

Six Tiers sign royalty agreement

Six Tiers, including four in the Dallas area, one in Sherman, and one in Lubbock, have signed agreements with TI for software programs for the TI 99/4A Home Computer they submitted under the TI Employee Software Royalty Program announced last September.

Sid Nolte of the Corporate Engineering Center and Jim Van Ehr of S/C Group Design Automation, both in Dallas, are each receiving a \$500 advance against royalties for their programs accepted by Consumer Group for marketing as Class A software for the TI 99/4A.

Sid's program, called "Early LOGO Learning Fun," is a TI LOGO program that can be used by pre-school children who have not yet developed reading skills. It will come packaged as a plug-in module for standalone use without the need of an expansion box peripheral for the 99/4A. Jim submitted a software program for a game called "Sneggit," which features a snake eating eggs. This program also will be marketed as a standalone item.

Both Sid and Jim will be eligible to receive additional future royalty payments if the marketing of their programs is commercially successful.

The first Tiers to receive payments of \$250 each for a fully paid-up license under the program for Class B software are Sam Moore, a technician in the Equipment Group's transformer shop in Sherman; Jim Anderson, an engineering technician on the HARM missile program in Lewisville; Dan Schell, Front End product engineering section manager in the Dallas MOS I Front End; and John M. Phillips, a programmer in Consumer Group's Personal Computer division in Lubbock.

Sam's program is a musical composition for the 99/4A. Called "Western Boogie," the program includes color graphics along with the tune. Jim Anderson's program is "Rescue," a game written in TI Extended BASIC. John Phillips also submitted a game, called "Piring Squad."

Dan Schell submitted a "Universal Graph and Message Program,"

written in TI Standard Basic. The program is menu-driven and has a wide range of applications. Typically, Dan says, the program can be used to construct various types of graphs that can be labeled and titled, and then the program cycles to a message written to describe the meaning of the graph.



John demonstrates the colorful action of "Piring Squad."

Phillips develops new games for 99/4A

John Phillips, a TI game programmer, is among the first to benefit from the TI Employee Software Royalty Program. Three of his nine submissions have been accepted as Class B software. Two of the programs are games and the third is a basketball statistics program.

A computer science major from Illinois State University, John purchased a TI-99/4A Home Computer while he was in college so he could do his homework in his room instead of at the computer center. During his senior year he began programming games.

John's enthusiasm about the versatility of the TI-99/4A Home Computer makes him a convincing spokesman for TI products. He joined TI in Dallas, May, 1982 and arrived in Lubbock November 1. After putting in eight hours at work, he eagerly rushes home to

Software programs such as these for the 99/4A Home Computer, and possibly in the future for other TI computer products, continue to be sought by TI under the Employee Software Royalty Program. The program is open to all active, permanent full-time or permanent part-time employees of TI

and TI subsidiaries who are of legal age and are not directly involved in the evaluation or selection of software submitted under the program. Retired Tiers are also eligible if they are not employed by a competitive enterprise.

Royalties for Class A software accepted and marketed as a standalone individual item will be 15% of the net adjusted sales price if the software is fully completed and in demonstrated to TI's satisfaction. If additional work is required and TI or a third-party software writer completes the work rather than the original Tier-author, then the original author's royalty will be 7%

of the net adjusted sales price for each sale or license. Royalties will be prorated for software sold as part of a package in combination with other programs.

Under the program for Class B software, Tier-authors will receive a one-time, non-refundable royalty of \$250 on agreeing to give TI a fully paid-up license for each program accepted.

Instruction sheets and software submission forms may be obtained upon request at any TI Employee Sales Store in the U.S. or by calling or writing to the TI Patent Licensing Office in Dallas (Phone 995-3655 or 2127, MS 229, MSGID: "RFK").



John is also an amateur magician.

spend as much as four more hours working with the computer.

"When I write my friends, I tell them I developed a hobby of computer gaming in Dallas and now I am being paid to enjoy my hobby," John said.

Because he did not have a printer while he was a student, John learned to structure the language by putting everything into modules. The discipline of that practice helps him develop his programs more quickly even though he now has the printer with which to work.

John thinks he has an edge over TI's quality assurance system. He calls this advantage Martee-proofing. When developing a game, he works in seclusion and not until he feels the game is ready does he tell his wife, Martee, about the game plan. Then, he brings Martee in to play the game. By watching her play he is able to identify pro-

blems that he would have otherwise overlooked.

"I can count on spending another two weeks working on the game to bring it to a perfected state," he said.

John's most versatile game is called "Helicopter Attack." He started to work on this game the day he began working for TI. It uses Extended Basic, which puts it more in the category of arcade games. There are three skill levels: ace, average and beginner, and there are more ways to lose than win. No one has yet made a perfect score at the ace level. The graphics are attractive and include clouds, copters and paratroopers.

"This game has all the elements a game should have—skill levels, graphics and special effects," John explained.

"Piring Squad" is a play on words—the player fires pies in-

stead of bullets to hit the target and there is also a gorilla to level up the action. Desired skill level determines the number of pies the player has as ammunition.

John is a native of Sheffield, Illinois, and is the second of four children. His mother is a registered nurse and his father an automobile dealer.

Next to computer gaming, his next great interest is sports. In the rural area where he grew up, school sports were limited to football, basketball and track. In the summers he played baseball. John continued running track in college and liked track because he could excel as an individual.

And John does like to excel. "My personal goal is to be the best at what I am doing," John said.

His work goals are to become a part of the recruiting, interviewing process and to be able to produce good quality software in the shortest possible time.

Music is an important part of John's life. He is an accomplished guitarist and enjoys playing in rock bands, but he hasn't had time to check out the music scene in Lubbock.

Although John applied and was accepted to attend medical school, he believes he has found his niche as a game programmer. Manning the first aid station at a Boy Scout camp put a damper on his enthusiasm for medicine. He is just glad the right call came at the right time and he was able to move from business programming into game programming.

John and his wife, Martee, are



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