T & D SUBSCRIPTION SOFTWARE

File Name	English Name	FMODE	PCLEAR	LOCATIONS	
				CTR-80A	CCR-81
COMPUIOU	Compu - I.O.U.	0	1	45-303	23-243
DISKASEM	Disk Disassembler	0	1	62-314	33-258
BAKINS	Bakcheek	2	2	88-330	48-279
PACHINKO	Pachinko	1	2	126-354	74-314
STOKCHRT	Stock Charting	3	4	142-342	86-326
STAIRS	Haunted Staircase	3	4	156-371	97-341
CANYON B	Canyon Bomber	0	1	169-377	107-353
DRAGON 1	Dragon's 1+2	3	4	184-385	120-365
GRAFSCRL	Graphic Scroll	0	1	264-487	198-471
AUTOBRDR	Auto Border	0	1	274-490	208-477

DISK USERS: Insert disk and run 'DIR' CASSETTE USERS: Rewind tape. Zero the tape counter.
Fast Forward to desired program's tape counter number and enter 'CLOAD' or 'CLOADM'.
If white loading or running a program, you get a PC, D/L or OM error, you probably have to enter the
FMODE and PCLEAR values from the keyboard. We try to set as many
of duplicate of the programs tone 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 49th issue of Coco-Cassette . We hope you
enjoy this month's selection.

1. **COMPUTER I.O.U.** - This program is a small database that can
be used by room-mates and friends to keep track of expenses they
share. This program works with tape and disk, and can provide
output to both screen and printer. First run 'N' to make a new
file and then run 'A' to add an entry.

2. **DISK DISASSEMBLER** - This utility will 'disassemble' a
machine language program on disk. It will translate the machine
language code into the original assembly language mnemonics.
This program works with the screen and printer. To make this
program work properly, make sure you include the filename and
extension when entering the proper machine language program to
be disassembled. (E.G. AUTOBRDR/BIN)

3. **BAKCHEK** - This game is an interesting mix between chess and
backgammon for two players. Hi-res graphics and sound also make
this program fun to play. There is an instructional program
also included in front of the main program.

4. **PACHINKO** - Pachinko is a two player game requiring joysticks. The left player controls the blue paddle and the right player controls the red paddle. Score 500 points before your opponent does by landing the bouncing ball into a score cup.

5. **STOCK CHARTING** - This home management program will help you track a stock value over a period of a year. It will help you detect business cycles. This program will work to chart other things as well. To make a line chart, you must have at least two different points on the graph.

6. **HAUNTED STAIRCASE** - Grab the right joystick and maneuver your way up the haunted stairs. Get 100 points for every step you climb. Lose 200 points for every step you need to retreat.

7. **CANYON BOMBERS** - Two players each fly a bomber over a computer canyon. The deeper each bomb hits, the more points scored. Sometimes your plane will disappear as if flying in the dark. Shots must be better aimed to get the higher points.

8. **DRAGONS 1 + 2** - This is a two part graphic adventure game. Because of memory requirements, 32K no-disk is required to run. To run this 32K program, disk users do the following: Enter PCLEAR1, ready a blank cassette tape, LOAD"DRAGON 1". Save it to tape. Turn the computer off. Disconnect your disk drive. CLOAD the program... You can run DRAGON 2 with your disk system.

Note: The next two programs are machine language. Enter CLOADM instead of CLOAD and enter EXEC instead of RUN.

9. **GRAPHIC SCROLL ROUTINE** - This scroll routine allows you to scroll your graphics screen up, down, left, or right. This routine works with all of the PMODES and is completely relocatable. To use this routine, enter POKE 277,Direction # and EXEC. The correct direction numbers are as follows: 1-up; 2-right; 3-down; 4-left. To save this program, enter (C)SAVEM"GRAFSCRL",16000,16174,16000.

10. **AUTO BORDER** - Auto Border automatically dresses up your programs with a continually moving border. Sixteen different border styles are available. You can also control the speed at which the border moves. Enter POKE277,Pattern (0-15): POKE279,Speed (0-Fast, 255-slow). To use this auto-border subroutine with another program, it is important that no text be printed on the top line, bottom line, left most column, and right most column. To save this program, enter (C)SAVEM"AUTOBRDR",15800,16148,15800.

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