



T & D SUBSCRIPTION SOFTWARE™

FILE NAME	ENGLISH NAME	P.MODE	PCLEAR	LOCATIONS	
ZOT	ZOT MIND GAME	0	1	CCR-80A	CCR-81
S*E	SUPER TEXT EDITOR	0	1	21:266	11:200
TEXTFORM	SUPER TEXT FORMATTER	0	1	35:260	18:205
TURTLE	TURTLE SEARCH 3	3	4	52:267	29:211
COAST	COAST TO COAST	4	4	59:275	33:217
EBASIC3	EASY BASIC 3	0	1	70:283	39:223
DRAGON	DRAGON ADVENTURE	0	1	91:285	53:232
WOINS	WRITE OUT UTILITY	0	1	122:319	71:271
TRYTHIS	TRYTHIS	0	1	163:367	107:343
DONU*	DONU* DILEMMA	3	4	177:373	116:349
				189:382	124:364

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, GM, or SV 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 100th issue! We were hoping to do something very special for our 100th issue but we ran out of time. We hope that you enjoy this month's issue.

- ZOT MIND GAME** - This is a fun and challenging mind game against the computer. You and the computer take turns moving your pieces around the game board. You may move your piece next to any of your occupied squares or to any square next to a space next to an occupied square. The pieces next to your landing spot will turn into your color. It is an exciting game of strategy that changes constantly as you play. The game ends when there are no available spaces or if either player runs out of pieces.
- SUPER TEXT EDITOR** - This is an easy to use text editor designed to let you create or edit text files. What makes this text editor different than the others is that it saves the text out in a universal word processor format. It can also read in files created by other word processors and add the data to what is already in memory. In this manner you can integrate data from different sources to produce the final outcome. The way to get to the instruction manual is as follows: Get into the edit mode and press the <CLEAR> key followed by the "?".
- SUPER TEXT FORMATTER** - This is a companion program to the Super Text editor program. After you get your text the way you want it, or if you have a word processing file off another program this program will help you center it, design page breaks, plus more. You can also decide the width of the file to be printed.

4. TURTLE SEARCH 3 - The object of this Teenage Mutant Ninja Turtle inspired game is to uncover the turtles under the sewer caps. The positioning of the arrows is done by manner of tracing a point on a grid to uncover a sewer cap. If you select "EASY" at the beginning prompt, you will be alerted when you gain an "X" axis hit, or a "Y" axis hit. With the difficult level you are given no such luxury, thus challenge occurs in remembering where you have tried. The object of this Coco3 only program is to capture all four Ninja Turtles in the fewest moves possible.

5. COAST TO COAST - Have you ever wanted to drive a big rig for a living? Here is your chance. You can choose from a Kenworth, Peterbilt, or a Freightliner. You start out in Louisville, Kentucky and have the options of traveling all over the United States. How much money can you make?

6. EASY BASIC 3 - Easy Basic 3 or Enhanced Basic as it is referred to was designed to take advantage of some of the time saving IBM disk commands. It requires a Coco3 with a disk drive to run. Some of the features that it provides are: 1) It will let you use wild cards when referring to directories. 2) It will give you some Basic patches that Tandy forgot. 3) It provides you with a pause key, as well as a caps lock key and auto key repeat. 4) You can also run programs by just typing the names as well. There is an additional instructions which can be viewed/printed by running LISTDOC.

7. DRAGON ADVENTURE - The Wizard protects the world in this 32K adventure. Unfortunately, he is dying... You must seek out and destroy the Sorcerer and the Black Dragon. A forest Elf will stay with you throughout your journey. You can use various verbs in this adventure such as "Go", "Fight", "Buy", "Sell", "Look", etc. Note: Before loading this program, you must enter PCLEAR1 to make room for the adventure.

8. WRITE OUT UTILITY - This program was inspired from the recent Atlanta Cocofest. A gentlemen asked if we had a utility that would allow him to copy information he compiles from one of his programs into a word processor format. This utility would save him a lot of time of repetitiously re-entering the same information. The instructions for this program are in a program called WOINS. After you properly LOADM the utility, and load your basic program, you must press the CLEAR key to dump the current test screen to disk. Then you must run "CVT-TEXT" to convert the binary file to a textfile. To save the WO.BIN file to disk, enter SAVEM"WO",16000,16068,16000.

9. TRYTHIS - This machine language program is very similar to the popular tetris game. To load this program, enter LOADM "TETRIS" from disk or CLOADM "TETRIS" from tape. Enter EXEC instead of RUN. There are three levels of play in this exciting game. To save this program, enter (C)SAVEM "TRYTHIS",4065,14000,4065.

10. DONUT DILEMMA - Angry Angelo has raided Antonio's Donut factory sending the entire complex asuck! Donuts have come alive and are jumping around in wild frenzies. Machines have gone out of control throwing cooking fat, dough and icing sugar everywhere! You must help poor Antonio climb ladders, jump platforms and ride elevators to reach the top floor and shut down the factory's power generator. For each floor level except floor level 10, you must get to the small elevator platform which will then take you up through the ceiling and into the next floor level. Unfortunately, the three circuit breakers which activate the elevator have been switched off. You must therefore activate all three circuit breakers to activate the elevator. Bouncing donuts will be in your way and the only way to get past them is to pop them by throwing a handful of dough mix at them. To get some dough mix, you must first get the blue bag which contains 5 hands full of dough. Your main goal is to reach floor 10 and deactivate the power generator which will restore law and order in Antonio's Donut factory. Use the arrow keys to move left, right, up, and down. Use the <spacebar> to jump. Press the up/down arrow keys and the right/left arrow keys together to through the dough left or right. The P key refills the dough bag & stalls the timer. (use only once per game) The shift and the 0 key together will pause the game. Press the shift and the break key to abort the game. To load this program, run the basic loader program called DONUT. This will load up two files called DONUT1 and DONUT2. To save these ML programs, enter (C)SAVEM "DONUT1",3584,15871,3584 and (C)SAVEM "DONUT2", 16000,24991,16677.

Until next month.....