



T & D SUBSCRIPTION SOFTWARE

FILE NAME	ENGLISH NAME	P.MODE	PCLEAR	LOCATIONS	
IDEA	IDEA TREE	0	1	CTR-80A 21:270	CCR-81 11:213
LABYINST	MASTER OF THE LAB.	0	1	35:279	18:227
MORSE	MORSE CODE TRAINER	0	1	88:312	49:265
TELESALE	TELESALE CONTACTS	0	1	100:324	58:275
PROMISE	PROMISED LAND	0	1	119:331	69:288
PW	PROPOSAL WRITER	0	1	159:370	104:353
SCRAMBLE	ALPHABET SCRAMBLE3	3	4	171:382	112:364
PUMPKIN	MAGIC PUMPKIN	3	4	179:391	117:373
WHO-INS	DR. WHO3 PT. 4	3	4	213:397	147:390
FANG	FANGMAN	3	4	260:420	196:420

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 CLOADR. If while loading or running a program, you get a FC, DM, or SN error, you probably have to enter the P.MODE 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 99th issue of subscription software. We hope that you enjoy this month's fine selection. We apologize for the delay in getting this issue out.

1. IDEA TREE - This program provides you with a great way to organize your ideas. After running the program you should select V - View/edit. You must title your file at this time. Next, you can create sublevels underneath the main level. Your ideas can be trickled downward and saved/printed at any time.
2. MASTER OF THE LABYRINTH - Surpass the challenges of the Labyrinth to acquire the Rod and Stone of Eternity in this exciting 32K adventure. There is an instructional program called LABYINST which will give you more information on the program. Good luck!
3. MORSE CODE - Want to learn morse code? This program can help. There are 2 parts to the program - Part 1 plays the code as you type on the keyboard. In the second part you must transcribe the computer's code.

TELESALE CONTACTS - This disk only program helps keep track of business contacts. Over 15 fields of data are stored in random disk files for easy retrieval. There is a separate data file found on the disk. It contains a sample lead. When you are all finished entering the information such as name, address, phone, lead from, salesman, plus more, you can get 4 different printer reports. They are as follows: 1) Print all records, 2) Print current record in memory, 3) Print according to status, 4) Print according to salesman.

5. **PROMISED LAND QUIZ** - Type PCLEAR 1 before loading and running this 32K program. This program is quite different. It may be described as a combined non-graphic adventure game, and a quiz. It is based on the 40 year journey of the Israelites in the wilderness, from the time they departed Egypt to their arrival in the Promised Land. You will not enter the Promised Land unless all questions are answered correctly. (You will see the letters forming the words, but you will not be able to reach the end of the game). If you miss a couple of questions, you will have to start over. You may need to refer to your Bible quite often as you are prompted with various questions.

6. **PROPOSAL WRITER** - This program will help you in organizing proposals for your business needs. Some of the information stored is date, customer, job number, objective, needs/problems as well as any recommendations. Information can be saved/loaded on tape/disk and can be printed on your printer.

7. **ALPHABET SCRAMBLE 3** - Do you remember those old plastic tile games where you were frustrated to no ends in the task of rearranging the alphabet in order, with only one missing tile. Well, this program does a simulation of one of those for the Coco3. When first running the program you are asked for the number of times you want the computer to move a tile. It will then go into the process of shuffling the tiles. When it is done, simply start pressing arrow keys to move the letter opposite the direction in which you pushed into the one and only one blank square. The object, of course, is to solve it in the fewest possible tile moves.

8. **MAGIC PUMPKIN** - This game has a Halloween theme. It is a take-off on the old rock, scissors, paper game. But in this graphic version, the Witch eats Pumpkins, the Pumpkin exorcises Ghosts, and the Ghosts scares the Witches.

9. **DR. WHO3 PART 4** - This Coco3 only machine language game has 4 stages. When you win one stage, you can play the next. Also, you can enter codes to make things easier. If you beat any of the first three episodes, you are told a password. Although they are not necessary to play, people who have won episode 1, 2, or 3 can enter passwords to gain access to higher stages without playing the lower stages first. There is an instructional program called WHO-INS which can be loaded first. To load the machine language file, enter LOADM "WHOPART4". Enter EXEC to run. To save this program, enter (C)SAVEM "WHOPART4",4096,30179,4096.

10. **FANGMAN** - Fangman is a high resolution graphics arcade type game on the Dracula legend. You're Dracula in your castle, stalking through a labyrinth of passages in search of invading villagers. The villagers are seeking to destroy you by blocking your every path with deadly crosses. Their ally the Sun also wanders your halls, trying to touch you and turn you to bones and dust. Fortunately, you have allies of your own, the vampire bats who chase down the villagers, holding them until you arrive. At the start of each game, you choose the level of play by moving the right joystick up or down and then pressing the joystick button. The beginner's level is called "Sucker!" and the most advanced level is called "I-V Leaguer". The right joystick moves Dracula, and the joystick button will halt him. The "T" key will freeze the action. unfreeze the action, press the "U" key. Press the "S" key to stop the action. To Load this program, enter LOADM "FANGMAN" for disk or CLOADM "FANGMAN" for tape. To save this program, enter (C) SAVEM "FANGMAN",7950,16065,7950.

Until next month.....