



T & D SUBSCRIPTION SOFTWARE

File Name	English Name	PHODE	PCLEAR	LOCATIONS	
BARSOOM	Treasures of Barsoom	0	1	CTR-80A	CCR-81
BATTLEGR	Battle Ground	0	1	46-292	24-231
SCL-INS	Structured Language	0	1	76-310	41-255
LIB-INS	Library Module	0	1	97-323	55-272
MICROGOLF	Micro Golf	1	2	158-366	98-334
STARDEUEL	Star Duel	4	4	189-389	125-374
EDUFTBL	Arithmetic Football	4	4	211-405	145-405
GRIDRUN	Grid Run	4	4	221-413	154-419
SPRLATK	Spiral Attack	4	4	233-422	166-441
FASTSORT	Fast Sort	0	1	245-431	180-461
MUNCHMAN	Munch Man	0	1	254-438	188-477
				256-440	190-481

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 another issue of Coco-cassette. With more and more color computer owners upgrading their color computers and also purchasing 32K machines, we feel more at ease each month when we publish '32K memory or more only' programs. This month we are publishing three such programs. We have also included a bonus 16K machine language program called 'MUNCHMAN' which does not appear on the cassette label.

1. TREASURES OF BARSOOM - In this 32K adventure game, you must find the treasures of Barsoom. This game accepts standard adventure syntax.
2. BATTLE GROUND - Battle ground is a chess - like strategic battle game. The object of the game is to maneuver your blockers, bombs, and blasters and destroy your opponent's base. This game requires two players and uses the joysticks for control.
3. STRUCTURED COMPILED LANGUAGE - SCL is a new high level computer programming language designed by T&D Software for the color computer. The instruction program and the compiler itself both require 32K of memory. The SCL compiler will take your SCL program in an ascii source file and compile it one line at a time into machine language. The machine language generated will run from 50 to 100 times faster than the basic equivalent.

4. LIBRARY MODULE - Library module includes a instructional program and a data file which contains the SCL command library. The SCL command library is an ascii data file which contains additional commands for hi-res graphics, joysticks, fire buttons, sounds, etc.

5. MICRO GOLF - This computerized version of miniature golf features nine holes of hi-res action. The joystick is used to control swing strength and direction. Note: please enter PCLEAR2 before running to avoid a ?FC error.

6. STAR DUEL - Using the joysticks, two players will fly and shoot at each other in a star duel. The first person to run his ship out of energy loses.

7. ARITHMETIC FOOTBALL - This educational program will drill kids in arithmetic using a Football game format. A correct answer moves the football toward the goal line. An incorrect response may cause either a fumble or a loss of yardage. Four skill levels and a timing device allows for a wide variety of players.

8. GRID RUN - This game provides a three dimensional effect as you try to rid the grid from the monsters. To start the game, simply hit the right joystick button. If your computer can handle the high speed poke, we recommend removing the "I" in line 54 to increase the speed of play in higher levels.

9. SPIRAL ATTACK - Wave after wave of aliens will be attacking you moving in a spiral. Use the right joystick to control movement of your ship and firing.

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

10. FAST SORT - This machine language sort routine uses a high-efficient optimized speed sorting technique used to sort any single dimension array of strings. First you must correctly load in this routine. Then, before you EXEC the routine, you must poke certain values into the computer. For example: you want to sort 100 records stored in your basic program from string values of A\$(1) to A\$(100). You must first tell the routine where the array starts by entering the following formula: AD=VARPTR (A\$(1)):POKE279,INT(AD/256):POKE280,AD-INT(AD/256)*256. Second, tell the routine how many elements to sort. In this case, there are 100. Enter POKE277,0:POKE 278,100. To sort 266 records, you would enter POKE277,1:POKE278,10 or 256 + 10. To load this program, 16K users should enter CLEAR200,16099 before loading and 32K users should enter CLEAR200,32483 before loading and enter CLOADM "FASTSORT",16384. To save this program, enter (C)SAVEM "FASTSORT",16100,16383,16100.

11. MUNCH MAN - Use the right joystick to control your munch man as he munches the dots. Four ghosts chase your man. Eating the special power dots will cause the ghosts to be edible for a short time. Note: 16K users must enter CLEAR 12,9749 before loading. To save this program, enter (C)SAVEM "MUNCHMAN",9750,18999,10400.

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 uncopy-righted 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 and offer.

Until next month.....