

**TABLE OF CONTENTS:**

- 1) CEO TALK.
  - 2) NEW MEMBERS.  
REVIEW: *TERMPAPER*.  
BONUS REVIEW: *TREKBOER*.  
FUTURE REVIEW LIST.
  - 3) *TERMPAPER* MAP and CHARTS.
  - 4) *TERMPAPER* INFORMATION.
  - 5) *TREKBOER* MAP.
  - 6) *TREKBOER* SOLUTION.
- EXTRA: Rick Cooper's CoCo Registry.

**CEO TALK:**

The SWAP SHOPPE page, not included in this Issue, will continue next Issue.

The FIFTH ANNUAL ATLANTA CoCoFEST is SET! NOW is the time to start making plans to attend. It's again sponsored by the Atlanta Computer Society, Inc.

THE FIFTH ANNUAL ATLANTA CoCoFEST

Where? The Northlake Holiday Inn  
Same place as in the past,  
NE side of Atlanta GA, at  
I-285 and La Vista Road.  
(about \$55/night plus tax)

Reservations: 1-800-465-4329 or  
404-938-1026

When? October 1 & 2, 1994

Show Hours? Sat. 9:00am to 5:00pm  
Sun. 9:00am to 3:00pm

Tickets? \$10 each, at the door,  
for the entire show.

Sponsor: Atlanta Computer Society  
PO Box 80694  
Atlanta, GA 30366  
Ken Fish, President

ACS BBS: 404-636-2991

The Glenside Third Annual "Last" CoCo Fest was a positive "happening". The vendors, generally, did well, and the total attendance was in-the-ball-park with last years numbers, my estimate. There were 28 vendors, showing their wares (3 others had to cancel at the last minute). Glenside is planning to sponsor another CoCoFEST next year at the same place, and at about the same

time. That's GOOD NEWS for all of us!

The only "new" applications I noticed were for the OSK machines, and a few things for OS-9 users. However, There were many kinds of "new or used" hard ware, and old software available from a number of the vendors for ALL CoCo users..

Hourly Seminars were held on a number of subjects both days, and I somehow, managed again, to miss them all.

One of the more popular events at the FEST, was an "auction" held both days by the Glenside Club. They offered a great deal software (some in multiple packages), and hardware (some did not work). A minimum bid restriction did apply - usually \$.50. I did bid on a few things, but someone always wanted them a little "more" than I did. The bidding at times was heated, and very competative. That was FUN!

THANKS to those of you that were able to attend, and dropped by our booth. Your continued support, comments, and questions are ALWAYS appreciated.

A SPECIAL THANKS to the Gentlemen and Ladies of the Glenside Color Computer Club for their efforts in making this Fest a "solid" success!

**THE COCO REGISTRY**

From Rick's Computer Enterprises - A NEW PROJECT! This will be a data base of ALL CoCo users, that participate - names, addresses, phone numbers, and their interests. The back-side of the "flippie" will contain a list of FREE vendor ads (and what they sell). The First Registry disk will be available sometime in August. It will only take a few minutes of your time, a 29 cent stamp, and an envelope to PARTICIPATE in this worthy project. The Registry disk is \$5, but \$12 buys the 1st disk, and 2 future up-dates. Rick will send you more detailed information when he receives your Registry Form. SEND IT!

## NEW MEMBERS:

D.W. Coleman,                    Kemptom, IN.  
Norman Barson,                East Brunswick, NJ.  
Harvey Driscoll Sr.,        Maynooth, ON.  
H.C. Mehlenbacher,        Grand Marais, MI.

## SPECIAL RECOGNITION

Norman Barson's Contribution of Maps, and Solutions. Everything arrived in good order, THANKS Norm!

## REVIEW: TERM PAPER

Graphics Adventure From Rainbow's 4th Adventure Book, tape or disk (we have the disk), written by Charles Farris for the CoCo 3, and a RGB monitor. It has a few ERRORS, and minor flaws.

