"Retro Rick's Painfully Generic Disk Magazine" - Issue #1, December 7th, 2018

| | Filename | Full name | PMODE | PCLEAR |
|---|---|---|---|---|
| 1. | ARTIL.BAS | Artillery | 4 | 5 |
| 2. | ICEWORLD.BAS | Ice World War | 0 | 1 |
| 3. | BIN-CONV.BAS | Binary Converter | 0 | 1 |
| 4. | MONITOR.BAS | Monitor Identification | 0 | 1 |
| 5. | AUTOSTRT.BAS | Auto-start Utility | 0 | 1 |
| 6. | TUBFREN.BIN | Tube Frenzy | 1 | 2 |
| 7. | WCKYFOOD.BIN | Wacky Food | 4 | 4 |
| 8. | MEGAPEDE.BIN | Megapede | 3 | 4 |
| 9. | KINGDOM.BIN | Middle Kingdom | 4 | 4 |
| 10. | SPIDER.BIN | Spider-Hyper | 5 | 1 |

Greetings, and welcome to our first issue. This is a digital disk magazine featuring hand-selected Public Domain or Freeware releases and at least one Retro Rick program (not counting the cover program and Easy Directory utility). Unless otherwise noted, all programs are loaded by entering in the LOAD command, then the filename in quotes, then the Enter key. You then start the program by typing in RUN and Enter. If you wish to select the programs through a menu, you can jumpstart to the Easy Directory program by using the DOS command. We hope you enjoy this month's issue.

Note: PMODE 5 means that the program uses a CoCo 3 graphics mode and/or text modes.

1. "Artillery!" - Care to be blasted to bits? Grab a friend for this 32K strategy game. In each turn, use the arrow keys to select the angle and velocity you want to fire your cannon. The arrow keys automatically repeat ... and do so much like IBM PCs. Press the Enter key or Spacebar to fire. If the numbers you choose are correct, the shot your cannon fires will land on the enemy. If not, it's his chance to do the same thing to you. Watch out - that key repeat feature just might spoil you! This is a port of a 1980s BASICA game, and that game was based on the Mac classic "Cannon Fodder". The game uses an external file for its graphics and fonts. To save this file, enter SAVEM"ARTIL.PIC",3584,5119,3584.

2. "Ice World War" - The "war" part of this game still escapes us, we admit. Your ship has crash-landed on a winter wasteland, and the situation is bad. You start the game both freezing and bleeding to death, the engine of your ship is going super-critical, and it's possible your adventure may end as quickly as it started. Is this a dark enough theme for

you yet?  This 32K adventure was ported from a classic Kit Domenico release.  More than one CoCo port of this game exists, but we think the polish and presentation of this one gives it the edge.

3.  "Binary Converter" - We couldn't find an ECB program that did this for us, so we made our own (Not that we looked very hard, mind you).  This is a small utility that will covert any numbers you type in into Binary form or back again.  The program may be especially useful for those who are trying to modify the HSCREEN fonts directly.  Note that hexadecimal numbers above the value of 16,383 will be hacked off.  Decimal numbers with more than 6 digits will have the leftmost numbers hacked off.

4.  "Monitor Identification" - Sometimes the "short and simple" approach is best.  This small little program simply helps you determine what type of display your CoCo is using.  Sometimes when a CoCo user buys a monitor second-hand, its manuals are not included.  It may also save time for users of emulators with heavy-handed interfaces.  An additional feature is that the program patches up a bug that exists in the CMP and RGB commands.  The code is 100% Public Domain, and the author encourages users to use this program's content in their own ECB programs.

5.  "Auto-start Utility" - Some people out there may have wanted this for a while.  This utility allows you to set up the disk so that your program can be started with the DOS command rather than through a LOAD, RUN, or LOADM command.  This comes in handy if the program uses more than one executable file, as it will make it less confusing for outside users.  We even used the utility on this disk itself!

Note:  The following programs are in machine language.  To run them, you must enter LOADM instead of LOAD, and EXEC instead of RUN.

6.  "Tube Frenzy" - If this game is **not** original, it sure could've fooled us!  You control a rolling ball that bounces off of Diagonal Deflectors.  You goal is to transform flashing squares by passing over them.  The transformed squares will become more deflectors.  Pressing the Fire Button will flip the deflectors in different directions, and moving the joystick up and down will change your speed.  This game is very easy to learn, but very difficult to master!  To save this program, enter SAVEM"TUBEFREN.BIN",3584,9524,5632.

7.  "Wacky Food" - If you're on a diet, you might want to skip this one.  But you already knew that!  Move your mouth around the playfield and shoot meatballs at your food to eat

it.  Use the Fire Button to select the game mode (Mode A is our favorite).  In "Shoot Pairs" mode, you can only eat food in pairs.  This is done by shooting one enemy and then shooting its identical mate.  In "Single Lock" mode, the game will only allow you to eat one food object (or pair) at a time.  On the other hand, "Multi Lock" will allow you to eat several foods at once.  If you complete a level quickly enough, you will receive bonus points.  Touching food with your mouth will take away one of your spare Hits.  The game ends when you run out of Hits.  To save this program, enter SAVEM"WCKYFOOD.BIN",10000,22467,10000.

8.  "Megapede" - It's "Centipede" with a rock n' roll vibe!  Only in the '80s.  Use your joystick to control your blaster and destroy the incoming creepy-crawlies that are coming your way.  All moving objects will kill your blaster upon contact, so avoid touching them.  Mushrooms on the playfield are all destructible, but if too many of them are destroyed, a falling pest will plummet from the top of the screen and lay out several more.  Shooting the Megapede will break it apart into smaller segments, so they will increase in number but decrease in length.  When the Megapede is completely destroyed, the next round will begin.  The game ends when all your blasters are destroyed.  To save this program, enter SAVEM"MEGAPEDE",9744,14007,9744.

9.  "Middle Kingdom" - You want power.  You know you do!  In this combination strategy/adventure game, you must take control of the Middle Kingdom by collecting valuable and powerful items scattered across various locations.  These areas - however - are guarded by numerous types of enemies, and they won't back down without a fight.  The arrow keys move your man, and your weapons are selected with the number keys.  You can change your weapon at any time during a battle, and you can use any weapons you find on your journey.  Our favorite weapons are the sword, axe, and mace.  To save this program, enter SAVEM"KINGDOM.BIN",10240,26550,48.

10.  "Spider-Hype" - Eek, spiders!  This is an action/strategy game made exclusively for the CoCo 3 and 3H.  The goal is to bring a group of spiders from the top half of the screen to the bottom.  This is done by opening and closing a gate with the F1 key.  The game ends when the spiders are all on the bottom of the screen or the time limit runs out.  This game has smooth, fluid action and multi-layered, in-game music.  It is quite impressive.  To save this program, enter SAVEM"SPIDER",3584,11219,1558.

We have included a bonus program called MLDISKAN.BAS.  It was originally released by T&D Software.  This is the program we used to find the SAVEM addresses of the ML

programs on this disk (excluding COVER.PIC, which is a picture file we created ourselves).