T & D SUBSCRIPTION SOFTWARE

File Name	English Name	PMODE	PCLEAR	LOCATIONS	
				CTR-80A	CCR-81
PEEK	Peek, Poke + Exec	0	4	42-255	22-189
SCRESCUE	Saucer Rescue	4	4	85-284	47-222
YUNGTYPR	Young Typer Tutor	4	4	95-291	54-231
O-TEL-O	O-TEL-O	0	4	105-299	60-240
SWIMMING	Olympic Games	1	4	118-309	69-252
DUBLDICE	Double Dice	4	4	139-325	85-255
DBINS	COCO Database	0	4	150-334	93-287
BATLSTAR	Battle Star	0	1	180-357	119-322
PINBALL	COCO-Pinball	4	4	198-369	133-341
DUNGEONS	Montezumas Dungeons	4	4	213-381	147-361

If, while loading in 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 that are needed for the programs are set for the Radio
Shack CTR-80. Your locations may vary slightly. We try to put
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.

Welcome to another month of T&D Software. We are now offering
the Coco-Cassette on disk. Single issues and back issues will cost
eight dollars. A six month subscription will cost forty dollars
and a year subscription will run you seventy. If you would like
to get your remaining issues of your subscription on disk, simply
multiply the remaining issues by a dollar and fifty cents and send
a check or money order in. Or, you can call in the difference and
charge it to your Visa or Mastercard.

1. **PEEK, POKE, AND EXEC** - These two programs will supply you
with all kinds of interesting peeks, pokes, and execute statements
which might help you out with your programming or simply provide
you with interesting short cuts.

2. **SAUCER RESCUE** - Rescue the humanoids from the surface of the
planet. This program allows the use of the high speed poke.
Make sure that you reset the computer before doing input/output to
tape or disk.

3. **YOUNG TYPER TUTOR** - You must type the invaders before they hit
you by typing the correct letter. This program gets progressively
harder as you go from round to round.

4. **O-TEL-O** - You and the computer battle it out in this 'Othello' type game. The line on the right of the screen represents how long it will take for the computer to make its move. The more that you progress along in the game, the faster the computer plays.

5. **OLYMPIC SWIMMING AND FIELD EVENTS** - Go for the gold in these two programs. The first program involves using the joysticks to propel your swimmer in two swimming events. The second program allows up to four players to compete in the shot put and the javelin throw.

6. **DOUBLE DICE** - During eight rounds of play you must out score the computer in this exciting dice game. If you match your first roll of the dice, you score 'O' for that round. Knowing when to quit is the secret of this game.

7. **COCO DATABASE** - The first program you will load here provides you with instructions for the database program. A summary of the instructions can be printed on your printer. The database program requires a 32k computer and a disk. With it, you can create all kinds of files for home management. For your convenience, this program uses the 51*24 screen.

Note: The next three programs are machine language programs. You must enter 'CLOADM' instead of 'CLOAD' and 'EXEC' instead of 'RUN'.

8. **BATTLE STAR** - Protect your base as long as you can from the invaders as you shoot them down. To save this program to tape or disk, enter (C)SAVEM "BATLSTAR",8000,16000,8000.

9. **COCO-PINBALL** - Deflect the ball by moving your paddle right and left. Also, when pushing the fire button, the two holes on the side will close momentarily. To save this program to tape or disk, enter (C)SAVEM "PINBALL",8000,16000,8000.

10. **MONTEZUMAS DUNGEONS** - Before loading this program, disk users must enter "Files 1,10712". If you load the program and or execute the program and nothing happens, hit the reset button and the program will self execute. Press the fire button to begin the game. Your object is to go into all of the rooms and get the treasures without getting hit by any monsters or the wicked witch. Monsters can be eliminated by firing the joystick button. You are awarded a free man every ten thousand points. You can pause at any time by pressing the 'P' key. To save this program to tape or disk, enter (C)SAVEM "DUNGEONS",2560,13272,2560.

If you have any problems loading the programs try changing the volume on your tape recorder. If you have any questions, problems, solutions or Chatter, 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.................