T&D
T & D SUBSCRIPTION SOFTWARE

File Name	English Name	PMODE	PCLEAR	LOCATIONS	
				CTR-80A	CCR-81
BI INS	Business Inventory	0	1	46-294	23-232
ARENA	Arena	0	1	85-318	46-245
DSKCLERK	Disk Clerk	0	1	112-335	64-287
PCSURVEY	PC Survey	0	1	130-346	77-302
TREASURE	Treasure Hunt Adv.	3	4	151-362	94-328
SCREENGEN	Screen Generator	0	1	181-381	117-360
ASTRO-S	Astro Smash	1	2	199-394	133-382
NFLSCORE	NFL Scores	0	1	211-404	144-401
BARNSTRM	Barn Storming	0	1	235-422	167-439
SMASH	Smash	0	1	261-444	194-450

TAPE 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 I/O, 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 the programs every loop but sometimes, if the tape 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 50th 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 until September 20, 1986. Renew for
a year and receive two free back issues of your choice or add the
two or to your subscription. You can renew for as long as you
want but remember, the special only lasts until September 20.

1. BUSINESS INVENTORY - If you run a merchandising business,
then this program may help you. A separate program file precedes
the main program and provides instructions for using the Business
Inventory program. This program requires a 64k COCO with at least
one disk drive.

2. ARENA - Arena is an advanced dungeons and dragons
role-playing aid, and a game within itself. It is for one
character with levels 6-8. Simply enter desired class, name,
desired level to create a character.

3. DISK CLERK - Disk Clerk is utility program which allows you to catalog your disk file complete with file descriptions. This is useful for remembering what is on packed diskettes. You can enter a description of each program into a disk data file and later recall the information and display it, print it, or edit it.

4. PC SURVEY - This program explains the considerations encountered when buying an IBM PC or PC compatible system. Also contained in the program is a comparative display of 15 PC compatibles. This comparative listing may be printed on your printer if desired.

5. TREASURE HUNT - Treasure Hunt is a 32k text adventure game. The object is to find as many treasures as possible. It is donated from the June '86 issue of the Color Computer Programmer monthly magazine.

6. SCREEN GENERATOR - This utility program is useful for generating neat-looking text screens for your Basic and machine language programs. Features include full-screen editing, and line centering on command.

7. ASTRO-SMASH - In Astro-smash, you defend your home planet from a horde of different alien attackers. Should 10 invaders reach the planet, the game ends.

8. NFL SCORES - Using the 1985 Pro-season stats that are already stored in the main program, you can get predictions of all 16 games of each of the 26 teams. You can also alter these statistics of some or all of the teams by loading and editing a file called NFL. You can save this file to tape or disk to reload for later use. Scores of any week of play can be displayed or printed at any time.

9. BARN STORMING - In Barn Storming, you must carefully fly your small airplane over, around, and sometimes under obstacles. Fly through the barn openings to collect points. This program makes extensive use of machine language. A machine language file follows the main program and is load when the main program is run for the first time. To save the machine language file, enter (C)SAVEM"BSMLMOD",12700,16171,12700.

10. SMASH - Smash is a very nice machine language game. The object is to steer your car using the right joystick collecting dots while you avoid smash-ups with oncoming cars. The joystick controls the car on the right and at first is tricky to maneuver. Move the joystick in the direction of the track you want your car to jump to. Holding down the joystick button allows the car to jump two lanes. To save this game, enter (C)SAVEM "SMASH",11000,15290,11000.

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.............