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             * * * TRIVIA 99er * * *
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                by robert wessler

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Question: What is the TI-99/4A?

Answer: The TI-99/4A is a computer once built by Texas Instruments. The
           99/4A is now thought by some to be extinct, but known by many to
           still be one of the most powerful home computers ever assembled.
           It's to these people that this program is dedicated!

HARDWARE AND SOFTWARE REQUIREMENTS:

     TRIVIA 99er requires the use of the 99/4A console, Extended Basic,
memory expansion, and at least one disk drive. An explanation will be
given later, on how to make use of a two drive system.

LOADING TRIVIA 99er:

     TRIVIA 99er runs in extended basic and will load automatically. If
you are already in extended basic, type RUN "DSK1.LOAD". This will load
and run the main menu, which will look like this:

     1. TRIVIA 99er
     2. FILEMAKER
     3. REVISEFILE
     4. PRINTFILE

Each of these programs will be explained in detail later on. Press the
number of your choice, and the program will load automatically. Please
refer to the headings for the explanation of each program.

     TRIVIA 99er is written as Freeware and is intended for inclusion in
all user group and personal software libraries. The copying and support
of freeware is greatly appreciated. The copyright of this program is
meant only to protect the name and contents of the program.

     TRIVIA 99er can be used to make new files. Because of this, I can
not be responsible for the contents of files and any resemblance to
existing trivia games is purely coincidental.

                                   Thank you,

                                   Robert L. Wessler

TRIVIA 99er:

PLAYING THE GAME:

     When playing TRIVIA 99er, one person must be chosen to be the
keyboard operator. All answers and requests must be made to the operator.
The operator may be a player or team member while operating the keyboard.

     TRIVIA 99er is played by one to four players or teams. When the
program runs, the first prompt will ask for the number of players. The
operator will press a number, one through four. The game will then
display the number and ask if it is correct. The operator will then press
"Y" for yes, or "N" for no. The next prompt will ask for the name of the
players or teams. Names may be up to eight characters long. The final
prompt will ask for the number of rounds the game is to last. A normal
game will consist of 10 rounds for a three or four player game, 15 rounds
for a one or two player game. Several short games are preferable to one
long game. This allows several players to be winners, and a break between
games.

     The program will then randomly load a question and answer file.
Files normally take between 15 and 20 seconds to load. The program will
then display the name and the score of the first player or team, and three
categories from which to choose. The first player will then choose one of
the three categories by telling the operator which of the three categories
is wanted. The operator will then push the number of the category chosen.
The program will display the question and start the clock. The clock,
located in the upper right corner of the screen, displays the time left
and the point value of the question. A player has approximately thirty
seconds in which to answer a question. The quicker a question is
answered, the more points are awarded. A question is worth five points
during the first six seconds, 4 points during the next six seconds, etc..
The player must give the answer to the operator. If playing teams, one
person must be chosen captain, and the operator must only take answers
from the team captains. After an answer has been given, the operator will
stop the clock by pressing any key. The computer will then display the
answer and ask the operator if the player was correct. The operator will
push the appropriate key, "Y" for yes and "N" for no. If an answer is
only partially correct, it will be up to the operator or a vote of all
players to determine whether the answer is to be counted as correct or
incorrect. If a player or team answers a question correctly, they will be
given another question. A player may get up to three questions per turn
providing that the first two are answered correctly. After a third
question or a wrong answer, the turn will proceed to the next player.
After 20 questions, the program will load another question and answer file
and play will resume where it left off. Each time a new game is started,
a new file will be loaded. When the game has used all files, TRIVIA 99er
will randomize all files and use them again in a random order.

  SCORING:

     Points will be awarded only for questions answered correctly. The
individual scores will be shown by the players name during the category
screen. To view all scores, the operator must press "S" for score during
this screen. The computer will display the round number, the players and
scores, and an asterisk beside the player whose turn it is. The operator
can get back to the category screen by pressing any key. Scores are added
after each correct answer.

ENDING THE GAME:

The game will end automatically after the specified number of rounds.
To end the game early, the operator must press the "E" key. This will
bring up a menu which will look like this:

    1. Continue the program
    2. Finish this round
    3. End the game now

If the "E" key is pressed accidentally, the operator may press "1" and the
program will resume where it left off. If the game is to end early,
however, two options exist. By pressing "2" the round in progress will be
finished, and all players or teams will be assured of getting the same
number of turns. By pressing "3", the game can be ended immediately. At
the end of the game, the final scores of all players will be shown, and an
option of playing again or ending the program will be given. If another
game is chosen, it will start at the screen asking how many players or
teams will be playing. In this way, teams may swap members or different
players may drop out or begin playing.

