T & D SUBSCRIPTION SOFTWARE

File Name	English Name	PMODE	PCLEAR	LOCATIONS	
				CTR-80A	CCR-81
EO INS	EZ Order	0	1	41-285	20-222
SUBMIT	Submission Writer	0	1	86-312	46-253
KEYSINST	Keys Adventure	0	1	98-333	54-266
WALPAPER	Wallpaper	1	2	142-356	87-316
CHOPPER	Chopper Command	3	4	151-361	93-325
OPPOSITE	Onder. Opposites	3	4	161-368	101-337
BCINTRO	Bitcode	3	4	193-390	128-370
ELECTR 4	Electronics 4	3	4	213-408	145-402
KINGPEDE	Kingpede	3	4	239-450	171-464
RAIDER	Space Raider	3	4	256-462	192-475

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 I/O, 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 61st issue of Coco-cassette. We hope you enjoy this month's
fine selection of programs.

1. **EZ ORDER** – This is a serious business program for maintaining item and order
records. It will enable you to store on disk all of your store items and get
detailed printouts of product orders as you make them. A separate instruction
program 'EO INS' precedes the two main program halves 'EZ ORDER' and 'EO PC'.
This program can work with business inventory files created with issue #50.

2. **SUBMISSION WRITER** – This utility program helps with writing submissions. If you
ever wrote a program and you wished to send it in to a software house or magazine,
then this program will write the accompanying letter to your order.

3. **KEYS ADVENTURE** – This 32K adventure features semi-graphics, real time, save/load
feature, semi-randomization, eight rooms, and numerous hallways. A separate
instruction program precedes the main program. You must run the instructions before
running the main adventure.

4. **WALLPAPER** - If you plan on re-modeling with wallpaper, then this program can help you figure out how many rolls you will need for almost any room. This program will also take into account pattern matching and remnants.

5. **CHOPPER COMMAND** - Use the right joystick to control your enemy invasion chopper as you bomb the enemy installations on the ground. Hitting fuel tanks gets you more fuel.

6. **UNDERSTANDING OPPOSITES** - This is an educational program used to display the meaning of opposites like hot and cold, under and above, etc. Then the program quizzes the student on what he learned with the arrow keys. A basic program automatically loads up a machine language module called "UOMOD". To save the module, enter (C)SAVEM"UOMOD",21000,32600,21000.

7. **BITCODE** - Bitcode is a utility for those who own CGP-220 printers. Those are the printers which could plot and draw on paper using colored pens. This program will permit you do bit image plotting on your CGP-220 printer. A separate instruction program "BCINFO" preceeds the main program.

8. **ELECTRONICS 4** - This is the fourth part of our series on electronics. This month we cover circuit resistance and the relationship between voltage, current, and resistance. This program requires 32K and a second module program called E4MOD. When you run the tape version of this program, leave the play button depressed so it will automatically load the E4MOD. To save the module, enter (C)SAVEM"E4MOD", 24000,32600,30000.

9. **KINGPEDE** - To load this excellent machine language program, tape users must enter CLOADM instead of CLOAD and enter EXEC instead of RUN. Disk users should simply run the directory program and select KINGPEDE. Avoid collisions with any enemies while trying to destroy them by pressing the fire button. On higher levels, you will have to contend with swarms of wasps and other creatures. They are worth the most in points, so destroy as many as you can. To save the program, enter (C)SAVEM"KINGPEDE",17600,27600,27541.

10. **SPACE RAIDER** - In this fast moving arcade quality game your galaxy has been overrun by a treacherous warlord. Your mission is to destroy the enemy vipers, thereby freeing your people from the tyranny under which they live. You must advance through the quadrants one at a time, destroying all vipers that are present. Once you destroy all the vipers in the quadrant you will be warped into the next quadrant. This game uses the joysticks to control various functions, however you can manage with just one. The right joystick controls horizontal and vertical motion. The controls work like those on an airplane. In order to go up, you pull back on the joystick. To dive, you push the joystick forward. The left joystick controls speed and forward and backward motion. To move in a forward direction, move the joystick forward. To go in reverse, pull back on the joystick. In order to slow down the speed of your ship, move the left joystick to the right. To the opposite to speed up. The left joystick button toggles your main viewing screen between forward and rear view. Even if you do not have the left joystick plugged in, you can still switch viewing screens by pressing the 'H' key. Firing at the fuel depo will give you more fuel. The fuel depo is located at the center of the quadrant and does not move. The game is over when you run out of fuel. To save this program, enter (C)SAVEM "RAIDER",10240,14118,13635.

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......................