



## T &amp; D SUBSCRIPTION SOFTWARE

FILE NAME	ENGLISH NAME	PMODE	PCLEAR	LOCATIONS	
POKER5	5 PLAYER POKER	3	4	CTR-80A	CCR-81
RESUME	RESUME WRITER	0	1	19:273	10:215
CHEMIST	CRAZY CHEMIST	0	1	50:295	28:240
JOURNEY	JOURNEY UP	3	4	70:299	39:254
SUBMANIA	SUBMANIA	3	4	95:317	55:276
BOOT	WORKBENCH	3	4	115:335	67:292
VACATION	VACATION PLANNER	4	4	122:350	76:328
DISKEDIT	DISK EDITOR II	4	4	146:348	91:326
NIGHT	NIGHT OF THE NINJA	0	1	157:359	98:336
MARTIAN	MARTIAN CRYPT	3	4	208:403	144:403
		3	4	231:443	169:443

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 'CLGAD' or 'CLGADM'. 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 85th issue. We hope you enjoy this month's selection of programs.

- FIVE PLAYER POKER** - This exciting card game allows you to play against four other computer opponents. Each player is dealt five cards. The object of Draw Poker is to obtain the best poker hand. Each game costs a \$2 ante. After you receive your initial five cards, you can bet in increments of \$1 to \$10. You can raise, call or fold when it comes to you. After the betting, you can draw as many cards as you want by pressing the corresponding number and then pressing enter. Another betting round then follows this. When betting, there are only three raises allowed and you cannot check and raise. The number on top of the cards indicates how far up or down the player is.
- RESUME WRITER** - This program will help you create/print a resume. It will help you with the five parts of a resume: the title block, the career objective your qualifications, experience and education/training. Once you design the resume, you can save/load it from tape or disk. You can also edit and print the version on your printer. There are also help screens available for each part of the resume as well as a list of power words.
- CRAZY CHEMIST** - All of the labels have fallen off your chemicals! First you must mix the chemicals together. Then, mix them with powder, heat the mixture, mix it with acid and test it. What kind of results can you get?

4. JOURNEY UP - Jumpin Joe is looking for treasure. Use your right joystick to control him as he tries to jump to higher levels. Press the button to make him jump but beware, some platforms are not strong enough to support him.

5. SUBMARINA - As a submarine captain you must pilot your sub through the perilous water. You control your sub with the right joystick. Shoot down the mines in front of you and catch the positive energy that falls into the water. You must also shoot down the mountain bases or you will be destroyed.

6. WORKBENCH UTILITY - Workbench is a disk only set of very sophisticated machine language routines which use an Icon/menu pointer system for user input and interaction. These routines provide a very nice graphic-orientated user-interface similar to that found on Apple Macintosh and Commodore Amiga computers. The pointer is controlled with the use of a joystick or mouse plugged in the right joystick port. Simply run the boot program and Workbench will be loaded and executed. You will see a screen with two disks. Move the cursor to one of those and press the fire button twice to see a directory of drive 0 or 1. You can select one of the programs and then go to the top left of the screen in order to run the program, copy the program or discard the program. You can select the arrows on the screen to page through the directory. This program allows other programs to use its fast features. The next program, Vacation, takes advantage of the features of Workbench. We plan on using the advanced routines of Workbench in future programs. To save Workbench, enter (C)SAVEM "WRKBENCH",25000,32760,25000.

7. VACATION PLANNER - If you go on a lot of vacations, then this program can help you. To run: Tape users must LOADM "WRKBENCH", do not execute, and load and run Vacation. Disk users must run the boot program, obtain a directory and select Vacation with the pointer. Move the pointer to the top of the screen. Under the mode section you have four categories: Necessities, luxuries, food and miscellaneous. Then go to the left top of the screen and select Add. You can then add all your necessities, etc. You can also edit entries, mark entries, print entries, save and load all the entries to/from tape or disk. Quitting the Vacation program will automatically put you in the Workbench mode.

8. DISK EDITOR II - This program is a powerful disk editor which is very easy to use. There is an instructional program called DISKEDIT which will print the instructions for DISKEDIT on your printer or screen.

9. NIGHT OF THE NINJA - Night of the Ninja is a karate duel game for the Coco 2 or Coco 3. Each players man is controlled by his joystick. There are six moves available to control each players man. You can move forward or backward by moving the joystick left or right. Move the joystick up all the way and press the fire button for a high kick. Put the joystick in the center position and press the fire button for a punch. Move the joystick to the bottom most position and press the fire button for a low kick. If your opponent is behind you can put the joystick in the bottom most position. Pressing the joystick will then perform a back kick. Every good hit will reduce your opponent's health line. You can restart the game by pressing <ENTER>. This program is written in machine language. Disk users must enter LOADM "NINJA":EGEC. Tape users should enter CLOADM "NINJA" to load. Then enter POKE 65483,0:EGEC to run. To save this game, enter (C)SAVEM "NINJA",3584,17447,12000.

10. MARTIAN CRYPT - Here is another Tom Mix favorite. The people of Mars are in a frozen status and you must find the Crypt that contains them. Type the word vocabulary to get a list of words available. You can move in different directions by typing "GO NORTH" etc., or using the arrow keys or by positioning the right joystick in the direction you wish to move and tapping the joystick button. This adventure automatically speaks on any machine which has a Tandy SSC speech cartridge. You can use full length sentences. You can also load and save games in progress by entering SAVE or LOAD. To load this machine language graphic adventure, enter LOADM "MARTIAN" for disk or CLOADM "MARTIAN" for tape. Enter EGEC to run. To save this program, enter (C)SAVEM "MARTIAN",11008,32511,21873.

Until next month.....