First, COPY the            CAMPCREA.BAS 0 B 2  
five files to a            BLDSTATS.BAS 0 B 2  
separate disk.            INFOCRTR.BAS 0 B 1  
LOAD"BLDSTATS"            TITLE        .BAS 0 B 2  
(don't RUN it).            TERMPAPR.BAS 0 B 7

RE-TYPE these lines: They should look like this (you are really just swapping these two lines)...

```
1230 DATA 1," ",0,1
1240 DATA 2,DELTA DELTA DELTA,2,
bbb,16
```

DELETE: Quotation-mark in line 1550. It should look like this...

```
1550 DATA 2,OMEGA MU,2,fM,11
```

Be sure to SAVE"BLDSTATS.BAS" back to the disk, after making these changes.

The 1st time you play, RUN the first 3 files (one at a time). They create these DATA files.

```
CAMPUS    .DAT 1 A 12
CAMPBLDS.DAT 1 A 12
STUDINFO.DAT 1 A 7
```

RUN"TITLE to begin the game (also RUN "TITLE anytime in the future you wish to continue the same game, AND return to a saved position).

IF you wish to start a NEW game, THEN RUN"BLDSTATS, and then RUN"TITLE

Press the spacebar to continue thru 3 "Intro" screens. A short Icon screen, and a few seconds (blank screen), the

normal play-screen will appear. Your TASK: Find the 30 missing Pages from your Term Paper (continued on pg. 4).

## BONUS REVIEW: TREKBOER

This Mark Data graphics Adventure was another early one (1984), written by Stephan O'Dea and Bob Withers. It was Copy-protected, and available on tape or disk (we have the tape version).

Our tape version will "freeze" a CoCo 3, if you try to reset the red-blue, color-set during the loading process. Just accept the color that comes-up, and it will play fine on a CoCo 3. We dont know about the disk version, but the original disk versions we have of 2 other Mark Data Adventures (Vortex Factor and Shenanigans) won't load on a CoCo 3 - it CRASHES!

The command parser's a standard verb-noun type. If a third word is needed (a few places), a screen-prompt will appear. A few one-word commands are accepted, and the parser only "sees" the 1st 4 letters of any longer word. A number of one-letter abbreviations (six directions, and a few verbs) are useable.

The graphics are shown in the upper-half of the screen. The lower-half of the screen shows text descriptions of your location, game responses, and a cursor for entering commands). Things shown in the graphics area, will also be described in text. A few items are not shown on screen, but they will be described in text.

