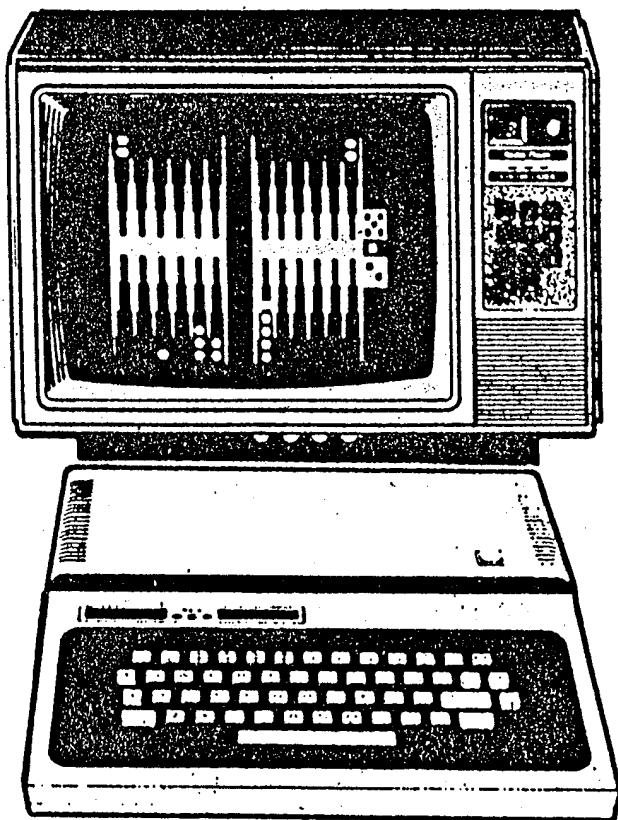
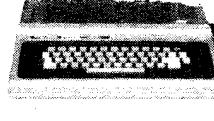


COCO-ADS



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PROGRAM OF THE MONTH

By Eric G. Robichaud

A few months ago I began a second column entitled "On Line Information Update" which was to serve as a medium for discussing the latest goings-on in the CoCo community. I ran one edition which went very well and got a lot of positive response. At that point I turned the column over to Erik Gavriluk, for him to author. It seems that things have not worked out as well as we had hoped, and Erik has informed me that he will no longer be writing the column.

This second column got a good response, and was an interesting addition to the magazine. Instead of letting the column die, I have opted to incorporate it into my regular feature, using the "designated hitter" theory. (There will not be enough time for me to write two individual articles simultaneously!)

What I am going to do is this: Every other month I will rotate between my normal "Program of the Month" article, and the "On Line Information Update". The name of the article will remain "T.P.O.T.M.", however. By doing this, I can keep up both features, and I will have extra time to put into my programs before presenting a new one. Also, when writing the new "gossip" feature, I will be able to still present a program, but a short one that I wouldn't spend a whole article on. Such a program is presented this month, which I will discuss at the end of this article.

Now that the boring introduction is over with, we'll delve into the first bi-monthly installment of the "gossip" column! It's been almost six months since I wrote the first installment of "On Line ..." so I'm going to try to bring everybody up to date. Since the debut of the CoCo3, software and hardware companies have been working over-time to release new products for the CoCo3. While there have been a great number of new and innovative ideas, patches for old favorites have continued to fly fast and furious. TW-80 is a new program that will patch Telewriter-64 for an 80 column display on the CoCo3, and also gives all of the features of Telepatch.

RGB PATCH from Spectral Associates is another patch which will bring color back into just about any arcade game played on a CoCo3 with an RGB monitor. As I mentioned

last month, color artifacted games (most CoCo1/2 arcade type games) will appear only as black and white on a CoCo3 RGB monitor. RGB patch tucks itself neatly away in unused memory and alters games to use the CoCo3's 320X200 hi-res display, adding color. The graphics do not appear to be slowed down in the least.

SIX DRIVE from Gimmesoft is a utility that configures one's DOS to address the equivalent of 6 disk drives, on-line simultaneously. It uses three double sided drives accessed as drives 0-5.

Besides Gimmesoft's new package, there are also two other big announcements in the disk drive field. Hemphill Electronics has announced its DISK MASTER package; truly a step forward in CoCo products. Disk Master is a hardware product that combines a 20 Meg hard drive with a 1 Meg floppy, a real-time clock, three serial ports, a centronics parallel port, and a host of other features.

Mr. Roger Krupski, from Buffalo, NY, has finished a modified Radio Shack DOS that can access a partitioned hard disk drive as being drives 0-66. Imagine typing in "DIR 66" !! From what I've been told this is a straight Radio Shack DOS setup; no OS-9 is involved at all. For more information, Mr. Krupski can be reached on DELPHI as HARDWAREHACK.

Speaking of OS-9, there have been many new OS9 products as well. These products range from many new Radio Shack OS-9 based games (Rescue on Fractalus, Rogue, etc.) and educational packages, to OS-9 Level II for the CoCo3 which includes BASICOS9 and several new features such as windowing. Radio Shack has realeased DeskMate III which is the CoCo3 version of the popular DeskMate package. DeskMate III runs under OS-9 Level II and uses the hi-res graphics capabilities and colors of the new CoCo3.

Also in the OS-9 field is a new telecommunications program called THE WIZ. It is the first and only (to date) terminal program to use the advanced features of OS-9 Level II, such as windowing. Besides using the new features of Level II, it also contains many nice functions not found in other terminal programs.

While on the topic of telecommunications, I'd also like to mention a program called TSS ASCII EXPRESS by George Shearer.

For those of you already familiar with Erik Gavriluk's ASCII EXPRESS "mini BBS" program, you will know what TSS AE is. This is a stand alone program that acts like a mini BBS program. TSS AE is a CoCo3 program, using the 40 column screen, and lots of colors, blinking, etc. TSS AE will allow a person to hook their computer up to a modem, and allow people to call and upload/download, etc. while the computer is left unattended. It operates just like BBS software, but there is no need for keeping menus, help files, user logs, etc. This is a "quick 'n Dirty" way of going on-line. The system provides an option for password protection so that only certain people may gain access. This is very good for trading programs; only one person need be bored now, instead of two! The program is copyrighted, but I believe it is also given out for free distribution.

Another very good program is THE COMPRESSOR by Mr. John Lauro. This program is used to archive programs and data files together for uploading to Bulletin Board Systems, etc. IBMs and other larger computer systems have used archiving (pronounced "ark-ing" for short) for years, but this is the first program to do this for the CoCo, efficiently. Generally, it takes multiple files, (Machine language, BASIC compressed programs, or text files in any combination -it doesn't matter) and compresses them and joins them together into one large file to be uploaded or downloaded in one chunk. This saves upload/download time and space. THE COMPRESSOR (called "TC" for short) also decompresses an ARCeD file into its individual files. There is a CoCo3-only version in the works which I am told will be finished very soon, and can create compressed files upto 64K long. The current version (which DOES work on all computers) will create a compressed file up to 32K. Now you can download all of those CoCo files marked ".ARC" and get four or five programs for the price of one! Mr. Lauro currently operates under the "guilt ware" theory; you can get his program for free (from a friend, or a BBS download, etc.) and are asked to send him \$15 if you like it and use it.

Now I'm up to "the BIGGIE". Yes, COLORMAX 3! COLORMAX 3 has been even called the software that will "make" the CoCo3. For those of you who haven't had the chance to see CM3 in action yet, you are missing a lot! CM3 is a graphics editor that uses the 320X200 hi-res screen display of the CoCo3, and 16 colors! After using CM3 for a few seconds (yes, seconds!) you will instantly

bench your COCOMAX! After all, the resolution is much higher, and you are now given 16 "official" colors (not the blue and red that are cheated).

There are six converters available for ColorMax3 that will allow conversion of older 256X192, 4 color displays into CM3 format. For example, you may convert CoCoMax or Graphicom pictures into "MGE" format. "MGE" is the format used by ColorMax3 to load and save pictures. "MGE" simply describes the protocol used to save the graphics information to disk (how the header is written, what information it contains, etc.). In other words, any ColorMax3 picture is an "MGE" picture.

Greg Miller, one of the Co-authors of CM3, has also released GALLERY and BSCTOOL, which are copyrighted by himself, but are offered for free. Gallery is used to load in and view "MGE" format pictures. This is nice when you want to view one picture, and don't feel like booting up the entire ColorMax3 package (it does take a while to boot up). BSCTOOL is a utility that can be used to save and load CoCo3 hi-res graphics screens in "MGE" format. This would be used, for example, if you decide to take a picture drawn by a BASIC program and save it into "MGE" format for editing with CM3.

ColorMax3 uses the new Tandy Hi-Resolution Joystick Interface for smooth scrolling over the hi-resolution screen. There is a bit of a compatibility problem between the Tandy Deluxe Joystick and the Hi-res interface, which can be noticed especially with the "FAT BITS" option on CM3. From experience, I recommend that when using CM3 you use the "old", black joystick. I have been told that a mouse works the best, but I have not tried this.

My only disappointment with CM3 was that it uses the right joystick port. This creates problem. The joystick interface is required, and therefore must be plugged into the right joystick port. Software written FOR the interface will not function without it, and software written WITHOUT using the interface will not work with it! Now, CM3 uses the right joystick, as does just about every other program available. The result? Plugging and unplugging the cables everytime CM3 is used, or another program is used.

I asked Greg Miller why in creation he used the right joystick and not the left, and he innocently said "...but I LIKE the right joystick...". Unfortunately, so does everybody else! To fix the problem I built a switch box. It works great, but was a very

frustrating experience. There are six pins on the CoCo3 joystick now (New button, remember? Oh yeah.). I decided to use an 18 pole rotary switch; 6 poles for the commons and 6 for each side. There may be a much easier way, but this works great. The frustrating part was trying to find an 18 pole switch! The largest electronics supply store in the area only went as high as 6, a far cry from 18! Provided you can find an 18 pole switch (I built my own from parts), the switch box is a very handy item, and your family doesn't end up hearing a whole new vocabulary!

COMPUTIZE, INC. markets the ColorMax3 package and the 6 converters, but Derringer Software now has a new package that compliments the ColorMax3 software; 40 new type fonts! I haven't seen for myself what they look like or how they work, but apparently it's just a matter of inserting the disk and selecting the font, no patching is necessary!

The last major announcement for now is the Tandy Color Computer 3 service manual, the book "CoCo3 Secrets Revealed", and the three book disassembly of the CoCo3 ROMS (the "Unravelled" series from Spectral Associates). These three book packages are a must for any serious CoCo3 Assembly language programmer, and supply all of the memory locations and information needed to do a super job with any Machine code program.

Please realize that the purpose of this article is to inform you as to what is available, and that this is neither an advertisement, a recommendation, nor an endorsement for any of the items mentioned.

Before progressing to the program listing (yes, still a program to go!), I'd like to mention a word or two on the Avatex Modem. The Avatex 1200 is a great 300/1200 baud modem, and sells for a very reasonable price. I bought one myself and am very pleased with it. But, did you know that there was an Avatex 1200HC? The "HC" stands for "Hayes Compatible". The original Avatex 1200 does contain most of the Hayes command set, but there are a few minor differences that would really only affect you if you were looking for a modem for a BBS. If this is the case, then I'd suggest the "HC" for your needs since the original 1200 will most likely not suit you. For general use however (if you're not running a BBS), the original 1200 is fine (I love mine!).

The focus of this installment was on the article, however I will also present a short program. This quick utility is useful, but I

wouldn't spend a whole column on it, so I'm using here. I will use these editions for those programs that "fall between the cracks" such as this one.

The program is called "TELEVERT" and converts text files written with Color Disk Scripsit, over to standard ASCII format, for use with other word processors (Telewriter-64 for example). I noticed that the actual text written with Color Disk Scripsit (barring embedded codes) was actually ASCII data, but yet Telewriter-64 would not recognize nor load them. The problem was simply in the way the file was allocated in the directory. TELEVERT will ask you for a file name, and automatically hunt down and change the file so that it will load properly under standard ASCII I/O.

I found this useful since I started out using Scripsit, and later changed to TW-64, realizing that all the text files I wrote couldn't be loaded by TW-64.

I hope you found this month's "Gossip" column interesting, entertaining, informative, and maybe even thought provoking! (haw..) And, of course, I hope you find the program a nice, useful little utility (store it away for future reference). I hate to mention the "R" word here, but if you plan to attend Rainbowfest (squirm) in Princeton, NJ Columbus Day weekend, make sure to come say "Hello"! I'll be there, and I intend to be at the CoCo Ads booth.

In the meantime, if you have any questions, comments, or (hopefully not) problems, feel free to write to me at 10 Stoneham Drive, Woonsocket, RI 02895, or contact me on the Delphi CoCo SIG under the username EGROBICHAUD. Until we meet again...

```
10 ****
20 /* SCRIPSPIT TO TELEWRITER */
30 /* CONVERTER */
40 /* COPYRIGHT (C) 1987 */
50 /* BY ERIC G. ROBICHAUD */
60 /* PARAGON SOFTWARE */
70 ****
```

```

80 '
90 CLEAR1000
100 V=0:P=0:Q=0
110 CLS:PRINT:LINEINPUT"File name to convert:";N$
120 IF N$="END" OR N$="end" THEN
380
130 IF N$="DIR" OR N$="dir" THEN
400
140 IF N$="CAT" OR N$="cat" THEN
400
150 IF LEN(N$)>14 THEN SOUND 30,
1:GOTO 110
160 FOR X=1 TO LEN(N$):M$=MID$(N$,
,X,1)
170 IF M$="/" OR M$"." THEN N$=
LEFT$(N$,X-1)+RIGHT$(N$,LEN(N$)-
X)
180 NEXT
190 FOR X=1 TO LEN(N$):M$=MID$(N$,
,X,1)
200 IF M$":" THEN M$=MID$(N$,X+
1,1):V=VAL(M$):N$=LEFT$(N$,LEN(N$)-
2)
210 NEXT X
220 S=3
230 DSKI$V,17,S,A$,B$
240 I=INSTR(1,A$,N$)
250 IF I<>0 THEN C$=A$:GOTO280
260 I=INSTR(1,B$,N$):IF I<>0 THE
N C$=B$:GOTO 290
270 S=S+1:IFS=19 THEN PRINT:PRIN
T"File not found.":GOTO 410 ELSE
GOTO230
280 Q=1
290 I=INSTR(1,C$,N$)
300 H$=CHR$(1)+CHR$(255)
310 MID$(C$,I+11,2)=H$
320 IF Q=0 THEN B$=C$ ELSE A$=C$

330 DSKO$V,17,S,A$,B$
340 PRINT"File converted.":PRINT

350 PRINT" Hit <ENTER> to continue"
360 A$=INKEY$:IFA$="" THEN 360
370 GOTO 90
380 CLS:PRINT"Program has ended."
:PRINT:PRINT
390 END
400 DIR 'change to CAT for ADOS/
ADOS-3
410 PRINT:PRINT" Hit <ENTER> to
continue"
420 A$=INKEY$:IFA$="" THEN 420
430 GOTO 90
440 '***this is the end of the p
rogram***
```

RGB COCO 3 PATCH

When I got my Coco 3, I was thrilled with the graphics capabilities of the machine, but much to my chagrin I found out that my PMODE4 artifacting games would only run in B&W I was determined to get them to run in color, but I had no idea what to do. Then I discovered Steve Bjork's NEWBOOT for some Radio Shack games. That gave me the idea I needed.

What NEWBOOT does is that it changes the PMODE3 colors to the standard PMODE4 artifact colors (black,white,red and blue). Then you hold down the CLEAR key to change modes(I think the PMODE switch was there for PAL T.V. systems).

My patches do about the same thing except you can't hold down the CLEAR key to change modes, you have to modify the program so it does that. I got out the ol'diss'emblar and came up with a list of POKEs which will change the PMODE the program runs in. Some of the games have very detailed graphics so some might look wierd in PMODE3 but some look great because of the sharpness of the RGB monitor.

Procedure: 1)LOADM the game

- 2)Type the pokes listed
- 3)Type PALETTE0,0:PALETTE1,35
:PALETTE2,25:PALETTE3,63

(you can change any of these to your taste or even create a very wierd looking game -0=black 35=red 25=blue 63=white)

4)EXEC the game

- | | |
|---------------------------|----------------------------------|
| Tut's Tomb | -POKE&H3068,224:POKE&H289E,224: |
| | POKE&H289D,&H86 |
| Speed Racer | -POKE&H3C57,224 |
| Colorpede | -POKE&H1929,224 |
| Cubix | -POKE&H5CA1,&H86:POKE&H5CA2,224 |
| | POKE&H62FB,&H86:POKE&H62FC,224 |
| Galagon | -POKE&H2B22,224 |
| Radio Ball | -POKE&H428B,&H12:POKE&H42BC,&H86 |
| | POKE&H42BD,224:POKE&H4E41,&H86 |
| | POKE&H4E42,224 |
| Planet Invasion | -POKE&H3116,224:POKE&H3120,226 |
| Willy's Warehouse | -POKE&H2CDE,&H12: |
| | POKE&H2CDF,&H88:POKE&H2CEO,224 |
| Space Race | -POKE&H2B8E,&H86:POKE&H2BBF,224 |
| Colorzap | -POKE&H2002,224 Space |
| Wrek | -POKE&H42B7,224 |
| Marble Maze | -POKE&H3D85,224:POKE&H5EC6,224 |
| *Pegasus and the phantoms | -POKE&H2010,224 |
| Qix | -POKE&H5311,224 |
| Galax Attax | -POKE&H1E2D,224 |
| P-51 | -POKE&H3D24,224:POKE&H4B3C,224 |

*-Type CLEAR200,&H7FFF before loading. And after the pokes switch 35 and 25 in the PALETTE commands.

