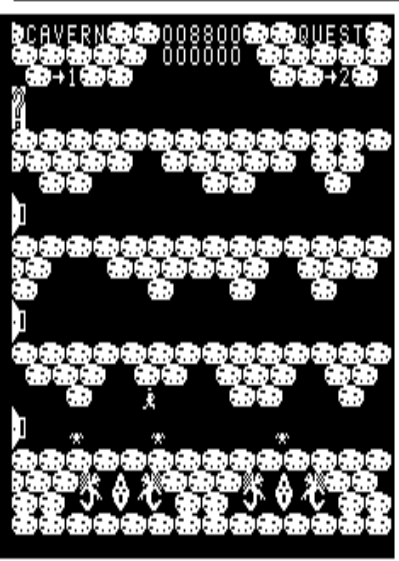


# YESTERDAYS NEWS

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in Cavern Quest only adds to the richness of its pedigree.

Cavern Quest offers much more than a jump-rope challenge: It features three radically different screens- three separate games, really. After you make it through the four caverns of the first screen, your second quest takes you to the edge of a bottomless pit; you cross it by getting a grip on some vines swinging by- and grabbing them before the deadly spider climbs up to you. Clinging to the vines, you must drop safely to the other side, reaching the door of the magic chamber.

In the third act you fight off a bevy of beasts to win their treasures. (The game holds to an intriguing oldfolk tradition of dumb beasts guarding things they have no business caring about ... like the contents of King Kong's fist). A treasure appears at the bottom left side of the screen, its point value displayed at the top of the screen. Also at the top are three creatures who compete with you for the treasure . If you can destroy all three with your arrow (located at the right of the screen and released via the joystick firebutton), you get the treasure. Once you've achieved success , the game takes you back to the first screen, and you have to jump over the beasts again. But this time your quest will be

## CAVERN QUEST

By MOONBEAM SOFTWARE  
Review by Greg Roberts

Taking my first look at Cavern Quest, I didn't see a cavern at all; the screen's pattern of green stones suggested a pond full of lily pads - as if to say that here was yet another (heaven forbid) frog game. Paying closer attention , I was intrigued to find tunnels inhabited by menacing troglodytes. As I spelunked my way through the dark and the dank, I ran into bats, ghosts, scorpions, and snakes. How to avoid these dangers? Jump over them, naturally - a trick familiar to anyone who has played DonKey Kong. Yes, repetition in games design is inevitable - limited as we are by the technology. But there is nothing wrong with variations on good idea (think of grapes and dogs), and the smattering of Kong



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harder because of a "claw monster" hanging from the ceiling. This new addition to the cavern seemed an impossible obstacle until I realized that I had to run backwards after jumping over each beast in that first on-rushing line. Then, when the long space opened up after the third beast, I ran under the claw monster as fast as my joystick could carry me.

### FAZED BY PHASE TWO

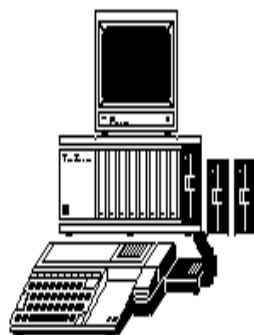
Negotiating the remaining cavern-work on the first screen, and quickly gliding through the vine sequence of the second, you try for another, more valuable treasure by Killing monsters with your longbow. If you succeed, you return to the cavern to find - you guessed it - a second claw monster. Such is the challenge; with each treasure recovered, the cave sprouts a new horror, until you've taken on twenty claw monsters (plus untold thousands of other beasts) and saved up twenty treasures. At this point the quest would seem impossible to anyone but a thorough video loco.

The game can be frustrating at first. While I was running it for review, several people in this office stopped by and took a turn with the joysticks, each one giving up long before they could see the light at the end of the tunnel. For my part, there must have been a little of the General Westmoreland in me, and I dug in for a while, concentrating on timing the jumps. After a half-hour of practice I could consistently get to the second screen within a few minutes. Riding that magic vine and shooting the monsters with arrows is really not very difficult; it provides a relaxing interlude between the maddening forays through caverns- an engaging feature that shows the overall high quality of this software. The designers of this game are definitely onto the right recipe for difficulty: they know that a simple game soon gets boring and ends up in a drawer, whereas a very difficult game can meet the same fate without ever being played through to the end. To hit the middle mark is a

SEE "CAVERN", PAGE 4

# The TI at Work

By Ralph Rees  
VAST News-Vol.12,#10 - Oct 96



I started using a TI at my workplace over two years ago, September 1994 to be exact. At that point in time I was looking for an easier way to track New Vehicle PRE-DELIVERY INSPECTIONS (PDI's) which my technicians perform on vehicles shipped to our dealerships prior to selling them to the public.

