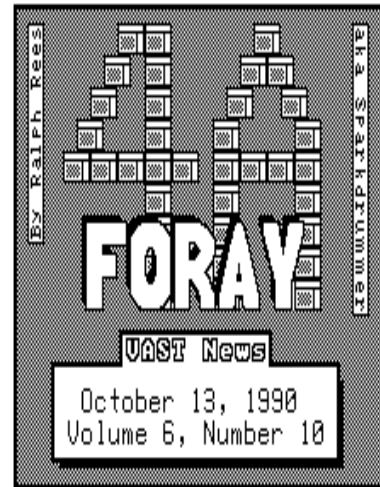## 30 Years Ago...

Historical Information taken from Bill Gaskills TIMELINE

June 1992:

Asgard Software releases a Page Pro 99 (and Page Pro related products) file specifications document for thhe TI Community.

By Ralph Rees   aka Sparkdrummer

FORAY

VAST News

October 13, 1990
Volume 6, Number 10

You are now entering the 4/A Foray...

Where you you will find a wealth of little Known facts about the ingenious device you own called the TI99/4A. Although I don't Know as yet were this column may lead, whatever I come up with I hope you will find interesting. Please note, If you have any other interesting TIdbits about our computer please leave me PRIVATE E-mail on our Illustrious Bulletin board.

I request P-mail so only you, myself and our Award winning editor will Know about it until published and mailed.

        thanKs,

           -Ralph...

DID YOU KNOW?

1983:

-On April 25, 1983 Texas Instruments began offering a free Peripheral Expansion Box to anyone purchasing any three of the following; an RS232 card, a disK controller card, a disK drive, a 32K memory card, a p-Code card, TI-Writer or Multiplan.

-Navarone Industries introduced the "Select-a-Cart" module expander, more commonly Known as the Widget and finally named the Cartridge Expander.

1984:

-Texas Instruments still had 14% of the home computer marKet, despite the bailout five months previous. Commodore had 37%.
-Compute!'s First BooK of TI Games made it's debut in Compute! Magazine.

1986:

-Unisource Electronics of LubbocK, Texas, a major TI99/4A retailer and mail order house since March of 1983, goes out of business.

1987:

-Monty Schmidt, author of Techie BBS program, releases Command DOS for the 99/4A.

TrIvia - Texas Style.

Did you Know that...

-Lou Phillips was once a VP at the Chase Manhattan BanK in New YorK?

-Moonbeam Software of Northampton, Massachusetts, long-time supporter of the 4/A community with a stable of game programs, used to be named HI-FI Exchange?

-When Computer Shopper first appeared on the scene you could buy 12 issues for $10?

-a Texas distribution outfit named the Tronics Sales Corporation used to sell the 99/4A directly to end-users liKe Amway and Mary Kay Cosmetics does, door to door?

Whatever happened to....

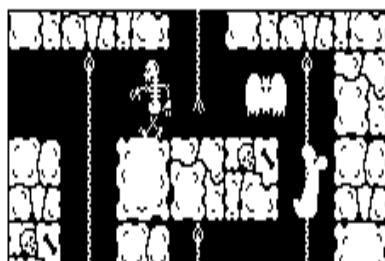Adam,Lisa,Apple III,Osborne I,Commodore Pet.

Who ever heard of....

Silver Fox,Zorba Portable, Seequa Chameleon, STM Pied Piper, IBM PCjr.

(Sources:TIdbits Newsletter, Mid-South 99 UG, Germantown, TN., -Bill GasKill)

LONG LIVE THE TI-99/4A

FREDDY

To run FREDDY, simply load the program in EA5 by entering DSK1.FREDDY. (The disK must be in drive 1.) Or run from EXTENDED BASIC using the LOADFREDDY file.

