



T & D SUBSCRIPTION SOFTWARE

File Name	English Name	PMODE	PCLEAR	LOCATIONS	
				CTR-80A	CCR-81
CALENDER	Calendar	0	1	42-276	21-214
CRASH	Crash	3	4	54-283	27-221
GALACTA	Galacta	1	2	64-289	34-228
DIVER	Diver	3	4	77-300	43-243
CLUE INS	Clue	4	4	95-313	54-257
WORDEDIT	Word Editor	4	4	135-332	81-284
ALIEN H	Alien Hunt	1	8	188-376	124-346
CASTLE	Demon's Castle	3	4	202-383	136-354
DRAW	Draw	4	4	216-381	149-361
DIG	Dig	4	4	228-397	162-380

DISK USERS: Insert disk and run DRV. CASSETTE TAPE USERS: Rewind tape. Zero the tape counter. Press Forward to desired program's tape counter number and enter 'LOAD' or 'CLOAD'.

If while loading or running a program, you get a FC, OM, or SV 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 56th issue of Coco-Cassette. This month again we are including another revised program. It is a high resolution program called YANTZEE and instructions are in the program itself... The third part of our WORDMATE series is finally here! We have included the original program, WORDMATE on this issue but we recommend putting all the files/programs on a separate disk.

1. Calendar - This handy program can generate a calendar of any month and print it on your printer or display it on the screen. This program is useful for creating your own "schedule sheets". Instructions are printed on start-up.
2. Crash - Crash is a two-player game using joysticks. The players must avoid hitting themselves, their opponent, and the walls. Three difficulty levels are available.
3. Galacta - Galacta is a one-player game using the right joystick. You can move your ship left and right and can fire at the attacking aliens. Score a bonus by hitting the mother ship which periodically makes the scene at the top of the screen.
4. Diver - The object of Diver is to carefully maneuver your minisub around the depths of the ocean. Try to avoid the bubbles and other obstacles. You must reach the treasure chest at the bottom and then surface. Use the right joystick to control the game action.
5. Clue - This game plays similar to the board game. You must deduce the suspect, weapon, and murder scene. A separate instruction program precedes the main program.

6. **Word Editor** - This program is the third installation in the *Workmate Series* and like the other two, it requires a disk drive. It is composed of two files: *Wordedit.bas* and *Weml.bin*. *Weml.bin* is a machine language routine file. To copy *Weml.bin*, enter (C)SAVEM "WEML",29500,29990,29500.

How to use the Word Editor:

The arrow keys move the cursor for editing. The clear key works like a normal back-space key. Shift Clear is a special function which deletes the character currently under the cursor and moves the following text one character to the left. The 'E' key is used to control program moves and execute other word editor commands. It functions like a control key. Press 'E' then release and press your second key as follows:

# I - Change to insert mode	# O - Change back to overwriting mode
# D - Enter Delete Block mode	# C - Enter Copy Block mode
# X - Clear text memory	# Q - quit word editor
# @ - Enters an '@' symbol	# P - Enter print out mode
# S - Enter Saving mode	# L - Enter Loading mode

To Delete a block of text:

- 1) Position cursor at start of block to delete
- 2) Press @ and release
- 3) Press D and release
- 4) Using the left and right keys, mark the text to be deleted
- 5) When the cursor is positioned at the end of the block, press ENTER
- 6) This deletes the block

To copy a block of text:

- 1) Position the cursor at the start of the block to copy
- 2) Press @ and release
- 3) Press C and release
- 4) Using the left and right arrow keys, mark the text to be copied
- 5) When the cursor is positioned at the end of the block, press ENTER
- 6) This marks the block to copy
- 7) Position the cursor where you want the block copied to
- 8) Press ENTER - The copy is now complete

7. **ALIEN HUNT** - This is a game in which you are the invader of an alien planet. The aliens attack by throwing themselves onto your hovercraft. Control your firing with the arrow keys and fire with the space-bar.

8. **DEMON'S CASTLE** - This game was written entirely for the coco 3. In demon's castle, you must try to re-build your bridge to get away from the demon's castle. While you are trying to do this, you are under attack.

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

9. **DRAW** - This machine language program allows you to draw with the joystick and shows you a close up view of the work area in the lower left of the screen. You can also draw straight lines between any two points on the screen. You can put any type of patterned box on the screen. You can put letters on the screen. You can redefine the letters or the patterns. You can erase the whole screen, invert the whole screen or shift the whole screen. You can change the color from green to buff which activates the so called 'artifact' colors. Here is a quick look at the active keys in the two major modes... **DRAW/RESET Mode:** BUTTON = draw/erase pixels CLEAR = erase whole screen I = flip every pixel of screen H = change colors C = print a letter on the screen G = define a letter RIGHT ARROW = shift screen Z = resets all letters to beginning shapes X = some patterns for use by B in line mode UP ARROW = change to reset L = enter line mode. When in the **LINE Mode:** BUTTON = draw line between two points S = swap movable point B = patterned box of any side (dots define corners). To save this program, enter CSAVEM "DRAW",10000,15500,10000.

10. **DIG** - The object of this game is to dig a path so the four bad guys come in contact with the square blocks. If they touch you, you lose one of your men. If you reach the \$ block and touch its right or left side the bonus value is boosted to 99 points. You collect the bonus when the bad guys are all destroyed. Then you advance to the next level. The P key will pause the game and the ! key will exit you to BASIC. Use the arrow keys to move and the space bar to drop a device that will dig towards the bottom. This is the safe way to release an alien trapped in a small space. To save this program, enter CSAVEM "DIG",10000,14603,10000.

Until next month.....