T&D
T & D SUBSCRIPTION SOFTWARE

File Name	English Name	PMODE	PCLEAR	Locations		
COVER10	Tenth Cover	3	4	9 & 145 & 256
PYRAMID	Pyramid of Danger	3	4	28 & 159 & 268
TYPETUT	Typing Tutor	0	1	38 & 165 & 276
MLT 5	ML Tutorial Pt. 5	0	1	49 & 175 & 285
TINYCALC	Tinycalc	0	1	69 & 184 & 298
STOKCOMP	Stock Market Comp.	1	2	86 & 205 & 310
YAH-HOO	Yah-hoo	1	2	94 & 214 & 318
ATTACK	Attack	3	4	117 & 233 & 335
SCRPRT	Screen Print	1	1	131 & 245 & 346
BRIKPONG	Brikpong	3	4	134 & 249 & 350

If, while loading or running a program, you get a FC, OM, or SN error, you probably have to enter the PMODE and PCLEAR values for the program from the keyboard. The label on the tape also contains the PMODE and PCLEAR values. Locations for the programs are set for the Radio Shack CTR-80. Your locations may vary slightly. We try to put as many duplicates of the programs on tape to ensure your success. If the first copy does not load, try the second copy, or if it has one, the third. If all three do not load, then send it back for prompt replacement.

Welcome to the tenth month of T & D Subscription Software.
Please note that at the right hand side of your mailing label appears a date. This date signifies the end of your subscription. Unless you renew, you will not receive any more tapes after this date. Note: The new subscribers will not have this on their label.

1. TENTH COVER — Learn a few hints for care and preventative maintenance for your color computer and peripherals with this months cover program.

2. PYRAMID OF DANGER — You are on top of a pyramid. You must move around changing the color of the pyramid from blue to red. Try not to fall off the pyramid as you avoid the falling rocks. The game gets progressively harder as you move along from pyramid to pyramid.

3. TYPING TUTOR - This typing tutorial is perfect for the beginner. It tells you the positioning of the fingers along with the keys used for each finger. It supplies you with various excercises and allows you to learn at your own speed.

4. ML TUTORIAL PT. 5 - This part of the machine language tutorial covers the instruction set of the 6809. The listing of the instruction set can be printed on your printer for a quick reference.

5. TINYCALC - This spreadsheet type program is useful in performing what-if projections for home management or small business. Use the arrows to move the cursor on the 13 by 9 table.

6. STOCK MARKET COMPUTATION - Keep track of your investments in the stock market with this handy program. You will be able to save, load, enter, delete, display and print stock names and other necessary data, such as purchase price, current value, and gain/loss.

Note: Before loading the next program, 16k users should enter PMODE 1:PCLEAR 2 to avoid an OM error when loading.

7. YAH-HOO - This one or two player game involves taking turns rolling five dice trying to get high score values. After each turn the computer graphs your results as you strive for the finish line. At the end of the game, the computer gives you a performance rating and keeps track of eight high scores.

8. ATTACK - The object of this game is to defend yourself from incoming missiles. Use the right joystick to move your cursor and the fire button to fire at the missiles. Although you may have only one bomb at a time in the air, there is unlimited firing.

Note: The next two programs are machine language programs. You must enter 'CLOADM' instead of enter and 'EXEC' instead of run.

9. SCREEN PRINT - This utility will copy the high resolution graphic screen of pmodes 0,2 and 4 to a line printer VII, VIII, or OMP-100. To use this program, your disk drive, if you have one, should be unplugged. After loading this program (CLOADM) you can CLOAD a basic program. Run the basic program until the desired high resolution screen appears. Hit the break key and type 'EXEC'. Note:16k systems must type clear 200,16099 before loading this program. To save this program to tape CSAVEM "SCRPRT",16100,16334,16100.

10. BRIKPONG - This super fast game can be played two ways. Try to knock out your opponents blocks or try to knock out your own. Each person can enter his own ball speed at the beginning of the game to allow handicapping of players. This game can be saved to tape by entering CSAVEM "BRIKPONG",10120,13482,11314 or to disk by entering SAVEM "BRIKPONG",10120,13482,11314.

If you have problems loading the programs try changing the volume on your tape recorder. We have tested many tapes and all have come thru with flying colors. If you have any questions, problems, solutions or ideas please write to us. If you have any uncopyrighted programs that you want to show us, we will be glad to see them. Send them in and if we like them, we will make you an offer.

Until next month.................