



## T &amp; D SUBSCRIPTION SOFTWARE

File Name	English Name	PMODE	PCLEAR	LOCATIONS	
				CTR-80A	CCR-81
JOB COST	Job Costing	0	1	48*308	19*253
LABELS	Labels	0	1	63*322	34*270
CATCHCAK	Catch & Cake	3	4	80*331	44*283
COCOMTCH	Coco Match	3	4	95*341	54*297
ROBOTS	Robots	3	4	143*370	87*342
STREET	Street Racers	3	4	153*376	95*353
BOWLING3	Bowling 3	3	4	168*381	108*362
ELECTR 3	Electronics 3	3	4	208*405	143*405
GRAFIX	Grafix	3	4	247*424	181*425
KRON	Kron	3	4	261*440	196*440

DISK USERS: Insert disk and run DIR. 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 F.C. DM, 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, try 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 60th issue of Coco-cassette. Wow! It is hard to believe that it has been five years and over 600 programs! We could not have done it without your support.

- JOB COSTING** - Job Costing is complete job estimating program right down to calculating time & materials for different jobs and amounts. A printer is almost essential for this program since it can produce detail estimate reports. All job and materials data can be saved to tape or disk for continued use. The program will automatically dimension itself for 16K or 32K or more. When you get to the main menu, enter 'M' for editing materials. Then enter in all the costs of your materials along with the code #'s. Do the same with the job costing by entering the price of simple jobs. Enter 'E' to estimate larger jobs and enter 'p' to print the results.
- LABELS** - Labels is kind of text editor for working on printer labels. It will permit easy alignment and centering of the text on standard or non-standard labels, in single or multiple copies. This program will also print mailing labels or disk labels and can transform the coco into a typewriter.

3. CATCH A CAKE - Catch a Cake is an educational game for young children. The object is for them to solve the arithmetic problems in time to save the cake from hitting the floor.

4. COCO MATCH - This 32K program is a lot like concentration. It even has high resolution picture puzzles for you to solve. Two players will need joysticks for this one. This program requires an additional machine language module called 'CM-MOD'. Tape users must leave the play button depressed when you run COCOMTCH so it will automatically load the machine language program. To save this program enter (C)SAVEM "CM-MOD", 20000,32760,20000.

5. ROBOTS - In this game two players control battling Robots. Drain your opponent's energy before he drains yours.

6. STREET RACERS - In Street Racers, two players compete to see who can drive the fastest and the smartest. Take the most intelligent route.

7. BOWLING 3 - This bowling program for the coco 3 features good graphics, a bit of humor, and a lot of bowling fun. Let the good times roll and let the computer keep score. This program will only work on the color computer 3.

8. ELECTRONICS 3 - This is the third installment in our electronics series. This month we discuss current flow and touch on the subject of resistance. This program requires 32K and a second module program called E3MOD. When you run the tape version of this program, leave the play button depressed so it will automatically load the E3MOD. To save this program, enter (C)SAVEM "E3MOD",20000,32760,30000.

9. GRAFIX - This is a high resolution graphics utility. With it, you can make movies or use it to program game characters and move them around on the screen with machine language speed.

10. KRON - This 32K exciting machine language game plays similar to the arcade game called Tron. Kron is like four games in one. After the start-up screen displays, you will be in the screen selection mode. Press the joystick button. A box will appear. Select the screen you want and press the button again. Once a screen is played and defeated, it disappears and cannot be played again until all other screens are defeated. Once all four screens are defeated, the level increases and it starts over again. Blocks screen: Blast your way through the descending wall of blocks. Spider screen: Destroy as many as possible and make it to the blinking square. Do not touch the walls. Cycles screen: You must avoid crashing into your opponent, yourself, or the walls while trying to make your opponent (the computer) do the same. Tank screen: You must seek out and destroy enemy tanks. Shells bounce - so watch out! To load and run this program, enter (C)LOADM "KRON"<enter> EXEC<enter>. To save this program, enter (C)SAVEM "KRON",10000,27800,16800.

If you have any problems loading the programs try changing the volume on your tape recorder. 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.....