PUBLICATION INDEXER

```
10 '*** PUBLICATION INDEXER ***
15 ' *** BY A. JOHNSON ***
20 'THIS PROGRAM HAS BEEN PUT IN
PUBLIC DOMAIN BY THE AUTHOR."
25 CLS(5)
30 FORA=0TO416STEP32:PRINTCHR$(1
37);:PRINT@A+31,CHR$(137);:NEXTA
:FORA=480TO511:PRINTCHR$(137);:N
EXTA:FORA=0TO31:PRINT@A,CHR$(137
);:NEXTA
35 PRINT@134,"PUBLICATION INDEXE
R";
40 PRINT@239,"BY";
45 PRINT@298,"A. G. JOHNSON";
50 PRINT@492,"(C) 1985";
55 FORX=1TO1500:NEXT
60 CLEAR1000,&H6FFF
65 FOR X=3TO11
70 DSKI$ 0,17,X,H1$,H2$.
75 H3$=H1$+LEFT$(H2$,127)
80 NAM$(0)=LEFT$(H3$,8)
85 FOR N=1TO7
90 NAM$(N)=MID$(H3$,N*32+1,8)
95 NEXTN
100 FOR N=0TO7
105 IF LEFT$(NAM$(N),7)="COUNTER
"THEN GOT0125
110 NEXTN
115 NEXT X
120 GOSUB 575
125 CLEAR200
130 DIM A$(25),B$(75)
135 L$="-----"
-----"
140 CLOSE:CLS
145 C=0:R=0:PRINT@8,"GENERAL CAT
EGORIES";
150 PRINT@64,"1. GRAPHICS";
155 PRINT@96,"2. CONSTRUCTION";
160 PRINT@128,"3. UTILITIES";
165 PRINT@160,"4. TUTORIAL";
170 PRINT@192,"5. HOME USE";
175 PRINT@224,"6. BUSINESS";
180 PRINT@256,"7. GAMES"
185 PRINT@81,"8. EDUCATION";
190 PRINT@113,"9. MUSIC";
195 PRINT@144,"10. OS-9";
200 PRINT@176,"11. CORRECTIONS";
```

```
205 PRINT@208,"12. REVIEWS";
210 PRINT@240,"13. END";
215 PRINT@352,"catagory";
220 INPUT AN
225 ON AN GOTO 605,650,720,840,9
90,1035,1080,1235,1280,1325,1370
,1415,1485
230 '***search***
235 S=0:C=0:PRINT:PRINT:PRINT"
DO YOU WANT TO SEARCH? <Y/N>"
240 AN$=INKEY$:IF AN$="" THEN 24
0
245 IF AN$="N" THEN 270
250 IF AN$="Y" THEN 255 ELSE 240

255 PRINT:PRINT"search":S=1
260 LINEINPUT"ITEM TO BE SEARCHE
D FOR:":S$:PRINTL$;
265 CLOSE
270 OPEN "D",#1,AT$,100:Q=R:R=1
275 FIELD #1,25 AS A$,75 AS B$
280 IF R>Q THEN R=Q
285 IF R<2 THEN R=1
290 IF LOF(1)=0 THEN CLOSE:PRINT
:PRINT" no current files in this
field":FOR X=1TO1500:NEXT:GOT01
40
295 GET#1,R:NP$=A$:TT$=B$
300 IF S=1 OR S=3 THEN 375
305 CLS:PRINT:PRINT
310 IF R=LOF(1) THEN PRINT@0," no
more files in this category"
315 PRINT:PRINT"publication, dat
e & page no.: ";NP$
320 PRINT"artical title & theme:
";TT$:PRINTL$
325 IF S=2 THEN 400
330 PRINT"P=print M=menu C=chang
e/correct"
335 PRINT"N=next entry E=previo
us entry"
340 AN$=INKEY$:IF AN$="" THEN 340
345 IF AN$="P" THEN CLOSE:GOT051
5
350 IF AN$="N" THEN R=R+1:GOT028
0
355 IF AN$="E" THEN R=R-1:GOT028
0
360 IF AN$="C" THEN PRINT@421,"c
hanging above file";:C=1:GOT0465

365 IF AN$="M" THEN CLOSE:GOT014
0
370 GOTO 340
375 IF INSTR(NP$,S$)>0 THEN S=2:
GOT0305
380 IF INSTR(TT$,S$)>0 THEN S=2:
GOT0305
385 R=R+1
```

```

390 IF R>Q THEN PRINT:PRINT"did
not find a match.":GOTO400
395 GOTO295
400 PRINT"search":PRINT"A. CONTI
NUE SEARCH":PRINT"B. CHANGE SEAR
CH ITEM":PRINT"C. RETURN TO MAIN
MENU":PRINT"D. CHANGE/CORRECT"
405 PRINT"E. PRINT ITEM";
410 AN$=INKEY$:IF AN$="" THEN 41
0
415 IF AN$="A" THEN S=3:GOTO385
420 IF AN$="B" THEN R=Q:CLOSE:GO
TO255
425 IF AN$="C" THEN CLOSE:GOT014
0
430 IF AN$="D" THEN C=1:GOSUB465:
GOT0315
435 IF AN$="E" THEN 515
440 RETURN
445 *** add routine ***
450 OPEN "D",#1,AT$,100
455 FIELD #1,25 AS A$,75 AS B$
460 R=R+1
465 PRINT:PRINT"enter data"
470 PRINT:LINE INPUT"publication
, date & page no.: ";NP$
475 LINE INPUT"artical title & t
heme* ";TT$
480 LSET A$=NP$:LSET B$=TT$
485 PUT#1,R:PRINT"RECORD # IN TH
IS CATALOGY":;R
490 IF C=1 THEN CLS:RETURN
495 PRINT:PRINT"MORE? <Y/N>"
500 AN$=INKEY$:IF AN$="" THEN 500

505 IF AN$="Y" THEN 460
510 IF AN$="N" THEN CLOSE:RETURN
ELSE495
515 *** printer option ***
520 IF INT(PEEK(65314)/2)<>PEEK(
65314)/2 THEN CLS:PRINT@168,"pri
nter not ready":FOR X=1TO2000:NE
XT:GOT0140
525 PRINT#-2,"PUBLICATION, DATE
& PAGE:"
530 PRINT#-2,NP$
535 PRINT#-2,"ARTICLE TITLE & TH
EME:"
540 PRINT#-2,TT$:PRINT#-2
545 R=R:GOT0315
550 ***GET COUNTER***
555 OPEN"I",#2,"COUNTER/DAT"
560 INPUT#2,G,C1,C2,U1,U2,U3,U4,
T1,T2,T3,T4,T5,H,B,G1,G2,G3,G4,E
,M,O,A,V1,V2
565 CLOSE#2
570 RETURN
575 *** record counter ***
580 OPEN"D",#2,"COUNTER/DAT"
585 PRINT#2,G;C1;C2;U1;U2;U3;U4;
T1;T2;T3;T4;T5;H;B;G1;G2;G3;G4;E
;M;O;A;V1;V2
590 CLOSE
595 CLS
600 RETURN
605 *** graphic ***
610 CLS:PRINT@40,"GRAPHIC ARTICA
LS":;AT$="GRAF/DAT"
615 PRINT@109,"A. LIST":;PRINT@1
41,"B. ADD";
620 AN$=INKEY$:IF AN$="" THEN 62
0
625 IF AN$="A" THEN GOTO 635
630 IF AN$="B" THEN GOTO 645 ELS
E GOTO 620
635 CLS:PRINT@38,"LIST GRAPHIC A
RTICALS":;GOSUB550:R=G
640 PRINT@96,"THE NUMBER OF ITE
MS IN THIS CATEGORY IS:";G:GO
SUB235:GOT0140
645 CLS:PRINT@38,"ADD GRAPHIC AR
TICALS":;GOSUB550:R=G:GOSUB445:G
=R:GOSUB575:GOT0140
650 *** construction ***
655 CLS:PRINT@35,"CONSTRUCTION S
UB-CATEGORIES";
660 PRINT@100,"A. LIST COMPUTER
RELATED":;PRINT@132,"B. LIST GEN
ERAL":;PRINT@164,"C. ADD COMPUTE
R RELATED":;PRINT@196,"D. ADD GE
NERAL";
665 AN$=INKEY$:IF AN$="" THEN 66
5
670 IF AN$="A" THEN GOTO 690
675 IF AN$="B" THEN GOTO 700
680 IF AN$="C" THEN GOTO 710
685 IF AN$="D" THEN GOTO 715 ELS
E GOTO 665
690 CLS:PRINT@38,"LIST COMPUTER-
RELATED CONSTRUCTION A
RTICALS":;AT$="CONS 1/DAT":GOSUB
550:R=C1
695 PRINT@128,"THE NUMBER OF ITE
MS IN THIS CATEGORY IS:";C1:
GOSUB235:GOT0140
700 CLS:PRINT@42,"LIST GENERAL
CONSTRUCTION ARTICA
LS":;AT$="CONS 2/DAT":GOSUB550:R
=C2
705 PRINT@128,"THE NUMBER OF ITE
MS IN THIS CATEGORY IS:";C2:
GOSUB235:GOT0140
710 CLS:PRINT@39,"ADD COMPUTER-R
ELATED CONSTRUCTION A
RTICALS":;AT$="CONS 1/DAT":GOSUB
550:R=C1:GOSUB445:C1=R:GOSUB575:
GOT0140

```

```

715 CLS:PRINT@43,"ADD GENERAL
CONSTRUCTION ARTICA
LS";:AT$="CONS 2/DAT":GOSUB550:R
=C2:GOSUB445:C2=R:GOSUB575:GOT01
40
720 *** utilities ***
725 CLS:PRINT@38,"UTILITY SUB-CATE
GORIES";
730 PRINT@105,"A. LIST DISK";:PR
INT@137,"B. LIST TAPE";:PRINT@16
9,"C. LIST PRINTER";:PRINT@201,"D.
LIST MISC.";:PRINT@233,"E. ADD
DISK";:PRINT@265,"F. ADD TAPE"
;:PRINT@297,"G. ADD PRINTER";:PR
INT@329,"H. ADD MISC.";
735 AN$=INKEY$:IF AN$="" THEN 73
5
740 IF AN$="A" THEN GOTO 780
745 IF AN$="B" THEN GOTO 790
750 IF AN$="C" THEN GOTO 800
755 IF AN$="D" THEN GOTO 810
760 IF AN$="E" THEN GOTO 820
765 IF AN$="F" THEN GOTO 825
770 IF AN$="G" THEN GOTO 830
775 IF AN$="H" THEN GOTO 835 ELSE
735
780 CLS:PRINT@35,"LIST DISK UTILI
TY ARTICALS";:AT$="UTL 1/DAT":G
OSUB550:R=U1
785 PRINT@96,"THE NUMBER OF ITEM
S IN THIS CATEGORY IS:";U1:G
OSUB235:GOT0140

```



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JOHN C. BURKE
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FREMONT, CA 94536

```

790 CLS:PRINT@35,"LIST TAPE UTILI
TY ARTICALS";:AT$="UTL 2/DAT":G
OSUB550:R=U2
795 PRINT@96,"THE NUMBER OF ITEM
S IN THIS CATEGORY IS:";U2:G
OSUB235:GOT0140
800 CLS:PRINT@42,"LIST PRINTER
UTILITY ARTICALS
";:AT$="UTL 3/DAT":GOSUB550:R=U3
805 PRINT@128,"THE NUMBER OF ITE
MS IN THIS CATEGORY IS:";U3:G
OSUB235:GOT0140
810 CLS:PRINT@34,"LIST MISC. UTI
LITY ARTICALS";:AT$="UTL 4/DAT":
GOSUB550:R=U4
815 PRINT@96,"THE NUMBER OF ITES
IN THIS CATEGORY IS:";U4:G
OSUB235:GOT0140
820 CLS:PRINT@36,"ADD DISK UTILI
TY ARTICALS";:AT$="UTL 1/DAT":G
OSUB550:R=U1:GOSUB445:U1=R:GOSUB5
75:GOT0140
825 CLS:PRINT@36,"ADD TAPE UTILI
TY ARTICALS";:AT$="UTL 2/DAT":G
OSUB550:R=U2:GOSUB445:U2=R:GOSUB5
75:GOT0140
830 CLS:PRINT@42,"ADD PRINTER
UTILITY ARTICALS
";:AT$="UTL 3/DAT":GOSUB550:R=U3
:GOSUB445:U3=R:GOSUB575:GOT0140
835 CLS:PRINT@35,"ADD MISC. UTILI
LITY ARTICALS";:AT$="UTL 4/DAT":G
OSUB550:R=U4:GOSUB445:U4=R:GOSUB
575:GOT0140
840 *** tutorials ***
845 CLS:PRINT@37,"TUTORIAL SUB-CATE
GORIES";
850 PRINT@105,"A. LIST DISK";:PR
INT@137,"B. LIST GRAPHIC";:PRINT
@169,"C. LIST PRINTER";:PRINT@20
1,"D. LIST ASSEMBLY";:PRINT@233,
"E. LIST MISC.";
855 PRINT@265,"F. ADD DISK";:PRI
NT@297,"G. ADD GRAPHIC";:PRINT@3
29,"H. ADD PRINTER";:PRINT@361,"I.
ADD ASSEMBLY";:PRINT@393,"J.
ADD MISC.";
860 AN$=INKEY$:IF AN$="" THEN 86
0
865 IF AN$="A" THEN GOTO 915
870 IF AN$="B" THEN GOTO 925
875 IF AN$="C" THEN GOTO 935
880 IF AN$="D" THEN GOTO 945
885 IF AN$="E" THEN GOTO 955
890 IF AN$="F" THEN GOTO 965
895 IF AN$="G" THEN GOTO 970
900 IF AN$="H" THEN GOTO 975
905 IF AN$="I" THEN GOTO 980

```

```

910 IF AN$="J" THEN GOTO 985 ELS
E 860
915 CLS:PRINT@35,"LIST DISK TUTO
RIAL ARTICALS";:AT$="TUT 1/DAT":
GOSUB550:R=T1
920 PRINT@96,"THE NUMBER OF ITEM
S IN THIS CATEGORY IS:";T1:G
OSUB235:GOTO140
925 CLS:PRINT@33,"LIST GRAPHIC T
UTORIAL ARTICALS";:AT$="TUT. 2/DA
T":GOSUB550:R=T2
930 PRINT@96,"THE NUMBER OF ITEM
S IN THIS CATEGORY IS:";T2:G
DSUB235:GOTO140
935 CLS:PRINT@33,"LIST PRINTER T
UTORIAL ARTICALS";:AT$="TUT 3/DA
T":GOSUB550:R=T3
940 PRINT@96,"THE NUMBER OF ITEM
S IN THIS CATEGORY IS:";T3:G
DSUB235:GOTO140
945 CLS:PRINT:PRINT"LIST ASSEMBL
Y TUTORIAL ARTICALS";:AT$="TUT 4
/DAT":GOSUB550:R=T4
950 PRINT@96,"THE NUMBER OF ITEM
S IN THIS CATEGORY IS:";T4:G
DSUB235:GOTO140
955 CLS:PRINT@34,"LIST MISC. TUT
ORIAL ARTICALS";:AT$="TUT 5/DAT"
:GOSUB550:R=T5
960 PRINT@96,"THE NUMBER OF ITEM
S IN THIS CATEGORY IS:";T5:G
DSUB235:GOTO140
965 CLS:PRINT@35,"ADD DISK TUTOR
IAL ARTICALS";:AT$="TUT 1/DAT":G
OSUB550:R=T1:GOSUB445:T1=R:GOSUB
575:GOTO140
970 CLS:PRINT@33,"ADD GRAPHIC TU
TORIAL ARTICALS";:AT$="TUT 2/DAT
":GOSUB550:R=T2:GOSUB445:T2=R:GO
SUB575:GOTO140
975 CLS:PRINT@33,"ADD PRINTER TU
TORIAL ARTICALS";:AT$="TUT 3/DAT
":GOSUB550:R=T3:GOSUB445:T3=R:GO
SUB575:GOTO140
980 CLS:PRINT@33,"ADD ASSEMBLY T
UTORIAL ARTICALS";:AT$="TUT 4/DA
T":GOSUB550:R=T4:GOSUB445:T4=R:G
OSUB575:GOTO140

```

10

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a number for you to play. Save all results to
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```

985 CLS:PRINT@35,"ADD MISC. TUTO
RIAL ARTICALS";:AT$="TUT 5/DAT":
GOSUB550:R=T5:GOSUB445:T5=R:GOSU
B575:GOTO140
990 '*** home use ***
995 CLS:PRINT@40,"HOME USE ARTIC
LES";:AT$="HOM/DAT"
1000 PRINT@109,"A. LIST";:PRINT@1
141,"B. ADD";
1005 AN$=INKEY$:IF AN$=""THEN100
5
1010 IF AN$="A"THENGOTO 1020
1015 IF AN$="B"THENGOTO 1030 ELS
E GOTO 1005
1020 CLS:PRINT@36,"LIST HOME USE
ARTICLES";:GOSUB550:R=H
1025 PRINT@96,"THE NUMBER OF ITE
MS IN THIS CATEGORY IS:";H:G
DSUB235:GOTO140
1030 CLS:PRINT@35,"ADD HOME USE
ARTICLES";:GOSUB550:R=H:GOSUB445
:H=R:GOSUB575:GOTO140
1035 '*** business ***
1040 CLS:PRINT@40,"BUSINESS ARTI
CLES";:AT$="BUS/DAT"
1045 PRINT@109,"A. LIST";:PRINT@1
141,"B. ADD";
1050 AN$=INKEY$:IF AN$=""THEN 10
50
1055 IF AN$="A" THEN 1065
1060 IF AN$="B" THEN 1075 ELSE G
OTO 1050
1065 CLS:PRINT@37,"LIST BUSINESS
ARTICLES";:GOSUB550:R=B
1070 PRINT@96,"THE NUMBER OF ITE
MS IN THIS CATEGORY IS:";B:G
DSUB235:GOTO140
1075 CLS:PRINT@39,"ADD BUSINESS
ARTICLES";:GOSUB550:R=B:GOSUB445
:B=R:GOSUB575:GOTO140
1080 '*** games ***
1085 CLS:PRINT@39,"GAMES SUB-CAT
EGORIES";
1090 PRINT@104,"A. LIST ADVENTUR
E";
1095 PRINT@136,"B. LIST ARCADE";

```

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```

1100 PRINT@168,"C. LIST SIMULATI
ON";
1105 PRINT@200,"D. LIST OTHER";
1110 PRINT@232,"E. ADD ADVENTURE
";
1115 PRINT@264,"F. ADD ARCADE";
1120 PRINT@296,"G. ADD SIMULATIO
N";
1125 PRINT@328,"H. ADD OTHER";
1130 AN$=INKEY$:IF AN$="" THEN 1
30
1135 IF AN$="A"THEN GOTO 1175
1140 IF AN$="B"THEN GOTO 1185
1145 IF AN$="C"THEN GOTO 1195
1150 IF AN$="D"THEN GOTO 1205
1155 IF AN$="E"THEN GOTO 1215
1160 IF AN$="F"THEN GOTO 1220
1165 IF AN$="G"THEN GOTO 1225
1170 IF AN$="H"THEN GOTO 1230 EL
SE GOTO 1130
1175 CLS:PRINT@38,"LIST ADVENTUR
E GAMES";:AT$="GAM 1/DAT":GOSUB5
50:R=G1
1180 PRINT@96,"THE NUMBER OF ITE
MS IN THIS CATEGORY IS:";G1:
GOSUB235:GOTO140
1185 CLS:PRINT@39,"LIST ARCADE G
AMES";:AT$="GAM 2/DAT":GOSUB 550
:R=G2
1190 PRINT@96,"THE NUMBER OF ITE
MS IN THIS CATEGORY IS:";G2:
GOSUB235:GOTO140
1195 CLS:PRINT@38,"LIST SIMULATI
ON GAMES";:AT$="GAM 3/DAT":GOSUB
550:R=G3
1200 PRINT@96,"THE NUMBER OF ITE
MS IN THIS CATEGORY IS:";G3:
GOSUB235:GOTO140
1205 CLS:PRINT@40,"LIST OTHER GA
MES";:AT$="GAM 4/DAT":GOSUB550:R
=64
1210 PRINT@96,"THE NUMBER OF ITE
MS IN THIS CATEGORY IS:";G4:
GOSUB235:GOTO140
1215 CLS:PRINT@38,"ADD ADVENTURE
 GAME";:AT$="GAM 1/DAT":GOSUB550
:R=G1:GOSUB445:G1=R:GOSUB575:GOT
0140
1220 CLS:PRINT@39,"ADD ARCADE GA
ME";:AT$="GAM 2/DAT":GOSUB550:R=
G2:GOSUB445:G2=R:GOSUB575:GOT014
0
1225 CLS:PRINT@38,"ADD SIMULATIO
N GAME";:AT$="GAM 3/DAT":GOSUB55
0:R=G3:GOSUB445:G3=R:GOSUB575:GO
T0140
1230 CLS:PRINT@39,"ADD OTHER GAM
E";:AT$="GAM 4/DAT":GOSUB550:R=G
4:GOSUB445:G4=R:GOSUB575:GOT0140
1235 ' *** education ***
1240 CLS:PRINT@39,"EDUCATION ART
ICLES";:AT$="EDU/DAT"
1245 PRINT@109,"A. LIST";:PRINT@
141,"B. ADD";
1250 AN$=INKEY$:IF AN$="" THEN 1
250
1255 IF AN$="A" THEN 1265
1260 IF AN$="B" THEN 1275 ELSE 1
250
1265 CLS:PRINT@38,"LIST EDUCATIO
N ARTICLES";:GOSUB550:R=E
1270 PRINT@96,"THE NUMBER OF ITE
MS IN THIS CATEGORY IS:";E:G
GOSUB235:GOT0140
1275 CLS:PRINT@38,"ADD EDUCATION
ARTICLES";:GOSUB550:R=E:GOSUB44
5:E=R:GOSUB575:GOT0140
1280 ' *** music ***
1285 CLS:PRINT@41,"MUSIC ARTICLE
S";:AT$="MUS/DAT"
1290 PRINT@109,"A. LIST";:PRINT@
141,"B. ADD";
1295 AN$=INKEY$:IF AN$="" THEN129
5
1300 IF AN$="A"THEN1310
1305 IF AN$="B"THEN1320 ELSE GOT
01295
1310 CLS:PRINT@38,"LIST MUSIC AR
TICLES";:GOSUB550:R=M
1315 PRINT@96,"THE NUMBER OF ITE
MS IN THIS CATEGORY IS:";M:G
GOSUB235:GOT0140
1320 CLS:PRINT@39,"ADD MUSIC ART
ICLES";:GOSUB550:R=M:GOSUB445:M=
R:GOSUB575:GOT0140
1325 ' *** OS-9 ***
1330 CLS:PRINT@41,"OS-9 ARTICLES
";:AT$="OS-9/DAT"
1335 PRINT@109,"A. LIST";:PRINT@
141,"B. ADD";
1340 AN$=INKEY$:IF AN$="" THEN134
0
1345 IF AN$="A"THEN1355
1350 IF AN$="B"THEN1365 ELSE GOT
01340
1355 CLS:PRINT@38,"LIST OS-9 ART
ICLES";:GOSUB550:R=O
1360 PRINT@96,"THE NUMBER OF ITE
MS IN THIS CATEGORY IS:";O:G
GOSUB235:GOT0140
1365 CLS:PRINT@39,"ADD OS-9 ARTI
CLES";:GOSUB550:R=O:GOSUB445:O=R
:GOSUB575:GOT0140
1370 *** corrections ***

