



## T &amp; D SUBSCRIPTION SOFTWARE

File Name	English Name	PMODE	PCLEAR	LOCATIONS	
				CTR-80A	CCR-81
SELGAME1	Select a Game 1	0	1	43*305	23-223
TAPEPROB	Tape Problems	0	1	64*318	35-262
STROLL	Stroll	0	1	86*330	50-277
MANAGER	Manager	0	1	116*349	70-303
FONTSI	Fonts!	0	1	133*359	80-318
CLOWN	Clown Dunk	1	2	144*366	90-329
ALPHAMI	Alpha Mission	1	2	165*380	106-351
DOSE	Dos Enhancer	3	4	179*390	117-368
BOX-INS	Knok*out	0	8	186*395	123-376
HAUNTEDH	Haunted House	4	4	223*423	157-427

DISK USERS: Insert disk and run 'DIR'. CASSETTE TAPE USERS: Rewind tape. Zero the tape counter. Fast Forward to desired program's tape counter number and enter 'LOAD' or 'LOADM'. If while loading or running a program, you get a PC, CM, or SM error, you probably have to enter the PMODE and PCLEAR values from the keyboard. 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 you cannot get the tape or disk to load the programs properly, then send it back for a prompt replacement.

Welcome to our 35th issue of Coco-Cassette. It seems like we just got back from Rainbowfest in Chicago when we noticed we were running behind with the May issue. Sorry for the delay. We hope that you enjoy this month's programs.

1. SELECT A GAME 1 - This basic program contains two separate games accessed by a menu. When playing either game, you may use "P" to pause and "A" to abort and return to the menu. In the game "LASER", your ship can fire at approaching missiles in three directions. If you let eight missiles hit your defense shield, then you are destroyed and the game is over. In the game "STAROID", you fire upon alien spy vessels orbiting your base star. 16K disk users may need to enter PCLEAR1 before loading.
2. TAPE PROBLEMS - This is a tutorial on the problems sometimes encountered when loading cassette tapes. This program will explain the possible problems and give you tips on how to avoid them.
3. STROLL - This is a trivia game based on song titles and artists from the early Rock 'N Roll era. When used in a disk system, 32K is required. 16K tape users must enter PCLEAR1 before loading.

4. MANAGER - This program will manage individual statistics for baseball and softball teams. The statistics can be saved to tape or disk and printed reports can be made. Late Modification: Line 681 should be edited to look like the following: 681 PRINT#35+PT\*32,"-->";:PRINT#35+PT\*32," ";:K\$=INKEY\$:IFK\$="" THEN681 ELSE IFK\$=CHR\$(13) THEN NEXT I:GOTO190

5. FONTSI - This program is a demo of the capabilities of the Radio Shack DMP-110 printer. If you have a DMP-110, then you can get an example of the twenty different print styles available.

6. CLOWN DUNK - This is a drill and practice program for ages six to twelve. It uses high resolution graphics and was written and used by teachers. To use, CLOAD and RUN. The graphics will then be loaded either from your choice of tape or disk. The graphics are in a separate binary machine language file called "CL". To copy "CL": Enter PCLEAR4. (C)LOADM"CL". Insert destination disk or tape and enter (C)SAVEM"CL",3584,6656,3584.

7. ALPHA MISSION - Fly your star cruiser through the cavern to reach the mother ship at the end of the tunnel. Use the right joystick to control your ship. One hint: You must shoot saucers to remove force fields you will meet blocking the passages.

8. DOS ENHANCER - This machine language utility program adds seven commands which are missing from Radio Shack Disk Basic. If you have a disk drive simply (C)LOADM and EXEC. The commands available are 1) TYPE "FILENAME" - This lists an ASCII file to the screen. 2) PRINT "FILENAME" - This prints an ASCII file to the printer. 3) CREATE "FILENAME" - This creates a new file to disk and allows keyboard input. Pressing Enter twice stops input and closes the file. 4) MRUN "FILENAME" - This automatically LOADM's and EXECUTE's a ML program. 5) CAT 0 or 1 - This lists a catalog of Disk 0 or 1 to the screen. 6) LCAT 0 or 1 - This prints a catalog of disk 0 or 1 to the printer. 7) EXIT - This exits the DOS program and returns you to disk basic. To save this program to tape or disk, enter (C)SAVEM"DOS",4096,5703,4096.

9. KNOCK\*OUT - Knock\*out is a 32K graphic boxing game. You will start out at the bottom (10th rank) and work your way up. See your punches land on your computer controlled opponents. The matches will get harder as you get better. A separate instruction program "BOX-INS" should be loaded and run first. At the end of the instructions, a graphics file "BX" will be automatically loaded from tape or disk. Then, the Knock\*out main program will be loaded. To copy the graphics file: Enter PCLEAR8. (C)LOADM "BX". Enter (C)SAVEM"BX",3584,15871,44539.

10. HAUNTED HOUSE - Find the treasure in this colorful 32K graphic game. At certain stages this program needs to load extra programming and picture data either from tape or disk. If your system has a disk drive, disk will be used. There are two graphic modules: "MOD#1" and "MOD#2". To copy these modules, enter (C)SAVEM"MOD#1 or MOD#2",18300,30970,18300. When Haunted House is run for the first time, the screen utility "SCN51\*24" is loaded and initialized. To copy the screen utility, enter (C)SAVEM"SCN51\*24",31300,32632,31329 after it is properly loaded. If you aren't really into adventure games, add the line: 21 DM=1 When you run the game, it will then play and solve itself.

Until next month.....