T&D

T & D SUBSCRIPTION SOFTWARE

FILE NAME	ENGLISH NAME	PMODE	PCLEAR	LOCATIONS CTR-80A	CTR-80 CR-81
MUSIC4	MUSIC-4 VOICE	3	4	17:255	9:201
HONEYCOM	HONEYCOMB	3	4	46:270	24:213
POS	POINT OF SALE	0	1	54:280	30:220
ORBDERRA	ORBS ADVENTURE	3	4	89:324	52:282
IBM-COCO	IBM-COCO	0	1	125:355	78:317
CIVIL	CIVIL WAR	0	1	135:360	84:337
NEWLIST	NEW LIST	0	1	154:370	96:346
BREAKIN3	B.E. BREAKIN3	3	4	161:374	103:350
LABMAS	LABYRINTH MASTER	3	4	189:388	124:381
ACTION	COLOR CAR ACTION	3	4	217:410	159:410

DISK USERS: Insert disk and run 'LOAD CC-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, OM, 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 doesn't
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 90th issue of subscription software. We thank you for supporting the Color
Computer and we hope that you enjoy this month's software.

1. MUSIC-4 VOICE - This program will allow you to compose music with four voices playing at a
time. You must first create the music using the musical bar graph. Hitting the 'H' key at any
time will get you the help menu. The help menu will explain the options. One of the options
allows you to transpose music. Example: If you have created a song on voice 1 you can (1) copy
some/all of it so it is on twice or (2) copy it onto another voice or (3) transpose it so that the
entire song will be duplicated up or down the desired amount of steps (notes). This program will
allow you to save your creation two ways. As a data file you can reload it for easy editing. As
an executable .BIN file, the file can be LOADM and EXEC with ease. This program loads up a
Machine Language file called ML.BIN. To save ML.BIN, enter (C)SAVEM "ML",19712,20623,2010. We've
also created a ML file called CHILD that can be loaded and played. Simply LOADM"CHILD" and enter
EXEC to hear the Christmas song.

2. HONEYCOMB - The object of this game is to save as much of the honey in the Honeycomb as
possible by cutting off the spread of infestation or by using the hormone spray to control it.
There are instructions included in the program.

3. POINT OF SALE - Note: Before running this disk only program, put this program on another
file on a blank formatted disk. When you run this program initially, it will automatically create up to
four data files. This Disk only program is designed for a small store owner. Your first step
when running this program you should enter the date and select (9) program set up. In set-up, you
should describe all the categories of your store items. Next, you can add inventory items to each
category by selecting option (1). Once completed, you can at any time get a inventory report

along with a detailed report. This program also allows you to prepare purchase orders to add to your existing inventory by selecting options (4) from the main menu. You can obtain a print out of all the outstanding purchases. When this is done, you should select (6) for sales processing. You can then fill out the name, address and everything purchased by the customer. This info will be printed on your printer. The program also allows you to enter in returns and deductible expenses. The expenditures are figured into the sales report (percentage). You can also run an audit trail which tells you everything you've done since you've run the program.

4. ORBS ADVENTURE - This 32K adventure is a graphic adventure for the Coco 1,2 or 3. In this adventure, the players must find six orbs in the evil world. You can use standard adventure syntax like N, S, E, and W for north, south, east and west.

5. IBM-COCO - This program will translate IBM basic programs to be used on your Coco. If you have a phone modem you can download the program to your Coco in basic format. Next, run this program and it will convert the program for you one line at a time. This conversion can take quite a while.

6. CIVIL WAR - This former IBM Public Domain program has down loaded from a BBS system and converted with the IBM-COCO program. In this game you are the Confederacy. Try to win as many battles as possible. Your choices for defense are: (1) artillery attack, (2) fortification against frontal attack, (3) fortification against flanking maneuvers, or (4) falling back. Your choices for offensive strategy are: (1) artillery attack, (2) frontal attack, (3) flanking maneuvers, or (4) encirclement.

7. NEW LIST - This is a machine language utility that provides a very convenient way for you to list Basic programs. To install: 16K users - enter CLEAR200,15479. Other users - enter CLEAR200,31883. Then enter LOADM"NEWLIST",16384. Next, enter EXEC and load your basic program that you want listed. By pressing the <CLEAR> key the beginning of the basic program will start to list. By pressing the <DOWN ARROW> will advance the listing. To advance to a particular line, type in its number and hit <ENTER>. To save this program, enter (C)SAVEM"NEWLIST",15500,16383,15500.

8. B.E. BREAKING - Break into the base on Demarus 9 in this Coco3 machine language only program. Use your right joystick to bounce the Orbs at the shield power containers. Every third level is a bonus round where you try to catch falling energy pods. To load this program, enter CLOADM for tape or LOADM"BREAK-IN" for disk. To run, enter EXEC. To save this program, enter (C)SAVEM"BREAK-IN",4096,23842,4096.

9. LABYRINTH HUNTER - This program and the next are both written in machine language. You must LOADM instead of LOAD and enter EXEC instead of RUN. Tape users should enter POKE 65483,0;EXEC. In this ML game you must eliminate 15 of the many beasts you will encounter. The controls are simple: (1) right/left arrow to turn, (2) up arrow to move, (3) 'A' key to attack. The beasts you will encounter are Skeletons, Evil Eyes, Medusas, and Minotaurs. Skeletons are the weakest and Minotaurs are the strongest. There are three lines telling your Kills, Health, and Strength. Health and strength will regain with time. There are also four items you will pick up with kills which will increase your health and strength limits and up your hitting power. They are a shield, sword, helmet, and coat of mail. Hints: If you're losing a fight, run. If you have a bad memory, draw a map as you go. Make sure you pick up a few items before taking on the stronger beasts. The game will restart after every win or lose by pressing <ENTER>. There is also a basic program called MAPMAKER which allows you to create new mazes. To save this program, enter (C)SAVEM"LABMAN",3584,21219,15000.

10. COLOR CAR ACTION - Here is another Two Win Max Favorite. To load the game, enter LOADM"ACTION" for disk or CLOADM for tape. To start the game, press the left joystick button. Your joystick will control the movement of the car. At any time that your car is moving over 60 MPH, you can make your car jump by pushing the joystick button. You can get bonus points for smashing cars into the walls. You also get a 1000 point bonus for landing on small islands in the middle of the water. If you make it through a pattern without touching any cars, you get a 50000 bonus. You get a free car for every 30000 points. You can pause the game by pressing the 'P' key. There is often a slight delay in play caused by the computer generating the next ten screens. To save t program, enter (C)SAVEM "ACTION",4000,31790,6700.

We have an additional bonus Christmas program called 12DAYS. It is written for the Coco3 only and plays the popular song while drawing the 12 different graphic screens.

Until next month...