```

STAR TREK

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TREK7	BAS	0 B 7
TREK8	BAS	0 B 7
TREK9	BAS	0 B 6
TREK10	BAS	0 B 7
TREK11	BAS	0 B 5
TREK12	BAS	0 B 6
TREK13	BAS	0 B 7
TREK14	BAS	0 B 7
TREK15	BAS	0 B 7
TREK16	BAS	0 B 7
TREK17	BAS	0 B 5
TREK19	BAS	0 B 5
TREK120	BAS	0 B 6
TREK21	BAS	0 B 7
TREK22	BAS	0 B 7
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```
1375 CLS:PRINT@39,"CORRECTION ARTICLES";:AT$="CORR/DAT"
1380 PRINT@109,"A. LIST";:PRINT@141,"B. ADD";
1385 AN$=INKEY$:IF AN$=""THEN138
5
1390 IF AN$="A"THEN GOTO1400
1395 IF AN$="B"THEN GOTO1410 ELSE GOTO1385
1400 CLS:PRINT@36,"LIST CORRECTION ARTICLES";:GOSUB550:R=A
1405 PRINT@96,"THE NUMBER OF ITEMS IN THIS CATEGORY IS:";A:GOSUB235:GOTO140
1410 CLS:PRINT@36,"ADD CORRECTION ARTICLES";:GOSUB550:R=A:GOSUB445:A=R:GOSUB575:GOTO140
1415 ' *** reviews ***
1420 CLS:PRINT@37,"REVIEW SUB-CATEGORIES";
1425 PRINT@103,"A. LIST SOFTWARE";:PRINT@135,"B. LIST HARDWARE";
:PRINT@167,"C. ADD SOFTWARE";:PRINT@199,"D. ADD HARDWARE";
1430 AN$=INKEY$:IF AN$=""THEN143
0
1435 IF AN$="A"THEN GOTO1455
1440 IF AN$="B"THEN GOTO1465
1445 IF AN$="C"THEN GOTO1475
1450 IF AN$="D"THEN GOTO1480 ELSE GOTO1430
1455 CLS:PRINT@38,"LIST SOFTWARE REVIEWS";:AT$="REV 1/DAT":GOSUB550:R=V1
1460 PRINT@96,"THE NUMBER OF ITEMS IN THIS CATEGORY IS:";V1:GOSUB235:GOTO140
1465 CLS:PRINT@38,"LIST HARDWARE REVIEWS";:AT$="REV 2/DAT":GOSUB550:R=V2
1470 PRINT@96,"THE NUMBER OF ITEMS IN THIS CATEGORY IS:";V2:GOSUB235:GOTO140
1475 CLS:PRINT@38,"ADD SOFTWARE REVIEWS";:AT$="REV 1/DAT":GOSUB550:R=V1:GOSUB445:V1=R:GOSUB575:GOTO140
1480 CLS:PRINT@38,"ADD HARDWARE REVIEWS";:AT$="REV 2/DAT":GOSUB550:R=V2:GOSUB445:V2=R:GOSUB575:GOTO140
1485 CLS:CLOSE:END
```

A R T I C L E S A R E W E L C O M E

ARTICLES ARE WELCOME and will be published if it is of interest to COCO owners. Please send it in on any ASCII word processor program tape or disk. They will be returned to you with a gift. If you don't have a word processor program, just drop us a letter and ask for a REPORTER KIT. We will send you a program you can enter your report and return the data to us. We do need it saved ASCII to use on a special printer. SENT TO :

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HINTS and TIPS

I'm sure that there are other word processors around, but those of us that have followed TW64 through its many evolutions have become addicted to this fine utility. It was probably the best around for the CoCo, back in those ancient times, 1982. Since then, there have been enumerable changes, additions and subtractions, fonts and finally the great major change with Bob Van Der Poel's "Telepatch" and then, even this has had several versions. The one version currently out, and, Bob says, the last one, is version 2.4, available from Bob Van Der Poel or CMD Micro in Canada.

What I want to describe here is a method I use that will allow one to easily make use of the embedded printer commands, or any other embedded commands, without having to type them in each time.

I've prepared a small command program that I save to disk and load in, with TW 64, whenever I want to use these embedded commands. You then APPEND whatever file you want and the commands are there. For example, List the commands that your printer uses, along with the centering command, margin, etc. Then after each command, list its function so that you don't have to look it up each time. You then preface these descriptors with the carot/T which will make it invisible to the printer, even though you can see it on the screen, for reference.

Remember, these commands must be at the beginning of your paper or letter, so that you would load these first as a "prtcom" file and then write your letter.

I find this the solution to the tedious chore of retyping all those CHR\$ 27, 18, ETC. every time I want to have a reformatting of text or margins.

BYE.....

John C. Burke
38699 Greenwich Cir.
Fremont, Ca. 94536

Radio Shack's TOP TEN

You often see stats for top selling software in the general market. Have you wondered about what the top sellers are in Radio Shack stores? Well, here's how it looked for the latest reporting period... (source is Tandy Corporation/Radio Shack, July 22 1987)

COLOR COMPUTER

- 1 26-3046 Downland
- 2 26-3093 Dungeons of Daggorath
- 3 26-3095 Color Baseball
- 4 26-3104 Spectacular
- 5 26-3106 Personal Finance II
- 6 26-3246 Cave Walker
- 7 26-3108 Flight Simulator I
- 8 26-3109 Color Scripsit II
- 9 26-3201 Color Math
- 10 26-3297 Rogue

OS-9

The current version of OS-9 for the CoCo 2 is Lv. I, Ver. 2.00.00, and for the CoCo 3 it's Lv. II, Ver. 2.00.01. There are no anticipated new versions of either coming this year. CoCo 3 owners will be happy to hear, however, that the Lv. II development system is expected to be available in the next 60 days.

OTHER COCO MATTERS

I received a letter from a concerned CoCo owner recently. He actually wrote to a magazine, and they forwarded it to me.

The letter said that local computer departments had "shuffled" the CoCo to the back of the department and appeared to be placing all the emphasis on MS-DOS. He feared that this signaled the end of his favorite personal computer.

Our terminology "computer department" refers to the computer section or "Plus Computer Center" within a Radio Shack consumer store. If he's seeing the CoCo shuffled in those locations, something is wrong. Our merchandising plan for all consumer stores calls for the Color Computer to be just about the first item you find in the front of every store. That hasn't changed.

In my reply, I told the writer that the CoCo is one of those products that refuses to die... or even slow down. The heaviest sales, as you might expect, occur in the Christmas quarter of the year. But every year, we sell more units than the previous year. Last October - December, according to InfoCorp, a Cupertino, California research firm, Tandy's share of the PC-compatible unit sales through retail channels was a staggering 41%! (The second place brand was Epson with 14%.) But you know what?? We still sold more Color Computers than MS-DOS machines.

The end of a computer's lifespan is almost exclusively up to you, the consumer. When you stop buying them, it's a pretty clear signal that the end has come. Until then, I told our friend, I don't think CoCo enthusiasts have much to worry about.

All the programs that appear in this issue of COCO ADS are available already typed in and running. On cassette or on disk for only \$4.00 sent first class mail. Just fill in the below coupon and mail in with payment.

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SCREEN EDITOR

```

1 ' ****
2 ' * SCREEN EDITOR FOR THE COCO
3. *
3 ' * WORKS WITH 40 OR 80 COL SC
REEN. *
4 ' * PROGRAMED IN BASIC.
*
5 ' * FULL SCREEN INSTRUCTIONS.
*
6 ' * IT SHOULD BE BUG FREE BUT
IF *
7 ' * NOT PLEASE LEAVE ME A NOTE
*
8 ' *
*
9 ' * SEND TO.      CHARLES PRICE
*
10'*          73107,711
*
11' ****
12'* SHORT PROGRAM TO LOAD STR
ING **
13'* THEN THE STRING (T1$) IS
SENT **
14'* TO THE EDITOR.
**
15' ****
16'
17CLS
18LINEINPUT"ENTER STRING TO EDI
T ";T1$
19D$=T1$:G$=T1$:GOTO 27
20CLS5:PRINT:PRINT"OLD STRING "
;G$
21PRINT"EDITED STRING "T1$
22PRINT:PRINT"END OF EXAMPLE.":F
ORDL=1T04000:NEXT
23PRINT:PRINT:GOTO 16
24'
25'
26' ****
27' ***** START OF EDITOR PROGRA
M ****
28' ****
29' *****CHANGE LINES*****
30' **90 32 34 36 TO SUIT.**
31' ****
32 SW=40 'SCREEN WIDTH
33'

```

```

34 S=4   'SCREEN LOCATION
        4=TOP 22=BOTTO
M
35 '                               Eg.LOCA
TE A,S
36 A=0   'SCREEN LOCATION
        0=LEFT
37 WIDTH SW:ON ERR GOTO 88
38 IF S<4 THEN S=4 ELSE IF S>22
THEN S=22
39 POKE 65497,0
40 CLSS:E=FIX(LEN(D$)/SW)
41 LOCATE 0,0:PRINT"*(I)NPUT*(C)
HANGE*(D)ELET*(ALT)=QUIT*":LOCAT
E0,1:PRINT"USE LEFT AND RIGHT AR
ROWS TO MOVE CURSOR";
42 IF E=0 THEN Z=1 ELSE Z=E
43 LOCATE 0,S:PRINT D$:LOCATE0,S
:PRINT"';
44 GOTO 53
45 IF PEEK(339)=253 THEN 61'INPU
T
46 IF PEEK(341)=254 THEN 78'CHAN
GE
47 IF PEEK(342)=254 THEN 84'DELE
TE
48 IF PEEK(343)=247 THEN A=A-1:G
OTO 53
49 IF PEEK(344)=247 THEN A=A+1:G
OTO 53
50 IF PEEK(341)=191 THEN 89
51 LOCATEA,S+AA:PRINT"';Z
52 GOTO 45
53 R=((E*(SW*(AA/Z)))+A)
54 IF R>LEN(D$) THEN A=A-1:GOTO4
5
55 IF A<0 AND AA=0 THEN A=0:AA=0
':GOTO 260
56 IF A<0 AND AA>0 THEN AA=AA-1:
A=SW-1':GOTO 260
57 IF AA<0 THEN AA=0':GOTO 260
58 IF AA>E THEN AA=AA-1:AA=LEN(D
$)':GOTO 260
59 IF A>(SW-1) THEN AA=AA+1:A=0
60 LOCATE A,S+AA:PRINT"';GOTO 4
5
61 Z$=INKEY$:CLS
62 LOCATE0,0:PRINTSTRING$(39," ")
;:LOCATE 9,1:ATTR 4,4,B:PRINT"
I N P U T     M O D E";:LOCATE10,
2:PRINT" F2    T O    Q U I T";:AT
TR 4,4
63 G=AA*SW+A:CC=AA:C=A
64 A$=LEFT$(D$,G):B$=RIGHT$(D$,(
LEN(D$)-G))
65 LOCATE 0,S:PRINTA$
66 Z$=INKEY$:LOCATE C,S+CC:PRINT
"';:IF Z$="" THEN 66
67 IF PEEK(343)=247 THEN 73
68 IF PEEK(344)=191 THEN 77

```

```

69 LOCATE C,S+CC:PRINT Z$          87 D$=A$+B$:GOTO 40
70 T$=T$+Z$                         88 SOUND200,2:LOCATE0,22:PRINT"E
71 C=C+1:IF C>(SW-1) THEN C=0:CC   R R O R":FORDL=1TO1000:NEXT:GOT
=CC+1                                0 40
72 GOTO 66                           89 T1$=D$:POKE65496,0
73 IF C=A THEN C=C-1:A=A-1:A$=LE  90 GOTO 20'CHANGE TO SUIT YOUR P
FT$(A$,LEN(A$)-1) :GOTO 76        ROGRAM
74 IF A=0 THEN A=0                  100 ****
75 C=C-1:T$=LEFT$(T$,LEN(T$)-1)
76 LOCATE 0,S:PRINTA$+T$:GOTO 66

77 D$=A$+T$+B$:T$="":GOTO 40
78 Z$=INKEY$:LOCATE0,0:PRINTSTRI
NG$(79," "):LOCATE 10,1:ATTR 4,
4,B:PRINT" C H A N G E   M O D E
":LOCATE11,2:PRINT" F2   T O   A
B O R T "":ATTR 4,4
79 A$=INKEY$:LOCATE A,S+AA:PRINT
""":FORDL=1TO50:NEXTDL:IF A$="""
THEN 79
80 G=AA*SW+A+1
81 IF G=R THEN 40
82 IF A$=CHR$(4) THEN 40 ELSE MI
D$(D$,G,1)=A$
83 A=A+1:GOTO40
84 Z$=INKEY$
85 G=AA*SW+A
86 A$=LEFT$(D$,G):B$=RIGHT$(D$,L
EN(D$)-G-1)

```

```

87 D$=A$+B$:GOTO 40
88 SOUND200,2:LOCATE0,22:PRINT"E
R R O R":FORDL=1TO1000:NEXT:GOT
0 40
89 T1$=D$:POKE65496,0
90 GOTO 20'CHANGE TO SUIT YOUR P
ROGRAM
100 ****
101 '* YOU CAN DEL LINES 1 TO 31
IF YOU*
102 '* PLAN ON USING IT IN YOUR
OWN *
103 '* PROGRAMS. BE SURE TO CHAN
GE LINE*
104 '* 90 SO THAT IT RETURNS TO
THE *
105 '* PROPER LINE IN YOUR PROGR
AM. *
106 '* YOU CAN CHANGE THE T1$ IN
LINE *
107 '* 90 TO SUIT YOUR PROGRAM.
*
108 '* YOU CAN ALSO CHANGE LINES
*
109 '* 32 34 36 TO SUIT.
*
110 ****
*****
```

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TUMBLERS

game

```
10 FCLEAR 1
20 CLEAR 200,12286
30 CLS:PRINT@11+32,"tumblers"
40 PRINT@96," USE YOUR JOYSTIC
K TO AVOID ":"PRINT" A COLLISION
WITH THE TUMBLERS.":PRINT" ONE
HIT AND YOUR CRAFT IS
DESTROYED!":PRINT:PRINT"YOUR
SCORE WILL BE BASED ON THE AM
OUNT OF TIME YOU MANAGE TO
STAY ALIVE."
50 FOR X=15360 TO 16034:READ N:P
OKE X,N:CV=CV+N:NEXT
60 IF CV<>75907 THEN CLS:PRINT
:PRINT" SORRY BUT YOU SEEM TO H
AVE A TYPING ERROR IN ONE OF
THE DATA STATEMENTS.
PLEASE FIX THE ERROR
.":STOP
70 PRINT:PRINT" PRESS ENTER T
O START";:INPUT B$
80 CLS:PRINT:INPUT" ENTER SPE
ED (1-100)";S
```

```
90 IF S<1 OR S>100 THEN SOUND 1,
10:GOTO 80
100 S=100-S:POKE 15734,S
110 CLS(0):PRINT@138,"STAND BY!"
;:SOUND 40,20
120 EXEC 15360
130 YA=PEEK(16041):IF YA<3 THEN
YA=3
140 AD=YA*32+INT(PEEK(16040)/4)+12288
150 FOR M=1 TO 20
160 POKE AD,RND(255)
170 POKE AD+32,RND(255):POKE AD-
32,RND(255)
180 SOUND (21-M)*5,1
190 NEXT
200 FOR W=65478 TO 65490 STEP 2:
POKE W,0 :NEXT :POKE 65481,0
210 POKE 65472,0 :POKE 65474,0 :
POKE 65476,0
220 POKE 65314,PEEK(65314) AND 7
230 T=PEEK(16050)*256+PEEK(16051)
240 CLS:PRINT:PRINT:PRINT"
YOUR SCORE WAS ";T
250 PRINT
260 PRINT " NUMBER OF TUMBLERS
ON SCREEN WHEN HIT WAS
";PEEK(16044)+1
270 PRINT:PRINT:PRINT" PL
AY AGAIN? Y/N";
280 I$=INKEY$:IF I$="Y" THEN GOT
0 80
290 IF I$="" THEN GOTO 280
```

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```

300 CLS:END
310 REM *****DATA*****
320 DATA 189,60,131,189,62,133,1
27,62,177,127
330 DATA 62,178,127,62,179,134,1
,183,62,172
340 DATA 127,62,171,134,128,183,
62,170,189,62
350 DATA 17,189,61,15,189,61,125
,189,61,117
360 DATA 189,62,146,127,62,176,1
22,62,176,142
370 DATA 62,180,166,132,176,62,1
68,39,10,129
380 DATA 1,39,6,129,255,39,2,32,
17,166
390 DATA 1,176,62,169,16,39,0,52
,129,1
400 DATA 39,48,129,255,39,44,48,
6,124,62
410 DATA 176,182,62,176,177,62,1
72,38,209,189
420 DATA 62,0,182,62,174,132,127
,38,178,182
430 DATA 62,174,187,62,168,183,6
2,174,182,62
440 DATA 172,129,20,39,3,124,62,
172,32,157
450 DATA 57,79,183,255,198,183,2
55,200,183,255
460 DATA 202,183,255,205,183,255
,207,183,255,208
470 DATA 183,255,210,182,255,34,
132,7,138,192
480 DATA 183,255,34,183,255,197,
183,255,194,183
490 DATA 255,192,142,48,0,111,12
8,140,60,0
500 DATA 38,249,57,182,62,162,13
2,127,183,62
510 DATA 162,132,3,183,62,165,18
2,62,163,43
520 DATA 4,129,95,47,5,132,63,18
3,62,163
530 DATA 198,32,61,253,62,166,24
6,62,162,84
540 DATA 84,79,243,62,166,195,48
,0,31,1
550 DATA 182,62,164,132,192,198,
192,247,62,167
560 DATA 246,62,165,39,11,68,68,
116,62,167
570 DATA 116,62,167,90,32,243,24
6,62,167,83
580 DATA 228,132,183,62,167,250,
62,167,231,132
590 DATA 57,182,62,168,183,62,16
2,182,62,169
600 DATA 183,62,163,182,62,171,1
83,62,164,189
610 DATA 61,83,173,159,160,10,18
2,1,90,72
620 DATA 38,2,134,1,183,52,168,1
82,1,91
630 DATA 38,2,134,1,183,62,169,1
82,62,170
640 DATA 183,62,164,182,62,168,1
83,62,162,182
650 DATA 62,169,183,62,163,189,6
1,83,57,124
660 DATA 62,162,189,60,183,122,6
2,162,122,62
670 DATA 163,189,60,183,124,62,1
63,124,62,163
680 DATA 189,60,183,122,62,162,1
22,62,163,189
690 DATA 60,183,57,142,31,64,48,
31,38,252
700 DATA 57,127,62,173,142,62,18
0,182,62,171
710 DATA 183,62,164,52,16,189,61
,205,53,16
720 DATA 189,62,0,182,62,175,132
,15,38,2
730 DATA 108,132,166,132,171,2,1
32,127,167,132
740 DATA 166,1,171,3,132,63,167,
1,166,5
750 DATA 76,132,3,167,5,166,4,18
3,62,164
760 DATA 52,16,189,61,205,53,16,
48,6,124
770 DATA 62,173,182,62,173,177,6
2,172,47,183
780 DATA 57,166,132,183,62,162,1
66,1,183,62
790 DATA 163,52,16,189,60,183,53
,16,166,5
800 DATA 38,5,122,62,163,32,21,1
29,1,38
810 DATA 5,124,62,162,32,12,129,
2,38,5
820 DATA 124,62,163,32,3,122,62,
162,189,60
830 DATA 183,57,182,62,174,72,72
,72,184,62
840 DATA 174,72,121,62,175,121,6
2,174,57,198
850 DATA 20,142,62,180,52,20,189
,62,35,53
860 DATA 20,48,6,90,38,244,57,11
1,132,189
870 DATA 62,0,189,62,0,189,62,0,
189,62
880 DATA 0,189,62,0,182,62,174,1
32,63,167

```

```

890 DATA 1,189,62,0,189,62,0,246
,62,174
900 DATA 196,3,189,62,0,182,62,1
74,132,128
910 DATA 39,1,80,193,0,39,230,23
1,2,189
920 DATA 62,0,189,62,0,246,62,17
4,196,3
930 DATA 189,62,0,182,62,174,132
,128,39,1
940 DATA 80,193,0,39,230,231,3,1
34,255,167
950 DATA 4,189,62,0,189,62,0,182
,62,174
960 DATA 132,3,167,5,57,142,56,3
2,134,85
970 DATA 167,128,140,56,96,38,24
9,57,252,62
980 DATA 178,195,0,1,253,62,178,
39,1,57
990 DATA 124,62,177,57,255

```



TRUCKING adventure

```

10 CLS
70 DIMMT(2),MP(2,25),MP$(2,25),M
R$(2,25),ZM(2,25),D$(6),NT$(4)
80 DD$="$$#,###":DC$="$$#,###.##"
"
90 NT$(1)="FIRST":NT$(2)="SECOND"
":NT$(3)="THIRD":NT$(4)="FOURTH"

100 DS$(0)="MONDAY":DS$(1)="TUES
DAY":DS$(2)="WEDNESDAY":DS$(3)="
THURSDAY":DS$(4)="FRIDAY":DS$(5)
="SATURDAY":DS$(6)="SUNDAY"
,1000 CLS:XC=190:MF=0:HL=3:HS=7:H
R=0:GOSUB2100
1010 PRINT:PRINT"YOU ARE AT THE
LOS ANGELES TRUCKING TERMIN
AL. THREE TYPES OF CARGO ARE AV
AILABLE:"
1020 PRINT" 1 - ORANGES (HIGHE
ST PROFIT IF THEY DON'T SPOI
L)"
1030 PRINT" 2 - FREIGHT FORWARD
ING":PRINT" (PENALTY FOR LATE
DELIVERY)"
1040 PRINT" 3 - US MAIL (LOWES
T RATE, BUT NO HURRY TO DE
LIVER)"
1055 PRINT
1070 PRINT"THE CARGO IS DUE IN N
EW YORK BY 4 PM THURSDAY.":INPUT
"WHICH CARGO DO YOU WANT";CT
1080 IFCT<10RCT>3 THEN INPUT"PICK
A NUMBER: 1 2 3";CT:GOTO1080
1090 INPUT"How many pounds will
you carry (40000 is legal limit
)":WL
1100 IFWL<25000 THEN PRINT"You ca
nt make a living on half a load
":GOTO1090
1110 PRINT:PRINT" THEY'RE LOADIN
G YOUR TRUCK NOW"
1120 RESTORE
1130 FOR RT=0TO2:READNP,MT(RT):FO
RI=1TONP:READMP(RT,I),MP$(RT,I),
MR$(RT,I),ZM(TR,I):NEXTI,RT
1140 TC=10:WF=190:NP=1:TS=1:SL=5
5:XN=XN+1

