

“Retro Rick’s Painfully Generic Disk Magazine” - Issue #3, February 13th, 2019

Filename	Full name	PMODE	PCLEAR
1. LANDER.BAS	Lunar Lander	0	1
2. SCREENSA.BAS	HSCREEN Picture Saver	5	1
3. GARGOYLE.BAS	Gargoyle Castle	5	1
4. BMPREADR.BAS	Windows BMP Reader	5	1
5. LASERLIN.BAS	3-D Laser-Line Maze	4	4
6. QMAN.BIN	Q-Man	4	4
7. MARYATB.BIN	Mary and the Bees	5	1
8. HUNTER.BIN	Cave Hunter	0	1
9. NINJA.BIN	Ninja Warrior	1	2
10. TEATIME.BIN	Tea Time	4	4

Hello, and welcome to our third issue. Wow, the programs were so big, we couldn't even fit in all the bonus files for the BMP Reader program! We plan to have the fourth issue broken into two diskettes to accommodate larger program submissions. A 360K DSK version of Issue #4 will also be available for those who prefer to access everything from a single DSK file. We do not yet have a release date set for Issue #4. We intend to do several issue submissions ourselves for that issue, and we plan to include many features in each of them. Ideally, we would simply have the issue released on the 1st of March. However, features, ease of use, and practicality is a strong focus on each program we create for this magazine, and there isn't the "we'll update it later" principle you see in many open-source submissions. The programs we include in each issue are supposed to be the final versions, and it leaves us dissatisfied if we submit something we feel is incomplete. It's a standard of quality we believe will keep users excited about our magazine and its submissions. We prefer to postpone the release date than to release something unfinished or dissatisfying to us.

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. "Lunar Lander" - Neil Armstrong, eat your heart out! Having run low on fuel, you must make a last-minute change of plans and land your space shuttle safely on the

moon. You've figured all the steps you need to take ... except how much fuel to use as you descend closer and closer to the planet. The game has three different endings - two good, and one bad.

2. "HSCREEN Picture Saver" - Want to save your HSCREEN graphics into external files and load them up in a program later? Well, this program allows you to do that. Save the files as any 8-character filename you want. The program needs 16 granules free on your disk for it to save, so you'll need to run this utility on a separate disk.

3. "Gargoyle Castle" - As Captain Obvious would say, this is **not** normal. You appear to be going in circles when you're not. You mysteriously teleport from one area to another without rhyme or reason. And exits you move through can vanish without explanation. You experience these things because of a curse ... the curse of the gargoyle. And to break the curse, you must locate several treasures and return them to where they belong. Use two-word commands to play this Kit Domenico classic. Happy hunting!

4. "Windows BMP Reader" - CoCo Friends Disk Magazine, we remember you! We've included a utility that reads BMP files created by IBM PC computers. Picture files with more than 16 colors probably won't load, but if you have a CoCo 3, this could be an ideal way to read external graphics from one single file instead of four.

5. "3-D Laser-Line Maze" - **This** is how we feel CoCo versions of other 8-bit games should be done! "Rat Maze" appeared on Apple II home computers and the IBM PC, but we've rewritten the whole game to be faster, have more features, and included a menu system to make things easier and more practical to use. The result is 3-D Laser-Line Maze. Use the arrow keys to select the width and height of the game's maze; the arrows automatically repeat. You will then become the "rat" in this random maze, and you can rotate or move forward as you attempt to make your way out. If you become lost - or feel the temptation to cheat - press the Q or C key, and you'll be given the option to quit, return to the game, or "cheat" by showing an overhead view of the maze.

