T & D SUBSCRIPTION SOFTWARE

File Name	English Name	PMODE	PCLEAR	LOCATIONS	
				CTR-80A	CCR-81
TRS-C64	TRS Color to Comm. 64	0	1	000-000	000-000
GALSMUG	Galactic Snuggler	0	1	60-220	31-153
INDYRACE	Indyrace	0	1	80-234	44-167
ACCTMNGR	Account Manager	0	1	93-243	52-177
CASSMERG	Cassette Merge Util.	0	1	105-253	61-187
STR-PACK	String Packing Tut.	4	4	116-260	68-194
SPADUEL	Space Duel	4	4	129-270	77-205
BUGS	Bugs	4	4	143-279	87-217
TRAP-BAL	Trap-ball	4	4	156-290	97-229
BALLOONS	Balloon Fire	3	4	174-303	112-246

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 CTR80. Your locations may vary slightly. We try to put as many duplicate copies of a program 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 our September issue of Cococassette! Just a reminder, we are now offering Cococassette on disk. A six month subscription will cost $40.00. A one year subscription will cost $70.00. You can update your cassette subscription to disk for a $1.50 each. We will soon be offering a Cassette of the Month subscription for Commodore 64K owners. Prices will be slightly more than a subscription to the Color Computer. It will also be available on disk.

The first program after our 'Intro' program is a utility we will be using to convert some of our basic Color Computer programs to the Commodore.

1. **TRS-COLOR TO COMMODORE 64K** - This program will allow you to convert some of your basic Color Computer programs into the same language of the Commodore 64K computer. Then, with the use of phone modems or direct connection, you can save these programs to the Commodore 64K. Note: There is a big difference in high resolution graphics of each computer and therefore the graphic sections of most programs must be redone completely.

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2. **GALACTIC SMUGGLER** - You must choose one of three space ships, each with different strengths and weaknesses. Then, race across the galaxy with your illegal cargo eluding or destroying the patrol ships.

3. **INDYRACE** - As driver of the fastest race car at Indianapolis, you must stay on the twisting turning road as long as possible.

4. **ACCOUNT MANAGER** - This program can help you keep track of checking accounts, saving accounts, tax deductions, credit accounts, expense accounts, and much more! This program will work with tape or disk-and a printout of the account is possible. When your entering data, make sure that you enter a minus sign in negative transactions.

5. **CASSETTE MERGE UTILITY** - This utility will merge two basic programs together without needing a disk drive. This merge utility will allow you to intertwine lines.

6. **STRING PACKING TUTORIAL** - The graphics in the first part of this program is done by machine language string packing. List lines 31 - 35. For a beginner, string packing may look very difficult. For a machine language programmer, string packing represents a way to incorporate machine language routines in a basic program.

7. **SPACE DUEL** - This two player game involves maneuvering your space shuttle as you fire at your opponent. The score can be reset by hitting any key. The space shuttles are controlled by the right and left joysticks.

8. **BUGS** - The bugs have landed! You must rescue as many damsels in distress as possible before the bugs bite you ten times. Every time you rescue a damsel, one of your bug bites are healed.

Note: The next two programs are machine language programs. you use 'CLOADM' instead of 'CLOAD' and 'EXEC' instead of 'RUN'.

9. **TRAP-BALL** - Using the right joystick, you must stop the balls from leaving the center of the screen by moving your wall to one of the four sides. To save this program to tape or disk, you must enter (C)SAVEM"TRAP3ALL",8000,16000,8000.

10. **BALLOON FIRE** - Pop the balloons before they get to the top of the screen. Use your right joystick to maneuver your bow and the fire button to fire the arrows. To save this program to tape or disk, enter (C)SAVEM"BALLOONS",7680,10496,7680.

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 copyrighted 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.................