```

```

1200 IFWL>50000 THENWL=50000:PRI
NT"50,000 POUNDS OF CARGO HAS":P
RINT"ILLED YOUR TRAILER!":GOSUB
5650
1220 HR=HR+1:CLS:GOSUB2100:PRINT
"You PAID $190 FOR A NEARLY FULL
TANK OF DIESEL":PRINT:INPUT"TWO
OF YOUR TIRES ARE WORN. DO YOU
WANT REPLACEMENTS";Z$:IFLEFT$(Z
$,1)="N" THEN1350
1250 PRINT"A NEW TIRE COSTS $200
.":PRINT"A RETREAD COSTS $100":I
NPUT"WHICH TYPE DO YOU WANT";Z$:
Z$=LEFT$(Z$,1):INPUT"How MANY";T
:IFT=3 THENIFZ$="N" THENTS=2:T=2
:XC=XC+200
1290 IFT<0 OR T>2 THEN1330
1300 IFT=0 THEN1350
1310 IFZ$="R" THENTC=TC-3*T:XC=X
C+100*T:GOTO1350
1320 IFZ$="N" THENTC=TC-4*T:XC=X
C+200*T:GOTO1350
1330 PRINT"I DID NOT UNDERSTAND
YOUR ANSWER":PRINT"TRY AGAIN":GO
TO1220
1350 PRINT:PRINT"YOU MAY CHOOSE
THE NORTHERN, MIDDLE OR SOUTH
ERN ROUTE"
1360 INPUT" WHICH ROUTE DO YOU
CHOOSE";Z$:Z$=LEFT$(Z$,1)
1365 IFZ$="N" THENRT=1:RH=4:GOTO
1600
1370 IFZ$="M" THENRT=0:RH=2:GOTO
1600
1375 IFZ$="S" THENRT=2:RH=1:GOTO
1600
1380 PRINT"PLEASE ANSWER, NORTH,
MIDDLE OR SOUTH !":GOTO1360
1400 AF=SP^2*CD*CR:IFAF>RND(0)*1
E7 THEN4000
1430 AF=SQR(MF+100)*TC
1440 IFAF>RH*25000*RND(0) THENG
SUB2600
1450 IFSP>SL-RH+10 THENGOSUB2300

1460 HR=HR+1:HL=HL+1
1470 IFSL<40 THENSL=55
1480 T=ABS(55-SP):IFT>12 THENT=1
2.5
1490 T1=SP/(4.5-0.2*T)
1500 WF=WF-T1:IFWF<0 THENGOSUB25
00
1510 MF=MF+SP
1520 IFMF>MT(RT) THEN5000
1530 GOSUB5650
1550 CLS:GOSUB2100
1560 PRINT"APPROX FUEL :";INT(WF
-5)+RND(10);" SPEED :";SP:PRIN
T"ODOMETER :";INT(MF);" DIST :";
INT(MT(RT)-MF)

1580 PRINT
1600 IFMP(RT,NP)<=MF THEN3100 EL
SEPRINT"CRUISING ON ";MR$(RT,NP)

1610 GOSUB3000:PRINT"YOU'RE FEEL
ING ";CD$
1620 GOSUB2800:PRINT"CURRENT WEA
THER ::PRINTCR$
1630 NS=NS+1:IFNS>3 THENGOSUB170
0
1635 OS=SP
1640 INPUT"How FAST DO YOU WANT
TO GO";SP
1645 IFSP=0THENSP=OS
1650 IFSP<20 THENPRINT"YOU HAVE
TO GO AT LEAST 20--";:GOTO1640
1660 IFSP>INT(1.5*SL) THENSP=INT
(1.5*SL):PRINT"MAX SPEED FOR THI
S RIG ON THIS ROAD IS";SP
1670 GOTO1400
1700
1710 INPUT"TRUCK STOP AHEAD. DO
YOU WANT TO STOP";Z$:IFLEFT$(Z
$,1)="N" THENNS=1:HL=HL+1:RETURN

1730 IFLEFT$(Z$,1)<>"Y" THENINPU
T"MAKE UP YOUR MIND. Y/N";Z$:GO
TO1710
1740 T=85+INT(35*RND(0))
1750 PRINT"DIESEL FUEL COSTS";T;
"CENTS/GAL"
1760 INPUT" HOW MANY GAL DO YOU
WANT";T1
1770 IFT1>0 THENPRINT"PAY";:PRIN
TUSING"$$$$.##";T*T1/100:XC=XC+
T*T1/100:WF=WF+T1
1780 PRINT"SO FAR, YOU HAVE SPEN
T":PRINTUSINGDC$;XC
1790 IFWF>201 THENPRINT"TANK HOL
DS ONLY 200 GALLONS":PRINTINT(W
F-200);"GALLONS SPILLED !!":WF=2
00
1800 IFTS>0 THEN1900
1810 T=200+INT(50*RND(0));T1=100
+INT(70*RND(0))
1820 PRINT"A NEW TIRE COSTS $";T
:PRINT"A RETREAD COSTS $";T1
1830 INPUT" DO YOU WANT TO BUY A
TIRE";Z$
1840 IFLEFT$(Z$,1)="N" THEN1900
1850 INPUT"CHHOSE : NEW OR RETRE
AD";Z$:IFLEFT$(Z$,1)="N" THENXC
=XC+T:TS=2:GOTO1900
1870 IFLEFT$(Z$,1)="R" THENXC=XC
+T1:TS=1:GOTO1900
1880 PRINT"NO COMPREENDO":GOTO183
0

```

```

1900 HR=HR+1:NS=0
1910 INPUT"Want to get some sleep";Z$:IFLEFT$(Z$,1)="N" THENGOSU
B2100:RETURN
1930 INPUT" How many hours of re
st";T
1940 IFT<1 THENRETURN
1950 DH=HR-24*INT(HR/24)
1960 HR=HR+T:GOSUB5650:GOSUB5650
:IFCT=1 THENWF=WF-7*T:IFWF<0 THE
NWF=0:GOSUB2570
1970 IFDH>210RDH<12 THENT=INT(T/
2+.6):PRINT"Thanks to the daytim
e noise, you got only";T;"hou
rs rest"
1980 HS=HS+T
1990 IFT>3 THENHL=0 ELSEHL=HL/2
2000 '
2010 GOSUB2100:PRINT"Time to hit
the road again"
2015 IFCT=1 THENPRINT"you now ha
ve ";:PRINTUSING"###";WF;:PRINT"
gal/fuel":INPUT"Do you want to b
uy more";Z$::IFLEFT$(Z$,1)="Y" T
HEN1740
2020 RETURN
2100 DH=HR+8
2120 DT=INT(DH/24):DH=DH-24*DT
2130 IFDT>6 THENDT=DT-7:GOT02130

2140 DM$="AM"
2150 IFDH=12 THENDM$="NOON":GOTO
2200
2160 IFDH>12 THENDH=DH-12:DM$="P
M"
2170 IFDH=0 THENDH=12:DM$="MID"
2200 '
2210 PRINT"Day: ";DS$(DT),"Time:
";DH;DM$
2230 RETURN
2300 '
2310 IF(P-SL+2*RH-5)^2<900*RND(0
) THENRETURN
2320 PRINT"Smoky is behind you
with his lights on. Pull ove
r !"
2340 GOSUB5650
2350 NT=NT+1:PRINT"See the justi
ce of the peace for your ";NT
$(NT)" offense"
2360 PRINT"Wait";NT;"hours for y
our hearing"
2370 HR=HR+NT:HL=HL+NT
2380 IFNT>3 THEN2430
2390 T=NT*RND(5):T1=5*(RT+NT*RND
(4))
2400 PRINT" Fine is ";:PRINTUS
ING"###";T1:PRINT" plus $";T:P
RINT"for each mph over speed lim
it"
2410 PRINT" Pay ";:PRINTUSINGDD
$:T1+T*(SP-SL):XC=XC+T1+T*(SP-SL
)
2420 GOSUB5650:GOSUB5650:RETURN
2430 PRINT"You are sentenced to
30 days in jail for reckless dri
ving"
2440 GOSUB5650
2450 PRINT"Your ICC driver's lic
ense is revoked !"
2460 GOT05500
2500 T1=T1+WF:WF=0:SF=0
2520 T=(4.5-0.2*T)*T1:MF=MF+T
2530 PRINT"After";T;"more miles
you ran":PRINT"out of fuel (du
mmmy!!!)":PRINT"it costs $ 200 t
o get a barrel of diesel delive
red"
2550 WF=55:T1=RND(5):HR=HR+T1:XC
=XC+200:HL=HL+T1
2560 PRINT"You also wasted";T1;" 
hours by":PRINT"your carelessness"
2570 IFCT=1 THENCX=CX+RND(3):PRI
NT"Sitting with the refer unit o
ff is damaging the oranges"
2580 FORI=1TO500:NEXT
2590 RETURN
2600 '
2620 PRINT"You just blew a tire
!!"
2630 IFTS=0 THEN2710
2640 TC=TC-2*TS:TS=0
2650 T=RND(2):IFT=1 THENT$="OUTS
IDE" ELSESET$="INSIDE"
2660 PRINT"It took";T;"hours to
change the":PRINTT$;" tire":HR=H
R+T:HL=HL+T+1
2670 GOSUB5650:RETURN
2710 PRINT"Since your spare has
already been used, you have t
o call a tow truck from town t
o deliver a new tire to you"
2720 PRINT" This service cost $
400 and took 4 hours"
2730 HR=HR+4:HL=HL+4:XC=XC+400
2740 GOSUB5650:RETURN
2800 '
2810 AF=(3000+MF)*RND(0):ON (RT+
1) GOT02870,2820,2910
2820 IFAF<3300ANDCR<>50 THEN2960

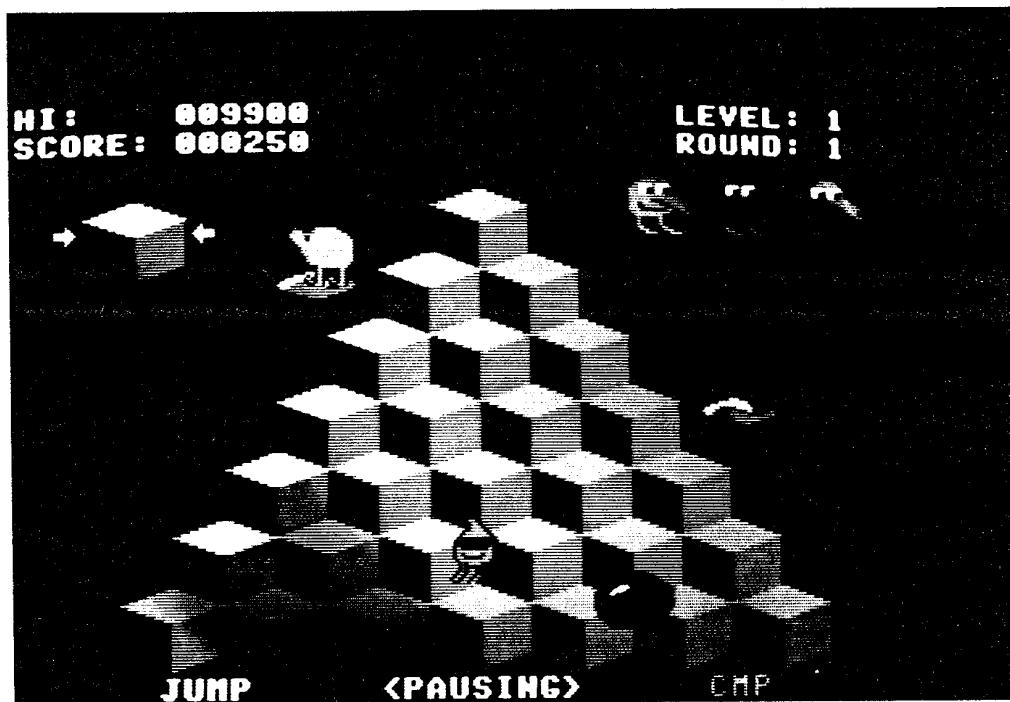
2830 IFAF>4800 THEN2965
2840 IFAF>4600 THEN2970
2850 IFAF>3800 THEN2975
2860 GOT02985
2870 IFAF<3400ANDCR<>50 THEN2960

2880 IFAF>4900 THEN2965
2890 IFAF>4700 THEN2970

```

P Y R A M I X

An Arcade Game for the Tandy Color Computer 3
Programmed by Jordan Tsvetkoff
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The pyramid has long been associated with mystery and power. Now, with PYRAMIX for your CoCo 3, the pyramid will be a source of countless hours of arcade fun that everyone can enjoy!

PYRAMIX is a 100% machine language arcade game written exclusively to take advantage of all the power in your 128K or higher CoCo 3. The colors are brilliant, the graphics sharp, and the action hot.

The object of PYRAMIX is deviously simple. All you have to do is hop Kubix - a short, roundish little guy with a long snout - on the tops of the blocks that make up a pyramid on the screen. When Kubix hops on a block it changes color. The idea is to get all the blocks to be the same as the cube in the upper left of the screen. When all the blocks match, you will advance to the next round.

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```

2900 IFAF>4200 THENIFRND(3)=1 TH
EN2975 ELSE2980
2905 GOT02985
2910 IFAF<4000ANDCR<>50 THEN2960

2920 IFAF>5700 THEN2965
2930 IFAF>5500 THEN2970
2940 IFAF>4400 THEN2980
2950 GOT02985
2960 CR=1:CR$="CLEAR & DRY":RETU
RN
2965 CR=50:CR$="B-L-I-Z-Z-A-R-D"
:RETURN
2970 CR=10:CR$="FOG -- LIMITE
D VISABILITY":RETURN
2975 CR=5:CR$="LIGHT SNOW":RETUR
N
2980 CR=5:CR$="RAIN":RETURN
2985 CR=3:CR$="CLEAR, BUT ROADWA
Y IS WET":RETURN
3000
3010 IFHL>190RHR/HS>4 THENCD=100
:CD$="..E.X.H.A.U.S.T.E.D.":RET
URN
3020 IFHL<4ANDCSNG(HR/HS)<2.3 TH
ENCD=1:CD$="RESTED & REARING TO
GO":RETURN
3030 IFHL<BANDCSNG(HR/HS)<2.5 TH
ENCD=2:CD$="FINE":RETURN
3040 IFHL<12ANDHR/HS>=3 THENCD=4
:CD$="B O R E D":RETURN
3050 IFHL<16ANDHR/HS>=3 THENCD=8
:CD$="T I R E D !!":RETURN
3060 CD=25:CD$="FATIGUED.....
YOU'RE GETTING SLEEPY":RETURN
3100 PRINT"YOU HAVE JUST PASSED"
:PRINTTAB(4)MP$(RT,NP)
3120 ZH=ZM(RT,NP):SL=55
3130 ONINT(ZH) GOSUB3210,3310,33
60,3410,3500,3710,3860
3140 NP=NP+1:IFINT(ZH)=8 THEN500
0 ELSE1600
3210 PRINT"TIME ZONE CHANGES --
SET CLOCK AHEAD ONE HOUR":GOSUB
5650:HR=HR+1:GOSUB2100:RETURN
3310 T=100*(ZH-INT(ZH)):PRINT"ST
OP! PAY TOLL : ";:PRINTUSING"##.
##";T:XC=XC+T:RETURN
3360 IFRND(0)<ZH-INT(ZH) THENRET
URN
3370 PRINT"CONSTRUCTION AHEAD !!
":FORI=1TO500:NEXT
3380 PRINT"SLOW DOWN -- SPEED LI
MIT 35 MPH":SL=35
3390 RETURN
3410 IFRND(0)<ZH-INT(ZH) THENRET
URN
3420 T=SP+RND(5)-2
3430 PRINT"YOU WERE JUST CLOCKED
BY RADAR AT";T;"MPH"

3440 IFT>SL+3 THENGOSUB2320 ELSE
PRINT" NO TICKET THIS TIME"
3450 RETURN
3500 IFZH=INT(ZH) THENIFRND(0)<.
5 THEN3520 ELSERETURN
3510 IFRND(0)<ZH-INT(ZH) THENRET
URN
3520 PRINT"WEIGHING STATION OPEN
----- TRUCKS MUST STOP":GOS
UB5650
3530 PRINT"SCALE WEIGHS TRUCK WI
TH CARGO, FUEL AND DRIVER: ";
3540 T=19000+WL+7*WF+25*RND(10)
3550 PRINTUSING"##.##";T;:PRINT
" LBS"
3560 T=INT(T-60000)
3570 IFT<1 THENPRINT" YOU'RE O
K":RETURN
3580 IFZH=5 THEN3630
3590 T1=RND(4)+2:PRINT"OVERWEIGH
T FINE IS $ 200 PLUS":PRINTT1;"C
ENTS/POUND"
3600 XC=XC+200+(T*T1)/100
3610 PRINT"PAY FINE OF ";:PRINTU
SINGDC$;200+(T*T1)/100
3620 RETURN
3630 PRINT"YOU ARE NOT ALLOWED T
O ENTER LOUISIANA WITH THAT LO
AD":PRINT"TAKE A 200 MILE DETOUR
THROUGH ARKANSAS WITH 45 MPH L
IMIT"
3640 SL=45:MR$(RT,NP)="ARKANSAS
COUNTY ROADS"
3650 FORI=12TO25:MP(TR,I)=MP(RT,
I)+200:NEXT
3680 MT(RT)=MT(RT)+200
3690 RETURN
3710 IFRND(0)<ZH-INT(ZH) THENRET
URN
3720 T=RND(6)
3730 PRINT"A ROCK SLIDE HAS BLOC
KED THE ALLEGHENY TUNNEL ENTR
ANCE":PRINT"THE HIGHWAY DEPT WIL
L HAVE IT CLEANED UP IN";T;"HO
URS"
3750 HR=HR+T:GOSUB5650:IFCT=1 TH
ENWF=WF-7*T:IFWF<=1 THENGOSUB382
0
3760 IFT>1 THENT1=INT(T/2+.5) EL
SET1=0
3770 IFT1>3 THENHL=0 ELSEIFT1>0
THENHL=HL/2
3780 HS=HS+T1
3790 PRINT" WHILE WAITING YOU GO
T";T1:PRINT" HOURS OF SLEEP"
3800 GOSUB2100:RETURN
3820 PRINT"YOU RAN OUT OF GAS WH
ILE WAITING":T=0:GOSUB2540
3830 RETURN
3860 IFCT>1 THENRETURN

