



T & D SUBSCRIPTION SOFTWARE

File Name	English Name	PMODE	PCLEAR	LOCATIONS	
				CTR-80A	CCR-81
CANNONS	Dueling Cannons	3	4	45-243	24-176
WATERCST	Water Cost	3	4	66-256	36-190
ZIGMAINS	Zigma Experiment	3	4	83-267	46-203
CHORDS	Chords	3	4	137-305	84-249
SAFEPASS	Safe Passage	4	4	154-317	96-264
SCRAMBLR	Scrambler	0	1	165-327	105-278
GUNFIGHT	Gunfight	3	4	170-335	109-288
KEYPAD	Key Pad	0	1	195-353	131-317
STYX	Styx	4	4	202-361	137-328
DIVERT	Printer Divert	0	1	215-371	149-345

DESK 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 zoning a program, you get a FC, DM, 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 43rd issue of Coco-Cassette. As you may have already noticed from our new ad in the Rainbow, the subscription price for Coco-Cassette on tape has gone up to \$70.00. The price for a disk subscription remains at \$70.00. This is our first price increase since we began over three and a half years ago. You have until February 14 to renew at the \$55.00 a year rate or \$30.00 for the six month rate.

- 1. DUELING CANNONS** - The object of this game is to hit the opponents cannon on the opposite side of the mountain by determining the angle (5-175) and bags of powder (1-40). The big arrow shows wind direction. The small arrow indicates a players turn. You can cancel an entry by pressing 'C'. The angle may contain decimals (such as 30.5, 82.6, etc.). The powder must be in whole numbers.
- 2. WATER COST** - This home management program can be used to keep track of water use and expense. Data can be saved/loaded using tape or disk.
- 3. ZIGMA EXPERIMENT** - You have discovered the Zigma Experiment. It has trapped you in the phone system. Can you escape safely in this unique adventure game?

4. CHORDS - Explore the world of musical chords on your color computer. This easy to use program will impress you even if you don't know anything about music.

5. SAFE PASSAGE - This program is a high resolution game where you must safely guide your fleet of ships through an enemy-mined cave.

6. SCRAMBLER - Using this machine language utility, you can add password run + scramble protection to your BASIC programs. To add the Scrambler to a program: 1. Line 0 of the program must be: 0 EXEC PEEK(27)*256 + PEEK(28)-240 2. (C)LOADM "SCRAMBLER". 3. EXEC 4. Enter the new password 5. Save your scrambled basic program. Later, when you try to run the scrambled program, you will be asked to enter the password. If you enter the correct password, then the program will run normally. To save Scrambler, enter (C)SAVEM "SCRAMBLR",16000,16350,16000.

7. GUNFIGHT - Use the joystick to move your man about your half of the screen.in this two player shoot out. Aim with the joystick and shoot with the fire button. Press 'M' on the title screen to keep the music from playing on each screen. When both players are out of bullets, they will be reloaded. When a player has been shot twelve times, he will have lost. Bullets pass through any blue area, reflect off red objects, and are absorbed by white objects. To save this 32K program to tape or disk, enter (C)SAVEM"GUNFIGHT", 10944,21824,21807.

8. KEY PAD - This machine language utility will give you a numeric key pad. Pressing the down arrow toggles the key pad off and on. When executed, the J,K,L keys become 1,2,3. The U,I,O keys become 4,5,6. The 7,8,9, and 0 keys complete the rest of the key pad. To use: 16K - Enter CLEAR 200,16099. Enter (C)LOADM"KEYPAD". Enter EXEC. 32K - Enter CLEAR 200,32483. Enter (C)LOADM"KEYPAD", 16384. Enter EXEC to run. To save this program, enter (C)SAVEM "KEYPAD",16100,16199,16100.

9. STYX - The object of this 32K machine language game is to capture as much of the playing board as possible. You capture areas by venturing out into the play field and then looping back to the border or to a previously captured area. You are safe if you are off the play field but will lose a life if your line is touched by the spinning STYX while you are trying to capture more territory. Use the right joystick to travel around the borders of the play field and hold in the fire button when you want to capture more territory. Capturing 75% or more of the screen will put you into a new screen. To save this program, enter (C)SAVEM"STYX",16384, 21527,16384.

10. PRINTER DIVERT - Divert is a machine language utility which will cause printer output to be sent to the screen instead. This is useful for people who do not own a printer, but wish to use the programs which provide printed output. To use: 16K - Enter CLEAR 200,16299. CLOADM or LOADM and enter EXEC. 32K - Enter CLEAR 200, 32683. Enter (C)LOADM"DIVERT",16384. Enter EXEC. To save to tape or disk, enter (C)SAVEM"DIVERT",16300,16369,16300.