T & D SUBSCRIPTION SOFTWARE

File Name	English Name	PMODE	PCLEAR	CTR-80A	CCR-81
CHESS	Chess Master	0	1	42-249	21-182
BIBLE 5	Bible 5-7	0	1	62-264	32-197
SHIPWRECK	Ship Wreck	0	1	134-314	80-258
FILEXFER	File Transfer	0	1	158-333	99-283
FOUR	Four in a Row	0	1	167-339	107-292
MARSHY	Marshy	0	1	178-347	116-303
TAPECONT	Tape Controller	0	1	188-357	125-317
CATACOMB	Catacomb	3	4	194-361	329-325
AUTOTALK	Autotalk	0	1	211-374	145-346
SCR8PACK	Scr8pack	0	1	222-383	155-361

TAPE USERS: Insert disk and run 'DSK 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 each programs on tape as possible. If the first tape 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 37th issue of CoCo-Cassette. Since this is the slow part of the season, we would like to make you a special renewal offer effective only for the month of August, 1985. Renew for a year and receive two free back issues of your choice or add the two on to your subscription. This will also apply for one free issue with a sixth month renewal. You can renew for as long as you want but remember, the special only applies for the month of August.

1. **CHESS MASTER** - Play a good game of chess with your Coco. This game supports seven levels and castling. Can you outwit the computer?

2. **BIBLE 5** - These three programs, Bible 5 - "who said that", Bible 6 - "who did that", Bible 7 - "easter" are three program quizzes on the bible. All questions are multiple choice and are timed. You can select the maximum response time and number of questions per round. Bible quizzes 1-4 are on CoCo-Cassette #22.

3. **SHIP WRECK** - This action adventure game you must find your way to safety. Two word commands are used to effect the action.

4. **FILE TRANSFER** - This utility program can be used to transfer files from one computer to another by modem. Files to transmit may be loaded from tape or disk. Received files may be saved to tape or disk. Note: You should power off - then on after using this program.

5. **FOUR IN A ROW** - Play against the computer in this thinking game. The first to get four in a row vertically, horizontally, or diagonally will win. Can you outwit the computer? He is pretty smart!

6. **MARSHY** - In this game you must save your Marshmallow from the wrath of the hershey bar in the land of S'mores. Use the arrow keys to maneuver Marshy and press the space bar to foil the hershy bar.

Note: The next four programs are in machine language. You must enter (C)LOADM instead of (C)LOAD and EXEC instead of RUN.

7. **TAPE CONTROLLER** - Save your fingers from 'AUDIO ON:MOTOR ON' using this utility. Once loaded and executed, pressing the down arrow will toggle the audio and motor on and off. 16K users must enter CLEAR200,16245 before (C)LOADM'ing and 32K users must enter CLEAR200,32629 before loading and other (C)LOADM 'TAPECONT',16384. To save this program, enter (C)SAVEM 'TAPECONT',16246,16382,16246.

8. **CATACOMB** - Press the right joystick fire button to start the game. Travel the Catacombs to get fuel blocks for your escape while avoiding the alien patrols. If you get a full load of fuel, escape is automatic. You can break out any time by pressing the fire button. But remember, you will need as much fuel as you can get to travel the hyperspace corridor to reach the safety of your mothership. While traveling the corridor, avoid or destroy the space mines and energy ships. You can also pick up fuel on the side. When you reach the stargate, do not run into it but go through the center to the mothership. To save Catacomb, enter (C)SAVEM "CATACOMB",4096,11641,11603.

9. **AUTOTALK** - Once loaded and executed, this utility will cause all output to the screen to also be spoken by the computer. This will give you constant voice feedback. Note: Before loading, you should enter CLEAR 200,11499. To save this program to tape or disk, enter (C)SAVEM "AUTOTALK",11500,16370,11500.

10. **SGR8PACK** - Enjoy spectacular color graphics using a 64x64 graphics mode not normally available on the Coco through basic. Sgr8pack is a set of five machine language routines. To make these five routines work in your basic program, you must have the following line in the beginning of your program: DEFUSR0=16000: DEFUSR1=16033:DEFUSR2=16061:DEFUSR3=16098:DEFUSR4=16117.
   The five routines will be explained by giving the command followed by the definition of the routine. 1. U=USR(0) - sets the 64x64 mode. 2. POKE279,color code:U=USR(1) - clears screen to color code. 3. POKE277,X coordinate:POKE278,Y coordinate:POKE 279,color code:U=USR2(0) - sets a single color code. 4. POKE277,X coordinate:POKE278,Y coordinate:U=USR3(0) - reads (X,Y) pixel to Black. 5. POKE277,X coordinate:POKE278,Y coordinate:POKE279,color code pixel (X,Y) and returns the color code in location 279. Color codes are: 0=black, 1=green, 2=yellow, 3=blue, 4=red, 5=white, 6=cyan, 7=magenta, 8=orange. To save this program to disk or tape, enter (C)SAVEM"SGR8PACK",16000,16200,16000.

Until next month.......