Texas Instruments
TI-99/4 Home Computer

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

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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 yuou 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 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.

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.

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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.

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.

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.

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.

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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
            printed, the options list is displayed.

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