T&D

T & D SUBSCRIPTION SOFTWARE

File Name	English Name	PMODE	PCLEAR	LOCATIONS	
				CTR-80A	CCR-81
SELGAME2	Select a Game 2	0	1	43-284	23-224
VIDEOC	Video Computizer	0	1	66-296	33-238
SPCHSYN	Speech Synthesis	0	1	82-313	46-248
SPCHINS	Speech Recognition	0	1	105-323	61-277
SPACELAB	Space Lab	2	1	147-352	92-314
AUTOCOMM	Auto Command	0	1	168-365	109-336
COMWATCH	Computer Watchmaker	0	1	174-368	114-342
KNIGHT+L	Knight + Labyrinth	0	1	188-377	125-356
STARINS	Star Siege	2	4	204-389	141-378
TALKSPEL	Talking Quiz	0	1	224-416	181-432

DISK USERS: Insert disk and run 'OIR'. CASSETTE TAPE USERS: Rewind tape. Zero the tape counter.
Fast Forward to desired program's tape counter number and enter 'CLOAD' or 'CLOADM'.
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 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 36th issue of Coco-Cassette bringing us to
three years and over 360 programs. We want to thank a lot of you
who have been with us from the beginning. We hope and trust that
we will be around for another three years. Thank you again for
your support.

1. SELECT A GAME 2 - This program features two seperate games,
both shoot em ups. In the first game, "TRAPS",
you must collect maps. In the second game, "BOMBS", you must
take aim and drop bombs on the alien. When playing either game,
you may use "P" to pause and "A" to abort and return to the menu.

2. VIDEO COMPUTIZER - This program will help you organize up to
180 video cassettes containing up to 4 movies each in a 32K system
or 50 video cassettes in a 16K system. The data,(the title, start
count, location count, and running time) can be dis-
played, printed, and even used to print labels on the printer.
You can also perform a fast title search for quick indexing of
video cassettes.

3. **SPEECH SYNTHESIS** - This program uses software phonemes to generate speech. By following the rules, you can get your voice to say virtually anything without the need for any extra voice hardware. Two files make up this program. The first file is the main program. The second file, "SPCHSRML" is the speech synthesis machine language and will be loaded automatically from disk if a disk drive is plugged in. To save "SPCHSRML" to tape or disk, enter "C]SAVEM"SPCHSRML",12000,16223,12000.

4. **SPEECH RECOGNITION** - This speech program can perform voice to text conversion. Three files make up this program. The first file is a basic program called "SPCHRES" which will provide instructions and then automatically load the main program called "SPCHREC". This main program, when run, will automatically load in a set of machine language routines contained in the file "SPCHRCML". If a disk drive is detected in the system, it will be used. If there is no disk drive, then the cassette will be used for loading.

5. **SPACE LAB** - In this text adventure game, you must figure out how to save your dying vessel. Disk users will need 32k to run this adventure.

6. **AUTO COMMAND** - This program will allow the color computer to treat any ascii disk file as though it were typed directly from the keyboard. Now you can save frequently used basic command sequences in a file, and then access the file using this program when you want the commands in the file to be executed. Note: when creating the file, do not use the 'WRITE' command but instead, use the 'PRINT' command.

7. **COMPUTER MATCHMAKER** - This program will analyze the compatibility of people of the opposite sex. The testing is based on responses to 27 questions which must be answered by every person to be entered into the system. The data may be saved to tape or disk.

8. **KNIGHT AND THE LABYRINTH** - This is a text D & D game where your goal is to survive. The program will show a list of commands. There are many kinds of monsters and hazards to overcome.

9. **STAR SIEGE** - The object of this game is to score points by rescuing humans, destroying castles, and eliminating aliens before all of your ships energy is gone. A separate instruction program "STARINS" precedes the main program called "STARSGE". Following the main program is a machine language file called "STARSGML" which is automatically loaded when the main program is run. If a disk drive is detected, it will be used for automatic loading. To save the ML file, enter "C]SAVEM"STARSGML",3584,8191,3584.

10. **TALKING SPELLING QUIZ** - This talking program can help educate the youngest child. Words are taught, and then the child is quizzed on the words just learned. The main program is in the file "TALKSPEL". When the main program is run, the file "TALKSPML" will be loaded from disk if a disk drive is detected, otherwise it will be loaded from tape. To save "TALKSPML", enter (C]SAVEM"TALKSPML",12000, 16223,12000.

If you have 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...............