

COCO-CASSETTE #72 JUNE 1988

T & D SUBSCRIPTION SOFTWARE

ILE NAME E		PMODE	PCLEAR	LOCATIONS	
				CTR-80A	CCR-81
	ARKET WATCHER	0	1	40:298	21:253
STOOGES 3		0	1	55:302	31:246
	OSTAGE	0	1	89:322	52:273
	ROGRAM TRIO	3	4	121:334	
	LADIATOR	4	4	140:357	87:322
	S & CANADA QUIZ	3	4	191:383	125:365
	EOPARDY!	3	4	191:383	125:365
	LECTRONICS 15	3	4	242:452	182:452
	OCO 3 SCR PRINT	0	1	261:465	206:465
TTY C	TTY	0	1	266:470	210:470
	SERS: Insert disk and run DRI: CASSS want to desired programs large counts in loading or running a program, you p PACCE and PICLENT values in deplicates of the perigrams on load, by the second copy, or if large or disk to load the program relationship.	ETTE TAPE USE or number and o et a FC, OM, or rom the keyboar age as possible	ERG Rewind tapender CLOAD or SN error, you pend. We try to put it the first copy	CLOADM. Ubably have to enter as many does not	

Welcome to our 72nd issue of subscription software. Since this is the slow part of the season, we would like to make you a special renowal offer effective only until July 20, 1988. Renew for a year and receive two free back issues of your choice or add the two on to your subscription. You can renew for as long as you want, but remember, the special only laste until July 20.

1. MARGINETHENTIALS — This home management program lett you easily enaltyse several stock mester financial indivators. You can keep an eye on the Dow Jones, NISE volume, the American Eschange, and the Over-The-Countre (NASIANO) stock exchanges. As you build your file of values, you can save and load with both tape and disk, You can also generate a graph of the walmes for enalysis. Disk users: We have a last minute fix. Line 865 should easi 860 CARTY-LAME, PLENTEY GARD.

2. 3 STOCKES - This is an informational program about the famous comedy team "The Three Stooges". Learn about their origins and the many cast changes that took place over the years. Also provided is a complete list of the films they made.

3. HOSTHOLE . In this text adventure game, you resease the hostage to solve the adventure. You start out in a research lab. You can use weeks like kick, move, get, take, drop, leave, look, examine, etc. Also, use N. S., E. and M. for direction.

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4. MEGINET MED: — This is a collection of three programs all rolled up into one. The first program, Dangs Meker, does just that. You center in an amount between I cent and 99 cents and the computer dress and prints the correct contains needed to make the change. In the second program, Roman Memeralle, you enter in a matther and the correct Roman Mameralle and a decimal appears. Also, you enter a decimal and the correct fraction appears.

5. GENIAGES - In this game, you are trapped in a gladiator pit with a monstor that breather poison. You have a source to fight with, but you must be close and in line with the monstor to successfully attack. It takes 15 hits to kill the monstor. If you come in contact with poison gas, you will lose an amount of life energy, You can control the gladiator's movement with the acrow keys. Use the sword by pressing the space-bar.

6. US ACANNA QUIZ - This is a graphic UN/CNANDA states and capital quiz program for the color computer 3. A map of the United States and Canada is drawn. Then a state, providence, or territory is filled in. Too mast guess the state, providence or territory. If you can't guess is then press for othe correct answer. Then you must correctly guess the capital. In the quiz mode your score is posted.

7. MEMBERT - The players using hypothesis can play against each other. Player I will use the intry optical, me gas works like this, the third is a series of the players and player 2 will use the intry optical. The gas works like this, contepprias. The answer for that space will appear on the across. At this point, both players have the apportunity to imply—in and give the correct question. She is not not one rings in for the answer, the compare will automatically give you the correct assert. Once you've rang is, you will be asked to give the question. If you give the case of the content of the local falls the content of the c

8. EXCIDENCES 15 - Learn more about radio waves and radio theory in part 15 of our series on electronics. This program requires 3ZK and a second module called MISMOD. When you run the tape version of this program, leave the play button depressed oit will automatically load the module. To save the module, enter (C)SAVEM *EISMOD", 26000, 32632, 2000.

COLOR CHEVIER 1 SCREEN PRINT - This machine language utility program will copy
40-column (HIDTH40) and 80-column (HIDTH80) coco 3 acreems onto the printer. To use: LOAEM
or CLGALM the routine and single enter EGGS them you need it. Be sure the printer is
ready and filled with paper before EGGIng this routine. To save this program, enter
(CSMSWM YCSJREWM? 3009,32147,32000.

10. CMY - CMY is a methical language utility program that gives Color computer users the same power as the 'CMY' comment on a IBM EC compution. CMY transfers complete computer control to the serial port (instead of the screen and imploated). If you have remote control of your color computer, To uses (DAMP or COMAPO the Lilly and BOOS when you are ready to transfer control to the serial port. Screenly she you can program to computer expects incur for the Mychozal CMY changes the normal setting so program, the computer expects input for the Mychozal CMY changes the normal setting so

program, the computer expects input from the keyboard. CTTY changes the normal setting sc the computer expects input from the serial port. To save this machine language utility, enter (CISAYBM'CTTY', 16000,16199,16000).

This month we have an addittional program called 'CHDPPER' imply type CIAAU 'CHDPPER' or REN 'CADDEE' if you have a disk system. Use the up and down arrows to manageme your

chopper and the space bar to fire.