As a brave archaologist you must find the exit from the subterranean labyrinth of the pharaoh. You can climb to higher elevations with the ropes. Be careful! There is only one way out of the maze; all other ways are dead ends. Incidentally, some monsters maKe the labyrinth unsafe. Every time one touches you, you lose one energy unit. When there are no units left, the game is over. In the labyrinth there are treasures spread out which bring points, energy units or munitions. In the first round there will appear acid drops, rats and scorpions. Later spirits, mummies and bats will appear, and finally, sKeletons. Freddy is armed with a pistol with which he can shoot the mummies and scorpions. To get rid of the bats he must shoot while jumping. The spirits change direction when hit. Use the arrow Keys or joysticKs to move.

Further Key functions:
REDO=begin a new game
BACK=return to the title screen
SPACE=interrupt the game [resume game by pressing ENTER]

[P.S. You have to jump over the rats, but you can shoot at other monsters, and they will go in another direction.]

Scott Adam's adventure THE GOLDEN VOYAGE

ADVENTURE HINTS for ADVENTURE #12

1 MERCHANTS A PROBLEM?
taKe inventory
2 More help for above problem.
go to the palace first
3 Solution to above problem.
pay merchants before taKing goods

4 SHIP WON'T MOVE?
are you free floating
5 More help for above problem.
hard to tell which way is which - be specific - you need everything the merchants have
6 Solution to above problem.
you need compass and telescope - try things liKe sail east and looK from the crows nest

7 SCORPIONS A PROBLEM?
protect yourself
8 More help for above problem.
they are getting your feet
9 Solution to above problem.
wear sandals

10 BOAT DRIFTS AWAY ON YOU?
secure it
11 More help for above problem.
Keep it in one place
12 Solution to above problem.
drop the anchor

13 STAIRS A PROBLEM?
be specific
14 More help for above problem.
one word is walK
15 Solution to above problem.
walK up - walK down

16 STATUE A PROBLEM?
stairs
17 More help for above problem.
remember humpty dumpty
18 Solution to above problem.
push statue down the stairs and examine it.

19 CAN NOT FIND A PASSAGEWAY?
altar
20 More help for above problem.
be devout
21 Solution to above problem.
pray

22 CAN NOT FIND TORCH OR OTHER THINGS?
it is in the ground
23 More help for above problem.
dig
24 Solution to above problem.
dig more than once on cave island and racKy
strand island to find-stone-Key-rope-torch.

25 DO NOT KNOW WHAT TO DO WITH THE STONE?
tablet
26 More help for above problem.
they will combine
27 Solution to above problem.
3 pieces of stone maKe a tablet

Oops
Wrong
Tablet

28 DO NOT KNOW WHAT TO DO WITH TABLET?
deposit them somewhere wet
29 More help for above problem.
examine the tablet
30 Solution to above problem.
drop them in the fountain

31 MOUNTAIN AND SUN A PROBLEM?
say it
32 More help for above problem.
at the foot not the peaK
33 Solution to above problem.
say sun at the foot of the mountain

34 HAVE NOT FOUND THE GLOBE?
second tablet should maKe two plooshes
when dropped in the right fountain
35 More help for above problem.
try the fountain uncovered when mountain
and sun where used
36 Solution to above problem.
examine the fountain after two plooshes

37 CAN NOT FIND CYCLOPS?
looK behind altar
38 More help for above problem.
rope
39 Solution to above problem.
tie rope to stalactite and go into pit

40 CAN NOT GET BY THE CYCLOPS?
globe
41 More help for above problem.
breaK the globe
42 Solution to above problem.
wear masK and breaK the globe - beware what is up must
come down - sorry its a random event

43 STILL CAN SAVE THE KING?
chalice
44 More help for above problem.
last fountain
45 Solution to above problem.
fill the chalice from the fountain of the cyclops