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3870 IFRND(0)<ZH-INT(ZH) THENRET
URN
3880 PRINT"THE TRAILER REFER UNI
T HAS QUIT ENDANGERING THE CARGO
":PRINT"REPAIRS TAKE 2 HRS & COS
TS $100"
3900 CX=CX+RND(4):HR=HR+2:HL=HL+
2:XC=XC+100
3910 GOSUB2100:GOSUB5650
3920 RETURN
4000 FORI=1TO6:CLS(RND(8)):FORJ=
1TO60:NEXT:PRINT@201,"C R A S H
!!";:FORJ=1TO60:NEXTJ,I:CLS:PRIN
T
4070 IFCD=1000R(CD=25ANDSP<65) T
HENPRINT"YOU FELL ASLEEP AT THE
WHEEL":GOT04130
4080 IFCR=50 THENPRINT"YOU DROVE
OFF THE ROAD INTO A SNOW FIL
ED DITCH":GOT04130
4090 IFCR=10 THENPRINT"YOU REAR-
ENDED A PICK-UP WITH NO TAIL
LIGHTS":GOT04130
4100 IFSP>65 THENPRINT" SPEED K
ILLS !":GOT04130
4110 IFCR>2 THENPRINT"YOU HIT A
SLICK SPOT & SKIDDED OFF THE RO
AD":GOT04130
4120 PRINT"A DRUNK DRIVER RAMMED
YOUR RIG TOUGH LUCK !!!"
4130 PRINT:GOSUB5650:PRINT"YOU L
OSE YOUR TRUCK & PROFITS":PRINT:
PRINT:INPUT"DO YOU WANT TO START
OVER";:$:IFLEFT$(Z$,1)="N" THENE
ND
4170 XP=0:CLS:GOT01000
5000 FORI=1TO5:CLS:FORJ=1TO60:NE
XT:PRINT@76,"WELCOME":PRINT@143,
"TO":PRINT@204,"NEW YORK":FORJ=1
TO60:NEXTJ,I:FORI=1TO250:NEXT:CL
S:GOSUB2100:T=HR-INT(HR/24):IFT<
100RT>21 THEN5140
5120 PRINT"THE WAREHOUSE IS CLOS
ED FOR THE NIGHT. COME BACK TOM
ORROW.":T=24-T:HR=HR+T:GOSUB5650
:GOSUB2100
5140 PRINT:T=INT(HR/24):T1=HR-24
*T:PRINT"TRIP COMPLETED IN":PRIN
TT1;"DAYS";:IFT1>1 THENPRINT" &
";T1;"HOURS" ELSEPRINT
5170 PRINT" TRIP EXPENSES TOTAL
";:PRINTUSINGDC$:XC:T1=85*T+85:P
RINT" TRUCK PAYMENTS, INSURANCE"
:PRINT" & TAXES COST      ";:PRI
NTUSINGDD$:T1
5190 XC=XC+T1:PRINT
5200 ON CT GOT05220,5310,5360
5220 T1=(T-4)*RND(3):IFT1>0 THEN
CX=CX+T1
5230 IFCX>6 THENPRINT"YOUR ORANG
ES HAVE SPOILED. HAUL THEM TO TH
E DUMP!":XT=-50:GOT05400
5240 PRINT"COLLECT SIX & 1/2 CEN
TS PER LB FOR GOOD ORANGES":XT=
.065*WL:PRINT" TOTAL FOR LOAD :
";:PRINTUSINGDC$:XT
5260 IFCX<1 THEN5400
5270 PRINT"PART OF THE LOAD IS D
AMAGED.":PRINT"SUBTRACT ";:PRINT
USING"##";5*CX;:PRINT"%":XT=XT-X
T*CX/20:PRINT" NET PAYMENT IS ";
:PRINTUSINGDC$:XT:GOT05400
5310 XT=.05*WL:PRINT"COLLECT 5 C
ENTS/LB FOR FREIGHT":PRINT" TOTA
L FOR LOAD : ";:PRINTUSINGDC$:XT
:IFHR<95 THEN5400
5340 CX=2:PRINT"YOU'RE LATE!! S
UBTRACT 10% PENALTY":GOT0540
0
5360 PRINT"POSTMASTER PAYS 4.75
CENTS PER LB ON DELIVERY":XT=.0
475*WL:CX=0:GOT05400
5400 PRINT:XT=XT-XC:XP=XP+XT:IFX
T<0 THEN5470
5410 PRINT"YOUR NET PROFIT THIS
TRIP WAS"::PRINTUSINGDC$:XT:IFXT>
1000 THENPRINT" 6 0 0 D  W O
R K !!!"
5430 IFXN>1 THENPRINT"YOUR AVERA
GE PROFIT HAS BEEN"::PRINTUSINGDC
$:XP/XN
5440 IFXT<2000RXP/XN<250 THENPRI
NT" YOU'D MAKE MORE MONEY WASHI
NG DISHES !"
5450 PRINT:PRINT:INPUT"ANOTHER T
RIP";Z$:IFLEFT$(Z$,1)<>"N" THEN1
000 ELSEEND
5470 PRINT"BAD TRIP . . . . ."
:PRINT"YOU LOST ";:PRINTUSINGDC$
:ABS(XT):IFXP>=0 THEN5430
5490 PRINT" YOU ARE BANKRUPT !!
"
5500 GOSUB5650:GOSUB5650
5520 PRINT:PRINT"YOUR RIG HAS BE
EN REPOSSESSED":PRINT:END
5650 FORI=1TO1200:NEXT:RETURN
9030 DATA 21,2850,90,BARSTOW,I-1
5 IN CA,7.80,225,NEEDLES,I-40 IN
CA,1,440,FLAGSTAFF,I-40 IN AZ,3
.65,620,GALLUP,1-40 IN AZ,5.5,76
0,ALBUQUERQUE,I-40 IN NM,3.35,93
0,TUCUMCARI,I-40 IN NM,1
9100 DATA1040,AMARILLO,I-40 IN T
X,7.80,1155,OKLAHOMA BORDER,I=40 ~
IN TX,5.5,1305,OKLAHOMA CITY,1-
40 IN OK,2.65,1530,MISSOURI BORD
ER,OK TURNPIKE,2.40,1815,ST. LOU

```

IS,I-44 IN MO,0,1980,TERRE HAUTE
 ,I-70 IN IL,5.5
 9160 DATA2050,INDIANAPOLIS,I-70
 IN IN,0,2115,OHIO BORDER,I-70 IN
 IN,1,2220,COLUMBUS,I-70 IN OH,5
 .5,2350,WHEELING WV,I-70 IN OH,4
 .25,2410,NEW STANTON,I-70 IN PA,
 6.75,2570,HARRISBURG,PA TURNPIKE
 ,3.75
 9220 DATA2760,NEW JERSEY BORDER,
 PA TURNPIKE,2.95,2840,HOLLAND TU
 NNEL,I-70 IN NJ,2.40,9999,NEW YO
 RK,NEW YORK STREETS,0,18,2710
 9260 DATA90,BARSTOW,I-15 IN CA,7
 .80,245,LAS VEGAS,I-15 IN CA,1,3
 65,UTAH BORDER,I-15 IN AZ,0,500,
 END OF INTERSTATE,I-15 IN UT,3.2
 0,555,SALINAS,US-89 IN UT,4.50,7
 60,GRAND JUNCTION,I-70 IN UT,5.4
 0,1010,DENVER,I-70 IN CO
 9330 DATA3.75,1190,NEBRASKA BORD
 ER,I-76 IN CO,1,1450,OMAHA,I-80
 IN NE,5.50,1590,DES MOINES,I-80
 IN IA,4.75,1750,ILLINOIS BORDER,
 I-80 IN IA,5.6,1910,GARY,I-80 IN
 IL,2.50,2050,OHIO BORDER,IN TUR
 NPIKE,2.45,2215,CLEVELAND
 9400 DATA0H TURNPIKE,2.80,2280,P
 ENNSYLVANIA BORDER,I-80 IN OH,4.
 16,2615,EAST STROUDSBURG,I-80 IN
 PA,3.33,2675,WASHINGTON BRIDGE,
 I-80 IN NJ,2.20,9999,NEW YORK,CI
 TY STREETS,0
 9450 DATA25,3120,75,PALM SPRINGS
 ,I-10 IN CA,0,225,BLYTHE,I-10 IN
 CA,1,375,PHOENIX,I-10 IN AZ,0,4
 95,TUCSON,I-10 IN AZ,7.9,650,LOR
 DSBURG,I-10 IN AZ,5.75,795, EL P
 ASO,I-10 IN NM,0,965,PECOS,I-10
 IN TX,1
 9530 DATA1080,ODESSA,I-20 IN TX,
 0,1250,ABILENE,I-20 IN TX,3.80,1
 439,DALLAS,I-20 IN TX,0,1610,LOU
 ISIANA BORDER,I-20 IN TX,5.00,17
 85,VICKSBURG,I-20 IN LA,0,1965,A
 LABAM BORDER,I-20 IN MS,1,2100,B
 IRMINGHAM,I-20 IN AL,4.25
 9600 DATA2200,GEORGIA BORDER,I-2
 0 IN AL,0,2255,ATLANTA,I-20 IN G
 A,0,2320,CAROLINA BORDER,I-85 IN
 GA,5.75,2565,GREENSBORO,I-85 IN
 NC,3.80,2680,VIRGINIA BORDER,I-
 85 IN NC,7.85,2775,RICHMOND,I-85
 IN VA,0
 9660 DATA2880,WASHINGTON DC,I-95
 IN VA,0,2920,BALTIMORE,I-95 IN
 MD,2.30,2990,NEW JERSEY BORDER,I
 -95 IN DE,2.25,3110,HOLLAND TUN
 EL,NJ TURNPIKE,2.40,9999,NEW YOR
 K,CITY STREETS,0

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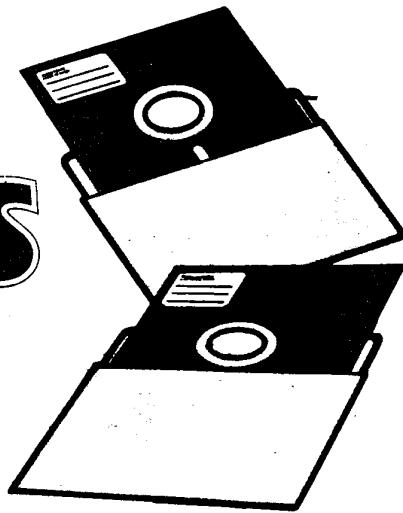
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YAHZEE	GAME OF DICE	TAPELIST	UTILITY	LABELS 2 ACCROSS
SORT	BASIC SORT	CLOCK	UTILITY	DATA BASE - FIVE
		DISKMAP	DISK UTIL	PROGRAMS IN THIS
ISSUE A2		LIST	UTILITY	PACKAGE OF A
SCREENMP	UTILITY	KEYBOMER	GAME	VERY POWERFUL
SEE	DISK UTILITY	PONE	GAME	DATA BASE
CALENDAR	PRINT A CALENDAR	BOXLBL	UTILITY	PROGRAM
LABYRINTH	ADVENTURE	DESIGNS	PICTURES	
FINDWORD	WORD SEARCH	REMULKS	ADVENTURE	
ISSUE A5		ISSUE A6		ISSUE A7
LABELS	UTILITY	AIR-RAID	GAME	AIRATTAK GAME
DATA SPEAK	UTILITY	GRAPH	BUSINESS	STGEORGE ADVENTURE
MULTI PAC	UTILITY	AUTOLINE2	UTILITY	CASDICE DICE GAME
GONDOLA	GAME	TANKS	GAME	PURCHASE BUSINESS
AUTO LINE	UTILITY	RACE-ACE	GAME	EQUATION EDUCATION
DISK FILE	DISK UTIL	PRECENT	SCHOOL	TRACKMOVE DSK UTIL
ODD COUPLE	TRIVIA GAME	SUBDEST	GAME	PHONE DATA BASE
HANGMAN	GAME	ANIMAL	GAME	
FLIP-FLOP	GAME	COPYTK17	DSK UTIL	
TRANSFER	DISK UTIL	AUTORITE	UTILITY	
ISSUE A8		ISSUE A9		ISSUE A10
DISKCOPY	UTILITY	COMPAC	UTILITY	ROMMAP UTILITY
CERIFY	UTILITY	DISKLST	DSK UTIL	ROLLOVER UTILITY
SCANNER	UTILITY	JEWELS	ADVENTURE	CODETABL GAME
TIME	EDUCATION	CASSCAT	TAPE UTIL	MAZE GAME
MUSIC	MAKE MUSIC	TITLEPG	SCHOOL	ANIMALDK GAME
PING PONG	GAME	CNGSQUAR	GAME	SOUNDRG GAME
PHONDIALER	UTILITY	MYSTILSD	ADVENTURE	DESTROY GAME
PHONE SORT	UTILITY	PIG	GAME	SAFECRK GAME
ISSUE A11		ISSUE A12		
TAX ESTIMATE	ESTIMATE TAX	PILOT	UTILITY	
M L T T D	UTILITY	TEST	UTILITY	
PARTS INVEN	INVENTORY FILE	SCHOOL	ADVENTURE	
DATA MAKER	DATA STATEMENT INPUTS	MINI-GEN	ADVENTURE MAKER	
KABOOM	GAME	DISK-CAL	SPREADSHEET	
DEF MOV	GAME	COCO-MON	UTILITY	
R/C AIRPLANE	GAME			
MATCH SQU	GAME			

ISSUE B1	ISSUE B2	ISSUE B3
CHESS	GAME	CLOCK A CLOCK
TRUCKER	GAME	WORD PROC PROCESSOR
CODEFIL	GAME	CASS FILE TAPE UTILITY
FRACTIO	EDUCATION	CASTLE ADVENTURE
4-D TIC	GAME	HOME BGT BUDGET
DRAWPK	CARD GAME	DISK MAST DISK UTILITY
JUNGLE	ADVENTURE	ROAD RACE GAME
		AMORIT UTILITY
		SPOOLER UTILITY
		DISKCOPY UTILITY
		PUZZLE GAME
		STOCKKET GAME
		WIDTHCGE UTILIEY
		BIORHYTHM GAME
		TANK GAME

ISSUE B4	ISSUE B5	ISSUE B6
RECOVER UTILITY	CANNON GAME	RETRIEV UTILITY
DATABOOK DATA BASE	CRYPT ADVENTURE	POOL GAME
ROMTOTPE UTILITY	BANNER UTILITY	STATES EDUCATION
CALENDAR UTILITY	FLASH CRD EDUCATION	DRAW GAME
LETTER BUSINESS	WORDS GAME EDUC	DISKSPEED UTILITY
ANTI-TOP GAME	REPORTER BUSINESS	ML ADDR UTILITY
		TRIANGLE ART
		NAMES DATA BASE
		HANGMAN GAME

ISSUE B7	ISSUE B8	ISSUE B9
CONQUEST ADVENTURE	STOCKMKT GAME	MEMTEST UTILITY
MTERMCON UTILITY	DISKTCK UTILITY	ML CONVT UTILITY
LOSTREAS ADVENTURE	DRAW DRAW	DATAENTY UTILITY
DISKZAP DSK UTIL	BRICKS GAME	ML-TTD UTILITY
LOTTO GAME	WATTS UTILITY	R P M DKS UTIL
SPELLHLP EDUCATION	DIARY DATA BASE	ALPHA UTILITY
UNSCRAMBL EDUCATION	ORBQUEST ADVENTURE	PERTTY UTILITY
	ROM2ROM UTILITY	CHART BUSINESS
	CLOCK UTILITY	DSK2TAPE UTILITY
		CASSINDX UTILITY
		UGLYWORD GAME
		VOICESYN UTILITY
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ISSUE B10	ISSUE B11	ISSUE B12
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WONDERBAR BUSINESS	AUTOBOOT UTILITY	XMASLIST DATABASE
COOCOKENNO GAME	CERTIFY DSK UTIL	TXTSCREEN PRINT UTIL
DSKENVEL UTILITY	CASSETTE UTILITY	MTCC3 UTILITY CC3
HORSES GAME	HOMEINVE DATABASE	DOS UTILITY CC3
SQUEEZE UTILITY	TYPING EDUCATION	LLISTER UTILITY
DATAPRNT UTILITY	LOLLIPOP GAME	SIGNMAKER UTILITY
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MAZE GAME	DIR3 UTILITY	MULIT EDUCATION
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TYCON GAME	DETERM UTILITY	FINANCE BUSINESS
JOY GAME	FONTGEN2 UTILITY	DIRLIST UTILITY
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ISSUE C4
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PHONE UTILITY
PATCH 1 UTILITY
PATCH 2 UTILITY

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DIR40 UTILITY
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FLIGHT GAME
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CLOC UTILITY
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ISSUE C6
FLASH EDUCATION
CLOCK EDUCATION
WORDS EDUCATION

ISSUE C7
LAUNCH GAME
DIPLOMAT GAME
HOBBIT GAME
ADDRBK DATA BASE
LABYRINT GAME
TESTYPE UTILITY
MAD ED GAME
HI DICE GAME

ISSUE C8
VAMPIRE GAME
SCRNFMT2 UTILITY
L-MASTER GAME
COWBOY GAME
ROVER GAME
ERROR UTILITY
BUNKER GAME
MOUSE GAME
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TREK12 PICTURE
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TESTPATT	BAS	2	DSKTAPE	BAS	1	ROMPACK	BAS	1	DIRLIST	BAS	1		
COMPLAWS	BAS	2			SOUND	BIN	1	PILOT	BAS	2	FARMING	BAS	6
CHESS	BAS	5			SPOOLER	BIN	1	INVITE	BAS	1	TREK	BAS	5
CHECKERS	BAS	2			UT	BAS	2	MATHPAL	BAS	3	DSKSPEED	BAS	1
PATROL2	BAS	3			Z	BAS	4	DUPER	BAS	2	EXREF	BAS	3
ELECTMAZ	BAS	4			QUADDRAW	BAS	1	IN-OUT	BAS	1	ALARM	BAS	2
ICE	BAS	2			B	BAS	1	GOLDMINE	BAS	3	CLOCK	BAS	1
TANKS	BAS	2			CLOCK	BIN	1	HUSTLE	BAS	1	PHONEDIR	BAS	2
DODGE-EM	BAS	2			COPY DIR	BIN	1	HOBBIT	BAS	2	TICKTAPE	BAS	3
SOISAYS	BAS	2			DDCOPY	BAS	2	CONNECT4	BAS	2	FINANCE	BAS	8
DOORS	BAS	1			FDCTST	BIN	3	OTHELLO	BAS	3	BARTENDR	BAS	3
FUEL COST	BAS	1			FIND	BAS	1	BIORYTHM	BAS	1	DSKLIBRY	BAS	3
OHMSLAW	BAS	1			ODIE	PIX	3	SIMON	BAS	1	MESSAGE	BAS	1
LANDER	BAS	1			PEANUTS	PIX	3	TICTACT	BAS	2	FLIPPAGE	BAS	3
WHERISIT	BAS	2			SPACE	PIX	3	3-D-T	BAS	2	DSKAID	BAS	4
HANGMAN	BAS	2			ISLAND	BAS	6	DARTBORD	BAS	2			
OTHELLO	BAS	4			PATTERN	BAS	2	COPTER	BAS	2			
GOLDMINE	BAS	3			CHEKBOOK	BAS	4						
STATCAP	BAS	2											
PINGPONG	BAS	1											
BIORYTHM	BAS	3											
CALENDAR	BAS	2											
MAILLIST	BAS	2											
DISK #	2				DISK #	5	DISK #	7	DECIDE	BAS	3		
MISC PROGRAMS					MISC PROGRAMS		MISC PROGRAMS		BIBLE	BAS	2		
DISKLIST	BAS	1			MLDISK	BAS	2	D-ADV	BAS	8	BOMBER	BAS	2
DIRLIST	BAS	2			SORT	BAS	1	SWORDS	BAS	4	WEATHERX	BAS	3
ML ADDR	BAS	1			WALLHIT	BAS	1	TROLL	BAS	6	PROJEVAL	BAS	4
DISKDUMP	BAS	1			TEMPConv	BAS	1	QUEST	BAS	4	FILES	BAS	4
PRINUTIL	BAS	2			TOF	BIN	1	SURVIVE	BAS	5	SUB	BAS	5
CALPRINT	BAS	3			CHKBOOK	BAS	1	SPELWORD	BAS	1	DISKDIRE	BAS	3
ALPHSONG	BAS	1			DIS	BAS	2	CUBIC	BIN	3	BASEBALL	BAS	10
PAINT	BAS	1			LOCFIND	BAS	1	DOTMAT	BIN	8	AMORTLN	BAS	2
DOGPICKT	BAS	2			MISSLETT	BAS	1	FLIGHT	BIN	3	ASSMLBER	BAS	3
EVADER	BAS	1			MEMORIE	BAS	2	GRID	BIN	2	GUITAR	BAS	5
NUKATT	BAS	2			FISH	BAS	1	TIGER	PIX	3	POKER	BAS	4
BASICMAP	BAS	3			CIPHER	BAS	1	ZIGGY	PIX	3	TANK	BAS	2
JOYPAIN	BAS	1			CARCAL	BAS	1	LABELPRT	BAS	1	TRIANGLE	BAS	4
PUMPKIN	BAS	1			BIGHILL	BAS	1	PEEK	BAS	1	SHIPS	BAS	2
HOMOYMS	BAS	1			PROTECT	BAS	2	ROMDUMP	BAS	1	HANDBALL	BAS	2
					STOCK	BAS	3	DISASSY	BAS	4	TRAIL	BAS	4
					JUMP	BAS	1	WORLDMAP	BIN	4			
					GARFIELD	PIX	3	MLFINDER	BAS	1			
					HALLDEMO	BAS	1	COLORBAR	BAS	1			
					LINES	BAS	1	PATTERN	BAS	1			
					KALVOS	BAS	1	PORT	BAS	1			
					CASTLE	BAS	10	PAYMENT	BAS	1			

AVAILABLE ON DISK OR TAPE

DISK # 10	DIGGEM	BAS 3	DISK # 15	ARITH	BAS 1	PICK	BAS 1
MISC PROGRAMS	CONNECT4	BAS 4	MISC PROGRAMS	DATA	BAS 1	CHECKS	BAS 1
KINGDOM	BAS 6	ROLLON	BAS 2	DKTODK	BAS 3	VOCAB	BAS 1
CHECKS	BAS 3	WILLSADV	BAS 5	ATTACKER	BAS 4	GOSUB	BAS 1
