



# DISK of the OLD WEST

by Ken Dilliland



## NOTUNG SOFTWARE

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# WANTED!



# DEAD OR ALIVE!

 DISK About the Old West first came to me right at the completion of my infamous, "Disk of Pyrates", but after the disappointing sales figures of Pyrates I shelved the project. It probably would still be collecting cobwebs had not three major factors guided me to it's completion.

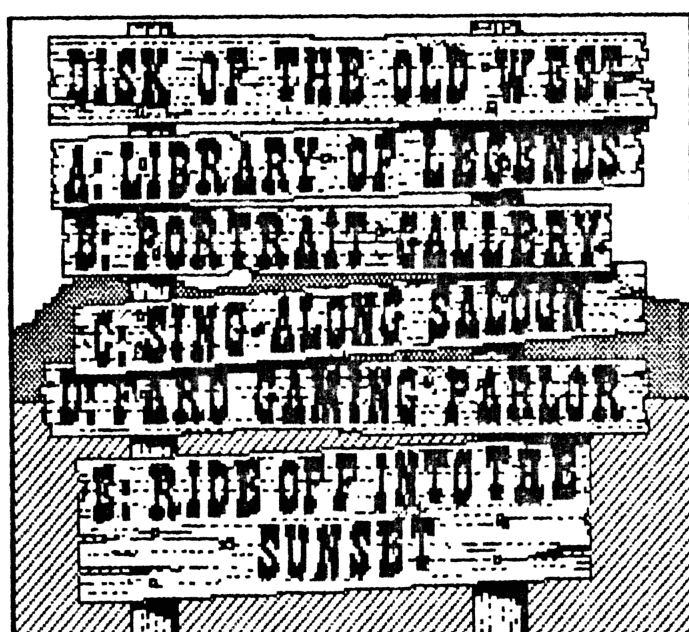
First was the formation of my own Software company, "Notung", in which I had total artistic and marketing control over my packages. Second was my subscription to Time-Life's excellant "The Old West" book series. And third was a visit to Tombstone, Arizona during a recent vacation. This last item definately put me over the edge. If you haven't been to Tombstone (that's the place where the shoot-out at the O.K.Corral happened), you should definately give it a visit.

Disk of the Old West is a four disk package. The majority of the runnable programs you will find on Disk A. Disk B is TI-Artist Pictures and Instances, Disk C is TI-Artist Fonts, Pictures and more Instances and Disk D contains the written histories of the Old West figures (which Disk A accesses). If you have a DSSD system you might consider putting DISK A and D together. It's pretty easy to do. You only have to eliminate the dummy files, "TEXT" on Disk A and "LOAD" on Disk D.

Alright, partners! Let's git on yer ridin' boots and let's ride that dusty trail down into yesteryear...

## HOW TO LOAD DISK OF THE OLD WEST

To load "Disk of the Old West", first put DISK "A" into your DSK1 drive. Select Extended Basic. The program will automatically load and with any luck at all, you should be presented with the following menu on your screen:





## **A: THE LIBRARY OF LEGENDS**

The Library of Legends is a set of articles (in text, VAR 80, format) about the key figures in the making of America's Old West. To access the Library of Legends, press the "A" key at the Menu prompt. You will then be prompted to put Disk "D" to the DSK1 drive. Once you have done so, press ENTER to the Library text reader program will load.

You will then see a default menu on the screen that allows you to select screen and character colors and font styles. Once everything is set the way you want it, press the "Y" at the "Everything acceptable?" prompt. You will then be given the selections available in the Library of Legends. Press the key corresponding to your choice and the file will load. Once the file is displayed, these keys will enhance your reading pleasures:

