

Fudge will cure anything...

They say that if I am constantly reminded that I am an idiot, that I can be alright to work with - unless they can't even get near enough to me to remind me. Such was the case earlier this month when I had an abraised left eye. I was like a lion with a thorn in his paw! The eye hurt so much I couldn't open either eye. So I threw a tantrum. Some people never grow up! The eye is better and I'm apologizing with a pound of fudge for those who put up with me... August 1983



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```

*****
*
*   Filename      English Translation      PMODE PCLEAR      Locations      *
*
*   DOTCOVER      Dot Cover                      3      4      7/152  5/130  *
*   MOONFLT       *Moon Flight                    4      5      23/164 15/143 *
*   CASTLADV      Blacard's Castle Adventure    (0)   (1)   40/177 28/159 *
*   COLORINS      Instructions for...            4      4      74/202 54/191 *
*   COLORDOT      Color Dot                       4      4      90/213 67/207 *
*   KEEPCHEK      Keep Check                       0      1     107/227 83/228 *
*   TRKLOC        Trkloc (disk only)             (2)   (4)   124/242 100/252 *
*   GRID          Grid (CLOADM:EXEC)             (2)   (4)   136/251 112/268 *
*   MLSCORE       ML Score (CLOADM - see info)  (2)   (4)   147/260 124/284 *
*
*   Locations are for the R/S recorders. If the first copy of a program won't load, try the second. If
*   neither copy loads, return the tape for disciplining and a prompt replacement. If you get an OM, FC,
*   or SN error while loading or running a program, you probably have to enter the PMODE and PCLEAR values
*   for the program directly from the keyboard (values in parenthesis are not set in the program). *
*   These programs may use high speed. Be sure that the computer is slowed down again before doing I/O to
*   tape or disk (POKE 65494,0). Subscribers - The month on the mail label is the last month of your
*   subscription. If you have a cassette subscription, the number next to the month is the amount it
*   would cost to convert the rest of your subscription to the disk version ($4.20 per issue for 6 or less
*   months, $3.75 per issue if more than 6 months).
*
*****

```

Remember when... CoCo acts like a child in Dot Cover (by Eric Faden). A bunch of dots are placed on the screen and CoCo connects them!

A crash course in landing is yours in Moon Flight (by Paul Griffiths). Using the right joystick to steer and the red button to fire your rockets, you must try to land your ship on the lunar landscape. As you get close to the ground, you will get a magnified view of your ship and its (crash) landing place. Note: If your CoCo can take high speed, you have that option. However, be sure to slow the machine back down again (**POKE 65494,0**<enter>) when you are through mooning.

Rooms for rent - about 1500 of them in Blacard's Castle Adventure (by Drew Haines). The evil King Blacard has stolen the symbols of the throne from the kingdom of Nemore. A wizard places you within the walls of Blacard's castle where you hope to recover the symbols, placing them in the ash for recovery by another agent of Nemore.

Blacard's notes: There are minimal descriptions for the rooms so draw a map as you go. This is not an easy adventure! You can use 3 character abbreviations for commands (ie: **MOV ROC** for **MOVE ROCK**) and single letters for directions (ie: **N** for **GO NORTH**). If you only have 16k, you must type **PMODE0:PCLEAR1**<enter> before loading the adventure.

Another flashback... There was a game I played as a child (in college) when I was supposed to be nodding off to the instructors' ramblings. I and my compatriot would

draw a grid of dots. We would then, one at a time, connect the dots. If one of the lines we drew enclosed a small square, we got the square and another turn. The object was to get more squares than your opponent. Introducing Color Dot (by Bud Russell and Ed Delouis)! Check the excellent Color Dot Instructions for rules and methods for playing this version of that old game. Now you can play against the computer or a human compatriot when you are supposed to be balancing your checkbook...

Keeping it up - Edwin P. Meiners, III has another program for you: Keep Check! The program will store about 130 entries in 16k (470 in 32k), store them on tape or disk, sort them, total them, etc. Here's a peek at the menu:

1) Load file - Load a previously saved check file from tape or disk. If disk is used, the .DAT extension will automatically be used.  
 2) Save file - Saves the check file in memory to tape or disk. The .DAT extension is automatically used for disk files.

3) Issue items - To enter items into the check file. There are 6 types: Deposit, Interest, Fee, Check, Withdrawal, and Memo.

Memo is a financial transaction which has NO effect on the balance in the checking account (ie: Cash expenditures and savings deposits), but that should be shown for budgetting purposes. Memos are usually considered expenses, so the income should be entered as a negative amount. However, all other item types should be entered as the absolute values of the items.

The 'Issue items' screen starts off showing the next item number. When asked for the ITEM NO., just hit <enter> to issue an item with that number, enter another number, or enter a blank (for non-check items).

The date of each item must be entered as 4 digits (MMDD). Do not enter the year (you should start a new file at least once a year, anyway).

The budget code is a two-character code to put your checks in categories. These codes will really come in handy with next month's Keep Budget (oops, did I let a secret slip by?).

4) Clear items - To tell when an item has cleared the bank. Interest, fees, and memos clear automatically. Other outstanding items are located and you are asked to enter a **blank** if it is still outstanding, **C** if it has cleared, **S** if payment has been stopped, or **V** if it is voided.

5) Check Register - Prints a check register.

6) Change items - To change anything in an item except the item number and type. You will be asked for a date, and those items for that date will be shown (if you do not use a date, then all of the items in the file will be walked through). When an item is on the screen, you can hit **C** (to change), **D** (to delete), **Left-Arrow** (back a page), **Right-Arrow** (forward a page), and **Up-Arrow** (back to date select routine). When changing an item, just hit <enter> to not change a particular field in that item. To change the item number or the type, delete the old record and start over with a fresh

7) Sort items - Sorts the file by date and item number (do this before printing the check register).

8) Exit program - To quit this nonsense.

Keep Check notes: The bottom of the menu and item display screens show the current balance (from your up-to-date checkbook) and the current cleared balance (as the bank sees it). The item counts at the bottom of the menu screen show the number of items in the current check file and the total number of items that your system can handle. Finally, you should start each NEW check file with a deposit representing the balance forward from the previous check file.

Disk users - get off track with Trkloc (by Thomas Szlucha). This utility will check each UNUSED granule of a disk. If the granule is bad, the program will lock that track out. Data already on a disk is not affected, so you can check disks that are partially filled also! A little machine language routine is used so the infamous I/O error won't pop up while the disk is being checked.

Tom beat me at this game because he read the instructions... Grid (by Andrew

Pakerski - again!) is a two player machine language game in which you try to change the color of the grid to your color. Using the joysticks, you can only move along the path you have created. You can only increase your path by returning to your base (the start position), facing the EDGE (note this!), and pushing the red button. Now you can travel along your path, point to any unclaimed square, and that square will be yours. You also have 4 "grenades" which you can pick up by travelling to the square next to the cache, pointing to the cache, and pushing the red button. A "grenade" lets you take any square (even one from your opponent)! If you ever find that you can't get back to your base (your opponent used a grenade on you and cut your path), you can hold the red button for about 10 seconds and you will be teleported back to the base square.

**Grid** notes: To load and run the program from tape type **CLOADM"GRID":EXEC<enter>**. To make a copy of the program type **CSAVEM"GRID",5632,8724,5632<enter>** (use **SAVEM** to save a copy to disk).

Here's a number for you - Easily add a score to your hi-resolution games with **ML Score** (by Daniel Hamilton). **ML Score** appends a machine language routine to the end of a BASIC program that, when called via the **USR** command, prints a score in the upper-right hand corner of the graphics screen. Here's how to append it to, and use it from, a BASIC program:

1) The 16k tape version of the program sits at the top of 16k memory, so to protect it type **CLEAR 200,16204<enter>**. If you plan to load it at the top of 32k, type **CLEAR 200,32588<enter>** (the **Away** menu automatically protects the program in the disk version).

2) Now load **ML Score** with **CLOADM"MLSCORE"<enter>** (tape versioners with 32k might want to use **CLOADM"MLSCORE",16384<enter>**).

3) If you wish to make a copy of **ML Score**, do it now! If you wish to copy a 16k version, type **CSAVEM"MLSCORE",16205,16383,16205<enter>**. To copy a 32k version, type **CSAVEM"MLSCORE",32589,32767,32589<enter>** (use **SAVEM** to save it to disk). Once you have made a 32k version, there is no need to add the offset mentioned in step 2 to load the 32k version.

4) Load in your BASIC program.

5) Type **EXEC<enter>**. You now have a BASIC program with a machine language score subroutine attached. When you save the BASIC program, the machine language routine will remain attached (at the wrist and ankles).

6) Add the following line to the beginning of your BASIC program:

