

Cassette Software

Model PHT 6015 Oldies But Goodies-Games I Five exciting programs which provide hours of fun for

■ WORD SCRAMBLE — A one- or two-player game

which tests your ability to unscramble words . . . ■ NUMBER SCRAMBLE — A computerized number

puzzle that challenges one or two players to arrange

■ BIORHYTHM — A program that allows you to chart the biorhythmic cycles that may influence your behavior. ■ FACTOR FOE — A stimulating mathematical game

that sharpens your multiplication and addition skills. ■ TIC TAC TOE — A computerized version of the

familiar game that children can easily play.

Requires the use of a cassette tape recorder (not included) for loading the program contents into the TI-99/4 Home Computer memory.

OLDIES BUT GOODIES—GAMES I Table of Contents

Overview										2
Word Scramble Description User Instructions	:			:	 :	:				3 4
Number Scramble Description User Instructions										
Biorhythm Description Background User Instructions										11
Factor Foe Description User Instructions										
Tic Tac Toe Description User Instructions								•		 17 18
Loading Cassettes										20
In Case of Difficulty .										22
Limited Warranty										23

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OLDIES BUT GOODIES-GAMES I

196-25 Overview

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 I is a collection of five games designed to entertain you and your entire family and perhaps help your family improve their vocabulary or math skills while having fun. The games in this package range from the familiar Tic Tac Toe and Number Scramble, which almost all children can play, to more difficult games, which in their most difficult versions challenge adults. Word Scramble is a game for word lovers, and Factor Foe appeals to the mathematicians. One game, Biorhythm, is designed for those who are worried about their "good" and "bad" days and wish to check out their life cycles.

Some of the games are played only against the computer. Other games allow you to play against another person or to make the computer your opponent. In every case, the games have been designed to be simple to operate and enjoyable to play.

Word Scramble is a one- or two-player word game for ages eight though adult. The object of the game is to race against time or your opponent to unscramble a word. The game helps you learn common letter combinations, prefixes, and suffixes.

The computer displays a scrambled word and the points to be added to your score if you guess the word correctly. As time goes on, the point value decreases. If you enter the word incorrectly, the point value is subtracted from your score. Your opponent, if you are playing against one, is then given the opportunity to guess the word.

To keep the game stimulating, you can increase its difficulty by changing the length of the words to be unscrambled from four letters to as many as six. You can decide how completely the computer scrambles the letters. You can also determine how long the game lasts by selecting the number of words to be unscrambled and how much time you have to unscramble each word.

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.WORD

and press ENTER.

Refer to "Loading Cassettes" for instructions on determining the program's position on the cassette tape or if you have difficulty in loading the program from the cassette. Once you have located the program, insert the cassette into the recorder, type

OLD CS1

and press ENTER. The computer then displays directions for loading the tape.

NOTE: Copies of the program are located on both sides of the tape. If for any reason you experience trouble loading the program, try again, using the other side of the tape.

- STEP 2: When the cursor reappears, type RUN, and press ENTER. When the WORD SCRAMBLE title screen appears, press any key to continue. Then select the number of players by pressing 1 for one player or 2 for two players. Remember to press ENTER after choosing your selections throughout this game. Enter your name and the name of your opponent if you are playing a two-person game.
- STEP 3: Decide how difficult you wish to make the game. First, determine the length of the words to be unscrambled. You may select words from four to six letters in length by entering a number from four to six.

 Generally speaking, the longer the word is, the more difficult it is to unscramble.

Determine at what level of difficulty you wish to play by entering a number from one to four. The higher the level, the more difficult the game becomes. Next, decide

how many words are to be given in the game. The maximum number is 50. Finally, determine the amount of time allowed to solve the word. Select a speed, one through four, with four being the fastest.

STEP 4: Now the game begins. After a slight pause, the game display appears. It is divided into three parts for the two-player game and two parts for the one-player game. The top portion in either case displays the word to be unscrambled. The possible points to be awarded if you unscramble the word correctly or to be deducted if you fail to unscramble the word are shown below the word.

One-Player Game
If you selected the one-player game, press
the "1" key when you have unsorambled the
word. Until you press the "1" key, the
total number of possible points decreases
gradually. If you have not unscrambled the
word when the point value reaches 0, a
musical tone is sounded, and the computer
displays the correct word.

