



THE RAINBOW Text Searchable Index

THE RAINBOW was arguably the single most important periodical for owners of the Tandy Color Computer. It was the magazine that everyone read and referenced, and it is the magazine that nearly every serious CoCoNut has collected. Unfortunately, for a variety of reasons THE RAINBOW has lacked a widely available index of its articles. This situation continues even though scans of THE RAINBOW issues have begun to appear on relevant Internet sites.

Fortunately, THE RAINBOW itself made a habit of printing a thorough index on a yearly basis in its July issue. This practice started in July of 1984 with a "catch-up" index that covered July 1981 through June 1984, and continued through July 1992. Each of those printed indexes is reproduced here. Unfortunately, the last issue of THE RAINBOW in May 1993 did not include a final index. Consequently, the Table of Contents from each of the last ten issues is reproduced at the end of this document.

This document was compiled with a motivation not only to improve access to the knowledge contained within those old magazines, but also to preserve the spirit of THE RAINBOW and of that early period of computing history of which it was part. May this index provide a guide to rediscovery!

This text searchable index is useful but far from perfect and is incomplete.

Scans for July 1992 to May 1993 are inadequate for OCR which is inherently imperfect.

*THREE YEARS
OF
RAINBOW*

*An Index to the Articles,
Reviews and Authors
Appearing in THE RAINBOW from
July 1981 through June 1984*

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by
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- Leslie A. Foster is a Research Associate with Dalhousie Ocean Studies Programme of Dalhousie University, Halifax, Nova Scotia, Canada.

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- Assembly Language - 24 articles.
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- Communications - 15 articles.
- Disk - 30 articles.
- Dragon Computer - 3 articles.
- Education - 88 articles.
- Games-154 articles.
- General-103 articles.
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- Word Processing - 28 articles.

TOTAL ARTICLES-1528.

Number of author entries - 721.

THE FOURTH YEAR OF RAINBOW

*An Index to the Articles,
Reviews and Authors
Appearing in THE RAINBOW from
July 1984 through June 1985,
including a complete index to
RAINBOW ON TAPE since
its inception, April 1982
through June 1985.*

*Compiled and Edited
by
Leslie A. Foster*

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This is the third index to the *Rainbow*, —there have been changes made in response to requests from readers.

-the subject headings have been increased in order to make finding articles easier
 -short descriptions of the articles have been added if the title is not clear
 -any corrections noted in later issues are indicated
 -a program that is on "Rainbow on Tape" is indicated by •

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THE FIFTH YEAR OF RAINBOW

**An index to the
articles, reviews and
authors appearing
in THE RAINBOW
from July 1985
through June 1986,
including an index
to RAINBOW ON
TAPE.**

**Compiled and Edited
by Leslie A. Foster**

**AN INDEX TO THE RAINBOW
JULY 1985-JUNE 1986**

This is the third index to the *Rainbow*, — the format has been unchanged from last year. Items that are also included in "Rainbow on Tape" have the symbol • after the page number.

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The Sixth Year Of Rainbow

An index to the
articles, reviews and
authors appearing
in **THE RAINBOW**
from July 1986
through June 1987.

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by Leslie A. Foster

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AN INDEX TO THE RAINBOW JULY 1986 - JUNE 1987

**TOTAL NUMBER OF ARTICLES
(July 1981 to June 1987) — 3518**

This is the fourth index to the *Rainbow*. Changes in this year's index include:

- editorial comments are indexed
- hints and one- (or two-) liner programs are indexed
- names of Rainbow on Tape/Disk programs are included with each citation
- question and answer citations include a sample of question topics
- in "The CoCo gallery," titles of graphic art are noted

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Leslie A. Foster is a librarian with Dalhousie Law Library in Halifax, Nova Scotia, Canada, and has recently been appointed System Manager for the implementation of an integrated library system for the universities in the Halifax area.



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/R\

Hint . . .

I Screen, You Screen

The PALETTE command is used to easily change the colors of the screen you are working on. The following table indicates the slots used for various screen parameters.

Mode	Foreground Slot	Background Slot
32-column	Slot 12	Slot 13
40/80-column	Slot 0	Slot 8

As an example, in the 32-column mode, PHLETTE12,G3:PALETTE13,0 will give white letters on a black background. In the 40- or 80-column mode, PHLETTE0,0:PHLETTEB,G3:CLS1 will accomplish the same thing. Note that the CLS1 is used to make the border color the same as the background.

Bertrand Dugre
Quebec, Canada

Hint . . .

Neat Little Modification

The following is intended mostly for those who have some experience in hardware alterations. You can easily mount a DB-25 connector on the side of your CoCo and hook it to the existing keyboard connections on the bottom of the board. Then take an old CoCo keyboard (or buy a new one) and an old CoCo case (or build your own) and make a stand-alone keyboard. Just wire the keyboard to a DB-25 connector that will mate with the one mounted on the CoCo. Nine of the conductors on a 25-conductor cable are not needed. However, they open up the possibility for remote reset, power-on indicator, etc. Once you have worked out the particulars and constructed your remote keyboard, move the CoCo and Multi-Pak Interface and other accessories off your desk. You will be surprised at the neat appearance this little modification offers.

Fred Schmidt
Englewood, CA

The Seventh Year Of Rainbow

An index to the articles, programs, reviews
and authors appearing in THE RAINBOW from
July 1987 through June 1988.

Compiled and Edited
by Leslie A. Foster

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TOTAL NUMBER OF ARTICLES (July 1981 to June 1988) — 4129

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The Eighth Year of Rainbow

An index to the articles, programs, reviews and authors appearing in THE RAINBOW from July 1988 through June 1989.

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The Ninth Year of Rainbow

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Compiled by Kelly Goff

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Nee, William. "The Graphics Corner, Part II"; CoCo1/CoCo2/CoCo3; September 1989, p.48. PSETing numbers without using coordinates. SCRLDEMO.
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Spiller, Jeremy & Spiller, Marty. "The Mandelbrot Bug and CoCo 3 Microscope"; CoCo3; January 1990, p.76. A geometric look at chaos. MANDEL.
Stanwood, Ron. "Color Your CoCo World"; CoCo3; July 1989, p.66. Utility to transfer PMODE 3 & 4 screens to CoCo 3 HSCREENS. MULTIRES.
Tinklepaugh, Dale. "Draw it Quick!"; CoCo1/CoCo2/CoCo3; August 1989, p.24. Draws in High-Res, creates file of BASIC Statements. QUIKDRAW.
Vandall, Michael. "Graphics in a Hurry"; CoCo3; October 1989, p.26. Converts artwork on graphics screen into BASIC code. GRAPHPRO.

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Barden, William. "Barden's Buffer"; September 1989, p.102. "Loose Ends and CoCo Outputs".
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Barden, William. "Barden's Buffer"; CoCo3; March 1990, p.40. "A CoCo Dual-Trace Oscilloscope". SCOPE.
Bodnar, David. "Exposing the CoCo to Photography"; CoCo1/CoCo2/CoCo3; February 1990, p.96. Use the CoCo for timing applications in the darkroom. DARKROOM.
Brunotte, Benjamin. "Custom Built Desk for the CoCo"; December 1989, p.67. A real nail and hammer project.
Distefano, Tony. "Turn of the Screw"; July 1989, p.98. "Dynamic Random Access Memory Explained".
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Francisco, Harleen. "The Economy Printer Buffer, Part II"; July 1989, p.72. Build and troubleshoot the printer buffer.
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CoCo2/CoCo3; March 1990, p.26. Hardware project for circuit construction and debugging. TESTIF.
Weide, Dennis. "Completing the Analyzer Project"; CoCo1/CoCo2/CoCo3; April 1990, p.72. Tool for testing low-speed logic circuits. ANALYZER.

HOME APPLICATIONS

Francis, David. "Moon Mapper"; CoCo3; March 1990, p.82. Helps you track the planet-size moons of Jupiter. GALISAT3.
Hinton, Ron. "Best Medicine for Disorderly Med. Bills"; CoCo3; February 1990, p.116. Keep the financial side of your medical history in order. MEDIC3.
Kenny, Keiran. "Booklet, Revisited"; CoCo1/CoCo2/CoCo3; May 1990, p.40. Mods to allow for bigger booklets. PATBOOK.
LeBlanc, Dave. "Personal Secretary"; CoCo1/CoCo2/CoCo3; December 1989, p.56. A personalized notepad for easy organization. COCOMEMO.
Macias, David. "Mapping Your Finances"; CoCo3; November 1989, p.20. Calculates annual interest rates in percentage form, etc. AMORTIZE.
Minze, Bill. "Reckoning With the CoCo"; CoCo1/CoCo2/CoCo3; April 1990, p.20. Printing calculator program. CALCULAT.
Reichert, Kevin. "Captivating Captions"; CoCo3; November 1989, p.58. Makes labels for photos. CAPTION.
Scerbo, Fred. "Wishing Well"; CoCo1/CoCo2/CoCo3; August 1989, p.104. "More Time Applications". REALTIME.
Shaulis, Jerry. "Bank & Budget"; CoCo1/CoCo2/CoCo3; February 1990, p.74. Helps maintain your checkbook. CHECK1.
Thomas, Scott. "Innovation Along the Border"; CoCo1/CoCo2/CoCo3; January 1990, p.106. Creates border along stationary. STATION.
Turner, Robert Allen. "CoCoTyper"; CoCo1/CoCo2/CoCo3; May 1990, p.58. Turn CoCo into a typewriter for those short notes. COLRTYPE.
Wulfsberg, Bruce. "From Fractures to Fractions"; CoCo1/CoCo2/CoCo3; February 1990, p.12. Program that reduces fractions to their lowest form. FRACTION.

MUSIC

Bernico, Bill. "Guitar 3"; CoCo3; February 1990, p.112. Displays guitar chords on the CoCo 3 graphics screen. GUITARS.
Budenholzer, William. "Nickelodeon"; CoCo1/CoCo2/CoCo3; August 1989, p.84. Song editor/player. NICKEL-D.
Parker, Jeffrey. "Play It Again, CoCo"; December 1989, p.74. A close look at MIDI.

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Aftamonow, Ellen. "Tax and Tip"; CoCo1/CoCo2/CoCo3; July 1989, p.105. Helps you divvy up restaurant bills. TAXTIP.
Arko, Lyn. "Doggone"; CoCo1/CoCo2/CoCo3; July 1989, p.108. Draws a graphics image of a dog. DOGGONE.
Babich, Tio. "Draw Figures Using Asterisks"; CoCo1/CoCo2/CoCo3; November 1989, p.39. Draw figures using asterisks. FIGDRW.
Babich, Tio. "Slope and Funnel"; CoCo3; July 1989, p.108. Draws a slope and funnel on the CoCo 3 640x192 screen. SLOPEFNL.
Benny, Patrick. "On The Run"; CoCo1/CoCo2/CoCo3; July 1989, p.106. Create smooth animation sequences. LION.
Bernico, Bill. "Box Menu"; CoCo1/CoCo2/CoCo3; January 1990, p.32. Spices up menu screen and makes item selection interesting. BOXMENU.
Bernico, Bill. "Songwriter's Helper"; CoCo3; September 1989, p.60. Plays various musical patterns. SONGRTR.
Bernico, Bill. "Sound-to-Play"; CoCo1/CoCo2/CoCo3; August 1989, p.110. Matches up PLAY command note values for SOUND command. PLAYCONV.
Bernico, Bill. "This Is Your Big Debut"; CoCo3; February 1990, p.35. Title screen with moving lights. MARQUEE3.
Boughton, Ralph. "Star Defender"; CoCo3; September 1989, p.61. Shoot down enemy ships before your bases are hit. STARDEF.
Cheves, Warren. "Car Bingo Game"; CoCo1/CoCo2/CoCo3; November 1989, p.42. Prints index cards with two-character state abbreviations. BINGO.
Christensen, Glenn. "Attributes"; CoCo3; March 1990, p.60. Adds color to your screen. ATTR.
Darren Day. "The Change Counter"; CoCo1/CoCo2/CoCo3; September 1989, p.64. Counts change. Enter Q for quarter, D for dime, etc. CHANGE.
Driessen, David. "Want a Personalized Phone Number?"; CoCo1/CoCo2/CoCo3; August 1989, p.108. Takes phone number and spells out all letter combinations. FONEFIND.
Driscoll, Chris. "Escape"; CoCo1/CoCo2/CoCo3; February 1990, p.37. Try to escape from this twenty-level castle. ESCAPE.
Ehrenberg, R.M. "Categories"; CoCo1/CoCo2/CoCo3; March 1990, p.62. An alternative to Trivial Pursuit or Monopoly. CATS.
Flinn, William. "Solving Quadratic Equations"; CoCo1/CoCo2/CoCo3; June 1990, p.49. Help in finding roots of quadratic equations. QUADRATC.
Forster, Jim. "Moonscape"; CoCo3; January 1990, p.32. Forms moon in sky. MOON.
Friedrich, John. "Story Writer"; CoCo1/CoCo2/CoCo3; July 1989, p.104. A game that challenges writing creativity. STORYWRT.
Friesen, Geoff. "Superpoke"; CoCo3; June 1990, p.48. Allows

multiple-byte pokes. SUPRPOKE.
Garcia, Carlos. "Searching for a Rainbow"; CoCo3; January 1990, p.36. Animates a rainbow and waterfall. RAINBOW.
Hall, Greg. "Let CoCo Calculate HBUFF"; CoCo3; February 1990, p.36. A fast simple way to calculate HBUFF. HBUFF.
Haveman, Evan. "Computer Aided Design"; CoCo3; October 1989, p.59. Demonstrates computer aided design at minimal level. MINICAD.
Hobson, Jon. "Marynote"; CoCo1/CoCo2/CoCo3; October 1989, p.58. Plays songs and displays notes one at a time. MARYNOTE.
Jacob, David. "Let's Make a List"; CoCo3; February 1990, p.38. Create a database for your books. LISTER.
Jones, Leroy. "Innkeeper"; CoCo1/CoCo2/CoCo3; March 1990, p.62. Catch falling drinks with trays. INNKEEP.
Kastack, Rebecca. "What Day?"; CoCo1/CoCo2/CoCo3; January 1990, p.30. Calendar for finding day of week of birthdays. WHATDAY.
Kenny, Keiran. "What Is on the Agenda for Today?"; CoCo1/CoCo2/CoCo3; April 1990, p.49. Home help, scratchpad. AGENDA.
Ketchel, Kyle. "TheTime Sheet"; CoCo1/CoCo2/CoCo3; October 1989, p.62. For employers. TIMESHT.
Kraft, Michael. "As the World Turns"; CoCo1/CoCo2/CoCo3; August 1989, p.106. Draws eight graphics screens and produces animation. WORLD1.
Kuntz, Steven. "The CoCo Signal"; CoCo3; March 1990, p.61. A signal for programming problems or hardware glitches. HCAT.
Mabry, George. "Lowercase and Colors Too"; CoCo3; March 1990, p.60. Adjusts the colors and actuates a true lowercase text screen. LOCASE.
McNeill, James. "Shopper Ease"; CoCo1/CoCo2/CoCo3; September 1989, p.62. A form for shopping lists. GROLIST.
Medlock, William. "Disk Copy Utility"; CoCo1/CoCo2/CoCo3; January 1990, p.31. Copies files from one disk to another. COPY.
Mills, Robert. "Letters & Numbers"; CoCo3; June 1990, p.48. Helps youngsters learn to recognize letters and numbers. LETRSNUM.
Mosley, John. "3-D Grapher"; CoCo3; August 1989, p.107. Graphics using three-variable equations. GRAPH.
Mosley, John. "Kaleidoscope"; CoCo3; September 1989, p.63. Computer display of multicolor symmetric patterns. SCOPE.
Needham, Andre. "But it's Not Winter Yet!"; CoCo1/CoCo2/CoCo3; August 1989, p.107. Creates a snowflake. SNOWFLAKE.
Needham, Andre. "Fun With Fractals"; CoCo3; October 1989, p.60. Mathematically generated images. FRACTMTN.
Olmstead, Paul L. "Title Screen Splashdown"; CoCo1/CoCo2/CoCo3; April 1990, p.51. Animation utility. FALLING.
Pendall, Joseph. "And Along Came a Spider"; CoCo3; April 1990, p.48. Graphics program. SPIDERS.
Pendall, Joseph. "Quickgrass"; CoCo1/CoCo2/CoCo3; January 1990, p.38. Game of cutting grass before it grows too long. QGRASS.
Pendall, Joseph. "Spray Can"; CoCo1/CoCo2/CoCo3; October 1989, p.60. Graphics program that draws a pattern using joystick button. SPRAYCAN.
Phansavath, Hinh. "Running BASIC Programs Can Be a Breeze"; CoCo1/CoCo2/CoCo3; February 1990, p.36. Run BASIC programs with one keystroke. MCP.
Pollock, Grahame. "Up-Down LIST"; CoCo1/CoCo2/CoCo3; July 1989, p.106. Utility to allow scrolling through LLISTings. UPDNLIST.
Porter, John. "Mortgage"; CoCo1/CoCo2/CoCo3; March 1990, p.63. Mortgage calculation program. MORTGAGE.
Pucella, Ric. "Hi-Res Graphics"; CoCo3; November 1989, p.41. Utility to save HSCREENS. HRGCOM.
Rodriguez, Alejandro. "No Smoking!"; CoCo3; November 1989, p.40. Graphics animation of No Smoking sign. NOSMOKE.
Rumpel, Kathy. "Balancing the Budget"; CoCo1/CoCo2/CoCo3; February 1990, p.40. Print a journal for your accounting needs. JOURNAL.
Rumpel, Kathy. "Steady Aim Fire"; CoCo3; April 1990, p.50. Shoot-em-up game. BIRD.
Seats, Darrin. "The Memo Maker"; CoCo1/CoCo2/CoCo3; January 1990, p.37. Put notes on disk. MEMOMAKE.
Severs, Roger. "Keeping a Tab on Your Tap"; CoCo1/CoCo2/CoCo3; April 1990, p.48. Figuring water bills. WATER.
Speight, Kevin. "Mind Master"; CoCo3; September 1989, p.62. Selects a four-digit code for you to break. MINDMSTR.
Stakelin, James. "The Base Converter"; CoCo1/CoCo2/CoCo3; January 1990, p.34. Converts number bases quickly and easily. CONVERT.
Thompson, Ernie. "Now, Where Was I?"; CoCo1/CoCo2/CoCo3; August 1989, p.108. Prints format to keep track of programs, articles, comments. RBOWLIST.
Weaver, Dan. "Automile"; CoCo1/CoCo2/CoCo3; November 1989, p.40. Figures miles per gallon. AUTOMILE.
Wells, John T. "Cutting Corners"; CoCo3; April 1990, p.50. A familiar game. CHASE.
Wong, Thomas. "Bowling"; CoCo3; July 1989, p.103. A CoCo 3 bowling game.. BOWLING.
Wong, Thomas. "Gopher Smash"; CoCo3; January 1990, p.37. Kill gophers as they pop out of boxes. SMASH.

OS-9

Behrmann, Darrel. "Sycall Sounds"; CoCo3; July 1989, p.126.

Calling OS-9's SS.Tone system call from BASIC09. SOUND. Brumley, Troy. "Text File Compression"; CoCo1/CoCo2/CoCo3; September 1989, p.112. Programs to compress text files for more storage space. COMPRESS.

Cheek, Joseph. "Reach Out and Touch OS-9"; CoCo3; October 1990, p.72. A utility for updating files. TOUCH.

Deneen, Kevin. "One Label or Two?"; CoCo1/CoCo2/CoCo3; January 1990, p.110. Makes labels in groups of one or more. LABEL.C.

Goldberg, Stephen. "Do the Split"; CoCo1 /CoCo2/CoCo3; March 1990, p.86. Making large files easier to handle. SPLIT.

Goldberg, Stephen. "Drive With Speed"; CoCo1/CoCo2/CoCo3; February 1990, p.56. Double the speed of your OS-9 floppy drives. VFY.C

Law, Greg. "Breakpoint"; CoCo1/CoCo2/CoCo3; December 1989, p.86. "Open Sesame!". SU.

Law, Greg. "Breakpoint"; CoCo1/CoCo2/CoCo3; January 1990, p.56. "Lost and Found". VOL.

Law, Greg. "Breakpoint"; CoCo1/CoCo2/CoCo3; February 1990, p.122. "Dissecting the Command Line". UDIR.C

Law, Greg. "Breakpoint"; CoCo1/CoCo2/CoCo3; March 1990, p.96. "Give It Top Priority". NIGE.ASM.

Law, Greg. "Breakpoint"; CoCo1/CoCo2/CoCo3; April 1990, p.113. "Conversions and Diversions". NICE.A.

Law, Greg. "Breakpoint"; CoCo1/CoCo2/CoCo3; May 1990, p.30. "The OS-9 File Structure". FILES.B09.

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Numa, David. "What You Should Know About C Compiler"; CoCo3; October 1989, p.82. Utility that gets you started with cgfx functions.

Page, Stephen. "Flipper09"; CoCo1/CoCo2/CoCo3; December 1989, p.106. Game, try to have more colored pieces on board than opponent. FLIPER09.

Parker, Jeffrey. "OS-9 Survival Training"; August 1989, p.66. Overview of OS-9 and available hardware and software.

Pittman, Larry. "Larry's Labeler"; CoCo1/CoCo2/CoCo3; May 1990, p.46. Organizing your collection of floppy disks. DIABEL.

Puckett, Dale. "KISSable OS-9"; CoCo3; July 1989, p.138. "Adding Fireworks to Find". LOCATE.

Puckett, Dale. "KISSable OS-9"; August 1989, p.122. "OS-9 Makes Big Showing at Chicago".

Puckett, Dale. "KISSable OS-9"; CoCo3; September 1989, p.114. "Maxic in Multi-View". MAXIC

Puckett, Dale. "KISSable OS-9"; CoCo3; October 1989, p.110. "More on Maxic and OS-9 Hits the Mac". TANDY.

Puckett, Dale. "KISSable OS-9"; CoCo3; November 1989, p.112. "Clearing the Board". GETICON.

Puckett, Dale. "KISSable OS-9"; December 1989, p.110. "OS-9 Takes Bean Town".

Puckett, Dale. "KISSable OS-9"; January 1990, p.117. "Are Your Programs Headed for a Breakdown?".

Puckett, Dale. "KISSable OS-9"; March 1990, p.65. "Rumors from Rainbowfest".

Puckett, Dale. "KISSable OS-9"; CoCo3; April 1990, p.52. "A New Look for OS-9". MVFINANCE.

Ries, Richard. "Carte Blanche"; CoCo3; March 1990, p.118. Menu-building program for BASIC09. CARTE_BLANCH.

Saksa, Jonathan. "Do You Have The Time?"; CoCo3; January 1990, p.46. A calendar program to help you organize your time. CALENDAR.

Sunderlin, Mark. "A CLS Command for OS-9"; CoCo1/CoCo2/CoCo3; July 1989, p.128. Adding a speedy assembly language CLS to the system. CLS.

Swinefurth, Chris. "Type Does Windows"; CoCo3; June 1990, p.36. A utility to switch window types in a hurry. TYPE.C

Tandy Home Computer. "Multi-View and Pre-Existing Applications"; CoCo3; December 1989, p.38. Aid for getting more out of Multi-View. EDIC

Yates, Jerry. "USTIME & StripBin"; CoCo1/CoCo2/CoCo3; August 1989, p.22. Utility, sets up time as "January 3, 1989 9:23:45 am/pm". USTIME.