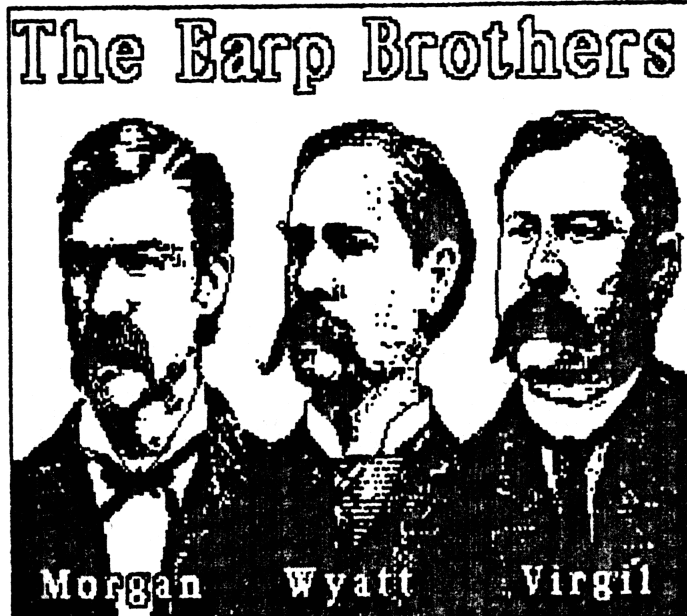
- C - Changes colors
- S - Doublespaces text
- Q - Leaves file and goes back to the Menu
- E - Scrolls the text up one line
- X - Scrolls the text down one line
- 4 - Scrolls the text down on page
- 6 - Scrolls the text up one page
- 5 - Windows the screen for 80 columns

These files may also be loaded and printed using TI-Writer or a compatible program (as a Funnelweb).

## **B: THE PORTRAIT GALLERY**

The Portrait Gallery allows you to view 6 TI-Artist

pictures portraying famous people from the Old West. To access the Portrait Gallery, press the "B" key on the Menu prompt. A default menu will appear, allowing you to select your own foreground and background colors



and a timed or key-press delay in between the pictures. Once the pictures have finished their cycle, you will be returned to the Main menu.

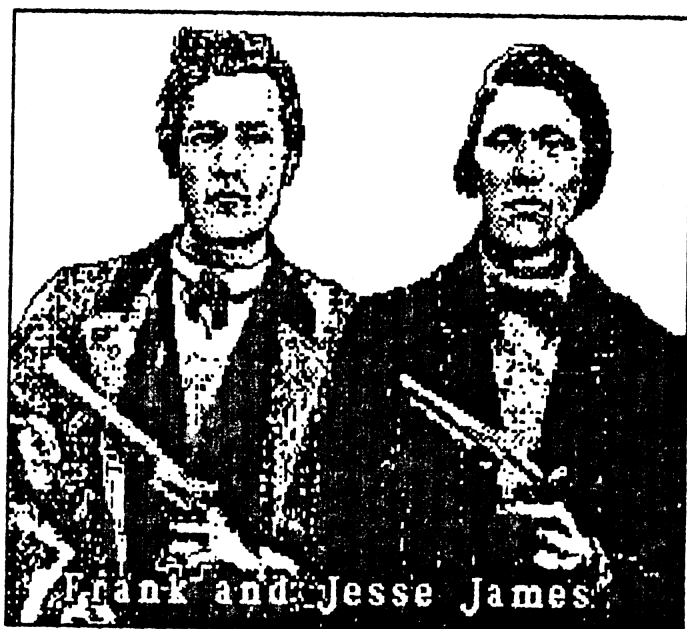
## **C: THE SINGALONG SALOON**

The Singalong Saloon offers music and words to many of the Old West's most popular tunes. To access the Singalong Saloon, press the "C" key at the menu prompt. At the Saloon Menu, press the key corresponding to your choice, the song will load and then play.

BUFFALO GALS was a favorite play-party or square dance call during the cowboy era and before. The first verse is for a play-party. The second and third verses were used in the Midwest in the 1880's as square dance calls.

HOME ON THE RANGE became the best known cowboy song in the 30's when Franklin D. Roosevelt heard, instantly fell in love with it, and nearly made another national anthem. The true author is in question, but in 1876 the tune was set to music by Daniel Kelley. You will note that this song sounds nothing like the one we know today. What you hear and see on this version are the original words and music to "Home on the Range".

CLEMENTINE was a humorous ballad with a gruesome theme about a supremely unattractive woman and her fate. The words and music here are from the 1864 version sung originally by California Gold Rush 49ers.



