OCTOBER 1983

ile Name	English Name	PMODE	PCLEA	CTR-80A	
YSTOCV3	Mystery Cover Pt. 3			10-180-307	
OPOTRON	Bopotron	A	4	32 - 195 - 320	16:129:268
IR	Directory Recall	0	1	57-213-334	30 - 146 - 288
GUTTL	Vector Graphics Instr	4	A	71 - 222 - 342	38 - 155 - 300
CTRGRPH	Vector Graphics	4	4	90 - 237 - 355	49 - 170 - 320
KYDIVER	Skydiver	3	4	99 - 244 - 362	56-176-331
MERVE	Swerve 'N' Dodge	3	4	113-254-371	65 - 187 - 346
INBO	Nimbo	0	1	126 - 264 - 379	74 - 198 - 360
APEANLZ	Tape Analysis Utility	0	1	140 - 274 - 389	85 - 210 - 378
IFE	Life - Generations	4	4	155 287 399	96 - 225 - 397
	, while loading or running a paggers, you get to MODE and PCLEAR values for the pagger onters in Hord Early values (or Shake Ciffel' Year Southern Shake Ciffel' Year Southern or copy does not take I've to select	FC, OM, or in from the l lations for t ity vary slig on tage a	SN error, po teyboard. The he programs hely. We try a possible. I	ne label on the tape als s are set for the Racio to put an	

Welcome to another month of TAD Subscription Software. Have 210 errors got you down? Us too!! Any information or solutions leading to the conviction of 710 errors in the area of CCR-81 recorders please contact us immediately! Recently, there have been many crimes committed in this area.

 MYSTERY COVER PT. 3 - Tune in as Detective Cococlue finds the kidnapper and concludes the mystery of the missing Coco-Carrier.

BOPOTRON - The object of Bopotron is to survive by dodging
the chase robots and avoiding the electrified barriers. The game
gets progressively harder, since after killing all ten robots, you
get a new screen with ten more robots and one less barrier to hide
behind. You are rewarded an extra droid after scoring 100 points,

3. <u>DIRECTORY RECALL</u> - This program is a must for disk users. Noy our can get a nice overview of your disk programs and run then with a press of a button. Note: When trying to load a machine language program with this utility, you might get an 75N error in line 470. Simply enter [EXEC after this occurs.]

 VECTOR GRAPHICS - This is the machine language utility to be used with the previous program. To save this program you enter (C)SAVEN 'VCTRGRPH'. 15400.16368.15400.

 SKY DIVER - Jump, Release your chute and guide your way to the target through harsh winds. Be careful not to open your chute too late.

 SWERVE 'N' DODGE - Race along on the track dodging the yellow and green cars. Try to avoid walls as you pass the other cars.
 Note: It is best to turn the computer off and on before loading the next program to avoid an 7DM error.

8. NIMBO - You and the computer battle it out in this popular game. The object is to remove 1,2,or 3 boxes on your turn and force the computer to take the last box.

Note: The next program is a machine language program. You must enter 'CLOADM' instead of enter and 'EXEC' instead of run.

 TAPE ANALYSIS UTILITY - Now you can analyze almost any type of color computer generated program or data tape. With this program you can find information such as file name, file type, format, aga format, and start and execute addresses.

10. LIFE - GENERATIONS - This computer simulation graphically shows generations of a cell. The controls are Right Joystok - moves cursor, red button sets cells. Enter rey - starts processing Reak Rey - returns control to Joystick. Clara Key - Clear Screen, TR. Key - selects automatic mode. The manual mode. To save this machine language organs enter (C)SAVE MITET, 388-1461(3)1762.

If you have problems loading the programs try changing the volume on your tape recorder. If you have any questions, problems, solutions or ideas please want to store any cuestions are the problems of the problems of the problems. If you have us, we will be glad to see them. Seed them in an III we like them, we will make you an offer.

Until next month.....