



Diskette Software

Model PHD 5017

Oldies But Goodies-Games II

Five exciting games to challenge your mind.

■ **3-D TIC TAC TOE** — Challenge the computer to a game of Tic Tac Toe on a three-dimensional board.

■ **HAMMURABI** — Test your governing ability by becoming the leader of a nation and making decisions which determine whether your country is destroyed or becomes prosperous.

■ **HIDDEN PAIRS** — Train your memory by matching shapes, monsters, or states.

■ **PEGJUMP** — Exercise your logical powers to remove all but one peg from the gameboard.

■ **WORD SAFARI** — Hunt for the hidden words in the midst of random letters.

Designed for use with the TI-99/4 Home Computer and the TI Disk Memory System (TI Disk Drive Controller and TI Disk Memory Drive — sold separately).

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Author: Texas Instruments

Language: TI-99/4 BASIC

Hardware: TI-99/4 Home Computer
Disk Controller and Drive or Cassette Tape Recorder

Media: Diskette or Cassette

Oldies But Goodies--Games II contains five games that stimulate and challenge your mind.

3-D Tic Tac Toe--Match wits with the computer on a three-dimensional board.

Pegjump--Tests your logical thinking; you must plan how to remove all but one peg from the gameboard.

Hidden Pairs--Helps you train your memory by challenging you to match shapes, monsters, or states that are briefly displayed.

Hammurabi--Offers you the opportunity to decide the future of a kingdom.

Word Safari--offers educational opportunities for teaching vocabulary in the form of a word puzzle. You create the puzzle by listing the words you would like hidden in the maze of random letters. You may use a printer to print as many copies of the puzzle as you wish.

3-D TIC-TAC-TOE is a computerized version of multi-level Tic Tac Toe. The game is played on a 4x4x4 cube, and your opponent is the computer. The object is to get four markers in a row either along a diagonal, horizontal or vertical plane. To move, you enter a three-digit number with each digit being a number from one to four. The first digit indicates the level; the second, the row; and the third, the column. Because there is so much strategy involved, the computer takes approximately one minute to make a move.

STEP 1: If the computer is not already in the BASIC mode, select TI BASIC. Then type,

CALL FILES(1)

and press ENTER. Then type NEW, and press ENTER.

To load the program from a diskette, insert the diskette into the disk drive, type

OLD DSK1.3DTICTAC

and press ENTER.

To load the program from a cassette tape, refer to the "Loading Cassettes" section in this manual for instructions on determining the program's position on the cassette tape. When you have properly positioned the tape counter on your cassette and inserted your cassette, type

OLD CS1

and press ENTER. The computer then displays directions for loading the tape. Refer to "Loading Cassettes" if you have difficulty in loading the program from the cassette.

STEP 2: When the cursor reappears, type RUN, and press ENTER. When the 3-D TIC TAC TOE title screen appears, press any key to continue.

STEP 3: A summary of the rules of the game is displayed. After reading this discussion, press any key to continue. A brief pause occurs, while the computer prepares the game board.

STEP 4: After the game board is displayed, you may choose whether you wish to play first. If you have decided to play first, enter your first move. Moves are designated by a three-digit number. The first digit designates the level on which you wish to make your move; the highest level is level 1, and the lowest level is 4. The second

digit designates the row; the row at the back edge of a level is row 1, and the row at the front edge is row 4. The third digit designates the column; the column on the left of a level is column 1, and the right column is column 4. For example, to enter a move on the second level, the third row, and the fourth column, you would enter 234. When you enter your move, a white marker is placed in the position you designated. After you complete your move, the computer begins its turn. Because of the complexity of the game, the computer may take up to one minute to select its move. When the computer places its red marker, it displays its move using a three-digit number. The game continues until either the computer or you win or until the game is tied.

- STEP 5: After the game is over, the prompt "ANOTHER GAME? (Y/N)" is displayed. If you respond Y, the game begins again. If you respond N, the message "*** DONE ***" is displayed, and the program stops.

