



T & D SUBSCRIPTION SOFTWARE

FILE NAME	ENGLISH NAME	P.MODE	PCLEAR	LOCATIONS	
CROSSWORD	CROSSWORD PUZZLES	3	4	CTR-80A	CCR-81
MNTDEATH	MOUNT DEATH	3	4	108:313	63:266
TERRON	TERRON	3	4	132:334	82:291
TRANSFER	DISK/TAPE TRANSFER	0	1	146:336	91:303
PAPWORKS	PAPER WORKS	0	1	157:354	103:319
DATABASE	DATABASE	0	1	165:348	108:326
TWOGAME3	TWO GAMES COCO 3	3	4	185:367	121:343
BUSMODEL	BUSINESS MODEL	0	1	189:375	131:358
MASSFMT	MASS FORMAT	0	1	200:386	138:368
CHAMBERS	CHAMBERS	3	4	213:388	147:381

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, 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 84th issue. Wow! Seven years and 840 programs! We hope to be around another seven years. We hope you enjoy this month's selection.

- CROSSWORD PUZZLES** - This program will allow you to create crossword puzzles on your Coco and save them to tape or disk. You can print the puzzle and its solution on your printer if you have one. We have included 5 puzzles already that you can load and solve. If you would like to solve a sample puzzle, do the following: Run the program and select 'D' for doing a puzzle. When it asks for a puzzle filename, enter PUZZLE1 (or PUZZLE2 etc). If you want the puzzle/solution printed, enter 'P' or 'S'. Else, press 'A' to examine the across questions. You can then press 'V' to view the puzzle and any key to return. If you make a mistake with your solution, you can redo it. Use the up/down arrow keys to view other questions and the 'Q' key when you are finished.
- MOUNT DEATH** - Your mission is to fly into Mount Death in order to map out the mountain for the Airforce. Use your right joystick to maneuver up, down, fast, and slow. Avoid the walls as you go through the levels and try to get through.
- TERRON** - In this graphic game you must shoot down the regenerating laser proof test ships. You must also avoid the rays from the land cruiser and avoid the ship which looks like an equal sign.

4. **DISK/TAPE TRANSFER** - This utility will transfer an entire disk or just part of a disk to tape. It will also allow you to transfer part or all of a tape to disk. When it comes across a Machine Language file, it will display the start, end and execute hexadecimal numbers. To use this program, simply load and run TRANSFER. It will load and run any of the following programs: DT0 - Disk to tape transfer for Rom versions 1.0. DT1 - Disk to tape transfer for Rom versions 1.1. TD - Tape to disk transfer. To save these modules, enter (C)SAVEN"FILENAME",3840,5120,3840.

5. **PAPER WORKS** - This utility uses the printer to print worksheets for use at school, home, or the office. It includes block paper, adventure maps, CHR\$ values, graph paper, and a typewriter mode. It was made using a DMP130A printer.

6. **DATABASE** - This program is a powerful database program which works only on disk. It has a lot of features. When you run the program, the first thing it does is to check and see if you have any previous files created. If not, you can create one. For instance: If we wanted to keep track of 50 video tapes with 3 movies on each, we might set it up like this. FIELD 1 - "TAPE NUMBER" size - 2. Field 2 - "MOVIE1" Size - 20. Field 3 - "MOVIE2" Size - 20. Field 4 - "MOVIE3" Size 20. Field 5 - "MOVIE INFO" Size - 40. After we create this 5 field database, we can add the entire 50 video tapes with the 150 movies. Once the tapes/movies are in, we can add more, edit the old ones, sort them, print them, etc. You can also do a global edit which means: You can search for information in any field of all the records. If that record has that information, you can replace the field with anything you want. Another nice feature allows you to prepare your reports and save the reports you created. You can also print just some of the records you want to the screen or printer.

7. **TWO GAMES COCO 3** - This program contains two games for the Cocom computer only. The first program, Gambling dice, starts you out with \$50. Try to break the bank by betting the big money at the right time. In the second program, Connect 4, you and your opponent take turns placing circles on the grid. The first one to get four in a row wins.

8. **BUSINESS MODEL** - If you ever had a great new business idea and wanted to put down the projected expenses/income, then this program is for you. You can input your expense/income on a daily, weekly, monthly, or yearly basis. You can save all the information on tape or disk. You can get a nice printed report showing what the profit/loss would be.

9. **MASS FORMAT** - This utility will allow you to quickly format two disks at a time on a dual drive system. With this program you can format four disks in a minute. The program will only work on a dual drive system. Simply place two unformatted disks in your drives and press any key to begin. The disk in drive 0 will format first. There is a counter to help you keep track as you keep rotating disks. There are two versions of this utility. The first program will work on the Cocom 1.0 Roms and the second one will work for the Cocom 1.1 Roms. To save these programs, enter (C)SAVEN"FORMAT",4096,5800,5000.

10. **CHAMBERS** - Here is another Top Mix exciting game. The object of this game is to destroy all of the evil creatures in each room and blow up the base by shooting it twenty times. After you blow up the reactor, you will go on to the next series of chambers. In all there are twenty series of chambers, and in each series there are usually about 20-35 different rooms that are connected together by doors that are connected to passages which lead to each other. There are 50 different kinds of creatures. Use your joystick to move and fire. The map indicates which room you are in along with which rooms you have cleared and which room contains the reactor. There are also four human-seeking energy balls that can only be destroyed when they run into a base. In each room there is a key which you must get before the doors will let you go through. Pressing 'P' will freeze the game while pressing <ENTER> will resume. Pressing 'M' will change the color mode and the SHIPT-CLEAR will alter the game action and go back to the title screen. If you are using a RGB monitor and you do not have any color, run the program and press 'M' until you get color. During the title screen, you may select levels one through ten to start on by using the right joystick. The game starts out with eight men and a new man is given every 10,000 points. To load: Tape users must enter CLOADM and then EXEC when the OK prompt appears. Disk users can run the DIR program and select CHANLOAD. To save this program, enter (C)SAVEN"CHAMBERS",7680,26691,8500.

We also have an extra program on this month called EXCPRA. It will load and run an anniversary graphic music program.

Until next month.....