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Barden, William. "Barden's Buffer"; CoCo1/CoCo2/CoCo3; July 1989, p.130. "That's the Way the Ball Bounces". BALL1.

Barden, William. "Barden's Buffer"; August 1989, p.112. "Computer Knowledge in Any Language". ECB INTEREST.

Barden, William. "Barden's Buffer"; October 1989, p.122. "Your First BASIC Program".

Barden, William. "Barden's Buffer"; CoCo1/CoCo2/CoCo3; December 1989, p.116. "Take a Gamble". RANDOM.

Barden, William. "Barden's Buffer"; CoCo1/CoCo2/CoCo3; April 1990, p.35. "Take Your Files for a Spin". R"L"D"X.

Barden, William. "Barden's Buffer"; CoCo3; May 1990, p.78. "Thanks for the Memory". MANAGER.

Friesen, Geoff. "Introducing BASIC+"; CoCo3; September 1989, p.38. An enhancement to BASIC. BASIC+.

Nee, William. "Assembly Line, Part 1"; CoCo1/CoCo2/CoCo3; May 1990, p.22. A way to speed up routines in ROM using complex math. SCALE1.

Nee, William. "The Assembly Line, Part 2"; CoCo1/CoCo2/CoCo3; June 1990, p.84. Rotating, mirroring and more with PMODE4. MODIFY.

Nee, William. "Machine Language Made BASIC, Part XIII"; CoCo1 /CoCo2/CoCo3; July 1989, p.80. Drawing graphics lines using machine language. BINLINE.

Perlman, Richard. "Do-It Yourself Database, Part 4"; CoCo3; April 1990, p.12. How to use the database. DATAB.

Perlman, Richard. "Do-It-Yourself Disk Database, Part 3"; CoCo1/CoCo2/CoCo3; September 1989, p.20. How to create a full-

featured disk database system. CREATE.

Zumwalt, Greg. "Breaking the 32K Barrier"; June 1990, p.58. A look at the 64K plus ROM Paks.

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Boeldt, Larry. "BASICally Speaking"; July 1989, p.96.

Boeldt, Larry. "BASICally Speaking"; August 1989, p.60.

Boeldt, Larry. "BASICally Speaking"; September 1989, p.72.

Boeldt, Larry. "BASICally Speaking"; December 1989, p.24.

Esposito, Richard. "Doctor ASCII"; November 1989, p.34.

Esposito, Richard & Libra, Richard. "Doctor ASCII"; July 1989, p.124. Technical potpourri.

Goodman, Marty. "CoCo Consultations"; July 1989, p.78.

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"Art-Dell"; November 1989, p.98.

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"Big BASIC"; October 1989, p.100.

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"CC3 Flags"; August 1989, p.97.

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"Predator"; June 1990, p.76.

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"VIP Calc III"; July 1989, p.116.

"Vocab"; March 1990, p.104.

"Wargame Designer II"; September 1989, p.99.

"Wheel of Fate"; December 1989, p.96.

"Wheeler, The"; July 1989, p.117.

"Window Writer"; December 1989, p.102.

"Wizard's Castle"; February 1990, p.104.

"World at War"; November 1989, p.110.

"World at War, A"; June 1990, p.75.

"Z89"; December 1989, p.98.

TUTORIAL

Kolar, Joseph. "BASICTraining"; CoCo1/CoCo2/CoCo3; August 1989, p.100. "The Art of Graphics Characters". DIAMOND1.

Kolar, Joseph. "BASIC Training"; CoCo1/CoCo2/CoCo3; October 1989, p.66. "More Graphics". NEWCOMER.

Kolar, Joseph. "BASIC Training"; CoCo1/CoCo2/CoCo3; December 1989, p.50. "Program Shape-Up". FLASHES.

Kolar, Joseph. "BASIC Training"; CoCo1/CoCo2/CoCo3; January 1990, p.87. "The Unfolding Block". LISTING1.

Kolar, Joseph. "BASIC Training"; CoCo1/CoCo2/CoCo3; February 1990, p.52. "Working in Quadrants". AOPTION.

Kolar, Joseph. "BASIC Training"; CoCo1/CoCo2/CoCo3; March 1990, p.78. "Graphics Fairyland". DIAMONDS.

Kolar, Joseph. "BASIC Training"; CoCo1/CoCo2/CoCo3; April 1990, p.86. "Go Forth and Create!". WINDMILL.

Kolar, Joseph. "BASIC Training"; CoCo1/CoCo2/CoCo3; June 1990, p.54. "The A-Option Wrap-Up". AOPTION1.

UTILITY

Campbell, Marc. "The Invincible Duplicator"; CoCo1/CoCo2/CoCo3; September 1989, p.44. Makes BASIC programs virtually crashproof. DUPLICAT.

Dalene, Mike. "Harness Those Keys"; CoCo1/CoCo2/CoCo3; January 1990, p.26. Redefine the "control" keys for your own specific needs. KEYEDIT.

Daniels, Bill. "Back From the Dead"; CoCo1 /CoCo2/CoCo3; June 1990, p.26. Resurrecting killed disk files. DISKEDT.

Estrado, Richard. "The File Handler"; CoCo1/CoCo2/CoCo3; April 1990, p.106. Copy routine that uses wildcards. COPYASM.

Mediocc, William. "Auto Repeat, Part 1"; CoCo1/CoCo2/CoCo3; July 1989, p.16. Add software key repeat to the CoCo 1,2 or 3. REPEAT.

Mediocc, William. "Key Ahead"; CoCo1/CoCo2/CoCo3; August 1989, p.14. Create type-ahead buffer for any CoCo. KEYSBIN.

Moore, Mike. "Save the Variables!"; CoCo1/CoCo2/CoCo3; January 1990, p.12. Chain BASIC programs and keep variables while editing. VARKEEP.

Ottum, J.A. "From Screen to Printed Page"; CoCo1/CoCo2/CoCo3; February 1990, p.83. A utility that lets you print straight from the screen. PRT.

Ottum, J.A. "Habla Espanol?"; CoCo1/CoCo2/CoCo3; July 1989, p.29. CoCo accepts commands in Spanish. ESPANOL.

Ricketts, Steve. "To the Rescue"; CoCo1/CoCo2/CoCo3; March 1990, p.54. Aid for lost files on crashed disks. COCOCLN.

AUTHORS

Aftamonow, Ellen. "Tax and Tip"; CoCo1/CoCo2/CoCo3; July 1989, p.105. Helps you divvy up restaurant bills. TAXTIP.

Arko, Lyn. "Doggone"; CoCo1/CoCo2/CoCo3; July 1989, p.108. Draws a graphics image of a dog. DOGGONE.

Augsburg, Cray. "Wrapping The Rainbow"; October 1989, p.14. "An Electronic Evolution".

Augsburg, Cray. "Wrapping The Rainbow"; November 1989, p.123. "Join the Chorus!".

Augsburg, Cray. "Wrapping The Rainbow"; December 1989,

p. 124. "OS-9: Room for Growth".

Augsburg, Cray. "Wrapping The Rainbow"; January 1990, p. 124. "From Reader to Writer".

Augsburg, Cray. "Wrapping The Rainbow"; February 1990, p. 10. "The Show Must Go On".

Augsburg, Cray. "Wrapping The Rainbow"; March 1990, p. 124. "What's in Store?".

Augsburg, Cray. "Wrapping The Rainbow"; April 1990, p. 124. "How Many Colors in a Rainbow?".

Augsburg, Cray. "Wrapping The Rainbow"; May 1990, p. 124. "Rainbow Illusions".

Babich, Tio. "Draw Figures Using Asterisks"; CoCo1/CoCo2/CoCo3; November 1989, p.39. Draw figures using asterisks. FIGDRW.

Babich, Tio. "Slope and Funnel"; CoCo3; July 1989, p.108. Draws aslope and funnel on the CoCo 3 640x192 screen. SLOPEFNL

Barden, William. "Barden's Buffer"; CoCo1/CoCo2/CoCo3; July 1989, p.130. "That's the Way the Ball Bounces". BALL1.

Barden, William. "Barden's Buffer"; August 1989, p.112. "Computer Knowledge in Any Language". ECB INTEREST.

Barden, William. "Barden's Buffer"; September 1989, p.102. "Loose Ends and CoCo Outputs".

Barden, William. "Barden's Buffer"; October 1989, p. 122. "Your First BASIC Program".

Barden, William. "Barden's Buffer"; November 1989, p.64. "Put on Your 3-D Glasses".

Barden, William. "Barden's Buffer"; CoCo1/CoCo2/CoCo3; December 1989, p.116. "Take a Gamble". RANDOM.

Barden, William. "Barden's Buffer"; CoCo3; February 1990, p.42. "High Hopes for the Hi-Res". READHI.

Barden, William. "Barden's Buffer"; CoCo3; March 1990, p.40. "A CoCo Dual-Trace Oscilloscope". SCOPE.

Barden, William. "Barden's Buffer"; CoCo1/CoCo2/CoCo3; April 1990, p.35. "Take Your Files for a Spin". R"L"D"X.

Barden, William. "Barden's Buffer"; CoCo3; May 1990, p.78. "Thanks for the Memory". MANAGER.

Behrmann, Darrel. "Syscall Sounds"; CoCo3; July 1989, p. 126. Calling OS-9's SS.Tone system call from BASIC09. SOUND.

Bennett, Jim. "Tricky Graphics"; CoCo3; October 1989, p.20. Neat trick for programming graphics on CoCo 3. CARRIER.

Benny, Patrick. "On The Run"; CoCo1/CoCo2/CoCo3; July 1989, p.106. Create smooth animation sequences. LION.

Bernico, Bill. "Box Menu"; CoCo1/CoCo2/CoCo3; January 1990, p.32. Spices up menu screen and makes item selection interesting. BOXMENU.

Bernico, Bill. "Guitar 3"; CoCo3; February 1990, p.112. Displays guitar chords on the CoCo 3 graphics screen. GUITAR3.

Bernico, Bill. "Songwriter's Helper"; CoCo3; September 1989, p.60. Plays various musical patterns. SONGRTR.

Bernico, Bill. "Sound-to-Play"; CoCo1/CoCo2/CoCo3; August 1989, p.110. Matches up PLAY command note values for SOUND command. PLAYCONV.

Bernico, Bill. "The CoCo Coloring Book"; CoCo3; September 1989, p.12. Coloring pictures with the computer. COLRBOOK.

Bernico, Bill. "This Is Your Big Debut"; CoCo3; February 1990, p.35. Title screen with moving lights. MARQUEE3.

Blyn, Steve. "Education Notes"; CoCo1/CoCo2/CoCo3; August 1989, p.64. "Building Reading Skills". FOLLOW.

Blyn, Steve. "Education Notes"; CoCo1/CoCo2/CoCo3; September 1989, p.54. "Learning About Ratios". RATIOS.

Blyn, Steve. "Education Notes"; CoCo1/CoCo2/CoCo3; October 1989, p.52. "Cracking Codes". CODEWORD.

Blyn, Steve. "Education Notes"; CoCo1/CoCo2/CoCo3; November 1989, p.24. "Probability". PROBABLE.

Blyn, Steve. "Education Notes"; CoCo1/CoCo2/CoCo3; December 1989, p.32. "To Rhyme or Not to Rhyme". POETRY.

Blyn, Steve. "Education Notes"; CoCo1/CoCo2/CoCo3; February 1990, p.94. "One-On-One Math Drills". BASKET.

Blyn, Steve. "Education Notes"; CoCo1/CoCo2/CoCo3; March 1990, p.112. "Toronto, Ontario for a Basket". BASKETBL.

Blyn, Steve. "Education Notes"; CoCo1/CoCo2/CoCo3; April 1990, p.85. "a,e,i,o,u". VOWELS.

Blyn, Steve. "Education Notes"; CoCo1/CoCo2/CoCo3; May 1990, p.88. "Cooking With Metric Measures". METRIC.

Blyn, Steve. "Education Notes"; CoCo1/CoCo2/CoCo3; June 1990, p.18. "Integers in Order". CONSEC.

Bodnar, David. "Exposing the CoCo to Photography"; CoCo1/CoCo2/CoCo3; February 1990, p.96. Use the CoCo for timing applications in the darkroom. DARKROOM.

Boeldt, Larry. "BASICally Speaking"; July 1989, p.96.

Boeldt, Larry. "BASICally Speaking"; August 1989, p.60.

Boeldt, Larry. "BASICally Speaking"; September 1989, p.72.

Boeldt, Larry. "BASICally Speaking"; December 1989, p.24.

Boughton, Ralph. "Star Defender"; CoCo3; September 1989, p.61. Shoot down enemy ships before your bases are hit. STARDEF.

Bradbury, Nick. "Icarus in Search of Wings"; CoCo3; April 1990, p.12. Do an arcade penguin dance. PENGUIN.

Bradbury, Nick. "One Tile at a Time"; CoCo3; January 1990, p.72. Fast action tile game. FRUSTRAT.

Britton, Steve. "Samurai"; CoCo1/CoCo2/CoCo3; March 1990, p. 114. Oriental battle-type game. SAMURAI.

Brumley, Troy. "Text File Compression"; CoCo1/CoCo2/CoCo3; September 1989, p.112. Programs to compress text files for more storage space. COMPRESS.

Brunotte, Benjamin. "Another Form"; CoCo3; April 1990, p.64. Create custom forms. FORMAKER.

Brunotte, Benjamin. "Custom Built Desk for the CoCo"; December 1989, p.67. A real nail and hammer project.

Budenholzer, William. "Nickelodeon"; CoCo1/CoCo2/CoCo3; August 1989, p.84. Song editor/player. NICKEL-D.

Campbell, Marc. "The Checkers Champ"; CoCo3; November 1989, p.82. Computerized checker game.. CHECKERS.

Campbell, Marc. "The Invincible Duplicator"; CoCo1/CoCo2/CoCo3; September 1989, p.44. Makes BASIC programs virtually crashproof. DUPLICAT.

Cheek, Joseph. "Reach Out and Touch OS-9"; CoCo3; October 1989, p.72. A utility for updating files. TOUCH.

Cheves, Warren. "Car Bingo Game"; CoCo1/CoCo2/CoCo3; November 1989, p.42. Prints index cards with two-character state abbreviations. BINGO.

Christensen, Glenn. "Attributes"; CoCo3; March 1990, p.60. Adds color to your screen. ATTR.

Collicott, John. "Bookworm"; CoCo1/CoCo2/CoCo3; September 1989, p.32. Helps develop problem-solving skills in math. BOOKWORM.

Coty, Curt. "Shopping Spree"; CoCo3; July 1989, p.34. Action game - player goes shopping in a department store. SPREE.

Crooks, Mary. "Time Test"; CoCo1/CoCo2/CoCo3; August 1989, p.56. Timed drills in multiplication and division. TIMETEST.

Cuadra, Hector. "What Goes Up . . ."; CoCo1/CoCo2/CoCo3; January 1990, p.112. Physics game. GRAVITY.

Curtis, Allen. "High-Capacity Screen Dumps"; CoCo3; August 1989, p.38. High-density printer enhancements for desktop publisher. DRIVERHT.

Curtis, Allen. "High-Capacity Screen Dumps"; CoCo3; October 1989, p.63. How to save and load a half-screen. DHPATCH.

Dalene, Mike. "Harness Those Keys"; CoCo1/CoCo2/CoCo3; January 1990, p.26. Redefine the "control" keys for your own specific needs. KEYEDIT.

Daniels, Bill. "Back From the Dead"; CoCo1/CoCo2/CoCo3; June 1990, p.26. Resurrecting killed disk files. DISKEDT.

Darren Day. "The Change Counter"; CoCo1/CoCo2/CoCo3; September 1989, p.64. Counts change. Enter Q for quarter, D for dime, etc. CHANGE.

Deneen, Kevin. "One Label or Two?"; CoCo1/CoCo2/CoCo3; January 1990, p.110. Makes labels in groups of one or more. LABELC.

Distefano, Tony. "Turn of the Screw"; July 1989, p.98. "Dynamic Random Access Memory Explained".

Distefano, Tony. "Turn of the Screw"; September 1989, p.56. "Building a RAM Disk".

Distefano, Tony. "Turn of the Screw"; October 1989, p.86. "Building a RAM Disk".

Distefano, Tony. "Turn of the Screw"; CoCo1/CoCo2/CoCo3; December 1989, p.64. "RAM Disk, Part III". GENTEST.

Distefano, Tony. "Turn of the Screw"; January 1990, p.40. "Disk Track Tracer".

Distefano, Tony. "Turn of the Screw"; February 1990, p.18. "A Digital Lesson".

Distefano, Tony. "Turn of the Screw"; March 1990, p.56. "A Digital Lesson, Part 2".

Distefano, Tony. "Turn of the Screw"; April 1990, p.110. "Digital Lesson, Part 3".

Distefano, Tony. "Turn of the Screw"; May 1990, p.54. "Tools of the Trade".

Distefano, Tony. "Turn of the Screw"; June 1990, p.80. "Clearing the Paths".

Diessen, David. "Want a Personalized Phone Number?"; CoCo1/CoCo2/CoCo3; August 1989, p.108. Takes phone number and spells out all letter combinations. FONEFIND.

Driscoll, Chris. "Escape"; CoCo1/CoCo2/CoCo3; February 1990, p.37. Try to escape from this twenty-level castle. ESCAPE.

Ehrenberg, R.M. "Categories"; CoCo1/CoCo2/CoCo3; March 1990, p.62. An alternative to Trivial Pursuit or Monopoly. CATS.

Esposito, Richard. "Doctor ASCII"; November 1989, p.34.

Esposito, Richard & Libra, Richard. "Doctor ASCII"; July 1989, p.124. Technical potpourri.

Estrado, Richard. "The File Handler"; CoCo1/CoCo2/CoCo3; April 1990, p.106. Copy routine that uses wildcards. COPYASM.

Falge, Linda. "KinderFun"; CoCo1/CoCo2/CoCo3; September 1989, p.84. Children's program to learn colors, letters, numbers, music. KINDRFUN.

Falk, Lonnie. "Print#-2"; July 1989, p.12. "Fun at the Fest".

Falk, Lonnie. "Print#-2"; August 1989, p.10. "Eight Years Strong".

Falk, Lonnie. "Print#-2"; September 1989, p.10. "A New Site for RAINBOWfest".

Falk, Lonnie. "Print#-2"; October 1989, p.10. "A Transition at The Rainbow".

Falk, Lonnie. "Print#-2"; November 1989, p.10. "Spread the Word!".

Falk, Lonnie. "Print#-2"; December 1989, p.10. "Canadian Future II".

Falk, Lonnie. "Print#-2"; January 1990, p.10. "History in the Making".

Falk, Lonnie. "Print#-2"; March 1990, p.10. "New Life for CoCo".

Falk, Lonnie. "Print#-2"; April 1990, p.10. "A Helping Hand".

Falk, Lonnie. "Print#-2"; May 1990, p.10. "Spring Forward, Look Back".

Flinn, William. "Solving Quadratic Equations"; CoCo1/CoCo2/CoCo3; June 1990, p.49. Help in finding roots of quadratic equations. QUADRATC.

Ford, Steven. "CoCo and Amateur Radio"; November 1989, p.44. Discussion of ham radio as a hobby.

Ford, Steven. "Plug Into Packet"; February 1990, p.22. Exploration of packet radio.

Forster, Jim. "Moonscape"; CoCo3; January 1990, p.32. Forms moon in sky. MOON.

Foster, Leslie. "The Eighth Year of Rainbow"; July 1989, p.147. Index - July 1988 to June 1989.

Fouts, Gordon E. "The Price is Right"; CoCo3; April 1990, p.116. An aid for finding mark-up/down percentages. MARKUP.

Francis, David. "Moon Mapper"; CoCo3; March 1990, p.82. Helps you track the planet-size moons of Jupiter. GALISAT3.

Francisco, Harleen. "The Economy Printer Buffer, Part II"; July 1989, p.72. Build and troubleshoot the printer buffer.

Friedrich, John. "Story Writer"; CoCo1/CoCo2/CoCo3; July 1989, p. 104. A game that challenges writing creativity. STORYWRT.

Friesen, Geoff. "Introducing BASIC+"; CoCo3; September 1989, p.38. An enhancement to BASIC. BASIC+.

Friesen, Geoff. "Superpoke"; CoCo3; June 1990, p.48. Allows multiple-byte pokes. SUPRPOKE.

Garcia, Carlos. "Searching for a Rainbow"; CoCo3; January 1990, p.36. Animates a rainbow and waterfall. RAINBOW.

George, Thomas. "The Tholean Web"; CoCo1/CoCo2/CoCo3; July 1989, p.42. Maze game where player must neutralize a force field. WEBBAS.

Giles, Douglas. "Super Quiz"; CoCo1/CoCo2/CoCo3; October 1989, p.40. Helps develop memorization skills. SUPRQUIZ.

Goldberg, Stephen. "Do the Split"; CoCo1/CoCo2/CoCo3; March 1990, p.86. Making large files easier to handle. SPLIT.

Goldberg, Stephen. "Drive With Speed"; CoCo1/CoCo2/CoCo3; February 1990, p.56. Double the speed of your OS-9 floppy drives. VFY.C.

Golias, Ruth. "He's Just a Snowman"; CoCo3; December 1989, p.20. Sing along with Frosty, Frosty.

Goodell, Kirk. "Patchwork on the CoCo 3"; CoCo3; November 1989, p.26C. Lets you patch disks. BLASTER.

Goodman, Marty. "Adding a Disk Drive to Your CoCo Pt. 2"; April 1990, p.92. Adding disk drives to the CoCo.

Goodman, Marty. "CoCo Consultations"; July 1989, p.78.

Goodman, Marty. "CoCo Consultations"; August 1989, p.62.

Goodman, Marty. "CoCo Consultations"; October 1989, p.16.

Goodman, Marty. "CoCo Consultations"; November 1989, p.30.

Goodman, Marty. "CoCo Consultations"; December 1989, p.42. "Need a Little Support?".

Goodman, Marty. "CoCo Consultations"; January 1990, p.20. "The Disk System that Lied".

Goodman, Marty. "CoCo Consultations"; February 1990, p.59. "Disconnecting Call Waiting".

Goodman, Marty. "CoCo Consultations"; March 1990, p.74. "Converting to the CoCo".

Goodman, Marty. "CoCo Consultations"; April 1990, p.59. "Looking for Connectors".

Goodman, Marty. "CoCo Consultations"; May 1990, p.62. "OS-9 vs. BASIC".

Goodman, Marty. "CoCo Consultations"; CoCo1/CoCo2/CoCo3; June 1990, p.39. "CoCos Not up to Par".

Goodman, Marty. "Disk Drives and the Color Computer"; March 1990, p.22. Adding a floppy disk to the CoCo.

Goodman, Marty. "The OS-9 "CART Interrupt Fix"; CoCo3; November 1989, p.50. Multi-Pak and CoCo 3 fixes.

Grant, Ron. "The Schematic Scoundrel, Revisited"; CoCo1/CoCo2/CoCo3; July 1989, p.101. Adding symbol rotation for more flexibility. COCOCAD.

Hall, Greg. "Let CoCo Calculate HBUFF"; CoCo3; February 1990, p.36. A fast simple way to calculate HBUFF. HBUFF.