Hammurabi gives you the power and responsibility of a ruler. The object of the game is to govern the ancient kingdom of Sumer so successfully that the people ask you to remain their ruler. During a five-year term you decide how much to feed the population and how much land to plant, buy, or sell. If the nation prospers, the people ask you to stay; if it doesn't, they demand your head.

As in life, a number of factors in this game are determined by chance. Plagues occur; harvests are sometimes bounteous and sometimes small; war breaks out. The outcome is never predictable. Your success depends on how well you cope with random events, as well as the rationality of your decisions.

STEP 2: When the direct translators type RUN, and press ENTER, when the SUBTITLES FOR YOU title screen appears, press any key to continue.

STEP 3: A summary of the rules of the game is displayed. After reading this information, press any key to continue. A brief game screen occurs, while the computer prepares the game board.

STEP 4: After the game board is displayed, you are asked whether you wish to play first. If you have decided to play first, enter your first move. Moves are designated by a three-digit number. The first digit designates the level on which you wish to make your move; the highest level is level 1, and the lowest level is 4. The second

STEP 1: If the computer is not already in the BASIC mode, select TI BASIC. To load the program from a diskette, insert the diskette into the disk drive, type

OLD DSK1.HAMMURABI

and press ENTER.

To load the program from a cassette tape, refer to the "Loading Cassettes" section in this manual for instructions on determining the program's position on the cassette tape. When you have properly positioned the tape counter on your cassette and inserted your cassette, type

OLD CS1

and press ENTER. The computer then displays directions for loading the tape. Refer to "Loading Cassettes" if you have difficulty in loading the program from the cassette.

STEP 2: When the cursor reappears, type RUN, and press ENTER. When the HAMMURABI title screen appears, press any key to continue.

STEP 3: You are presented with the statistics of your nation: the number of people who starved, the number of newcomers, the current population, the number of acres owned by the nation, the size of the last harvest, the amount of grain consumed by rats, the amount of grain in storage, and the current price of land. This information is vital to your making intelligent decisions for the kingdom's future.

STEP 4: Enter your decisions for the coming year. You must decide whether to buy or sell land, how many acres to purchase or sell, how many bushels to feed the people, and how many acres to plant. Because the former governor did not leave you with any instructions, you must use the trial-and-error method to run your nation. The steward tells you if what you try to do is impossible. He prevents you from buying more land than you can pay for or planting more acres than your people can tend.

STEP 5: After entering your decisions, you receive the yearly report. However, if too many people starve in one year, you are thrown out of office immediately.

Occasionally, Sumer is attacked by its neighbors. Soldiers killed in action or civilians killed are also counted in with the people you starved. If you win the war, you might take prisoners of war. If you decide to return them, the enemy pays you one hundred bushels for each prisoner. If you decide to keep them, they are added to your current population.

STEP 6: After five years in office, you are given a summary report and an evaluation of your performance as governor. NOTE: The percentage of people killed given here is the average percent of the population killed in one year.

STEP 7: If you did reasonably well, you are given the chance to continue in office. If you are not given the chance to continue or if you decided not to continue as ruler, you are asked if you want to play another game. If you answer "N" to this question, the program ends.

Hidden Pairs is a two-player game that tests the players' memories by challenging them to match pairs of geometric shapes, monsters, or states that are briefly displayed. The object of the game is to make seven of a possible twelve matches. The gameboard has twenty-five squares, and behind one of the squares is a wild card which forms a match with any square. A player's turn lasts until no match is made.

and press ENTER

To load the program from a cassette tape, refer to the "Loading Cassette" section in this manual for instructions on determining the program's position on the cassette tape. When you have properly positioned the tape counter on your cassette and inserted your cassette, type

OLD C21

and press ENTER. The computer then displays directions for loading the tape. Refer to "Loading Cassette" if you have difficulty in loading the program from the cassette.

Step 2: When the cursor reappears, type RUN, and press ENTER. When the HIDDEN PAIRS title screen appears, press any key to continue.

