T & D SUBSCRIPTION SOFTWARE

FILE NAME	ENGLISH NAME	PMODE	PCLEAR	LOCATIONS	
				CTR-80A	CTR-81
SERMON	SERMON/SPEECH INDEXER	0	1	19:281	10:229
QUESTINS	QUEST FOR THE LANCE	3	4	31:302	16:256
EDTRIO3	EDUCATION TRIO3		1	79:326	44:284
BIGLET	BIG LETTER	0	1	108:353	63:330
PANGO	PANGO	3	4	143:372	89:348
TITLE	ELEMENTS	3	4	165:384	108:366
GARDPLAN	GARDEN PLAN	4	4	203:406	140:406
VIDSHOW	VIDEO SHOW	4	4	211:411	146:411
WARPLOAD	WARP	3	4	258:425	194:425
QUIX	QUIX - TOM MIX	4	4	345:435	207:435

Welcome to our 89th issue of subscription software. We have just made a deal with the Tom Mix software company which allows us to publish over twenty more of their fine programs. We hope that you enjoy this month's fine selection.

1. SERMON/SPEECH INDEXER - This program provides you with an easy to use database which allows you to keep track of various sermons or speeches. The database consists of date, title, subject, location, scripture reference and a brief summary. You can sort by date, title, subject or location.

2. QUEST FOR THE GOLDEN LANCE - This 32K graphic adventure takes place in the Caverns of Menicre. There is an instructional program called 'QUESTINS' which will also give you the storyline and automatically load and run the main program.

3. EDUCATION TRIO3 - This educational program provides you with three sections for the Coco3 only. They are as follows: Card - Helps you in the proper usage of the card catalog in a library. Compchek - Assists the reader in finding the main idea in a paragraph. Syllable - Aids in the proper syllibication of two and three syllable words.

4. BIG LETTER - This program will allow you to create different size letters on your printer. Once printed, you can cut them out for tracing on signs, posters, etc. You can print the letters vertically or horizontally.

5. **PANGO** - Played on a 6 X 6 number grid, Pango involves trying to get four of your colored squares in a row. Using the joystick or keyboard players take turns rolling a dice and placing their colored squares on the grid. You may only have five squares on the grid at one time. When you have five squares on the grid, you can remove one by maneuvering on top of it and pressing enter. To finish your turn, simply press the spacebar.

6. **ELEMENTS** - This program is a chemistry utility program which provides you with the Periodic Chart. In order to run the Element program, you must first type the 'TITLE' program. This program will provide you with the instructions to view all the Elements.

7. **GARDEN PLANNER** - This program will allow you to plan a garden on your computer and once finished, you can save the garden on disk/tape and print it on the printer. First, you should press 'M' for modify/view map. Press 'V' to view the map. Notice that the grid provides you with a 16 X 16 area. Simply press 'A' to add a section. You design the plot by giving the width and height. Next, the plot can be moved by using the arrow keys and pressing the enter key when finished. This program will also keep track of the cost of each section in your garden.

8. **VIDEO SHOW** - Video Show is a disk only graphic picture presentation program. It uses normal mode 4 type pictures, and the program itself has language to perform up to 20 different special effects. Essentially, what the program does is move your mode 4 pictures onto the screen with a look similar to TV. That is, you can 'wipe' your pictures on and off the screen using 20 different patterns. In addition to the pictures and this program, you will also need a 'script' for the program to follow. The script tells the program which picture files you want to use, and how they should be handled. You can create a script file with any word processor program. The commands are as follows: PICTURE <FILENAME> - Loads in the next picture to be wiped on. SPEED <NUMBER> Sets the speed for wipes (1-255). DELAY <NUMBER> - Causes a delay for a set number of seconds (1-255). WIPE ON <NUMBER> - Wipes the most recent picture onto the screen with one of 20 patterns (0-19). WIPE OFF <NUMBER> - Wipes the most recent picture off the screen with one of 20 patterns (0-19). A sample script file with two pictures might look like this - PICTURE TREES.BIN SPEED 5 WIPE ON 2 PICTURE HOUSE.BIN DELAY 5 WIPE OFF 3 WIPE ON 4. We have included three picture files from our 30 new graphic disks along with a script file which will demonstrate some of the features of VIDSHOW. Simply enter RUN "VIDSHOW" to demonstrate. There is a machine language file called SFX.BIN which Vidshow will automatically load. To save SFX.BIN, enter (C)SAVEM "SFX",23000,23127,23000.

9. **WARP** - Steer your space ship with the arrow keys as you fire lasers at the Atoms in this ML game. The up arrow key controls the thrust and the space bar fires the lasers. The 'C' key changes the color set and the BREAK key exits the game. Hit the atomic nucleus (center) and the atom is destroyed for 200 points. You loose power by coming in contact with the walls or the spinning part of the atom. To load this program, you must load and run the basic loader program called WARPLOAD. To save the machine language part, enter (C)SAVEM "WARP",15000,20799,17000.

10. **QUIX** - Here is another exciting Tom Mix game. To load, simply enter CLOADM if you are using tape or LOADM"QUIX" if you are using disk. Then enter EXEC instead of RUN. Your goal in this game is to fill in 75% or more of the screen. With your joystick you must wander onto the playing area trying to box in areas without getting hit by the QUIX. You have three men to achieve this goal. Once you make it past the first level, you move into the next. Each level gets harder with more QUIX's and SPARKLERS. The word QUIX in the middle changes color to show what color the shape will be painted in and it shows by getting thinner the number of men you have left. There are three different widths to the word, the wider the more men you have. There are rules to drawing. The first rule is don't stop drawing or a fuse will start burning up the wick and, if it touches you, you will lose a man. The second rule is that you can't touch yourself while drawing. The sparklers that go around the screen are used to force the player into the open for the Quix. If either touch you, you lose a man. To obtain a free man you have to be good enough to get 2 Quix's. If you separate the pair, one will die and you will get a free man. There are thirteen levels. To save this program, enter (C)SAVEM "QUIX",7947,21177,7947.

Until next month..................................