Haveman, Evan. "Computer Aided Design"; CoCo3; October 1989, p.59. Demonstrates computer aided design at minimal level. MINICAD.

Hegberg, Joel. "A Mazing Adventure"; CoCo1/CoCo2/CoCo3; December 1989, p.46. Maze Adventure, quest for evil dragon. THEQUEST.

Hinton, Ron. "Best Medicine for Disorderly Med. Bills"; CoCo3; February 1990, p.116. Keep the financial side of your medical history in order. MEDIC3.

Hobson, Jon. "Marynote"; CoCo1/CoCo2/CoCo3; October 1989, p.58. Plays songs and displays notes one at a time. MARYNOTE.

Hutchison, Don. "Delphi Bureau"; July 1989, p.87. GameTerm and other shareware terminal programs.

Hutchison, Don. "Delphi Bureau"; September 1989, p.42. "New Horizons".

Hutchison, Don. "Delphi Bureau"; October 1989, p.54. "Tokenized BASIC".

Hutchison, Don. "Delphi Bureau"; November 1989, p.36. "KEY-SUB and WEFAX and Guide - Oh, My!".

Hutchison, Don. "Delphi Bureau"; December 1989, p.35. "The World's First".

Iacovou, Neophytos. "A Special Switch"; May 1990, p.43. Four projects using the 4PDT switch.

Jacob, David. "Let's Make a List"; CoCo3; February 1990, p.38. Create a database for your books. LISTER.

Johnson, Samuel. "EduSpell, Part II: The Dictionary"; CoCo1/CoCo2/CoCo3; July 1989, p.50. Part II in the development of a talking spelling tutor. MAINMENU.

Jones, Leroy. "Innkeeper"; CoCo1/CoCo2/CoCo3; March 1990, p.62. Catch falling drinks with trays. INNKEEP.

Kastack, Rebecca. "What Day?"; CoCo1/CoCo2/CoCo3; January 1990, p.30. Calendar for finding day of week of birthdays. WHATDAY.

Kenny, Keiran. "Booklet, Revisited"; CoCo1/CoCo2/CoCo3; May 1990, p.40. Mods to allow for bigger booklets. PATBOOK.

Kenny, Keiran. "What is on the Agenda for Today?"; CoCo1/CoCo2/CoCo3; April 1990, p.49. Home help, scratchpad. AGENDA.

Ketchel, Kyle. "The Time Sheet"; CoCo1/CoCo2/CoCo3; October 1989, p.62. For employers. TIMESHT.

Kolar, Joseph. "BASIC Training"; CoCo1/CoCo2/CoCo3; August 1989, p.100. "The Art of Graphics Characters". DIAMOND1.

Kolar, Joseph. "BASIC Training"; CoCo1/CoCo2/CoCo3; October 1989, p.66. "More Graphics". NEWCOMER.

Kolar, Joseph. "BASIC Training"; CoCo1/CoCo2/CoCo3; December 1989, p.50. "Program Shape-Up". FLASHES.

Kolar, Joseph. "BASIC Training"; CoCo1/CoCo2/CoCo3; January 1990, p.87. "The Unfolding Block". LISTING1.

Kolar, Joseph. "BASIC Training"; CoCo1/CoCo2/CoCo3; Febru-

- ary 1990, p.52. "Working in Quadrants". AOPTION.
- Kolar, Joseph. "BASIC Training"; CoCo1/CoCo2/CoCo3; March 1990, p.78. "Graphics Fairyland". DIAMONDS.
- Kolar, Joseph. "BASIC Training"; CoCo1/CoCo2/CoCo3; April 1990, p.86. "Go Forth and Create!". WINDMILL.
- Kolar, Joseph. "BASIC Training"; CoCo1/CoCo2/CoCo3; June 1990, p.54. "The A-Option Wrap-Up". AOPTION1.
- Koonce, Tim. "Observing the Social Graces"; November 1989, p.72. Introduction to file-transfer protocols.
- Kraft, Michael. "As the World Turns"; CoCo1/CoCo2/CoCo3; August 1989, p.106. Draws eight graphics screens and produces animation. WORLD1.
- Kuns, Eddie. "Database Report"; April 1990, p.62. "Name That Tune With UltiMusE".
- Kuns, Eddie. "Database Report"; June 1990, p.92. "OS-9 Uploads Growing".
- Kuntz, Steven. "The CoCo Signal"; CoCo3; March 1990, p.61. A signal for programming problems or hardware glitches. HCAT.
- Law, Greg. "Breakpoint"; CoCo1/CoCo2/CoCo3; December 1989, p.86. "Open Sesame!". SU.
- Law, Greg. "Breakpoint"; CoCo1/CoCo2/CoCo3; January 1990, p.56. "Lost and Found". VOL.
- Law, Greg. "Breakpoint"; CoCo1/CoCo2/CoCo3; February 1990, p.122. "Dissecting the Command Line". UDIR.C.
- Law, Greg. "Breakpoint"; CoCo1/CoCo2/CoCo3; March 1990, p.96. "Give It Top Priority". NICE.ASM.
- Law, Greg. "Breakpoint"; CoCo1/CoCo2/CoCo3; April 1990, p.113. "Conversions and Diversions". NICE.A.
- Law, Greg. "Breakpoint"; CoCo1/CoCo2/CoCo3; May 1990, p.30. "The OS-9 File Structure". FILES.B09.
- Law, Greg. "Breakpoint"; CoCo1/CoCo2/CoCo3; June 1990, p.44. "Scaling the Directory Tree". PWDIR.C.
- Law, Greg. "Database Report"; March 1990, p.72. "New Uploads".
- LeBlanc, Dave. "Personal Secretary"; CoCo1/CoCo2/CoCo3; December 1989, p.56. A personalized notepad for easy organization. COCOMEMO.
- Mabry, George. "Lowercase and Colors Too"; CoCo3; March 1990, p.60. Adjusts the colors and actuates a true lowercase text screen. LOCASE.
- Macias, David. "Mapping Your Finances"; CoCo3; November 1989, p.20. Calculates annual interest rates in percentage form, etc. AMORTIZE.
- Macias, David. "Predicting Profits"; CoCo3; April 1990, p.44. Perform break-even analysis. COST.PAS.
- McNeill, James. "Shopper Ease"; CoCo1/CoCo2/CoCo3; September 1989, p.62. A form for shopping lists. GROLIST.
- Medlock, William. "Auto Repeat, Part 1"; CoCo1/CoCo2/CoCo3; July 1989, p.16. Add software key repeat to the CoCo 1, 2 or 3. REPEAT.
- Medlock, William. "Disk Copy Utility"; CoCo1/CoCo2/CoCo3; January 1990, p.31. Copies files from one disk to another. COPY.
- Medlock, William. "Key Ahead"; CoCo1/CoCo2/CoCo3; August 1989, p.14. Create type-ahead buffer for any CoCo. KEYSBIN.
- Messer, Shane. "CoCo Jumble"; CoCo1/CoCo2/CoCo3; June 1990, p.50. A scrambled-word game for two players. JUMBLE2.
- Messer, Shane. "Improving the Scheme of Screens"; CoCo3; January 1990, p.82. Create icons for your programs. DE-SIGNER.
- Messer, Shane. "The Golden Retriever"; CoCo3; April 1990, p.24. Roll your own database program. COLRBASE.
- Mills, Robert. "Letters & Numbers"; CoCo3; June 1990, p.48. Helps youngsters learn to recognize letters and numbers. LETRSNUM.
- Minze, Bill. "Reckoning with the CoCo"; CoCo1/CoCo2/CoCo3; April 1990, p.20. Printing calculator program. CALCULAT.
- Moore, Mike. "Save the Variables!"; CoCo1/CoCo2/CoCo3; January 1990, p.12. Chain BASIC programs and keep variables while editing. VARKEEP.
- Mosley, John. "Winter Magic"; CoCo3; December 1989, p.12. A program for producing snow onscreen. SNOW.
- Mosley, John. "3-D Grapher"; CoCo3; August 1989, p.107. Graphics using three-variable equations. GRAPH.
- Mosley, John. "Kaleidoscope"; CoCo3; September 1989, p.63. Computer display of multicolor symmetric patterns. SCOPE.
- Mosley, John. "Vegas at Your Fingertips"; CoCo3; June 1990, p.12. A slot machine for the CoCo 3. SLOTS.
- Murphy, Stephen. "The Price of Wisdom"; February 1990, p.14. A humorous admonishment to use your manual.
- Nee, William. "Assembly Line, Part 1"; CoCo1/CoCo2/CoCo3; May 1990, p.22. A way to speed up routines in ROM using complex math. SCALE1.
- Nee, William. "The Assembly Line, Part 2"; CoCo1/CoCo2/CoCo3; June 1990, p.84. Rotating, mirroring and more with PMODE4. MODIFY.
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Y E A R

The RAINBOW[®]

An index to the articles, reviews and authors appearing in issues of THE RAINBOW from July 1990 to June 1991.

This is the eighth index to THE RAINBOW. Previous indices appear each July, starting with the July 1984 issue. To complete your RAINBOW library, you'll find more information on how to get back issues with your favorite programs and articles on Page 63 of this issue.

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Tinklepaugh, Dale. "Bond Calculator"; CoCo1/CoCo2/CoCo3; February 1991, p.56. Computerized guidance for calculated risks. BONDSCALC

COMMUNICATIONS

Boudreaux, Andrew T. "CoCo TV"; CoCo1/CoCo2/CoCo3; December 1990, p.62. Start your own cable-TV series with help from a friend. HEADER.

Issel, Jim K. "Terminal Entries"; November 1990, p.62. Get a handle on some current communications programs.

Kessler, Gary C. "Brief Introduction to Modems, A"; November 1990, p.12. Introduction to data communications using modems.

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Bush, James. "Easy Come, Easy Go"; CoCo1/CoCo2/CoCo3; April 1991, p.20. Betting with a Solitaire card game. EASYGO.

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Delbourgo, Bob. "In the Name of Equality"; CoCo1/CoCo2/CoCo3; January 1991, p.61. A number-scramble game. EQUALITY.

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 Phillips, Charles F. "Soldering Fundamentals"; March 1991, p.44. Soldering tips for the hardware tinkerer.

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The 11th Year of THE RAINBOW

Compiled by Julie Hutchinson

Eleven years? That's right, and this is our ninth yearly index of articles and reviews. The items listed here appear in issues of THE RAINBOW from July 1991 to June 1992. (Previous indices appear in past July issues, starting with July 1984.) To complete your RAINBOW library, you'll find more information about how to get back issues with your favorite programs and articles on Page 18 of this issue.

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BRANIGAN, ARRON	FORTUNE WHEEL MODIFICATION	MAR 1987	182
BRANIGAN, ARRON	FORTUNE WHEEL MODIFICATION	DEC 1986	50
BRIMNER, ROBERT	JOKER POKER	MAR 1987	99
BRIMNER, ROBERT	CORRECTION	MAY 1987	128
BRITTON, STEVE	OPERATION FREEDOM	AUG 1985	54
BRITTON, STEVE	CORRECTION	OCT 1985	228
BRITTON, STEVE	SAMURAI	MAR 1990	114
BROCKSCHMIDT, KRAI	BRAIN GAMES	DEC 1985	190
BRUNOTTE, BENJAMIN	RAT MAZE	MAY 1985	105
BRUNOTTE, BENJAMIN	THIS ONE'S A PUZZLER	MAY 1987	152
BUSH, JAMES	CARD GAME	APR 1991	20
BUTTACAVOLI, PAUL	SIMILAR TO RUBIK'S CUBE	MAR 1987	52
CAMIRAND, RENE	SAVE THE ASTRONAUTS!	SEP 1986	33
CAMPBELL, MARC	THE CHECKERS CHAMP	NOV 1989	82
CARLIN, KENNETH	TAKING ON THE ONE-ARMED BANDIT	OCT 1988	88
CARLISLE, ALLEN	INVASION OF FLYING SAUCER PEOPLE	MAR 1986	108
CARROLL, JAMES R.	BLACKJACK	MAR 1991	10
CARTER, GARY	BASKETBALL	FEB 1984	161
CHAPEL, LEE	FOR THE LOVE OF GOLD	DEC 1988	58
CHAPEL, LEE	CORRECTION	APR 1989	48
CLARK, GREGORY	AMAZING ADVENTURES OF KARRAK	FEB 1984	91
CLARK, GREGORY	SIR RANDOLF OF THE MOORS	JAN 1983	26
CLARK, GREGORY	TWENTY ODD-BALL SCREEN ROUTINES	JAN 1984	202
CLERC, DONALD	REVERSE	JUL 1984	67
CLIFT, SIMON	WHAT IS YOUR COMPATIBILITY RATING?	FEB 1984	292
COLLINS, DALE	SIMILAR TO TV'S JEOPARDY	MAR 1987	58
COLLINS, DALE	CORRECTION	MAY 1987	128
COMPTON, DAVID	ADVENTURE GAME FOR YOUNG CHILD	MAR 1986	18
COMPTON, DAVID	UNDERCOVER COCO	APR 1988	73
COOK, BILL	THE ADVENTURE PROCESSOR	AUG 1986	26
COOK, BILL	CORRECTION	NOV 1986	78
COONEY, MIKE	HOME COURT ADVANTAGE	SEP 1987	42
COOPER, RICK	TEST YOUR CHESS IQ	OCT 1990	92
COTY, CURT	LET THE LASER BATTLE BEGIN	JAN 1987	36
COTY, CURT	CORRECTION	MAY 1987	128
COTY, CURT	SHOPPING SPREE	JUL 1989	34
CRAIG, JEFF	THE CROWN OF MERRO	FEB 1984	27
CRAWFORD, GAY	TANGLED TILES	FEB 1989	28
CUADRA, HECTOR	WHAT GOES UP...	JAN 1990	112
CUMMINGS, GIL	ATTACK OF THE KEY BOMBERS	AUG 1984	148
CURTIS, H. ALLEN	A CHALLENGING WORD GAME	JUN 1984	138
DASH, RAJU	THE EVIL TYRANT STAR LORD	AUG 1986	58
DATER, ANDREW	THE HIT LIST	AUG 1988	87
DAWSON, DAVID	SIR EGGBERT TO THE RESCUE	AUG 1985	129
DELBOURGO, BOB	NUMBER SCABBLE	JAN 1991	61
DELBOURGO, ROBERT	CHALLENGE FOR PSYCHICS AND SLEUTHS	AUG 1983	20
DELBOURGO, T AND R	CONSEQUENCES FROM DOWNUNDER	MAR 1983	110
DEMARCO, BRIAN	COCO CALIBER	APR 1988	74
DEMARCO, BRIAN	PICKING UP THE PIECES	JUN 1988	82
DICK, BRIEN	WHICH NYM IS WITCH?	AUG 1986	40
DICK, BRIEN	CORRECTION	OCT 1986	92
DILLON, JOHN	ADVENTURE GAME MAPPING TECHNIQUES	AUG 1988	114
DIMITRI, AMIR	TELL YOUR FORTUNE WITH TAROT	OCT 1984	74
DINGLE, BRENT	COCO PONG	JAN 1989	63
DONALD, STEVE	BATTLE BACK WITH MUNCHKIN BLASTER	AUG 1987	44
DONZE, JEFF	LUNAR LANDER	MAY 1989	28
DRENNAN, ALLEN	A VISIT TO THE PAST	JAN 1987	28
DRENNAN, ALLEN	BOMBS AWAY!	OCT 1986	18

DROUILLARD, DAN	CRAPS	APR 1984	67
DUERIG, J. & A.	GOBLINS'LL GETCHA IF YOU DON'T WATCH OUT	OCT 1986	26
DUGGINS, LARRY	TEED OFF	MAR 1989	58
DUNN, CHRISTOPHER	IT'S A TOAD'S LIFE	FEB 1989	43
EBBERT, JIM	PROTECT STARBASE ALPHA	NOV 1982	101
ELMS, STEPHEN	IT'S A BUG-EAT-BUG LIFE	FEB 1989	43
ENGLISH, WILLIAM	LEARN COCO LEARN	AUG 1987	50
FARRIS, CHARLES	MISSION: HOLD THE BRIDGE	DEC 1986	29
FIREDRAKE-ALBRECHT	EVERY CHARACTER CAN DO SOME THINGS WELL	MAY 1985	150
FIREDRAKE-ALBRECHT	FANTASY FARE	JUL 1985	137
FIREDRAKE-ALBRECHT	IMAGINATION AND CREATIVITY IN ROLE PLAYIN	FEB 1985	85
FIREDRAKE-ALBRECHT	ISSUING ORDERS FOR FANTASY ADVENTURERS	APR 1985	131
FIREDRAKE-ALBRECHT	LAST GAMEMASTER'S APPRENTICE COLUMN	AUG 1985	154
FIREDRAKE-ALBRECHT	ROLE PLAYING GAMES: EFFECTIVE LEARNING	JUN 1985	148
FIREDRAKE-ALBRECHT	TRY FANTASY ROLE PLAYING GAMES	APR 1983	226
FIREDRAKE-CANFIL	DESIGNING YOUR OWN ADVENTURE	JAN 1985	128
FIREDRAKE-CANFIL	PLAYING THE GAME OF HEROIC FANTASY	NOV 1984	120
FIREDRAKE-CANFIL	ROLE PLAYING NOT COMPUTER GAMES	SEP 1984	20
FIREDRAKE-CANFIL	SETTING THE SCENE	AUG 1984	232
FLAISHAKER, PAUL	THEATER MANAGEMENT	AUG 1987	88
FORSHA, JERRY	WE WANT OUR Q-NERD	MAY 1984	175
FRANKLIN, SHANE	THE ROAD RACE	NOV 1984	36
FRANKLIN, WILLIAM	SOPWITH WITH COCO	AUG 1984	74
FRANKLIN, WILLIAM	CORRECTION	NOV 1984	244
FRANKS, BILL	A QUANDARY OF PUZZLES	JAN 1986	25
FRANKS, BILL	THE CAVERNS OF DEATH	JUL 1984	132
FRANSEN, AARON	QUEST FOR THE FALCON'S LAIR"	AUG 1985	26
FRAYSSE, JOHN	HOMING IN ON A GUIDED MISSILE SYSTEM	MAR 1983	154
FRAYSSE, JOHN	LET'S GO SAILING	OCT 1982	76
FRAYSSE, JOHN	MARATHON MADNESS	OCT 1983	18
FRAYSSE, JOHN	RAINBOW ROACH	JUN 1983	38
FRENCH, PAUL	USETOWN ANNEX	JAN 1988	58
FREKING, ANTHONY	THE COMMANDOS WANT YOU!	FEB 1986	180
FURMAN, BARRY	ACEY DEUCEY DEALER	JAN 1984	26
FURMAN, BARRY	THE HOME SLOT MACHINE	APR 1984	131
GAGE, LARRY	THE MAD ADDER	SEP 1984	147
GALIBOIS, MICHEL	PARAMISSION: FAST AND DANGEROUS	MAY 1987	114
GEORGE, THOMAS	THE THOLEAN WEB	JUL 1989	42
GERMAN, J.D.	UP ON THE ROOFTOP	DEC 1986	124
GLEASON, CHRIS	HIT ME IF YOU CAN	JAN 1988	76
GOLDBERG, MORTON	MARQUEE DE FIN	FEB 1983	204
GOLDWYN, IRA	PERPLEXING PICTURE PUZZLES	SEP 1986	108
GOODSON, JOEY	MANEUVERING WITH JETPACK CHALLENGE	JUL 1985	106
GRAY, TOM	COMPUTER CUPID	FEB 1985	76
GREEN, ROBERT	TEST YOUR 'EYE-Q'	MAY 1985	164
GRIFFIN, JIM	SPACE SHUTTER	OCT 1983	68
HADLEY, JOE	BINGO! INSTANT FUN	APR 1984	89
HALBROOK, TRAVIS	MAY THE FORCE BE WITH YOU?	JUL 1988	85
HALFMAN, SCOTT	WHO WILL SURVIVE	JUN 1986	26
HALL, KENNETH	PLACE YOUR BET!	APR 1984	195
HALL, MIKE	RACING THE CLOCK WITH TRAILIN TRAIL	AUG 1983	35
HALLEN, TONY	IT'S A MYSTERY	SEP 1984	90
HAMELUCK,JEFF	SEA WAR	AUG 1988	20
HAMILTON, DANIEL	SPACE RACE	FEB 1985	66
HARRIS, DALE	KARATE GAME	SEP 1990	18
HARRIS, W. & N.	PLAY KING FOR A DAY	MAY 1991	16
HASENSTAUB, THEO	GET CRACKING	AUG 1983	290
HAUPT, NEIL	HELP FOR ADVENTURERS	AUG 1987	90
HEGBERG, JOEL M.	SCRABBLE PLAY-ALIKE	DEC 1990	46
HEGBERG, JOEL	A MAZING ADVENTURE	DEC 1989	46
HINE, AL	RACE THE TRACK	SEP 1982	60
HOGGINS, JAY	VICIOUS VIC	JUL 1986	74