Step 3: Select the type of object--geometric shapes, monsters, or states--you wish to match. A trial pause occurs while the computer prepares the game board. Then enter the name of each player, up to five letters.

Step 4: The first player enters the letter of the square he wishes displayed. Then he enters the letter of the second square. If the squares match, the player is given one point for that match and may continue to enter letters until no match is made. Then the second player enters letters to make a match. The players continue to take turns until one player reaches seven matches. If the players each have six matches, the game is tied.

STEP 1: If the computer is not already in the BASIC mode, select TI BASIC. To load the program from a diskette, insert the diskette into the disk drive, type

OLD DSK1.PAIRS

and press ENTER.

To load the program from a cassette tape, refer to the "Loading Cassettes" section in this manual for instructions on determining the program's position on the cassette tape. When you have properly positioned the tape counter on your cassette and inserted your cassette, type

OLD CS1

and press ENTER. The computer then displays directions for loading the tape. Refer to "Loading Cassettes" if you have difficulty in loading the program from the cassette.

STEP 2: When the cursor reappears, type RUN, and press ENTER. When the HIDDEN PAIRS title screen appears, press any key to continue.

STEP 3: Select the type of objects--geometric shapes, monsters, or states-- you wish to match. A brief pause occurs, while the computer prepares the game board. Then enter the name of each player, up to five letters.

STEP 4: The first player enters the letter of the square he wishes displayed. Then he enters the letter of the second square. If the squares match, the player is given one point for that match and may continue to enter letters until no match is made. Then the second player enters letters to make a match. The players continue to take turns until one player reaches seven matches. If the players each have six matches, the game is tied.

STEP 5: When the game is over, press any key to return to the list of objects. If you wish to continue playing, select the objects you wish to match. If you wish to quit, press 5. The message "*** DONE ***" is displayed, and the program stops.

LOAD CASSETTE

When the computer has displayed the directions for loading the tape, refer to "Loading Cassettes" if you have difficulty in loading the program from the cassette.

STEP 2: When the cursor appears, type RUN, and press ENTER. When the BASIC screen appears, press any key to continue.

STEP 3: To read a summary of the instructions for the game, press 1. To begin the game, press 2. The game board is then displayed on the screen. To make your first move, enter the number or letter of the hole that contains the peg you wish to move. Then enter the number or letter of the empty hole where you wish to place the peg. Remember that you can jump only one peg at a time, and the jump may be horizontal or vertical only. The peg that you jumped is then removed from the board.

STEP 4: Continue in this fashion until only one peg remains or until no more legal moves are possible. After you enter a move, the computer will display the new board. If you wish to quit, press 5. The message "*** DONE ***" is displayed, and the program stops.

Pegjump, a European game of logic, requires you to plan your moves well in advance. The game uses a cross-shaped pegboard and begins with a peg in every hole but the center one. The object is to remove all the pegs but one by jumping over a peg into an empty hole and removing the peg that has been jumped. At the end of the game, a scoring table evaluates your performance based on the number of pegs you have removed.

To load the program from a cassette tape, refer to the "Loading Cassettes" section in this manual for instructions on determining the program's position on the cassette tape. When you have properly positioned the tape counter on your cassette and inserted your cassette, type

010 751

and press ENTER. The computer then displays directions for loading the tape. Refer to "Loading Cassettes" if you have difficulty in loading the program from the cassette.

STEP 1: When the cursor appears, type ROW, and press ENTER. When the WIDTH PAUSE title screen appears, press any key to continue.

STEP 2: Select the type of objects--geometric shapes, monsters, or statues--you wish to watch. A brief pause occurs, while the computer prepares the game board. Then enter the name of each player, up to five letters.

STEP 3: The first player enters the letter of the square he wishes displayed. Then he enters the letter of the second square. If the squares match, the player is given one point for that match and may continue to enter letters until no match is made. Then the second player enters letters to make a match. The players continue to take turns until one player reaches seven matches. If the players each have six matches, the game is tied.