Using the excellent Navarone DATA BASE MANAGER (DBM) I devised a database that could "track" which technicians had which "PDI's" and on what date they received them and on what date they completed them. Through the months I have made a few enhancements on the system and must say that it serves my needs quite well.

The TI system I started with consisted of a Corcomp FDC, TI RS232, 3 RAVE99 Ramdisks, and a beige TI console. This configuration had worked well for me for many months.

Then a few months back SECURE Electronics started to sell NEW Geneve computers and NEW Myarc HFDC's. My feeble brain told me "Hey, talk to the boss and see if you can convince him to order both of them". Well, having a good working relationship with Kim Carter (my boss), he agreed to cutting the check to purchase these products. He did argue the fact that he could not see the sense in spending close to \$500.00 on a dinosaur computer. I argued back that a TI software based system may indeed be "old" but far from "dead".

Some of the points I used were:

1. MY EXTENSIVE TI SOFTWARE LIBRARY - Through the years of being a TI'er I have collected many excellent software packages by buying them when VAST members, etc were selling out? to step up? to MSDOS machines. I also have purchased many titles from software vendors.
2. MY KNOWLEDGE OF THE TI - I don't profess to be an expert, but I am usually able to accomplish just about whatever I need using a TI.
3. THE FRIENDLINESS OF A TI - I cannot think of an easier computer to use. I've dabbled with MSDOS machines, Macs, Amigas, and Commodores. None compare to TI in my opinion.

4. TASK COMPLETION SPEED - I reminded Kim that when he wanted a special poster made up for shop meetings and the like that invariably 1/2 hour to an hour (depending on my work load) after informing me of his needs, he had the finished product in his hands.

I received the Geneve and HFDC in late July. Using a spare 20 meg hard drive I had, I set the system up. It worked beautifully.

On one of the phone conversations I had with Don Walden of Cecure Electronics, he mentioned that the RAVE99 ramdisk/memory cards could be used with the 9640. I told Don about the 3 RAVE cards I had and he sent me the upgraded MDOS 5.0 disk right away. I installed 2 of the Rave cards per Dons instructions and now had a ramdisk with 4,000 sectors of space on it. I have it loaded with my PDI files and most of the software I use on a day to day basis, such as REMIND ME!

Roughly a month previous to receiving the 9640, I had mailed a letter to my good pal Bill GasKill asking him for some tips on creating a database to track labor flagtime of my service technicians. Wouldn't you know that about the same time I got the Geneve set up I received a disk from Bill with a group of Extended Basic programs on it that keep track of the labor even more intensively than I had requested. What a guy!

After inputting a weeks worth of flag data into this system, I printed out a report and showed it to Kim. He was totally flabbergasted and pleased. Of course, I mentioned the fact that the report was generated using TI software on a TI based operating system. I also asked Kim what he thought it might cost to contact an MSDOS software company and have them program a software package that was specific to our needs. I think Kim now feels that the companys support of the TI based system I have in my office was money well spent.

In addition the PDI and TIMETRACK files that I use every day, I also have used my system to generate many different forms that we use throughout the service department such as:

1. SAFETY INSPECTION - This is a one page form that I designed that has a check list of the major componentry of a motor vehicle. I use it in my lubrication department and heavy line department for customers to have a copy of any problems and/or potential problems of their automobile. I used Comprodines FORMSHOP to generate this form.

2. FLAG TIME STUDY - This is a form that our cashiers use to log the day to day labor that our technicians flag. It is the same example that I sent to Bill GasKill to show him what I wanted accomplish with a database. I used FORMSHOP on this form also.
3. LUNCHEON MEETINGS SCHEDULE - We frequently hold service department luncheon meetings that include technicians and management. The meetings usually include 3 to 4 technicians and the management team. We like the smaller meetings because employees are more apt to speak up with less people. This schedule has the technicians names listed on the specific dates that they will attend. Once set up, I photocopy the form, and give one to each person with their name highlighted. FORMSHOP strikes again.
4. VARIOUS NOTICES - I have produced many different notices that we have used around the shop ranging from reminding technicians to turn off the electrical devices in their stalls before going home to not putting cigarette butts or gum in the urinals in the washroom. PAGE PRO was used for all of these.