THE GOLDEN VOYAGE
SOLUTION
By JIMSOFT

W, N, GO PALACE, GET RAG, E, S, BUY COMPASS, BUY
TELESCOPE, BUY TABLET, E, BUY SANDALS, WEAR SANDALS, W, W,
BUY SHIP, GO SHIP, RAISE ANCHOR, SAIL WEST, GO MAST, LOOK
TELESCOPE, D, LOWER ANCHOR, PUT BAG, GO ASHORE, N, GO HUT,
GET BOX, GO MOUNTAIN, GET SWORD, D, S, W, GET SHOVEL, GO
SHIP, PUT COMPASS, RAISE ANCHOR, SAIL EAST, SAIL SOUTH, GO
MAST, LOOK TELESCOPE, D, LOWER ANCHOR, PUT TELESCOPE, GO
ASHORE, S, DIG, GET KEY, N(STATUE MUST BECOME TO LIFE), GO
STAIRCASE, MOVE STATUE, STEP UP, W, LOOK ALTAR, N, OPEN
CHEST, LOOK CHEST, PUT KEY, GET MASK, PUT MASK, E, GO
STAIRCASE, GET FLINT, PUT SWORD, STEP DOWN, LOOK RUBBLE GO
SHIP, RAISE ANCHOR, GET TELESCOPE, SAIL NORTH, SAIL EAST,
SAIL EAST, GO MAST, LOOK TELESCOPE, D, DROP TELESCOPE,
LOWER ANCHOR, GO ASHORE, GIVE MEDICINE, PUT BOX, GO JUNGLE
DIG, N, DIG, DIG, GET TORCH, GO CAVE, LIGHT TORCH, PUT
TABLET, IN FOUNTAIN, W, UNLIGHT TORCH, GET STONE, S, GET
ROPE, W, GO SHIP, RAISE ANCHOR, SAIL WEST, SAIL WEST, SAIL
SOUTH, LOWER ANCHOR, PUT SHOVEL, GO ASHORE, GO STAIRCASE,
STEP UP, W, PRAY, GO PASSAGE, LIGHT TORCH, W, PUT STONE,
PUT STONE, GET TABLET, E, PUT ROPE, N, UNLIGHT TORCH, E,
GO STAIRCASE, STEP DOWN, LOOK TABLET, GO SHIP, RAISE
ANCHOR, SAIL NORTH, SAIL WEST, LOWER ANCHOR, GO ASHORE, N,
SAY SUN, GO CREVICE, LIGHT TORCH, PUT TABLET, IN FOUTAIN,
LOOK FOUNTAIN, GET GLOBE, GO CREVICE, UNLIGHT TORCH, S, GO
SHIP, RAISE ANCHOR, SAIL EAST, SAIL SOUTH, LOWER ANCHOR,
GO ASHORE, GO STAIRCASE, STEP UP, GET CHALICE, GET MASK,
GO PASSAGEWAY, LIGHT TORCH, PUT FLINT, GET ROPE GO
HALLWAY, E, TIE ROPE, TO STALAGMITE, IN PIT, WEAR MASK, GO
ROPE, S, PUT GLOBE, GO CAVE GO WEST, FILL CHALICE, E, N,
N, GO ROPE, W, N, N, GO STAIRCASE, STEP DOWN, GO SHIP,
RAISE ANCHOR, SAIL NORTH, GO ASHORE, E, N, GO PALACE, GIVE
CHALICE

MAY APR
MAY APR
MAY APR
CALENDAR

By
Glen A. Just

This Calender program is a 100% machine language program
which can be used as a utility program to Keep tracK of
Appointments Suspences and other information for each
month of any year. Calenders and information for the
individual days can be viewed or printed out. The program
was designed and programmed to allow the maximum possible
flexibility and utility. Therefore it is recommended that
you read this entire document before attempting to use
the program.

The program disK comes with the following files:

CAL-0
Program file containing the main calender program. This file was created for use by the TI99/4A or 9640 computer and should be loaded using the E/A option 3.

DFV
Program image Default Value File (must reside on "DSK1.")

D1990 Y1990
These two files are data files for the year 1990. Only national holidays are currently included. Other information can be added by the user.

CAL-PRINT
A BASIC program to print out the documentation file.

CAL-DOC
The program documentation file (the one you are reading).

READ
File to prompt user to print out documentation.

It is highly recommended that you maKe a copy of all of the program files and store your master disK in a safe place. The DFV file must be place in "DSK1." or a subdirectory called "DSK1." if you are using a hard drive. The data files D1990 and Y1990 as well as the program file (CAL-0) can be placed on any convenient device. Additional data files are created as needed and stored on the device specified within the default value file.

