



## T &amp; D SUBSCRIPTION SOFTWARE

FILE NAME	ENGLISH NAME	PMODE	PCLEAR	LOCATIONS	
				CTR-80A	CCR-81
FLIPTUT	FLIPPY TUTORIAL	0	1	21:284	11:231
RECIPE	RECIPE/MEAL/GROCERY	0	1	48:315	25:267
DUNMAZE	DUNGEON MAZE	3	4	64:320	36:279
SKI	SNOW SKI	3	4	82:336	46:293
HL	HOT LOAD	0	1	89:353	52:330
SHIP	SHIP WAR	3	4	108:365	63:342
ERROR	ERROR TRAP	0	1	130:384	81:366
SPACEWAR	SPACE WAR 3	4	4	151:392	94:374
MMASTER	MAZE MASTER 3	3	4	214:430	148:430
WIZBOOT	WIZARDS DEN	3	4	234:470	171:470

**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, DM, or SM 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 98th issue of subscription software. We hope you enjoy this month's fine selection. Thank you for supporting the Coco and also supporting T&D Software.

- FLIPPY TUTORIAL** - Flippy is a tutorial on making flippy diskettes out of regular floppies. It will print out a pattern to use when making flippies. This will show you how to take a double sided disk that hasn't been notched and make both sides able to store data.
- RECIPE/MEAL/GROCERY** - This program will allow you to save your favorite recipes to tape or disk as well as make meal combinations which include your favorite recipes. These meal combinations can be printed, rated, (voted), deleted, or added to. Once your meal combinations are created, you can plan them out on a calendar type basis so that when printed, it will print out the meal combinations for each day you select. You can also print out a grocery list which includes the items in your meal combinations.
- DUNGEON MAZE** - In this 3-D type adventure you must attempt the impossible, find the exit. Use your arrow keys to go through the doors as well as back track if you must. There are different levels you must achieve before you can exit. Good luck!
- SNOW SKI** - You are stuck on a treacherous mountain loaded with trees, rocks and telephone poles. Use your right joystick to guide your skier down the hill. You have three chances to make it down the hill, scoring points as you go.

5. **HOT LOAD - Hot Load** is a disk only "terminate and stay resident" program that lets you run Basic or Machine Language programs simply by pressing the clear key followed by a number 0 thru 9. You can customize the program so that it will work with any of the ten files you specify. We have set up Hot Load to work with the ten programs that are on this disk. Simply activate the program and press clear key followed by a number to see it work. The program 'HL' loads up a Machine Language file called 'HOT LOAD'. To save Hot Load, enter **SAVEM "HOTLOAD", 32400,32767,32400.**

6. **SHIP WAR** - Ship war is a graphic game between you and the computer. The graphic screen gives you a feeling of looking outside of the ship. Use the up/down arrow to increase/decrease speed and the left/right arrow to turn left or right. Press 1, 2, or 3 to fire from the gun turrets, then use the joystick to aim the gun. Your ship is represented by the red beacon on the radar. You must fire at the computer controlled ship represented by the green beacon. When he gets into range, he fires quickly and accurately. Your ship status is displayed on the left. Once all three turrets are destroyed and you can no longer fire, the game is over. He will, however, still fire relentlessly. You are declared the winner if he stops firing and moving. This program loads up a graphic picture called **SHIP.BIN**. To save this file enter **(C)SAVEM "SHIP",3584,9727,3584.**

7. **ERROR TRAP** - If you ever used an IBM compatible and came across an error, you would often times get an (A)lort (R)etry (I)gnore prompt. This is more convenient because you are not automatically stopped from your program. This program, once executed, will give you the same options when it comes across an error. It will allow you to ignore the error(s) and let you run the program anyway. The program **ERROR** has loading instructions included for loading the Machine Language program called **ERRTRAP**. To save **ERRTRAP**, enter **(C)SAVEM "ERRTRAP",15000,15127,15000.**

8. **SPACE WAR 1** - This ML program is a two player two dimensional outer space battle game for the Coco 3 only. The object of the game is to get enough points to win the game by shooting your opponent or having him crash. Pressing "Q" at any time during the actual game will quit and restart. Pressing **BREAK** at any time in the options menu will exit to disk basic. There are many options to this game which make it challenging to play. With some practice and experimentation you can develop various strategies for the different options. This program requires two joysticks. To load this game, enter **LOADM "SPACEWAR"** if you have disk or enter **CLOADM "SPACEWAR"** for tape. To save this program, enter **(C)SAVEM "SPACEWAR",4096,27840,4096.**

9. **MAZE MASTER 3** - The instructions for this graphic maze program for the Coco 3 are found in the program itself. To load this ML game, enter **LOADM "MMASTER"** for disk or **CLOADM "MMASTER"** for tape. To save this program, enter **(C)SAVEM "MMASTER",4000,24653,16128.**

10. **WIZARD'S DEN** - Here is another Tom Mix favorite. The object of this disk only game is to recover the Gem of Damocles stolen by the evil wizard. To recover the gem you must fight your way through eight huge levels of mazes and dangers. The Wizard's magic is strong and he can make you see things that don't exist. Think clearly and do not stray from the path for if you do... it is certain death! To load this program, run **"WIZBOOT"**. You can select "K" for keyboard or "J" for joystick. Press **<SPACEBAR>** to fire as well as **<CLEAR>** to use the magic potion. Press **"P"** to pause. Press **"S"** to toggle the sound. Press **"Q"** to quit. To pick up an item, run over it with the warrior. **LEVELS** - When the game starts, the warrior is standing in the doorway of his Lord. The warrior must search out the means to progress from one level to the next. For example, in the first level, the method is to walk up the steps of the temple located at the bottom left of level one. Walk the warrior up the steps and enter the temple. The disk drive will "whirr" as a new level is loaded. After level one, large teleporting arrows can be found to teleport you to new levels. The names of the levels are as follows: 1) The Dark Woods, 2) Inside the Temple, 3) Enter the Caverns, 4) The Wizard's Maze, 5) The Deep Caverns, 6) The Marble Caves, 7) The Lost Keep and 8) The Wizard's Den. Regarding the solution - Try to avoid fighting as much as possible. There are a variety of paths that will lead to the final level and victory. The amount and types of monsters one meets during a game is entirely up to Lady Luck. It will take many games for even the experienced adventure to solve "The Wizard's Den"! To save the ML part, enter **SAVEM "WIZ 2",7000,32767,7000.**

We have included NFL 90 predictions for the 1990 season. The first program, **NFLINS**, will give you instructions on how to run **NFL90**.

Until next month.....