After you press "1," the cursor appears in the bottom half of the screen so that you may now enter your guess. If you do not type your answer immediately, five points are deducted from your score, and the point value for the word begins decreasing again. If the word you enter is correct, then the point value displayed is added to your score. If your answer is not correct, the points are deducted from your score, and the correct word is given. The computer continues to display words until the number of words you selected have been attempted.

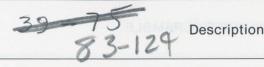
Two-Player Game
In a two-player game, the display is divided into three sections. The scrambled word and the point value for that word appear in the upper portion. The name and score of the first player are on the lower left, and the name and score of the second player are on the lower right.

When either player has identified the word, that player presses the corresponding key--"l" key for Player 1 and "0" key for Player 2. (Until either the "l" or "0" key is depressed, the point value gradually decreases.) If the word is not typed immediately, five points are deducted from the player's score, and the point value for the word begins decreasing again. If the word is correct, the point value displayed is added to the player's score. If the answer is incorrect, the other player is given a chance to unscramble the word. If the second player also answers incorrectly, the point value is deducted from his score. The computer then displays the correct word.

If neither player unscrambles the word before the point value equals 0, a musical tone is sounded, and the computer displays the correct answer. Then the next scrambled word appears. The cycle continues until the number of words selected have been displayed.

STEP 5: After the game is finished, the computer asks if you wish to play another game. If you enter "Y," you can make the game as difficult as you wish. If you do not wish to play anymore, then enter "N."

NUMBER SCRAMBLE



Number Scramble is a computerized version of the familiar handheld puzzles that have frustrated and challenged people of all ages for many years. Either one or two persons can play. The object of the game is to arrange the numbers 1 through 15 in numerical order on a 4 by 4 grid.

Number Scramble allows you to select the kind of puzzle you wish to solve. You may play a game with the numbers arranged randomly or one of the twenty-five match games that always begin with the same number arrangement. If you choose a match game, you can compete against your best score or compete with other players who have played the same match game.

If two people are playing, you determine how you wish to score the game. The computer will count the number of moves you use to arrange the numbers properly or accumulate the time used to place the numbers in order.

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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 drive, type

OLD DSK1.NUMBER

and press ENTER.

Refer to "Loading Cassettes" for instructions on determining the program's position on the cassette tape or if you have difficulty in loading the program from the cassette. Once you have located the program, insert the cassette into the recorder, type

OLD CS1

and press ENTER. The computer then displays directions for loading the tape.

NOTE: Copies of the program are located on both sides of the tape. If for any reason you experience trouble loading the program, try again, using the other side of the tape.

- STEP 2: When the cursor reappears, type RUN, and press ENTER. When the NUMBER SCRAMBLE title screen appears, press any key.
- STEP 3: Determine whether you wish to play the oneor two-player game. For the one-player
 game, enter 1; for the two-player game,
 enter 2. If you select the two-player game,
 the computer prompts you to select the
 method for determining the winner. If you
 enter 1, the winner is the player with the
 fewer moves. If you enter 2, the winner is
 the player who finishes the puzzle first.
 If you choose the fewer number of turns,
 both players must complete the puzzle before
 the computer declares a winner.
- STEP 4: The computer prompts you to choose the type of game you wish to play, a match game or a random game. A match game is one of twenty-five games, numbered 1 through 25, that always begin with the same number arrangement. You can use the match game to

compete against yourself or the scores of other players of the same game. A random game arranges the numbers in any sequence. Enter 1 to select a match game and 2 to select a random game. If you select a match game, you are prompted for the number of the game you wish to play.

STEP 5: After you have determined how you wish to play the game, one grid or two grids are displayed.

To play the game, rearrange the numbers by moving them one space at a time. To determine the direction in which the numbers move, use the directional arrow keys if you are playing a one-player game or are Player #1 in a two-player game. (Do not press SHIFT with these keys.) If you are Player #2, use the keys I, J, K, and M. The \underline{I} key moves the number \underline{up} one row; the \underline{J} key moves the number \underline{teft} one column; the \underline{K} key moves the number \underline{tight} one column; and the M key moves the number \underline{down} one row. The diagram on the video screen will help you remember which key to press. Use these keys to move the numbers into numerical order.

