

“Retro Rick’s Painfully Generic Disk Magazine” - Issue #2, January 1st, 2019

Filename	Full name	PMODE	PCLEAR
1. BINARY.BAS	Binary Adventure	0	1
2. NAER.BAS	Not Another Expressway Ripoff!	0	1
3. SOUP.BAS	Alphabet Soup	3	4
4. ROBODICE.BAS	Robotic Dice	0	1
5. RMAZE.BAS	Maze Generator	3	4
6. PELIETI.BIN	Pelieti	5	1
7. WHIRLY.BIN	Whirlybird Run	3	4
8. SUPERBAC.BIN	Super Backup	0	1
9. PWHICH.BIN	Pick Which	1	4
6. MUDPIES.BIN	Mud Pies	4	4

Hello, and welcome to our second issue. This is an online-only 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). Each issue will include a Public Domain program with the filename COVER.BAS. That program will run on any 32K CoCo. 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. “The Binary Adventure” - Destroy the cabin. Easy, right? Well, there’s a catch ... you’re trapped inside this very same cabin! This adventure game has a built-in help system. It also has an “auto-play mode” if you want to watch the computer beat the game itself. The game was originally intended as a submission for T&D Software.

2. “Not Another Expressway Ripoff!” - Auto-pilots are the pits. You trust the auto-pilot one single time to take you home, and you’re sent into a deadly area of outer space instead. The goal is to fly your ship through debris fields, space rifts, and twisting tunnels. So, that doesn’t sound too hard, right? Well, your ship doesn’t have brakes! Use the left and right arrow keys to control your ship. Once again, the keys automatically repeat. After completing nine sectors, you win the game by docking with one of the two empty bays in the docking station. N.A.E.R. has a “high score” chart, a storyline, self-

running demos, and four separate game sequences. It was designed to resemble a commercial game released in 1981, but it was developed in 2018 in less than 21 days. Included here is the newest version

3. “Alphabet Soup” - Alphabet soup as a game? How does that even work? Mike Moore provided us with the answer, and it ends up being an offbeat variation of Columns. Try to line up three letters in a row, but remember that lining up two in a row will penalize you. So always line up the left and right ends before the middle. It’s much harder than we make it sound! The game ends when you fail three times.

4. “Robotic Dice” - Presentation makes all the difference, and this game is proof! Robotic Dice is based mostly on luck. You start by selecting what number of points are needed to win the game. You then try to score as many points as you can in each round without rolling a 1. Your opponent must try to do the same. Robotic Dice uses detailed animations to entertain. The computer will play against you if you select only one player. We have updated the original program with one bugfix, replaced the defunct copyright notice, decreased the size of the code, reduced excessive delays at certain areas of the game, and added a Composite/RGB config screen if a CoCo 3 is detected. The game will also now accept the “R” key to roll when asking if the user wants to Roll or Pass (It only accepted the Spacebar before).

5. “Maze Maker” - Mazes for days! This is a 32K, open-source program. It creates a random maze, and you get to specify how large a size you want the maze to be. The size of the maze is selected with the arrow keys, and the keys automatically repeat. If you have a CoCo 3, smaller mazes can use a “Close-up Mode” with very detailed wall images and an animated sprite. This program has a simple, straightforward user interface and is very polished.

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

6. “Pelieti” - “Pelieti”? Okay, we’ll have to look that word up. In this CoCo 3 game, it’s man-versus-machine as you try to collect more pellets than your computer-controlled opponent. Man-versus-machine was a common theme in the 1990s, and being that this game was from that same time period, it wouldn’t surprise us if the game was inspired by that concept. To save this file, enter SAVEM”PELIETI”,3584,8227,3584.

7. “Whirlybird Run” - Whoa. You flew your helicopter and did **what**?! Using the right joystick, try to score as many points as possible, flying and blasting your way from one enemy territory to the next. The game has many elements to keep the gameplay fresh, including enemy types like rockets, missiles, and swerving side-swipers. The environments will change as you make more progress. The game ends when you lose your last helicopter or complete the final level (which we admit we could never do). To save this program, enter SAVEM”WHIRLY.BIN”,12288,19291,9599.

8. “Super Backup” - You’re kidding. You have 64K of memory, but Disk BASIC hardly uses **any** of it in the disk copying process? Not cool; let’s fix that! “Super Backup” uses that extra memory, so now there’s fewer times you have to swap your disks in and out when copying from only one drive. You also get a quick view of every sector the program is copying off. This utility was a favorite for the CoCo Chips Computer Club in Florida back in the 1980s. To save this file, enter SAVEM”SUPERBAC”,3584,3838,3584.

9. “Pick Which” - Is it a card game? Strategy game? Action game? Well ... does it even matter? Use your joystick to move your marker as the timer ticks down. When the timer hits Zero, whatever card your marker is pointed to will be selected, and the next round silently begins. Different cards do different things, such as decrease your score, multiply it, increase points, display all the cards on the screen, or even end the game abruptly. As more and more cards are selected, the timer takes less time to hit Zero, and cards that end the game will appear more frequently. The game ends when the Stop card is selected. To save this program, enter SAVEM”PWHICH”,5660,15095,5660.

10. “Mud Pies” - Here’s mud in your eye ... literally! This game pits you against a heap of bullies, and they want nothing more than to take you down with a little bit of mud and a whole lot of ill will. Use your joystick to move your man and the Fire Button to fling mud balls at your adversaries. There are bonus goodies you can gobble up for extra points. Exits to different rooms will appear, but you will be rewarded with a mudslinger round if you manage to splatter enough bullies before exiting the room. The game ends when all of your men are hit with mudballs. To save this program, enter SAVEM”MUDPIES.BIN”,15872,30976,18413.

We hope you had a happy holiday and enjoy a happy new year. Until the next issue ...