HAIN, DENNIS	MONEY STRATEGY GAME	JUN 1991	65
HOLSTEN, PHIL	HELICOPTER HERO	MAR 1988	42
HOOPER, DAVID	HERE COME THE VIPERS	DEC 1981	5
HRYZAK, WOLFGANG	INTERNATIONAL PING-PONG	SEP 1982	41
HUANG, DAVID	CALLING TO MIND	AUG 1986	81
HUSAK, CHARLES	QUEST OF THE DRAGON'S GOLD	AUG 1984	25
HUSAK, CHARLES	CORRECTION	NOV 1984	244
HUSAK, CHARLES	THE LITTLE RUNNER	MAR 1984	170
HUTCHINSON, DAVID	HAND-ME-DOWNS	FEB 1987	120
JAMES, JOHN	FIVE IN A ROW	MAR 1988	76
JAWORSKI, JOHN	DUNGEON MASTER'S CHARACTER SHEET	MAR 1984	190
JENSEN, PAUL	THE EVICTOR	JUL 1986	62
JOHNSON, CLYDE	LUNAR RESCUE	AUG 1987	116
JOHNSON, NEIL	SCRAMBLED SCREEN OF LETTERS	AUG 1987	90
JOLLEY, DAVID	START YOUR ENGINES	AUG 1987	86
JONES, TIM	BASKETBALL GAME CALLED HORSE	NOV 1985	129
JONES, TIM	CORRECTION	JAN 1986	231
JONES, TIM	THE EYE OF THE TIGER	AUG 1986	122
JONES, TIMMY	10 METER PLATFORM DIVING	SEP 1985	163
JONES, TUDOR	SOLITAIRE UPGRADE-AUTOMATIC FINISH	JAN 1988	171
JONES, TUDOR	CORRECTION	MAY 1988	154
JONES, TUDOR	THE SOLITRY ENDEAVOR	DEC 1986	76
JONES, TUDOR	CORRECTION	MAR 1987	182
JUDD, DARYL	GRANNY'S PEG GAME CHALLENGE	JUN 1985	99
KAPFFHAMMER-HELM	OUT TWENTY CARAT GOLD WINNERS	APR 1986	20
KASTE, MARTIN	HI-RES LOWERCASE PUNCTUATION	JAN 1985	140
KELLEY, ROBERT	TOWERS OF HANOI	NOV 1982	42
KENNY, KEIRAN	ALPHABET ROULETTE	NOV 1987	97
KENNY, KEIRAN	GUESS WHO	JUL 1988	83
KENNY, KEIRAN	LEFT BEATS RIGHT	JUN 1989	89
KENNY, KEIRAN	MASTERING THE GATES	AUG 1986	79
KENNY, KEIRAN	WHAT'S MISSING	AUG 1988	79
KERCKHOFF, PETER	SNEAKY SNAKE	AUG 1987	26
KEYES, CHRIS	AIR RESCUE	JUN 1987	26
KEYES, MICHAEL	CHEAT AT ADVENTURE	FEB 1983	99
KILBY, MIKE	FIRESTORM	JAN 1986	122
KINCADE, STEVE	TRY YOUR HAND AT BLACKJACK	APR 1984	97
KLEIN, JOEL	IT'S YOUR MOVE	AUG 1988	28
KNOLHOFF, MIKE	HAIL TO THE CHIEF	OCT 1984	146
KNOLHOFF, MIKE	THE COCO OPEN	FEB 1984	68
KOCH, DAREN	BEE ZAPPER	SEP 1987	50
KOHN, JOSEPH	COLOR BLACKJACK	OCT 1983	134
KOHN, JOSEPH	COLOR POKER	APR 1983	162
KOLAR, JOSEPH	'WHAT HAPPENS IF'	JUN 1983	255
KOLAR, JOSEPH	GOOLIAN OLYMPICS OF TRIG FUNCTIONS	JUL 1985	148
KROM, MATT	VISIONS OF PRO-AM: GOLF GAME	MAY 1986	50
KROMEKE, MICHAEL	A MODEL OF A CAR ENGINE	SEP 1986	49
KROMEKE, MICHAEL	TRICKS OF THE TRADE	MAR 1987	76
L'HOMMEDIEU, DOUGL	HANG 'EM UP	FEB 1983	40
LAAKE, JOSEF	THE LASERWORM AND THE FIREFLY	NOV 1983	220
LAI, STEPHEN	BOGGLE CLONE DEMANDS CONCENTRATION	SEP 1983	60
LAI, STEPHEN	PUZZLE STICKS AND PICTURE MAKER	JAN 1984	184
LAMONICA, J. & M.	CLUE ME IN	SEP 1988	65
LAMONICA, M. & J.	DOING THE TRIVIA RAG	SEP 1987	152
LEAR, DALE	HOTEL COCO	FEB 1987	27
LIDDIL, BOB	ADVENTURING WITH STYLE	FEB 1984	205
LIDDIL, BOB	FOUR BOOKS FROM DRAGONLAND	MAR 1984	143
LIDDIL, BOB	KEYS TO CREATING WINNING ADVENTURES	FEB 1984	52
LOWRY, JAMES	MINDING YOUR X'S AND Y'S	AUG 1988	77
MARSH, ALBERT	ROOTIN' TOOTIN' SHARPSHOOTIN' COCO	AUG 1987	105
MARTINEZ, LOUIS	BACK TO SQUARE ONE	JAN 1988	74
MASSIE, WARREN	COCO SAYS	FEB 1989	89

MATICE, NORMAN	GONE FISHING	JAN 1984	158
MCKERNAN, CHRIS	ESCAPE FROM TUT'S TOMB	JUL 1988	58
MCKERNAN, CHRIS	ESCAPE FROM TUT'S TOMB 2 & 3	AUG 1988	58
MCKERNAN, CHRIS	CORRECTION	OCT 1988	84
MEADOR, GENE	YOU GOTTA PAY THE RENT!	JUL 1984	26
MEADOR, GENE	CORRECTION	OCT 1984	237
MESSER, SHANE	COCO JUMBLE	JUN 1990	50
MEYERS, PETER	MENACE OF THE SANDWORM	AUG 1986	18
MILLER-CUSHING	GUILD OF THE KINGMAKER	APR 1988	86
MIR, JORGE	A SIMPLE RAINBOW ADVENTURE	JUL 1982	9
MIR, JORGE	ADVMAKER MAKES ADVENTURES	AUG 1982	47
MITCHELL, STEVEN	RESCURE ON ALPHA II	DEC 1984	66
MITCHELL, STEVEN	CORRECTION	APR 1985	226
MONTES, MARTIN	'PAC-ED' GAME	JAN 1984	70
MONTES, MARTIN	SUPPLY WATER TO THIRSTY URBANITES	JUN 1983	258
MOON, J.4.	THE BLUE BLOCK BLUES	NOV 1987	97
MOORE, CLAYTON	ASTEROID DODGE	JUN 1989	90
MOORE, MIKE	THE CHRISTMAS TREE PUZZLE	DEC 1988	20
MORRISON, JOHN	MAKING MAGIC	AUG 1987	88
MOSLEY, JOHN	VEGAS AT YOUR FINGERTIPS	JUN 1990	12
NALOS, PAUL	ELEVATORS	JUN 1989	90
NANNEN, JASON	A MOST DANGEROUS MISSION	FEB 1984	64
NATION, BRAD	WHICH WAY DID THAT MANGY MONGREL GO?	AUG 1985	228
NELSON, MARK	SUPER ROOTER	MAY 1986	26
NELSON, MARK	THE HEAD OF THE BEAST	DEC 1984	64
NEVIN, BOB	LOTSA LUCK!	JUN 1988	81
NICKOLS, KEVIN	THE VOTE IS IN	DEC 1984	64
NOBLE, JAMS	BATTLIN BLUE BERT	APR 1987	105
NOLAN, BILL	A COMPLETE CHARACTER GENERATOR	FEB 1984	178
NOLAN, BILL	AND NOW, IGOR, THE ENVELOPE, PLEASE	MAR 1984	125
NOLAN, BILL	BENEFITS OF ROLE PLAYING ARE NO FANTASY	JAN 1984	34
NOLAN, BILL	BETTER MONSTER MANAGEMENT	APR 1983	170
NOLAN, BILL	COMPUTER SUPPORTED COMBAT	NOV 1983	168
NOLAN, BILL	CONTINUING YOUR CHARACTER RECORD FILE	FEB 1983	179
NOLAN, BILL	CREATE CHARACTER FILE PROGRAM	JAN 1983	15
NOLAN, BILL	CREATE CHARACTER FILES	MAR 1983	202
NOLAN, BILL	DATA BASE MANAGER FOR DRAGONS	MAY 1984	142
NOLAN, BILL	DEMONS IN THE DUNGEON?	SEP 1982	22
NOLAN, BILL	DETAILS OF A MAGIC SYSTEM	DEC 1983	228
NOLAN, BILL	DEVELOPMENT OF A NEW FANTASY GAME	OCT 1983	152
NOLAN, BILL	DRAGONS ARE NICE FOLKS TOO	AUG 1982	62
NOLAN, BILL	EMERGING COMBAT SYSTEM	SEP 1983	192
NOLAN, BILL	FANTASY GAMES	JUL 1982	27
NOLAN, BILL	MAKE MONSTERS FROM SILICON	OCT 1982	106
NOLAN, BILL	NOW A WHOLE BAG OF DICE	JUN 1982	38
NOLAN, BILL	PAINT A DRAGON	DEC 1982	50
NOLAN, BILL	PROGRAMMING THE COMBAT SYSTEM	AUG 1983	170
NOLAN, BILL	READY FOR COMBAT?	JUL 1983	178
NOLAN, BILL	SLAY YOUR TURKEY	NOV 1982	67
NOLAN, BILL	SOME NEW FRP ROUTINES	MAY 1982	23
NOLAN, BILL	USING DATA LINES TO CACHE YOUR CREATURES	JUN 1983	124
O'BRIEN, DAN	TOWERS OF HANOI	FEB 1989	90
O'DONNELL, TIMOTHY	SEARCH FOR WORDS	DEC 1982	130
OSBORNE, GARY	HIT THE SLOPES!	JAN 1989	63
OSTRER, KEN	TREASURES OF THE ENRAKIAN EMPIRE	AUG 1983	122
OSTROM, STEVE	A NEWFANGLED MAZE	FEB 1990	50
OWENS, TONY	BLOCKOUT WIPEOUT	MAY 1988	94
PARAVATI, JOSEPH	GEOGRAPHICS	SEP 1984	177
PARSON, LOUIS	THE KINGDOM OF LE LUTIN	JUL 1987	58
PARSON, LOUIS	CORRECTION	OCT 1987	50
PETERSEN, JENS	CHOPPER ASSAULT	JUN 1985	28
PETIT, L. & C.	PATTERN DISCRIMINATION GAME	APR 1987	99

PFEIFER, CHRIS	SURFACE	APR 1985	42
PHILLIPS, DANIEL	DOTS:CHANGE OF PACE FROM OUTER SPACE	JUL 1983	83
PHILLIPS, GEORGE	TANK COMMAND	JUN 1988	60
PITEL, RICK	TRIVIA TIC-TAC-TOE	DEC 1985	69
POLLOCK, WARD	HIGH ADVENTURE OF PARA-JUMPER	DEC 1983	176
POPOVICH, MICHAEL	THE FUN CONNECTION	JUN 1984	156
POPOVICH, MICHAEL	THE MEMORY GAME	JAN 1984	116
POPPE, T.ROBERT	STUNT PILOT	MAR 1984	67
PORTELA, HENRY	HOW IS HOW	NOV 1983	204
POWERS, COURTNEY	INSTANT GRAPHICS AND HOGS IN SPACE	FEB 1987	106
POWERS, COURTNEY	CORRECTION	MAY 1987	128
PREBLE, LAWRENCE	STAY ALIVE AT OUTPOST FIVE	FEB 1983	34
PRESLEY, CHAD	WINGING IT	AUG 1988	78
PRICE, ROLLA	ACROSTICS GO HIGH TECH WITH WORD+	MAY 1986	38
PUCELLA, RIC	HOT STUFF	MAY 1989	76
QUELLHORST, GEORGE	PEG ME!	DEC 1989	26
QUELLHORST, GEORGE	SOLITAIRE, THE NEXT GENERATION	DEC 1988	36
RAINBOW	ADVENTURE REPORT"	DEC 1982	61
RAINBOW	ARE YOU PSYCHOTIC..PSYCHIC	SEP 1981	9
RAINBOW	AYE, AYE, AYE -- MY SKY EYE	MAR 1982	4
RAINBOW	BATTLE THE ALPINE ALIENS	AUG 1982	34
RAINBOW	DO BATTLE NEAR LASER STAR	SEP 1981	1
RAINBOW	FOR ITS - GIN, GIN, GIN	OCT 1981	9
RAINBOW	GET THAT GOBBLER	JAN 1982	10
RAINBOW	HELICOPTER BATTLEGROUND FOR YOU	OCT 1981	8
RAINBOW	JULIE'S SONG	APR 1982	36
RAINBOW	MAKE YOUR KIDS LIKE THE QUIZ KIDS	SEP 1981	14
RAINBOW	NO ESCAPE FROM THIS SPACE DEBRIS	JUL 1982	42
RAINBOW	WATCH OUT FOR THE WILD, WILD WEB	APR 1982	37
RAINBOW	ZELDA AND HER DAYS	DEC 1981	2
RAMELLA, RICHARD	BUBBLE WARS	FEB 1986	58
RAMELLA, RICHARD	NIGHT OF HORRORS IN LURKLEY MANOR	MAR 1985	42
RAMELLA, RICHARD	NO NINES ALLOWED	OCT 1985	36
RAMELLA, RICHARD	NUMBER BUMPER	OCT 1985	180
RAMELLA, RICHARD	NUMBER JACKS	MAY 1985	25
RAMELLA, RICHARD	THE \$100 CHALLENGE	JUL 1985	180
REED, JIM	HAVING AN ADVENTURE WITH ADVENTURE	JAN 1983	20
REED, JIM	ONCE AGAIN WITH ADVENTURE	FEB 1983	200
REID, CHRIS	COCO CRYPTO-A THREE STAR PUZZLER	JUN 1983	132
REMINI, SUSAN	MISSILE BARRAGE	AUG 1983	218
REPASY, MICHAEL	RUN FOR YOUR LIFE	APR 1985	18
RICE, ROBERT	SKIRMISHES WITH VIDEO VIPERS	JAN 1986	99
RICHARDSON, MEL	NAME THAT SONG	JUN 1985	163
RICKETTS, GREGORY	DUNGEON ADVENTURE	JAN 1983	50
RIDINGS, DAVID	TIC-TAC-TOE	APR 1991	50
RILEY, RUSSELL	BOGGLING YOUR MIND	FEB 1989	91
RILEY, THOMAS	MAZE OF MOYCULLEN	APR 1986	58
RITCHIE, GARY	NO TREADS ON ME, PLEASE!	JAN 1984	173
RITTENHOUSE, JAMES	WET 'N WILD	JAN 1987	27
ROBBINS, JOEL	TALK ABOUT YOUR CHOPPED DOWN FORD	AUG 1983	50
ROGERS, ROBERT	JOURNEY THROUGH THE JUNGLE	AUG 1984	18
RONALD, BRUCE	ONE OF OUR POOL BALLS MUST BE CRAZY!	JUL 1988	28
RONALD, BRUCE	THE CRAZY POOL BALL EXPLAINED	AUG 1988	18
RUANGCHOTVIT, C.	CASTLE OF DEATH	FEB 1988	65
RUBY, PAUL	AND FOR MY NEXT TRICK	DEC 1988	92
RUBY, PAUL	SUCCESS MANSION	JAN 1987	108
RUBY, PAUL	CORRECTION	APR 1987	128
RUTTER, RICHARD	COMPUTER TRAPSHOOTING	NOV 1985	18
SABBATINI, MARK	ALPINE SLOPES	DEC 1985	204
SAPORTA, ALAN	BROTAN THE BLUE	AUG 1985	18
SAPORTA, ALAN	CORRECTION	OCT 1985	228
SCERBO, ETAL	SWAMP WARS	JUN 1982	49

SCERBO, FRED	A 3-D TYPE GAME TO TRY	NOV 1982	8
SCERBO, FRED	ADVANCED STAR-TRENCH WARFARE	JUL 1986	98
SCERBO, FRED	ADVANCED STAR-TRENCH WARFARE	NOV 1982	8
SCERBO, FRED	CORRECTION	AUG 1986	98
SCERBO, FRED	CORRECTION	OCT 1986	92
SCERBO, FRED	CHALLENGE OF THE DEMON'S DEFIANCE	MAR 1985	77
SCERBO, FRED	CREATING DESIGNER ARCADE GAMES	DEC 1986	163
SCERBO, FRED	GALLOPING GAMBLERS	DEC 1985	86
SCERBO, FRED	METEOR STORM 3	OCT 1989	48
SCERBO, FRED	ML TRICKS FROM A BASIC GAME	NOV 1989	54
SCERBO, FRED	RETURN OF THE HANGMENOIDS	MAY 1985	131
SCERBO, FRED	ROBOFLIP: ANATOMY OF A GAME	MAR 1987	168
SCERBO, FRED	SNAIL INVADERS	FEB 1982	17
SCERBO, FRED	SNAIL'S REVENGE	JUL 1983	138
SCERBO, FRED	TWO FOR THE PRICE OF ONE	OCT 1988	90
SCHECHTER, GERRY	ROULETTE	APR 1984	25
SCHIMDT, JIM	MEMORY:BRAIN STAIN WITH SCHMALTZ	JUL 1983	202
SCHNEIDER, HAROLD	SPINNING FORTUNE'S WHEEL	APR 1984	138
SCHULER, KEITH	CASTLE ZHAGWHAR	JUN 1989	41
SHELF, CARL	SUB AT 30 FATHOMS	MAR 1983	144
SHORTER, TED	ICE LANDER CAN BE A SLICK RUN	JUN 1982	25
SIROLLY, MICHAEL	STRATA	MAY 1988	20
SMITH, RANDALL	WHATZIT? ITS A SCRAMBLED WORD GAME	JUL 1983	124
SNYDER, S. & B.	A HANUKKAH GIFT FOR YOU	DEC 1983	212
SPRINGER, CHARLES	RAINBOW'S 2ND ANNUAL SIMULATION CONTEST	JUL 1984	156
SPRINGER, CHARLES	THE DECISION HAS BEEN MADE	APR 1985	36
SPRINGER, CHARLES	THIRD ADVENTURE CONTEST	MAR 1985	33
ST. JACQUES, RENE	CARDIO	APR 1985	58
STAKELIN, JAMES	KNIGHT'S GAME	JUL 1990	90
STEIDL, JEFF	ACTION-STRATEGY GAME	JUL 1990	28
STEWART, DAVID	CAN YOU DEACTIVATE THE BOMB?	MAR 1983	136
STEWART, SHAWN	HAVE A HAND AT HANGMAN	AUG 1987	89
SUTPHIN, RICKY	A FRIGHTFULLY GOOD TIME!	OCT 1987	20
SWARD, STEVE	GOPHER IT	JAN 1986	18
SWARD, STEVEN	SUB SEARCH	MAR 1988	122
SWEAT, DAVID	GET INTO THE HOBBIT OF PLAYING	JAN 1983	122
TANZER, MILT	WHO WAS COLONEL POTTER'S HORSE?	AUG 1984	67
TAPANILA, GLEN	LET'S GET TRIVIAL	DEC 1983	89
TAULLI, T.C.	BATTER UP	JUL 1987	105
TAYLOR, D.	JUNK FOOD	NOV 1984	90
TEAGUE, DENNIS	WORD-HUNT CROSSWORD PUZZLE	DEC 1985	110
THORSVIK, DOUG	CASE OF THE OVERBLOWN HEIST	MAY 1984	195
TILENIUS, ERIC	ADVENTURE WRITER'S TOOLKIT	APR 1985	105
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AT	OS-9 UTILITIES; ALSO ATRUN	JUN 1987	162
ATTORNEY	POWER OF ATTORNEY	MAR 1983	56
AUDIOSPL	SPELLING DRILL AND PRACTICE	SEP 1984	165
AUTO3	LOAD AND RUN AT A SPECIFIED TIME	JUN 1988	32
AUTODIAL	AUTODIAL REACHES ACROSS THE MILES	NOV 1987	144
AUTODNSR	DESIGN YOUR OWN CAR	AUG 1983	52
AUTOEXEC	AUTO-EXECUTING ML PROGRAMS	FEB 1988	154
AUTOMILE	CHECK MILEAGE	NOV 1989	40

AUTORPT	MAKE KEYS AUTO-REPEAT	SEP	1982	48
AUXART8	RANDOM GRAPHICS	JAN	1984	66
AVERAGES	TEACHER'S STATISTICS	MAR	1984	122
AWARDS	HAM RADIO UTILITY	DEC	1985	181
AXEL F	MUSIC	JUN	1987	58
BACKSTAB	BREAKOUT PLAY-ALIKE	JAN	1987	28
BACKUP	DISK BACKUP UTILITY	DEC	1983	29
BADWOLF	GAME FOR LEARNING ABC'S	SEP	1988	34
BALANCE	EDUCATIONAL GAME FOR CHILDREN	JUL	1987	50
BALL	GRAPHICS DEMO	OCT	1985	21
BALL1	GET-PUT GRAPHICS; ALSO BALL2-9	JUL	1989	130
BALL3	LOGIC PROBLEM TESTER; ALSO BALL2	JUL	1988	28
BALLDEMO	ANIMATION GRAPHICS	MAY	1987	88
BALLDEMO	GRAPHICS DEMO	JAN	1989	59
BANDY1	WORD GAME	JUN	1984	142
BANDY2	WORD GAME	JUN	1984	144
BANKACCT	DEMO BANK ACCOUNT FOR CHILDREN	AUG	1985	148
BANKER	BANK BY PHONE	MAY	1984	121
BANNER	COLOR GRAPHICS BANNER	MAY	1984	42
BANNER	GIANT GRAPHICS BANNER	FEB	1983	110
BANNER	PRINTER BANNER MAKER	MAY	1986	150
BARGRAPH	DRAW BAR GRAPHS	JUN	1983	29
BARREL	PUZZLE	MAR	1987	52
BASEBALL	BASEBALL CARD FILE	MAY	1986	68
BASEBALL	DATABASE SAMPLE FOR EDUCATION	MAY	1984	192
BASEBALL	GRAPHICS DEMO	JUN	1984	94
BASEBALL	PRINT BASEBALL SCORESHEET	APR	1987	70
BASEBL2	BASEBALL TEAM LOGOS	SEP	1985	106
BASIC+	MORE BASIC COMMANDS; ALSO BSORT	SEP	1989	38
BASIC64K	64K UTILITY	JAN	1983	166
BASICODE	UTILITY TO GIVE 40K	JAN	1984	78
BASICPAL	PALETTE TUTORIAL	FEB	1987	200
BASKET	BASKETBALL MATH DRILL	FEB	1990	94
BASKET	LO-RES BASKETBALL GAME	FEB	1984	160
BASKETBL	CANADIAN PROVINCES-CAPITALS	MAR	1990	112
BASLINE	ML DRAW THE LINE; ALSO BINLINE	DEC	1988	104
BASLOAD	BASIC LOADER	AUG	1984	187
BASPRINT	PRINTER DRIVERS; ALSO LISTING2; MLPRINT	SEP	1986	193
BASSMATE	SELECT YOUR FISHINGLURE	APR	1986	132
BASTRAIN	DRAW DEMO	SEP	1985	141
BASTRAN1	PROGRAMMING HINTS	NOV	1985	76
BASTRAN2	PROGRAMMING HINTS	NOV	1985	76
BASTRAN3	PROGRAMMING HINTS	NOV	1985	76
BATS	GRAPHICS DEMO	MAR	1986	48
BATSBUGS	ADVENTURE GAM	JUL	1984	134
BAZAAR	GRAPHICS DEMO	FEB	1985	246
BBS-BORD.SYS	BBS	NOV	1987	152
BEAM3D	ANIMATE 3 DIMENSIONAL PICTURES	MAY	1989	75
BEAST	ADVENTURE GAME	DEC	1984	93
BEEPEROO	SIMPLE ADDITION GAME	JUL	1982	18
BEEZAP	BEE ZAPPER	SEP	1987	50
BESTLIST	LLISTING FORMATTER	MAY	1988	104
BETWEEN	LEARNING LETTER SEQUENCES	JUN	1990	22
BFORK	THE PROBLEM WITH BASIC09	AUG	1987	163
BFORK.DUMP	THE PROBLEM WITH BASIC09	AUG	1987	163
BGG	LO-RES GRAPHICS DEMO	OCT	1984	93
BIBFILE	BIBLIOGRAPY PROGRAM	SEP	1983	254
BIGBIRD	COUNT YOUR EGGS BEFORE THEY DROP	APR	1989	64
BIGDIPPR	GRAPHICS DEMO	JAN	1987	30
BIGDUMP	PAGE DUMP FOR THE DMP-105	MAY	1988	92
BIGPRINT	LARGE LETTERS TO PRINTER	DEC	1983	21
BILLBARS	HOME FINANCE	APR	1982	19

