



T & D SUBSCRIPTION SOFTWARE

FILE NAME	ENGLISH NAME	PMODE	PCLEAR	LOCATIONS	
ROBO	ROBOCROOK	0	1	C7R-80A	CCR-81
CREDIT	CREDIT CARD ACCT.	0	1	21:257	11:203
ABC123	ABC'S 'N 123'S	0	1	66:285	37:232
ANTIQU	ANTIQU COLLECTOR	0	1	79:301	44:245
4SCORE	FOUR SCORE	0	1	88:304	51:258
QUICKTAX	QUICK TAX	3	4	102:313	59:266
HI-LOAD	HI-LOAD	0	1	115:317	67:276
QUADED3	QUAD EDUCATION 3	0	1	128:326	74:284
SMURPINS	SMURF QUEST 3	0	1	130:336	81:293
BUZZWORM	BUZZWORM	3	4	168:374	110:350
		3	4	232:418	170:418

DISK USERS: Insert disk and run DIR: CASSETTE TAP: USERS: Floppy tape. Zero the tape counter. Fast Forward to desired program's tape counter number and enter CLOAD or CLOADM.
If while loading or saving a program, you get a FC, OM, or SV 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 105th issue of subscription software. We hope that you enjoy this month's fine selection of quality programs for the Coco. Thank you for supporting the Coco. We hope to see you in the upcoming Chicago Rainbowfest.

1. **ROBOCROOK** - You are trying to find the robotic menace in this 32K adventure. You might run into Spuds M., Freddy K., or Norman B. in this thriller. Use standard adventure syntax like N,S,E,W for North, South, East, and West. Use also standard adventure verbs like look, go, drop, inventory etc.

2. **CREDIT CARD ACCOUNTANT** - If you have two or more credit cards, then this program may benefit you. Start this program by selecting E for editing the card information. Here is where you can add all the information of up to 12 credit cards. Use the enter key, space bar key, and the arrows to store all the information on your credit cards. Every time you make a purchase or payment, enter in all the information. You can get a hard copy of all the information by pressing H. You can save all the information to tape or disk.

3. **ABCS N 123'S** - This program will allow you to play four different guessing games. Two of the games deal with the alphabet and two deal with guessing a number. In each game, clues are provided after each guess. You are also scored and graded on your performance.

4. **ANTIQUÉ COLLECTOR** - Record and retrieve data on your valuable antiques with this home application program. Your first step in running this program should be in defining the classes of antiques. Then, one by one you should enter in your antiques. The information stored is type, item, comment, purchased date, original date, and value. You can save your data to tape or disk, print your data, as well as search for antiques by the age of the antique.

5. **FOUR SCORE** - Four score is very loosely based on a very old game called WARI. The idea is to move "stones" around the pots to collect any sets of four at the end of the turn. There are 12 pots which start out with 4 stones in each and then 8 more are added at random. There are additional instructions included in the program.

6. **QUICK TAX** - Quick tax provides an easy way to calculate estimates of your tax liability. Quick tax should not be used to prepare your taxes but can provide a rough estimate. Your first step in running this program should be E for editing the tax data. Here you can edit the standard data, the dependant deduction, the single tax table, the marriage tables, as well as the head/household.

7. **HI-LOAD** - This disk-only utility will load programs from tracks 35+ which have been saved using the hi-copy program in last month's issue. This means that you will no longer have to copy these programs down to the lower tracks in order to use them. The limitations to this program as well as further instructions are include in the program itself.

8. **QUAD EDUCATION 3** - This Coco3 only program actually consists of four educational programs in one. 1) **Capitalization** - Tests the student on the proper use of Capitalization within a sentence. 2) **Forms of be** - Designed to test the usage of the verb BE. 3) **Compound** - A short program designed to assist the student to make one word from two words to form a new word with a different meaning. A printout is available as a study guide. 4) **Synonym** - Help students find synonyms for words. Words are provided to the student with a matching synonym. A printout is available as a study guide.

9. **SMURF QUEST 3** - Use your right joystick to control Hefty Smurf in this machine language game for the Coco 3 only. Pushing the stick upward and pressing the fire button will cause him to jump. Pushing the stick left and right will cause him to walk. Up and down makes him go up and down ladders. There is additional instructions for this program found in the instructional program called SMURFINS. To load the ml program, enter LOADM "SMURF" for disk or CLOADM "SMURF" for tape. Enter EXEC to run. To save this program to tape or disk, enter (C)SAVEM "SMURF",4096,31870,4096.

10. **BUZZWORM** - Up to two players can play this exciting Tom Mix favorite from the keyboard or with the joystick. Eat the flashing snakebait and score 10 points each. Buzzy grows longer when he eats... but will go faster when he doesn't! Every 5th screen is a surprise bonus round, where bait equals 100 points. When a 10,000 point plateau is reached, an egg is awarded to the player. If the plateau is crossed during a maze, the egg is laid on the screen and the player must avoid it to keep from eating his extra buzzworm. There is no pause in the game because speed and reaction time is of the essence. If there is only one direction for the Buzzworm to go, such as a corner, or at a "T" intersection with one arm of the "T" blocked, the Buzzworm will turn to the free direction. Start the program by loading and running the program BUZZWORM. If you have an RGB Analog monitor, an RGB patch software will be loaded prior to the game. To save the machine language game enter (C)SAVEM "BUZZWORM",9728,17900,9728.

Until next month.....