"So as you have just read,  
A TI may be old,  
But it is far from dead."

# POP

by OASIS PENSIVE ABACUTORS



FILE OF PROGRAMS

What is POP Cart? It simply stands for Piles of Programs

What does POP Cart do? It is a new custom designed cartridge by OPA, that allows the user to easily order a personalized set of selected TI-99/4A modules / programs that the user owns or has paid the fairware author or the program is in the public domain. These programs are "burned" into the POP Cart by OPA.

This sounds great - your own custom cartridge. You don't even have to stay with the original module or program code. You can request us to do special custom modifications, like converting TE II for 1200 or 2400 baud, or changing "TP" only prints to "PIO".

For many years, TI'ers have noticed "REVIEW MODULE LIBRARY" accidentally appearing on module menu screens, with no idea what it was for. POP Cart makes this feature usable with OPA's Knowledge of TI's original plans for a GROM Library Peripheral.

Can I change it later on? Yes, since POP Cart uses custom chips, only OPA can do the changes, but we offer reasonable upgrades or updates for those changing their minds at a later date. But it should be noted, that since POP Cart works via the TI console, you can easily buy a couple more custom POP Carts as your needs change, and just change POP Carts. You can even use a POP Cart in a Widgeit.

Great! How do I access all the different programs in my new POP Cart? The basic way is via TI's own GROM 0 code as POP Cart uses the "Review Module Library" feature built into all TI-99/4A consoles. OPA has included the Son of a Board (SOB) software features that allows the ease of use of the RML function by allowing easy module selection via a scrolling pop-up window, and which also allows cataloging and loading Assembly, Object files, Forth, c99 programs via an easy power-up menu.

What is SOB? See above. *(OMITTED DUE TO SPACE CONSTRAINTS)*

Also it should be noted here, that due to POP Cart storing so much "forever" (no batteries or disks, etc.), it makes it a great thing to carry to user group meetings or between systems, without taking a ramdisk out of the PEB, or trying to stuff disks and modules into your coat. POP Cart is very strong and durable, and is the size of a normal TI cartridge.

POP Cart's use of the RML function under SOB software control allows the operating system to access module DSRs or CALLs from other modules programmed in the POP Cart in TI Basic or Extended Basic or any new Assembly Language program that allows for their use.

Example: TE II's Text-To-Speech or any other module's features can all be used from within an Extended Basic program without any added programming Knowledge. It's what we've all been waiting for.

POP Cart contains 8K RAM, 128K of ROM Memory, and 512K of GROM memory for a total of 648K of memory.

The 8K RAM allows POP Cart to function as a Super Cart but there is no battery back-up and it is also used by Mini Memory if that cartridge is burned in.

The operating system and SOB software uses 80K, leaving 448K memory for which the buyer selects cartridges for containing either ROM and/or GROM memory.

SEE "POP", PAGE 3

"POP" CONTINUES

This allows for 8 ROM and 8 GROM selections. Most cartridges are either ROM or ROM memory, but some contain both.

The charts that accompany are divided into ROM-only, GROM-only, or cartridges containing both ROM and GROM.  
(CHARTS OMITTED DUE TO SPACE CONSTRAINT)

The remaining 112K can be utilized either by Assembly Language programs, which upon selection, load into the 32K memory expansion, or utilized by future GPL programs that could be standalone programs, extensions, or upgrades to the current operating system.

Version 1: You, the TI user, make the selection of modules and Assembly programs from the list provided. Any Assembly programs that are in E/A 5 (Program Image Format) can be placed in POP Cart, but any auxiliary files required by the program will still have to be loaded from disk.  
Pc-100: CAD \$170.00 USD \$150.00.

Version 2: This is a pre-programmed cartridge containing TI Extended Basic, Terminal Emulator II, Multiplan, Logo II, Plato Interpreter, Editor/Assembler plus files, and TI-Writer plus files. The Assembly programs include Disk Utilities - for TI, CorComp, and Myarc Disk controllers, Diskodex cataloger, CSGD Label Maker v1.1, Archiver v3.03, and much more. Pc-200: CAD \$140.00, USD \$120.00.

Note: POP Cart owners will be notified of any updates to the SOB feature software included in your POP Cart and will be given all the details of how to obtain them when the time comes.