BILLGEN	PRINT INVOICES FOR PARTS AND LABOR	MAR 1988	20
BINARY	BINARY DICE CONVERSIONS	DEC 1986	88
BINARY	OS-9 UTILITIES; ALSO SPLIT; COL ETC	MAR 1987	196
BINGO	AUTOMATIC BINGO CALLER	AUG 1986	80
BINGO	BINGO AID-MAKE CARDS	APR 1984	92
BINGO	PRINT BINGO CARDS	NOV 1989	42
BINGOTLK	BINGO	AUG 1988	38
BINLINE	GRAPHICS; ALSO BINROTAT; BASROTAT	JUL 1989	80
BINTREE	BINARY SORT(PASCAL)	FEB 1985	281
BIOCHART	ENTERTAINMENT	MAY 1987	20
BIRD	ELEMENTARY EDUCATION PROGRAM	AUG 1983	154
BIRD	GAME	APR 1990	50
BIRDS	GRAPHICS DME0	MAR 1986	42
BIRDSEED	GRAPHICS DEMO	APR 1989	83
BIRTHDAY	BIRTHDAY CAKE GRAPHICS	JUL 1985	100
BIRTHDAY	CALCULATE AGE IN SECONDS	JAN 1988	80
BLACKBOX	GAME	AUG 1989	26
BLACKJAK	GAMBLING GAME	APR 1984	97
BLAKJACK	GAME	AUG 1987	84
BLASTER	DISK UTILITY	NOV 1989	26
BLASTER	GAME	AUG 1987	44
BLINK	BIG BROTHER'S WATCHING	MAR 1989	78
BLITZ1	DEFEND TERRAIN AGAINST ENEMY AIR FORCE	JUN 1988	60
BLITZ2	DEFEND TERRAIN AGAINST ENEMY AIR FORCE	JUN 1988	60
BLITZ3	DEFEND TERRAIN AGAINST ENEMY AIR FORCE	JUN 1988	60
BLKBOARD	DIFFERENT SIZE LETTER GENERATOR	SEP 1983	92
BLKJACK	GAME	OCT 1983	135
BLOCKOUT	GAME	MAY 1988	94
BLOCKS3	GRAPHICS PROGRAM; ALSO BLOCKS2	JAN 1989	28
BLOOD	GRAPHIC SIMULATION	MAY 1987	38
BLOOD	REVISING THE RESEVOIR	APR 1988	146
BLOWUP	Pmode4 DEMO	OCT 1984	58
BLUEBERT	GAME	APR 1987	105
BLUEVOID	GAME AND PUZZLE	FEB 1989	28
BOB	LOGO FOR MATH CLUB	SEP 1983	54
BOGSEL	GAME	SEP 1983	61
BOLTYPE	PRINTER UTILITY	MAY 1984	69
BOMBAWAY	GAME	OCT 1986	18
BONUS	GRAPICS DEMO	FEB 1985	240
BOOKLET	PRINT A 6 PAGE PAMPHLET	JAN 1989	22
BOOKMARK	LIBRARY INDEX	SEP 1985	228
BOOKWORM	DEVELOP PROBLEM-SOLVING SKILLS	SEP 1989	32
BOOLEAN	BINARY MATH PRACTICE	MAY 1988	100
BOOT	BOOT FOR COCO ZONE ADVENTURE	APR 1986	30
BOOT.BAS	BBS	NOV 1987	152
BOOTFLIP	UTILITY; ALSO FLIPPOKE; FLIP-L2R	JUL 1986	115
BORDER	GRAPHICS BORDER	APR 1983	104
BOUNCE	GRAPHICS DEMO	OCT 1984	19
BOUNCY	EDIT TUTORIAL	APR 1985	247
BOWLING	GAME	JUL 1989	103
BOXCAR1	BASIC TRAINING	JUN 1989	80
BOXING	GAME	AUG 1986	124
BOXMENU	MENU UTILITY	JAN 1990	32
BRAINGME	COLLECTION OF 5 GAMES	DEC 1985	191
BRAINSTM	MAKE COMPOSITION WRITING SIMPLE	DEC 1988	150
BREAKDIS	PROGRAM PROTECTION UTILITY	AUG 1986	82
BRICKS	LO-RES GAME	AUG 1986	83
BROTAN	GAME	AUG 1985	20
BRTHDAY1	SOUND COMMAND DEMO	JUN 1985	42
BRTHDAY2	SOUND COMMAND DEMO	JUN 1985	42
BRTHDAY3	SOUND COMMAND DEMO	JUN 1985	42
BRU	BACKUP DISK DIRECTORY	APR 1988	72

BSKBINIT	BASKETBALL STATISTICS	FEB 1984	141
BSOCG	KEYBOARD ENHANCER	FEB 1985	105
BSR ML	PROGRAM FOR PLUG-N-POWER CONTROLLER	AUG 1983	93
BUBBLWAR	GAME	FEB 1986	60
BUCKLEUP	TRIGONOMETRY GAME	JUL 1985	151
BUDDY	PROGRAM EDITOR FOR COCO3	JUL 1988	34
BUDGET	HELP AT TAX TIME	APR 1988	112
BUDGET	MONTHLY BUDGET	MAR 1987	172
BUGGIE	CHILD'S PLAY	AUG 1988	44
BW2	MUSIC SYNTHESIZER; ALSO BW2C3FIX	JUN 1987	58
BYTE 1	ASSEMBLY LANGUAGE DEMO	JUN 1985	138
BYTE 2	ASSEMBLY LANGUAGE DEMO	JUN 1985	138
BYTECODR	TO INPUT ML CODE INTO MEMORY	MAY 1985	77
BYTECODR	TUTORIAL ON ROM ROUTINES	OCT 1985	31
BYTESCRN	ASSEMBLY DEMO	JUL 1985	88
BYTESCRN	LOAD 51-COLUMN UTILITY	MAY 1985	73
BYTMASTR	VIDEO SCREEN UTILITY	SEP 1984	124
CAD	ANIMATED HIGH RES STORY	JAN 1984	85
CADET TR	GAME	MAR 1983	154
CADMOD	COMPUTER AIDED DESIGN	JUL 1989	101
CADPRINT	COMPUTER AIDED DESIGN	OCT 1985	148
CADPRINT	UPDATE FROM OCT 1985	FEB 1986	103
CALC	CALCULATOR (PASCAL)	JAN 1985	264
CALC	POP-UP CALCULATOR	FEB 1988	79
CALCLATR	MAKE CALCULATIONS EASIER FOR DISABLED	FEB 1989	50
CALCLOCK	PART OF LCLALARM	JAN 1986	74
CALCULAT	COCO CALCULATOR	APR 1990	21
CALENDAR	CREATE A CALENDAR	SEP 1984	99
CALENDAR	DISPLAY CALENDARS	JAN 1986	43
CALENDAR	MAKE A CALENDAR	MAY 1986	64
CALENDAR	MAKE A CALENDAR	OCT 1982	8
CALENDAR	OS-9 BASIC CALENDAR CREATER	JAN 1990	46
CALENDAR	POP-UP CALENDAR	APR 1988	74
CALENDAR	PRINT AN APPOINTMENT BOOK	JAN 1988	100
CALENDAR	PRINT CALENDARS; ALSO CALMOD	JAN 1987	46
CALENDAR	TWELVE MONTHS OF FUN	MAY 1989	92
CALGEN	CALCULATOR PROGRAM (PASCAL)	SEP 1984	266
CALL	CASSETTE LOADING UTILITY	DEC 1987	75
CALLER	ASSEMBLY DEMO	AUG 1985	104
CALLMEMO	MAKE A NOTE OF IT	APR 1989	52
CALTIME	CALENDAR GENERATOR	JAN 1986	173
CANVAS	PAINT PROGRAM	MAY 1988	91
CAPITALS	GEOGRAPHY DRILL	APR 1983	34
CAPTION	CAPTION UTILITY	NOV 1989	58
CARCOUNT	COUNTING FOR LITTLE ONES	JAN 1987	76
CARD LOG	LIBRARY EDUCATION	AUG 1986	94
CARDFILE	XMAX CARD FILE AND LABELER	DEC 1984	47
CARDIO	SIMULATION OF HEART ATTACK	APR 1985	60
CARDLIST	GREETING CARD LIST	DEC 1988	90
CARDS-1	GREETING CARDS	DEC 1983	100
CARDS-2	GREETING CARDS	DEC 1983	106
CARDSHOP	MAKE GREETINGS CARDS	DEC 1986	62
CARDTRIK	CARD TRICK	DEC 1988	92
CAROLS	XMAS SOUND AND GRAPHICS	DEC 1984	20
CARRIER	GRAPHICS	OCT 1989	20
CARTE BLANCHE	BASICO9 MENUS; ALSO BLDMENU; TEST	MAR 1990	118
CASBXLBL	LABEL MAKER	MAY 1987	91
CASH	CALCULATE INSTALLMENT LOANS	MAR 1986	73
CASSLABL	MUSIC TAPE ORGANIZER	JUL 1984	174
CASSLBLR	CUSTOM CASSETTE LABELS	FEB 1989	88
CASTLE	ADVENTURE CONTEST WINNER	FEB 1988	65
CASTLE	ADVENTURE GAME	JUN 1986	28

CAT	PLAY DEMO	NOV	1982	32
CATALYST	CUSTOMIZE YOUR PROGRAMMING LANGUAGE	JUN	1988	168
CATALYST3	CUSTOMIZE YOUR PROGRAMMING LANGUAGE	JUN	1988	168
CATDANCE	GRAPHICS ANIMATION; ALSO RECTANGL	MAY	1987	52
CATEGORY	ELEMENTARY SCHOOL DRILL	JAN	1985	56
CATHEAD	TALKING COCO CATHEAD	NOV	1987	113
CC TALK	TERMINAL PROGRAM	NOV	1984	52
CC3GRAPH	DRAW A PIE CHART	APR	1989	79
CC3PATCH	COCO 3 POTPOURRI	JUN	1988	158
CCBLITZ	EDUCATIONAL FOOTBALL QUIZ	OCT	1987	94
CCTLOAD	TERMINAL PROGRAM	NOV	1984	59
CCTRATE	GAME	FEB	1990	88
CDUMP	ASSEMBLY LANGUAGE AID	JUL	1987	100
CEMENT	CALCULATE CEMENT	APR	1987	74
CENTERER	PHRASE CENTERER	MAY	1988	93
CENTPEDE	GAME	NOV	1988	76
CFRR	CASH FLOW RATE OF RETURN	MAR	1985	134
CGPLABEL	LABELS FOR CGP-115	MAY	1984	136
CGPPRINT	DUMP TO THE CGP-220	MAY	1988	42
CHALLENGE	\$100 CHALLENGE GAME	JUL	1985	182
CHANGE	COUNTING CHANGE	SEP	1989	64
CHANGER	COCO 3 GRAPHICS	FEB	1988	85
CHAR1000	CHARACTER GENERATION	MAR	1988	167
CHARACTR	ADVENTURE GAME AID	FEB	1984	297
CHARACTR	ADVENTURE GAME UTILITY	MAR	1984	192
CHARFIND	ADVENTURE GAME UTILITY	MAR	1983	13
CHARGEN	CHARACTER GENERATOR; ALSO LISTING1 ETC	AUG	1986	188
CHARGER	DISK UTILITY	JUN	1985	113
CHARLIE	FORMAT LLIST LISTINGS	DEC	1982	87
CHARLIE	GRAPHICS DEMO	OCT	1985	19
CHARLOAD	GRAPHICS UTILITY; ALSO PROGLOAD ETC	FEB	1987	49
CHART	RIGHT BACK WHERE WE STARTED FROM	OCT	1987	144
CHARTER	ADVANCES IN OS-9 TECHNOLOGY	FEB	1989	152
CHASE	GAME	APR	1990	50
CHEAPTKR	VOTRAX DRIVER	JUL	1983	275
CHECK1	ACCOUNTING UTILITY; ALSO CHECK2	FEB	1990	75
CHECKERS	GAME	NOV	1989	83
CHECKS	BALANCE YOUR CHECKBOOK	APR	1987	75
CHECKS	CHECKBOOK BALANCER	JAN	1984	124
CHEKBOOK	CHECKBOOK BALANCER	JAN	1985	238
CHEKBOOK	CHECKBOOK CHECKER	FEB	1989	87
CHEKRITR	PRINT PERSONAL CHECKS	MAR	1987	20
CHEMBOND	CHEMISTRY DRILL	JAN	1983	136
CHES	CHES SIMULATION	AUG	1988	28
CHICAGO	MUSIC AND GRAPHICS DEMO	JAN	1986	55
CHIEF	MUSIC	JUN	1987	79
CHNGQUIZ	ELEMENTARY EDUCATION GAME	AUG	1985	145
CHNGQUIZ	LEARNING MONEY	SEP	1986	98
CHOPPER	HELICOPTER ACTION GAM	JUN	1985	28
CHORDS	CHORD FINDER	JUN	1984	181
CHORDS	LEARN POSITION OF KEYBOARD CHORDS	JUN	1988	140
CHORDS	MUSIC GENERATOR	AUG	1983	132
CHORES	CHORES FOR DOLLARS	MAY	1989	77
CHOWN	CHANGE OWNERSHIP OF OS-9 FILES	MAY	1989	144
CHR CNT	CHARACTER COUNTER (PASCAL)	OCT	1984	266
CIDER	MUSIC DEMO	SEP	1988	76
CIPHER	SECRET CODES	JAN	1989	102
CIRCLE	GRAPHICS DEMO	JUL	1983	168
CIRCLE	GRAPHICS DEMO	JUL	1987	94
CIRCLE	GRAPHICS DEMO	NOV	1987	96
CIRCLE2	GRAPHICS DEMO	NOV	1987	96
CIRCLES	ML MADE BASIC; ALSO ARCS	JAN	1989	90

CIRCUIT	TEACH ELECTRICAL CIRCUITS	DEC	1987	98
CIRMOD	GRAPHICS DEMO	JUL	1983	169
CITY SUN	GRAPHICS DEMO	NOV	1987	106
CKWRITER	CHECK WRITER FOR PAYROLL	APR	1985	93
CLASSICS	MUSIC DEMO	JUN	1984	132
CLEANUP	SHORT GAME	AUG	1985	90
CLKSPD	INSTALLATION, AUTOMATION AND MORE	NOV	1988	176
CLOADMOD	CLOAD MODIFIER	NOV	1984	117
CLOCK	CLOCK FACE	SEP	1984	28
CLOCK	CLOCK UTILITY	FEB	1986	56
CLOCK	GRAPHICS DEMO IN PASCAL	MAY	1985	236
CLOCK	TEACH TELLING TIME	SEP	1986	58
CLOCK1	GRAPHICS DEMOS; ALSO CLOCK2-4	NOV	1986	170
CLOCKBAS	CLOCK UTILITY	FEB	1986	56
CLOVER	DATA FOR COMPOSER	JUN	1984	57
CLOVER	USING THE DRAW STATEMENT	JUN	1985	161
CLOWN	GRAPHICS DEMO	JUN	1985	80
CLOWNS	THE CLOWN OF A HUNDRED FACES	JAN	1988	44
CLRBLOKS	INTORDUCE LO-RES GRAPHICS	FEB	1989	91
CLRSCOPE	RANDOM GRAPHICS ART	JAN	1984	80
CLS	CLS COMMAND	SEP	1987	26
CLS	OS-9	JUL	1989	128
CLS255	255 WAYS TO CLS	JAN	1989	62
CLUEFILE	CHARADES GAME; ALSO SLUEWORD	SEP	1988	65
CMDGEN	PATCHES, PROGRAMS AND POLITICS	MAY	1988	178
CMERGE	CASSETTE MERGE UTILITY	OCT	1983	206
CNDCAPTL	CANADIAN GEOGRAPHY	SEP	1985	128
CO3COLOR	GRAPHICS TUTORIAL	MAR	1987	112
CO80.PATCH	NEW TOOLS, NEW TOYS	APR	1988	160
COAX	HAM RADIO UTILITY	NOV	1985	180
COBBS/SYS	MODIFYING THE COBBS; ALSO USER/SYS	NOV	1988	16
COBSSYS	BBS PROGRAM	NOV	1985	138
COCO-Q	GAME	DEC	1989	26
COCO2MS	TRANSFER UTILITY; ALSO ADDLF; MS19GEN; MSFORM	JUL	1986	176
COCOART	ART DEMO	OCT	1987	80
COCOBLUZ	MUSIC	JUN	1988	20
COCOCAD	COMPUTER AIDED DESIGN	OCT	1985	134
COCOCALC	BASIC FOR BEGINNERS	JAN	1988	37
COCOCALC	HOME HELP-A COCO CALCULATOR	APR	1987	90
COCOCALC	ML SPREADSHEET	FEB	1990	26
COCOCLN	DISK UTILITY	MAR	1990	54
COCODRAW	COCO DRAW UPDATE	OCT	1987	98
COCODRAW	PART OF COCO ZONE ADVENTURE	APR	1986	31
COCODRAW	PRIMITIVE DRAWING TOOLS	SEP	1987	160
COCOFLOW	AID FOR DRAWING FLOW CHARTS	MAR	1986	32
COCOGOLF	GOLF SIMULATION GAME	FEB	1984	69
COCOKEY2	SPELLING GAME	AUG	1987	92
COCOKEYS	FIXES TO RECENT PROGRAMS	APR	1988	146
COCOKEYS	KEYBOARD TRAINING	JUL	1987	112
COCOLEID	COCO OF MANY COLORS	MAR	1989	79
COCOLERN	ARTIFICIAL INTELLIGENCE	AUG	1987	50
COCOLOGO	PRINT A LOGO	OCT	1982	50
COCOMOD1	KEYBOARD UTILITY; ALSO COCOMOD2-3	NOV	1986	126
COCOMON	MACHINE LANGUAGE MONITOR	FEB	1985	165
COCONNECT	CONNECT A DOT PROGRAM	JAN	1987	60
COCONUTS	GRAPHICS DEMO	MAR	1985	164
COCOPADD	CALCULATOR EMULATION	FEB	1985	144
COCOPLUS	INCREASES COCO3'S HSCREEN 2 AND 4	OCT	1988	88
COCOPONG	COCO PONG	JAN	1989	63
COCOQUIZ	THE COCO QUIZ MASTER	JUN	1989	57
COCOSAVR	ANALYZE SAVINGS PLAN	JAN	1988	84
COCOSAYS	MUSIC UTILITY	APR	1983	218

COCOTOUR	A MOVING RAINBOW BORDER; ALSO CCTDEMO	APR 1989	112
COCOTYPE	TYPING TUTOR	JAN 1984	106
COCOTYPE	TYPING TUTOR	MAR 1987	66
COCOZONE	ADVENTURE GAME	APR 1986	31
CODELODE	MACHINE CODE LOADER	JUL 1985	146
CODEMSTR	MORSE CODE AID	NOV 1989	12
CODEWORD	CRACKING CODES	OCT 1989	52
CODEWRDS	ELEMENTARY EDUCATION GAME	JUN 1985	45
COEPPRAM	AID PHYSICALLY HANDICAPPED; ALSO COEPPROM	FEB 1989	58
COL-POEM	WRITE OETRY	SEP 1985	132
COLLECT	PICKING UP THE PIECES	JUN 1988	82
COLLEGE	CALCULATE A COLLEGE FUND	APR 1986	93
COLLEGE	CALCULATE COLLEGE SAVING PLAN	JUN 1988	26
COLOR1	GRAPHICS DEMO	AUG 1982	69
COLOR3	COCO3 COLOR CHART; ALSO LISTING 2	JAN 1987	24
COLORFRM	PRINT ROUTINE FOR ADVENTURES	APR 1985	113
COLORMIX	COLOR SELECTION UTILITY	APR 1988	124
COLORPIE	DUMP TO THE CGP-220	MAY 1988	42
COLORS	CHR\$ OF COLORS	APR 1984	185
COLORS	DUMP TO THE CGP-220	MAY 1988	42
COLORS	GRAPHICS DEMO	MAY 1985	147
COLORS	PALETTE UTILITY	MAY 1987	89
COLRBASE	DATABASE; ALSO CONFIG	APR 1990	24
COLRBOOK	GRAPHICS DEMO	MAY 1984	106
COLRBOOK	GRAPHICS FUN	SEP 1989	12
COLRCHEK	GRAPHICS UTILITY	MAR 1987	80
COLRDEO	GRAPHICS; ALSO CIRCLE1; CIRCLE2	AUG 1989	36
COLRDUMP	SHADED SCREENDUMPS	MAY 1987	90
COLRFEST	ALL THE COLORS OF THE RAINBOW	DEC 1987	74
COLRTEST	ADJUSTING YOUR MONITOR	JAN 1988	80
COLRTYPE	ELECTRONIC TYPEWRITER	MAY 1990	58
COMBAT	ADVENTURE GAME	SEP 1983	193
COMMANDO	GAME	FEB 1986	182
COMMAS	CORRECT COMMA USAGE	JUL 1988	156
COMMHELP	JOB DESCRIPTION	JAN 1986	112
COMMWP	COMMUNICATIONS WORD PROCESSOR	JUL 1983	183
COMPARE	ALSO INDEX; SAVELOAD; TOTAL	MAR 1988	68
COMPILER	SAVE GRAPHICS WITH CSAVEM	NOV 1983	162
COMPOSER	MUSIC SYNTHESIZER	DEC 1983	132
COMPRESS	COMPRESS GRAPHICS SCREENS	DEC 1987	168
COMPRESS	COMPRESS GRAPHICS SCREENS	SEP 1987	170
COMPRESS	TEXT FILE COMPRESSION; ALSO EXPAND	SEP 1989	112
COMPSHOP	CONSUMER EDUCATION FOR CHILDREN	FEB 1985	65
COMPTEST	COMPATIBILITY GAME	FEB 1984	292
COMPUTE	PAYROLL COMPUTATION	APR 1985	87
CONCERT	ANIMATED GRAPHICS WITH MUSIC	APR 1985	128
CONGEN	TV TEST PATTERN GENERATOR	AUG 1983	100
CONNECT4	GAME	JUN 1984	160
CONNECT5	GAME	MAR 1988	76
CONSEC	INTEGERS IN ORDER	JUN 1990	18
CONSEQS	GAME	MAR 1983	110
CONTEST	PROGRAMMING CONTEST	JUL 1988	48
CONTLOGR	HAM RADIO LOG	MAR 1983	180
CONTROL	ADVENTURE CONTEST WINNER; ALSO CNTRL	FEB 1988	42
CONVENTN	KEEP TRACK OF VOTING AT CONVENTIONS	JUL 1988	110
CONVERT	CONVERT BASE OF NUMBERS	JAN 1990	34
CONVERT	CONVERT HEX TO DECIMAL ETC	DEC 1987	74
CONVERT	CONVERT MICRO-PAINTER TO DISK	MAR 1984	134
CONVERT	FOREIGN CURRENCY CALCULATOR	MAR 1985	162
CONVERT	GRAPHICS UTILITY FOR 'ART GALLERY'	OCT 1984	132
CONVERT	INCHES TO FEET AND YARDS	JAN 1989	72
CONVERT	MEASUREMENT CONVERSIONS	JAN 1986	46

