



T & D SUBSCRIPTION SOFTWARE

FILE NAME	ENGLISH NAME	PHODE	PCLEAR	LOCATIONS	
				CTR-80A	CCR-81
MENU	VIDEO CATALOG 3	0	1	19:270	10:213
ONE EYE	ONE EYE WILLIE	0	1	114:332	66:289
JAVA	JAVA	1	2	130:342	81:309
GAMETRIO	GAME TRIO	0	1	141:352	88:318
CRIONST	CRIONAUT WARRIOR	3	4	161:359	100:336
ENPRINST	ENVELOPE PRINT	0	1	175:373	115:356
RAMINS	RAM DRIVE 3	0	1	194:392	134:385
MODE2INS	MODE 2 UTILITY	0	1	214:406	148:406
XMODMINS	XMODEM TRANSFER	0	1	216:422	158:422
CAVELOAD	CAVE II	3	4	244:465	184:465

DISK USERS: Insert disk and run DIR. CASSETTE TAPE USERS: Rewind tape. Zero the tape counter. First Forward to desired program's tape counter number and enter 'LOAD' or 'LOADM'. If while loading or running a program, you get a FC, DM, or SM error, you probably have to enter the PHODE and PCLEAR values from the keyboard. We try to put as many duplicates of the programs as low 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 74th issue of subscription software. We hope you enjoy this month's selection.

- 1. VIDEO CATALOG 3** - Video Catalog 3 is a Coco 3 only program that keeps a record of your video library. Since it uses five basic programs to run, it requires a disk drive. Instructions always appear on the right side of the screen. This program has the following features: Print to the screen either by entire file or by tape number. Print to the printer on index cards, 1 inch labels, standard paper by entire file or by tape number. Edit data file by changing title, counter number, tape number or by deleting any record. Automatic page pauses and automatic trapping routines. The first program is called 'MENU'. It will automatically load and run the other four when needed. Tape users: You will not be able to run these five programs. We have included these programs on tape in case you switch to disk in the future.
- 2. ONE EYE WILLIE ADVENTURE** - This text adventure game involves finding his lost treasure and escaping with it. But beware, this is not an easy task. The verbs to use are look, climb, tie, get, inventory, play, turn, break, move, put and light.
- 3. JAVA** - Try to collect as much treasure as you can in this game. To shoot, you must be on the bottom level, with the joystick aimed down. To jump to a new level, push the joystick up and down and press the fire button. If you try to jump to a level that isn't there, you will fall and lose one of your three

lives. Shooting the things that fall will give you 20 points. Jumping to new levels and touching treasure will give you 10 points. If the treasure is somewhere on the screen where you can't get it, touch the treasure box on the bottom left corner of the screen. This will place the treasure in a new place, but will also take 5 points from your score.

4. GAME TRIO - Play three games in one! The first game, Slot Machine involves starting out with \$50. You can bet all you have or as little as \$1. The winning combinations are on the left. Beat the odds! The 2nd program will test your addition and multiplication. The third program, Hi/Lo, is another betting game. How good of a guesser are you?

5. CROINUT WARRIOR - Use your arrow keys to maneuver through the five levels in this game. An instructional program called 'CROINS' precedes the main program.

6. ENVELOPE PRINT - This utility will help in printing on envelopes where the envelope is inserted into the printer sideways, thereby avoiding the usual problem of the paper out sensor and of slippage on the roller. The actual program is called 'ENVELOPR' but a instructional program called 'ENPRINT' precedes the main program. There are 4 different fonts used so that different printers can be accomodated. The machine code embedded in the BASIC program is a screen dump of the lower part of the hi-res screen and is written for a Epson printer. The instruction program explains how to change the set-up for use with other printers. As written, the program needs 32K. 16K users can edit line 5 from SZ=340 to SZ=30.

7. RAM DRIVE 3 - This utility will give your Coco 3 disk drive another place to store programs. Once loaded and executed, you can store 27 granules worth of programs. There is an instructional program called 'RAMINS' which automatically loads and executes the utility if you have a disk system. You need a disk system and a Coco 3 to run this utility.

8. MODE 2 UTILITY - Some machine language programs written for the Coco 2 or Coco 1 do not work on the Coco 3. When you power up the Coco 3, it makes a few patches to allow for the new commands. It copies some of the basic into RAM. Programs written for the Coco 1 or 2 often require that memory. This program reverts that process. When this utility is executed, the new commands are not available. There is an instructional program which precedes the main program called 'MODE2INS'. This program will only work on the Coco 3.

9. XMODEM TRANSFER - Xmodem is one of the most widely accepted file transfer programs used by other computers. A lot of the PC's use this format to download and upload programs. With this utility you can download and upload software with other makes of computers providing they have Xmodem for their computer. This utility also has an instructional program called 'XMODINS'. This utility requires a disk drive. The main program is called 'XMODEM' which automatically loads a machine language file called 'XMK'.

10. CAVE II - Use your arrow keys to fly your space ship in this machine language game. The rooms are set up in a 8 by 4 grid. There are also special rooms that are separated by walls with teleporters. Enter the teleporter chambers and you play a game within a game. In this part you must hit three of the pods to win... If you find an exit in the game, you win. There is a basic program called 'CAVELOAD' which will automatically load the machine language program, 'CAVEII'. To save the machine language program, enter (C)SAVEM*CAVEII, 14800,26624,21000.

On issue #63 we had a program called 'DIR PIC' which placed colorful pictures on the disk directory. This utility, however, used up 16 grams of space. This program, 'DP PIX', will take any file created with DIR PIC and put it on the directory without taking up any room. There is a sample file called 'T&D LOGO' which is included. Do not run this on a disk that has programs on it! The disk directory will be destroyed.

Until next month.....