



## T &amp; D SUBSCRIPTION SOFTWARE

File Name	English Name	PMODE	PCLEAR	LOCATIONS	
				CTR-80A	CCR-81
ASSETMAN	Asset Manager	0	1	45-268	22-202
MCINS	Money Chase	0	1	61-278	32-213
FISHING	Fishing Contest	1	2	101-306	57-247
RIP-OFF	Rip Off	3	4	114-314	66-257
HANDOFF	Hand Off	3	4	128-331	76-268
BUDGET51	Budget 51	4	4	142-347	87-280
VAN GAR	Van Gar	4	5	191-370	126-340
DOS	Dos Emulator	0	1	222-394	155-382
MEMDISK	Mem Disk	0	1	231-401	163-394
VAR-REF	Variable Reference	0	1	239-408	171-409

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 'LOAD' or 'LOADM'. If while loading or running a program, you get a PC, OML, or SM 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 51st issue of coco-cassette. Enclosed is a discount coupon for the upcoming Rainbowfest show in Princeton, New Jersey. We hope to see you there... Remember, you have up to september 20 to renew for a year and receive two additional issues.

1. ASSET MANAGER - This program could be useful for home or small business. With it, you can build a database on your assets and even have the computer automatically calculate your depreciation.
2. MONEY CHASE - This is a game for 1 to 4 players in which you try to accumulate the most money. 32k is required to run this program. An instructional program "MCINS" precedes the main program.
3. FISHING CONTEST - This is a high resolution graphic game for two players. The object is for you to catch ten fish before your opponent does.
4. RIP-OFF - In this game, you must protect your fuel pods from space pirates. The joystick controls your ship and its firing capabilities. The torpedo will fire the same way the last movement that your ship made.

5. HANDOFF - The object in this game is to hand off the ball down the scrolling columns. This program uses a machine language routine and can get quite fast. Try to top the high score in this fast moving game.

6. BUDGET 51 - Budget 51 is a powerful home applications program. It uses a 51 column by 24 line screen for its display. This display is the 51\*24SCN utility. To save this utility, enter (C)SAVEM "51\*24SCN",31300,32632,31329. An additional file BDGTDAT5 follows the screen utility. ~~When you are~~ done using Budget 51 for a particular session, it is recommended that you turn your computer off and then back on to restore it to normal before you run any other program.

7. VAN GAR - In this high resolution game, you must battle your way across the terrain to the fortress of the Nasus and once there blast the top off of the palace. The space-bar is used to draw power for the shields and the joystick is used to move your ship. 32k is required to load and run this program.

Note: The next three programs are machine language. Type CLOADM instead of CLOAD and EXEC instead of RUN.

8. DOS EMULATOR - This program does for Disk Basic 1.0 the same thing as the DOS command does for Disk Basic 1.1, that is booting OS-9 disks. Programs written on OS-9 disks need this program to run. To use, LOADM"DOS", insert OS-9 diskette in drive 0, and EXEC. The screen will clear and the OS-9 disk will be booted. To save this program, enter (C)SAVEM"DOS",24576,24751,24576.

9. MEM DISK - Memdisk is a 64k utility that will allow tape users to use the upper 32k Ram like a disk drive. It will load programs from tape and store them in the upper 32k of RAM where they can be RUN or EXECed. This is a description of the memdisk commands.

'L'oad : This command will load one or more programs from tape into RAM.

'P'ull : This gives you a directory of the programs in the memdisk. Press the number next to the program to be RUN or EXECed.

'K'ill : This deletes a program from the memdisk.

'G'o : Transfers control to the last program Pulled.

'C'assette on : Turns on the tape motor and audio for easier tape positioning.

'O'ff : This turn the cassette motor and audio off.

'B'asic : This gets you back to Basic. Enter EXEC to get back to memdisk menu.

To save memdisk, enter (C)SAVEM "MEMDISK",3584,5397,3584.

10. VARIABLE REFERENCE - This programming utility will show what variables are being used in your Basic programs. This will also show how often each variable has been accessed. 64k is required to use this program. After loading and EXECing for the first time, LOAD and RUN your Basic program. Then entering EXEC will produce an on-screen report. To print the report instead, enter POKE 111,254:EXEC. Loading Instructions:

16k	CLEAR200,15599	32k	CLEAR200,31983
(C)LOADM		(C)LOADM"VAR-REF",	16384
EXEC		EXEC	

To save this program, enter (C)SAVEM"VAR-REF",15600,16383,15600.