



T & D SUBSCRIPTION SOFTWARE

File Name	English Name	P.MODE	PCLEAR	LOCATIONS	
				CTR-80A	CCR-81
PROPERTY	Income Prop. Man.	0	1	48-239	24-172
BILBOARD2	Elec. Billboard 2	0	1	73-255	39-189
MOUNTAIN	Mountain Battle	4	4	90-270	50-205
THEFIGHT	The Fight	4	4	109-281	62-218
KEENO	Coco-Keeno	4	1	133-300	80-240
HOCKEY	Hockey	4	4	149-312	92-256
LOGIC	Logic	1	4	162-320	102-267
SCALE	On Scale Screen	0	1	177-332	115-283
LIBERTY	Liberty Ship	4	4	184-339	123-294
SNGLSTEP	Single Step Run	0	1	205-352	140-318

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 'C', 'M', or 'S' (CLEAR). If while loading or running a program, you get a PC, CM, or SN 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.

Welcome to our 45th issue. Over the past few years, some of you have reported bugs in some of our programs. Sometimes a program will crash because of improper use such as wrong Pmodes or Pclears or not enough memory, etc. If you know of a T & D program with a bug that you are sure is not due to the fault of the operator, we want to know. We want to compile a list of our bugs and corrections to better serve you and our future subscribers. After this is compiled, everyone will receive a complimentary copy. Please send your bugs and/or corrections to: BUGS, P.O. BOX 256-C, Holland MI 49423.

1. INCOME PROPERTY MANAGEMENT - This applications program will be handy for anyone who owns or manages any income rental properties. Tape, disk and printer operations are supported. Part of the program manages information on the rental properties themselves and the other part functions as a financial journal.

2. ELECTRONIC BILLBOARD 2 - If you wish to display some type of announcement or advertisement on your color computer, then this program may be for you. You can enter a message of up to fifty words and then have them run horizontally through the display. Each word may be set to one of eight colors. The moving speed of the display can be increased or decreased by pressing 'F' or 'S'.

3. MOUNTAIN BATTLE - Your opponent, the computer, has a base inside of a mountain with a cannon mounted on top. Pull back on the joystick to shoot higher.

4. THE FIGHT - Each player controls a boxer. You can block punches by moving the joystick up. You can move left and right by moving the joystick left and right. To throw left and right punches, move the joystick slightly to the left or right and push the button.

5. COCO-KEENO - In this card game, the computer is 'the house' and plays as your opponent. You will start out with \$1000 and can play as many rounds as you wish as long as you have money. (Sorry, no loans) The amount of money you win or lose depends on the size of your bet and the number of chips on your card and the computer's card. You could win a bundle or lose a fortune!

6. HOCKEY - This computer hockey game is for two players and requires joysticks. Each player controls two hockey players: one center and one goalie. The game lasts three periods long.

7. LOGIC - This program combines two game ideas to provide an interesting twist that's both educational and challenging. Two players take turns solving logical pattern problems. If you get a correct response, the computer enables the player to place one of his/her markers on to a tic tac toe board where the standard rules apply. The game requires two joysticks.

8. ON SCALE SCREEN - When you are designing text format screen output and high resolution graphics for programs, wouldn't it be nice to have an on-screen scale which can be used during the debugging stage to more quickly shape up your text screen and graphics screen displays. When you properly load and execute this utility, you will be provided with a number scale along the top of the normal green text screen. Plus, you get scales in the high resolution graphics mode as well. Loading instructions: 16K - Enter CLEAR200,15999. Enter (C)LOADM*"SCALE". Enter EXEC. 32K - Enter CLEAR200,32383. Enter (C)LOADM*"SCALE",16384. Enter EXEC. To save SCALE, enter (C)SAVEM*"SCALE",16000,16205,16000.

9. LIBERTY SHIP - Your mission is to free the galaxy's planets by destroying the satellites. Use the right joystick to ascend or descend in orbit and to go left or right. Press the fire button to fire photon torpedoes and destroy satellites. The strength of the enemy force field surrounding the planet is shown on the upper left portion of the screen. The field is weakened and the planet set free when sufficient number of satellites are destroyed. At the start of the game, your ship can sustain 4 direct collisions before your shield is depleted or 5 collisions before liberty ship is destroyed ending the game. Additional shield strength is awarded with every 10,000 points. To save this program to tape or disk, enter (C)SAVEM*"LIBERTY",24576,29999,24576. This program requires 32K. Enter (C)LOADM*"LIBERTY" to load, and enter EXEC to run.

10. SINGLE STEP RUN - This utility program will allow you to single-step RUN through your BASIC programs. When this utility is active, the computer will stop at the end of each statement (end of each line). While it is halted, it will blink the upper right corner of the screen. To continue execution, press and release the left joystick fire button. When used with the TRON command, this utility can be very useful. Loading instructions: 16K - Enter CLEAR 200, 16199. Enter (C)LOADM*"SNGLSTEP". Enter EXEC. 32K - Enter CLEAR 200,32583. Enter (C)LOADM*"SNGLSTEP",16384. Enter EXEC. To save this program to tape or disk, enter (C)SAVEM*"SNGLSTEP",16200,16299, 16200.

Until next month.....