



T & D SUBSCRIPTION SOFTWARE

FILE NAME	ENGLISH NAME	FMODE	PCLEAR	LOCATIONS	
SALESPR	SALES PROSPECTING	0	1	CTR-80A	CCR-81
VIRUS 3	VIRUS 3	3	4	17:292	9:238
WILLMAKR	WILL MAKER	0	1	39:297	20:252
LEDGER	GENERAL JOURNAL	0	1	88:340	51:296
CADET #5	POLICE CADET #5	3	4	105:344	61:310
RED DOG	RED DOG	3	4	128:353	74:330
MADLIBBS	MAD LIBBS	0	1	169:394	111:387
MAC2LOAD	MAC PICTURE SAVER	3	4	184:410	127:410
PROGBOOT	FROG	4	4	200:435	138:435
LISTDOC	P51 FLIGHT SIMULATOR	3	4	213:435	147:435
				212:450	155:450

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, Dsk, or SN error, you probably have to enter the FMODE 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 88th issue of subscription software. We have some great programs for you. We hope that you enjoy this month's selection.

- SALES PROSPECTING** - This powerful sales prospecting and tracking program includes a report generator for appointment schedules and expenses. If you are a salesman, then this program will help you keep track of your potential customers. When running this program, the first thing you should do is select 'C' and enter in all your potential customers. This program allows you to print out customer lists and mailing labels of potential customers as well as rating customers.
- VIRUS 3** - This is a Cocom only game played on advanced circuit boards. There are five levels of play. The instructions are included in the program. Before loading this program, enter a PCLEAR 1 directly from the keyboard.
- WILL MAKER** - This program will describe the typical parts of a will as well as allowing you to fill out your own, part by part for printing/viewing later. Simply start with 1, the Introductory Clause. View the examples and fill out the blanks. You can eventually save your will to tape or disk and print it out later.

4. **POLICE JOURNAL** - This is the main accounting program that works with Purchase Order and Inventory Invoice programs found on last month's issue. With it, you can create up to 69 accounts for your business chart of accounts. Then you can post debits and credits to the journal just like standard accounting practice dictates, up to 500 entries. Importing data from the purchase order program - (done automatically) - amount of purchase order is debited to '41 PURCHASES'. If a cash transaction, then debit '11 CASH' or else debit '12 ACCOUNTS RECEIVABLE'. Importing data from Inventory Invoice - (done automatically) - amount of invoice is credited to '51 SALES'. If a cash transaction, then debit '11 CASH' or else debit '12 ACCOUNTS RECEIVABLE'.

5. **POLICE CADET #5** - This Coco3 only adventure involves finding the criminal who stole your badge of power. Some of the commands available: N,S,E,W, GEP, PICKUP, LEAVE, DROP, TAKE, READ, LOOK, EXAMINE, SAY, OPEN, UNLOCK, OIL, PUT, and KILL.

6. **RED DOG** - You and your three computer opponents start out with 5000 chips. Each of you put 1000 chips in the pot. You receive five cards. You bet whether or not you can beat the card that appears in the middle. (It must be the same suit). If you don't think you can beat the card, you can bet that you will be lower. In this case, just enter a 'C' followed by your bet.

7. **MAD LIBBS** - Here we have six unfinished stories. You must finish them by inputting names, places, friends, etc. These stories can be quite humorous. Madlibbs will automatically load up a graphic screen file called MAD.BIN. To save MAD.BIN, enter (C)SAVEN" MAD" ,1024,1536,1024.

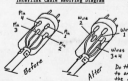
8. **MACINTOSH PICTURE SAVER** - If you have a modem, you can acquire MAC graphic pictures off bulletin boards. Until now, all you could do is view them. With this disk only utility, you can view and save them out as a PMODE picture. Then, as a PMODE picture, you can load it up with a graphics editor. Depending on the graphics editor, you can print the picture and alter it if you wish. To run, enter RUN "MAC2LOAD". It will automatically load up and execute a ML file called MAC2COCO. Use your right joystick to scroll up and down the menu. Press the fire button to select. You must have a MAC file on disk with an extension of .MAC in order to load and view. Once you have one loaded you can move the picture around with the joystick. When you have the picture centered, you can press the <SPACEBAR> to save it to disk. The file saved will be called PIC.BIN. To save MAC2COCO, enter (C)SAVEN 'MAC2COCO',9728,12999,9728.

9. **FROG** - You are a frog under a swarm of bugs that zoom and swirl overhead. Press the up arrow key to leap into the air and hopefully catch an insect. Points are scored for each insect caught. If you are hit by the round 'point stealer' you loose all your points. The game ends when the timer reaches 0. To run this machine language game, first load 'FROGBOOT'. This basic program will LOADM and execute the machine language file FROG. To save FROG, enter (C)SAVEN" FROG",20000,22985,21024.

10. **P51 FLIGHT SIMULATOR** - By popular demand! This program provides both an aerial dogfight and a flight simulator. With one computer it is a flight simulator with the ability to takeoff, land, fly to other airports, do aerobatics, and practice shooting at a drone aircraft. Two computers allow you to have a very realistic aerial dogfight battle. Each computer is a separate plane with the ability to see and shoot at the other plane. If you and a friend have modems you may connect your computers by MODEM over the phone lines. The instructions for the game can be viewed/printed by loading and running LISTDOC. If the computers are side by side they may be connected with a 3 wire cable via the RS-232 ports. This cable is described below.

Radio Shack
Cat No. 26-3020

Inertial Cable Rewiring Diagram



Pin*	Pin*	Description	*Possible Color
1	1	Ground	Red
2	2	Output	White
3	3	Carrier Detect	Yellow
4	4	Input	Green

*Color assignment of wires may vary from cable to cable. Go by position as illustrated, not by color.

Until next month.....