STEP 1: If the computer is not already in the BASIC mode, select TI BASIC. To load the program from a diskette, insert the diskette into the disk drive, type

OLD DSK1.PEGJUMP

and press ENTER.

To load the program from a cassette tape, refer to the "Loading Cassettes" section in this manual for instructions on determining the program's position on the cassette tape. When you have properly positioned the tape counter on your cassette and inserted your cassette, type

OLD CS1

and press ENTER. The computer then displays directions for loading the tape. Refer to "Loading Cassettes" if you have difficulty in loading the program from the cassette.

STEP 2: When the cursor reappears, type RUN, and press ENTER. When the PEGJUMP title screen appears, press any key to continue.

STEP 3: To read a summary of the instructions for the game, press 1. To begin the game, press 2. The game board is then displayed on the screen. To make your first move, enter the number or letter of the hole that contains the peg you wish to move. Then enter the number or letter of the empty hole where you wish to place the peg. Remember that you can jump only one peg at a time, and the jump may be horizontal or vertical only. The peg that you jumped is then removed from the board.

STEP 4: Continue in this fashion until only one peg remains or until you do not have a legitimate move. Press SHIFT V (PROC'D) for your rating. After you have determined your rating, press any key to continue. If you wish to play again, press 2, and the game board is displayed. If you do not, press 3. The message "*** DONE ***" is displayed, and the program stops.

Word Safari allows you to generate hidden word puzzles. Because you specify the words used in the puzzles, you may use the program in many different ways: to teach vocabulary words to your children or to play name games at parties. You select up to 25 words to be mingled with the random letters in a puzzle. These words may vary in length between three and ten letters. You may also choose the number of letters in a puzzle. After the computer creates a puzzle, it may be displayed on the screen or printed, if you are using the optional TI Thermal Printer or the RS232 Interface and a compatible printer. You may also display or print the solutions to the puzzle.

WORD SAFARI

and press ENTER. The computer then displays the program's position on the cassette tape. When you have correctly positioned the tape counter on your cassette and inserted your cassette, type

STEP 2: When the correct responses, type RUN, and press ENTER. When the PROGRAM title screen appears, press any key to continue.

STEP 3: To read a summary of the instructions for the game, press 1. To begin the game, press 2. The game board is then displayed on the screen. To make your first move, enter the number of letter of the hole that contains the peg you wish to move. Then enter the number of letter of the empty hole where you wish to place the peg. Remember that you can jump only one peg at a time, and the jump may be horizontal or vertical only. The peg that you jumped is then removed from the board.

STEP 4: Continue in this fashion until only one peg remains or until you do not have a legitimate move. Press SHIFT + (PROGRAM) for your rating. After you have determined your rating, press any key to continue. If you wish to play again, press 3, and the game board is displayed. If you do not, press 1. The message "END" is displayed, and the program stops.

STEP 1: If the computer is not already in the BASIC mode, select TI BASIC. To load the program from a diskette, insert the diskette into the disk drive, type

OLD DSK1.SAFARI

and press ENTER.

To load the program from a cassette tape, refer to the "Loading Cassettes" section in this manual for instructions on determining the program's position on the cassette tape. When you have properly positioned the tape counter on your cassette and inserted your cassette, type

OLD CS1

and press ENTER. The computer then displays directions for loading the tape. Refer to "Loading Cassettes" if you have difficulty in loading the program from the cassette.

STEP 2: When the cursor reappears, type RUN, and press ENTER. When the WORD SAFARI title screen appears, press any key to continue.

STEP 3: A list of five options is displayed on the screen. Select the option you wish to perform by typing the appropriate number.

OPTION 1: REDIRECT OUTPUT

If you press 1, you may change the method of outputting your puzzle. Until you choose this option and select another method, any puzzle you create is displayed on the screen. If you select option 2 from the list of output devices, your puzzle is printed on the optional TI Thermal Printer. If you wish to use an RS232 Interface and a compatible printer, select the third option the list and specify the device name. (Refer to the RS232 owner's manual for instructions on naming the device.) Once you have changed the method of outputting a puzzle, that method remains in effect until you select this option and change the method.

