



## T &amp; D SUBSCRIPTION SOFTWARE

File Name	English Name	PMODE	PCLEAR	LOCATIONS	
				CTR-80A	CCR-81
MEDIA	Media Master	0	1	34-258	17-192
EARTH	Save The Earth	0	1	64-272	33-208
WT&MS	Weights and Measures	0	1	84-285	47-225
LOWRES	Low Res	0	1	120-306	71-252
COAST	Coast to Coast	4	4	139-320	86-267
BACCARAT	Baccarat	3	4	177-348	115-304
BATLSHIP	Battle Ship	0	1	198-361	134-325
ELECTRIO	Electronics 10	3	4	214-369	148-342
TAPE CON	Tape Convenience	0	1	240-390	173-381
DUEL	Duel	4	4	246-400	179-390

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, DM, or I/O 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 67th issue of subscription software. We hope you enjoy this month's selection.

- MEDIA MASTER - This is a modern computerized video and audio tape organizer. You can keep an easy-access record of your CD's, video tapes, and albums. You can also store and access information with tape and disk. Information can be displayed or printed on your printer in a nice, neat format.
- SAVE THE EARTH - Save the Earth is a text adventure game for the coco. Before loading this program, 16K users must enter PCLEAR1. Some of the commands available are north, south, east, west, go, get, drop, cut, help, etc.
- WEIGHTS AND MEASURES - This 32K program prints table by table to the screen. Upon command, a table may be printed on your printer. The hardcopy output will give more information than the screen output. Two simple commands for this program: Space-Bar to advance and P to print on the printer.

4. LOW RES - This is a low resolution graphics editing utility for the coco. You can create pictures in 8 colors! This program can save your picture to tape or disk and can also print your screen on the printer. A sample picture called 'TITLE' is also included. Tape users must leave the play button depressed when the program is run.

5. COAST TO COAST - In this 32K game you must drive from California to New York on limited time and money. Watch out for radar. Beware of sheep crossing the road. Keep an eye on the gas; delivery costs extra. From time to time, you will encounter rest stops. Be sure to get enough rest.

6. BACCARAT - This program is based on the Las Vegas card game. You start with \$500 and play until you run out of money or until you break the bank by winning \$10,000. Good luck against a mean dealer.

7. BATTLE SHIP - Play against a friend, but don't let him sink your battle-ship! If you have a Speak-Easy speech box, then you can make use of it with this program. Note: You can still play this game even if you don't have a speech box.

8. ELECTRONICS 10 - Part 10 opens up the world of solid state electronics. Learn about a basic solid state component and what it does. This program requires 32K and a second module called "E10MOD". To save this module, enter (C)SAVEM"E10MOD", 23000,32600,30000.

9. TAPE CONVENIENCE - This is a machine language utility routine for tape users. With this utility in place, the computer will automatically turn on the the motor and audio when your type CLOAD or CLOADM before you press enter. This allows you to find the program you want to CLOAD or CLOADM. When you find the program you want, press <enter>. The CLOAD or CLOADM will function. After the CLOAD, an automatic RUN is entered. After a CLOADM, an automatic EXEC is performed. In order for this utility to function properly, you must use the CLOAD and CLOADM without the filename. To load, 16k: must enter CLEAR200,16000. (C)LOADM "TAPE CON":EXEC. 32K: must enter CLEAR200,32383. (C)LOADM"TAPE CON",16384:EXEC. To save this program, enter (C)SAVEM"TAPE CON", 16001,16340,16001.

10. DUEL - This is a two-player machine language game that requires two joysticks. Each person controls a small spaceship. A round target randomly appears on the screen and the first to get it scores a point. There is a counter at the bottom of the screen that counts down from 39 to 0. The two player's scores are also shown at the bottom. A moving barrier moves across the screen and must be avoided. If you collide with it, your opponent is given points. Your ships bounce off the top and bottom edges of the screen but you can move off the sides. At the start, you are asked for a speed from 1 to 4. (Two is about the best.) Pressing the 'C' key changes the screen color. The BREAK key can be used to exit the game. The first player to score 20 points is the winner. To save this program, enter (C)SAVEM"DUEL", 10000,12665,10000.

If you have any questions, problems, or solutions, please write to us. If you have any uncopyrighted programs that you want to show to 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.....