**TRIVIA:** from FOUR-A/TALK, August 1989  
by Bill GasKill

Did you know that;

-There were two MunchMan games? The original MunchMan game released by Texas Instruments in 1981 had a title screen which sported a huge mouth with giant teeth and buggy eyes? When you pressed a key or the fire button to signify that you were ready to play the jaws on the mouth closed in a chomping motion. The same program also had the MunchMan (our hero) eating dots (ala Pac-Man) instead of laying down a chain as the 1982 (the current) version does. The 1981 release also had had the power pills represented by pulsating circles instead of the cute little TI symbols that we are familiar with. Personally, I like the 1982 version better. Looks like someone at TI did too.



# NORO SEARCH

PUZZLE CREATED FROM SOFTWARE BY  
BRUCE HARRISON

## GAMES

W	C	E	N	T	I	P	E	E	P	S	N	E	T	I	A	B	D	R	A	Z	Z	U	B
H	A	C	F	S	B	B	D	I	G	D	U	G	F	I	I	N	O	I	T	A	T	S	D
I	V	T	G	H	N	I	F	A	A	G	V	I	V	R	O	R	E	K	A	M	E	C	A
H	E	U	Z	E	I	D	Q	L	N	Z	Q	G	H	O	S	T	S	P	E	L	L	P	A
Q	R	D	F	U	V	S	A	R	K	D	S	H	U	G	O	R	E	V	R	E	P	P	O
A	N	R	O	M	Z	X	O	U	E	U	I	Z	S	G	G	C	C	J	U	M	P	V	L
S	S	E	D	N	I	J	Q	L	R	L	I	T	T	E	T	U	N	W	H	O	S	S	A
T	R	R	E	A	K	I	U	M	N	G	H	L	R	K	R	A	Q	B	W	T	V	S	L
R	E	A	M	E	P	E	T	N	T	T	G	N	E	V	U	V	L	R	C	H	E	V	F
O	K	M	O	R	E	C	V	E	G	A	R	R	A	B	E	X	U	U	D	C	F	D	A
F	O	T	N	J	R	L	R	K	W	L	L	A	V	D	V	I	B	R	R	I	E	O	M
I	P	H	D	A	I	C	C	T	O	A	E	S	I	V	R	B	M	E	A	M	A	A	R
G	K	G	E	T	E	C	F	V	Y	N	U	H	X	L	A	E	A	K	O	B	Z	N	W
H	C	I	S	P	L	Y	R	K	C	P	G	X	U	T	A	T	L	N	L	E	M	J	Y
T	A	N	T	E	A	T	E	R	M	T	D	O	T	N	U	B	A	G	I	O	L	R	G
E	J	S	R	T	G	L	I	U	E	O	H	L	J	R	T	T	E	N	N	X	C	J	F
R	K	Y	O	U	P	A	W	M	G	R	E	G	E	E	T	V	G	I	J	A	M	N	L
E	C	P	Y	P	M	E	I	N	R	S	B	S	I	A	O	M	B	G	F	S	J	A	Q
F	A	P	E	M	H	T	O	N	H	E	A	X	C	L	O	A	S	X	O	F	O	M	X
G	L	I	R	T	R	B	A	I	M	H	D	K	D	I	F	J	Q	R	L	D	O	K	S
Z	B	K	T	E	O	M	P	I	C	O	Z	N	W	F	G	M	Z	E	A	U	B	N	E
A	L	N	G	G	G	K	R	E	K	Z	H	Y	E	J	I	G	J	P	I	W	Q	U	W
J	U	R	N	N	I	D	C	E	X	O	J	T	M	F	B	N	K	L	P	H	R	J	O
H	U	O	A	U	D	A	W	R	C	J	I	B	A	I	E	L	M	U	S	X	U	A	L
B	C	H	N	Q	F	B	C	H	O	X	W	F	G	F	T	D	Q	G	E	H	K	R	C

FIND THESE 47 GAMES IN THE PUZZLE ABOVE.

AMAZEING	BURGERTIME	DEMONATTACK	HANGMAN
AMBULANCE	BUZZARDBAIT	DIGDUG	HOPPER
ANGLERDANGLER	CARWARS	DONKEYKONG	HUNTTHWUMPUS
ANTEATER	CAVERNS	ESPIAL	HUSTLE
ARCTURUS	CAVECREATURES	FACECHASE	INTERCEPT
ASTROFIGHTER	CENTIPEDE	FACEMAKER	JUMPY
BANDIT	CHISOLMTRAIL	FATHOM	JUNGLEHUNT
BARRAGE	CLOWNS	FROGGER	JUNKMANJR
BATTLESHIP	CONGOBONGO	GALAXIA	KIPPYSNIGHTMARE
BIGFOOT	DSTATIONII	GHOSTSPELL	LISSO
BLACKJACKPOKER	DEFENDER	GUARDIAN	LIGHTCYCLE
BURGERBUILDER	DEMONDESTROYER	GULPER	

For Solution see "GAMES", page 4

"CAVERN" CONTINUES..

rare achievement, one that even the expensive Command Cartridges sometimes miss. Cavern Quest can get very tricky, but only the impatient and clumsy need despair.

