



## T &amp; D SUBSCRIPTION SOFTWARE

FILE NAME	ENGLISH NAME	P.MODE	PCLEAR	LOCATIONS
T&D-80	T&D FIRST 80	0	1	CTR-80A CCR-81 19:284 10:224
MDMBATL	MODEM BATTLESHIP	0	1	64:305 36:259
CHURCH	CHURCH MANAGER	0	1	79:318 44:270
SFS1	SUPER FILE SORT 1-2	0	1	90:322 50:280
STATS	BASEBALL STATS	0	1	105:338 61:294
TARZAR3	TARZAR PT. 3	4	4	133:348 83:326
INVOICE	INVOICE	0	1	169:383 111:365
SQUEEEZE	CARD SQUEEEZE	4	4	183:386 120:379
SWDFLY1	SWORDPLAY 1 + 2	4	4	185:399 128:392
BREW	BREMASTER	4	4	235:470 177:470

DISK USERS: Insert disk and run OFF. CASSETTE TAPE USERS: Rewind tape. Zero the tape counter.  
Fast Forward to desired program's tape counter number and enter CLOAD1 or CLOADM  
if while loading or running a program, you get a FC, CM, or DV 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 83rd issue of subscription software. We hope you enjoy this month's issue.

1. T&D FIRST 80 - This 32K program will display our first 80 issues of over 800 programs. We have uploaded the program to many bulletin boards. If you belong to a BBS, we would appreciate it if you would upload this program to them. With this program, you can list all the issues and find/search for programs. It will even print an order form and a mini-catalog.
2. MODEM BATTLESHIP - This program allows two coco owners to play battleship with the aid of their phone modems or through direct connection. One player is the dialer and one is the receiver. You must first position your ships using the arrow keys and the <ENTER> key. Then, the player who is designated as the dialer will call the receiver and the game begins.
3. CHURCH MANAGER - This program will allow you to add/view/edit up to 1000 church members of your congregation. With this program you can print mailing labels of each and every member. You can also print three reports. The first report will print total donations of each member. The second report will print out the total donations for each month for your church. The third report will print out each donation.

4. **SUPER FILE SORT 1-2** - These programs will take a sequential file of any size and sort it using the storage available with your disk drive. Before, your coco could only load/sort a file in your coco which was 9 granules or smaller. Now, you can sort files as large as 60 granules if you have a dual drive system. We have two versions of this program. The first one is for smaller sorts and will work with a 1 or 2 drive system. The second program, **SPS2**, is for a dual drive system only. It will divide the large file into smaller files and then sort each of the smaller files one at a time. Since both of these programs use the disk drive for moving data around, the process does take some time.

5. **BASEBALL STATS** - We have combined two earlier programs: Baseball Manager from issue #35 and Pitching Manager from issue #47. We have also added another section called league standings. To run: You should first run option 1, hitting stats. You should enter in all the members of your team. Next, you should add statistics of each player. With this information, you can print to your printer, make a line up, and sort by average. If you are keeping track of a fast pitch team, you can run option two in which you can keep track of your pitcher's wins, losses, saves, strike outs, etc. You can also keep track of team stats: by using the arrow keys and the "+-" keys you can enter in the team wins/losses and also print them.

6. **TREASUR PT. 3** - Your goal in this 32K graphic adventure is to find the monitor room and execute the self destructing program. You can enter N, S, E, or W for North, South, East or West. If you enter "VERB", you will get a list of all the verbs you can use. You can also get some hints by typing "HELP". Hint: If you get lost in the cave, try saying "SESAME".

7. **INVOICE** - This is a quick and simple invoicing program for your coco. It will allow you to quickly print out a bill to a customer along with a billing envelope. To personalize this program, you should edit lines 410 and 1510-1530 and insert your business name and address.

8. **CARD SQUARE** - This is a challenging one player card game. The object of the game is to try and put all the cards on one pile. You must eventually turn over all 52 cards. Press <SPACE BAR> to turn over another card. If the new card turned over is the same suit or number as the previous card, you can press <ENTER> and stack it on the previous card. If the new card is the same suit or number as the card 3 cards back, you can press the 2 key and it will skip the 2 cards in between. You can use the arrow keys to select which card you want to compare past cards with. Good luck!

9. **WORDPLAY 1 + 2** - We have two versions of this machine language game. The first allows you to do battle against the computer and the second one allows two players to battle it out. The horizontal position of each joystick will make each knight move right or left, while the vertical position determines the angle ( 3 in all ) his weapon will strike at. The fire button of either joystick will make the knight strike. If you are striking your opponent with the same weapon angle then the blow is blocked. Also, the knight with the axe must be closer to the knight with the sword to score a hit because, as everyone knows, an axe is a shorter weapon. The game is started and restarted by pressing the <ENTER> key. To load this program, disk users can enter RUN "SMDLOAD". Tape users must enter CLOADM and then POKE 65483,0:EXEC when the OK prompt appears. To save a version of Swordplay, enter (C)SAVEM"SMDPL",3584,17822,10000.

10. **BEERMASTER** - We have another exciting Top Mix ME game for you. In this game, you must move along the end of the bars serving beers to your thirsty customers. Press the fire button to fill and release it to serve. The object of the game is to keep customers from reaching the top end of the bar while, at the same time, picking up any empty glasses before they reach the end of the bar and crash. Take care not to serve too many beers or they will crash on the opposite end of the bar. Also, be aware that a customer will not pick up a beer if his (or her) back is turned. The game difficulty progressively increases through the 12th round where it remains difficult. A round is completed by serving all customers off the screen or when a sufficient number of customers have been served off. After every two completed rounds, there is a challenge round. At this time the devious can-shaker shakes four out of five cans of beer. The cans are then shuffled. Using the joystick to move left or right, press the fire button to select the can which you think has not been shook. The game begins with four serves and a free serve is given every 10,000 points. A serve is lost if: A customer reaches the top end of a bar, a full beer reaches the opposite end of the bar, an empty glass reaches the end of the bar, or the wrong can is chosen on the challenge round. The game begins by pressing the joystick button. To save this program on tape, enter CSAVEM "BRM",19008,19008,11950,19008.

We have an additional program included this month. Simply enter CLOAD if you are using a tape system or use the DIR program to select JUDGE if you are using a disk system.

Until next month.....