OPTION 2: INPUT WORDS

If you press 2, you begin creating your puzzle. First, you must choose its size. Your puzzle may have ten rows and ten columns of letters, 20 rows and 20 columns, or 25 rows and 25 columns. (If you select a 25 x 25 puzzle, the entire puzzle cannot be displayed on the screen, but can be printed.) Once you select the size of your puzzle, decide the number of words you wish to hide in your puzzle. The maximum number of words is 25, and each word may be between three and ten letters long. Now enter the words you want to use, one at a time. After entering the last one, correct any errors. When you are satisfied with the puzzle words, respond N to the prompt "DO YOU WISH TO CHANGE A WORD? (Y/N)". The computer displays the message "WORKING . . ."

The numbers which appear on the display indicate the number of attempts the computer is making to hide the word in the puzzle. The stops trying after 75 attempts. Sometimes, a puzzle cannot be created using the words you entered with the puzzle size you selected. If it cannot hide all of the words, you may choose to begin a new puzzle or to accept the puzzle formed by the words the computer was able to hide. Once the puzzle is complete, it is displayed on your video screen.

When you have deciphered the displayed puzzle, press any key to return to the list of options. If you are using a printer, you are asked to enter the name of the puzzle. Then the printing begins. When the puzzle has printed, the options list is displayed.

OPTION 3: OUTPUT WORDS

If you press 3, the computer displays the words used in your puzzle. When the words have been displayed, press any key to return to the list of options. If you are using a printer, you are asked for the number of copies of the words you wish printed. Then the printing begins. When the words have printed, the options list is displayed.

OPTION 4: PRINT ANSWER

If you press 4, the computer displays the solution to your puzzle. When the solution has been displayed, press any key to return to the list of options. If you are using a printer, you are asked for the number of solutions you wish printed. Then the printing begins. When the solution has been printed, the options list is displayed.

OPTION 5: EXIT

If you press 5, the message "*** DONE ***" is displayed, and the program stops.

Copies of all programs listed on the cassette tape label are located on both sides of the tape. If for any reason you experience trouble loading or accidentally erase a program, another copy is available on the other side of the tape.

To attach and operate your cassette recorder, refer to the User's Reference Guide. Follow these instructions carefully, and the programs should load easily.

However, if your recorder does not respond when you press ENTER while loading the package, the cassette recorder's drive motor may not be compatible with the Home Computer's circuitry. Although the computer may not be able to operate the cassette automatically, you may be able to operate your cassette manually. Connect the red and white plugs to the cassette unit as described in the User's Reference Guide, but do not connect the black plug. Follow the procedure for loading data as described. When the message "PRESS CASSETTE PLAY" is displayed, press the ENTER key immediately after pressing the cassette's PLAY keys. If the data is loaded successfully, you may continue to operate the cassette manually.

To locate the position of programs on a cassette, listen to the tape and note the counter setting when programs begin. Follow these steps to determine the exact location of all programs:

- STEP 1: Rewind your tape and reset the counter to zero.
- STEP 2: Disconnect the computer-to-cassette cable from the cassette player. You now will be able to hear what is on the tape as it plays.
- STEP 3: Press PLAY.
- STEP 4: The programs on Oldies But Goodies--Games II are listed on the cassette tape in the following order:

- 3-D TIC TAC TOE
- HAMMURABI
- HIDDEN PAIRS
- PEGJUMP
- WORD SAFARI

OLDIES BUT GOODIES — GAMES II Loading Cassettes

A blank section of tape precedes each program. When you hear program data, note the position of the counter beside the program name above. You may wish to subtract 1 or 2 from the counter reading to ensure that, when you load the program, the beginning of your program loads properly.

