



T & D SUBSCRIPTION SOFTWARE

File Name	English Name	Pmode	PCLEAR	LOCATIONS	
				CTR-80A	CCR-81
MATHHELP	Math Help	0	1	43-220	22-153
ZECTOR	Zector Adventure	0	1	54-229	28-162
WORLDCON	World Conquest	4	4	78-248	43-180
DRAGRACE	Drag Race	4	4	101-265	58-199
MINES	Mine Field	1	2	113-275	66-210
T-NOTES	T-notes	0	1	124-284	74-220
PROGINDX	T&D Program Indexer	0	1	136-294	83-231
CCSTATUS	System Status	0	1	170-320	109-264
ERR-TRAP	Error Trap	0	1	175-323	113-268
DROLLATK	Droll Attack	0	1	179-329	117-275

DISK USERS: Insert disk. Load and run 'MENU'. **CASSETTE TAPE USERS:** Rewind the tape. Zero the tape counter. Fast Forward to desired program's tape counter number and enter 'LOAD'. Locations for the programs are set for the Commodore 1550 Datasette Unit. Your locations may vary slightly. If your tape or disk does not load properly, return it for a prompt replacement.

Welcome to our thirtieth month of coco-cassette. There was a typo error on last months documentation sheet. It was dated 'December 1984' when it should have been dated 'November 1984'. We apologize to those of you who were confused.

- MATH HELP - Math help is a good program for kids who need practice, or teachers who want some randomly generated exercises. It gives a choice of addition, subtraction, multiplication or combinations plus five levels of difficulty.
- ZECTOR ADVENTURE - In this adventure game you must find the battle plans and escape the ship alive. This game accepts standard adventure syntax such as inventory, look, north, south, east, west, etc. You may also view a map of where you have been by typing 'map' <enter>.
- WORLD CONQUEST - Two generals will plot and fight a war in this 32K 'Risk' type game. Strategy and positioning will decide the winner.
- DRAG RACE - In this game, two players will use the joysticks to drag race. The fire button acts as the accelerator and the joystick acts as the stick shift. Be sure to shift your car at the right RPM. A tachometer and speedometer are provided.

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5. MINE FIELD - Mine field is a game which can test your quickness and coordination. You must guide yourself through a mine field using an on-screen mine detector. Be sure to move quickly and carefully.

6. T-NOTES - This program will explain what treasury bonds and notes are and how to make money from them. This program also includes a note value analyzer as a tool for financial planning.

7. T&D PROGRAM INDEXER - This program is intended for use as an index to back issues of Coco-cassette. Immediately after this program there is a data file called 'PROGFILE' which contains the data for the first thirty issues of Coco-cassette. Using the indexer, you can update the file, list all the records, list records by issue number, and list records by program classification.

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

8. SYSTEM STATUS - This machine language utility will reveal the status of your coco computer system. When you EXEC this program, you will be informed of the current Pmode, current Pclear, system memory size, last unprotected address, printer baud rate, basic program size, working storage used, and working storage free. 16K users should enter CLEAR 200,15799 before loading when using this utility with a basic program. 32K users should enter CLEAR 200, 32183 before loading and (C)LOADM"CCSTATUS",16384 when using it with a basic program. To save this program to tape or disk, enter (C)SAVEM "CCSTATUS",15800,16383,15800.

9. ERROR TRAP - This machine language utility will perform as an 'on error goto line number' error-trapping routine. When this routine is used, any kind of error (such as ?SN, ?OM, etc.) occurs, control of basic will goto the line number you specify. To use this routine, enter the proper Clear, (C)loadm and exec statements and then enter POKE 276, most significant byte of line number, and POKE 277, least significant byte of line number. For example, if you wish the computer to go to line 100 when an error occurs, then POKE 276,0:POKE 277,100 will do it. Be certain that the line you specifies exists! 16K - Enter CLEAR 200,16299 before loading. 32K - Enter CLEAR 200,32683 before loading and (C)LOADM "ERR-TRAP",16384. To save this program enter (C)SAVEM "ERR-TRAP", 16300,16383,16300.

10. DROLL ATTACK - The drolls will start at the top of the screen, then, one by one, they will attack you. You can control your ship with the right joystick. Use the fire button to fire at the drolls as they dive at you. Note: 16K users must enter PCLEAR1: CLEAR 200, 7000 before loading. To save this program, enter (C)SAVEM "DROLLATK", 8000,16300,8000.

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.....