



## T &amp; D SUBSCRIPTION SOFTWARE

File Name	English Name	PMODE	PCLEAR	LOCATIONS	
				CTR-80A	CCR-81
BAKERY	The Bakery	0	1	43*299	21*239
ENCHANT	Enchanted Valley	0	1	65*340	35*253
SAFEKEEP	Safe Keeper	0	1	146*351	90*317
WAR 1	War 1	4	4	159*361	99*327
BOMB	Bomb	3	4	175*383	113*344
PIANO	Piano Player	4	6	192*400	129*367
SPRDSHT	Spread Sheet	3	4	226*410	160*395
MANEUVER	Slot Maneuver	4	4	240*415	172*406
MAZE	Living Maze	4	4	251*420	186*419
GEM	Gem Search	4	4	263*425	199*433

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 'CLOAD' or 'CLOADM'. If while loading or running a program, you get a FC, CM, 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 57th issue. Last month we found out that one of our disk duplicating units malfunctioned. We test a lot of disks before sending them out but found out that disks tested fine on our DOS version 1.0 system but played havoc on subscribers DOS version 1.1 systems. We got the problem solved but we want to apologize to all of you who were frustrated with issue #56.

1. THE BAKERY - Your kids will enjoy this educational game. This program uses graphics, words, and numbers to teach and drill on story-type problems.
2. ENCHANTED VALLEY - Use two-word and one-word commands to direct your actions in this 32k Adventure game. Before you can run this program, you must enter: POKE25,14:POKE3584,0:NEW <ENTER>. This will give you more memory to load the program. It is recommended that when you are through running this program, you should turn your Coco off and then back on again to be sure that the computer is reset and ready to go with another program.

3. SAFE KEEPER - If you have a lot of credit cards and/or bank machine cards, you might find it a problem to remember all of those 'password' numbers. This program allows you to store your numbers on disk in an encoded fashion. Later on, if you forget a number, it can be recalled and decoded by the computer.

4. WAR 1 - In this game you and your opponent are on islands 100 miles away. Happy Bombardment!

5. BOMB - This game is somewhat like an adventure game. You must disable a bomb using only your tool box and two-word commands. For example, your first move might be CLEAN BOMB.

6. PIANO PLAYER - This entertainment program plays a song while showing the keyboard on the screen and the notes being played. Currently, the song is set-up to play 'Silent Night' and the octave scales. Instructions within the program show you how to put in your own songs.

7. SPREAD SHEET - This is the final installment on the Workmate Series and like the other three, it requires a disk drive. This spread sheet is very easy to use and provides you with a 26 by 14 table. A 3 by 14 portion of the table can be shown on the screen at once. To enter a label, simply type it in. To enter a numerical value, simply type it in. To enter a formula, Press the "=" key. The formula may only contain one operator. Examples of valid formulas are: A1\*2, A12-F11, C4+Q9, E14/3. The control key is "q". Control functions allow you to save and load with disk, print the table on the printer, or quit the spread sheet program and return to the Workmate Master Menu. All formulas are updated only when the "i" key is pressed. An example of using the spread sheet: Let's suppose that you have Joe working for you at 6 dollars an hour. To set-up the spread sheet so that it would calculate the week's pay given the hours worked, put the word 'Joe' in box A1. In box C1, enter the formula =B1\*6. Then, in box B1, put in the number of hours worked. Try 40. After all of this is set-up, press the exclamation point '!'. The formula in box C1 should now contain the answer. More people and more formulas can of course be added.

8. SLOT MANEUVER - The object of this game is to maneuver through the horizontally and vertically scrolling slots. In addition to controlling yourself (left and right arrows) it is possible (and often necessary) to change the horizontal movement of the slots. This is done by hitting the space-bar. Note that you are limited as to how many times you can do this. This number is indicated by the number of dots at the top left part of the screen.

Note: The next two programs are machine language programs. Simply CLOADM the program and enter EXEC when the prompt appears.

9. LIVING MAZE - Mazes that change as you move through can be quite a challenge. Just (C)LOADM"MAZE" and EXEC. Instructions are in the program. To save, enter (C)SAVEM"MAZE",19790,25496,21248.

10. GEM SEARCH - Gem Search is a machine language game for the color computer. In this game you have about 64 rooms to wander through. The object is to find all 6 gems hidden therein. The exit is in room G-7 but you may not exit without all 6 gems. Some of the rooms contain SLIME, So be careful. To save, enter (C)SAVEM"GEM",10000,14077,10000.

This month we have an additional program. It is a graphics demo program for the color computer 3 only. So, coco 3 users, load up, sit back, and enjoy!

Until next month.....