STEP 5: Use these counter settings in the future to quickly load cassette tape programs.

NOTE: This process can be speeded by alternating between PLAY and FAST FORWARD as you listen.

1. Be sure that the diskette or cassette you are using is the correct one. For a diskette, use the Catalog command on your Disk Manager Command Module to check for the correct program; for a cassette tape, check the label.
2. If your computer does not respond to the RUN command, be sure to select TI BASIC and load the program before you try to use it.
3. Ensure that your cassette recorder or disk system is properly connected and turned on. Be certain that you have turned on all peripheral devices before you turn on the computer.
4. If your program does not appear to be working correctly, press SHIFT C (CLEAR) and remove the diskette from the disk drive or the cassette from the recorder. Reinsert the diskette or the cassette, and follow the "User Instructions" carefully. If the program still does not appear to be working properly, remove the cassette from the recorder or the diskette from the disk drive, turn the computer off, wait several seconds, and turn it on again. Then load the program again.
5. If you are having difficulty in operating your Home Computer or are receiving error messages, refer to "Maintenance and Service Information" and "Error Messages" appendices in your User's Reference Guide for additional help.
6. If you continue to have difficulty with your Texas Instruments computer or the Oldies But Goodies--Games II package, please contact the dealer from whom you purchased the unit or package for service directions.

OLDIES BUT GOODIES — GAMES II Limited Warranty

THREE-MONTH LIMITED WARRANTY HOME COMPUTER SOFTWARE MEDIA

Texas Instruments Incorporated extends this consumer warranty only to the original consumer purchaser.

WARRANTY COVERAGE

This warranty covers the case components of the software package. The components include all cassette tapes, diskettes, plastics, containers, and all other hardware contained in this software package ("the Hardware"). This limited warranty does not extend to the programs contained in the software media and in the accompanying book materials ("the Programs").

The Hardware is warranted against malfunction due to defective materials or construction. THIS WARRANTY IS VOID IF THE HARDWARE HAS BEEN DAMAGED BY ACCIDENT OR UNREASONABLE USE, NEGLIGENCE, IMPROPER SERVICE OR OTHER CAUSES NOT ARISING OUT OF DEFECTS IN MATERIAL OR CONSTRUCTION.

WARRANTY DURATION

The Hardware is warranted for a period of three months from the date of original purchase by the consumer.

WARRANTY DISCLAIMERS

ANY IMPLIED WARRANTIES ARISING OUT OF THIS SALE, INCLUDING BUT NOT LIMITED TO THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED IN DURATION TO THE ABOVE THREE MONTH PERIOD. TEXAS INSTRUMENTS SHALL NOT BE LIABLE FOR LOSS OF USE OF THE HARDWARE OR OTHER INCIDENTAL OR CONSEQUENTIAL COSTS, EXPENSES, OR DAMAGES INCURRED BY THE CONSUMER OR ANY OTHER USER.

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LEGAL REMEDIES

This warranty gives you specific legal rights, and you may also have other rights that vary from state to state.

PERFORMANCE BY TI UNDER WARRANTY

During the three month warranty period, defective Hardware will be replaced when it is returned postage prepaid to a Texas Instruments Service Facility listed below. The replacement Hardware will be warranted for a period of three months from date of replacement. TI strongly recommends that you insure the Hardware for value prior to mailing.

TEXAS INSTRUMENTS CONSUMER SERVICE FACILITIES

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Texas Instruments Service Facility
P. O. Box 2500
Lubbock, Texas 79408

Canadian Residents:

Geophysical Services Incorporated
41 Shelley Road
Richmond Hill, Ontario, Canada L4C5G4

Consumers in California and Oregon may contact the following Texas Instruments offices for additional assistance or information.

Texas Instruments Exchange Center
831 South Douglas Street
El Segundo, California 90245
(213) 973-1803

Texas Instruments Consumer Service
10700 Southwest Beaverton Highway
Park Plaza West
Beaverton, Oregon 97005
(503) 643-6758

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