CONVERT	METRIC CONVERTER	SEP	1983	226
CONVERT	USE 64K	OCT	1983	318
COPTER	GRAPHICS ADVENTURE GAM	FEB	1984	64
COPY	DISK COPY UTILITY	JAN	1990	31
COPYASM	COPY UTILITY; ALSO COPY; ALLRAM	APR	1990	106
COPYDIR	DISK UTILITY	JUN	1983	86
COPYPIX	TYPING UP DRAW STRINGS	OCT	1988	87
CORE	NEWCOMER'S HINTS	DEC	1985	108
CORE	USING SYSCALL TO ENHANCE BASIC09	MAY	1989	138
COST.PAS	PREDICTING PROFITS	APR	1990	44
COSTCALC	SMALL BUSINESS AID	MAR	1984	100
COTERM	BBS SYSTEM	DEC	1985	175
COUNTDWN	PAUSE FEATURE IN PROGRAM	JAN	1986	44
COUNTME	FUNDAMENTAL MATH SKILLS	FEB	1989	82
COUNTRY	MUSIC	JUN	1987	79
CRAPS	GAMBLING GAME	APR	1984	69
CRASHPRF	DISK UTILITY	FEB	1986	32
CRDINATE	DEVELOP GOOD FASHION SENSE	APR	1989	101
CREATE	DISK DATABASE; ALSO DATAB	SEP	1989	20
CREATE	GRAPHICS UTILITY	OCT	1983	108
CREATOR	HI-RES TEXT GENERATOR	DEC	1983	192
CREDIT	KEEP TRACK OF CREDIT CARD BALANCES	APR	1989	103
CREXPFLE	BUSINESS EXPENSE MANAGEMENT	MAR	1986	129
CRNOGRPH	REAL TIME CLOCK	JUN	1985	83
CRTVADER	DESIGNER ARCADE GAMES	DEC	1986	163
CRUN	AUTO EXECUTE TAPE PROGRAMS	FEB	1986	45
CRUNCHER	WIPE OUT LETTERS	SEP	1987	74
CRUSH	MAKE PROGRAMS SMALLER	FEB	1988	157
CRYPTAID	CRYPTOLOGIST'S SIDEKICK	JUL	1988	80
CRYPTO	CRYPTOGRAM GAME	JUN	1983	132
CRYPTSAM	CRYPTOGRAM SAMPLE	JUN	1983	132
CSKETCH	ETCH-A-SKETCH PROGRAM	OCT	1983	161
CTRYROAD	SAMPLE FOR MUSIC+	JUN	1984	77
CUPID	MATCH-UP GAME	FEB	1985	77
CURVFITZ	BEST FIT TO DATA POINTS	APR	1983	234
CWC4V10	DISK UTILITY	OCT	1984	182
CWC4V11	DISK UTILITY	OCT	1984	182
CWC5V10	DISK UTILITY	NOV	1984	147
CWC5V11	DISK UTILITY	NOV	1984	147
CYCLDRAW	COCO 3 GRAPHICS	FEB	1987	60
D-ADVWTR	ADVENTURE GAME	JAN	1983	50
D/BAS	DISK UTILITY	DEC	1983	216
DANCE	GET AND PUT DEMO	OCT	1985	85
DARKROOM	COCO AND PHOTOGRAPHY	FEB	1990	96
DATA	PART OF ROTATE	MAY	1986	121
DATAB	DO-IT-YOURSELF DATABASE	MAY	1990	12
DATABASE	ADVENTURE GAME UTILITY	MAY	1984	144
DATABASE	BASIC FOR BEGINNERS	FEB	1988	20
DATABASE	BASIC FOR BEGINNERS	MAR	1988	82
DATABASE	DISK MAILING LIST	SEP	1984	116
DATABASE	DISK MAILING LIST PROGRAM	DEC	1984	258
DATABASE	MAILING LABELS	OCT	1984	36
DATABASE	MAILING LIST	NOV	1984	247
DATAWRIT	USE ML IN BASIC	JUL	1987	84
DATELOAD	SEE PATCH10; PATCH11	SEP	1984	88
DATESET	DISK UTILITY	NOV	1984	148
DATFL	DATABASE MANAGER	DEC	1982	114
DATING	DATE YOUR PROGRAM	FEB	1983	58
DAYPLAN	DAILY PLANNER	FEB	1989	106
DBL SIDE	DISK UTILITY	JUL	1985	31
DEADRECK	FOR LIGHT AIRCRAFT (PASCAL)	NOV	1984	273
DEBUG	ASSEMBLY LANGUAGE UTILITY	FEB	1986	39

DECISION	HELP WITH DECISIONS	FEB 1987	122
DECKHALL	MUSIC; ALSO MUSCLOAD; TAPELOAD	DEC 1986	42
DECODE	FULL SENTENCE DECODE ROUTINE	APR 1985	112
DECOMP	DECOMPRESSION TECHNIQUE	JUN 1990	58
DEF MOV	GAME	JAN 1987	36
DEFSDEMO	PATCHES, PROGRAMS AND POLITICS	MAY 1988	178
DEL	OS-9 UTILITIES; ALSO DNAME; EXIT; TIME	DEC 1986	198
DEMO	A THIRD GRAPHICS SCREEN	NOV 1987	100
DEMO	ASSEMBLY DEMO	AUG 1985	96
DEMO	BASICO-9 CIRCLES	JUN 1987	155
DEMO	COLOR CARTOONS	OCT 1985	60
DEMO	GRAPHICS DEMO	OCT 1984	21
DEMO	SEE SCREEN51-DEMO	JAN 1985	251
DEMO	TWO-DIMENSIONAL ROTATION; ALSO DRIVER; ROTATI	APR 1989	72
DEMO	UTILITY FOR OKIDATA ML92 PRINTER	MAY 1985	91
DEMO 1	ASSEMBLY DEMO	JUL 1985	87
DEMO 2	ASSEMBLY DEMO	JUL 1985	87
DEMON II	ADVENTURE GAME	MAR 1985	79
DEMOPOKE	SCREEN POKE UTILITY	NOV 1985	164
DERBY	COCO DERBY	MAY 1989	42
DESIGNER	GAME SCREEN DESIGNER; ALSO CREATSET; ICONGRAB	JAN 1990	82
DESKTOP	POINT AND CLICK INTERFACE; WINDOWS	MAR 1989	100
DESKTOPH	DESKTOP PUBLISHER	OCT 1987	58
DESKTOPL	DESKTOP PUBLISHER	OCT 1987	58
DEWEY	LIBRARY DRILL	MAR 1987	74
DHPATCH	SCREEN DUMPS; ALSO HTPATCH; HEPATCH	OCT 1989	63
DIAMOND1	GRAPHICS; ALSO DIAMOND2	AUG 1989	100
DIAMONDS	GRAPHICS	MAR 1990	78
DIARY	APPOINTMENT BOOK	NOV 1983	35
DIARY	DIARY	JUN 1989	91
DICE	ADVENTURE GAME AID	MAY 1982	23
DICE BAG	ADVENTURE GAME AID	JUN 1982	38
DICTNARY	DICTIONARY SKILLS	APR 1989	98
DIGITIZE	TOUCH PAD DEMO	JAN 1986	229
DIR0	DISK DIRECTORY HANDLER SYSTEM	JAN 1985	124
DIR2	DISK UTILITY	DEC 1984	38
DIR3	DISK DIRECTORY HANDLER SYSTEM	JAN 1985	122
DIRALPHA	ALPHABETIZE DISK DIRECTORY	FEB 1988	80
DIRECT	CASSETTE TAPE DIRECTORY	MAY 1985	38
DIRECTRY	JOYSTICK DIRECTORY UTILITY	FEB 1987	126
DIRPRINT	HARD COPY DIRECTORY	FEB 1988	81
DISCRIM	VISUAL MEMORY CHALLENGES	JAN 1987	52
DISEMBLR	BASIC DISASSEMBLER	MAY 1984	22
DISK DIR	HARD COPY DISK DIRECTORIES	MAY 1987	92
DISK.BAS	CUSTOMIZE YOUR PROGRAMMING LANGUAGE	JUN 1988	168
DISK3	CUSTOMIZE YOUR PROGRAMMING LANGUAGE	JUN 1988	168
DISKCHEK	DISK SPEED CHECK	AUG 1984	165
DISKDABL	DISK UTILITY	OCT 1983	190
DISKDATA	DISK UTILITY	JUL 1987	30
DISKDIR	DISK UTILITY	JAN 1988	180
DISKDIR1	DISK UTILITY (ALSO DISKDIR2-4)	JUL 1983	156
DISKDUMP	DISK UTILITY	JAN 1988	180
DISKEDT	DISK UTILITY	JUN 1990	26
DISKFIX	DISK UTILITY	MAR 1984	196
DISKLIST	DISK UTILITY	JUL 1982	30
DISKMENU	ADVENTURE GAME AID	OCT 1982	108
DISKMENU	DISK UTILITY	FEB 1986	37
DISKOFF	FREE UP MEMORY	JUL 1988	118
DISKOFF3	FREE UP MEMORY	DEC 1988	100
DISKSEEK	DISK UTILITY	JUL 1987	97
DISKSORT	ALPHABETIC SORT OR DISK DIRECTORY	DEC 1983	64
DISKSTEP	DISK UTILITY	APR 1986	149

DISKTEST	DISK UTILITY	JAN 1985	99
DISKWASH	DISK UTILITY	NOV 1983	310
DISPLAY	GRAPHICS UTILITY	SEP 1986	44
DISPLAY1	CENTER A MESSAGE	FEB 1985	133
DISPLAY2	TITLE PRINTER	FEB 1985	134
DISPLAY3	TITLE PRINTER	FEB 1985	134
DISPLAY4	REVERSE PRINTING	FEB 1985	134
DISPLAY5	PRINT BACKWARD MESSAGE	FEB 1985	135
DISPLAY6	TITLE GENERATOR	FEB 1985	135
DISPLAY7	TITLE GENERATOR	FEB 1985	135
DISTANCE	TRAVEL	MAY 1987	30
DIVISION	LONG DIVISION DRILL	SEP 1988	53
DLABEL	MAKE LABELS	MAY 1990	46
DMODE	CHANGE DISK DRIVE PARAMETERS	DEC 1988	160
DODGE	THE BLUE BLOCK BLUES	NOV 1987	97
DOEVENT	PUT DATA STRUCTURES ON DRAWING BOARD	DEC 1987	180
DOEVENT	THE EVOLUTION CONTINUES	NOV 1987	180
DOG	GRAPHICS DEMO (SNOOPY?)	SEP 1982	78
DOGGONE	GRAPHICS DEMO	JUL 1989	108
DOGHOUSE	ACTION GAME	AUG 1985	229
DOMINOES	ELECTRO DOMINOES	JUN 1989	18
DOODLER	GRAPHICS DEMO	JUN 1984	89
DOODLER	PRINTER GRAPHICS	JAN 1984	121
DOODLER3	DOODLE DITTY	JAN 1989	60
DOSSTART	AUTO START ON DOS	NOV 1984	144
DOTS	GAME	JUL 1983	83
DOUBLE	DOUBLE SIZE SCREEN PRINT	MAY 1982	42
DOWNHILL	HIT THE SLOPES	JAN 1989	63
DRAGBYTE	ADVENTURE CHARACTER GENERATOR	FEB 1984	178
DRAGBYTE	ADVENTURE CHARACTER GENERATOR	NOV 1983	172
DRAGBYTE	ADVENTURE GAME	JAN 1984	38
DRAGBYTE	ADVENTURE GAME	MAR 1983	202
DRAGBYTE	ADVENTURE GAME AID	OCT 1983	152
DRAGONS	ADVENTURE GAME AID	AUG 1982	64
DRAW-EZ	DEMO OF SAVING WITH CSAVEM	NOV 1983	163
DRAWFACE	GRAPHICS	OCT 1986	49
DRAWING	LIKE ETCH-A-SKETCH	FEB 1984	61
DRAWINGS	DATA FOR SURFACE	APR 1985	45
DREAM	CHRISTMAS ADVENTURE GAME	DEC 1987	20
DREIDL	HANUKKAH GAME	DEC 1983	213
DRNGGOLD	ADVENTURE GAME	AUG 1984	28
DRILLER2	MATH DRILL	OCT 1986	173
DRILLER3	PRIMARY MATH DRILLER	JAN 1990	42
DRIVE2	FIXES TO RECENT PROGRAMS	APR 1988	146
DRIVEBY	HOME SEARCH; ALSO HOUSE; LOANDATA	FEB 1989	110
DRIVEOFF	OS-9 UTILITIES; ALSO IOMAN.PATCH ETC	APR 1987	197
DRIVER	BSOCG KEYBOARD ENHANCER DRIVER	FEB 1985	109
DRIVER	CHANGE THE CURSOR PROMPT; ALSO CONVERT	JUL 1987	97
DRIVER	FOR FASTLIFE OR SLOWLIFE	JUN 1986	204
DRIVERHT	SCREEN DUMPS	AUG 1989	38
DRIVERLT	SCREEN DUMP; ALSO DRIVERLE	MAY 1989	100
DSKDET	REMOVE DISK WITHOUT UNPLUGGING ROM PAC	MAR 1983	54
DSKMERGE	DISK UTILITY	FEB 1985	175
DSORT	VIEW OF MULTI-VUE; ALSO DSORT.ASM	MAR 1988	180
DU-3	DISK UTILITY	FEB 1987	94
DUMBTERM	TERMINAL PROGRAM	MAR 1983	160
DUMP1	GRAPHICS SCREEN DUMP	MAY 1986	95
DUMP105	PRINTER UTILITY	MAY 1987	104
DUMP132	HI-RES SCREEN DUMP	MAY 1989	74
DUMP2	GRAPHICS SCREEN DUMP	MAY 1986	96
DUMPBAS	ML MADE BASIC; ALSO DUMPBIN	SEP 1988	98
DUMPSTOR	DISK TO TAPE TRANSFER	AUG 1984	229

DUNGEON	ADVENTURE GAME	JAN 1983	50
DUPER	HAM RADIO UTILITY	JAN 1983	80
DUPLICAT	PROGRAMMING UTILITY	SEP 1989	44
EAGLE	GRAPHICS DEMO	JUL 1988	82
EARTHROT	GRAPHICS DEMO	AUG 1985	74
EASTER	DRILL OF PATTERN DISCRIMINATION	APR 1987	99
ECHO	KEYBOARD HARDCOPY	FEB 1987	126
EDCN	ELEMENTARY EDUCATION DRILL	NOV 1982	18
EDCOL	ELEMENTARY EDUCATION DRILL	OCT 1982	26
EDCOLUMN	ELEMENTARY EDUCATION DRILL	SEP 1982	35
EDIC	MULTI-VUE GRAPHICS ICON EDITOR	DEC 1989	38
EDITOR-2	THE PROBLEM WITH BASIC09	AUG 1987	163
EDITOR	BBS PATCH (RAINBORD)	NOV 1984	48
EDITOR	SLICING PROGRAMS; ALSO PRINTER	MAY 1987	191
EDPATCH	PATCH EDTASM; ALSO EDLOADER	FEB 1989	80
EDUCATE	ELEMENTARY EDUCATION DRILL	JAN 1983	92
EDUNOTES	INTEREST PAYMENT DEO	MAR 1985	176
EDUNOTES	SENTENCE DRILL	APR 1985	162
EGGBERT	ACTION GAME	AUG 1985	130
ELECBOOK	UTILITY FOR ELECTRONIC LEARNING BOOK	NOV 1985	31
ELECFORM	ELECTRICAL COST OF APPLIANCES	NOV 1987	46
ELECTION	KEEP TRACK OF ELECTION RESULTS	NOV 1988	58
ELECTION	POLLING PROGRAM	MAR 1988	70
ELECTION	SIMULATION GAME	NOV 1983	77
ELECTION	VOTING UTILITY	JUN 1984	65
ELECTRIC	CALCULATE ELECTRICITY COSTS	APR 1986	103
ELEMENTS	CHEMISTRY DRILL	MAR 1983	152
ELEMENTS	PERIODIC TABLE OF THE ELEMENTS	SEP 1983	37
ELEVATOR	ELEMENTARY EDUCATION	OCT 1985	28
ELEVATOR	ELEVATORS	JUN 1989	90
EMBROID	MAKE EMBROIDERY PATTERNS	DEC 1987	76
EMPLOYEE	SMALL BUSINESS PAYROLL	MAR 1985	61
EMPLOYER	SMALL BUSINESS PAYROLL	MAR 1985	72
ENCODER	SEE TRI-HANG	MAY 1985	141
ENCRYPT	CONSTRUCT CRYPTOGRAMS	APR 1988	73
ENCYCLO	ELEMENTARY SCHOOL DRILL	DEC 1984	175
ENERGY	GRAPHICS DEMO	OCT 1987	44
ENGINE	SIMULATION	SEP 1986	51
ENLARGE	PAR OF PICPRT	MAY 1986	76
ENRAK	ADVENTURE GAME	AUG 1983	123
ENTRDATA	SEE BSKBINIT	FEB 1984	145
ENTRTAIN	DATA FOR MUSIC+	JUN 1986	52
ENTRTANR	MUSIC DEMO	JUN 1987	58
ENVELOPE	PRINTS SELF-ADDRESSED ENVELOPES	MAR 1987	80
EQCALC	OPERATIONAL RESEARCH EXAMPLE	MAR 1985	20
EPROM	EPROM PROGRAMMER	AUG 1984	173
ERASEPIX	PUT DATA STRUCTURES ON DRAWING BOARD	DEC 1987	180
ERRMSC	MORE COMPLETE ERROR MESSAGES	JAN 1984	172
ERRMSG	MORE COMPLETE ERROR MESSAGES	JAN 1984	169
ESCAPE	GAME	JUL 1982	42
ESCHER	GRAPHICS UTILITY; ALSO PRINT200	AUG 1986	75
ESPANOL	PROGRAMMING UTILITY	JUL 1989	29
EVENODD	DRILL FOR EVEN AND ODD NUMBERS	NOV 1988	77
EVICTOR	GAME	JUL 1986	62
EVIL EYE	GRAPHICS DEMO	APR 1984	185
EXAMPLE	CREATE VARIOUS CHARACTERS	APR 1988	170
EXPLORE2	ADVENTURES IN MUSIC	JUN 1988	79
EXPNS	MAINTENANCE SCHEDULES FOR UP TO 5 VEHICLES	APR 1988	58
EXPTRAKR	BUSINESS EXPENSE MANAGEMENT	MAR 1986	131
EXTCHNGR	DISK UTILITY	OCT 1986	182
EYE Q	GAME	MAY 1985	164
EYECATCH	GRAPHICS DEMO	OCT 1988	87

EYESAVER	INVERSE VIDEO	JUL 1985	128
EZLABELS	PRINT MAILING LABELS	APR 1989	80
EZLIST	LISTING UTILITY	NOV 1984	23
EZRUN	AUTO-RUN BASIC PROGRAMS	JUN 1989	62
EZSHOOT	GAME	AUG 1988	78
F	ASSEMBLY GRAPHICS	OCT 1985	109
F15EAGLE	F-15 GROUND ASSAULT SIMULATOR	AUG 1987	58
FACE	GAME; ALSO BASND; SOUND	SEP 1986	88
FACE ONE	ANIMATION; ALSO FACE TWO; FACETEST	JAN 1987	82
FACES	GRAPHIC FACES	JAN 1984	93
FALLING	ANIMATION	APR 1990	51
FALLOUT	FALLOUT PREPARATION (ALSO FALLOUT2)	MAR 1983	40
FAMILY	RIGHT BACK WHERE WE STARTED FROM	OCT 1987	144
FAMTREE	GENEALOGICAL AID	FEB 1984	79
FANTASY	ADVENTURE GAME	JAN 1985	130
FASTCOPY	QUICKER DISK BACKUPS	JUL 1987	98
FASTDISK	SPEED UP DISK I/O	NOV 1988	75
FASTFOOD	ESTIMATING EXPENSES	JAN 1988	54
FASTLIFE	GAME OF 'LIFE'	JUN 1986	201
FDCAID	EXERCISE YOUR DRIVES	JUN 1988	110
FIDDRW	DRAWING UTILITY	NOV 1989	39
FIFTHDIM	TUTORIAL ON ARRAYS	APR 1987	20
FILECOMP	DISK UTILITY	AUG 1988	36
FILEDATA	CONSTRUCT SINGLE DIMENSIONED STRING FILE	MAR 1988	74
FILELIST	DISK UTILITY	JUL 1982	30
FILEMAIN	RENTAL PROPERTY SYSTEM	MAR 1985	113
FILEREAD	READING DATA FILES	MAR 1988	74
FILES	CONTROLLER ATTACKS HALT LINE PROBLEM	AUG 1987	157
FILES.B09	STUDY OS-9 FILE STRUCTURE; ALSO FILES.C	MAY 1990	30
FILESIZE	OS-9 UTILITIES; ALSO FILEPIR ETC	FEB 1987	190
FILESRCH	DISK UTILITY	FEB 1986	96
FINALDEM	X-PAD DEMO	JAN 1983	84
FINANBAS	HIGH FINANCES; ALSO FINANBIN	AUG 1988	137
FINANCE	PERSONAL FINANCIAL 'TOOLBOX'	APR 1988	34
FIND	HANDY TOOLS; ALSO FINDIT;DISKDIR;CHECKDIR;DOD	JUN 1989	150
FIND	SEE SCREEN51	FEB 1985	116
FINDMAZE	ADVENTURE	FEB 1988	171
FINDWORD	EDUCATION	MAR 1986	153
FIRE	GRAPHICS CHRISTMAS SCENE	DEC 1982	34
FIRESTRM	GAME	JAN 1986	124
FISH	ASSEMBLY GRAPHICS	OCT 1985	118
FISHING	HI-RES GAME	JAN 1984	158
FIXTIME	OS-9 UTILITIES; ALSO REBOOT	JAN 1987	193
FLAGS	FLAGS OF 6 NATIONS	MAY 1986	42
FLAGS	HI-RES FLAGS	OCT 1983	92
FLARGE	BONUS PROGRAM	OCT 1985	0
FLASH	ASSEMBLY DEMO	JUL 1985	84
FLASHES	GET-PUT DEMO; ALSO DRILL1-2	DEC 1989	50
FLCNLAIR	GAME	AUG 1985	20
FLCNVRT	DISK UTILITY	DEC 1982	111
FLEXQUIZ	QUIZ GAME	SEP 1988	72
FLIGHT	FLIGHT DEMO	AUG 1986	81
FLIGHT	WINGING IT	AUG 1988	78
FLIGHT 1	GRAPHICS DEMO	MAR 1986	42
FLIGHT 2	GRAPHICS DEMO	MAR 1986	44
FLIGHTS1-3	BASIC BIRD WATCHING	MAY 1989	88
FLIPIT	STRATEGY GAME	MAY 1988	30
FLIPPER09	OS-9 GAME	DEC 1989	106
FLSPRINT	DISK UTILITY	DEC 1982	111
FLSRCH	DISK UTILITY	DEC 1982	111
FLTSIM32	INSTRUMENT FLIGHT SIMULATOR (ALSO FLTSIM16)	JUN 1983	58
FMENU	ALSO DISKFIX; FORMAT FIX	OCT 1988	147