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

6. "Q-Man" - You're an orange creature. No, that's not an insult; you actually **are** an orange creature in this game. Really. This is off to an awkward start. You control "Q-Man", and you strive to recolor every cube by landing on it ... or die trying. Beware of snakes, falling orange balls, and jumping off of the playfield. You can lure the snake into jumping off the playfield if you hop onto a magical Frisbee,

but timing this is tricky. There are also blue intruders that will recolor any cubes you've landed on back into their original colors. Those creatures can be stopped by simply jumping on top of them. Each level is completed by recoloring all the cubes, but as you progress, you may find that the cubes have to be recolored by landing on them more than once. There is a way to lure the snake into jumping to his death without the use of the Frisbee, but it requires you sacrifice at least one life. Can you figure out what that method is? To save this file, enter  
SAVEM"QMAN",9712,21569,16.

7. "Mary and the Bees" - Look out, Cuthbert - another CoCo idol is in town! Use the joystick or keyboard to control Mary Kramer and catch the butterflies moving about the playfield. Take care not to get stung by bees as you do this. Often butterflies can only be collected by approaching them from the left or right, so you will have to "trap" many of them to catch them. The two trees on the far left and right will protect you from the bees, but hiding behind them will decrease your score. The game has an options screen, digitized sound, smooth, fluid action, and seventeen simultaneously moving objects. It also has multi-layered in-game music that's several minutes in length! The game was sold as "Mary And The Butterflies" by Roger Taylor when he was running the CoCo3.COM website, and we were a proud customer! The game ends when you're stung by a bee. To save this program, enter  
SAVEM"MARYATB.BIN",3584,26505,8818.

8. "Cave Hunter" - Get the gold, but don't get clobbered! In this action/adventure game, you use your joystick to control a miniature tank in a cave. There are gold bars scattered around the area, and you are trying to retrieve the bars and place them in your spot of the cave. Touching monsters will usually make your tank disintegrate, but you can pick up a battery that will temporarily charge your short-range gun. When the gun is active, it will automatically shoot every monster that you touch. Use the gun quickly though, because the battery doesn't last long. If you bring all the gold to your spot of the cave, you will begin the next round. This patched version of the game runs on disk-based systems, but it will not run on a real CoCo 3. However, it does run on the VCC emulator ... for some reason. To save this program, enter  
SAVEM"HUNTER",5704,9198,5704.

9. "Ninja Warrior!" - Why would a Ninja have need of a black belt? You might get your answer if you progress far enough in this game. You are a ninja, and you strive to achieve higher ranks by travelling through courses with various hazards and enemies. The game gives your ninja the ability to jump, which is necessary to go past pits and fireballs ahead of you. You're also given a weapon, and you must learn how to use that weapon to defeat many types of enemies and obstacles. The game's difficulty increases with each course you complete, and new types of obstacles will appear as you progress. We couldn't make it past the "Second Black Belt" course,

but maybe you can go farther! Despite its graphics and concept, Ninja Warrior plays similar to the arcade game Moon Patrol. The game ends when you lose your last ninja or (presumably) acquire enough black belts. To save this program, enter SAVEM"NINJA",4526,17876,1408.

10. "Tea Time" - Here's a nod to originality! Use your joystick to control a water pitcher and move it around the playfield. The game has two screens and three separate sequences. The first screen involves collecting water droplets. The droplets must land inside your pitcher to fill it up. When the pitcher is full, you must empty it into the container on the bottom left of the screen. Touching a sponge will not harm you, but it will rob you of your liquid. Hammers will kill your pitcher on contact, but they cannot move through sponges. So use the sponges as safeguards and blockades. Note also that sponges cannot move up and down. The second screen begins with a "dodge" sequence where you constantly evade objects falling from the top of the screen. Touching two of these falling objects will destroy your pitcher. The objects move downwards at the same speed as your pitcher, so do not try to outrun them. The third sequence involves moving the pitcher onto moving platforms with the Fire button. Your pitcher will shatter very easily from falling, so line up your pitcher with the platforms carefully. An exit platform on the top right will appear when you collect all the sugar cubes on the screen. A special bonus is awarded if you complete any sequence without taking a hit. The game ends when you lose your last pitcher. To save this program, enter SAVEM"TEATIME",15360,28667,6142.