BILLY THE KID is the long version of the ballad of the infamous outlaw. Rumor has it that this version came from the lips of Dodge City's notorious Sheriff, Wyatt Earp.

THE BUFFALO RANGE isn't really a real old west song. It was written in the 1930's, but it really captures the spirit of the Old West and I do admit, I'm a sucker for "Yippee-yay git along little doggies" songs...



## D: THE FARO PARLOR

FARO was a game very popular in the mid-1800's on riverboats and gambling halls throughout the United States. It's popularity weened when a new french game called "Vingt-et-un" was introduced, which soon became known as "Blackjack".

## THE RULES OF THE GAME, FARO

Playing Faro is relatively easily. The player bets

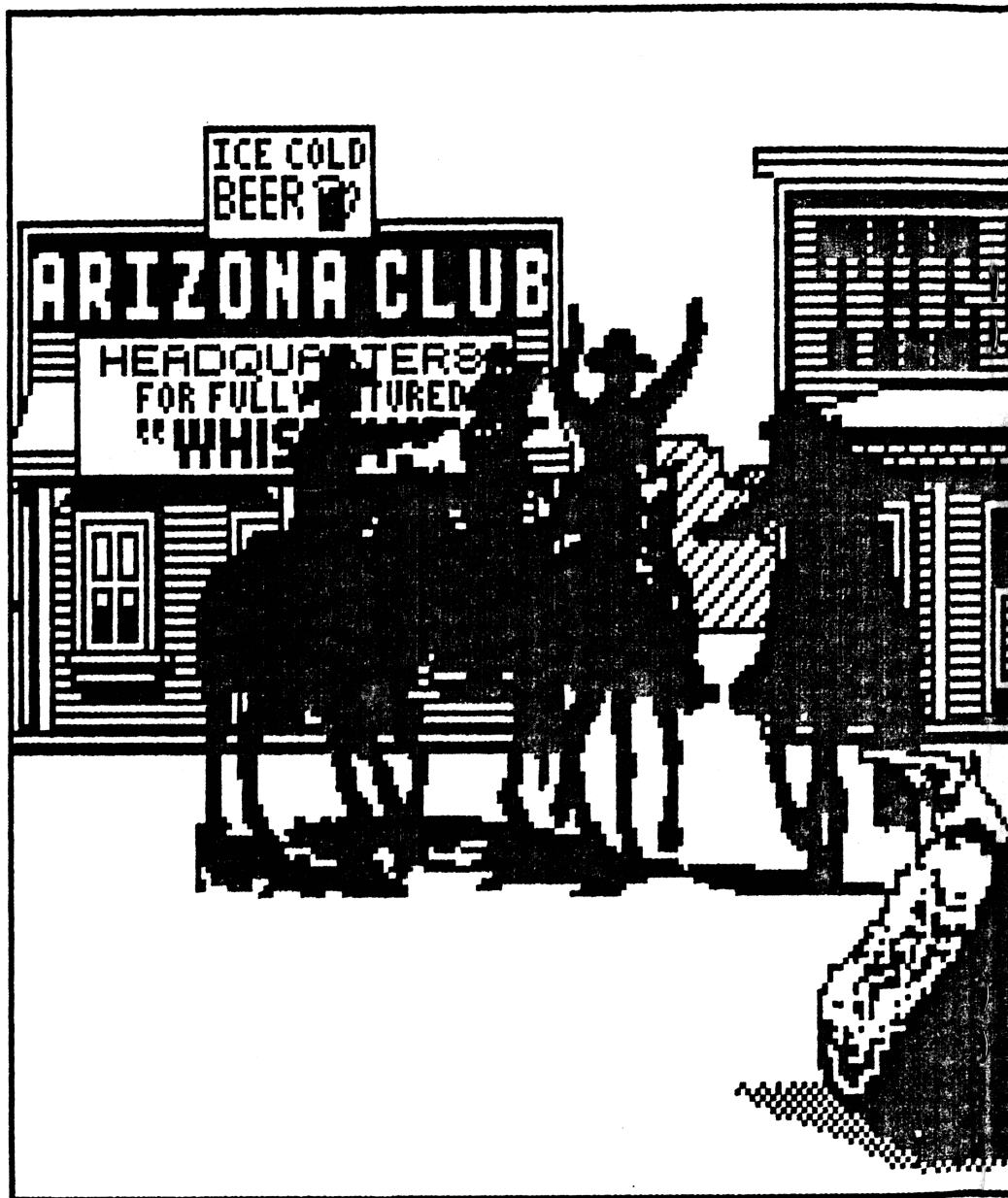
amounts on Ace through King. Suits have no value. A single deck of cards is then shuffled and two cards are dealt at a time. The first card dealt loses, the second one wins. In the case of a tie, half the amount of the bet is lost. Bets unaffected by the play of the two cards remain untouched, though may be added to or removed from play by the player. At the end of the deck, it is reshuffled, and play resumes.

