



T & D SUBSCRIPTION SOFTWARE

File Name	English Name	PMODE	PCLEAR	LOCATIONS	
				CTR-80A	CCR-81
ACCMTREC	Accounts Receivable	0	1	47-270	23-205
WORKMATE	Work Mate	3	4	76-289	41-226
CALENDAR	Calendar	3	4	104-311	59-254
INVASION	Invasion	3	4	123-322	72-268
TRIP	Trip Adventure	1	2	144-336	88-288
FOOTRACE	Foot Race	3	4	189-369	124-338
FLIPPY	Flippy The Seal	3	4	198-376	132-346
SCRNCALC	Screen Calculator	0	1	221-396	153-384
ABLE	Able Builders	3	4	229-402	161-396
SPRERR2	Super Error 2	0	1	242-413	174-419

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 FC, 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 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 52nd issue of Coco-Cassette. This month we are enclosing a cross reference chart for all of our 52 issues. If there is a issue that you have missed, remember that we have all back issues in stock.

1. ACCOUNTS RECEIVABLE - Requiring 32K and at least one disk drive, this Accounts Receivable program is a powerful business program. The prompting menus also make this program very easy to use. You can add customers, edit their data, add charges, payments, and credits, and even print bills as well as printing customer transactions and aged accounts receivable. If a ?SN error occurs when first running, this is normal and you should run again.

2. WORKMATE - This program is the start of a new super series of programs by T&D Software somewhat similar to Radio Shacks 'DESMATE'. This program in particular is a master menu program which selects and controls four other programs. The four programs are Calendar, Paint, Spread sheet, and Word Editor. By using your joystick simply move the arrow to the desired program and press the button. The Calendar program is on this issue. The other three programs will be published in the near future. Textutil is a utility loaded and used by Workmate. You should note that the Workmate series is designed to run on a 32k color computer with at least one disk drive. In the future as the other 3 programs are published, you should initialize a blank diskette and put the complete Workmate Series on this new diskette. To save Textutil, enter (C)SAVEM "TEXTUTIL", 30000, 32760, 30000.

3. CALENDAR - Calendar is a program that is part of the Workmate Series. Calendar uses great high resolution graphics to draw calendars on the screen and show dates on which you have appointments, as well as printing the appointments. Since calendar is a part of the Workmate Series, a disk drive is required.

4. INVASION - Invasion is a graphic-type arcade game. You must stop the motherships from dispatching their hordes of alien invaders. The keyboard is used to control the action in this one. Press the arrows to move and the space-bar to fire.

5. TRIP - Updated from the original copy, Trip is a graphic adventure game for the 32K color computer. The disk version loads graphic screens from disk. The tape version has the graphics in the program. Trip is played mostly with the joystick. The main element of the game is a car which lets you drive around. The car is an all push-button car. Since the game is somewhat random, different results are possible everytime you play.

Note: The next five programs are machine language. Tape users must enter CLOADM instead of CLOAD and EXEC instead of RUN.

6. FOOTRACE - In this game, one or two players try to get the best time on the track. When the game first starts up, it is set up for one player. To reach an option menu, press ENTER. Press <1> or <2> for desired players; or <S> for a standard track, or <R> for a randomized track. The joysticks are used to control the game action. To save FOOTRACE, enter (C)SAVEM "FOOTRACE",12864,17091,12864.

7. FLIPPY THE SEAL - Use the right joystick and move Flippy the Seal left or right to catch balls on his nose in this 32K game. Press fire to flip balls which fall lower than Flippy's head back up so they can be caught. Balls which reach the bottom of the screen are lost. Lose too many balls and the game is over. During the game, press <P> to pause and BREAK to exit the game. To save Flippy, enter (C)SAVEM "FLIPPY",12864,25860,12864.

8. SCREEN CALCULATOR - This machine language utility program will allow you to get an instant calculator on the screen at almost any time. The calculator is a four-function type which can handle integers between 0 and 65535. To use:

```
CLEAR 200,14999
(C)LOADM*SCRNCALC
EXEC
```

To call the calculator up, press Shift and CLEAR.

To save Screen Calculator, enter (C)SAVEM*SCRNCALC",15000,15974,15000.

9. ABLE BUILDERS - In Able Builders you must try to catch all of the bolts before they hit the bottom. When bolts hit the bottom, the level above you may come crashing down on you. The right joystick is used to control the action. Hit any key to start the action. To save, enter (C)SAVEM*ABLE" ,12288,15341,12288.

10. SUPER ERROR 2 - This new machine language utility will give you BASIC error control that not only lists out the line when the error occurs, but the error is pointed out within the program line. The pointer character is the '*'. The routine also automatically puts you into the EDIT mode. This program works only on RUN-time BASIC errors. To use:

```
Enter CLEAR 200,15999
Enter (C)LOADM*SPRERR2*
Enter EXEC
```

To save, enter (C)SAVEM*SPRERR2",16000,16305,16000.

Until next month.....