



T & D SUBSCRIPTION SOFTWARE

File Name	English Name	PMODE PCLEAR		LOCATIONS	
				CTR-80A	CCR-81
CHRISCOV	Christmas Cover	3	4	10-161-283	4-101-220
CLIMBER	Climber	3	4	32-176-297	16-114-237
COMQUEST	Galactic Conquest	0	1	48-189-308	25-125-252
WARLORDS	Warlords	0	1	67-203-322	36-138-269
STATES	States-Capitals	0	1	88-221-336	49-154-290
MATHTUTR	Math Tutor	0	1	104-234-350	59-167-310
ML DATA	Machine Language Data	0	1	127-252-367	75-186-337
POUTIL	Printer Utility Inst.	0	1	137-261-378	83-196-355
PRTDRUR	Printer Utility	0	1	148-272-388	91-208-374
MUTANT	Mutant Waffles	3	4	152-276-392	94-212-380

If, while loading or running a program, you get a FC, GM, 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 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.

Happy Holidays! We must apologize to all you non-disk users for last months program 'Draw'. When you tried to view the Garfield comic characters, the picture probably loaded on the bottom of the screen and you lost the Draw program. Solution: If you have a 32k system you can modify part of line 1940. Instead of saying CLOADMF\$, it should say CLOADMF\$,63487. 16k systems do not have enough memory to view the characters using the 'Draw' program. Instead, all you have to do is enter the following line, PMODE1:PCLEAR2:SCREEN1,0:PCLS:CLOADMA\$,63487.

1. CHRISTMAS COVER - Watch as our Mascot writes a letter to santa in this animated skit. Note: This program and the following program use (Poke 359,57) to keep the screen in the graphics mode. When you are finished with the program, simply hit the <Break Key> and enter Poke 359,126.
2. CLIMBER - Use the right joystick to maneuver your man to the top of the structure. Watch out for fireballs as you climb the ladders.

3. GALACTIC CONQUEST - This strategic war game can be very addicting. The game is played as follows. You start owning planet #1. The object is to send ships from your planet to a nearby planet(s) or world(s) to do battle. Every time you win a planet, you own a planet and the ships that it produces are yours. When it asks you 'From world' you can do the following: 1) Entering a 'M' will give you a map of the galaxy. 2) Entering a number will indicate which planet you are sending your ships from (initially only planet #1). 3) Hitting enter will terminate your move for that year.

4. WARLORDS - Battle it out amongst each other as you determine the outcome of your country. You must buy Soldiers, Marketplaces, Iron Mills, Shipyards and most importantly, control your economy.

5. STATES - Now you can learn the states of the U.S.A., their abbreviations, and their capitals with this question and answer program.

6. MATH TUTOR - Sharpen up your math skills with this math quiz program. Three different levels lets everyone participate.

7. MACHINE LANGUAGE DATA - Put your machine code into Basic Data Statements when using machine language with basic programs. Once your machine code is in memory, this utility will ask for the start and end address and then take the machine code in memory and generate Data statements. Once you have your Data statements saved, you can build your basic program around it and Poke the Data statements into memory.

8. PRINTER UTILITY INSTRUCTIONS - This program will provide detailed instructions on the 'PRTORUR' machine language utility.

9. PRINTER UTILITY - This program will provide the user with an easy means to create a custom character set for use with a graphics capable Dot Matrix Printer. To save this machine language program, Enter (C) SAVEM *PRTORUR*, 15800,16357,15800.

Note: The previous program and the next program are machine language programs. To load them enter (LOADM) instead of CLOAD. Enter EXEC instead of Run.

10. MUTANT WAFFLES - The object of this fast moving game is to move from room to room in search of the nine bottles of syrup. While avoiding the mutant waffles as much as possible, you must gather the bottles and get back to start as soon as possible. To save this program, enter (C) SAVEM 'Mutant', 9728,12479,9728.

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 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.....