T & D SUBSCRIPTION SOFTWARE

	File Name	English Name	PMODE	PCLEAR	LOCATIONS	
					CT9-804	CC1-81
	TAXMAN	Taxman	0	1	32-281	15-220
	DAISYDOT	Daisy Dot	4	4	41-289	21-226
	CHILDSTO	Child Stone	4	1	63-302	34-245
	EGGY2	Sir Eggbert Jumps	4	4	96-327	55-275
	CROWNG	Crown Quest	3	4	132-352	79-308
	GYMKHANA	Gym Khana	3	4	158-366	98-335
	CODRAWIN	Coco 3 Drawer	4	4	190-390	127-378
	FOOTBALL	Football	4	4	219-413	151-419
	ELECTR 8	Electronica 8	4	4	240-421	172-455
	CHOP	Chop	4	4	262-470	196-470

Welcome to our 65th issue of subscription software. On issue #62 we
published a program called 'THE CATALOGER', (a utility program that will sort
and manipulate files on your disk). We now have a modified version on this
issue which will work with the DMP-105 printer, a very compatible printer.
This program can be found last on the tape or disk but is only disk compatible.

1. **TAXMAN** - Watch out for the homeowner as the tax collector try to
   collect as much money as you can. Use your arrow keys to move around the
   maze as you finish off as many levels as you can.

2. **DAISY DOT** - This utility program can be very useful to you if you own a
   non-Radio Shack printer, or a Daisy-Wheel printer. This utility lets you
   print PMODE4 or PMODE3 graphics screens on your printer having nice graphics.
   Best of all, this program is completely adaptable to your printer. You will
   find that your printer manual is necessary to set this program up correctly.
   All you have to do is tell this program your equivalent code for each standard
   graphic shape and this utility will do the rest.

3. **CHILD STONE** - This 32K adventure game offers the challenge: Find the Child
   Stone, put it in Vanassa's grave and put her soul to rest. Enjoy the adventure
   to Calthrop Manor and its 29 rooms.

4. SIR EGGBERT JUMPS - In this 32K game you have nine levels for Sir Eggbert to jump through on his quest to defeat the mighty ogre. Machine code is used for the creature movement to add speed. Later levels are much more interesting than the early ones. To see the later levels evens (use 16kb RO=n (where n equals a number from 1 to 9 (9 is the ogres)). The right joystick is used to maneuver your man. Incline the joystick toward you to jump down.

5. CROWN QUEST - This is a graphic adventure program which should run in 16k (no disk) or 32k disk. Your mission: Try to find and claim the royal crown. You'll encounter things in your way like doors, rivers, waterfalls, and dragons. You'll also find the things you need if you look in the right places.

6. GYM KHANA - This 32K game simulates a racing event. Many different events and skill levels make this program interesting. On some events, you control steering. On others, you control acceleration and brakes. There are even events where you control both!

7. COCO 3 DRAWER - This program provides a Graphicom-like drawing environment (rubber band lines and limited stamps) with the addition of drawing with boxes, circles, paint, text and so on. This program requires the Coco 3. The program also allows old Coco 1 & 2 FMODE 4 pictures to be converted to the 16 color Coco 3 mode for editing. There is a basic instructional program preceding the main program called 'C3DRAWIN'.

8. FOOTBALL - You call the plays in this 32K game for the arm-chair quarterbacks. You are given the choice of 8 offensive and 8 defensive plays. On offense, try an end run, screen pass, even a field goal! On defense, use the gap 8 on short yardage situations, try the prevent when you get a big lead, or an all-out blitz on the quarter-back on third and long! If you have a printer, the program can print up a listing of all 8 offensive and all 8 defensive plays. Each player uses a joystick and selects his play by either pushing the joystick button or making a circle motion with his stick when the box covers his play number. This program uses a module "FBMOD". Tape players must leave the play button depressed to automatically load 'FBMOD'. To save, enter (C)SAVEM"FBMOD", 30000,32600,30000.

9. ELECTRONICS 8 - This is the eighth part of our series on electronics. This month the topic is inductors. Inductors are specially wound coils of wire which are very useful in every day life. This program requires 32K and a second module program called ESMOD. When you run the tape version of this program, leave the play button depressed so it will automatically load the ESMOD. To save the included module, enter (C)SAVEM"ESMOD", 26000,32600,30000.

10. CHOP - Chop is a multi-screen machine language game where you try to guide an animated man safely from room to room. Press the right arrow key to advance. The 1, 2 and 3 keys are used to defend against the arrows. The l key makes his arm swing high. The 2 key protects the mid-section, and the 3 key kicks at low arrows. Some rooms have elevator platforms. Stand in the middle of the platform and press the up or down arrow key. Watch out for the pits with the flickering bottoms! The game is over when you run out of men or you hit BREAK. To load this program, tape users must simply enter CLOADM"CHOP". Disk users must enter LOADM"CHOP". The Disk Directory program will not load the CHOP program successfully. To save this program, enter (C)SAVEM"CHOP", 9728,14177,10752.

If you have any questions, problems, or solutions, please write to us. 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...