BINGOCD	BAS 1	BASICMAP	BAS 3	BIORYTHM	BAS 2	POWER	BAS 1
DSK2TP	BAS 2	GRAPHICS	BAS 5	HAMGMAN	BAS 2	SQUARES	BAS 1
SLOTS	BAS 2	RACEWAY	BAS 4	TREK	BAS 4	SAVING	BAS 1
DATAFILE	BAS 4	TYPING	BAS 2	3DTTT	BAS 4	LEN\$	BAS 1
MLADFND	BAS 2	CHECKS	BAS 4	TYPEFACE	BAS 3	ROSE	BAS 1
ICE	BAS 3	MONEYHLP	BAS 4	STAT-LOG	BAS 3	LEFT&RT\$	BAS 1
ASSMBLER	BAS 6	WORDPRC	BAS 5	WORDSCAR	BAS 2	MID\$	BAS 1
DISMON	BAS 7			DSKMISTER	BAS 4	MID\$2	BAS 1
SIMMAS	BAS 1			TYPING	BAS 3	CHANGE	BAS 1
DISKNAMS	BAS 4	DISK # 13		CHECKS	BAS 3	EDITOR	BAS 1
SQUEEZE	BAS 2	MISC PROGRAMS		200DD	BAS 4	INKEY\$	BAS 1
STATUS	BAS 4	CARDIOH	BAS 5	FISHING	BAS 1	PIANO	BAS 1
DISKLOOK	BAS 1	HAUNTHSE	BAS 6	MEMORY	BAS 2	PIANO2	BAS 1
MAZE	BAS 4	DISKHLP	BAS 4	HORSERAC	BAS 3	VAL	BAS 1
CROSROAD	BAS 2	FIND-IT	BAS 3	KRAKEN	BAS 5	TYPETEST	BAS 1
ANIMALS	BAS 3	MISSLES	BAS 2	KINGS	BAS 6	EXPON-Y	BAS 1
DSKLCK	BAS 2	PLANE	BAS 1	STOCKS	BAS 5	EXPON-X	BAS 1
SELFMAIL	BAS 1	FLASHCRD	BAS 2	CYRPTO	BAS 3	ERROR	BAS 1
		COMPTALK	BAS 2			STOP	BAS 1
						TANGENT	BAS 1
DISK # 11	HOMEUTIL	BAS 6				COSINE	BAS 1
MISC PROGRAMS	CHKBOOK	BAS 3	DISK # 16			ARC COS	BAS 1
COMBAT	BAS 3	SHAPES	BAS 3	ADVENTURES		ARC SINE	BAS 1
MCONVERT	BAS 2	VIPERS	BAS 3	SORCERER	BAS 6	ON-GOTO	BAS 1
FRACTION	BAS 4	POKING	BAS 4	KINGTUT	BAS 7	AND-OR	BAS 1
BALONS	BAS 3	BUGS	BAS 6	SURVIVAL	BAS 5	SPACEGUN	BAS 1
DATA3	BAS 3	GEOSTUDY	BAS 4	STARTREK	BAS 8	BOUNCE	BAS 1
LIFE	BAS 4	USASTUDY	BAS 4	CASTLE	BAS 8	BLK JACK	BAS 1
MUSCOMP	BAS 2	HEALTH	BAS 9			KALEIDOS	BAS 1
BOGGEL	BAS 3					ELECDICE	BAS 1
OFFSET	BAS 1	DISK # 14				PLAYTUNE	BAS 1
BATSHIP	BAS 4	MISC PROGRAMS		DISK # 17		LRN TUNE	BAS 1
DUMPALL	BAS 3	DISKWASH	BAS 1	BEGINNERS PROGR		INV SHOP	BAS 1
GEOGAME	BAS 4	AUTODIAL	BAS 2	HI	BAS 1	BARGRAPH	BAS 1
MAILLIST	BAS 3	MASTMESS	BAS 3	TONE	BAS 1	SPD READ	BAS 1
VALENCE	BAS 2	GRAPHDZN	BAS 3	COLOR	BAS 1	MUS COMP	BAS 1
WEREWAND	BAS 5	BIGPRINT	BAS 3	COUNTING	BAS 1	DIR	BAS 1
POKER	BAS 3	TRIVIA	BAS 4	COUNTSND	BAS 1	DISK # 19	
ASSMBLER	BAS 5	DTOD	BAS 2	RANGE	BAS 1	MACHINE LANGUAGE	
MAZE3	BAS 3	SORT32	BAS 1	SECONDS	BAS 1	PONG	BIN 1
RUBCUBE	BAS 5	CHARACTR	BAS 2	WITHTIME	BAS 1	SRFIRE	BIN 3
		64KLOOK	BAS 8	CLOCK	BAS 1	TAPEDISK	BIN 1
		SCRIPT	BAS 3	COL-SEC	BAS 1	BRICKPNG	BIN 2
		LOADINTR	BAS 3	MICE	BAS 1	GERM	BIN 1
DISK # 12	FINDAWRD	BAS 2		IF-THEN	BAS 1	FLYBY	BIN 2
MISC PROGRAMS	BUTR17	BAS 2		RND	BAS 1	TTD	BIN 1
CIPHER	BAS 1	BATTSHIP	BAS 2	RUSSROUL	BAS 1	PACKMAZE	BIN 3
COPY M	BAS 1	FLY	BAS 3	DICE	BAS 1	FORESTAD	BIN 3
SCRPRINT	BAS 2	VOICE	BIN 4	CRAPS	BAS 1	40K-	BIN 1
MOPOLY	BAS 7	64KMEMT	BAS 2	SET	BAS 1	D2T-COPY	BIN 1
SOUNDS	BAS 3	OTHELLO	BAS 4	FACE	BAS 1	TOOLZ	BIN 2
DISTANCE	BAS 4	FINANAD	BAS 6	DOT	BAS 1	DISK # 20	
DATES	BAS 2	SPROSHTET	BAS 5	JOYSTK	BAS 1	ESSAY	BAS 1
PHONEWRD	BAS 1	METCONV	BAS 1	BRUSH	BAS 1	WORDPROC	BAS 1
ROBOTS	BAS 3	CRACE	BAS 2	TEACHER	BAS 1	SAVEFILE	BAS 1
		32	TEACH 2	BAS 1		MTERM	BIN 6
						CATALOG	BAS 1
						COPY	BAS 1

MCONFIG	BAS	3	TUNNEL	BAS	1	DISK # 25	BST	1	BAS	2	DISK # 29			
MODEM6	BIN	1	AMERICA	BAS	1	18 DIFFERENT SO	BST	2	BAS	2	MISC PROGRAMS			
MODEM6	BAS	1	OPTICAL	BAS	4	DISKMENU BAS	1	BST	3	BAS	2			
MALB	BIN	7	PICT2	BAS	1	BEATIT MUS	4	INCOME	BAS	1	SCRTHPAD BAS	1		
REMOTERM	BIN	1	POLAR	BAS	2	BTHFIFTH BIN	7	ALG PLOT	BAS	1	LABELS	BAS	1	
TERM1-O	BIN	3	SCOTT	BAS	1	CIRCUS MUS	5	ALG WR I	BAS	2	AE	BIN	4	
ASCIIEIX	BIN	4	XPAD	BAS	2	CIRCUS2 BIN	1	ALGEBRA	BAS	3	AE	HLP	3	
ASCIIEIX	DOC	3	TRIANLES	BAS	1	FEELINGS BIN	2	O T	BAS	1	AE	DOC	5	
						GREMLIN MUS	5	BAS MATH	BAS	3	DUMBAE	DOC	6	
						HPLESSLY MUS	2	TIPS	BAS	1	MASTER	BAS	3	
											LABELS2	BAS	2	
			DISK # 21			JOY	MUS	4			MAILER	BAS	1	
			23 HI-RES PICT			LMOOD	MUS	7			MORTDATA	BAS	1	
PICTURE	NO2	1	A TEAM	BIN	2	LOVELY	BIN	1	DEDUCT	BAS	1	DB-INSTR	BAS	3
RUNME	BAS	1	ALFIE	BIN	2	NADIA	BIN	1	DEC-FRAC	BAS	1	DB	BAS	6
PHASER	BIN	3	BEATIT	BIN	4	NIGHTS	MUS	3	CHECK	BAS	1	DB1	BAS	1
TREK3	BIN	3	CLOSETO	BIN	2	NITEB4	MUS	2	BUDGET	BAS	1	DB2	BAS	1
RELIANT	BIN	3	D'AMOUR	BIN	2	PIANOMAN	MUS	5	LOG	BAS	1	DB3	BAS	4
STRIPE	BIN	3	FATHER	BIN	2	PINBALWZ	MUS	5	SALESTAX	BAS	1	PROGLIST	BAS	2
GBUSTER	BIN	3	GREMLINS	BIN	5	STARS	MUS	5	FRAC-DEC	BAS	1	CATPRT2	BAS	2
F-18	BIN	3	JUMP	BIN	5	SUNSHINE	BIN	2	GRADEAV	BAS	1	CATPRT3	BAS	2
TIESHIP	BIN	3	KHAN	BIN	6	SWEET16	MUS	4	GRADEREP	BAS	1	CATPRT4	BAS	2
WSHIP	BIN	3	LUVSTORY	BIN	2	USA	MUS	2	METRIC	BAS	1	PROGLIST	DAT	3
X-WING	BIN	3	MUSIC	BAS	2				MID TERM	BAS	1	!-C	LIB	1
SAUCER	BIN	3	ROMEO &	BIN	2				NUMBER	BAS	1	D-F	LIB	1
PIGgyBACK	BIN	3	WRITEMUS	BAS	3	DISK # 26	II		PASCHAL	BAS	1	G-L	LIB	1
TIGER	BIN	3	CHORALE	BIN	2	MCPAINT	COCO		POLY WR	BAS	1	M-R	LIB	1
PANZER	BIN	3	LUTE	BIN	2	MCPAINT	BIN	11	PT-SLOPE	BAS	1	S->	LIB	1
VINCENT	BIN	3	LONELY	BIN	2	ICONS	SYS	3	RELATION	BAS	1	MABEL	BIN	8
SNOOPY	BIN	3	FUGE	BIN	4	MCDOC	DOC	11	SLOPE	BAS	1			
MAX	BIN	3	MINUET	BIN	2	PRINTDOC	BAS	1	STATS WR	BAS	1			
F-15	BIN	3	SONATA	BIN	2	GLASDEMO	BIN	6	TEMPCONV	BAS	1	DISK # 30		
ALIEN	BIN	3	MARCH	BIN	2	STARS	BIN	2	BAR GR	BAS	1	MISC PROGRAMS		
EARTH	BIN	3	NUTCRACK	BIN	2	1940S	SET	1	ELEMATH	BAS	1	BATON	BAS	5
						BLOON	SET	1	SPEEDMTH	BAS	3	DUMP115	BAS	3
						BOLD	SET	1	MATHDRIL	BAS	2	DUMP220	BAS	2
			DISK # 22			FANCY	SET	1	Egypt8	BAS	2	GEMDUMP	BAS	1
			19 HI-RES PICT			FIGURE	SET	1	MUSIC	BAS	3	GEMSRNDP	BIN	1
3DHAT	BAS	1	SONGS	BAS	2	FUTURE	SET	1				GRAPDUMP	BAS	1
3DROTATE	BAS	2	DISK	DAT	1	GREEK	SET	1				GRAPDUMP	BIN	1
3DWORLD	BAS	4	2001	BIN	3	GREEKU	SET	1	DISK # 28			BOOT	BAS	1
CCOG	BAS	1	ALFRED H	BIN	4	HEBREW	SET	1	COMMUNICATIONS			SKETCH PAD	4	
CCOGLOGO	BAS	5	ATEEM	BIN	2	OLDENG	SET	1	DENOTE	BAS	3	SKETCH	PIC	3
CHRISCAR	BAS	1	BOOGY	BIN	5	SCRIPT	SET	1	DENOTE	DAT	2	BOOTGRAP	BAS	1
CPAINT	BAS	1	BUMBLE	BIN	2	TYPING	SET	1	CNFG43	BAS	4	BOOTGPII	BAS	1
DOG	BAS	2	CANTINA	BIN	6	EPSON	DRV	1	MTRM43	BIN	8	BOOTHARD	BAS	1
FORMS	BAS	1	CHARRIOT	BIN	2	EPSON2	DRV	1	MTADD	TXT	1	GRAPHCOM	PIC	3
IN-OUT	BAS	1	HILLSTRT	BIN	2	ANIMATE	BAS	1	MTDOC1	TXT	11	GRAPHPII	PIC	3
KALIEDOS	BAS	2	JONYBGUD	BIN	4	ANIMAT	BIN	1	MTDOC2	TXT	8	HARDCOPY	PIC	3
KEYPAINT	BAS	1	JUMP	BIN	5	BANNER	BAS	2	MTDOC3	TXT	7	PICDOS	BIN	2
LOGO#1	BAS	1	MASH	BIN	2	GARFIELD	BIN	3	MTDIAL	BAS	1	PICDOS	DOC	6
PAPER	BAS	1	OH HOLY	BIN	3	MCUTIL	BIN	1	MT450	BAS	1	MODPDOS1	BAS	1
PATTERNS	BAS	1	POLICE	BIN	7				NCHG	BAS	1	RUNCOPY	BAS	2
PICTURE	BAS	4	RAIDER	BIN	4				TAPCNV	BAS	2	AMORT	BAS	3
POLYGON	BAS	1	STARTREK	BIN	6	DISK # 27			RTERM	BAS	1	ESP	BAS	3
POLYGONI	BAS	1	STARWARS	BIN	3	MISC PROGRAMS			RTERM	BIN	3	175	BAS	9
PUMPKIN	BAS	1	MUSICBOX	BIN	2	ADD-TAB	BAS	5	RTERM	DOC	9	EXT22	BAS	5
SHIPS	BAS	2	CANNON	BIN	3	MULT-TAB	BAS	4	SPELL	BAS	2			
SKETCHER	BAS	2												

DISK # 31	COREDICT	TXT	1	BANKSTAT	BAS	4	PRECALEN	BAS	1	MEMBER	BAS	5
MISC PROGRAMS	SAMPLE	TXT	1	LOCKLOOK	BAS	1	SHORTDAT	BAS	1	BUSIN	BAS	2
LANDER	BAS	2	BUILD	BAS	1	COLOTRAP	BAS	1	SKMAKE	BAS	1	
LAND1	BIN	3	LIST	BAS	1	ARTHUR	BAS	1	DIRE	BAS	1	
LAND2	BIN	3	APPEND	BAS	1	LOTTODN	BAS	2	ADRABLE	BAS	2	
LAND3	BIN	3	ADDWORDS	BIN	3	LABELPRT	BAS	1	SCTMAKER	BAS	2	
LAND4	BIN	3	RUN-THIS	BAS	1	TELLTIME	BAS	2	PHONLIST	BAS	1	
LAND5	BIN	3				RIFLECOL	BAS	1	SLOTS	BAS	4	
BLANK	BIN	3				COPYCAM	BAS	1	METERIC	BAS	6	
DISKCHCK	BIN	2	DISK # 34			CAMERA	BAS	1	UFO	BAS	2	
GRPHLBLR	BAS	2	MISC PROGRAMS			EXKEY	BAS	1	LETWRITE	BAS	3	
PRINTRDY	BAS	1	TAPELIST	BAS	1	CAPITALS	BAS	1	LP7WRITE	BAS	1	
BASIC	BAS	8	FGRAPH	BAS	4	HOMONYMS	BAS	1	C642COCO	BAS	2	
BASIC2	BAS	9	ABCPOP	BAS	3	ABREV	BAS	4	C64SUBS	BIN	1	
BASIC3	BAS	3	TEENMNY	BAS	3	MATHDRIL	BAS	2	C64SUBS	TXT	3	
EXT1	BAS	9	ABSTRACT	BAS	1	SEQUENCE	BAS	2	C642COCO	DOC	3	
EXT2	BAS	5	JOUST	BAS	4	ROUNDOFF	BAS	2	32COLBEP	BAS	1	
			COCO	BAS	1	CONVERTS	BAS	3	POLA	ODD	5	
			ANALYSIS	BAS	3	FARMSKP	BAS	4	PIRATE	ODD	5	
DISK # 32	TRIXDEV	BAS	2			CGPDEMO	BAS	4	PAGODA	ODD	5	
MISC PROGRAMS	YANKEE	BAS	2			FREE101	BAS	4				
DIRBACK3	BAS	2	DRIVER	BAS	1	LSPRINT	BAS	1	REMLOADR	BAS	1	
DS-DIR	BAS	1	THEWIZ	BAS	1	BACH	BAS	1	REMULAK	BAS	6	
DSKINDEX	BAS	1	COLOODYE	BAS	3	DISK # 36			SHIPHUNT	BIN	6	
DSKCBL4	BAS	3	SORTDYE	BAS	1	MISCEPROGRAMS			SALVDSK1	BIN	5	
DSKCBL5	BAS	3	RWWRTR	BAS	2	METRIC2	BAS	1	SALVDSK2	BIN	2	
BOOT35	BAS	3	QUIZ	BAS	2	TEMP	BAS	2	CASTEST	BIN	3	
RAMLOOK	BAS	4	CALC	BAS	1	TEMPCOMP	BAS	1	CLOCK	BAS	1	
DIR	BAS	1	TUTORIAL	BAS	4	BASXREF	BAS	3	PHONE	DAT	1	
INSTDB35	BAS	1	CHEKANA	BAS	4	INVENTOR	BAS	4	TREKADV	BAS	4	
DIRBAC35	BAS	1	COLCONT	BAS	1	ACCREC1	BAS	5	MASTER	BAS	4	
INIT35	BIN	1	ASTROIDS	BAS	1	PERFINAN	BAS	5	SIGN	BAS	4	
SETCLMS	BAS	1	DSKDIRTY	BAS	1	KEYBOARD	BAS	1				
CONVERT	BAS	3	DISKLKER	BAS	1	MATH	BAS	3	DISK # 40			
FREE351A	BAS	4	A TO C	BAS	7	MEMO	BAS	2	MISCEPROGRAMS			
FREE351B	BIN	1	D TO F	BAS	8	ORDER	BAS	3	FOZZI	BAS	2	
FREE301A	BAS	8	G TO I	BAS	5	DISKMAP	BAS	1	RNDGRAPH	BAS	1	
FREE301B	BAS	6	SOCCOR	BAS	1	PSUPPLY	BAS	4	PWRLOVE	MUS	3	
FREE301C	BAS	6				JOYFOUR	BAS	1	MINDBST	MUS	3	
FREE301D	BAS	1				RECORDS	BAS	3	MCJUMP	BAS	3	
PRINTDOC	BAS	1	DISK # 35			ADRESS	BAS	2	ORCH90	BIN	8	
PCOPY	BAS	1	MISC PROGRAMS			LETEDIT	BAS	3	ORC90DDOC	DAT	3	
HELLO	BAS	2	PTEST	BAS	1	BOOKS	BAS	3	PIVADERS	BAS	1	
DISKOPY	BAS	2	REFLEX	BAS	1	MATH2	BAS	2	NEUTRON	MUS	6	
CERTIFY	BAS	3	MAZE2	BAS	1	SALES19	BAS	4	MATERIAL	MUS	3	
SCANNER	BAS	1	TAPEIN	BAS	4	INVEST	BAS	2	AXELF	MUS	2	
MINIGEN	BAS	5	CHECKWRI	BAS	2	INVEST2	BAS	1	SHIPWREC	BAS	5	
COCOMMON	BAS	2	HIDOT	BAS	1	STOCKAN	BAS	1	ICBM	BAS	3	
			SQUARGRA	BAS	1	SIMEQ	BAS	2	STOCKS	BAS	2	
			GAMES	BAS	5	NEWTON	BAS	2	LINES	BAS	1	
DISK # 33	FIGURES	BAS	2			SIMPSON	BAS	1	TEMPIST	BAS	2	
MISC PROGRAMS	FINDWORD	BAS	1			ROTATE	BAS	1	TREK	BAS	5	
DICT	TXT	33	QUIZ	BAS	3	CONVERT	BAS	4	BYTSCR16	BAS	2	
SPELLFX2	BIN	6	FOREAPP	BAS	3				RESTORE	BAS	1	
SPELLFX2	BAS	1	FORESTRY	BAS	3	DISK # 37			TRACK	BAS	2	
SPELLFIX	BIN	5	FOREST2	BAS	2	MISC PROGRAMS			FORECAST	BAS	4	
SPELLFIX	BAS	1	TAPEINV	BAS	2	DONATION	BAS	6	TAPEFIX	BAS	2	
MANUAL	TXT	12	CLOC2	BAS	1				DIRSORT	BAS	1	
						ROLL IT	BAS	2	TELE1	BAS	5	
						DRAW	BAS	1	TELE2	BAS	5	
						3 FILE	BAS	2				
						DRAW2	BAS	1				

DISK # 41	SUBRTINE BIN 1	HORSRACE BAS 4	DISK # 47	MR CHIPS PIX 3
MISC PROGRAMS	EVADER BAS 1	HILLSTRT BIN 1	MISC PROGRAMS	PLAYSONG BAS 1
FACE1 BIN 11	TI-SPEED BAS 1	GR DEMO BAS 3	BATST021 PAK 2	AVEMARIA MUS 2
DOGFIGHT BAS 2	TICO BAS 1	FLASH BAS 2	BATTE004 PAK 2	PEANUTS MUS 3
DRAFTERM BIN 1			BIKE 018 PAK 2	STELSWHR MUS 3
EDICONS SYS 2			BLACK013 PAK 3	
GLASDEMO BIN 6	DISK # 43	DISK # 45	CAR 020 PAK 2	
MAILIST BAS 1	MISC PROGRAMS	MISC PROGRAMS	COLOR016 PAK 2	DISK # 49
BAS 4 7769	64KFHL BAS 1	SATAN BAS 8	COLORS PIC 3	MISC PROGRAMS
FACE2 BIN 11	BOX BLST BAS 1	CHESS BAS 5	DEMODISK 6	BEAUTY BIN 1
LOOK PIX BAS 1	ACEY BAS 1	CIPHER BAS 1	GALLERY BAS 1	DATAGEN BIN 3
MARK PIX 3	CHECKERS BAS 3	CONTROL BAS 5	GIRL 017 PAK 3	FASTEXT BAS 2
CRAIG PIX 3	CLOCK BAS 2	DECOTHEX BAS 1	HALLO019 PAK 3	FASTEXT BIN 1
CA CAR PIX 3	CRYPTO BAS 1	DISKD BAS 1	HANDSO03 PAK 3	FRACTUT BAS 6
ORCH90 BAS 1	DOCTOR BAS 7	DISKLST BAS 1	HEART011 PAK 3	HANGMAN BAS 4
RS232PAK ASM 2	BASBUG BAS 1	DISKMAP BAS 1	HELLO 7	HATDANCE BAS 1
RS232PAK BIN 1	MISMARS BAS 2	DSKCLEAN BAS 1	HOTCO010 PAK 2	INSURE BAS 3
DPATCH 2	OLDHOUSE BAS 5	DSKMAIL BAS 2	INDAI014 PAK 2	LETRPRO BAS 2
ORCH90 BIN 1	PYRAMID BAS 3	FREEWAY BAS 1	NOTEPO23 PAK 2	MASTMIND BAS 3
NOPAK BIN 1	SLOTS BAS 2	FUELCAST BAS 1	PENCLO06 PAK 2	MEANIES BAS 4
WORDPLAY BAS 2	S TREK BAS 5	GERMS BAS 2	PENCT007 PAK 2	MONITOR+ BIN 3
MUS BIN 1	STARTRK BAS 9	ITALIC BAS 2	PICPAK BIN 1	MONLOAD BIN 1
	TREK BAS 4	OLDHOUSE BAS 5	PICTURES BAS 1	MORSECOD BAS 2
	UTILITY BAS 7	PRINTEST BAS 1	ROCKM022 PAK 2	MOZART BAS 3
DISK # 42	UTILITY TXT 1	REFLEX BAS 1	SANDY015 PAK 2	OREGON BAS 6
MISC PROGRAMS	WORDWISE ASM 6	SECTDUMP BAS 1	SHUTTO09 PAK 2	PRTSPEECH BAS 3
DISK MAP BAS 1	WORDWISE BIN 1	SILLY BAS 2	WATER005 PAK 3	RUN2BC BIN 1
DISKILL BAS 1	WORDWISE TXT 1	STATECAP BAS 2	WHITESMITH 1	SCR ECHO BAS 1
ALPHADIR BAS 1	CAR RACE BAS 1	SONGDISK BAS 2	X-PAD PAK 2	SCRPR RT BIN 1
ASC EDIT BAS 1		STEVEHAR BAS 1		SKIING BAS 1
ASCEDIT BAS 1		SUB BAS 2		SPESPL BAS 1
BAGLES BAS 2	DISK # 44	TANKS BAS 2	DISK # 48	SPOOL64K BIN 1
BAS-MAP1 BAS 3	MISC PROGRAMS	WATOR BAS 3	MISC PROGRAMS	TYMSTABL BAS 4
BASBUG BAS 1	MULTIPLY BAS 6	WESTERN BAS 3	ADDSUB BAS 1	
CHUTE BAS 2	ALPHADIR BAS 1	STOCKS BAS 2	ATOM BAS 2	
COLORBAR BAS 1	CATALOG BAS 2	TAPELIST BAS 2	BIO BAS 1	DISK # 50
COUNT BAS 1	COPTRACK BAS 1	JOUST BAS 4	BJACK BAS 1	MISC PROGRAMS
DARTS BAS 1	COPY DIR BIN 1		CONTRAT BAS 3	ANAEAST BAS 6
DEGREES BAS 1	DDCOPY BAS 2		DIR BAS 1	AUSTGEOG BAS 2
DISKTEST BAS 1	DIRSAVE BAS 2	DISK # 46	EXTBASIC BAS 3	COOCFILE BAS 4
