



T & D SUBSCRIPTION SOFTWARE

FILE NAME	ENGLISH NAME	PNODE	PCLEAR	LOCATIONS	
				CTR-80A	CCR-81
FOREIGN	FOREIGN OBJECTS	0	1	23:293	12:239
CHES	CHES FUNDAM.	0	1	35:302	18:246
WF	WATERFOWL QUIZ	0	1	88:333	51:290
WHAMMY3	WHAMMY 3	3	4	124:354	72:319
ADVTUT	ADVENTURE TUT.	3	4	128:350	80:328
CIRCLE	CIRCLE 3	3	4	166:388	109:370
EDU TRIO	EDUCATIONAL TRIO	3	4	180:388	118:381
WRITEINS	WRITE-UP EDITOR	0	1	203:412	140:412
PPINS	PICTURE PACKER	3	4	219:442	160:442
AIR	AIR ATTACK	3	4	248:481	187:481

DISK USERS: Insert disk and run. CFC. CASSETTE TAPE USERS: Rewind tape. Zero the tape counter. Fast Forward to desired program's tape counter number and enter 'LOAD' or 'CLOAD'. If while loading or running a program, you get a FC, OM, or SN error, you probably have to enter the PNODE 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 73rd issue of subscription software. This month we have a new cover program. A basic program will automatically load and run a machine language file called 'CVR-MOD'. To save 'CVR-MOD', enter (C)SAVEM 'CVR-MOD',14000,15900,15000.

1. FOREIGN OBJECTS - This simple, yet very addicting game involves avoiding the Foreign Objects. The game allows you to pick normal speed, or, for nearly impossible play, one of the two high speed pokes. To play, use the arrow keys to dodge the Foreign Objects. Keys automatically repeat. To slow your man down in tough situations, press and hold the space-bar. Be careful though, for this reduces visibility and deducts points.
2. CHES FUNDAMENTALS - Want to learn how to play chess? This program will teach you. This instructional program is very involved and requires 32K. It includes teaching and drilling you on how each piece moves. It also includes hints on opening moves.
3. WATERFOWL QUIZ - How much of a Waterfowl hunter are you? In this program you are quizzed by up to 50 questions. You decide how much time you have to answer each. At the end you are scored.

4. WHAMMY3 - This simple yet addictive program for the Coco 3 involves beating the Whammy. You roll the set of dice. If a Whammy shows up, you lose the score accumulated in that round. If you roll two Whammy's, your total score accumulated is wiped out. If no Whammy's appear, you can keep the score, thus adding it to your total accumulation, or keep going, accumulating more points for that round.

5. ADVENTURE TUTORIAL - This isn't an adventure, nor is it an adventure processor. It is a tutorial, designed to teach one method of writing adventures. A menu lets you chose which part you want to study. Each section must be read several times to really understand what is being taught. A sample adventure is also enclosed. This will be automatically loaded when you enter '10' on the menu option.

6. CIRCLE 3 - This Coco3 only program is a menu driven graphics program which produces some very interesting 640 x 192, 4 color, circle patterns. An RGB monitor is recommended but not needed. Simply run any of the first five demonstrations or make up your own in option number 7. The break key will stop the drawing and return you to the main menu.

7. EDUCATIONAL TRIO - This program is actually three programs in one. These educational programs are good for teaching children. The first program, Temperature Tutor, involves guessing the temperature of the graphic thermometer. The second program, Coinbox, involves adding change. The third program, Multiplication Tables, involves drilling the operator on his/her table of multiplication. Your score is also displayed along with a grade for the score.

8. WRITE-UP EDITOR - This utility is great for quick, quality, write-ups for your programs. It works like a word processor. You load up the main program, enter in your instructions, and run 'P' for Produce Program. The utility will then save a basic instructional program out to tape or disk. This instructional program can be edited, printed to the printer and also, will automatically load the main program. An instructional program called WRITEINS, (created by this program) precedes the main program and will automatically load the main program, 'WRITE-UP'.

9. PICTURE PACKER UTILITY - This utility allows you to Load your previously made hi-res pictures, pack them down to save you memory, and then save them back out. This utility is great if you plan on writing a graphic adventure. The utility is preceded by an instructional program. The instructions can be printed on your printer or on your screen.

10. AIR ATTACK - This machine language game, based on an arcade game called 'Scramble', requires a CLOADM instead of CLOAD. Disk users cannot use the DIR program to run this but must enter LOADM"AIR". After the program is loaded, enter EXEC to run. The object is to drop bombs and shoot enemy forces while avoiding flying saucers, missiles and fireballs. Use your joystick to control the action. To save this program, enter (C)SAVEM"AIR",7935,11658,7935.

We have an 11th program called Lotto Bonus. It is another lotto analyzer. It also contains a file called 'LOTTODAT' which contains lotto numbers from New York. There is an instructional program called 'LOTTOTUT' which must be loaded before the main program.

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.....