# T & D SUBSCRIPTION SOFTWARE

| FILE NAME | ENGLISH NAME | PMODE | PCLEAR | | LOCATIONS | |
| --- | --- | --- | --- | --- | --- | --- |
| | | | | | C*R-80A | CCR-81 |
| WINE | WINE CELLAR | 0 | 1 | | 21:281 | 11:222 |
| BOMB | BOMB RUN | 0 | 1 | | 23:281 | 17:229 |
| SPLT'APP | SPLT/APPEND | 0 | 1 | | 63:304 | 35:258 |
| INI? | INI?IALIZE 35+ | 0 | 1 | | 72:311 | 40:264 |
| PIGOU? | PIG OU? | 0 | 1 | | 86:323 | 48:274 |
| CRYPTO | CRYP?OGRAM HELPER 3 | 0 | 1 | | 91:326 | 53:284 |
| GHOS? | GHOS? HUN?ER | 3 | 4 | | 112:338 | 65:294 |
| HI-COPY | HI ?RACKS COPY | 1 | 1 | | 133:369 | 83:345 |
| LEARN! | LEARN! | 0 | 1 | | 157:374 | 98:357 |
| SR71 | SR71 | 3 | 4 | | 154:379 | 101:361 |

Welcome to our 104th issue of subscription software. We hope that you enjoy this month's great selection of software. Thank you again for your continuous support of the Coco.

**1. WINE CELLAR** - Organize and keep track of your wine collection with this program. Once run, you should first select 'E' to edit the wine types. The arrow keys and the space bar to add your various wines to the list. Next, you should select the 'A' for add to menu. This is where you enter the name, vineyard, date stored, vintage, date, as well as the value of each of your precious wines. This information can be printed, saved, reloaded and edited. The warning date can also be checked.

**2. BOMB RUN** - Find the mother ship and destroy it in this exciting game. Use your right joystick to maneuver around the space mines. You can vaporize the blue and white mines as well as drop bombs on the shuttles. There are more instructions included in the program.

**3. SPLIT/APPEND FILES** - Now you can split or append data files with this disk only program. After running the program you should first configure the drives for source and destination of your data. This program is ideal for your word processing files as well as other files.

**4. INITIALIZE 35+** - This program will initialize tracks 35-39 on your diskettes without touching the data stored tracks 0-34. This means a 16% increase in storage space on a diskette. The program uses 0, tracks 35-39 as defaults but offers the option of easily changing the other values. It can go higher than track 39 if the drive allows, with just one change (in the line.)

5. PIG OUT - Eat as much as you can without exploding in this calorie game. Good eaters will be rewarded in the food eaters hall of fame. When the choices menu appears, you can keep eating until you think you had enough. Then select 6 for stop eating and see your score.

6. CRYPTOGRAM HELPER 3 - With this Coco 3 only program you can enter cryptograms, save them, load them and solve them. There is a crypto file already saved on the disk called CRYP1. When you are trying to solve a Cryptogram, enter the letter on the screen followed by the letter you want to replace it with.

7. GHOST HUNTER - Put on Egon's ghost suit and go after Slimer in this graphic game. Use your right joystick to maneuver into each of the different scenes. There are additional instructions in the program but the author wants you to figure the program out for yourself.

8. HI-COPY - Hi-copy enables the user to copy programs up to the tracks 35 + and copy from tracks 35+ to the other tracks of the disk. On a 16K machine it will copy files up to 2 + 1/3 granules (5K), while it can manage up to 9 1/2 granules (21K) otherwise. Files can be deleted either from the high tracks or from the low tracks. It is ideal for use for keeping backups of programs as they do have to be in the lower tracks for BASIC to find and load them.

9. LEARN! - If you find yourself constantly typing in the same phrase, sentence, or name, then this utility will help you speed up the process. To load this ML utility, enter LOADM "LEARN!" for disk or CLOADM "LEARN" for tape. Enter EXEC to execute the utility. Pressing the clear key followed by your repititive phrase, followed by the clear key will store the phrase into memory. Pressing the down arrow key will duplicate the phrase. To save this ML program, enter C/SAVEM"LEARN!",15800,15927,15800.

10. SR-71 - SR-71 from Tom Mix is a fast action game in which you are the pilot on a mission to take photographs of missile sites in Russia and deliver them to our processing laboratory in Japan. To load this program, simply load the Basic program SR71. It will automatically load up to 8 ML files. The flight will launch from a military airbase in Turkey and must terminate in Japan. Intelligence estimates that the enemy has concentrated his surface-to-air missile (SAM) installations in an arc guarding the Southern territory of the country. There are three types of SAM's - A. A relatively slow, heat seeking missile which is best defeated by ejecting a magnesium parachute flare. SAM-7 - A ground guided intercept missile very easy to jam which has somewhat greater speed and range than the SAM-5. SAM-9 - At 3000 miles per hour these Soviet missile is very fast. Cockpit panel: Centered on the panel is the flight director. The colored line represents the horizon. Pitch and roll changes are input through the cockpit joystick, forward to put the nose down, back to pull the nose up, left to roll left, right to roll right. Radar Altimeter - This aircraft is equipped with the AWG-9 downlook radar system which has an altitude range of up to 900 miles. Radar is toggled on and off by pressing the 'R' key. Range is initialized at 200 miles but may be changed in units of 100 by pressing a single digit (1 through 9). When the auto-pilot mode is selected, you may be able to change to one minute per screen update. Thus a long leg of your flight plan may be made to pass very quickly. This radar system is very combat reliable, taking a close miss by enemy fire to disable its circuitry. You can toggle the Auto-pilot by pressing the 'A' key. If your system detects a SAM launch, the Auto-pilot will disengage to allow the pilot to initiate defense against the threat. Use the Auto-pilot to climb or descend by setting up the pitch desired and engaging the Auto-pilot. Thrust is selected by pressing the up/down arrow keys. Located at the upper right of the cockpit panel, the clock displays real-time minutes and seconds elapsed in the mission. The clock is paused during Air-Nav operations and during Map display. Camera - The onboard camera will provide 20 photographic frames. When toggled on/off with 'C', the camera will automatically take one photograph per screen update cycle until all film is exhausted. E.C.M. panel - Flares are used as a heat sense to attract heat-seeking missiles fired at the aircraft. Your aircraft has six. Toggle the ejection with the 'F' key. Decoys are deployed to attract advanced radar homing missiles. Launch any of the four decoys by pressing the 'D' key. ECM jamming is effective at long range against less sophisticated surface-to-air missiles. Toggle this on/off with 'E'. SAT-NAV-PANEL - The Satellite Navigation Panel is a high security device which provides continuous inertial guidance information to the pilot. Because this system communicates with orbiting satellites, a security frequency is assigned at the start of each mission. Warning - The security frequency is automatically changed after each access. The flashing numbers are your new security frequency. Remember it. When toggled on with 'S', the system requests input of the proper frequency. Once entered (the system will automatically input the decimal), the system will request a target. The first 3 letters of any target on the map, including SAM if one is airborne, are required. If an improper target or a null string, 'XXX', is entered, the system will assign the closest target as the requested target. After inputting range and bearing information, the unit then flashes the new frequency, awaiting console keypress. Map Array - The electronic map generated by the system microprocessor has several useful features which are selected by a single keypress: R - Terminates the map display. C - Draw city positions and names on map. Z - Display missile zones, those areas where missile attempt is likely. T - Last target information. X - Expands the map by magnifying one quadrant. M - re-draws the map in normal scale. P - Circles current position on map. Note: The target selected for your mission will have a "Squared Plus" to mark its position, versus a "plus" for other cities.

Until next month...