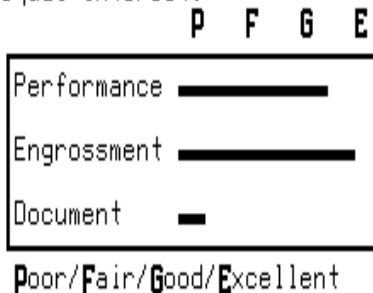
What the game does lack is stunning graphics. You definitely will not confuse these screens with the Technicolor bravura of an uptown arcade game. No, here the monsters are tiny, simply-defined little beasts, and the appearance of the ubiquitous computer ghost with two eyes is almost annoying. Sure, ghosts are easy to make - in second grade we cut lots of them out of white paper - but we're expected to move on, aren't we? And the vines, bottomless pit, and magic room are blockier than a Mondrian painting.

Nevertheless, the action of the game more than redeems the simplicity of the playing field. After all, would we go to a football game to find beauty in billboards and AstroTurf?

Considering the high quality of the game and the slick packaging it comes in (a sturdy four-color carton), the documentation is surprisingly thin; in fact, it's about as well-produced as a grocery-store flyer, and confusing to boot. It fails, for example, to state specifically that the joystick fire button makes your figure jump to the vines and then to the ledge. Neither does it tell you exactly how you acquire the series of treasures - that you have to keep going through screen one in order to try for the next prize. Fortunately, however, you

leave all confusion behind as soon as you've stumbled through the screens a time or two.

Cavern Quest is well composed from beginning to end. Like a concerto, the three "movements" of this piece are distinctive, while still holding their continuity via the intricate quest theme in every screen and in the recapitulations to screen one. For its price I know of no other game of equal interest.



TYPE IN PROGRAM

Ever write a program in Extended Basic and have a desire to make it so it cannot be listed? Type in the listing below and save as a merge file. Load the program you want to render unlistable and then merge "FIX" into memory. Type RUN and press Enter.

```

1 !FIX - SAVE AS MERGE FILE
2 CALL INIT :: CALL PEEK(-31
952,A,B,C,D):: SL=C*256+D-65
539 :: EL=A*256+B-65536 :: F
OR X=SL TO EL STEP -4 :: CAL
L PEEK(X,E,F,G,H):: ADD=G*25
6+H-65536 :: PRINT "LINE # "
;E*256+F
3 CALL LOAD(ADD-1,0):: NEXT
X :: STOP :: !@P-
```

See *Yesterdays News* 01.03 for the related program UNFIX.

