T & D SUBSCRIPTION SOFTWARE

File Name	English Name	PMODE	PCLEAR	LOCATIONS	
				CTR-80A	CCR-81
BANNER	Banner	0	1	10-157-280	4- 99-216
PROBE	Probe	0	1	23-168-289	11-107-227
DIR PROT	Disk Directory Prot.	0	1	44-184-301	29-120-241
OPTICAL	Optical Confusion	3	4	55-192-309	29-129-251
WORDPROC	Word Processor	0	1	77-210-323	42-144-270
WORDSRCH	Word Search	0	1	95-226-338	63-159-290
RESCUE	Space Rescue	4	4	107-237-347	67-170-303
STARTRAP	Star Trap	4	4	123-250-358	77-183-319
PIECHART	Pie Chart	4	4	134-262-365	81-193-331
FORCFIELD	Force Field	4	4	150-272-379	93-207-353

What? No cover program? That's right! This month we have broken a 18 month
tradition with no cover program. We do not know what the future holds for the (hard
to write) cover programs. Note: We have a corrected copy of the "Program Packer"
located 3 times on this tape. The earlier copy had some bugs in it. The machine
language utility is located after each copy of the game 'Forcefield'. Disk users must
type CLOADM "PACKER",2300. To save this program to cassette, non-disk users must enter
SAVEM"PACKER",1536,1740,1536. To save this program to disk, enter SAVEM"PACKER",
3836,4040,3836.

1. BANNER - Now, with the use of your printer, you can print amazingly long banners.
You also control the height and width of the letters along with your own personal
message.

2. PROBE - Up to four players can play this exciting word game. Everyone chooses a
word and also is given the chance to help disguise his word with blanks. Players take
turns guessing each others words until all words are uncovered. The one with the most
points at the end of the game(s) is the winner!

3. DISK DIRECTORY PROTECT - Your disk directory is stored on track 17 and is often
the cause of crashed disks. This program allows you to copy the directory to track 0.
If your directory crashes you can restore it which will copy the directory from track 0
to track 17. Note: The menu option is for those who have one of our previous programs
on disk, called 'DIR'.

4. **OPTICAL CONFUSIONS** - With the help of the graphics of the color computer, we will try to confuse you with these optical illusions.

5. **WORD PROCESSOR** - This word processing program is written in basic with machine language subroutines included to increase speed. This word processor supports text entry, insertion, deletion, overwriting, saving, loading and printing. The printing function supports lead rates, printer widths, margins, double spacing, auto page numbering, and right justification.

When the program is run, you will be in the text entry mode and may type away at your hearts content. You need not type enter after every sentence. Pressing the enter key will put a left arrow character on the screen. This arrow is used to show an end a paragraph. Note that any line which contains the left arrow will not be justified when the justification option is chosen at print time. This program also supports lower case letters. Simply hit the shift and the 'O' key simultaneously. There after, capital letters are obtained by hitting the desired letter and the shift key.

To get out of the text entry mode, press the clear key. This will put you into control mode. From this mode you may edit your text, type or disk, output to tape or disk, print the text in the buffer, or exit the program. When in the edit mode you may use the arrow keys to position the cursor anywhere in the text. Pressing 'I' puts you into the insert mode. Text may now be typed into the middle of the other text. To get out of the insert mode, press the shift and the up arrow keys simultaneously. Pressing 'D' puts you into the delete mode. Subsequent pressing of 'D' will cause characters to be deleted from the text. To get out of the delete mode, press the shift and up arrow keys. Pressing 'O' when in the edit mode puts you into the overwriting mode. The new characters then typed in will replace or overwrite the old. To escape from this mode and return to the edit mode you must press the shift and up arrow keys.

When in the disk/tape input mode you will be prompted for the filename and device type. When in the disk/tape output mode, you will be prompted for the filename and device type. When you select the print option, you must first select the parameters and options you desire. A menu is provided to help you with this. When you are in the edit mode and wish to get control mode, press the shift and up arrow keys. When in the control mode, pressing 'X' will terminate the program. Note that all of the control characters are upper case.

6. **WORD SEARCH** - Remember those baffling puzzles where you have to search through rows and columns of letters to find hidden words? Now with the aid of your Color Computer you can make and solve these puzzles. The puzzles and solutions can also be printed on the printer.

7. **RESCUE** - Using the right joystick you must rescue the stranded astronauts from the surface of the planet. We recommend that you try the easy level at first.

8. **STAR TRAP** - Destroy the aliens before they destroy you. Use your right joystick to protect your starship and the fire button to fire at the aliens.

9. **PIE CHART** - Create pie charts with your Color Computer. Once created, these charts can be printed on your printer.

Note: The next program and the following program 'Packer' are machine language. Please enter CLOADM instead of CLOAD and EXEC instead of RUN.

10. **FORCE FIELD** - The aliens are attacking the earths force field. Beware! They are too fast for you to stop all of them. How many waves of them can shoot down before your energy field is drained.

Until next month ....