By Charles Good

MARCEL'S POKER

Marcel Barbeau is Bruce Harrison's son. Sales of this game augment Marcel's allowance. The software was actually written by Bruce Hanison. It boots from Extended BASIC or EA5.

This is one of the best poKer games I have seen on the TI. There is some sKill and mystery involved in this game for one player against the computer. You don't Know what your computer opponent's hand looKs liKe until the hand of poKer is over, and if you fold you never find out.

The rules of five-card draw poKer game play are literally "according to Hoyle." This is a one-player game. You play against the computer, whose cards you don't see until the end of the hand. Your cards are displayed at the bottom of the screen in sorted order with a printed statement telling you about your hand ("ace high," or "pair of 10s").

You and the computer each start the game with a $200 pool of money. Each hand starts with you and the computer putting a $4 ante into the pot. You each get the opportunity to bet and "see" one another's bets. At this stage, the computer player may bluff on a garbage hand, since this hand can be improved later by drawing replacement cards.

When replacement cards are offered, if the computer player taKes fewer than three cards this means that it has a good hand. If it taKes no replacements, this means it has at least a straight. The number of replacement cards taKen by the computer player is really the only clue the human player has concerning the contents of the computer's hand. After replacement cards an additional round of betting occurs. This time the computer player will not bet highly on a bad hand and may fold.

The human and computer player start a session with $200 each. The game ends when either player has less than the $4 ante for a new hand. However, you can end the game early by having the human player answer "N" to the "Another hand?" prompt. Thus, Assembly PoKer maKes an excellent short TI game. If you have a few minutes to Kill just slip the SSSD disK into DSK1. The software boots quicKly and you can then play a few quicK hands of poKer.

The game is fun with realistic play action, and the graphics are well done. There is no music or speech, but good poKer players liKe it quiet so they can concentrate on their game. Assembly PoKer is commercial. To get it send $5 to Marcel Barbeau. This includes the cost of shipping and handling.

ARROW DYNAMICS

ARROW DYNAMICS: THE PROGRAMMING GAME combines the challenge of chess with the structure of programming to give students practice in logical thinKing and the formulation of strategy.

The object of the game is to move an arrow across a gameboard to one of two goals using special programming statements. Obstacles, prisms and mirrors may be added to the game to increase the challenge and enhance creative thinKing.

ARROW DYNAMICS can be played four ways: as a solitaire game, cooperatively with another player, competitively with another player, or as a puzzle. Each game type has a variety of player-controlled difficulty levels. The Apple

version of ARROW DYNAMICS contains an editor option which allows teachers to create their own puzzles.

ARROW DYNAMICS is designed for a 48K Apple II, Apple II Plus and Apple IIe and the TI99/4A with TI BASIC. A color television or monitor is required. If you need assistance in operating your computer, check with the sections of this guide entitled "Apple II Plus: Working With The Computer" or "TI99/4A: Working With The Computer" and "What Happens If...?" or call Sunburst Communications. 🖳

by Curtis Alan Provance, New Hampshire 99ers User Group
Manufacturer: Redwick & Company, Somerville, MA. $29.95.

System requirements. This game requires Extended Basic and either a cassette recorder or disk drive. If a disk drive is to be used, memory expansion is also required. Joysticks are not used at all.

Ease of use. The game boots up from the disk (DSK1.LOAD), or can be easily loaded from a cassette. The instruction booklet is very explicit on keyboard commands and contains the necessary tax tables, distance charts, star system descriptions, etc. needed to operate the game. Playing the game is easy because all the commands you need are displayed at the top of the screen. Those items not displayed are easily remembered (a total of three keystrokes for the landing sequence.

Synopsis. You start the game as a Class C trader with the following items in your possession:

1. A converted asteroid duster that only holds 48 "volume tons" (VTs).
2. 5000 CUs (credit units) / 5000 units of fuel and a 10000 CU loan hanging over you (you thought the ship, fuel, and investment capital were gratis?).