TYPE IN PROGRAM

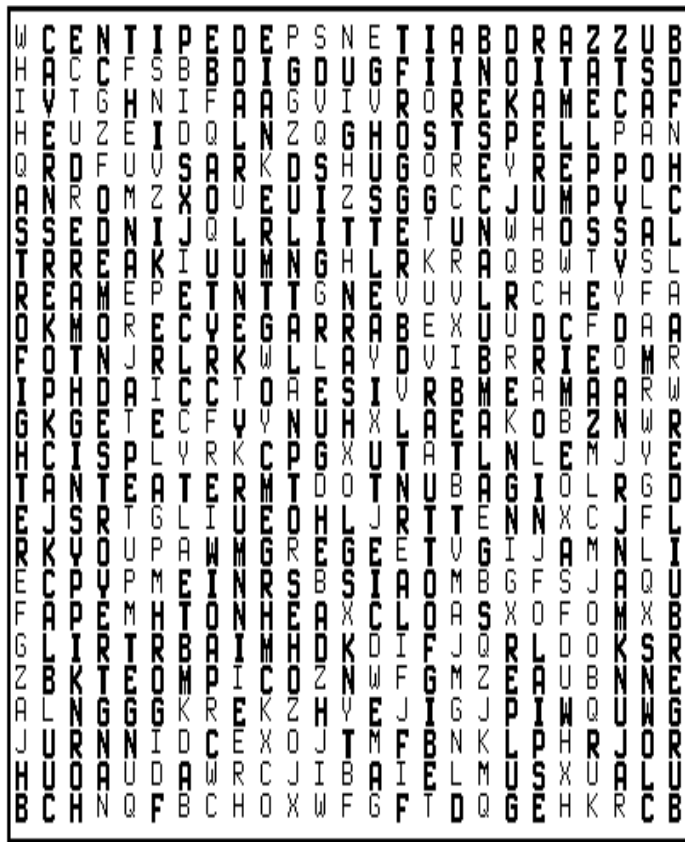
```

100 !MODEM TIC-TAC-TOE
BY MIKE STANFILL
DALLAS, TEXAS
110 CALL CLEAR :: OPEN #1:"R
S232.EC.LF",INTERNAL
120 CALL CHARSET :: PRINT "R
U 1ST OR 2ND?" :: INPUT D$
:: A=VAL(D$):: CALL CLEAR ::
DISPLAY AT(3,1):"1:2:3:"-+
-+:"4:5:6:"-+--:"7:8:9"
130 ON A GOTO 140,160
140 ACCEPT AT(22+A,1)SIZE(28
):A$ :: PRINT #1:A$ :: IF LE
N(A$)=2 THEN GOSUB 180 ELSE
IF A$="C" THEN 120
150 GOSUB 190 :: GOTO 130
160 INPUT #1:A$ :: DISPLAY A
T(24,1):A$ :: IF LEN(A$)=2 T
HEN GOSUB 180 ELSE IF A$="C"
THEN 120
170 GOSUB 190 :: GOTO 130
180 CALL CHARPAT(ASC(SEG$(A$
,2,1)),G$):: CALL CHAR(ASC(S
EG$(A$,1,1)),G$):: RETURN
```

```

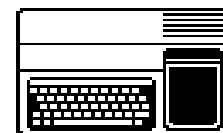
190 IF A=1 THEN A=2 ELSE IF
A=2 THEN A=1
200 RETURN
210 !INSTRUCTIONS:
PHONE A PAL. GIVE HIM A
COPY OF THE PROGRAM AND
DECIDE WHO GOES FIRST.
220 !TURN ON MODEMS AND RUN
THE PROGRAM. PICK 1 OR
2 RESPECTIVELY.
230 ! THE COMPUTER NOW EXPECTS
EITHER A 2 CHARACTER
INPUT CONSISTING OF THE
MATRIX POSITION (1-9)
AND THE ASCII YOU'RE
USING. EXAMPLE:5X PUTS
AN X IN THE MIDDLE OF
THE MATRIX.
240 !ENTER C AND THE GAME
WILL START OVER. ANY
INPUT OVER 2 CHARACTERS
WILL BE SENT AS A MESSAGE.
```

"GAMES" Solution





# Yesterdays News Information



Yesterdays News is a labor of love offered as a source of pleasure & information for users of the TI-99/4A & Myarc 9640 computers.

## TI-99/4A HARDWARE

Black & Silver computer  
Modified PEB  
WHT SCSI card with SCSI2SD  
Myarc DS00 FDC  
Myarc 512K Memory Card  
Horizon 1.5 meg Ramdisk  
TI RS232 card  
Corcomp Triple Tech Card  
1 360K 5.25 floppy drive  
1 360K 3.50 floppy drive  
1 720K 5.25 floppy drive  
1 720K 3.50 floppy drive  
80K Gram Kracker  
Samsung Syncmaster 710mp

## TI-99/4A SOFTWARE

PagePro 99  
PagePro Composer  
PagePro FX  
PagePro Headline Maker  
PagePro Gofer  
TI Artist Plus  
GIFMania

## PC HARDWARE

Compaq Armada 7800 Notebook  
Compaq Armadastation  
Samsung Syncmaster 710mp

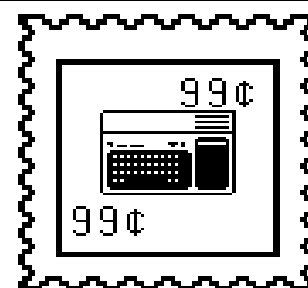
## PC SOFTWARE

Dead,Dead,Dead Windows 98se  
FileCap  
prn2pbns  
Infanview  
Adobe Distiller  
Adobe Acrobat

Yesterdays News is composed entirely using a TI-99/4A computer system. It consists of 11 PagePro pages which are "printed" via RS232 to PC to be published as a PDF file.



Yesterdays News  
c/o Sparkdrummer  
AtariAge forum  
Phoenix, AZ. 85027



FIRST CLASS MAIL

FIRST CLASS MAIL

