



T & D SUBSCRIPTION SOFTWARE

File Name	English Name	PMODE	PCLEAR	LOCATIONS	
HANGTREE	Hanging Tree	4	4	CTR-80A	CCR-81
CHECKERS	Checkers	4	4	43-248	22-182
FOOTBALL	Football	1	2	64-251	34-196
MOREPPE	More Peeks + Pokes	0	1	79-271	43-206
WORDCHEC	Spelling Checker	0	1	98-284	55-221
SOUNDDEV	Sound Development	0	1	114-296	67-237
WORDGAME	Word Game	0	1	139-315	84-260
SCREVRSE	Screen Reverse	0	1	158-328	99-279
AUTOCOPY	Auto Copy	0	1	173-339	111-295
RAT	Rat Attack	0	1	177-342	114-299
		3	4	184-348	120-308

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

Welcome to the 28th publication of Cococassette! This month's tape was slightly delayed due to the time spent watching the World Series. Great job Detroit Tigers! New subscribers: 16K users must enter PCLEAR 1 before loading the first program. After running the 'Intro' program, enter PCLEAR 4 before loading 'Hangtree' to avoid an ?FC error.

1. **HANGING TREE** - This 'Hangman' type game can be used to help tutor your child with spelling. The object of the game is to guess the word by choosing correct letters. Eight incorrect letters and you lose that round.

2. **CHECKERS** - This game is perfect for the beginning checkers player. Using your right joystick, you must out maneuver the computers pieces.

3. **FOOTBALL** - By preprogramming your four lineman, both players can battle it out on the football field. This program supports running, passing, punting and the interception. The winner is determined when one player is 20 or more points ahead of the other. Note: This program uses the high speed poke. Make sure that the computer is reset before doing input/output to tape or disk.

4. MORE PEEKS, POKES AND EXECUTES This program provides more of the technical Peek, Poke and Execute statements not mentioned on an earlier program. For your convenience, the statements can be printed on your printer.

5. SPELLING CHECKER - This utility program will allow you to check files created by a word processor. Besides this program, we have given you a wordlist file containing over 300 words. This wordlist file can be added too at any time. To copy this wordlist file from disk to tape, enter 'GOTO 3'. To copy this wordlist from disk to tape, enter 'GOTO 6'. Like other spelling checkers, this program requires as long as 30 minutes to check even small files and is designed for longer files.

6. SOUND DEVELOPMENT - This program will allow you to create virtually any type of sound by varying the waveform, frequency and duration. These machine language sounds can then be saved for future use in your basic programs.

7. WORD GAME - This game is somewhat similar to a popular TV game show. With various clues, you must guess the correct word. Beware of the Stoppers!

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

8. SCREEN REVERSE - Now you can give up that bright glaring light green background for a darker one that is easier on the eyes. This is accomplished by using an interrupt driven machine language routine. For a quick demonstration, simply Cloadm and Execute. For serious work, 16K users should enter Clear 200,16299 and then Cloadm the program. 32k users should enter Clear 200,32638 and then enter CLOADM "SCRVRSE",16384 before executing. To save this program, enter (C)SAVEN "SCRVRSE",16300,16383,16300.

9. AUTO COPY - This program will read any type of program from tape and put it automatically on your disk. After saving a program to disk, it will continue searching on the tape for another program to copy. Note: This program will not work with the newer 64K version of the Color Computer. To save this program, enter (C)SAVEN "AUTOCOPY",3976,6000,3976.

10. RAT ATTACK - This exciting 32K machine language game involves leading your snake around each different maze ridding them of rat infestation. To start the game, either push the joystick button for joystick control or the spacebar for keyboard control (arrow keys). To increase the start speed, you can now enter 1-9. Press the spacebar or joystick button to begin the game. Your snake will grow as you capture more rats. If your snake achieves a length of over 100, you will receive a bonus snake along with a score increase. Pressing a 'T' at any time will pause play. Pressing a 'Y' or a 'U' will toggle the sound. Try to make it thru all the ten mazes. To save this program, enter (C)SAVEN "RAT",7680,32256,22784.

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.....