## THE PLAY

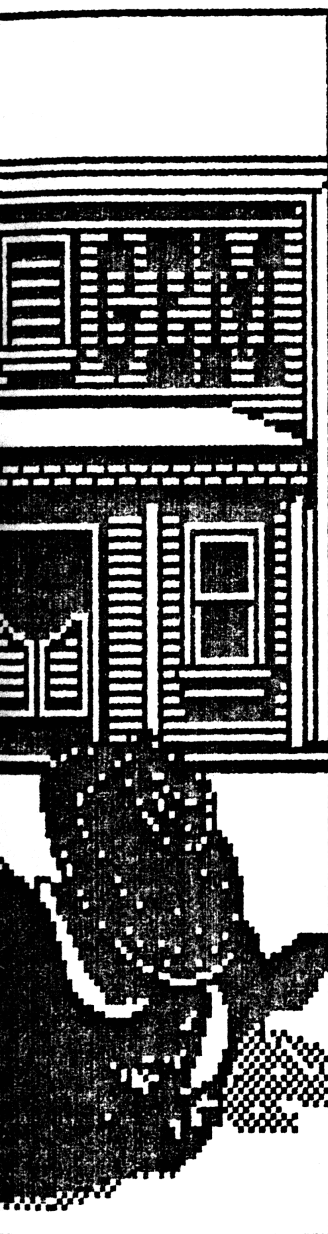
To play Faro at the Disk of the Old West FARO PARLOR, first select one or two players and enter in each of their names. To bet, select MAKE A WAGER. When your betting is completed, select BETTING COMPLETED.

Once you have decided to MAKE A WAGER your cursor will appear above the ACE. Move the cursor to the card you wish to bet on and press fire. You will then be asked for a wager amount. Move the joystick to the desired amount and press fire. Moving the joystick up or down moves by \$2 amounts, sideways moves the bet total by \$10 amounts. Faro has a \$100 wager limit. You may bet on as many cards as desired. If you already have a bet on a particular card and you chose it again, you will have the option of either removing the entire amount or adding/subtracting a portion of it.

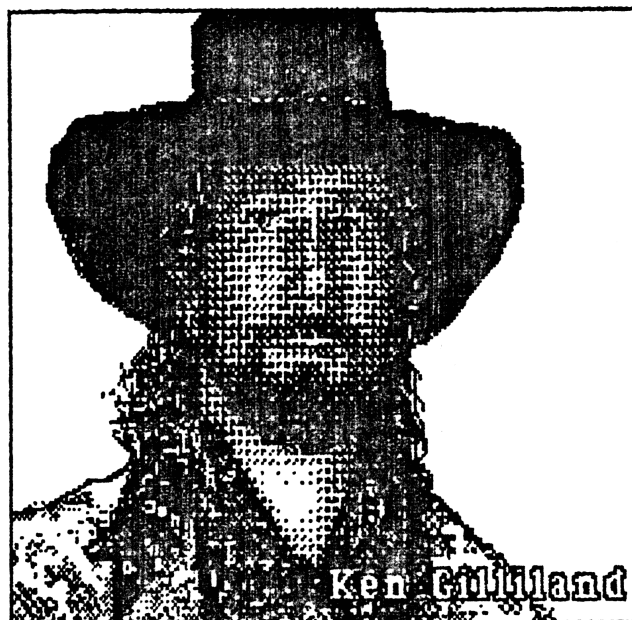
Once you have completed your betting and selected BETTING COMPLETED, two cards will appear at the right of the screen. The First (top) card loses and all bets on that card are removed. The Second (bottom) card wins. The bet on that card is removed and you are paid 2 to 1. If a tie occurs, the bet is removed and you are paid half the original wager.



