Diskette Software

Model PHD 5015

Oldies But Goodies-Games I

Five exciting programs which provide hours of fun for you and your family.

■ WORD SCRAMBLE — A one- or two-player game which tests your ability to unscramble words . . . before the time runs out.

■ NUMBER SCRAMBLE — A computerized number puzzle that challenges one or two players to arrange numbers in numerical order.

■ 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.

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).

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

Description

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.

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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 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 unscrambled 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--"1" key for Player 1 and "0" key for
Player 2. (Until either the "1" 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 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 one-
         or 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 deter-
          mine 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 I key
          moves the number up one row; the J key moves
          the number left one column; the K key moves
          the number right one column; and the M key
          moves the number 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.

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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.

Biorhythm operates very simply. To determine your biorhythms for a particular month, enter your birth date and the month and year for which you want a chart produced. The computer graphs your biorhythms in a matter of moments. You can then determine if the events of your day or month match your biorhythm 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 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.

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.

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 O 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.

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.