T&D SUBSCRIPTION SOFTWARE

File Name	English Name	PMODE	PCLEAR	Locations
COVER11	Eleventh Cover	3	4	10 & 154 & 272
ARCHERY	Archery	3	4	29 & 169 & 285
FROGJUMP	FrogJump	3	4	44 & 181 & 295
MLT6	ML Tutorial Pt. 6	0	1	58 & 193 & 306
MLTDICT	MLT Dictionary	0	1	76 & 207 & 319
SPEED-UP	Basic Speed-up	0	1	87 & 217 & 328
METRCONV	Metric Convertor	0	1	104 & 230 & 339
GRAFQUAD	Graphic Quad Antenna	4	4	116 & 240 & 348
GRPROG	Graphics Program	4	4	129 & 252 & 358
CATCAVE	Caterpillar Cave	4	4	145 & 264 & 370

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 Cassette Recorder. Your locations may vary slightly. We try to put as many duplicates of the programs on tape as possible. 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.

Hello everyone! Once again, the date on the right corner of your mailing label signifies the end of your subscription. To help remind you, we will send you two renewal notices before your subscription expires.

We want to welcome all the new subscribers. Notice that the tape must be rewound before being played. This is to allow the tape to adjust to the correct speed.

1. **ELEVENTH COVER** Help our fearless Coco-Robot find the right way through the castle and find the Scroll of Knowledge.

2. **ARCHERY** — William Tell never had it this good. Aim your arrow using the right joystick and fire. You must however, use the wind direction/speed indicator in the upper right of the screen to judge the wind. The wind moves from the center of the indicator to the outside.

3. FROGJUMP - Use the right joystick to maneuver your frog thru traffic and across the river. First, you must move your frog thru three lanes of traffic, dodging cars and buses. Then you must cross the river by jumping from floating logs to turtles to more logs and turtles, then eventually to the top. This game becomes progressively harder as you get better, the machine language subroutines help make it fast.

4. ML TUTORIAL PT. 6 - This tutorial on machine language covers the PSEUDO operations of an assembler which are important to assembly language programmers. A detailed discription of an assembly language program is also presented.

5. MLT DICTIONARY - Confused by a word or term used in the machine language tutorials or a machine language manual. Use this program to clear up the confusion.

6. BASIC SPEED UP TUT. - Use these handy hints to increase the running speed of your basic programs. A sample program is used to illustrate the changes made to speed up a program.

7. METRIC CONVERTOR - This menu-driven program will assist you in doing metric to english and english to metric conversions throughout both systems. Accuracy of the conversions is three decimal places.

8. GRAPHIC QUAD ANTENNA - This is a program to design a two element quad beam antenna for use by CB or HAM radio operators. All you have to do is follow the prompts on the screen.

9. GRAPHICS PROGRAM - This program provides five and a half minutes of graphic entertainment for your color computer. If you discover a garbled screen when you first run the program you should break and run again.

Note: The next program is a Machine Language program. You must enter 'CLOADM' instead of enter. 'EXEC' instead of run.

10. CATERPILLAR CAVE - the arrow keys to control your man to gather gold bars in the cave of the KILLER CATERPILLER. You must avoid the front of the Caterpiller or you lose one of your men. When you get all sixteen gold bars on the screen you begin again with the Caterpiller going slightly faster. If you last long enough, the Caterpiller can move quite rapidly!

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.................