DOGEM BAS 2	DISK MAP BAS 1	MISC PROGRAMS	FIFTEEN BAS 2	CRICKET BAS 6
DSK-DUMP BAS 1	DISKAID BAS 4	INTEREST BAS 2	FLASH BAS 2	DIARY BAS 2
ERASE BIN 1	DISKD BAS 1	BAG-O-TR BAS 9	GC SCOTT BAS 1	DODGEM BIN 4
FASTLINE BIN 1	DISKEDIT BAS 4	BATLSHIP BAS 6	GOLF BAS 3	DRAW BAS 1
FOOTBALL BAS 4	DISKTIME BAS 2	CHAOS BAS 9	GUNNER BAS 2	GBUSTERS BAS 5
GRAPHMES BAS 2	DISKTIME BIN 2	DICE BAS 2	HAMARABI BAS 1	JULY 4TH BAS 5
HANGMAN BAS 3	DSK-DUMP BAS 1	FORTUNE BAS 6	METRONUM BAS 1	MARKET BAS 4
KEYS BAS 1	DSKINDEX BAS 2	FREEDOM BAS 9	OTHELLO BAS 3	NU NU PRG 1
LINES BAS 1	FDCTST BIN 3	GUMBO BAS 1	PCLEARO BAS 1	NUMSCRAB BAS 3
LINES BIN 1	FILECOPY BAS 1	LAUNCH BAS 3	RUG BAS 1	PAKDUMP BIN 1
LOOKDISK BAS 1	TRAKLOCK BAS 2	MSTRMIND BAS 4	RULETTE BAS 1	PERSMAN BAS 5
MAILIST BAS 2	MASTRCAT BAS 3	PLAY IT BAS 2	SKI BAS 1	PRINT32 BAS 1
ONEARM BAS 1	OFFSET BAS 2	PROPERTY BAS 3	DSKINDEX BAS 2	PROTECT BAS 3
SOUND BAS 3	SECTDUMP BAS 1	SHIELDS BAS 2	LOOK PIX BAS 1	SORT BIN 1
STOCK BAS 3	TAPELIST BAS 2	TICKER BAS 4	WILE E PIX 3	TLIST BAS 3
WHERE IS BAS 2	Z BAS 4	OTHELLO BAS 3	Pipeline PIX 3	TOWNQUIZ BAS 2
WSEARCH BAS 2	MAZE BAS 2	DCHR-PM4 BIN 1	KGHTRIOR PIX 3	
NSEARCH BAS 2	KEEP BAS 2		GARFIE PIX 3	

DISK # 51	DS	BIN 1	DISK # 55	GECUSTM	BIN 3	KALVOS	BAS 1
MISC PROGRAMS	DS	BAS 1	MISC PROGRAMS	GEHELP	TXT 4	MEMBER	DAT 1
ALPHABET BAS 2	GU	BAS 9	B ATTACK BAS 2	GEMANUL	DAT 11	MLADDRESS	BAS 2
BABYSIT BAS 3	INTRO	GU 3	BIO BAS 1	GEMANUL2	DAT 11	MUSIC	BAS 2
BRIDGE BAS 8	MAINMENU	MNU 3	C IF 64K BAS 1	GETERM	BIN 10	PATTERN	BAS 1
CLASSIC BAS 4	DUMYFILE	DUM 3	CALENDAR BAS 3	KDISK	BIN 11	PEEK	BAS 1
COGS BAS 1	FATBITS	FAT 2	CLUBLIST BAS 3	KDISK	TXT 4	PILLBOX	BAS 2
FIREWORK BAS 2	ART#1	BAS 1	DRAWTUTR BAS 2			QUIKDRAW	BAS 2
GIFTWORD BAS 4	ART#2	BAS 1	EARTH MAX 3			SIMON	BAS 1
GO? BAS 3	ART#3	BAS 1	EVEREST BAS 6	DISK # 58		SLITHER	BAS 1
HERALDRY BAS 7	ART#4	BAS 1	GALACTIC BAS 3	MISC PROGRAMS		SONGS	BAS 3
LISSAJOS BAS 1	ART#5	BAS 1	ICOSA BAS 1	512KTEST	BIN 1	TICTACTO	BAS 2
MENU BAS 1	ART#6	BAS 1	INVADERS BAS 1	CNFG43	BAS 4	TRSCLEAN	BAS 1
MORG&INT BAS 1	ART#7	BAS 1	INVOICE BAS 4	CTLKEY	BAS 1		
MOSAICS BAS 3	ART#8	BAS 1	LOADPIX BAS 1	DSKLABEL	BAS 2	DISK # 60	
OANDX BAS 2	ART#9	BAS 1	NCC-1701 MAX 3	DSKZAP	BIN 3	MISC PROGRAMS	
SALE BAS 4	ART#10	BAS 1	OILSLICK BAS 3	DSKZAP	DOC 1	AUTO LOG	BAS 2
SHIFT BAS 2	ART#11	BAS 1	PCOPY BAS 2	EPDUMP	BIN 2	BOMBER	BAS 2
T-T-TEST BAS 3	ENHANCE	BAS 1	POKERSIM BAS 3	EPDUMP	DOC 3	CHECKERS	BAS 2
TESEL BAS 3	CENTIPED	BAS 1	PRNTSORT BAS 1	FOOTBALL	BAS 6	CLOCK	BAS 1
WORDPRO+ BAS 2	ZAPPER	BAS 2	SALECTRL BAS 5	JYMAX2	BAS 1	COLCAGE	BAS 2
YOURGRAF BAS 2	PALOOKA	BAS 1	SHOOTGLY BAS 2	LOWERCAS	BAS 1	DATABASE	BAS 2
3BALLADS BAS 1	EUPHORIA	BAS 3	SPOCK MAX 3	MAC2CC3	BIN 2	DAY DATE	BAS 1
	ICE CAVE	BAS 2	STARWARS MAX 3	MFOX	PIC 3	DEFEND	BAS 3
	DISKEXAM	BAS 1	TIPS BAS 2	MT450BD	BAS 1	EAGLE	BAS 1
	HILLOW-BJ	BAS 5		MTADD	DOC 1	ENGTOOMET	BAS 6
DISK # 52				MTDIAL	BAS 1	GRAN-MAP	BAS 1
MISC PROGRAMS			DISK # 56	MTERM	CAT 1	ICBM'S	BAS 3
SPSORT BAS 1			MISC PROGRAMS	MTERM43	BIN 8	ILLUSION	BAS 1
O DAZ 1	DISK # 54		COCO BAS 1	MTINIT	BAS 1	INVADERS	BAS 2
? DAZ 6	MISC PROGRAMS		COUNT BAS 1	MTPPRT	BAS 1	LIFE	BAS 2
CA DOS BIN 1	SPCHK BAS 1		AREACODE BAS 3	NCHG	BAS 1	LPVII	BAS 1
CA DOS DOC 5	SPELCONT BAS 2		BOMBER BAS 2	PRINT16	BIN 1	LTRURTR	BAS 3
CA DOS SRC 7	ALFABETA BAS 2		FINANCE BAS 3	SHOW16C3	BIN 1	MATH HLP	BAS 5
CAWRITER BAS 4	ALPHABET BAS 3		FISHPOND BAS 4	TASTTT	BAS 3	MINIEDIT	BAS 2
CONTROL BAS 5	AUTOLINE BAS 1		FONTGEN BAS 5	VALENT	BAS 2	MLADFIN	BAS 2
DAZTERM BIN 8	CCMETEOR BAS 3		FONT DOC 4	VIEW16C3	BAS 2	ROLL ON	BAS 2
ERR DEMO BAS 1	CENTRIT BAS 3		FONT1 FNT 1	VOYAGER	MAC 7	SCRNPRT	BAS 2
FONT ED BAS 2	COCOMIND BAS 2		OUTLINE FNT 4	TRAIN	BAS 1	SUNDANCE	BAS 2
FONT ED BIN 1	ERAZOR BIN 4		SCRIPT FNT 1			TASKARTE	BAS 5
FONT ED SRC 1	FLAGQUIZ BAS 4		SHADOW FNT 4			UFO	BAS 2
FONT1 BIN 1	GARDEN BAS 4		FRUST BAS 3	DISK # 59		WRONGWAY	BAS 1
FONT2 BIN 1	KT MOVES BAS 2		L-CHNGES BAS 1	MISC PROGRAMS			
FONT3 BIN 1	LINECTRL BAS 2		MAS-MIND BAS 1	3-D-T	BAS 2		
FONT4 BIN 1	POKRMACH BAS 2		OUTPOST BAS 2	ADRLABEL	BAS 2		
FONT5 BIN 1	PRINTDAT BAS 2		P-MAN-4K BAS 1	ATTACMAN	BAS 3		
SORCERER DAT 2	PUNTER BAS 4		PHONELST BAS 2	BRICKS	BAS 1		
RES DEMO BAS 1	RALLY BIN 4		PINGPONG BAS 2	CANETRAK	BAS 3		
SORCERER BAS 8	RBASIC BIN 1		RS TXT 1	CLINIC	BAS 7	DISK # 61	
	RS BIN 1		SPIDERS BAS 3	CONNECT4	BAS 2	MISC PROGRAMS	
DISK # 53	RS BAS 1		TYPING BAS 5	CONTOUR	BAS 1	BLOCKS	BAS 1
MISC PROGRAMS	SCUBA BAS 3		USED-TRK BAS 1	COPTER	BAS 2	CC3DEMO1	BAS 1
DICT DIC 3	TIMSConv BAS 2		WORDFIND BAS 4	DARTBORD	BAS 2	CC3IND	BAS 7
DISKLOOK BAS 1	USE64K BIN 1			DATABASE	BAS 5	CONFIG40	BAS 4
DICTLOOK BAS 1	USE64KB BAS 1			DOS-OR-9	BAS 2	DFIX	BAS 2
ROOT BIN 4	USE64KS BAS 2		DISK # 57	ECBDEMO	BAS 3	EXPLODE	BAS 1
DS TXT 2	ZAP BAS 3		MISC PROGRAMS	GOLDMINE	BAS 3	GAMESFIX	BAS 1
	SELLER DOC 2	36	ALPHA BAS 6	IN-OUT	BAS 1		

MT 3 FIX BAS 1	DISK # 62	GETPE	GPF 3	DISK # 63	LOTTO	BAS 2
MT DOC 1 TXT 12	MISC PROGRAMS	GPE1	BAS 1	MISC PROGRAMS	MARTHA	BAS 1
MT DOC 2 TXT 9	* BAS 1	GPE2	BAS 1	BALLOON BAS 3	MAZE	BAS 2
MT DOC 3 TXT 7	BIKINI MAC 6	JMBUDGET BAS 7	JMBUDGET DAT 1	BATLSHIP BAS 6	MAZE2	BAS 3
MTERM40 BIN 8	BOOT BIN 1	MODONNA MAC 10	COCOART BAS 2	MOTRCYCL BAS 3	PRINTER	BAS 1
PALETTE2 BAS 1	CC3IND BAS 7	SPOOLER3 BAS 1	ESP TEST BAS 3	SIEVE	BAS 1	
ROMREAD3 BAS 1	CC3IND BIN 1	SPOOLER3 BIN 1	GOSFILL BAS 1	SLOTS	BAS 4	
RS 2 OS9 BAS 2	DFIX BAS 2	SPOOLER3 SRC 3	GOSPER BAS 1	STRIPJAK	BAS 1	
RUN ME BAS 1	DIAL+ BAS 5	THINIBMC BIN 1	HILBERT BAS 1	SUPRMIND	BAS 4	
SQUARES BAS 1	DIAL+ DAT 1	KANGA BAS 1	TARGET BAS 1	WUMPUUS	BAS 3	
TEXTDEMO BAS 1	DIAL+ DOC 3	LEDGER BAS 3	TEENBDGT BAS 3			
VIPWIFIX BAS 1	DISKFIX3 BIN 1	LINE ART BAS 1				
YOURWAY BAS 1	FATIBMC BIN 1	LOAN BAS 3				
		LOCO BAS 2				

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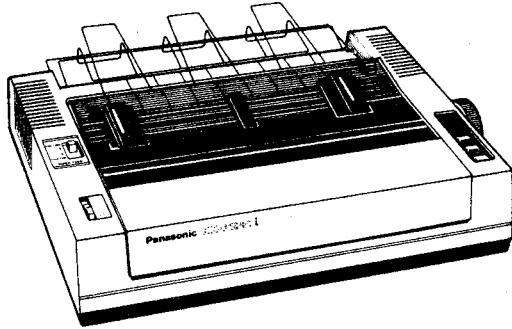
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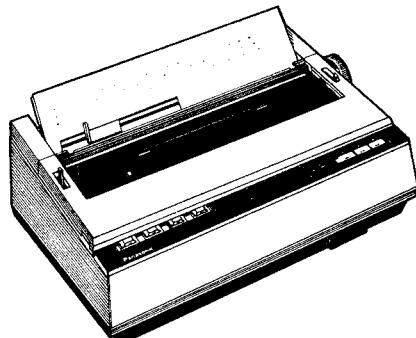
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Characters/inch	5.6, 7.5, 8.5, 10, 12, 15, 17.1 + P.S.		
Characters/Line	40, 48, 60, 68, 80, 96, 120, 137		
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```
10 DIM U(6,36),D(6,36),SN(30),QK$(30)
20 CLS3:SCREEN0,1:LC$=CHR$(175)+CHR$(170):RC$=CHR$(165)+CHR$(175):EB$=CHR$(175)+CHR$(175):GOSUB30:GOTO40
30 CLS5:PRINT STRING$(32,172);:POKE1056,32:PRINT@33,"super";:POKE1062,32:PRINT@39,"math";:POKE1067,32:PRINT@54,"generator";:POKE1087,32:PRINT@64,STRING$(32,163):CHR$(175);:RETURN
40 FORI=0TO8:PRINT@127+(I*32),EB$;:NEXT:PRINT@133,CHR$(175);CHR$(174);STRING$(18,172);CHR$(173);CHR$(175);
50 PRINT@165,LC$;" (A)DDITION
      ";RC$;:PRINT@197,LC$;" (S)UBTRACTION
      ";RC$;:PRINT@229,LC$;" (M)ULTIPLICATION
      ";RC$;:PRINT@261,LC$;" (D)IVISION
      ";RC$;:PRINT@293,LC$;" (E)XIT PROGRA
M      ";RC$;
60 PRINT@325,CHR$(175);CHR$(171);STRING$(18,163);CHR$(167);CHR$(175);
70 PRINT@384,STRING$(32,172);:POKE1440,32:POKE1441,32:POKE1442,32:POKE1443,32:POKE1444,32:PRINT@421,"press";:POKE1450,32:PRINT@427,"desired";:POKE1458,32:PRINT@435,"category";:POKE1467,32:POKE1468,32
80 POKE1469,32:POKE1470,32:POKE1471,32:PRINT@448,STRING$(32,163);STRING$(31,128);:POKE1535,128:I
F NC=>6 THEN 750
90 X$=INKEY$:KE=RND(-TIMER):IFX$="S"THEN GOSUB120ELSE IFX$="A"THEN
GOSUB290ELSE IFX$="M"THEN GOSUB430ELSE IFX$="D"THEN GOSUB560ELSE IFX$="E"THEN 730ELSE 90
100 GOTO20
110 REM SUBTRACTION SECTION
120 NC=NC+1:GOSUB30:FORI=127T019
1STEP32:PRINT@I,EB$;:NEXT:PRINT@192,STRING$(32,172);
```

```
130 QK$(NC)="S":PRINT@132," SUBT
RACTION WORKSHEETS ";:PRINT@224,
"           INPUT NUMBER SPAN":PRIN
TSTRING$(32,32);:PRINT@256," (3
DIGITS-MAX.999)"::INPUTWW:IF W
W>999THEN130ELSEIF WW=0THEN NC=N
C-1:GOTO20
140 SN(NC)=TIMER:L=1:W=1:GOSUB15
0:GOTO180
150 PRINT#-2,CHR$(31);"NAME";STR
ING$(24,&H5F);"DATE";STRING$(7,9
5);CHR$(30)
160 PRINT#-2,"SHEET IDENTIFICATI
ON NO.";SN(NC):PRINT#-2," "
170 PRINT#-2,CHR$(31);:RETURN
180 FORK=1T06
190 FORS=0T02:PRINT#-2,USING"##.
";S+L;:PRINT#-2,"          ";:NE
XTS:PRINT#-2," "
200 FORI=1T03:A=RND(WW)+(RND(8)*
(WW+1)):U(NC,L)=A:PRINT#-2,
"      ";:PRINT#-2,USING"####";A;:PRIN
T#-2,"      ";:L=L+1:NEXTI:PRINT#-
2," "
210 FORI=1T03:A=RND(WW):D(NC,W)=
A:PRINT#-2,"      ";:PRINT#-2,USI
NG"####";A;:PRINT#-2,"      ";:W=W
+1:NEXTI:PRINT#-2," "
220 GOSUB230:GOTO240
230 FORI=1T03:PRINT#-2,"      --
-- ";:NEXTI:PRINT#-2,"":RETURN
240 FORI=1T04:PRINT#-2,"      ";:NEXTI
,K
250 GOSUB690
260 GOTO770
270 RETURN
280 REM ADDITION SECTION
290 NC=NC+1:GOSUB30:FORI=127T019
1STEP32:PRINT@I,EB$;:NEXT:PRINT@192,STRING$(32,172);
300 QK$(NC)="A":PRINT@133," ADDI
TION WORKSHEETS ";:PRINT@224,
"           INPUT NUMBER SPAN":PRIN
TSTRING$(32,32);:PRINT@256," (4
DIGITS-MAX.9999)"::INPUTWW:IF W
W>9999THEN300ELSEIF WW=0THEN NC=N
C-1:GOTO20
310 SN(NC)=TIMER:L=1:W=1
320 GOSUB150
330 FORK=1T06
340 FORS=0T02:PRINT#-2,USING"##.
";S+L;:PRINT#-2,"          ";:NE
XTS:PRINT#-2," "
350 FORI=1T03:A=RND(WW):U(NC,L)=
A:PRINT#-2,"      ";:PRINT#-2,USI
NG"####";A;:PRINT#-2,"      ";:L=L
+1:NEXTI:PRINT#-2," "
360 FORI=1T03:A=RND(WW):D(NC,W)=
A:PRINT#-2,"      "+";:PRINT#-2,USI
```

```

NG"####";A,:PRINT#-2,"      ";:W=W
+1:NEXTI:PRINT#-2,""
370 GOSUB230
380 FORI=1TO4:PRINT#-2,"":NEXTI
,K
390 GOSUB690
400 GOT0770
410 RETURN
420 REM MULTIPLICATION SECTION
430 NC=NC+1:GOSUB30:FORI=127T019
1STEP32:PRINT@I,EB$;:NEXT:PRINT@192,STRING$(32,172);
440 QK$(NC)="M":PRINT@130," MULT
IPLICATION WORKSHEETS ";:PRINT@224,
"      INPUT NUMBER SPAN":P
RINTSTRING$(32,32);:PRINT@256,
"      (4 DIGITS-MAX.9999)"::INPUTWW:
IF WW>9999THEN440ELSEIF WW=0THEN
NC=NC-1:GOT020
450 SN(NC)=TIMER:L=1:W=1:GOSUB15
0
460 FORK=1T06
470 FORS=0T02:PRINT#-2,USING"##.
";S+L;:PRINT#-2,"      ";:NE
XTS:PRINT#-2,""
480 FORI=1T03:A=RND(WW):U(NC,L)=
A:PRINT#-2,"      ";:PRINT#-2,USI
NG"###";A,:PRINT#-2,"      ";:L=L
+1:NEXTI:PRINT#-2,""
490 FORI=1T03:A=RND(WW):D(NC,W)=
A:PRINT#-2,"      X";:PRINT#-2,USI
NG"###";A,:PRINT#-2,"      ";:W=W
+1:NEXTI:PRINT#-2,""
500 GOSUB230
510 FORI=1TO4:PRINT#-2,"":NEXTI
,K
520 GOSUB690
530 GOT0770
540 RETURN
550 REM DIVISION SECTION
560 NC=NC+1:GOSUB30:FORI=127T019
1STEP32:PRINT@I,EB$;:NEXT:PRINT@192,STRING$(32,172);
570 QK$(NC)="D":PRINT@133," DIVI
SION WORKSHEETS ";:PRINT@224,
"      INPUT NUMBER SPAN":PRINTSTR
ING$(32,32);:PRINT@256," ENTER '
999' FOR EASY OR '9999':PRINT@2
88,STRING$(32,32);
580 PRINT@288,STRING$(32,32);:PR
INT@288,"      FOR DIFFICULT":I
NPUTWW:IF WW>9999THEN570ELSEIF W
W=0THEN NC=NC-1:GOT020
590 SN(NC)=TIMER:L=1:W=1
600 GOSUB150
610 FORK=1T06
620 PRINT#-2,"      ";:FORS=0T02:PRIN
T#-2,USING"##.";S+L;:PRINT#-2,"
";:NEXTS:PRINT#-2,""
630 PRINT#-2,"      ";:FORI=1T03
:FORYY=1T06:PRINT#-2,CHR$(&H5F);
:NEXTYY:PRINT#-2,"      ";:NEXTI
640 FORI=1T03:IN=RND(INT(WW/100)
):A=RND(INT(WW/100)):B=A*IN:U(NC
,L)=B:D(NC,L)=A:PRINT#-2,USING"#
###";A,:PRINT#-2,"");:PRINT#-2,U
SING"###";B,:PRINT#-2,"      ";:L=L
+1:NEXTI:PRINT#-2,""
650 FORI=1T05:PRINT#-2,"":NEXTI
,K
660 GOSUB690
670 GOT0770
680 RETURN
690 PRINT" PRESS <ENTER> FOR ANS
WER SHEET      OR <M> FOR MORE WOR
KSHEETS"
700 'RETURN
710 X$=INKEY$:IFX$="M" THEN20ELS
EIFX$=CHR$(13)THENRETURN ELSEIFX
$=" " THENPRINT#-2," " ELSE 710
720 GOT0710
730 PRINT@384,STRING$(32,172);
PRESS <E>ND OR <A>NSWER SHEETS";
PRINTSTRING$(32,163);STRING$(31,
128);:POKE1535,128
740 X$=INKEY$:IFX$="E"THEN850ELS
EIFX$="A"THEN770ELSEIFX$=CHR$(13)
)THEN20ELSE740
750 CLS5:PRINT@192,STRING$(32,17
2);CHR$(128)"ready";:POKE1254,32
:PRINT@231,"printer";:POKE1262,3
2:PRINT@239,"then";:POKE1267,32:
PRINT@244,"press";:POKE1273,32:P
RINT@250,"enter"CHR$(128)STRING$
(32,163);
760 X$=INKEY$:IFX$=CHR$(13)THEN7
70ELSE760
770 CLS5:PRINT@192,STRING$(32,17
2);"now";:POKE1251,32:PRINT@228,
"printing";:POKE1260,32:PRINT@23
7,"coded";:POKE1266,32:PRINT@243
,"answer";:POKE1273,32:PRINT@250
,"sheets";STRING$(32,163);:IF NC
=0THEN850
780 NW=NC:FOR NC=1 TO NW
790 IF QK$(NC)="S"THEN810ELSEIF
QK$(NC)="A"THEN820ELSEIF QK$(NC)
="M"THEN830ELSEIF QK$(NC)="D"THE
N840
800 FOR JK=1T03:PRINT#-2,"":NEX
T JK:NEXT NC:RUN
810 PRINT#-2,CHR$(30)"SHEET #";S
N(NC):FORI=1T013STEP6:FORL=0T05:
PRINT#-2,TAB(2+(L*12));:PRINT#-2
,USING"##.";I+L;:PRINT#-2," ";U(
NC,I+L)-D(NC,I+L);:NEXTL:PRINT#-
2,"":NEXTI:GOT0800

