



## T &amp; D SUBSCRIPTION SOFTWARE

File Name	English Name	PMODE	PCLEAR	LOCATIONS	
GARDEN	Garden Plants	0	1	CTR-80A	CCR-81
FORTKNOX	Fort Knox	0	1	39-303	19-248
EFORMULA	Electronic Formulas	3	4	55-312	28-256
SNAKE	Snake in the Grass	1	2	67-319	35-267
CYCLE	Cycle Jump	3	4	98-334	52-287
GEOMETRY	Geometry	3	4	104-342	60-297
WIZARD	Wizard	3	4	144-369	89-335
LIFE	Game of Life	3	4	195-403	129-400
ELECTR 7	Electronics 7	3	4	229-427	159-425
FLIGHTSIM	Flight Simulator	3	4	258-451	192-254

**DISK USERS** Insert disk and run COPY. **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, DM, or EN 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 64th issue of subscription software. We have been displaying all our back issues in a two page ad in the Rainbow for about 5 months now. Rainbow readers can buy back issues from us for as much as \$8.00 each to as little as \$4.50 each depending on the quantity. We want to remind you that as subscribers, you can get any amount of back issues for only \$4.50 each!

- GARDEN PLANTS** - If you enjoy gardening for food, than this program may help you to grow bigger tomatoes, better sweet corn and improve other vegetables growth as well. This program can help you select and cultivate the proper soil for each type of plant, plus give you watering instructions and light requirements.
- FORT KNOX** - Fort Knox is a disk security system. Fort Knox is fast, user-friendly, and effective. Keep intruders (employees, your little brother, your brother-in-law) out of your private files. This program will load up your disk directory and then scramble it and put it back. When someone else tries to get a directory, they will find a blank disk. When you want to use the disk again, simply run Fort Knox again. It will load up the scrambled directory, unscramble it, and then put it back on the disk.

3. ELECTRONICS FORMULAS - This program is intended to go with our series on electronics. It can calculate several different types of electronics problems. After the instructions, a menu will appear. Calculations can then be performed.

4. SNAKE IN THE GRASS - You are a hungry snake searching the yard for your next meal. After you feast on all the mice living in your yard, you will move on to the next yard in search for more. Use the four arrow keys to control your snake. There is a timer which starts when you enter a new yard. You must eat three sets of three mice in each yard before the timer runs out. If you don't make it, your tail will grow longer, making that yard much more difficult to complete.

5. CYCLE JUMP - Are you an Evil Knievel? Just how many cars can you jump? Use the joystick to control the accelerator. Press the button to shift gears. Note: When you are done running this program, you may wish to turn the computer off and then back on to reset the system.

6. GEOMETRY - This tutorial program teaches simple geometry using graphics. It requires at least 32K of memory. Learn about computing areas and volumes of several different two-dimensional and three-dimensional (solid) geometric figures. This program uses a machine language module. To save the module, enter (C)SAVEM"GEOMOD", 20000,32600,30000. Note: You should turn the computer off and then back on again to completely reset the system before running any other programs.

7. WIZARD - This program requires the Color Computer 3 and contains an instructional program called 'WIZINS'. Disk Users: Do not use the "DIR" program to run the main program. Instead, enter RUN"WIZARD". Up to four Wizards battle it out in this colorful graphic game. Each turn you enter a letter for the spell you want to eventually cast. When you accumulate enough turns for the spell, you then cast it on the opponent or yourself. You can also play against the computer controlled wizards by typing in COMPUTER when it asks for the names of the players. Note: The instructions for this program are long. We recommend copying the 18 spells before playing.

8. GAME OF LIFE - This is a 32K computer version of the old, family favorite. Try your luck with the lottery, or at the race track. You start out with a car and \$5000. Along the path of life, decide on education, career, insurance, etc. This program uses a machine language module. To save the module, enter (C)SAVEM"LIFEMOD", 24000,32600,30000. To keep the remnants of this program from interfering with another program, after use, turn your computer off and then back on again to completely reset the system.

9. ELECTRONICS 7 - This month we will cover more on resistors and capacitors. This 32K tutorial goes somewhat with the electronics formula program in this issue. This program loads and uses a machine language module. To save the module, enter (C)SAVEM"E7MOD", 23000,32600,30000. After running this program, you should turn your computer off and then back on again to completely reset the system.

10. FLIGHT SIMULATOR - This is a 32K graphic simulator for the coco. Use your instruments, your skill, and your keyboard to control your airplane. NOTE: If you have a Speak-Easy speech system (or another voice activated unit powered by the printer port), then this program can talk to you. This program uses a machine language module. To save the module, enter (C)SAVEM"FSMOD",20000,32600,20000. Note: After running this program, you should turn your computer off and then back on again to completely reset the sytem.

Until next month.....