



T & D SUBSCRIPTION SOFTWARE

FILE NAME	ENGLISH NAME	PMODE	PCLEAR	LOCATIONS	
CADET#3	POLICE CADET III	0	1	CTR-80A	CCR-81
TURRET	TANK TURRET	3	4	17:297	9:242
WARWORLD	WAR OF THE WORLDS	3	4	54:320	30:272
SPINSTER	SPINSTER CAPE	3	4	70:323	39:281
COCOSIZE	COCOSIZE	4	4	93:336	54:303
SIGNMAKR	SIGN MAKER	4	4	127:362	79:339
DEDUCT	LEGAL DEDUCTIONS	4	4	156:391	102:373
BOOKKEEP	BOOK KEEPING	0	1	197:425	136:425
LEASE	CAR LEASE 3	0	1	242:470	182:470
MUTANT	WAREHOUSE MUTANTS	3	4	259:485	195:485
		3	4	255:495	201:495

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 'CLDAD' or 'CLDADR'. If while loading or running a program, you get a P.C. CM, or SR 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 78th issue of subscription software. We hope that you enjoy this month's selection and we wish you all the best during the holiday season.

- POLICE CADET III - In this continuation of the Police Cadet Adventures, you must go into the 'Gadget Factory' and find the Solar Powered Perpetual Motion Energy Center. This adventure requires at least 32K of memory. Use verbs such as get, drop, examine, look, inventory, open and one special verb; compile, along with nouns. Use N, S, E, and W for North, South, East, and West.
- TANK TURRET - How many German tanks can you get before they get you? Use the arrow keys to control your tank and the space bar to fire at the moving tank. You must hit the tank right in the front of the turret. Your fuel gage is on the bottom of the screen. Use the radar to spot the enemy's tanks.
- WAR OF THE WORLDS - Play against an aggressive computer or an opponent in this exciting graphic game. You start out by controlling up to four planets. Next to the planets there are 3 numbers. The number to the left stands for the planet number, numbered 1-8. The number in the middle stands for the ship production of the planet. The number on the right stands for the amount of ships you have on the planet and is increased by the production number each turn. After selecting level 1 or 2 the computer will set up the planets. The border around the planet numbers will help you tell which planets are yours. Next, the computer will ask you 'from planet'. If you want to attack or re-supply your planet, you should enter your

planet number followed by how many ships you want to send along with the destination planet. If you do not want to make a move, hit the enter key. To win, you must have control of all of the planets.

4. SPINSTER CAFE - Uncle Spinster has left you with his soon-to-be-famous cafe. It is up to you to keep it running. You must make important decisions such as what kind of food to buy, how many meals do you order, plus how much to spend on advertising and much more. Can you keep the Cafe from going broke? This program requires 32K and is tough to run.

5. COOSIZE - Are you ready to get into shape? Let your Color Computer help with six exercises: Situps, pushups, chinups, toe touches, running in place, and jumping jacks. Just tell the computer what exercise you want, how many you want to do and the speed of the exercise. The computer will display a man who does them with you. Note: This program requires 64K and disk users should enter RUN 'COOSIZE' to run instead of using the 'DIR' program.

6. SIGN MAKER - This 64K program will allow you to design/edit signs with five different font styles. You can save, reload and print the finished signs on an Epson compatible printer. You can also add a border and change the size of any of the five font styles. Pressing the space bar will blank out the square and pressing the # key will get you back to the main menu. This program requires 64K and disk users must enter RUN 'SIGNMAKR' to load instead of running the 'DIR' program.

7. LEGAL DEDUCTIONS - This program will provide you with over 400 legal deductions which are allowable if you are engaged in a trade, business, or profession. If you have a 32K system or more, the file 'DUCT' will automatically be loaded. If you have a 16K system, only a third of the file can be loaded at one time. In the beginning, you can print the file to your printer. Tape players: Leave the tape play button depressed so you can load the file up.

8. BOOK KEEPING - This program will provide you with a detail of monthly sales and expenditures. You can have/edit up to 36 deductibles and 7 non deductibles. You can enter transactions, input sales, print transactions, input sales, data, and even get a comparative analysis. You can save and reload from tape or disk.

9. CAR LEASE 3 - This program will estimate your monthly payment and buy out figure for the auto of your choice. This program will only work on the Coco 3.

10. WAREHOUSE MUTANTS - This game is another one of Tom Mix's quality programs that we paid for the rights to publish. Journey through the warehouse seeking out the Mutants who are out to destroy you. Watch out! They will push crates trying to crush you! Since this program is in machine language, tape users must enter CLOADM instead of CLOAD and disk users must enter LOADM'MUTANT'. Then, simply enter EXEC to run the program. You start out in the center of the screen, with four Mutants, one at each corner, and with eight more at random locations trying to break out of the crates. There are two ways to get a Mutant: One, to push a crate at a Mutant, thus crushing him. Two, to zap the Mutant before he gets out of his crate. After you kill all the Mutants in a screen, you move to a faster and harder screen. You can have up to three hits. If you survive a level without getting hit, you get a bonus hit added. The Break key will abort the game. The Clear key will pause a game and the Enter key will resume. Hitting the Shift ? key will allow you to skip any screen, but only if the screen is just starting. To save this program, enter (C)SAVEM 'MUTANT',7168,15871,7168.

We have an additional 11th program just in time for the Christmas season. If you have a coco 1 or 2, it can draw a Christmas tree with presents. If you have a Coco 3 with an RGB monitor, you can have it draw a very beautiful Christmas scene with Santa, the Reindeer, and a sincere message from us to you. After the picture is drawn, entering any of the number keys will play one of ten Christmas songs.

Unto next month.....