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It should be noted that most of the pages are identifiable as having been processed by me.

I put a lot of time into producing these files which is why you are met with this page when you open the file.

In order to generate this file, I need to scan the pages, split the double pages and remove any edge marks such as punch holes, clean up the pages, set the relevant pages to be all the same size and alignment. I then run Omnipage (OCR) to generate the searchable text and then generate the pdf file.

Hopefully after all that, I end up with a presentable file. If you find missing pages, pages in the wrong order, anything else wrong with the file or simply want to make a comment, please drop me a line (see above).

It is my hope that you find the file of use to you personally – I know that I would have liked to have found some of these files years ago – they would have saved me a lot of time !

Colin Hinson

In the village of Blunham, Bedfordshire.



Diskette Software

Model PHD 5025

Saturday Night Bingo

Your old favorite in a new lively computerized form
— a program that can entertain your family and
friends for many hours.

- Uses TI Extended BASIC for special graphics.
- Uses the TI Solid State Speech™ Synthesizer to call the numbers aloud.

Designed for use with the TI-99/4 Home Computer, the
TI Disk Memory System (TI Disk Drive Controller and TI Disk
Memory Drive — sold separately), the TI Speech Synthesizer,
and the TI Extended BASIC Solid State Software™ Command
Module.

As this manual was designed for the U.S. market, the warranty conditions described herein are not applicable in the U.K. The only valid Guarantee Conditions are those set forth in the "Users Reference Guide" accompanying the Home Computer.

Description	2
User Instructions	3
Loading Cassettes	6
In Case of Difficulty	7
Limited Warranty	8

SATURDAY NIGHT BINGO

Description

Author: Texas Instruments

Language: TI-99/4 BASIC

Hardware: TI-99/4 Home Computer
Disk Controller and Drive or Cassette Tape Recorder
TI Thermal Printer (Optional)
TI RS232 Interface and Compatible Printer (Optional)

Media: Diskette or Cassette

Saturday Night Bingo is a computerized version of the old favorite, Bingo. Let the computer randomly select the numbers to be called and read them aloud. Or set the pace of the game yourself by pressing ENTER.

You can use this program to entertain your family and friends for many hours because each game is called in a different order. The game is also perfect for parties. With an optional printer, you can obtain printed game cards and a call list.

STEP 1: If the computer is not already in the Extended BASIC mode, insert an Extended BASIC Command Module into the computer. Next press any key to make the master selection list appear. Then press 3 to select TI Extended BASIC. To load the program from the diskette, insert the diskette into the disk drive, type

OLD DSK1. BINGO

and press ENTER.

To load the program from a cassette tape, refer to the "Loading Cassettes" section. Then insert the cassette into the recorder, 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 appears, type RUN, and press ENTER. The Saturday Night BINGO title screen then appears. Press any key to continue. You may then indicate whether you wish to use a printer to print cards and a call list. If you enter Y, you must name the printing device. If you are using the TI Thermal printer, press ENTER. If you are using an RS232 Interface and compatible printer, refer to your RS232 owner's manual for full instructions. A brief pause occurs while the computer prepares a new game.

STEP 3: A list of five options is displayed on the screen

```
1 AUTOMATIC GAME MODE
2 MANUAL GAME MODE
3 PRINT GAME CARDS
4 PRINT CALL LIST
5 EXIT
```

Select the option you wish to perform by typing the appropriate number and pressing ENTER.

OPTION 1: AUTOMATIC GAME MODE

If you press 1, the master Bingo card is displayed on the screen along with instructions in the lower right corner. The instructions are to press SPACE for a pause, ENTER to begin recalling the number after a pause, Shift R (REDO) to repeat the numbers and get a new number, and SHIFT V (PROC'D) for a new game.

A rotating drum uncovers to display each letter and number as the computer calls the numbers aloud. Next, the game number is displayed in a box, and the number once again is called out. The number is then displayed in its place on the master card, and a new number is called and displayed on the master card until all numbers are in place or until one of the four keys that affect the game operation is pressed. If, for example, a "Bingo" has been called by a player, then press SHIFT V to start a new game for the players. If you press SHIFT V, the screen blanks and INITIALIZATION TAKING PLACE is displayed. The menu appears, and you may select another option.

OPTION 2: MANUAL GAME MODE

If you press 2, you play Saturday Night Bingo just as before, except you determine the pace of the game. To start the first number, press ENTER. The computer then displays and calls out the number as in the AUTOMATIC GAME. Whenever you are ready to call the next number, press ENTER. When you are ready press SHIFT V (PROC'D) to end the present game, and the menu reappears.

OPTION 3: PRINT BINGO CARDS

If you press 3 and you are using a printer, you may print Bingo cards. Type in the number of cards you need, and the computer generates a set of cards, each with a different set of game numbers. While the cards are being printed, the following message is displayed

CARDS BEING PRINTED. . .
PLEASE WAIT

After the cards have been printed, the menu is displayed, and you may select another option.

OPTION 4: PRINT CALL LIST

If option 4 is selected and you are using a printer, a call list of the game numbers is printed. All 75 random game numbers are printed as the following message is displayed on the screen.

CALL LIST BEING PRINTED.

After the list is complete, the menu is displayed so that you may select another option.

OPTION 5: EXIT

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