T & D SUBSCRIPTION SOFTWARE

FILE NAME	ENGLISH NAME	PMODE	FCLEAR	LOCATIONS	
				CTR-80A	CCR-81
SUPRLOTO	SUPER LOTTO	0	1	31:242	16:182
RODOC	RODOC ADVENTURE	0	1	48:255	25:192
MAZE	MAZE	0	1	79:273	44:215
YAHTZEE3	YAHTZEE3	3	4	93:284	54:231
STARTUP	PHASER	3	4	115:302	67:246
SHAPEPLT	SHAPES/PLATES	3	4	151:323	94:281
STARWARS	STAR WARS	4	4	163:340	107:307
ELECTR14	ELECTRONICS 14	3	4	177:355	116:320
PRNTCNTL	PRINTER CONTROL	1	1	195:370	135:346
BOOT	MAZE 2	3	4	201:372	139:355

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/C, OM, or S/N error, you probably have to enter the
PMODE and FCLEAR values from the keyboard, like try to put as many
characters 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 71st issue of subscription software. We hope to see you at the
'88 Chicago Rainbowfest. Thank you for your support of the Color Computer.

1. **SUPER LOTTO** – This is an enhanced lotto lottery analyzer. All you have to do is
enter the 6 winning numbers after every drawing. Your data base of lottery numbers
can be saved/recalled with tape and disk. When you want an analysis, the computer
will report to you several important statistics. You get over-all analysis and trend
analysis.

2. **RODOC** – Rodoc is a text adventure game requiring 32K. Explore the Bronyid Field,
the Forest and the Mushroom Field as you control the robot from your underground
base. Beware! If your robot malfunctions, you will have to defeat the dragon
yourself.

3. **MAZE** – Maze is a fast action joystick game. You must find your way of the maze
as fast as possible. Note: Maze uses a binary machine language file (loaded at
run-time) to supplement the BASIC program with machine language sub routines. To
save the extra file, enter (C)SAVEM "THE MAZE",13824,14210,14112.

4. **YAHTZEE3** – Yahtzee3 is a Yahtzee playing program for the color computer 3. Fill
out your score card and try to get the highest score. A score under 200 is fair. A
score from 201 to 250 is good. A score of 250 or higher is excellent.

5. **PHASER** – Phaser is a game where you must defend your planet from space debris

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which is attracted by your planet's gravitational field. Use the right joystick to control your firing action. No matter after loading the first program, "STARTUP", tape users must leave the tape play button depressed to automatically load a machine language file and the main program. Disk users must simply run the 'DIR' program and select 'STARTUP'. To save the machine language file 'MAIN SCR', enter (C)SAVEM"MAIN SCR",8193,15800,8193.

6. SHAPES/PLATES - This is a two-part program. The first part is a shapes recognition program for very young children. The second part is a graphics custom license plate display.

7. STAR WARS - This basic program uses machine language to speed up the action. Use your joystick to maneuver your scope and fire at the invaders. Can you join the ranks of the Galactic ace?

8. ELECTRONICS 14 - Part 14 of our series covers the principles of radio waves. This program requires 32K and a second module called El4MOD. 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"El4MOD",26000,32632,30000.

9. PRINTER CONTROL UTILITY - This is the ultimate machine language printer utility. With this utility any BASIC program you RUN (and some ML ones too) will get complete, automatic print out format control. In other words, every time you print to the printer, (PRINT#-2), this program effects the output. This utility gives you: perforation skip, left justification (optional), right justification (optional), and 32K print spooling (optional). Perforation skip means that the printer will automatically advance a couple of lines when the print head reaches the paper perforation common in tractor-feed paper. The average sheet of computer paper is 66 lines. When this utility is initialized, it is set to 66 lines per page - 55 lines to be used. (Note: You should always have the printer at the top of form when initializing the utility.) With the lines per page set to 66 and lines to use set at 56, that gives you a 10-line perforation skip. If your needs are different, you can change the default parameters with poke statements. This utility is relocatable, so be sure to move your poke statements up if you relocate the utility when you load it. With the utility loaded at its normal address, the 'POKE table' starts at 16000. Poking 16000 turns the right justification on or off (0=off 1=on). Poking 16001 turns the left justification on and off (0=off 1=on). You can set the printlout width to fit your needs. Any value from 16 to 200 can be POKEd into the width location. To set the width (default=80), POKE 16002 with the desired value. To set the number of lines per page, POKE 16003 with the desired value. To set the number of lines to use, POKE 16004 with the desired value. Poking location 16006 turns the print spooling feature on and off (0=off 1=on). For 32k users this utility is at an address for 16k systems, when you load, you should use (C)LOADM "PRNTCNTL",16384. This puts the utility at the end of your 32k. Remember to add 16384 to all of the POKE addresses given for this program when you load with an offset of 16384. To save this utility, (C)SAVEM "PRNTCNTL",15000,16353,15000. To load and use this utility: 16k: Enter CLEAR 200,14999. Enter (C)LOADM"PRNTCNTL". Enter EXEC. 32k: Enter CLEAR 200,31383. Enter (C)LOADM"PRNTCNTL",16384. Enter EXEC.

10. MAZE 2 - The object of this machine language game is to guide your man through a 32 room world in search of the exit square. Use the arrow keys to move. The H key changes the screen colors from green to buff and back again if pressed a second time. The break key can be used to exit the game. The exit room is chosen at random. The machine language program is loaded by running the first program called 'NEXT'. To save the machine language part, enter (C)SAVEM"GAME",20000,23852,20000.

On issue #34 we published a program called FYR-DRAC. It would not work on the Coco3. We have a new version of FYR-DRAC called FYRDRAC3 that works on the Coco 3. Use the right and left arrow keys to move your ship. The down arrow activates the shield. The space bar will fire the ship's laser. The reset button restarts the game. Clear each screen by shooting dragons and dodging fireballs. Every fifth screen you must not let any eggs fall or let any dragons fly off the top without being hit by laser fire.

Until next month.........................