



## T &amp; D SUBSCRIPTION SOFTWARE

FILE NAME	ENGLISH NAME	P.MODE	PCLEAR	LOCATIONS	
				CTR-80A	CCR-81
CADET 4	POLICE CADET #4	3	4	19:242	10:182
POKER3	DRAW POKER 3	3	4	73:278	41:219
TILERTEX	TILER TEX	3	4	88:284	51:231
BATTLE	BATTLE	3	4	110:303	64:247
INSIDECC	INSIDE THE COCO	3	4	122:310	76:263
BBS	COCO BBS	0	1	136:323	85:274
HOT-DIR	HOT DIRECTORY	0	1	183:355	120:320
VCR TUT	VCR TUTORIAL	0	1	189:360	124:325
PC INST	PRINTER CONTROL	0	1	197:365	136:342
KING	THE KING	3	4	213:375	147:358

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 CLOAD or CLOADM.

If while loading or running a program, you get a FC, OM, or SN error, you probably have to enter the

P.MODE 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 79th issue of subscription software. We hope that you enjoy this month's selection of programs.

- POLICE CADET #4** - This graphic adventure was written originally on a tape system. It requires at least 32K of memory to work. Disk users: You cannot use the directory program to run this program but must enter RUN "CADET 4". If you get an SN error in line 0, simply type RUN again. Play goes like most two-word adventures. A special verb 'SCREEN' is used to toggle the screen color. The plot is to recover five pieces of evidence that can be used against a soviet spy. Disk users, if you need more memory, you can save this program onto tape, unplug the disk controller and CLOAD the program back up.
- DRAW POKER 3** - This graphic poker game will only work on the Coco3. First you bet and are dealt five cards. You can draw up to five cards trying to improve your hand. The better the hand, the more money you make. Can you break the bank?
- TILER TEX** - Use the right joystick to move your man from the upper left corner of the screen. As you move you will drop diagonal tiles. To win you must tile all 15 levels while avoiding Fifi, the guard dog.

4. BATTLE - This game simulates a cannon battle between two players. First, you enter in the angle of your shot and then you enter in the # of bags of powder. There is a speed up poke in line 990 which can be removed if your computer can not handle the high speed poke.

5. INSIDE THE COCO - This program will draw a picture of the inside of your Coco2 or Coco3. Use your right joystick to select the chips inside the picture. We will tell you what chip it is, estimate it's cost, and tell you what happens if the chip goes bad. We've also included two good sources for buying replacement chips.

6. COCO BULLETIN BOARD SERVICE - If you have 32K, a smart modem, and a disk system, then you can host your own BBS using your Coco. This BBS program contains 2 basic programs and 7 other files that are loaded up by the main program, BBS. USERLOG.BSY - This is a file that contains all the user accounts including their log ID and Password. INFO.BSY - This file is for the system information. MESSINDEX.BSY and MESSLINE.BSY - If a user leaves a message on the BBS, then it is saved here. WELCOME.BSY - This ASCII file contains the name and greetings. It can be customized. ANNOUNCE.BSY - This is for the system operator to leave announcements. You can use any word processor to edit this. XXX.BIN - This Machine Language part allows the serial input and output to work. It can be saved by entering SAVEM "XXX", 31900,32200,31900. The last program, FILEADD, is used to add files onto the disk so users can download them.

7. HOT DIRECTORY - This utility once installed will allow you to quickly get a directory of your disks by simply hitting the clear key. To load, simply enter LOADM"HOT-DIR" and enter EGXC. This program will not work on a tape system. To save this program, enter (C)SAVEM"HOT-DIR", 15000,16299,15000.

8. VCR TUTORIAL - Are you confused about all the different kinds of VCR'S out in today's market? This program will tell you about features and options, costs, maintenance, trouble shooting, and your VCR and your Color Computer.

9. PRINTER CONTROL - Once this utility is loaded and executed, simply press the clear key to activate it. This utility will let you easily send controls to your printer. There is a basic program that precedes the utility that will automatically load and execute the program. To save this utility, enter (C)SAVEM"PRINCPFL", 15000,16299,15000.

10. THE KING - This machine language game is another one of Tom MIX quality programs that we paid for the rights to publish. Disk users must enter LOADM"KING" and tape users must enter CLOADM"KING". Then enter EGXC. The first thing you will see is "load High Scores Y/N". If you have previously saved your high scores then hit Y, else hit N. Next, a red screen will appear.. Hit <SPACEBAR> if the screen is either green or blue. You can select one or two players, a practice game (12 men) or a regular game (3 men). There are four screens in this game: 1 - Barrels 2 - Pins 3 - Jacks 4 - Conveyors. When you have the hammer, the fire turns green and you obtain extra points for all that you destroy with the hammer. The L in the upper right corner of the screen begins to flash when your hammer power is about to run out. In screen two you must walk over all of the pins on the screen before going to the top to rescue the maiden. The object of the game is to obtain the highest possible points while working your way to the top of the screen. The P key will pause the game in progress. Hit <ENTER> to resume. The R key will return you to the number of players screen at any time. Hit the <SPACEBAR> to start over. To enter your score on the score table at the end of the program, simply place the cursor over the letters of your initials and press the fire button. To save the score table for entry into your program the next time you play, you do so at the display mode at the end of the game where the screen is showing you the various screens and the scores. This will come up at the finish of a game or after you have entered your high score. At this point hit S and your screen will return to basic. Next, type EGXC 5000 and hit <ENTER>. You will see 'save scores to disk or tape (Y/D)'. To save this program, enter (C)SAVEM"KING", 11900,32512,11900.

Until next month.....