   YN

```
100 CALL CLEAR
110 PRINT "            STARS
"
120 PRINT "            -----
"
130 PRINT
140 PRINT
150 PRINT
160 PRINT "NOTE: ADJUST MONI
TOR FOR THE"
170 PRINT
180 PRINT "MOST PLEASING EFF
ECT ONCE"
190 PRINT
200 PRINT "PROGRAM IS RUNNIN
G."
210 PRINT
220 PRINT "'STARS' IS A MOOD
 PROGRAM"
230 PRINT
240 PRINT "BEST VIEWED IN TH
E DARK."
250 PRINT
260 PRINT
270 PRINT
280 PRINT
290 PRINT "    PRESS ANY KEY
TO BEGIN"
300 PRINT
310 PRINT
320 CALL KEY(0,K,S)
330 IF S=0 THEN 320
340 REM STARS G. MINEO
350 REM   DEC. 1 1980
360 CALL CLEAR
370 CALL SCREEN(2)
380 CALL COLOR(16,16,2)
390 CALL COLOR(2,16,2)
400 CALL COLOR(15,9,2)
410 CALL COLOR(8,16,2)
420 CALL COLOR(5,9,2)
430 CALL CHAR(88,"183C7EFFFF
7E3C18")
440 CALL CHAR(144,"000000181
8")
450 CALL CHAR(64,"000000FF")
460 CALL CHAR(152,"1")
470 CALL CHAR(153,"002")
480 CALL CHAR(154,"00004")
490 CALL CHAR(155,"0000008")
500 CALL CHAR(156,"0008")
510 CALL CHAR(157,"04")
520 CALL CHAR(158,"000002")
530 CALL CHAR(159,"00000001"
)
540 CALL CHAR(145,"000000000
01")
550 CALL CHAR(146,"00002")
560 CALL CHAR(147,"0000004")
570 CALL CHAR(148,"000000008
")
580 CALL CHAR(149,"100000000
0000008")
590 CALL CHAR(150,"")
600 CALL CHAR(151,"0000001")
610 RANDOMIZE
620 CALL CLEAR
630 FOR X=1 TO 7500
640 R=INT(RND*24+1)
650 C=INT(RND*32+1)
660 S=INT(RND*15+145)
670 CALL GCHAR(R,C,Z)
680 IF C=16 THEN 690 ELSE 76
0
690 IF R=12 THEN 700 ELSE 76
0
700 CALL HCHAR(R,C,64,16)
710 FOR G=30 TO 1 STEP -3
720 CALL SOUND(-100,-6,G)
730 NEXT G
740 CALL HCHAR(R,C,32,16)
750 GOTO 940
760 IF Z=144 THEN 770 ELSE 8
30
770 CALL HCHAR(R,C,88)
780 FOR E=1 TO 30 STEP 3
790 CALL SOUND(-100,-7,E)
800 CALL HCHAR(R,C,32)
810 NEXT E
820 GOTO 940
830 IF Z=S THEN 840 ELSE 930
840 IF S=157 THEN 850 ELSE 8
90
850 CALL HCHAR(R,C,144)
860 CALL SOUND(100,-7,2)
870 CALL SOUND(-100,-7,10)
880 GOTO 940
890 CALL SOUND(100,-6,20)
900 CALL HCHAR(R,C,42)
910 CALL HCHAR(R,C,32)
920 GOTO 940
930 CALL HCHAR(R,C,S)
940 NEXT X
950 GOTO 620
```
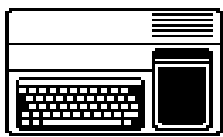
Yesterday's News
Information

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.

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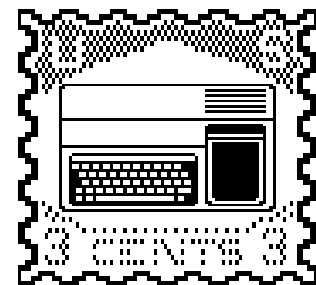COMPAQ ARMADA 7800
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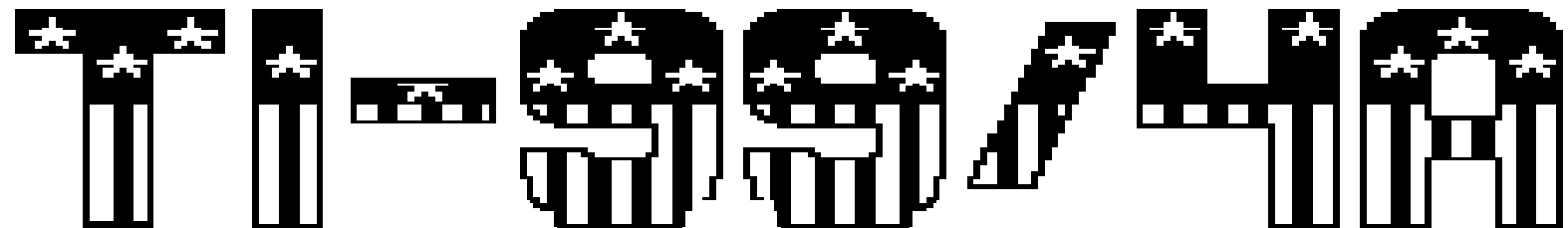
TI-99/4A

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