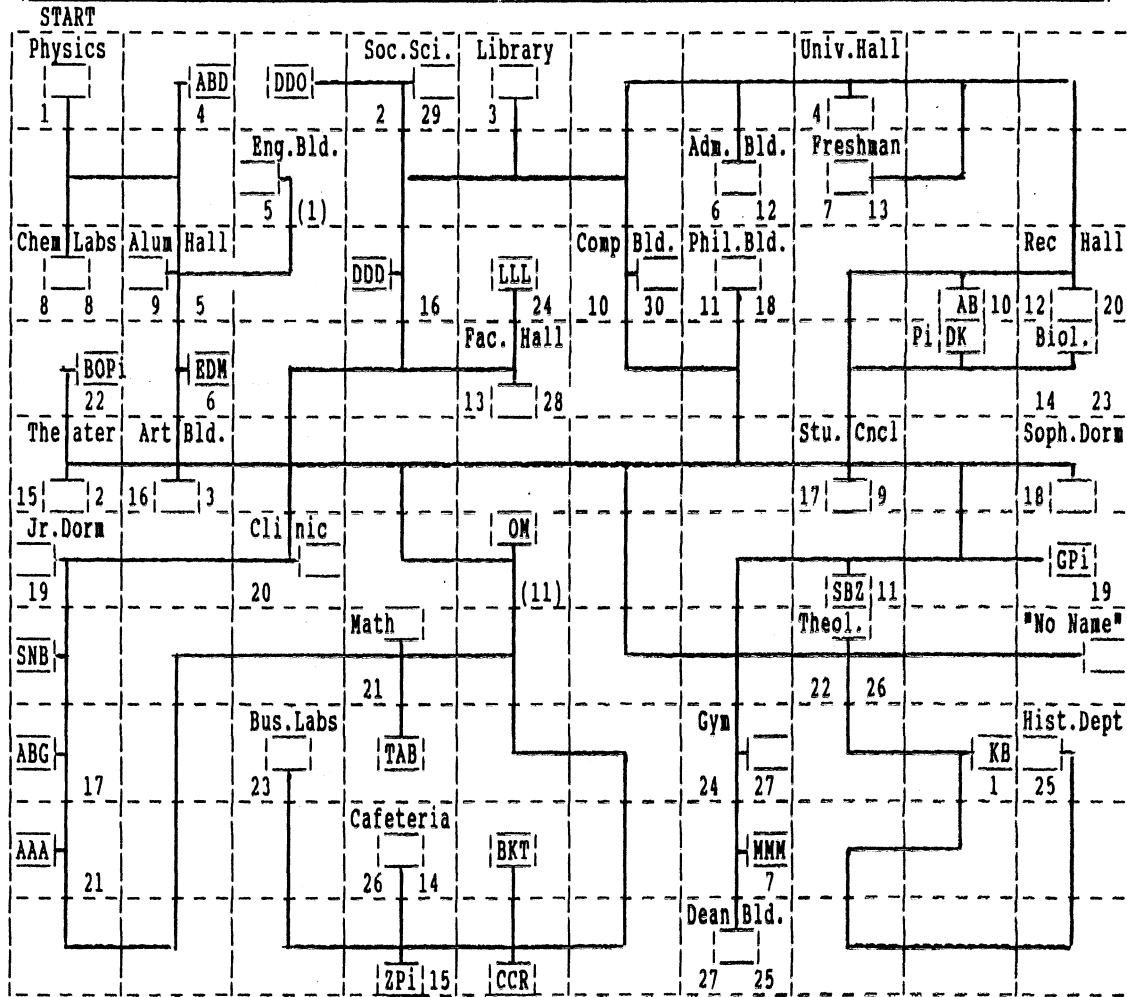
TASK: Find the "Plant", preserve it, and take it to Boer Contol on Earth.

## FUTURE REVIEW LIST:

- 28) Sep'94 \* LIFE
- Nov'94 \* KORONIS RIFT
- Jan'95 \* ROGUE
- Mar'95 \* SHENANAGAN'S
- May'95 \* KARRAK 1-4
- Jul'95 \* MICKEY'S SPACE ADV.
- \* TREK ADVENTURE 1 & 2
- \* MIS-ADVENTURES OF EDDIE
- \* TARZAR 1 & 2
- \* POLYNESIAN ADVENTURE
- \* Member Second - Sixth Choices.

# TERM PAPER MAP AND INFORMATION

| MAP KEY      | VERB LIST             | PEOPLE                                     | OTHER MAP ABBREVIATIONS         |
|--------------|-----------------------|--|---------------------------------|
| Scene        | Abbreviations used.   | Give a Key, a Page or Key Clue, or Attack! | A: Alpha    Z: Zeta    R: Rho   |
| Bld          | S: Search    F: Fight | JOCK    REAL STUDENT                       | B: Beta    K: Kappa    S: Sigma |
| n        n   | E: Eat    R: Run      | NERD    CHEERLEADER                        | G: Gamma    L: Lambda    T: Tau |
| Key/ * Page/ | H: Heal    V: Save    | NORMAL STUDENT (Male)                      | D: Delta    M: Mu    P: Phi     |
| Path         | U: Unlock    L: Load  | NORMAL STUDENT (Fem.)                      | E: Epsilon    N: Nu    C: Chi   |
|              | D: Drop               |  | Pi is normal.    O: Omega       |



The 30 Pages are in these Buildings. NOTE: Where Pages 1 & 11 may be.

