



## T &amp; D SUBSCRIPTION SOFTWARE

FILE NAME	ENGLISH NAME	PMODE	PCLEAR	LOCATIONS	
				CTR-80A	CCR-81
CADET#2	POLICE CADET #2	0	1	17:243	9:183
SHOWDOWN	STARSHIP SHOWDOWN	1	2	59:270	33:213
COMPOSER	MUSIC COMPOSER	4	4	82:284	46:231
COUPONS	COUPONS/REBATES	0	1	103:306	60:249
PROGLIB	PROGRAM LIBRARY	0	1	128:313	74:266
SEMAFORE	BOY SCOUT SEMAFORE	4	4	133:319	83:278
CHORES	HOUSEHOLD CHORES	0	1	146:333	91:290
MAXOMAR	MAXOMAR ADVENTURE	1	2	154:337	101:304
CHUKLUK3	CHUCK LUCK3	4	4	175:358	115:323
BUZZ INS	BUZZARD BATE	0	1	186:357	122:334

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 'LOAD' or 'LOADM'. If while loading or running a program, you get a FC, DM, or SN error, you probably have to enter the PMODE 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 77th issue of subscription software. We hope you enjoy this month's selection of programs.

1. POLICE CADET #2 - In your second police cadet mission you must investigate the ghost sightings at the carnival. This adventure requires 32K of memory and starts you out in a parking lot. Use verb-noun combinations to do things such as get book, look can, and climb cage. Use N, S, E, and W for north, south, east and west.
2. STARSHIP SHOWDOWN - Two players battle it out in this game. You can shoot left and right with your joystick as you try to hit your opponent. Hit him five times to win. The fueling stations are in the corners. You must travel back and forth between them to collect shots. Avoid the three traps and the deactivator in the middle.
3. MUSIC COMPOSER - This music program allows you to easily enter music with the aid of a bar graph. The bar graph and notes are in high resolution mode and the instructions are in low resolution. Press the question mark key for a complete list of instructions. We have included a sample music program called 'PHANTOM'. To hear this program, enter 'L' to load and 'PHANTOM' when it asks for the file name. Then, simply press 'P' for play. 16K users can enter up to 80 notes and 32K users can enter up to 300.

4. COUPONS/REBATES - This program will allow you to keep track of your coupons and rebates on tape or disk. With the coupon feature you can: Customize up to 12 different categories. Delete, add, and sort the coupons in each category. Print the coupons left and tell you how much you saved plus much more! In the rebate feature you can: Keep track of all the rebates you have out, and total all the money you've saved with them, plus more! In a 16K system you can have up to 50 coupons and 10 rebates. In a 32K system you can have up to 200 coupons and 40 rebates.

5. PROGRAM LIBRARY - This program will help you organize your collection of programs. After entering the program name, brief description, category, and location of each of your programs, you can do the following: Print/sort the whole list. Print/list a certain category. Print on your disk sleeves plus much more! In a 16K system you can have up to 100 programs and up to 400 in a 32K system.

6. BOY SCOUT SEMAFORE - This program will demonstrate the entire alphabet of Boy Scout Semaphore. Simply load and run the basic program and select a letter.

7. HOUSEHOLD CHORES - With this program you can create a schedule of household chores for up to ten people. The first thing you do is enter in all the names of the workers (people in your family), by entering a 'W'. Then, if you desire, you can customize the jobs list by entering a 'J'. You can change the twenty preset job chores and/or add twenty more. You can have up to 100 jobs in a 16K system and 400 jobs in a 32K system. When you are done inputting the jobs and the names for a day or week or month, a printout for each person for each day can be made. You can easily load in previously scheduled work days for editing.

8. MAXOMAR ADVENTURE - As a bounty hunter you must bring the escaped prisoner, Maxomar, back to our world. He has stolen a device from one of the leading scientists. Use two word verb/noun combinations such as throw rope or climb rope. Use N,S,E,W for North, South, East and West.

9. CHUCK LUCK 3 - This is a simple but fun dice game to play on your Coco3. You start out with \$50 and you can bet anything from \$1 to \$9. First you place your bet and then you select a number between 1 and 6. If your number comes up once, you win your bet. If it comes up twice, you win double your bet. If it comes up three times, you win triple your bet. If it does not come out at all, you lose your bet.

10. BUZZARD BATE - This game is another one of Tom Mix's quality programs that we paid for the rights to publish. There is an instructional program called 'BUZZ INS' that precedes the main program and can be printed on your printer. This program has excellent graphics and requires joysticks. The instructional program will automatically load and execute the machine language file called 'BUZZARD'. To save this machine language program, enter (C)SAVEM"BUZZARD", 7168,32099,20334.

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