CAT1 Media	CAT2 Scope	CAT3 Genre	Manufacturer	↓TI-99/4x - PART: by schmitzi	HOUSING Location requirem	LABEL or CHIP	P/N	YEAR my	COMMENTs Clock CRU RCI
CART	GAME	Jmp&Run	TI	Alpiner	US	?KB	PHM3056	1982	Shift-8-3-8: Level select & lives
CART	GAME	Jmp&Run	Data East	BurgerTime	?	?KB	PHM3233	1983	Shift-8-3-8: says "Code Modifications By John Phillips"
CART	GAME	?	TI	Chisholm Trail	US	?KB	PHM3110	1982	Shift-8-3-8: If you press the buttons "*#*" when the game prompts you for the starting level, it will take
CART	GAME	Jmp&Run	TI	Hopper	?	?KB	PHM3229	1983	Shift-8-3-8: Level select (shift-8)
CART	GAME	Space	TI	Moon Mine	-	?KB	PHM3131	1983	Shift-8-3-8
CART	GAME	Jmp&Run	TI	Munch Man (US)	US	ABC	PHM3057	1982	Shift-8-3-8: Level select + lives / must be done before the monsters on the title screen start moving
CART	GAME	?	SNK Electronics	Munchmobile	?	?KB	PHM3146	1983	Shift-8-3-8
CART	GAME	Space	TI/Sega	Star Trek: SOS (Strategic Operations Simu	-	?KB	PHM3225	1983	Shift-8-3-8: more torpedoes, shields, phaser power, warp drive energy, lives
DISK	GAME	Space	TI	TI Invaders (on Floppydisk)	XB&EAx	?	PHD????	1982	Shift-8-3-8: not on all cartridges / pick what screen you want to start on + change the speed of the enemies
DSK	GAME	Jmp&Run	EB-Software	TI Runner	EA/MM/32K	?	?	1987	Shift-8-3-8: when your man is flashing before the game starts, you can press FCTN 5 to skip to next level; or press SHIFT 3 followed by a two digit number to go to any screen (6 is typed 06) // RUN: ESDX Bomb: K L