STEP 6: When the numbers are in order if you are playing a one-person game or are deciding a winner in a two-person game based on the amount of time used, the computer declares the winner. If you are using the fewer number of turns to determine the winner, the computer declares the winner after both players have placed the numbers in order. Once the computer has declared a winner, the program stops, and the message "** DONE **" is displayed. If you wish to play again, follow the User Instructions beginning with STEP 2.

Biorhythm charts your biorhythmic cycles, which may influence your behavioral patterns. The cycles begin at birth and continue throughout life. The relationship of these cycles is considered by biorhythm theorists to be responsible in part for the "good" and "bad" days that you might experience.

Biornythm operates very simply. To determine your biornythms for a particular month, enter your birth date and the month and year for which you want a chart produced. The computer graphs your biornythms in a matter of moments. You can then determine if the events of your day or month match your biornythm indicators so far, or you can anticipate your future. If you wish, you may look at the previous month or the month to follow. You might even compare charts with a friend. The results may prove interesting.

BIORHYTHM



Biornythm theorists recognize three cycles influencing human behavior: physical, emotional, and intellectual. These cycles are of different lengths. As a result, the influences of the three cycles are always changing.

The first of these cycles may determine the physical state of an individual. This cycle is based on a 23-day period which is claimed to represent the changes a person experiences in his strength, endurance, and physical well-being.

The second cycle is claimed to represent the individual's emotional state and lasts for a period of 28 days. A person's cooperativeness, attitude, and friendliness is said to be influenced by this cycle.

The third cycle concerns the individual's awareness of his environment. The ability to be creative, quick-thinking and analytical may be affected by this 33-day cycle.

Three important points in each biorhythm cycle are considered significant: the peak, the valley, and the critical point. The peak of a cycle is the point at which that element of a person's being-physical, emotional, or intellectual-is claimed to be at its best. In contrast, the valley is the lowest point in the cycle and may indicate a lack of physical ability, emotional stability, or intellectual keenness, depending on the cycle. The peak is designated on the graphs displayed in Biorhythm by a thin, red vertical bar located near the center of the white color band for each cycle, while the valley is marked by a thin, white vertical bar located near the center of the red color band for each cycle. The critical point in a biorhythm is the crossover point where the cycle turns from high to low or from low to high. These points are marked by the shift in color from white to red or red to white.

When biorhythm peaks or valleys coincide, the effects of each cycle may be reinforced by the others.

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 drive, type

OLD DSK1.BIORHYTHM

and press ENTER.

Refer to "Loading Cassettes" for instructions on determining the program's position on the cassette tape or if you have difficulty in loading the program from the cassette. Once you have located the program, insert the cassette into the recorder, type

OLD CS1

and press ENTER. The computer then displays directions for loading the tape.

NOTE: Copies of the program are located on both sides of the tape. If for any reason you experience trouble loading the program, try again, using the other side of the tape.

- STEP 2: When the cursor reappears, type RUN, and press ENTER. When the BIORHYTHM title screen appears, press any key to begin preparation of your biorhythm chart.
 - STEP 3: Enter your birth date. First, enter the month in which you were born, then the day, and finally, the year you were born. The computer prompts you to enter the period for which you wish your chart displayed. Enter the month and then the year. If you enter a date incorrectly, press SHIFT R (REDO), and you may reenter the dates. Otherwise, press ENTER, and your chart is displayed.
 - STEP 4: There is a brief pause as the computer prepares your biorhythm chart. In addition, the messages "PRESS BACK FOR PRIOR MONTH," "PRESS PROC'D FOR NEXT MONTH," and "PRESS REDO FOR NEW BIRTH DATE" are displayed.

If you wish to display a chart for the previous month, press SHIFT Z (BACK). The biorhythm chart for that month is displayed. If you wish to see the chart for the following month, press SHIFT V (PROC'D). If you wish to enter a different birth date and month, press SHIFT R (REDO), and follow the User Instructions beginning with STEP 3.

STEP 5: To stop the program, press SHIFT C (CLEAR).

Factor Foe is a challenging game that pits your mathematical skills against the computer. The game provides an excellent opportunity to sharpen your factoring and addition skills. You can increase the difficulty of the game by increasing the number of values to be factored.

