



T & D SUBSCRIPTION SOFTWARE

FILE NAME	ENGLISH NAME	PMODE	PCLEAR	LOCATIONS	
				CTR-80A	CCR-81
POLICE	POLICE CADET	0	1	15:259	29:305
STAMPVOL	STAMP COLLECTION	0	1	33:284	59:326
BAR-BOOT	BARRACKS ADVENTURE	0	1	45:296	81:340
CITYTIME	CITY DIS/TIME ZONE	4	4	79:354	127:371
HILODICE	HI-LO/CRAPS	3	4	96:380	154:387
OLYMP1	OLYMPICS 88	3	4	111:425	169:425
HRCHES	HIGH RES CHESS	4	4	145:430	210:430
ELECTR12	ELECTRONICS 12	3	4	175:435	239:435
DE INS	DOUBLE EDITOR	3	4	200:450	266:450
DBREAK	DOUBLE BREAK OUT	0	1	255:455	300:455

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, OR, or IOV error, you probably have to enter the PMODE and PCLEAR values from the list below. 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 69th issue of subscription software. We hope that you will enjoy this month's selection.

- POLICE CADET** - There is hidden money in Charley Varingen's house! Your mission: Find it if you dare. Use commands like E, W, N, S, SE, SW, get, look, open, close, etc., to solve this text adventure game.
- STAMP COLLECTION** - Use this program to computerize your stamp collection. Save data to tape and disk. Also, you can get a nice print out from your printer. Print outs can include descriptions, conditions, values, and stamp types. You can put 100 stamps into a 16k system and 400 stamps into a 32k system.
- BARRACKS** - Barracks is a 10 granule basic adventure utilizing the same format as the Harry Flynn series. There is an instructional program called 'BAR-BOOT' which should be loaded first. Fight off snakes, goblins, wolfs and other creatures as you acquire gold values from the vacant barracks.

4. CITY DISTANCE/TIME ZONE - This handy 32K applications program is really like two programs in one. First, you can use the city distance program to find the distance between several major US cities. Second, the time zone program can help you figure out the time almost anywhere else in the world given the Eastern Standard Time Zone.
5. HI-LO/CRAPS - This program is also like two programs in one. Both games start you out with \$100. You must bet whether or not the middle card will fall between the two already shown. In the second game, CRAPS, if the first roll is a 7 or 11, you win \$10. If the first roll is a 2, 3, or 12, you lose \$10. Your first roll also becomes a target number. If you roll the target number before you roll a 7, you win \$5. Else, you lose \$5. Good luck!
6. OLYMPICS - Ernie Di Eazzo from Quebec, Canada wrote this salute to the 1988 Canadian winter olympic games. Two programs show 7 different scenes with appropriate music in some of the scenes. So sit back and run the graphic programs. In the disk version, the first program will automatically load and run the second part. The cassette version will load the second program but users must enter RUN when the prompt appears.
7. HIGH RESOLUTION CHESS - Play against the computer in this chess program for the Coco 3. It uses the Coco 3 super high resolution graphics. There are seven levels of play with 7 being the hardest and the slowest for the computer.
8. ELECTRONICS 12 - This is the twelfth part of our series on Electronics. This month we cover more on transistors and show you how an AC amplifier works. This program requires 32K and a second module called EL2MOD. When you run the tape version of this program, leave the play button depressed so it will automatically load the module. To save the module, enter (C)SAVEM"EL2MOD", 26000,32632,30000.
9. DOUBLE EDITOR - This is a fast, full featured machine language word processing program requiring 64K. It features keyboard input buffering (so it doesn't miss any characters), automatic key repeat, fast, neat print out formatting, print spooling (so you can continue working without having to wait for the printer to finish), true upper and lower case display, and disk and tape I/O. With the Double editor, you can have two documents in memory at once. You can even copy text from one document to the other. A separate instruction program "DE INS" precedes the main program "DUBLEEDIT" and its machine language file "DE\$MOD". The instructional program will print to the screen or printer 53 screens full of instructions. The machine language file is loaded automatically when "DUBLEEDIT" is RUN. To save the machine code, enter (C)SAVEM"DE\$MOD", 25000,32767,29507.
10. DOUBLE BREAK OUT - This two man fast action game can be played by anyone. Using your joysticks, players control the paddles along the edge of the screen. Try to bounce three balls into the middle. When a ball of your color hits the walls, you get 10 to 30 points, depending on which wall you hit. When you miss a ball, it wraps around to the other side, giving the other player a chance to get it. Because this is a machine language program, tape users must enter CLOADM to load and EXEC to run. Disk users must simply run the DIR program and select DBREAK. To save this program, enter (C)SAVEM"DBREAK",3584,5821,5003.

If you have any questions, problems, or solutions, 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.....