```

```

820 PRINT#-2,CHR$(30)"SHEET #";S
N(NC):FORI=1TO13STEP6:FORL=0TO5:
PRINT#-2,TAB(2+(L*12));:PRINT#-2
,USING"##.";I+L;:PRINT#-2," ";U(
NC,I+L)+D(NC,I+L);:NEXTL:PRINT#-
2,"":NEXTI:GOT0800
830 PRINT#-2,CHR$(30)"SHEET #";S
N(NC):FORI=1TO16STEP3:FORL=0TO2:
PRINT#-2,TAB(9+(L*20));:PRINT#-2
,USING"##.";I+L;:PRINT#-2,USING"
###,###,###";U(NC,I+L)*D(NC,I+L)
;:NEXTL:PRINT#-2,"":NEXTI:GOT080
0
840 PRINT#-2,CHR$(30)"SHEET #";S
N(NC):FORI=1TO13STEP6:FORL=0TO5:
PRINT#-2,TAB(0+(L*13));:PRINT#-2
,USING"##.";I+L;:PRINT#-2,USING"
#,###,###";U(NC,I+L)/D(NC,I+L);:
NEXTL:PRINT#-2,"":NEXTI:GOT0800
850 CLS0:SCREEN0,0:END

```

Discoveries.....

I want to share some thoughts with you about my budding relationship with Delphi and Colormax. Many of us fell in love with Bjork Blocks, then Marty's Graphicom burst on the scene soon followed by CoCo Max, CoCo Max II, CoCo Cad, and many others with pull down menus and Hi Res interfaces. These all seemed to be a natural evolution in the upward capability of CoCo. And when the III with RGB capability made the scene, there began a stirring in the heart that took me back to 1982 and my first introduction to CoCo.

My first exposure to computing had began with the little Timex/Sinclair and CoCo had seemed like a super computer at that time when I first encountered my old "F" board. The software was very primitive then and the only real effort that I was aware of at the time was "Superscreen", which was the very first purchase I made and it was a cassette utility. Disk was barely available, if at all, and certainly not common for many, like it is now. Time went by, improvements were made, we had "Color Computer Mag., Color

Computer News, Hot CoCo, Rainbow, and 80 Micro, magazines that were all working with CoCo. Programs were starting to become more intense, more complex. There were many ML programs starting to surface as programmers started to learn about the power of the 6809. There seemed to be a breakthrough somewhere in '84 and if we thought the earlier CoCo Max programs were good and the HiRes interface great, and they were, we now realize that they were only a proving ground for "Colormax, HiRes interface and mouse". There's no way that I can give a complete review here and I won't try. Others will do it much better than I. My overview is meant to discuss the excitement generated by the marriage of Delphi, uploads and downloads, using XMODEM, MGE. images made with Colormax and displayed on a RGB monitor, and ultimately, printed out on a color printer, like my CGP 220.

Xmodem is an ingenious method of information transfer that utilizes a system of checksums in order to ensure a successful download. There is another feature that I am not yet familiar with called "KERMIT", yet another system of transmission. "Kermit" being our puppet frog friend of TV fame. I'm sure we will see a lot more of this form from what is said about it's capabilities.

The printout that is generated on my printer is HUGE, bigger than anything seen before. A complete picture is larger than 8 1/2 x 11! The fonts are terrific! You can alter a picture that you download, add script to it, change foreground or background colors to suit your taste. If you download "Saturn", try some of the different colortsets, beautiful!

Delphi holds a ton of utilities, graphics, graphics games, information and discussions. And, after receiving my first couple of bills, I was pleased to see that using Delphi did not cost an arm and leg. Go out and buy a modem! You don't need anything expensive as long as it works! Terminal programs are provided free by many authors that support Delphi, these are called shareware and the only price that is put on them is that the credits are left in place and no attempt is made to sell these free programs to others. So the term, "freeware" is not correct here and I believe that I'm

the one that used that phrase in my last column. The terminals that I've been reviewing are Mikyterm and Gregterm and there is one other that I haven't seen yet, but this is said to be the epitome of terminals, called Rickyterm.

It appears to me that these were generated more for the CoCo III, though I'm told that they will work on the earlier CoCo's as well. Included with each disk is a set of Doc's that can be printed out to create a full manual, something that is being done more and more these days. Personally, I like this idea because you can format your printout to suit any sort of binder or folder that will function best at your workstation.

One of the most exciting features of these new programs is the ability to configure the default values to your specs. This also is something that we are coming to see more often on the better utilities.

So getting online with Delphi is very painless. Buy the package that includes three hours online and remember that Rainbow gives you one hour, if you are a Rainbow subscriber. You will get a manual and other instructions and you will quickly learn your way around to MAIL, FORUM, DATA and all that other stuff we all love to do.

I will be more than willing to talk you through your first steps and I will also send you these programs, if you send me a disk to load, plus return postage, and, since I love to trade public domain programs, you could include some things for me as well. We all like to get stuff in the mail. Also, please remember that CoCo III performs best with ADOS III and after you purchase your copy from Art Flexser of Spectrosystems in Miami, I will be pleased to burn an EPROM for you that will automatically boot your own customized version of ADOS whenever you powerup. I've been charging just the cost of the chip and postage. It all costs under \$20.00.

I would like to hear from any of you that care to discuss any of the comments I've made or ask questions. Write and send SASE, disks, or whatever.

Thanks Gang,
John C. Burke
38699 Greenwich Cir.
Fremont, Ca. 94536

Seabattle

```
30 'BOB KIMBALL WOODWARD OK
50 'WRITTEN FOR TRS-80 MC-10 DEC
.27,1985
70 'ADAPTED FOR TRS-80 COLOR COMPUTER MAR. 27,1986
80 'MINOR CHANGE DONE SO THAT MI
STAKES CAN BE REDONE-JUNE 14, 19
87
100 DIMA(2,10,10),GL(2,10,10),D$(2,5)
120 N=0:D=0
140 DIM D(2,5)
160 FORX=1TO2:FORY=1TO5:D(X,Y)=0
:NEXTY,X
180 B$=CHR$(128):C$=CHR$(143+48)

185 FORW=1TO2:FORX=1TO10:FORY=1T
O10:A(W,X,Y)=0:NEXTY,X,W
200 H$=CHR$(143+64)
210 U=0
360 FORW=1TO2:FORX=1TO10:FORY=1T
O10
380 READ GL(W,X,Y)
400 NEXT Y,X,W
420 CLS
440 GOSUB4000
450 GOSUB5000
460 PRINT@384,"HI! I'M THE COLOR
COMPUTER 2":SOUND200,3:PRINT@41
6,"LETS PLAY SEABATTLE"
470 GOSUB19540
480 GOSUB19540:GOSUB19560
520 PRINT@352,"EACH PLAYER HAS 5
SHIPS":PRINT"CARRIER WORTH 5 ";
D$(1,1)
540 PRINT"BATTLESHIP WORTH 4 ";D
$(1,2):PRINT"CRUISER&SUB WORTH 3
";D$(1,3);";D$(1,4)
560 PRINT"DESTROYER WORTH 2 ";D$(
1,5);
580 GOSUB19540:GOSUB19540:GOSUB1
9560
600 PRINT@352,"":PRINT"ENTER STA
RTING COORDINATES":PRINT"WHERE Y
OU WOULD LIKE YOUR SHIPS"
610 GOSUB19540:GOSUB19560:PRINT@(
352,""
620 PRINT"NUMBER COORDINATE+VALU
E OF SHIP":PRINT"MUST NOT EXCEED
10";:INPUT Q$,F
630 E=ASC(Q$)-64
635 IF E<1 OR E>10 OR F<1 OR F>1
```

```

0 THEN610
640 GOSUB19560
660 PRINT@352,""
670 PRINT"ENTER 1)CARRIER,2)BTLS
HIP":PRINT"3)CRUISER,4)SUB,5)DES
TROYER"
700 INPUT"ENTER SHIP";G
710 IF G<1 OR G>5 THEN700
720 IF D(1,G)<>0 THEN700
760 IF F+LEN(D$(1,G))>10 THEN GO
SUB19520:GOT0610
800 FORX=F TO F+LEN(D$(1,G))
820 IF A(1,E,X)=-1 THEN610
840 NEXT
850 D(1,G)=1
860 FORX=F TO F+(LEN(D$(1,G))-1)

880 A(1,E,X)=-1
900 NEXT
920 PRINT@GL(1,E,F),D$(1,G);
940 FORX=1TO5:IF D(1,X)=0 THEN61
0
960 NEXT
980 GOSUB19560
990 PRINT@352,""
1000 PRINT@352,"YOU":PRINT@374,
"CO CO";
1020 PRINT@384,"COMPUTER PLACING
SHIPS"
1030 G=1
1040 E=RND(10):F=RND(10)
1050 IF F+LEN(D$(2,G))>10 THEN 1
040
1060 FORX=F TO F+LEN(D$(2,G))
1080 IF A(2,E,X)=-1 THEN 1040
1100 NEXT
1140 FORX=F TO F+(LEN(D$(2,G))-1
)
1160 A(2,E,X)=-1
1180 NEXT
1200 G=G+1:IF G<6 THEN1040
1220 GOSUB19560
1240 PRINT@384,"PRESS ANY KEY TO
MOVE FIRST":PRINT"PRESS C FOR C
OMPUTER FIRST MOVE"
1260 A$=INKEY$:IF A$="" THEN1260

1280 IF A$="C" THEN10000
1300 GOSUB19560:'HUMAN MOVE
1320 PRINT@384,"ENTER FIRE COORD
INATES":INPUT E$,F
1330 IF E$="" THEN 1320
1335 IF F=0 THEN 1320
1340 E=ASC(E$)-64
1350 IF E<1 OR E>10 OR F<1 OR F>
10 THEN1300
1360 IF A(2,E,F)=1 OR A(2,E,F)=2 THE
NSOUND1,3:GOSUB19560:PRINT@384,"
ALREADY SELECTED":GOSUB19520:GOT
01300
1380 IF A(2,E,F)=0 THENPRINT@GL(
2,E,F),H$::GOSUB19560:PRINT@384,
"M I S S E D":SOUND50,2:A(2,E,F)
=1:GOSUB19510:GOT010000
1400 PRINT@GL(2,E,F),C$;
1420 GOSUB19560:SOUND150,2:PRINT
@384,"H I T !"
1440 A(2,E,F)=2
1450 K=0
1460 FORX=1TO10:FORY=1TO10
1480 IF A(2,X,Y)=2 THENK=K+1
1500 NEXTY,X
1520 IF K=17 THEN GOSUB15000
1560 GOT010000
2000 'COMPUTER LOGIC SEQUENCE
2010 IF D=1 THEN3000
2020 E=L:IF M=1 THEN D=1:GOT0300
0
2040 F=M-1
2060 IF A(1,E,F)=1 OR A(1,E,F)=2
THEN D=1:GOT02010
2080 IF A(1,E,F)=0 THEN PRINT@GL
(1,E,F),H$::SOUND50,2:GOSUB19560
:PRINT@384,"M I S S E D":A(1,E,F)
=1:GOSUB19520:D=1:GOT01300
2100 A(1,E,F)=2
2120 PRINT@GL(1,E,F),C$;
2130 SOUND150,2
2140 GOSUB19560:PRINT@384,"H I T
!"
2150 K=0
2160 FORX=1TO10:FORY=1TO10
2180 IF A(1,X,Y)=2 THEN K=K+1
2200 NEXTY,X
2220 IF K=17 THENGOT016000
2240 M=F
2260 GOT01300
3000 'POSITIVE LOGIC SEQUENCE
3020 E=L:F=P
3040 IF F=10 THEN N=0:D=0:GOT010
000
3060 F=F+1
3080 IF A(1,E,F)=1 OR A(1,E,F)=2
THEN 3040
3100 IF A(1,E,F)=0 THEN A(1,E,F)
=1:GOSUB19560:PRINT@GL(1,E,F),H$:
:SOUND50,2:PRINT@384,"M I S S E
D":GOSUB19520:N=0:D=0:GOT01300
3120 PRINT@GL(1,E,F),C$;
3130 SOUND150,2
3140 GOSUB19560:PRINT@384,"H I T
!"
3160 A(1,E,F)=2
3180 K=0
3200 FORX=1TO10:FORY=1TO10
3220 IF A(1,X,Y)=2 THENK=K+1
3240 NEXTY,X
3260 IF K=17 THEN 16000
3280 P=F:GOT01300
4000 FORI=1TO5

```

```

4020 A$=A$+CHR$(143+32)
4040 A$=A$+CHR$(143+B0)
4060 NEXT
4080 CLS
4100 J=65
4120 FORI=32T0320STEP32
4140 PRINT@I,CHR$(J);
4160 J=J+1
4180 NEXT
4200 J=65
4220 FORI=51T0339STEP32
4240 PRINT@I,CHR$(J);
4260 J=J+1
4280 NEXT
4300 X$="12345678910"
4320 PRINT@1,X$;:PRINT@20,X$;
4340 FORI=33T0321STEP32
4360 PRINT@I,A$;
4380 NEXT
4400 FORI=52T0340STEP32
4420 PRINT@I,A$;
4440 NEXT
4460 RETURN
5000 REM SHIP, SYMBOL SUBR.
5020 FORA=1T02
5040 D$(A,1)=CHR$(128+12)+CHR$(1
28+12)+CHR$(128)+CHR$(128+12)+CH
R$(128+12)
5060 NEXT
5080 FORI=1T02
5100 D$(I,2)=CHR$(128+8)+CHR$(12
8+4)+CHR$(128+8)+CHR$(128+4)
5140 NEXT
5160 FOR I=1 TO 2
5180 D$(I,3)=CHR$(128+12)+CHR$(1
28)+CHR$(128+12)
5200 NEXT
5220 FOR I=1 TO 2
5240 D$(I,4)=CHR$(128+12)+CHR$(1
28+8)+CHR$(128+12)
5260 NEXT
5280 FOR I=1T02
5300 D$(I,5)=CHR$(128+8)+CHR$(12
8+4)
5320 NEXT
5340 RETURN
10000 'COMPUTER FIRE SEQUENCE
10005 GOSUB19560:PRINT@384,"COLD
R COMPUTER'S TURN":GOSUB19520:IF
N=1 THEN2000
10020 E=RND(10):F=RND(10)
10025 IF A(1,E,F)=1 OR A(1,E,F)=
2 THEN10020
10030 IF F=1 AND A(1,E,2)=1 OR F
=10 AND A(1,E,9)=1 THEN10020
10035 IF F=1 OR F=10 THEN10060
10040 IF A(1,E,F-1)=1 AND A(1,E,
F+1)=1 THEN 10020
10060 IF A(1,E,F)=0 THEN A(1,E,F
)=1:PRINT@GL(1,E,F),H$;:GOSUB195
60:PRINT@384,"M I S S E D":SOUND
50,2:GOSUB19520:GOTO1300
10080 GOSUB19560:PRINT@384,"H I
T !"
10090 PRINT@GL(1,E,F),C$;
10100 SOUND150,2
10120 A(1,E,F)=2
10140 K=0
10160 FORX=1T010:FORY=1T010
10180 IF A(1,X,Y)=2 THENK=K+1
10220 NEXTY,X
10240 IF K=17 THEN16000
10260 L=E:M=F:N=1
10280 P=F:GOT01300
15000 'HUMAN WIN SUBR.
15010 CLS
15020 FORX=1T05
15040 SOUND50,1:SOUND150,2
15060 NEXT
15080 PRINT@103,"CONGRATULATIONS
HUMAN":PRINT@135,"YOU WIN":PRINT
@165,"IT WAS SHEER LUCK"
15100 PRINT@197,"PRESS ANY KEY F
OR BASIC"
15110 PRINT@229,"PRESS R TO' PLAY
AGAIN"
15120 A$=INKEY$:IFA$=""THEN15120
15130 IFA$="R"THENRUN
15140 END
16000 'COMPUTER WINNER SUBR.
16020 CLS
16040 FORX=1T05
16060 SOUND100,1:SOUND200,2
16080 NEXT
16100 PRINT@103,"I WIN THE GAME"
:PRINT@128,"IT WAS PURE SKILL"
16120 PRINT@160,"PRESS R TO PLAY
AGAIN":PRINT@192,"PRESS ANY KEY
TO GO TO BASIC"
16140 A$=INKEY$
16160 IF A$="R" THEN RUN
16180 IF A$="" THEN16140
16200 END
19500 'DELAY CONSTANTS
19510 FORX=1T01000:NEXT:RETURN
19520 FORX=1T02000:NEXT:RETURN
19540 FORX=1T03000:NEXT:RETURN
19560 'BLANK SEQUENCE
19580 FORX=384T0448STEP32
19600 PRINT@X,""
19620 NEXT
19640 PRINT@480,"
";
19660 RETURN
20000 'DATA
20020 DATA 33,34,35,36,37,38,39,
40,41,42,65,66,67,68,69,70,71,72
,73,74,97,98,99,100,101,102,103,
104,105,106

```

20060 DATA	129,130,131,132,133,1	,92,93,116,117,118,119,120,121,1
34,135,136,137,138,161,162,163,1	22,123,124,125	
64,165,166,167,168,169,170	20160 DATA	148,149,150,151,152,1
20080 DATA	193,194,195,196,197,1	53,154,155,156,157,180,181,182,1
98,199,200,201,202,225,226,227,2	83,184,185,186,187,188,189	
28,229,230,231,232,233,234	20180 DATA	212,213,214,215,216,2
20100 DATA	257,258,259,260,261,2	17,218,219,220,221,244,245,246,2
62,263,264,265,266,289,290,291,2	47,248,249,250,251,252,253	
92,293,294,295,296,297,298	20200 DATA	276,277,278,279,280,2
20120 DATA	321,322,323,324,325,3	81,282,283,284,285,308,309,310,3
26,327,328,329,330	11,312,313,314,315,316,317	
20140 DATA	52,53,54,55,56,57,58,	20220 DATA
59,60,61,84,85,86,87,88,89,90,91	45,346,347,348,349	340,341,342,343,344,3

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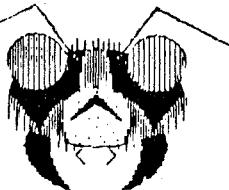
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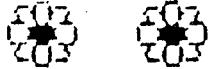
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TOTHIAN SOFTWARE, INC.
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INTERNATIONAL COLOR COMPUTER CLUB

17710 MOSS POINT DR SPRING, TX 77379

The (all new) International Color Computer Club was formed to help people get to know the Color Computer and how it operates, to make available to its members all the information about the Color Computer that we can find, including information which Radio Shack isn't willing to give you. To make programs available so you may extend your library.

Programming is difficult to learn, and the club is a place you can turn to for help with problems you might have in writing a program or adapting a piece of hardware. We can-not solve all problems, but with hundreds of other members with expertise in every aspect of the Color Computer, we can solve most on them.

New members will receive a new member kit which contains all the programs which are in the current library of programs (165 programs to date), data on the CoCo, and a poke & peek book, all to help you along with your programming.

New members will receive a subscription to COCO ADS, (if you now have one, it will be extended) which is the clubs newsletter to its members. Members may place unlimited FREE classified ads in COCO ADS (one per month) and a discount on all display ads.

You are asked to donate some of your programs you wrote to help increase the library. These programs are available to you FREE, with a small charge for postage and blank tape or disk cost. You also may download programs from the clubs own BBS.

A list of other COCO members will be furnished to you that are in your area.

I hope you have found this informative and decide to join our club. We would really like to have you. I'm sure that you will find the benefits of the club worthwhile. All this for only \$30.00 per year.

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TYPE OF COCO YOU OWN _____ MEMORY SIZE _____
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HAVE YOU WRITTEN ANY PROGRAMS ? _____

WOULD YOU SHARE THEM WITH OTHER MEMBERS ? _____

WHAT IS YOUR PRIMARY REASON FOR YOUR COCO? _____ We welcome

GAMES ____ BUSINESS ____ BOTH ____

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