This picture was created using just four files from the  
The two buildings are TOWN02 and TOWN01, the action in the  
HOLDUP and the fallen sunfighter is OUTLAW02.



is package.  
the center is



### About the Author/Artist

Ken Gilliland was born in Glendale, California in 1959, to R.Keith Gilliland, a high school science teacher and his wife, Ulla, a Swedish immigrant. At an early age, he showed signs of a strong creative output and a ravenous desire for historical knowledge. By age 13, he had works exhibited in a Gallery show and two years later was selling paintings on a professional level. When he graduated from High School, he won the California Women's Club Artistic Achievement Award, as well as a scholarship at Art Center College of Design and a California State Scholarship. He graduated from California State University of Northridge with honors went on to form a social club called "KEGB" which he presides as "Emperor" over. Currently, he paints for gallery shows, works as a freelance illustrator, designs scenery for theater, runs a small pest control and software company.

You probably will notice a strange box between the playing board and the menu box. This is an abacus. Most Faro players had them to help them keep track of what cards have been played. As cards are played, the beads on the abacus will slide downward.

Faro is basically a game of chance with some skill. Watching the abacus and knowing what cards have been played will help to enhance your chances. After creating FARO for the Disk of the Old West, I reworked the game and created a version for TI-CASINO on the "TI-CASINO SUPPLEMENT" package.







