



Cassette Software

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.

Requires the use of a cassette tape recorder (not included)
for loading the program contents into the TI-99/4 Home
Computer memory, the TI Speech Synthesizer, and the TI
Extended BASIC Solid State Software™ Command Module.

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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.

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 the 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.

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 Saturday Night Bingo 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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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").

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Loading Cassette Programs

Instructions for loading cassette programs are listed in the applications software manual and the *User's Reference Guide* that is included with your Home Computer.

Error Messages During Program Loading

If your computer returns an error message after attempting to load data into the computer's memory with the current volume and tone control settings, follow the steps below to correct the problem. Be sure to note which of the two error messages is displayed; the correct procedure depends on the type of problem you encounter.

If your computer returns the error message

```
ERROR NO DATA FOUND  
PRESS R TO READ  
PRESS C TO CHECK  
PRESS E TO EXIT
```

increase the volume and the tone by turning the controls approximately 1/16 of a turn. Then press **R** to read the data again. Keep repeating this procedure until the program is loaded correctly.

If the computer returns the error message

```
ERROR DETECTED IN DATA  
PRESS R TO READ  
PRESS C TO CHECK  
PRESS E TO EXIT
```

decrease the volume and tone by approximately 1/8 of a turn. Then press **R** to read the data again. Continue to repeat this procedure until the program is loaded.

When you have successfully loaded the program, note the tone and volume control settings for future reference.

ADDENDUM

The Function Keys on the TI-99/4 and the TI-99/4A Home Computers

Included with both the Texas Instruments TI-99/4 and TI-99/4A Home Computers are keyboard overlays that identify special computer functions (**BACK**, **BEGIN**, **QUIT**, etc.). To access TI-99/4A overlay functions, as well as any function or symbol that appears on the front of a key, hold down the **FCN** key and press the appropriate function or symbol key.

The owner's manual enclosed with an applications software package may reference only the TI-99/4 function keys (**SHIFT C** for **CLEAR**, **SHIFT R** for **REDO**, etc.). Most cartridge, diskette, and cassette programs are compatible with both computers; however, the keystroke sequences used in accessing the special functions of these programs differ somewhat for each keyboard.

The following chart shows the relationship between the function keys on the TI-99/4 and the TI-99/4A Home Computers for most software applications.

Function Keys

Name	TI-99/4	TI-99/4A
AID	SHIFT A	FCN 7
CLEAR	SHIFT C	FCN 4
DELeTe	SHIFT F	FCN 1
INSert	SHIFT G	FCN 2
QUIT	SHIFT Q	FCN =
REDO	SHIFT R	FCN 8
ERASE	SHIFT T	FCN 3
LEFT ARROW	SHIFT S	FCN S
RIGHT ARROW	SHIFT D	FCN D
DOWN ARROW	SHIFT X	FCN X
UP ARROW	SHIFT E	FCN E
CMD/PROC'D	SHIFT V (CMD)	FCN 6 (PROC'D)
BEGIN	SHIFT W	FCN 5
BACK	SHIFT Z	FCN 9
ENTER	ENTER	ENTER

Audio Cassette Recorder Information

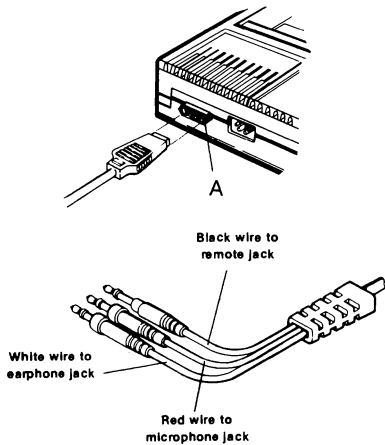
How to Connect Your Computer to a Cassette Recorder

Some standard cassette recorders work well with the computer; others do not. If you already own a cassette recorder, try using it according to the directions below. Connect your recorder to the computer console with the Cassette Interface Cable. (This cable is sold separately as an accessory.) For best operation, however, your cassette recorder should have such features as:

- Volume control
- Tone control
- Microphone jack
- Remote jack
- Earphone or external speaker jack
- Digital tape counter (This will enable you to easily locate the beginning of the prerecorded programs on the tape.)

If you do not have a cassette recorder, we recommend the TI Program Recorder, which is compatible with the computer. A complete instruction manual and an interface cable are included with the Program Recorder.

Follow these directions for attaching a cassette recorder to the Home Computer.



1. Attach the single-plug end of the cable with the 9-pin "D" connector into the 9-pin outlet on the **back** of the console (labeled "A"). (Do not confuse this with the 9-pin connector on the side of the console. The connectors are not interchangeable.)
2. Attach the remaining triple-plug end of the cable to the cassette recorder:
 - Insert the plug with the white wire into the earphone jack.
 - Insert the plug with the red wire into the microphone jack.
 - Insert the plug with the black wire into the remote jack.
3. Plug the power cord from the cassette recorder into an AC power outlet, or check to see that the recorder has fresh batteries.
4. Place the cassette recorder and all cassette tapes at least two feet away from your television set or monitor to minimize magnetic field interference.

Note: Tone and Volume Control Settings—After the cable is connected, set the tone and volume controls on your cassette recorder to a midrange level (turned halfway up). You may need to experiment with tone and volume settings until you find the best settings for proper data storage and retrieval.

Inserting a Cassette Tape

To insert a cassette into your recorder, follow these steps:

1. Press the **STOP** button if any of the other function buttons are presently depressed.
2. Press the **EJECT** button to open the cassette compartment door.
3. Insert the cassette with the printed label up, and then close the cassette compartment door.

Determining the Location of Programs on Cassette

1. Rewind your tape, and then reset the counter to zero (if your recorder is equipped with one).
2. You must be able to hear the recorded material on the tape to locate the beginning of a program. The data may be heard through either the monitor or the speaker of the recorder.

To hear the data through the monitor: turn your computer and monitor on, disconnect the plug with the black wire from your recorder, and turn up the volume on the monitor.

To hear the data through the recorder: disconnect the plug with the black wire and the plug with the white wire from the recorder.

3. Press **PLAY**.
4. A blank section of tape precedes each program on TI's prerecorded cassette software.

When the recorder reaches a program, you can hear "electronic noise" generated by the program stored on the tape. When you first hear this sound, note and write down the position of the counter beside the program name. You may want to subtract 1 or 2 from the counter reading to ensure that when you load the program the beginning of your program loads properly.

5. Reconnect the Interface Cable to your recorder. Use these counter settings in the future to load cassette tape programs quickly.

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



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