



## T &amp; D SUBSCRIPTION SOFTWARE

File Name	English Name	P.MODE	PCLEAR	LOCATIONS	
				CTR-80A	CCR-81
PRODEVAL	Home Product Eval.	0	1	44-310	22-257
YAHTZEE	Yahtzee	0	1	65-322	35-273
DISKFILE	Disk File Utility	0	1	84-333	46-287
MACH II	Mach II	3	4	104-345	60-305
BILLBOARD	Electronic Billboard	0	1	137-365	84-337
CHASE	The Great Chase	0	1	151-374	95-351
MANADY	Super Mansion Adv.	0	1	203-404	139-407
SLOTMACH	Slots Give Away	3	4	245-430	180-462
TEXTBUFR	Text Buffer	0	1	267-442	203-468
TUNNEL	Tunnel Run	1	2	272-450	211-475

**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 'CLOAD' or 'CLOADM'. If while loading or running a program, you get a FC, DM, or SH error, you probably have to enter the P.MODE 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.

Happy Holidays and welcome to our 42nd issue of Coco-Cassette. We hope that these programs will give you and your Color Computer a special lift. Remember to order the back issues you've missed before the prices go up on January 1.

1. **HOME PRODUCT EVALUATION** - If you are serious about getting more for your money, this home management program can help you analyze products and provide screen and printed reports. Consumer products and durable products can be compared.
2. **YAHTZEE** - Take turns playing this very popular dice game. Like in the regular game of Yahtzee, you get three rolls per turn to get the best score.
3. **DISK FILE UTILITY** - This super disk utility can provide you with three different types of printed reports regarding your disk files. A menu is used to quickly and easily select reports.

4. MACH II - This high resolution game is based on the movie "Fire Fox". Fly the most advanced fighter ever built. Mach II requires 32K. The instructions to the game are rather limited and often the options are displayed in german. Just like in the movie, you must figure out how to fly the fighter plane and fulfill the mission.
5. ELECTRONIC BILLBOARD - Display colorful large letter scrolling messages on your TV screen. This program can have many uses. All you have to do is enter the lines to be displayed and the computer will do the rest.
6. THE GREAT CHASE - Enter PMODED:PCLEAR1 before loading and running this game. In Chase, the object is to run down the dot appearing on the board with your car. Selectable options give you different game variations. When Chase is RUN, the data file "CHASDATA" is loaded from tape or disk. The data file follows Chase on the tape.
7. SUPER MANSION ADVENTURE - This text adventure requires 32K to load and run. Your mission is to escape from the 285 room mansion. Standard adventure syntax (N for north, U for up, L to load a saved game, S to save a game, get key, etc.) is observed.
8. SLOT MACHINE GIVE AWAY - This slot machine program works wonders at shows or gatherings for accumulating mail lists. You decide what prizes you want to give away and also what odds the player has in winning them. The player must enter his name and address into the computer before he can have a chance to win one of the prizes. Since this program requires feedback from a file, a disk drive is required. If you do not have a disk system and/or you have the tape version enter two new lines. 200 GOTO 290 - 102 CLOADM To straighten out the graphics, those of you without a disk drive should change the 7360 to 5312 in line 130, change the 5866 to 3818 in line 330, change the 22 to 14 in line 140, and line number 372 should read: 372 AD=3830-NS\*4:CC=EP(4-NS). To save SLML, enter (C)SAVEM"SLML",32000,32767,32000.
9. TEXT BUFFER - This utility will give 64K users a constant text buffer which will save all output to the screen in a separate buffer. Later, the data can be printed, reviewed, or the buffer can be cleared. To use: Enter CLEAR 200,31999. (C)LOADM "TEXTBUFR". Enter EXEC. The blinking square in the upper right corner shows that the buffer is currently storing data. To toggle the buffer on and off, press the down arrow. Later when you want to examine or print the buffer, enter EXEC and a menu will appear on the screen. To save this program, enter (C)SAVEM "TEXTBUFR",32000,32594,32000.
10. TUNNEL RUN - Use the joystick to control your flight as you speed through these deadly tunnels. To use, enter CLOADM if you are using tape or LOADM "TUNNEL" if you are using disk. Then you must enter EXEC. To save to tape or disk, enter (C)SAVEM "TUNNEL", 3900,15000,3900.

Until next month.....