DSKB.HOLDUP\_I



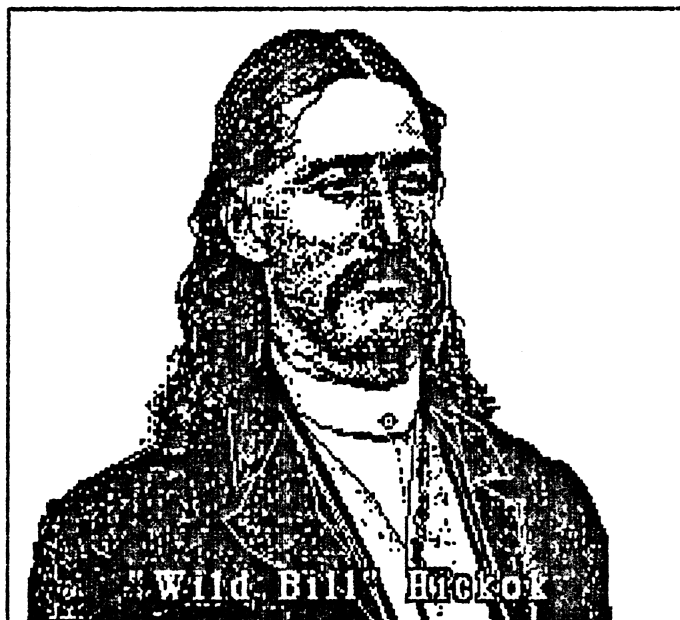
DSKB.TOWN01\_I



DSKB.TOWN02\_I

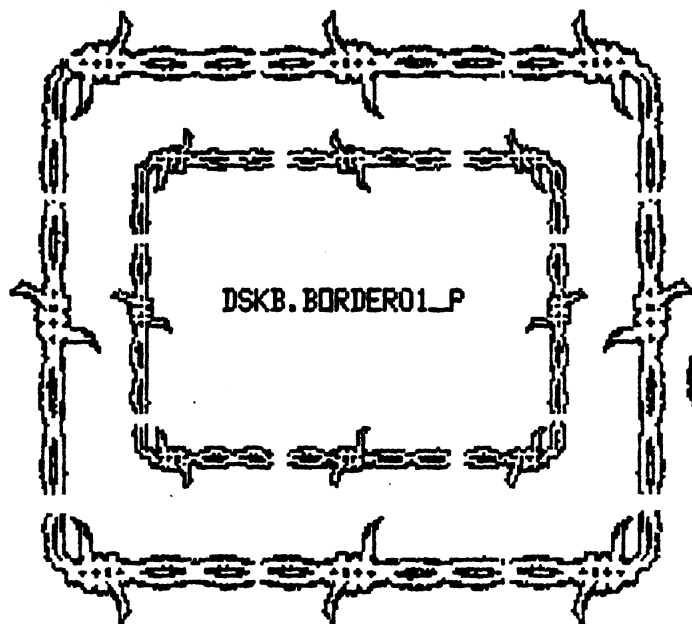


DSKB.INDIANO1\_I



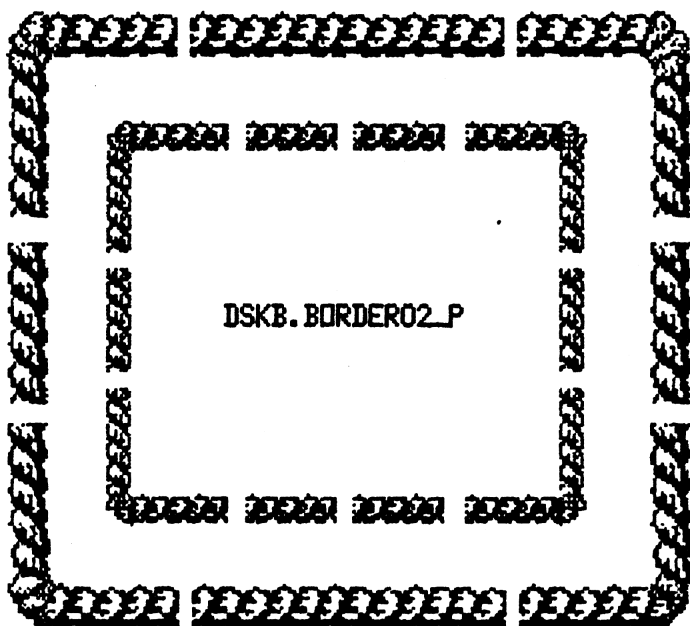
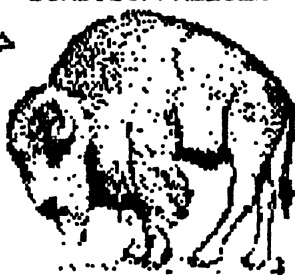
## E: RIDE OFF INTO THE SUNSET

When you decide to "Ride off into the Sunset" you are choosing to leave the Disk of the Old West and return to the TI start-up screen. To do this, press the "E" key at the Main Menu.



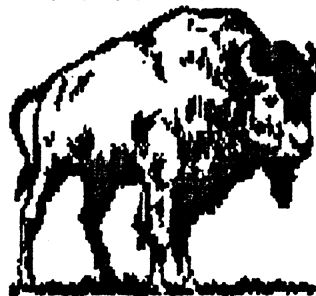
DSKB.BORDER01\_P

DSKB.BUFFALO1\_I



DSKB.BORDER02\_P

DSKB.BUFFALO2\_I



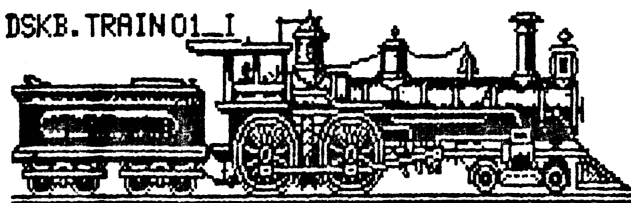
DSKB.STAGE02\_I

DSKC.WANTED\_F

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! " ? / Note: The lowercase is a different  
version of uppercase