| KEY# | BUILDINGS          | PG.# | DATA |
|------|--------------------|------|------|
| 2    | Social Science Bld | 29   |      |
| 5    | English Building   | 1    |      |
| 6    | Administration Bld | 12   |      |
| 7    | Freshman Dorm.     | 13   |      |
| 8    | Chemistry Labs     | 8    |      |
| 9    | Alumni Halls       | 5    |      |
| 10   | Computer Building  | 30   |      |
| 11   | Philosophy Bld.    | 18   |      |
| 12   | Recreation Hall    | 20   |      |

| KEY# | BUILDINGS       | PG.# | DATA |
|------|-----------------|------|------|
| 13   | Faculty Hall    | 28   |      |
| 14   | Biology Labs    | 23   |      |
| 15   | Theater         | 2    |      |
| 16   | Art Building    | 3    |      |
| 17   | Student Council | 9    |      |
| 22   | Theology Bld.   | 26   |      |
| 24   | Gymnasium       | 27   |      |
| 26   | Cafeteria       | 14   |      |
| 27   | Dean's Building | 25   |      |

No Pages ever found here.

| KEY# | BUILDINGS       | DATA |
|------|-----------------|------|
| 1    | Physics Bld.    |      |
| 3    | Library         |      |
| 4    | University Hall |      |
| 18   | Sophomore Dorm. |      |
| 19   | Junior Dorm     |      |
| 20   | Clinic          |      |
| 21   | Math Building   |      |
| 23   | Business Labs   |      |
| 25   | History Dept.   |      |

| HOUSES               | PG.# | DATA |
|----------------------|------|------|
| Alpha Beta Delta     | 4    |      |
| Delta Delta Delta    | 16   |      |
| Lambda Lambda Lambda | 24   |      |
| Alpha Beta           | 10   |      |
| Beta Omega Pi        | 22   |      |
| Epsilon Delta Mu     | 6    |      |
| Omega Mu             | 11   |      |

| HOUSES            | Pg.# | DATA |
|-------------------|------|------|
| Sigma Beta Zeta   | 11   |      |
| Gamma Pi          | 19   |      |
| Alpha Beta Gamma  | 17   |      |
| Kappa Beta        | 1    |      |
| Alpha Alpha Alpha | 21   |      |
| Mu Mu Mu          | 7    |      |
| Zeta Pi           | 15   |      |

| HOUSES            | DATA |
|-------------------|------|
| Delta Delta Omega |      |
| Phi Delta Kappa   |      |
| Sigma Nu Beta     |      |
| Tau Alpha Beta    |      |
| Beta Kappa Tau    |      |
| Chi Chi Rho       |      |
| "NO NAME"         |      |

## TERM PAPER INFORMATION

The Charts (Map pg) list all of the locked Buildings, Keys, Houses (none locked), and where all of the Pages are. These are always the same. EXCEPTIONS: Page #1 is in two places - English Bld. and Kappa Beta House. Page #11 once, was in the Sigma Beta Zeta House. RECOMMENDATION: If you have 512K, and a RamDisk, USE IT! The game has CRASHED - destroying files! The disk is constantly accessed, and the High-Speed Poke is used.

### WHAT YOU SEE ON-SCREEN

Upper-left: Graphics Scene of your location. 100 scenes make-up the game Map.

Upper-rt: "I SEE:", "TYPE:", and "COMMAND:" - Area for Building names, game responses, and commands.

Lower-lt: "STATS" (Random Start values) "FF:" (Fight Factor, 5-25), "HP:" (Health Pts, 10-40). "PP:" (Personality Pts, 7-22), "MY:" (Money, 10-40).

"KEYS" (Numbers "1." through "4."). Inventory - 4 Keys maximum, at one time.

Lower-middle: "PAGES" (numbers "1" thru "30") When you find a page, it's auto-deleted from this on-screen list.

Most of Right-side: Graphics picture of Students (when they show-up).