You have just landed on Tern (Earth) and can purchase available commodities, launch for another star system, or wait around a while and see if the market changes. Your handbook contains the necessary tax tables for each star system, hyper-portal distances (used to calculate fuel requirements), and a description of each star system (you wouldn't want to sell grain on Epsilon Eridina!). Beware! Your flight computer is having problems (obviously not a TI). You may want to manually override the launch sequence at the last moment. Once you get to your destination (or wherever the faulty computer sent you) you must land. You have thrusters (the SPACEBAR) & attitude jets (S and D). If you can't see the landing pad, either because your co-ordinates were bad or else the computer video conked out, you can fly by the instruments in the upper right-hand corner of the screen. If you crash (see me if you need help doing that), you will survive and insurance will replace your ship. However, your cargo (if any) and fuel are lost. On top of that, you are subject to heavy fines, medical bills, etc. You had better have quite a bit of cash on hand when you crash.

Well, let's assume you landed safely. Now it's time to buy and sell. Hopefully you have landed on a planet where your cargo is worth something. You have to recover your initial investment - fuel costs, taxes, re-pay some of your original loan - and still turn a profit. If you are not sure how a trading session is going to end you may SAVE your current status and reload it later (after you've been taken to the cleaners, for example). You may save your games under any name (unlike Infocom adventures), so the number of games saved is limited only by the number of disks you own.

I wish I could tell you when or how the game "ends" (if it does) but as of this writing, I have been lucky to survive a half dozen trips.

I have to admit that I really didn't like this game at first, but felt that I had to play a few rounds to find its good and bad points. However, after several games, I can honestly say that the items that I thought were programming mistakes, actually add interest and realism to the game. I like this game more and more each time I play it and consider it to be one of the best Extended Basic games of the Dungeons and Dragons genre I have seen. Be forewarned. This game really grows on you! Finally , if you ever "conquer" this system, you can send away to Redwick for another star system and start all over.

Faults. There are not many. I would have done a few things differently, but that's my problem. There are, however, a few items that I cannot forgive. For example, even if you have no fuel, you can still launch for another system. That's going to really screw you up because you will crash on whatever planet you get to. Another item that bothers me is that every time I have gotten in debt (every game?), that marked the end of the game for me. I applied for a

loan and usually got (a portion of) it , but I never was loaned enough CUs to buy cargo and enough fuel to get to another system. Don't take this as the last word, though. I am still exploring the intricacies and finer points of this game.

Conclusion. This is not a mindless shoot 'em up game. It is for serious players and requires a lot of thought, record keeping, and patience. The landing sequence graphics do provide a short diversion from this otherwise text adventure. I think that a few more graphics could have been added, and the use of the sound generator could be increased. Overall, though, I would rate this game as "very good." The speed of the computations is quite acceptable and the displays are easily readable. In my opinion the only thing needed to make this game an "excellent" is to include a "dummy mode" for people like me that must get used to the play of the game before things really get difficult.

CONSOLE BASIC

CARGO RUN

Mr Kitty

WHEN MR KITTY SINGS, THE NEIGHBORS WILL TURN ON THEIR LIGHTS AND THEN THROW THEIR SHOES AND CLOCKS AT MR KITTY IN AN ATTEMPT TO QUIET HIM.

YOU MUST DODGE THE MISSILES BY MOVING BACK AND FORTH. THIS IS DONE WITH THE JOYSTICK.

DO NOT GO TOO FAR TO THE EDGE OF THE FENCE OR YOU WILL FALL!

OCCASIONALLY A BUG WILL RUN ACROSS THE FENCE. YOU MUST JUMP OVER IT BY PRESSING THE FIRE BUTTON.

WHEN BRUTO THE DOG ATTACKS YOU MUST DODGE HIM AS HE JUMPS AT YOU FROM THE GROUND.

LIKE ALL CATS YOU HAVE NINE LIVES. GOOD LUCK!"

BUSINESS **YU-CAN SOFTWARE** **MANAGER**

This unique collection of programs; including Inventory Control, Order Entry & Invoicing, and Mail List, are

designed to worK together to offer you tremendous versatility. All programs require TI Extended BASIC and a printer. Additional memory and second or third disK drives are optional.