DSKB.TRAIN01\_I



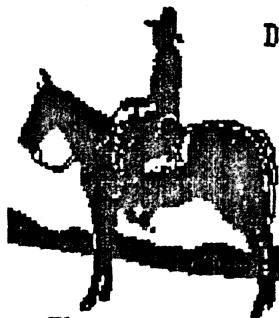
DSKB.INDIAN02\_I



DSKB.RIDER01\_I



DSKB.RIDER03\_I



DSKB.BUFFALO3\_I

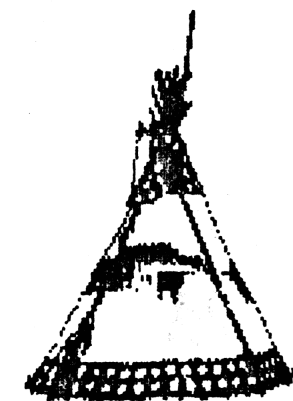


DSKB.BUFFALO4\_I

DSKB.RIDER02\_I



DSKB.RIDER04\_I



DSKB.TEEPEE01\_I



DSKB.STAGE01\_I

DSKC.BUFFBILL\_P



Sitting Bull & Buffalo Bill

DSKC.RIDER06\_I



DSKC.ROPE\_F

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DSKB.TEEPEE02\_I



George Armstrong Custer

DSKC.PHIDIAN\_F



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DSKC.OUTLAW01\_P



DSKC.RIDER05\_P



DSKC.6-GUN\_I



DSKC.BOOT\_I



DSKC.HORSE01\_I



DSKC.HORSE02\_I



DSKC.INDIAN03\_I



DSKC.OUTLAW02\_I

# BIBLIOGRAPHY AND SOURCES

Here are my sources for Disk of the Old West:

## THE OLD WEST Time-Life Book Series:

|                  |                  |                   |
|------------------|------------------|-------------------|
| The Soldiers     | The Rivermen     | The Cowboys       |
| The Gamblers     | The Trailblazers | The Great Chiefs  |
| The Gunfighters  | The Ranchers     | The Indians       |
| The Women        | The Loggers      | The Railroaders   |
| The Forty-niners | The Scouts       | The Frontiersmens |
| The Pioneers     | The Chroniclers  | The Miners        |

by the Editors of Time-Life Books. 1973. Time-Life Books, VA.

Frederick Remington, by Peter H. Hassrick. 1973. Harrison House, NY.

Artists of the American Frontier, by Peter H. Hassrick. 1988. Promontory Press, NY.

A Pictorial History of the Western Film, by William K. Everson. 1969. The Citadel Press, NJ.

Field research areas:

CALICO GHOST TOWN, Yermo, CA.

TOMBSTONE, AZ.

OLD TUSCON, Tuscon, AZ.

THE GENE AUTRY WESTERN HERITAGE MUSEUM, Los Angeles, CA.

THE SOUTHWEST MUSEUM, Pasadena, CA.

And very special thanks to: Ray Kazmer, Jim Reiss, Barry Traver and Peter Hoddie, all of which in some small or large contribution, have helped me to bring this package to you.

Shuffle Routine by Jim Reiss ©1991. This assembly code may not be used in any part without the express permission of the author.

This manual was made with a 9640 using McCann's  
TPA MDOS.



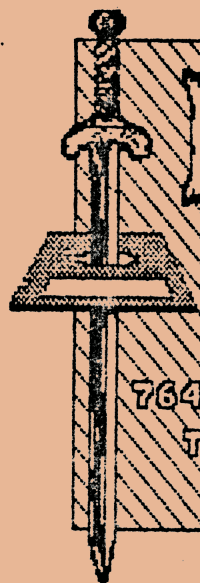
# Warranty and Disclaimer

Notung Software, the sole manufacturer of this program does not guarantee that this program will be free from error, perform as stated in this manual or meet the expectations of the user.

Notung Software is not liable for the use or misuse of this product or any damage that is the result of proper or improper use -not limited to the prescribed or actual function of the product.

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TI Casino  
Disk of Pyrates  
Disk of Dinosaurs  
Disk of Horrors  
Bride of the Disk  
of Dinosaurs  
Son of the Disk  
of Dinosaurs