### COMMANDS

S (Search): Anywhere, and almost anytime. Two-part Command (auto). 1st Part: "LOCKED" if a Locked Building. "NO PAGES" if none, or the page number if one is found (deleted from the screen list). 2nd Part: This has to do with the Students. "NO PEOPLE" if no one's there. If one is (he or she), his picture and name are drawn to the screen. He "LEAVES", gives a Key, Key Clue, Page Clue, or "ATTACKS" - only time F (Fight), or R (Run) commands are used).

V (save) and L (Load): Have to do with the save feature (to the game disk). Only one save at a time is "current" (a new save will over-write a prior save).

U (Unlock): Only works if you have the correct Key for a particular locked Building.

D (Drop): Extra or duplicate Keys in your Inventory. Answer the game-prompt with a Bay Number (1-4), NOT A KEY NUMBER!

H (Heal) at the Clinic: -5 MY points. "HP:" +(0-16), "PP:" +(0-6), Both Random.

E (Eat) at the Cafeteria: -2 MY points. Only "HP:" +(0-9), Random.

---

#### REVIEW: TERM PAPER (continued)

At the START, the FF, HP, PP, and MY points are randomly determined, and a random Key will be in your Inventory. An on-screen "Blue Square" shows your position. Moving around is done via the 4 arrow-keys - you'll do a lot of tapping on these, and back-tracking.

You START all games in the upper-left corner, scene, just out-side of the Physics Bld. It is to your advantage to RUN "TITLE" (FIRST time you play) a number of times - perhaps 5-10 times. You're looking for a maximum of "FF" (20+) and "MY" (30+) points (can't be increased during play). When that is done, save the game, and begin play.

"MY" (Money) is used to increase "HP" and "PP" values - Heal at the Clinic, or Eat at the Cafeteria - even above the maximum start values. You lose a HP point every 120 moves, or so. Just

about everything you do, counts as a move. PPs may also be adjusted (± 6, but a resultant PP of 12, 18 or 24 is most commonly seen).

All nine commands are auto-executed, when it's 1st letter is pressed. "S" (Search) must be used to find pages, and to receive Keys from Students.