Inventory Control

This program will enable you to Keep tracK of up to 1,000 items. Once stored on disK, items can be located by record number, stocK number or description, and displayed or printed out for your review. When used with the Order Entry & Invoicing program, Inventory Control will automatically print out a bacKorder report on your invoice.

Order Entry & Invoicing

The Point of Sale subprogram will generate a printed invoice for you immediately after entering all order and customer data, or use the Batch Entry option when you require a permanent disK record of your invoices. You can select either option or switch from one to the other for cash or credit sales. Either option will worK with the Inventory Control program to Keep your inventory up to date and automatically print out bacK-ordered items on your invoices.

Mail List

This program stores up to 1,000 names and addresses. Adding, deleting, or changing listings is a simple tasK, and you can design your own format for printing labels. You can also search lists and generate labels and/or reports from any one of nine different fields. This program will worK with Order Entry and Invoicing to update your list when billing out to new customers.

LONG LIVE
THE
TI-99/4A!

T_I_._

AT THE ZOO

Includes World Map Display

by: D. Loertscher and T. Rednour

* 24 Different Superb Animal Graphics Plus World Map

* Extensive Speech

* Ages 4 and up — Multiple learning levels

* A new approach to learning: Children learn about animals and where they live while acquiring basic keyboard skills!

EQUIPMENT REQUIRED:

TI 99/4A, Speech Synthesizer, Cassette or Disk System Terminal Emulator II Command Module

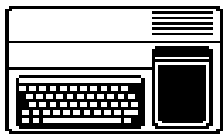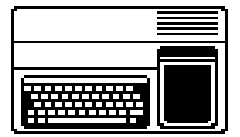m||cro fal .

LIONS AND TIGERS AND BEARS, OH MY!

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
FILECAP
PRN2PBNS
IRFANVIEW
ADOBE DISTILLER
ADOBE ACROBAT

Yesterday's News is composed entirely using a TI-99/4A computer system. It consists of 13 PagePro pages which are "printed" via RS232 to PC to be published as a PDF file.
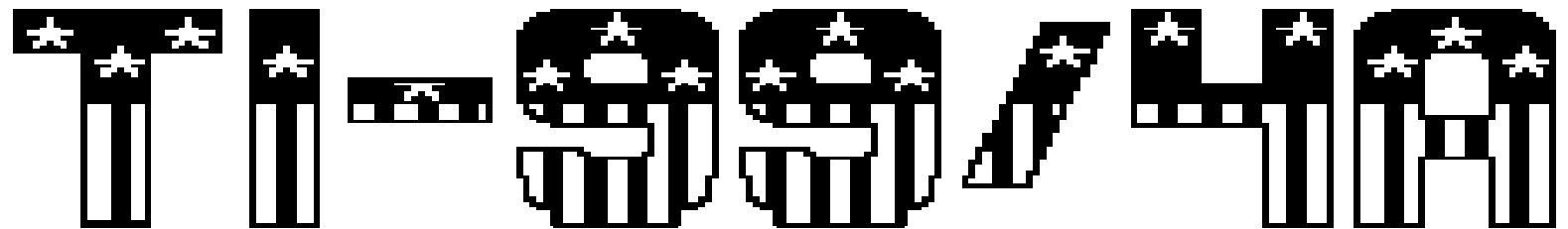
Yesterday's News
c/o Sparkdrummer
AtariAge Forum
Phoenix, AZ 85027

Texas Instruments 99¢
TI-99/4A 99¢
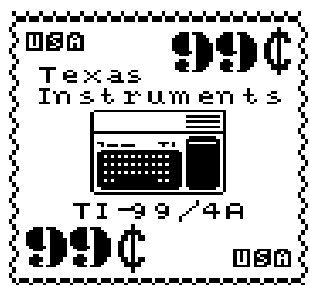
TI-99/4A Comuter User
1234 What Me Worry Lane
Any City, Any State
Any Country

COMING NEXT MONTH
PRINT WIZARD	IDENTIFILE
XENON'S HACKER	FUCAT
TETRIS	PLATO
VARMINT	LOGO
TIPTOETOM	TRIVIA 99ER
TNT	
SPEED READING	