The object of the game is to accumulate more points than the factor foe. Points are accumulated in the following manner. First, select a number from the number table. The number and its factors are then blanked out of the table. The number is added to your score; the factor foe gets the sum of all factors of that number (except for the number selected). In the next round, you select another number from the table which has at least one factor displayed in the table. That number is added to your score, and the factor foe receives the sum of all factors of that number that are still displayed in the table. The game is over when the remaining values in the table cannot be factored using any of the displayed values. The total of the remaining numbers are added to the factor foe's score. You win if you accumulate more points than the factor foe.

FACTOR FOE 34-184

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 drive, type

OLD DSK1.FACTOR

and press ENTER.

Refer to "Loading Cassettes" for instructions on determining the program's position on the cassette tape or if you have difficulty in loading the program from the cassette. Once you have located the program, insert the cassette into the recorder, type

OLD CS1

and press ENTER. The computer then displays directions for loading the tape.

NOTE: Copies of the program are located on both sides of the tape. If for any reason you experience trouble loading the program, try again, using the other side of the tape.

- STEP 2: When the cursor reappears, type RUN, and press ENTER. Then the FACTOR FOE title screen appears.
- STEP 3: In a moment the computer asks your name. Respond by entering your name. Then decide how many numbers you wish to display in the table. You may choose any multiple of 10 up to 100. Once you have determined the table size, the game begins.
- STEP 4: Enter a number from the table. The number you select and its factors are blanked from the table. The number you chose is added to your score. The sum of the factors except for the number are added to the factor foe's score. In the next round, you select a number that has at least one factor displayed in the table. The number is added to your score, and the factor foe receives

the sum of all the factors of that number that are still displayed in the table. The game continues in this manner until only numbers that do not have factors displayed are left in the factor table. The sum of the remaining numbers is added to the factor foe's score. The computer then declares the winner. The program stops, and the message "** DONE **" is displayed.

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Tic Tac Toe is a computerized version of a game familiar to everyone. You challenge the computer. If you are skillful, you win. If not, the computer may take the game from you. But if both you and the computer play carefully, the cat takes the game.

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 drive, type

OLD DSK1.TICTACTOE

and press ENTER.

Refer to "Loading Cassettes" for instructions on determining the program's position on the cassette tape or if you have difficulty in loading the program from the cassette. Once you have located the program, insert the cassette into the recorder, type

OLD CS1

and press ENTER. The computer then displays directions for loading the tape.

NOTE: Copies of the program are located on both sides of the tape. If for any reason you experience trouble loading the program, try again, using the other side of the tape.

- STEP 2: When the cursor reappears, type RUN, and press ENTER. Then the TIC TAC TOE title screen appears.
- STEP 3: In a few moments the computer asks whether you wish to use the X or the O. Enter your choice. Then decide whether you wish to go first. Once you have entered your choices, the game begins.
- STEP 4: The grid is drawn. If you have chosen to move first, enter the number of the space where you wish to enter your X or 0 as soon as the flashing question mark appears. If you have chosen to move second, the computer draws its mark. As soon as the flashing question mark appears, enter your move. The game continues until you, the computer, or the cat wins.

TIC TAC TOE



User Instructions

STEP 5: Once the game is over, you may choose to play again. If you wish to play again, enter Y. If you enter N, the program stops.

Two copies of each program are provided on each cassette tape. A set of all programs listed on the cassette tape label is 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 <u>User's Reference Guide</u>. Follow these instructions carefully, and the programs should load easily. However, if your computer does not respond when you press ENTER while loading the package, your 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 key. After the computer indicates that it has finished loading the data, have the computer check the data. If the data has been successfully loaded, you may continue to operate the cassette manually.

If there is more than one program on a cassette, the quickest way to locate programs involves listening to the tape and noting the counter setting when programs begin. Before loading any program, 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 I are listed on the cassette tape in the following order:

BIORHYTHM FACTOR NUMBER TICTACTOE WORD

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 you wish to play 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 or the diskette from the computer, turn the computer off, wait several seconds, and turn it on again. 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 I package, please contact the dealer from whom you purchased the unit or package for service directions.

THREE-MONTH LIMITED WARRANTY HOME COMPUTER SOFTWARE MEDIA

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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, NEGLECT, IMPROPER SERVICE OR OTHER CAUSES NOT ARISING OUT OF DEFECTS IN MATERIAL OR CONSTRUCTION.

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

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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

U. S. Residents:

Texas Instruments Service Facility P. 0. 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

OLDIES BUT GOODIES—GAMES I

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