```
DEFUSR=PEEK(27)*256+PEEK(28)-149
```

7) Whenever you want the score updated in your program, add the following line:

```
SC$=STR$(SC):SC$=USR(SC$)
```

where SC\$ and SC can be any variables you choose (SC holds the number you want printed on the screen).

8) Save your modified program.

To see how neat **ML Score** works, try the following example:

A) Follow steps 1 and 2 above.

B) Type:

```
10 DEFUSR=PEEK(27)*256+PEEK(28)-149
```

```
20 PMODE 3,1:PCLS:SCREEN1,0
```

```
30 X=X+1
```

```
40 Q$=STR$(X):Q$=USR(Q$)
```

```
50 GOTO 30
```

**ML Score** works in PMODEs 1, 3 or 4 and with any start page.

If December's **Curve Fit** works for you, ignore the following note...

Max Havas, the author of **Curve Fit**, wrote to tell me that people are still calling and writing him concerning his program. Ya see, the program was published in December, some 'fixes' were published in January, and the omissions to those fixes (my fault) were

published in February. However, it seems there was a line in the January fixes that was missed by many people attempting to modify their program. It was in the upper right-hand corner of page 4: **351 NEXTJ:GOTO 360**. Thanks to Max for helping out all of those people who called or wrote him.

More joy...

Jerry Forsha of Kingsport, Tennessee fixed June 1983's **Zap'em** to work with joysticks:

```
18 REM K1=247
19 XJ=JOYSTK(0):YJ=JOYSTK(1)
20 IFYJ<28ANDXJ<>OTHEHA=0
21 IFXJ>36ANDYJ<>OTHEHA=1
22 IFYJ>36ANDXJ<>OTHEHA=2
23 IFXJ<28ANDYJ<>OTHEHA=3
26 IFPEEK(345)<>255THEN 131
```

Later, later,

*Dave*

ed.



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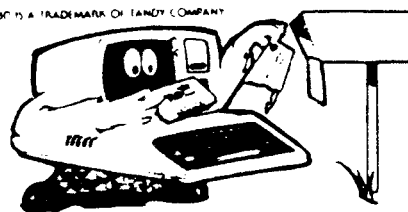
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