USING FILEMAKER:

    FILEMAKER will allow the user to make new files. A file consists of 6
categories of 10 questions each. FILEMAKER will first ask for the six
categories, and then allow the user to correct any mistakes. After the
categories have been entered and corrected, FILEMAKER will display the
category and the question number and ask the user to input a question.
The user will be given a prompt which is a question mark and a space.
Please keep lines at 26 characters or less, and start each new line
directly under the first. The 26 characters end at the right side of the
screen.

    EXAMPLE:

        ? What U.S. president was
          known as The Rail
          Splitter?

Using capital and lower case letters makes the game more attractive, and
easier to read. After a question has been entered, the answer will be
entered. The computer will then display the category, the question, and
the answer and ask if they are correct. Press "Y" for yes, press "N" for
no. Pressing "E" at any (yes/no) prompt or typing "END" in upper or lower
case letters at any question input prompt, will allow the user to save what
has been input up to that point. After entering all 60 questions and
answers, pressing "E", or typing "END", FILEMAKER will ask for the number
of the new file.

****************************** W A R N I N G ******************************

Do not give the new file the same number as an existing file unless you
want the new file to replace the old file. Giving the new file the same
number as an old file will delete the old file. Enter only the number of
the new file. If the file is to be FILE13, enter only the number "13".
Files should be numbered in sequence, starting at one. i.e. 1,2,3,4....
Please read the article "ADDING FILES" for the alterations to the main
program to access the new files. Any revisions, corrections, or additions
to the new file may be done using REVISEFILE.

USING PRINTFILE:

       PRINTFILE will allow the user to print existing files if a printer is
hooked up to the computer. PRINTFILE will print the file number, the
category, the question number and the question and answer of all 60
questions in the file. The questions are printed exactly as they appear
in the game. The right side of the page is left blank for comments.
Please use printfile for proof-reading only. Don't use PRINTFILE to
memorize the answers. After finding any errors, use REVISEFILE to correct
them.

USING REVISEFILE:

       REVISEFILE will allow the user to correct a mistake in a file or
finish typing a file which was started with filemaker. REVISEFILE will
first ask which file is in need of revision. Enter only the number of the
file. REVISEFILE will load the file, display the categories, and ask if
they are correct. Corrections to the categories may be made at this time.
If the categories are correct, press "Y". REVISEFILE will then ask which
question number the user wishes to correct. The number may be found using
the printout from PRINTFILE. If the number is not known, or the user
wishes to review all questions, enter the number "1", and revisions will
start at question number one. Otherwise, enter the number you wish to
start the revisions at. Pressing "E" at any (Y/N) prompt or typing "END"
at any input prompt will end revisions and take the user to the revisefile
screen. The revision screen will have a menu of three choices.

       1. Revise FILEX
       2. Renumber FILEX
       3. Return to main menu

Option one will resave the file to disk with the revisions. Option 2 may
be used to change a file number. This will not delete the original file
and number. This will only add the same file under a new number. Option
2 is also used for copying and renumbering files from another disk to your
game disk.. Be sure not to change a file number to the number of an
existing file, or the existing file will be erased.

ADDING FILES:

       When adding files, the new file should be numbered in sequence, one
higher than the highest numbered existing file. To allow the computer to
access the new file, change the value of "FILES" in line 490 to equal the
total number of files. If the new file were FILE13, then change line 490
to read:

490 G=1 :: FILES=13 :: FILE1=13

If a 2 disk drive system is being used, the files on the disk in drive one
should be numbered 1 through the last file on one. For example if there
are 13 files on the disk in drive one, then the files should be numbered
1-13. The files on the disk in drive 2 should begin at the end of the
files in drive one. for example, drive one would have files 1-13, and
drive 2 would have files 14-26. When this has been done, line 490 should
again be changed. FILES should equal the total number of files on the
disks in drives one and two. FILE1 should equal the number of files
on the disk in drive 1. for the example above, line 490 would read:

490 G=1 :: FILES=26 :: FILE1=13

TRIVIA 99er will handle 100 files. If a need is found for more than 100 files, the DIM statement in line 470 should be changed as follows. F$(100) should be changed to F$(the total number of files). If there are 110 files, then F$(100) should be changed to F$(110). Leave the rest of the DIM statement in 470 as it is. Change only the F$(100).

If there are any questions or suggestions, please don't hesitate to write and talk to me. Feel free, in fact, be encouraged to give TRIVIA 99er to everyone who owns a 99/4A. If, after playing the game, you enjoyed it, send $5.00 or a couple of blank disks, to:

Robert L. Wessler
4300 Frazier
Fort Worth, Texas 76115

Good luck,

Robert L. Wessler