FMENU	ANOTHER CRY FOR STANDARDS; ALSO MOD1; MOD2	OCT	1988	147
FNANPLAN	MAKE FINANCIAL PROJECTIONS	MAR	1987	36
FOLKSONG	MUSIC	JUN	1987	76
FOLLOW	BUILD READING SKILLS	AUG	1989	64
FOLLOW	ELEMENTARY EDUCATION DEMO	OCT	1984	54
FOLLOWME	MUSIC	JUN	1987	79
FONEFIND	HOME HELP	AUG	1989	108
FONTDEMO	ADD HPRINT CAPABILITY TO PMODE4	MAY	1988	155
FONTGEN	COCO 3 UTILITY	MAY	1987	99
FONTMSTR	REPLACE COCO3'S BUILT-IN HPRINT FONT	OCT	1988	41
FONTPOKE	ADD HPRINT CAPABILITY TO PMODE4	MAY	1988	155
FONTSETR	FONT SELECTION MADE EASY	MAY	1989	68
FONTUTIL	CREATE VARIOUS CHARACTERS	APR	1988	170
FOOTBALL	GRAPHICS DEMO	DEC	1984	110
FOOTBALL	GRAPHICS DEMO	NOV	1984	179
FOOTBALL	IT'S A TOUCHDOWN	OCT	1987	83
FOOTBALL	PICK FOOTBALL WINNERS	DEC	1987	78
FORMAKER	CREATE FORMS ON IBM-COMPATIBLE PRINTERS	APR	1990	64
FORMAT	TO FORMAT BASIC LISTINGS	MAY	1985	128
FORMATR	UTILITY FOR GEMINI PRINTER	JUN	1983	182
FORMATTR	LISTING FORMATTER	MAY	1987	91
FORMATTR	MASS DISK FORMATTER	SEP	1988	30
FORTUNE	FORTUNE TELLER	JUN	1989	28
FRACTAL	MATHEMATICS	MAR	1989	81
FRACTAL0	GRAPHICS DEMO (ALSO FRACTAL1-3)	JUL	1983	29
FRACTION	ELEMENTARY MATH AID	FEB	1983	102
FRACTION	FRACTION ACTION	MAY	1989	56
FRACTION	FRACTION MATH DRILL	FEB	1990	12
FRACTION	TEACH FRACTIONS	SEP	1987	40
FRACTION	VISUALIZING FRACTION	JUL	1989	91
FRACTMTN	FRACTAL GRAPHICS; ALSO JULIASSET	OCT	1989	60
FREEBIT	BONUS-GRAPHICS DEMO	APR	1983	0
FREEDOM	GAME	AUG	1985	56
FREEZER	HOME HELP	APR	1987	37
FROSTY	GRAPHICS AND MUSIC	DEC	1989	20
FRP	ADVENTURE GAME	NOV	1982	68
FRP	ADVENTURE GAME AID	DEC	1982	50
FRP	ADVENTURE GAME AID	SEP	1982	23
FRPDAT	SEE FRP	NOV	1982	68
FRUITFLY	ACTION GAME	JAN	1985	144
FRUSTRAT	GAME	JAN	1990	72
FSTPAINT	PAINT DEMO	OCT	1983	64
FUNFACE	FREAKY FACE	OCT	1987	78
FUNSTATS	KEEP SOFTBALL STATS	JUN	1989	110
FUNWORDS	EDUCATIONAL CLOZE PROGRAM	NOV	1986	74
GALACTIC	BBS GAME	NOV	1987	78
GALISAT2	TRACK MOONS OF JUPITER; ALSO GALISAT3	MAR	1990	82
GALLERY	COCO 3 GRAPHICS	FEB	1988	85
GAMBLERS	GAMBLING GAME	DEC	1985	87
GAME 1	ADVENTURE GAME (ALSO GAME 2-4)	FEB	1984	93
GASQUIZ	VERBAL MATH PROBLEMS	JUL	1988	54
GATES	GAME	JUL	1986	79
GAVOTTE	MUSIC	JUN	1987	78
GEMPRINT	GEMINI SCREEN PRINT	MAY	1985	46
GENFONT1	DESKTOP PUBLISHER; ALSO GENFONT2	OCT	1987	58
GENLINK	TAPE UTILITY	JAN	1985	59
GENMENU	DESKTOP PUBLISHER; ALSO CONVERTL; CONVERTH	SEP	1988	102
GENMENU	DESKTOP PUBLISHER; ALSO PATCHWPL; PATCHWPH	SEP	1988	102
GENTEST	RAM DISK PROJECT; ALSO GENDRIVE	DEC	1989	64
GEO GAME	STATES AND CAPITALS	SEP	1984	180
GEORGE	GRAPHICS DEMO	NOV	1982	86
GERMAN	PROGRAMMING DEMO	APR	1986	144

GETBUFFER	COMPRESS GRAPHICS SCREENS	DEC	1987	168
GETBUFFER	SOMETIMES BASICO9 ISN'T FAST ENOUGH	SEP	1987	170
GETICON	OS-9 ICON EDITOR; ALSO SAVEICON ETC	NOV	1989	112
GETIMAGE	SCREEN SAVE/DUMP PACKAGE	JAN	1988	176
GETKISSMOUSE	PUT DATA STRUCTURES ON DRAWING BOARD	DEC	1987	180
GETKISSMOUSE	THE EVOLUTION CONTINUES	NOV	1987	180
GETPUT1	GRAPHICS UTILITIES; ALSO GETPUT2-4	NOV	1986	158
GETWINATTR	COMPRESS GRAPHICS SCREENS	DEC	1987	168
GETWINATTR	SOMETIMES BASICO9 ISN'T FAST ENOUGH	SEP	1987	170
GFX3	BUILD A BETTER MOUSETRAP	AUG	1988	182
GHOSTBST	GRAPHICS DEMO	JAN	1985	38
GIFTLIST	GIFT GIVING LIST (PASCAL)	DEC	1984	297
GL	PRINTS EXPENSE LEDGERS	OCT	1982	20
GLOMMER	4K GRAPHICS	OCT	1983	122
GOLDPILE	INTEREST CHECKER	SEP	1984	54
GOLFER	GOLF GAME	MAR	1989	58
GOPHERIT	GAME	JAN	1986	20
GOSUB	BASIC FOR BEGINNERS	JAN	1988	37
GOSUBTUT	BASIC PROGRAMMING AID	JUN	1986	143
GOTOXY	OS-9 GRAPHICS; ALSO HGRAPH.C ETC	OCT	1986	196
GPARTY	GAME-HARDWARE PROJECT	MAR	1987	58
GPDUMP	CGP-115 PRINTER UTILITY	MAY	1984	140
GRADCALC	GRADING UTILITY	SEP	1986	47
GRADE\$	TOTAL UP THE REPORT CARD	SEP	1987	20
GRADEAVG	TEACHER'S REPORT	SEP	1983	229
GRADEBK	TEACHER'S AID	SEP	1982	9
GRADER	HELP TEACHER TOTAL SCORES	SEP	1987	76
GRADIR	PICTURE DIRECTORY	FEB	1987	88
GRAF-1	GRAPHICS DEMO (ALSO GRAF-2 TO GRAF-7)	MAY	1982	8
GRAFCODE	GRAPHICS REFERENCE CHART	MAY	1988	92
GRAFDMP3	GRAPHICS DEMO	OCT	1983	304
GRAFDUMP	GRAPHICS DEMO	OCT	1983	298
GRAFICOM	PICTURE DEMO	APR	1984	227
GRAFMESS	BBS SYSTEM	NOV	1983	24
GRAFTEXT	ADD CAPTIONS TO PICTURES	MAY	1989	20
GRAFTRAN	GRAPHICS CREATION TRANSFER	OCT	1987	48
GRAFXXX	X-PAD UTILITY	JAN	1983	84
GRAGSALE	GARAGE SALE RECORD KEEPER	MAY	1984	156
GRAPH	FIND POINTS ON A GRAPH	APR	1986	138
GRAPH	GRAPHICS	AUG	1989	107
GRAPH	MATHEMATICS TEACHING AID	SEP	1987	106
GRAPH	PLOT A PIE-GRAPH	FEB	1984	55
GRAPHGEN	PRINTER UTILITY	MAY	1987	36
GRAPHIC	GRAPHICS DEMO	SEP	1982	32
GRAPHIC1	3-D PICTURES	SEP	1985	74
GRAPHIC2	3-D PICTURES	SEP	1985	75
GRAPHIC3	3-D PICTURES	SEP	1985	76
GRAPHICS	GRAPHICS DEMO	NOV	1982	86
GRAPHICS	GRAPHICS DEMO (PASCAL)	APR	1985	268
GRAPHIT	DEVELOP GRAPHS	MAR	1987	86
GRAPHPRO	PROGRAMMING UTILITY; ALSO DEMO	OCT	1989	27
GRAPHS	TEACH LINE GRAPHS	APR	1987	46
GRAVGRID	GRAPHICS DEMO	OCT	1988	102
GRAVITY	EDUCATIONAL GAME	JAN	1990	112
GRDELST	SEE SPELTEST	OCT	1984	31
GREETING	GRAPHICS	DEC	1986	19
GREETING	HOLIDAY GRAPHICS	DEC	1984	61
GROCERY	HOME HELP	APR	1987	70
GROCHART	GROWTH CHART	FEB	1989	89
GROLIST	CREATE GROCERY LIST	SEP	1989	62
GSAVE	GRAPHICS UTILITY; ALSO GLOAD; MAKEPIX	MAR	1987	156
GUESSWHO	GUESS WHO PROGRAM	JUL	1988	83

GUIDE	ELEMENTARY SCHOOL DRILL	NOV 1984	256
GUITAR	DISPLAY GUITAR CHORDS	JUN 1984	164
GUITAR3	MUSIC	FEB 1990	112
GUITARS	GRAPHING GREAT GUITARS	JUN 1988	56
H&SPELL	SPELLING TUTOR	FEB 1987	166
HALELUJA	DATA FOR MUSIC+	JUN 1986	52
HALLEY86	HALLEY'S COMET FINDER	APR 1986	84
HALOWEEN	GRAPHICS ADVENTURE	OCT 1986	26
HAM UTIL	HAM RADIO LOG SHEET	DEC 1985	0
HAMFREQ	HAM RADIO UTILITY	DEC 1983	41
HAND OFF	GAME	FEB 1987	120
HANDIMAN	CALCULATE HOME EXPENSES	APR 1986	163
HANDLEMENU	PUT DATA STRUCTURES ON DRAWING BOARD	DEC 1987	180
HANDLEMENU	THE EVOLUTION CONTINUES	NOV 1987	180
HANDLER	DISK UTILITY	NOV 1984	104
HANDSIGN	BONUS SIGN LANGUAGE	SEP 1985	0
HANGMAN	GAME	AUG 1987	89
HANGMAN	GAME	FEB 1983	40
HANOI	GRAPHICS DEMO	OCT 1985	21
HANOI	TOWERS OF HANOI GAME	FEB 1989	90
HANOI	TOWERS OF HANOI GAME	NOV 1982	42
HANUKKAH	GRAPHICS FOR HANUKKAH	DEC 1987	28
HARDCOP1	GRAPHICS SCREEN DUMP	MAY 1986	97
HARDCOP2	GRAPHICS SCREEN DUMP	MAY 1986	98
HARDCOPY	PRINT CONTENTS OF SCREEN	MAR 1984	124
HEADING	TUTORIAL; ALSO HOMEWORK	NOV 1986	46
HEADSUP	BOGGLING YOUR MIND	FEB 1989	91
HEALTH	HEALTH QUESTIONNAIRE	NOV 1982	124
HEART	FIXES TO RECENT PROGRAMS	APR 1988	146
HEART	GRAPHIC SIMULATION	JUN 1987	106
HEART	GRAPHICS DEMO	MAY 1986	176
HEART	GRAPHICS TO DEMO HEART FUNCTION	OCT 1985	164
HEBWRITE	AID TO PRINTING HEBREW CHARACTERS	DEC 1986	36
HECONOMY	ECONOMY PRINTER BUFFER	JUN 1989	100
HEIST	HI-RES GAME	MAY 1984	195
HELIHERO	HELICOPTER HERO	MAR 1988	42
HELLO	DISK UTILITY	AUG 1985	70
HELPDRAW	PART OF HEART	OCT 1985	168
HELPMATE	CREATE ONLINE ASSISTANCE FOR ANY PROGRAM	JUN 1988	14
HEXHAPPY	HEXADECIMAL DRILL	JUL 1984	151
HEXTUTOR	HEXADECIMAL DRILL	APR 1983	178
HFDRIVER	CREATE VARIOUS CHARACTERS	APR 1988	170
HI-Q	GAME	JUN 1985	99
HI	GRAPHICS DEMO	JUL 1987	94
HIDEDIR	DISK UTILITY	OCT 1983	52
HIPMAS	CHRISTMAS MUSIC	DEC 1988	28
HIRESJOY	PROGRAMMING THE HI-RES JOYSTICK INTERFACE	FEB 1988	122
HITME	GAME	JAN 1988	76
HOBBIT	GAME	JAN 1983	122
HOGSPACE	GRAPHICS UTILITY	FEB 1987	106
HOLIDAY	GRAPHICS DEMO	JAN 1984	150
HOME	GRAPHICS DEMO	JAN 1985	26
HOME	PICTURE OF A HOUSE	MAY 1986	21
HOME ROW	TYPING DRILL	JAN 1987	26
HOMEBDGT	HOME FINANCE	JUL 1983	60
HOMEBDGT	HOME FINANCIAL ANALYSIS	MAR 1986	77
HOMEFIN	HOME FINANCE	MAR 1985	90
HOMEUTIL	UTILITY BILL CALCULATOR	MAR 1983	64
HOMONYM	QUIZ ON HOMONYMS	APR 1985	77
HOMONYMS	RANDOM NUMBER DEMO	FEB 1983	16
HOMRUN	PROGRAM FOR PLUG-N-POWER CONTROLLER	AUG 1983	84
HORROR	A FRIGHTFULLY GOOD TIME	OCT 1987	20

HORSE	BASKETBALL GAME	NOV 1985	131
HOSSRACE	GAME	APR 1983	28
HOTCOLD	HOT STUFF	MAY 1989	76
HOTEL	GAME; ALSO SETUP	FEB 1987	26
HOURLAS	PROGRAMMING UTILITY	JAN 1985	156
HOUSE\$	HOME OWNERSHIP QUESTIONNAIRE	MAR 1984	164
HOUSEVAL	DETERMINE HOUSE VALUE	APR 1986	80
HOW	NUMBER GUESSING GAME	NOV 1983	204
HRGCOM	GRAPHICS SAVE AND LOAD UTILITY	NOV 1989	41
HRLOAD	DUMP TO THE CGP-220	MAY 1988	42
HRSAVE	DUMP TO THE CGP-200	MAY 1988	42
HURICANE	HOME HURRICANE TRACKING STATION	OCT 1984	164
HURRTRAK	WEATHER	APR 1987	26
HYRES	ML GRAPHICS DEMO	OCT 1982	92
ICE	GAME (ICE LANDER)	JUN 1982	25
ICOEXP	LANDLORD PROGRAM	APR 1985	175
IDEAS 2	EDUCATION-CHOOSE A TOPIC TO WRITE ABOUT	SEP 1983	145
IDENTKIT	DRAW A FACE	OCT 1983	306
IDIOMS	ELEMENTARY EDUCATION	JUN 1986	84
ILLUSION	GRAPHICS DEMO	OCT 1983	78
ILLUSION	OPTICAL ILLUSION	MAR 1983	28
ILLUSION	OPTICAL ILLUSIONS	JUN 1989	48
IMAGE	DUMP PMODE 3 AND 4 SCREENS IN COLOR	MAY 1988	58
IMAGES	INTRODUCTION TO IMAGE PROCESSING	FEB 1984	198
IMMORTALITY	FIND NUMBER OF MEN IN A GAME	AUG 1988	76
INCOMTAX	FROM FEB 1983 PAGE 18-INCOME TAX	APR 1983	0
INCOMTAX	INCOME TAX AID	FEB 1983	18
INDY4K	SHORT GAME	AUG 1985	90
INFLTION	EFFECT OF INFLATION	MAR 1984	76
INIT36	DISK UTILITY	OCT 1983	51
INITMEMB	BBS PATCH (RAINBORD)	NOV 1984	48
INMAN1	GRAPHICS DEMO	OCT 1982	17
INMAN1	GRAPHICS DEMO (ALSO INMAN2-3)	DEC 1982	41
INMAN1	GRAPHICS DEMO (ALSO INMAN2)	JAN 1983	106
INPUT	FULL SENTENCE INPUT ROUTINE	APR 1985	112
INSTALL	CHANGE ROMS	DEC 1984	36
INSTALL	FOR CRUN	FEB 1986	54
INSTRFLT	SIMULATION GAME-FLIGHT	AUG 1984	75
INTEREST	INTEREST CALCULATOR (PASCAL)	MAR 1985	253
INTEREST	LIL' OLE INTEREST REVISITED	APR 1989	18
INTRFACE	ASSEMBLY DEMO	AUG 1985	102
INVADERS	ACTION GAME	MAR 1983	218
INVERSE	INVERSE SCREEN; ALSO STUTTER1	SEP 1986	165
INVERTER	GRAPHICS DEMO	JAN 1986	46
INVITE	BIRTHDAY PARTY INVITATION	JAN 1983	74
INVITE	PRINT INVITATIONS; FLYERS; ALSO INVIFORM	MAY 1989	46
INVNTORY	HOME INVENTORY MANAGER	APR 1988	42
INVTREND	USE IT TO TIME INVESTMENT DECISIONS	MAR 1988	94
IRA PROJ	PENSION PROJECTION	AUG 1984	86
IRAKEOGH	RETIREMENT PLANNER	APR 1986	71
ITALICS	EMPHASIZE WITH DMP 105	AUG 1988	53
J&E(L3)	LOGO FOR MATH CLUB	SEP 1983	56
JACKET	DISK JACKET DESIGNER	NOV 1987	26
JETPACK	ACTION GAME	JUL 1985	108
JETPLANE	MUSIC	JUN 1987	79
JIGSAW	NEWCOMER'S HINTS	DEC 1985	100
JINFILE	JUMBO INFORMATION FILE HANDLER	NOV 1984	169
JK DRAW	JOYSTICK DRAWING	MAR 1983	166
JNKFOOD1	GAME	NOV 1984	92
JNKFOOD2	GAME	NOV 1984	94
JNKFOOD3	GAME	NOV 1984	95
JNKFOOD4	GAME	NOV 1984	99

JOB DESC	CREATE JOB DESCRIPTIONS	JAN 1988	106
JOPLIN	DATA FOR COMPOSER (DEC 83)	JUN 1984	57
JOYCHECK	CHECK OUT YOUR JOYSTICKS	AUG 1987	91
JOYCOLOR	GRAPHICS DEMO	JAN 1986	45
JOYIN	DEMO OF JOYIN ROM CALL	AUG 1982	8
JOYSCORE	GAME UTILITY	AUG 1986	83
JOYSTICK	JOYSTICK DEMO	MAR 1985	232
JOYZAP	MINDING YOUR X'S AND Y'S	AUG 1988	77
JSTKLINE	JOYSTICK DEMO	JAN 1986	228
JSTKQUAD	JOYSTICK DEMO	JAN 1986	229
JSTKTEST	JOYSTICK DEMO	JAN 1986	228
JSTKTEST	WIRELESS JOYSTICK TEST	JUN 1985	105
JUKEBOX	BLAST FROM THE PAST	JUN 1988	96
JULIE	DATABASE PROGRAM	APR 1986	159
JUMBLE	READING AND DECODING SKILLS	JUN 1988	74
JUMBLE2	SCRAMBLED WORD GAME	JUN 1990	50
JUNGLE	4K GRAPHICS GAME	AUG 1984	19
KCE	KEYBOARD CASSETTE CONTROLLER	JAN 1985	45
KDYBOD	DRIVER FOR CALCULATOR KEYBOARD CONVERSION	DEC 1983	209
KEY BEEP	KEYBOARD UTILITY	FEB 1987	125
KEYBOARD	MUSIC DEMO	DEC 1988	93
KEYBOARD	TYPING TUTOR	MAR 1984	129
KEYEDIT	BREAK KEY DISABLE	JAN 1990	26
KEYFUN	ELEMENTARY EDUCATION GAME	JAN 1984	210
KEYPOWER	ADD FUNCTIONS TO VARIOUS KEYS	OCT 1988	72
KEYSBIN	ADD TO OPERATING SYSTEM; ALSO KEYAHEAD	AUG 1989	14
KILLER	ROLEPLAYING UTILITY	AUG 1988	87
KINDERFUN	EDUCATION FOR THE YOUNG	SEP 1989	84
KINGBOOT	GUILD OF THE KINGMAKER	APR 1988	86
KISSCOLOR	A FOURTH-GENERATION DATABASE LANGUAGE	FEB 1988	182
KISSDMENU	GRAPHICS	JAN 1988	160
KISSDRAW	PRIMITIVE DRAWING TOOLS	SEP 1987	160
KISSDRAW2	OS-9 GRAPHICS	OCT 1987	176
KISSDRAW4	THE EVOLUTION CONTINUES	NOV 1987	180
KISSDRAWPUT	PUT DATA STRUCTURES ON DRAWING BOARD	DEC 1987	180
KOLARDES	RANDOM GRAPHICS	JAN 1984	66
KOLAROLA	PLAY TUTORIAL	FEB 1986	147
KROMICO	GRAPHICS DEMO	OCT 1985	20
KUNG FU	GAME	MAR 1986	67
KWICDRAW	GRAPHICS UTILITY	MAY 1985	63
KYBOMB	ELEMENTARY SCHOOL GAME	AUG 1984	150
LABEL	LABEL MAKER	MAY 1986	108
LABEL.C	LABEL PRINT UTILITY	JAN 1990	110
LABELER	CASSETTE LABEL MAKER	JUN 1983	30
LABELER	MAKE DISKETTE LABELS	DEC 1986	93
LABELS	MAILING LABELS	MAY 1984	77
LADDER	TRIGONOMETRY GAME	JUL 1985	150
LANDERGG	LUNAR LANDER; ALSO LANDER	MAY 1989	28
LANDLORD	GAME LIKE MONOPOLY	JUL 1984	32
LANGTRAN	LANGUAGE REVIEW	FEB 1987	104
LANGTUT1	LANGUAGE TRANSLATOR PART 2	AUG 1986	48
LANGTUTR	LANGUAGE TRANSLATOR	JUL 1986	93
LASRWORM	ACTION GAME	NOV 1983	220
LAYOUT	INTERIOR DECORATING AID	JUN 1984	28
LBLKBOOK	PHONE BOOK PROGRAM	NOV 1985	174
LCLALARM	BURGLAR ALARM	JAN 1986	66
LCPATCH2	CUSTOMIZE YOUR LANGUAGE; ALSO LCPATCH3	JUN 1988	168
LE LUTIN	ADVENTURE GAME	JUL 1987	58
LEAKY	GAME	JAN 1987	27
LEMONADE	SIMULATION GAME	APR 1983	60
LETRGETR	LEARNING YOUR ABC'S	SEP 1987	72
LETRHEAD	LETTERHEAD LOGO	APR 1982	46