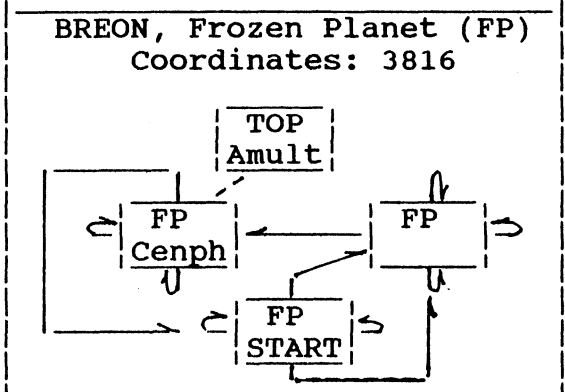
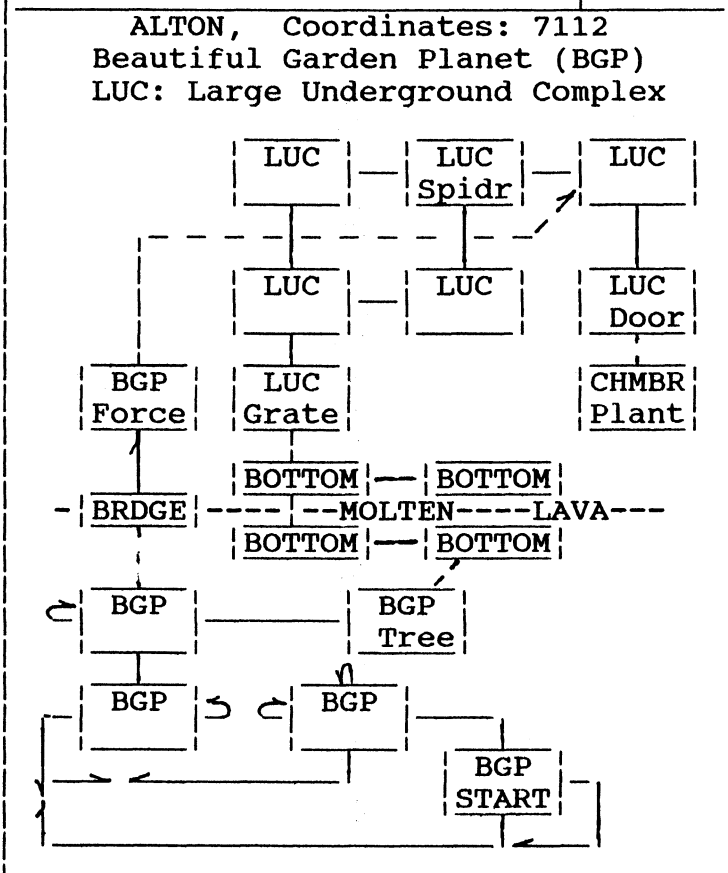
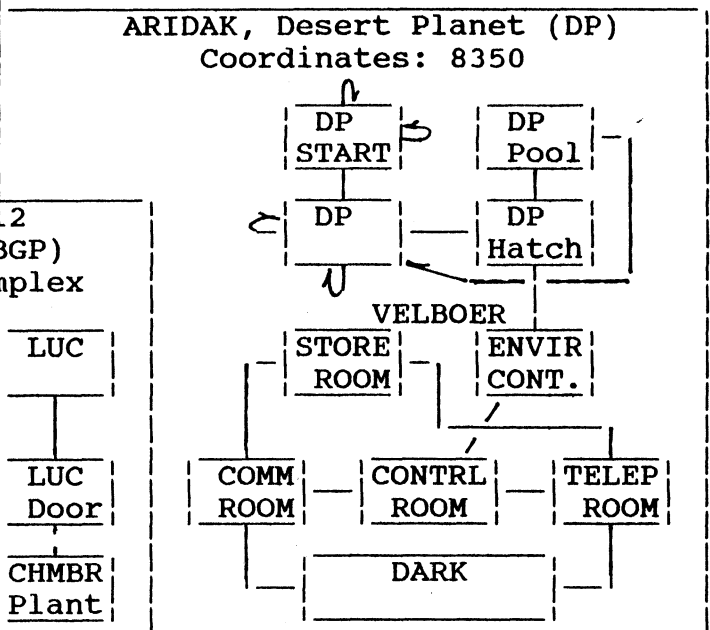
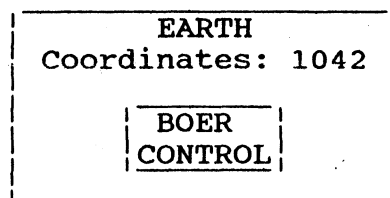
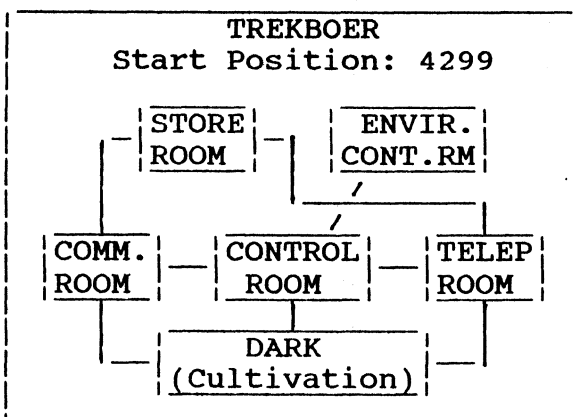
All Student actions are determined by the game's calculating, and comparing various numbers, some are random. The worse thing that can happen is to be ATTACKed, AND HIT! This combat auto-sequence is normal - you take-turns attacking each other, and both of you may "MISS" or "HIT!" If your HPs are reduced to "0", the game ends, but an option is given to play again. If the Student "RUNS-AWAY", he drops a Key.

I haven't finished this game yet. Key #27 (Dean's Bld., page #25) has NEVER shown-up! Well, GOOD HUNTING!

# TREKBOER MAP

Vers. 1.1 (C) 1984  
By Stephen O'dea and Bob Withers

| MAP KEY |   | VERBS | Useful NOUN: ALL |    |
|---------|---|-------|------------------|----|
|         | N | CLIMB | Stand-in-        |    |
|         |   |       | place Move:      | ↷  |
|         | E |       | One-way Move:    | →  |
|         | D | S     | Different Move:  | -- |



# TREKBOER SOLUTION

## TREKBOER

START, TREKBOER CONTROL ROOM: L PLAQUE (information). COMMUNICATIONS ROOM: L ROBOT (Clues). G MANUAL. OPEN MANUAL (Key falls out). L MANUAL (Operating Instructions). G KEY. P MANUAL. STORE RM: OPEN CABINET. L CABINET (3 times). G ALL (Pillow, Blanket, Space Suit, and Beaker). P KEY (No longer needed). As you wonder around Trekboer, you'll receive a "MESSAGE ALERT". Return to the COMM. ROOM: G MESSAGE. L MESSAGE (info and Aridak Coordinates, 8350). P MESSAGE. CONTROL ROOM: SET 8350. PUSH RED (Warp to Aridak). TELEPORT ROOM: P PILLOW. P BLANKET. PUSH BLUE (Window appears). WEAR SUIT. GO WINDOW. Setting Coordinates, warping, and Teleporting are all done in this manner.

### ARIDAK, Desert Planet (DP)

DP, HATCH: GO HATCH (Steel Canteen has no use). ENVIRONMENTAL CONTROL ROOM: G SHOVEL. CONTROL RM: G MAP. OPEN MAP. L MAP (Earth, and Breon Coordinates). P MAP. STORE ROOM: L ROBOT. G CARTRIDGE. DP, POOL: FILL BEAKER. DP, START: GO WINDOW.

## TREKBOER

ENVIRONMENTAL CONTROL ROOM: POUR LIQUID (Cabinet opens, White Button inside). PUSH WHITE (Lights the Dark Room). COMMUNICATIONS RM: INSERT CARTRIDGE. PUSH BLUE (opens Drawer). L DRAWER (twice). G ALL (Capsule, and Rope). TELEPORT ROOM: P CAPSULE. P ROPE. GO WINDOW (refill the Beaker, and return). TELEPORT ROOM: P BEAKER (Pillow's here). Set the Coordinates, Warp, and Teleport to BREON. Bring Shovel, and Blanket.

### BREON, Frozen Planet (FP)

FP, CENOTAPH: L CENOTAPH (Alton's coordinates in Roman numerals). GO CENOTAPH. CENOTAPH TOP: G AMULET. FP, WINDOW: DIG (anywhere on the surface). SHOVEL. G ICE. P SHOVEL (no longer needed). GO WINDOW.

## TREKBOER

ENVIRONMENTAL CONTROL ROOM: P BLANKET (in the barrel). Set coordinates, warp, and Teleport to ALTON. Bring Capsule, Beaker, Amulet, and Rope.

### ALTON, Beautiful Garden Planet (BGP)

BGP, START: REMOVE SUIT. P SUIT (Can't cross the BRIDGE with it). BGP, TREE: TIE ROPE. Cross the Bridge, and Go into the Force Field. LUC, SPIDER: FEED SPIDER. CAPSULE. Move east, and return to see if he is sedated (repeat if necessary). G SPIDER. STRANGE CHAMBER: P SPIDER. G PLANT. LUC, DOOR: PUSH RED (disintegrater). LUC, GRATE: POUR LIQUID. GO GRATE. BOTTOM, STONES: GO STONES. BOTTOM, ROPE: CLIMB ROPE. Get the Suit, Wear it, and return to Trekboer.

## TREKBOER

CULTIVATION ROOM: Should be lit. P PLANT. CONTROL ROOM: Set Coordinates for Earth, and Warp there. Retrieve the Plant, and Teleport to Boer Control for an Auto-finish - Congratulations, number of moves made, and an option to play again!