LETRMMRY	SHORT GAME	AUG 1985	91
LETRSKIP	ELEMENTARY EDUCATION	AUG 1985	85
LETRSNUM	KEYBOARDING	JUN 1990	48
LETRWRITR	A MINI WORD PROCESSOR	APR 1988	48
LETTER	PRINTING IN TWO COLUMNS	MAY 1988	95
LETTERS	DRAW ALPHABET ON HI-RES SCREEN	MAY 1985	147
LETTERS	MYSTERY OF THE TANDY ANAGRAM	MAY 1988	170
LG DUMP	LARGE SCREEN DUMP FOR PROWRITER	MAY 1985	20
LICEN-LR	'COMPUTER LICENSE' FOR SCHOOLS	OCT 1983	107
LICENSE	'COMPUTER LICENSE' FOR SCHOOLS	OCT 1983	107
LIFESKL2	LIFE SKILLS MATH DRILL	APR 1986	120
LIFESKL4	MATH DRILL	AUG 1986	167
LIFESKL6	METRIC SYSTEM	APR 1987	76
LIGHT'N'	GRAPHICS DEMO	APR 1983	16
LIGHTPEN	LIGHT PEN DEMO (ALSO LITEPEN2)	APR 1983	90
LIL E 1	IMPROVED EDITOR	OCT 1984	122
LIL E 2	IMPROVED EDITOR	OCT 1984	124
LINE	GRAPHICS DEMO	MAY 1986	176
LINEDRAW	GRAPHICS DEMO	OCT 1985	18
LINEDRAW	LAYING IT ON THE LINE	JAN 1988	73
LINES	RANDOM DISPLAY OF LINES	AUG 1983	80
LINK2	SEE GENLINK	JAN 1985	60
LINK3	SEE GENLINK	JAN 1985	61
LINK4	SEE GENLINK	JAN 1985	64
LINK5	SEE GENLINK	JAN 1985	64
LION	GRAPHICS	JUL 1989	106
LIQUID	LEARN LIQUID MEASUREMENT	NOV 1986	62
LISTER	LISTING UTILITY	APR 1987	194
LISTER	LISTING UTILITY	JAN 1985	151
LISTING1	COCO MOUSE UTILITY; ALSO LISTING2-3	SEP 1986	180
LISTING1	DRAW DEMO	AUG 1985	177
LISTING1	EDIT TUTORIAL	APR 1985	247
LISTING1	ELEMENTARY DRILL-SENTENCES	MAR 1985	102
LISTING1	GRAPHICS DESIGN; ALSO LISTING2-3	JAN 1990	87
LISTING1	GRAPHICS PLOTTING; ALSO LINEBAS ETC	JAN 1987	181
LISTING1	LO-RES GRAPHICS DEMO	OCT 1984	92
LISTING1	TUTORIAL	JAN 1985	88
LISTING1	TUTORIAL	MAY 1984	117
LISTING1	USING THE DRAW STATEMENT	JUN 1985	158
LISTING1	WORKING QUADRANTS	FEB 1990	52
LISTING2	51 COLUMN UTILITY	DEC 1984	254
LISTING2	DRAW DEMO	AUG 1985	177
LISTING2	ELEMENTARY DRILL-SENTENCES	MAR 1985	102
LISTING2	NEWCOMER'S HINTS	DEC 1985	108
LISTING2	SEE PLAYBOOK	MAR 1984	96
LISTING2	SEE TRAPPERR	AUG 1984	65
LISTING2	TUTORIAL	JAN 1985	88
LISTING2	TUTORIAL	MAY 1984	118
LISTING2	USING THE DRAW STATEMENT	JUN 1985	158
LISTING3	ELEMENTARY DRILL-SENTENCES	MAR 1985	103
LISTING3	SEE PLAYBOOK	MAR 1984	96
LISTING3	SEE TRAPPERR	AUG 1984	65
LITTLE E	IMPROVED EDITOR	APR 1984	181
LLISTER	LISTING UTILITY	JAN 1985	151
LLISTER	PRINTER UTILITY	MAY 1987	178
LOADER	BBS UTILITY	FEB 1986	102
LOADER	DEBUGGING WITH WORDFIND	FEB 1988	155
LOADER	RANDOM GRAPHICS	NOV 1988	75
LOADMASK	PROGRAMMING UTILITY; ALSO LOADER	FEB 1987	20
LOADPIX	GRAPHICS UTILITY FOR 'ART GALLERY'	OCT 1984	134
LOADPIX	PUT DATA STRUCTURES ON DRAWING BOARD	DEC 1987	180
LOAN	AMORTIZE A LOAN	OCT 1982	70

LOCATE	OS-9 UTILITIES; ALSO FIXGFX	JUL	1989	138
LOCATOR	DISK UTILITY	JUL	1987	30
LOCKOUT	DISK FILE PROTECTION	DEC	1988	91
LOCOCOCO	GRAPHICS DEMO	JUN	1984	69
LOGSHEET	HAM RADIO UTILITY	DEC	1982	124
LONNIE.BIN	DISK JACKET DESIGNER	NOV	1987	26
LOOK	ARTIFACT COLORS ON COCO3'S RGB	FEB	1988	114
LOTTO48	LOTSA LUCK!	JUN	1988	81
LOTTOGEN	PICK YOUR NUMBERS	JAN	1986	42
LOVECARD	GRAPHICS	FEB	1987	36
LP78DMPS	SCREEN DUMP EXTRAORDINAIRE	OCT	1987	30
LSBDATA	PART OF ROTATE	MAY	1986	126
LTRWRITER	LETTER WRITING PROGRAM	JAN	1984	87
LURKLEY	ADVENTURE GAME	MAR	1985	44
LWRSEEDIT	BBS LOGON MESSAGE EDITOR	NOV	1986	108
MACDATA	MACHINE LANGUAGE TO BASIC DATA CONVERTER	DEC	1983	181
MACLIST	AN OS-9 CONVERT SPEAKS OUT	JUL	1987	167
MACVIEW	VIEW MACPAINT PICTURES ON COCO	JUL	1988	93
MADADDER	MATHEMATICS GAME	SEP	1984	149
MAGIC3	COCO HAS ALL THE ANSWERS	NOV	1987	52
MAGICSQR	A MAGIC SQUARE	AUG	1987	88
MAGPARTS	SHARPEN REFERENCE SKILLS	JUN	1988	86
MAILLABL	MAILING LABELS	NOV	1985	247
MAIN	MAINTENANCE SCHEDULES FOR UP TO 5 VEHICLES	APR	1988	58
MAINMENU	TALKING SPELLING TUTOR; ALSO SPELLER ETC	JUL	1989	50
MAJUNGA	TUTORIAL ON STRING COMMANDS; ALSO ROMAN ETC	JAN	1987	86
MAKECMDGEN	PATCHES, PROGRAMS AND POLITICS	MAY	1988	178
MAKPIP2	SCREEN SAVE/DUMP PACKAGE	JAN	1988	176
MAKPIPE	COMPRESS GRAPHICS SCREENS	DEC	1987	168
MANAGER	MEMORY MANAGER; ALSO SAMPLE	MAY	1990	78
MANDEL	COCO3 MANDELBRÖT	JAN	1990	76
MANDO	MUSIC AND GRAPHICS DEMO	JAN	1989	58
MANYPOLY	GRAPHICS DEMO	APR	1983	110
MAPMNDER	X-PAD DEMO	NOV	1983	293
MAPPER	ADVENTURE MAP PRINTER	AUG	1987	90
MAPPER	READING EXERCISE	NOV	1988	40
MAPSCALE	SCALE DRAWINGS	MAY	1987	112
MARATHON	ACTION GAME	OCT	1983	19
MARKUP	BUSINESS UTILITY	APR	1990	116
MARKUP	SMALL BUSINESS APPLICATION	MAR	1984	21
MARQUEE	GRAPHICS DEMO	FEB	1983	204
MARQUEE	TITLE AND MENU SCREENS	MAR	1986	102
MARTIAN	MERRY MARTIAN	OCT	1987	79
MARYNOTE	MUSIC DEMO	OCT	1989	58
MARYSONG	SEE AND HEAR MUSIC SAMPLE	SEP	1983	220
MASH16K	TRIVIA GAME	AUG	1984	67
MASH32K	TRIVIA GAME	AUG	1984	67
MASTER1	ASSEMBLY TUTORIAL	AUG	1984	238
MASTER2	ASSEMBLY TUTORIAL	AUG	1984	239
MASTER3	ASSEMBLY TUTORIAL	AUG	1984	239
MASTERMND	GAME LIKE MASTERMIND	AUG	1983	21
MATCH	COMPUTER DATING	FEB	1988	30
MATCH	CONCENTRATION-LIKE GAME	SEP	1988	92
MATCHING	MATCHING QUIZ	APR	1985	78
MATH	MATH PRACTICE	SEP	1982	82
MATHDRIL	DRILL FOR MATHEMATICS	SEP	1984	228
MATHDRILL	MATH DRILL	MAY	1989	76
MATHGAME	EDUCATIONAL MATH GAME	JAN	1984	99
MATHGEN	TEACHER'S WORKSHEET GENERATOR	AUG	1984	42
MATHGEN2	MATH PROBLEM GENERATOR	DEC	1985	0
MATHGEN2	MATH PROBLEM GENERATOR	NOV	1985	80
MATHLAB	MATH QUIZ WITH SPEECH	FEB	1985	122

MATHMINR	MATH QUIZ	JAN 1986	79
MATHPAL	ELEMENTARY EDUCATION DRILL	JAN 1983	111
MATHPLAY	TEACH MATH	JUN 1987	47
MATHPROB	TEACHER'S MATH PROBLEM GENERATOR	AUG 1984	49
MATHQUIZ	ELEMENTARY MATH QUIZ	SEP 1983	154
MATHQUIZ	NUMBER RELATIONSHIPS	JAN 1987	78
MATHSHOT	SHOOTING MATH	JUN 1989	76
MATHTCHR	MATH CAN BE FUN	SEP 1987	71
MAXCMP	GRAPHICS UTILITY	JUL 1985	93
MAXLC	MODULAR PROGRAMMING TECHNIQUES	SEP 1989	114
MAZEBLDR	SEE RAT MAZE	MAY 1985	116
MAZEGAME	SHORT GAME	AUG 1985	88
MAZEWAY	GAME	FEB 1990	50
MC10CONV	MC-10 CONVERSION ROUTINE	OCT 1983	196
MCDRAW	CHECKERS GAME; ALSO MCLOAD	NOV 1986	114
MCQUIZ	MULTIPLE CHOICE QUIZ GENERATOR	JAN 1986	32
MCQUIZ	MULTIPLE CHOICE TEST GENERATOR	SEP 1984	59
MED FORM	GENERATE MEDICAL AUTHORIZATION FORM	APR 1988	20
MEDIC3	KEEP MEDICAL EXPENSES RECORDS	FEB 1990	116
MEMCHECK	AID TO ENTER ML PROGRAMS	MAR 1984	32
MEMDIAG	DIAGNOSTIC PROGRAM	FEB 1986	67
MEMDUMP	AUTO EXECUTE TAPE PROGRAMS	FEB 1986	41
MEMEX1	EXAMINE MEMORY CONTENTS (ALSO MEMEX2)	DEC 1982	54
MEMOCARD	MEMORY GAME	AUG 1987	20
MEMOMAKE	MEMO MAKER AND KEEPER	JAN 1990	37
MEMORY	CONCENTRATION-LIKE GAME	JAN 1984	116
MEMORY	GAME	JUL 1983	202
MEMORY	WHAT'S MISSING	AUG 1988	79
MEMSCAN	UTILITY TO SCAN MEMORY ADDRESSES	APR 1984	124
MENORAH	CHANUKAH GRAPHICS	DEC 1985	196
MENUGEN	COCO DRAW UPDATE	OCT 1987	98
MENUGEN	GRAPHICS UTILITY; ALSO COCODRAW	OCT 1986	59
MENUTUTR	MENU UTILITY	JAN 1987	158
MERGE	CASSETTE MERGE UTILITY	FEB 1985	161
MERLIN	GRAHPICS; ALSO WIZARD; LATECOCO; MAGICIAN	JUL 1986	27
MERRO	ADVENTURE GAME	FEB 1984	28
MERYXMAS	ANIMATED GRAPIC XMAS CARD	DEC 1983	205
MESSAGE	BULLETIN BOARD MESSAGES	MAY 1986	37
MESSAGE	GRAPHICS DEMO	FEB 1987	124
MESSAGE	MYSTERY MESSAGE	OCT 1985	176
MESSAGES	MESSAGE CENTER	JUL 1985	45
METEOR3	GAME	OCT 1989	48
METRIC	COOKING WITH METRIC MEASURES	MAY 1990	88
METRNome	ELECTRONIC METRONOME	JUN 1987	80
MILELOG	PRINTER DEMO	MAY 1986	96
MINDMSTR	GAME	SEP 1989	62
MINDSTIM	GUESSING GAME	MAY 1990	50
MINICAD	COMPUTER AIDED DESIGN	OCT 1989	59
MINICALC	SPREADSHEET PROGRAM	OCT 1982	60
MINIDATA	SIMPLE DATABASE MANAGEMENT PROGRAM	JUN 1985	152
MINIDOS	VIRTUAL DISK DEMO	JUL 1983	48
MINIGOLF	GAME	MAY 1986	52
MINIMON	MACHINE LANGUAGE MONITOR	OCT 1982	38
MINIVENT	ADVENTURE GAME AID	MAR 1984	40
MINIVENT	DEMO OF ADVENTURE PROGRAMMING TECHNIQUE	FEB 1984	40
MIRORPIX	MIRROR IMAGE	OCT 1987	81
MISNLTR	ELEMENTARY EDUCATION GAME	JAN 1984	211
MISSILES	ACTION GAME	AUG 1983	218
ML-DATA	CONVERT ML PROGRAMS TO BASIC	AUG 1988	100
ML GEN	TRANSFER FILES OVER PHONE	DEC 1985	37
MLCASSET	ML CASSETTE I/O	OCT 1983	84
MLEDITOR	MUSIC PROGRAM	DEC 1987	86

MLNOTES	ML MUSIC	MAR 1989	30
MLSONG	MUSIC PROGRAM	DEC 1987	86
MMDIR	DISKS NAME MISCL.	JUN 1989	92
MNUTWALZ	MUSIC DEMO OF CHOPIN	JUN 1985	130
MOCALC	SPREADSHEET	APR 1984	189
MOD ART	RANDOM GRAPHICS ART	JAN 1984	24
MODE4PRT	UTILITY FOR OKIDATA ML92 PRINTER	MAY 1985	93
MODIFY	GRAPHICS UTILITY; ALSO DOMODIFY	JUN 1990	84
MOIRE	GRAPHICS DEMO	OCT 1982	74
MOIRE	GRAPHICS DEMO	OCT 1984	19
MOIRE1	GRAPHICS DEMO (ALSO MOIRE2-4)	NOV 1982	23
MONEYJAR	COUNT YOUR MONEY	SEP 1987	70
MONO3	COCO3 OUTPUT TOMONOCHROME MONITOR	JUL 1988	83
MONSMENU	ADVENTURE GAME UTILITY	JUN 1983	126
MONSTERS	ADVENTURE GAME AID	OCT 1982	108
MONTEST	SPREADSHEET PROGRAM	MAR 1988	146
MOON	GRAPHICS DEMO	JAN 1990	32
MOREPOLY	GRAPHICS DEMO	APR 1982	10
MORSE	HAM RADIO DISCUSSION	JAN 1989	145
MORTAR	GAME	DEC 1986	29
MORTGAGE	MORTGAGE CALCULATIONS	MAR 1986	164
MOSAIC	LO-RES GRAPHICS DEMO	AUG 1985	42
MOUSE	MOUSE UTILITY; ALSO LINES; DISKTIME	JUL 1986	121
MOYCULLEN	ADVENTURE GAME	APR 1986	60
MPG	AUTO COSTS	APR 1987	73
MPP BASIC	MOTION PICTURE PROGRAMMING	MAY 1982	36
MR ED	IMPROVED EDITOR	JUN 1983	140
MS2COCO	MSDOS TO COCO TRANSFER	JUN 1986	185
MSGCENTR	HOME MESSAGE CENTER	NOV 1984	31
MSTRMSGR	COMPOSE BBS MESSAGE OFF-LINE	NOV 1983	43
MULTIRES	GRAPHICS UTILITY	JUL 1989	66
MULTO	GAME TO LEARN MULTIPLICATION	JUN 1985	18
MUS1	FROM SCALES TO MOZART	JAN 1988	72
MUS11812	1812 OVERTURE	JUN 1984	67
MUSFEST	4TH OF JULY MUSIC	JUL 1985	20
MUSIC	MUSIC DEMO	JUN 1984	185
MUSIC	SEE AND HEAR MUSIC	SEP 1983	219
MUSIC+	MUSIC SYNTHESIZER	JUN 1984	77
MUSIC+	UPDATED SYNTHESIZER PROGRAM	JUN 1986	51
MUSIC+TR	MUSIC UTILITY	JUN 1987	94
MUSIC101	MUSICAL SIGNS	FEB 1990	62
MUSIC102	MUSICAL SIGNS	APR 1990	118
MUSIC103	MUSICAL SIGNS; ALSO FIXER	MAY 1990	36
MUSICPRO	MUSIC PROGRAM	JUN 1988	80
MUSPAPER	MAKE MUSIC SHEET PAPER	JUN 1986	24
MUSXMENU	MUSIC UTILITY	JUN 1987	49
MVSHELL	ANOTHER GREAT BEGINNING	JUN 1988	180
MVSHELL	SEE MVSHELL; ALSO SIGTESTTWO; SKIPMUF	JUL 1988	174
MVSHELL	SENDING THE RIGHT SIGNALS; ALSO SIGTESTONE	JUL 1988	174
MYSTERY	LEARNING GAME	SEP 1984	91
NAMES	ADVENTURE GAME AID	MAY 1984	113
NAMESONG	NAME THAT TUNE GAME	JUN 1985	163
NEIGHBR1	GRAPHICS; ALSO NEIGHBOR2-3; ETC	OCT 1989	78
NEW YEAR	GRAPHICS AND MUSIC DEMO	JAN 1987	29
NEWBOOTS	MEMORY UTILITY	MAY 1987	186
NEWCOMER	GRAPHICS	OCT 1989	66
NEWGAME	GALACTIC CONFLICT	NOV 1987	78
NEWMAZE	ADVENTURE	FEB 1988	171
NEWS COST	INTERPRETING A NEWSPAPER DELIVERY CHART	AUG 1988	80
NEWSREEL	HOME NEWS SCREEN	DEC 1988	92
NEWTIME	TEACH CHILDREN TIME	MAY 1986	139
NFL-16	FOOTBALL STATS	JUL 1982	54

NFLS	NFL SCHEDULES	JUN 1982	12
NICE.A	OS-9 UTILITY	APR 1990	113
NICE.ASM	OS-9 UTILITY	MAR 1990	96
NICKEL-D	MUSIC	AUG 1989	84
NMBRBMPR	ARCADE GAME	OCT 1985	182
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NMBRMATCH	UTILITY FOR ELECTRONIC LEARNING BOOK	NOV 1985	31
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ONHOLD	SOUND AND GRAPHICS DEMO	JUN 1986	18
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OPOSITE2	SEE OPOSITE1	AUG 1988	90
OPPOSIT	EDUCATION GAME	AUG 1982	41
OPTICL	OPTICLA ILLUSION	MAR 1983	28
ORATORY	CONTEST SCOREKEEPER	SEP 1985	182
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ORDER	MAIL ORDER GENERATOR	AUG 1982	19
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P178&GL	PREPARE BEFORE YOUR PAINT	OCT 1987	82
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PALPRINT	COCO 3 GRAPHICS	FEB 1988	85
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PARRECT	GRAPHICS DEMO	MAR 1983	102
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PATBOOK	MAKE A BOOKLET	MAY 1990	40
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PATCH10	DISK UTILITY	SEP 1984	79
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PATTERNS	NUMBER PATTERNS GAME	MAY 1985	182
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POETRY	RHYMING WORDS	DEC 1989	32
POINTBAS	ML MADE BASIC; ALSO POINTBIN	NOV 1988	80
POKE1	GAME; ALSO POKE2	JUN 1987	26
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POLYGONS	GRAPHICS DEMO	DEC 1983	318
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PROBABLE	PROBABILITY TUTOR	NOV 1989	24
PROG1	LITTLE GRAPHICS LIBRARY; ALSO PROG2-4	AUG 1988	102
PROMNADE	ANIMATED GRAPHICS DEMO	JUL 1985	0
PROMNADE	ANIMATED GRAPHICS DEMO	JUN 1985	58
PROS1	ADVENTURE; ALSO PROS2;SCRN1;SCRN2;MAKEPROS	DEC 1988	58
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PRT	PRINTER UTILITY	FEB 1990	83
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PUMPKIN	GRAPHICS DEMO	OCT	1986	108
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PWDIR.C	TUTORIAL OS-9 UTILITY	JUN	1990	44
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QLATOR	SIMULATE A NUMERIC KEYPAD	MAR	1989	84
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QSORTDIR	ML SORT PROCEDURE	AUG	1983	204
QSORTTST	ML SORT PROCEDURE	AUG	1983	202
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QUEENS	CHESS LIKE PUZZLE	OCT	1987	28
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QUIKDRAW	GRAPHIC UTILITY	AUG	1989	24
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QUIZMAKR	TEACHER'S AID	JUN	1984	110
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RACES	HORSE RACE GAME	APR	1984	85
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RADIO	GRAPHICS DEMO	OCT	1986	113
RADIO	MUSIC AND GRAPHICS DEMO	APR	1986	100
RAID	GRAPHICS DEMO	OCT	1986	113
RAIDERS	GAME	NOV	1986	52
RAINBORD	BBS SYSTEM	NOV	1983	29
RAINBOW	GRAPHICS PROGRAM	JAN	1990	36
RAINBUG	ML MONITOR	APR	1983	44
RAINBUG	ML MONITOR	AUG	1983	60
RAINBUG	ML MONITOR	JUL	1983	234
RAINBUG	ML MONITOR	JUN	1983	264
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RAMDISK	PROGRAM A RAM DISK; ALSO COPY	JAN	1989	110
RANDOLF	ADVENTURE GAME (FROM JAN 83 PAGE 26)	FEB	1983	0
RANDOM	GAME UTILITY; ALSO SLOTS	DEC	1989	116
RANDOM	RANDOM NUMBER DEMO	MAY	1982	44
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RBCPLUS	RAINBOW CHECK IMPROVED	FEB	1984	24

RBOADE	ADVENTURE GAME	JUL 1982	9
RBOLIST	HOME HELP	AUG 1989	108
RBOWCHECK	RAINBOWCHECK UTILITY	JAN 1983	95
RCIRCSIN	GRAPHICS DEMO	OCT 1985	21
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RECEIPT	PRINT RECEIPTS	MAR 1988	72
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REMOTE	BBS SYSTEM	NOV 1983	24
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REMOTE	UPDATE TO BBS; ALSO BASLOAD; REMDEMO	NOV 1988	110
REMOTE2	BBS GAME	NOV 1987	78
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REPORT	HELP AT TAX TIME	APR 1988	112
REPTGENR	BUSINESS EXPENSE MANAGEMENT	MAR 1986	145
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ROBOT	ROBOT UTILITY; ALSO RBT22SRC	FEB 1987	152
ROCKET	ANIMATED GRAPHICS DEMO	JUL 1985	0
ROCKET	ANIMATED GRAPHICS DEMO	JUN 1985	58
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ROLLUP	ADVENTURE GAME CHARACTER GENERATOR	DEC 1983	231
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ROMRAM	ADD HPRINT CAPABILITY TO PMODE4	MAY 1988	155
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SANTA	GRAPHICS GAME	DEC 1986	124
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SCALER	GRAPHICS UTILITY	OCT 1986	166
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SCROLLP	SCROLL PROTECTION UTILITY	NOV 1982	46
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SEATCHRT	CLASSROOM SEATING CHART	SEP 1988	45
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