T & D SUBSCRIPTION SOFTWARE

FILE NAME	ENGLISH NAME	PMODE	PCLEAR	LOCATIONS	
				C*R-80A	CCR-81
STOCK	STOCK PORTFOLIO	0	1	21:300	11:255
BARREL	"THE BARREL"	0	1	33:309	17:262
SERVICE	SERVICE MANAGER	0	1	52:324	29:275
CROSUMS	CROSUMS PUZZLE	4	4	66:327	37:285
DIAQUES*	DIAMOND QUEST*	0	1	90:360	50:337
SKILLS	JOB SKILLS	0	1	105:363	61:343
APPLIC	JOB APPLICAN*	0	1	115:374	67:350
ELDUS	ELDUS 3	3	4	128:376	74:359
BREAK2	BREAK-INI PAR*2	3	4	262:459	197:459
KAT*	KA*ERPILLAR II	3	4	281:499	222:499

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 'CLOADM'. If while loading or running a program you get a ?I/O, OM, or ?SN Error, you probably have to enter the PMODE and PCLEAR values from the above horizontal lines. We try to put as many duplicates of the programs on each 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 106th issue of subscription software. Thank you for your continuous support of the Coco. We hope that you enjoy this month's fine selection of software.

1. STOCK PORTFOLIO - This program will help you analyze your stock and security transactions. The first step involves adding your stocks one at a time. This includes a description as well as the current market price. You can then use the database to update the current price to show gains and losses. You can use the arrow keys to scroll through each of your stocks.

2. THE BARREL - Try to get the rows the same color in this difficult puzzle program. First, the program will display a sample puzzle solution. Next, you will be asked to select a (R)ow or (C)olumn. After selecting R or C, you must select which numbered row or column. If you select R, you must then select which of the 6 blocks in the row you want to move followed by how many blocks you want to move. Follow this with a U, D, L, R for up, down, left, or right. The puzzle will automatically be updated. There are additional instructions located in the program.

3. SERVICE MANAGER - If you manage a small service oriented business, than this program may help. First, add your customer(s) to the customer menu. Next add all the services you provide in the services menu. You can then go to the job menu and schedule new jobs. If you have a printer, you can get a list of your customers as well as a list of services. You can also print a receipt and a list of uncompleted work. You can save this program information to tape or disk.

4. **CROSUMS PUZZLE** - Crosums is an addition puzzle which requires you to put in numbers 1 through 9 so that no number is repeated on any line - across, down or from corner to corner. The four numbers in each line must equal the total shown. After running the program, enter M for Menu. There are additional instructions found here. Good luck!

5. **DIAMOND QUEST** - You are an explorer searching for a huge diamond through a maze of caves and tunnels. You will be prompted for a tunnel, (1-6) and a cave (1-4). You walk to that area an you will find that it is either empty or it contains an object. The objects are as follows: A key, a door, a door with 8 locks, or a monster. The maze of tunnels have 8 locks requires 8 keys to open. Once you do, you need two magical keys, (occasionally found behind doors). After that you must guess the combination of four buttons: A,B,C and D. You will be asked what the first button should be. Push just A, B, C or D and enter. Then you'll be asked for the next button, and so on, four times. If you get it wrong, you'll be asked again for the first, second, third, and fourth positions. If you get it right, you've won the Diamond! Hint: The same button will never appear twice in the combination. If, after finding all 8 keys, you do not have enough magic keys necessary to get through, then you must fight one monster for every key needed. There are instructions for fighting the monsters inside the program.

6. **JOB SKILLS** - This program will manage a list of job skills and positions that require them. Your first step in running this program requires you to add all the skills that might be required for your various job openings. These skills can be printed. Next you can add your various job openings. They include the following information: Position, description, department, pay information, credentials. You can then add skills to the opening as well as view the skills list. This program works with tape and disk. A printer is also preferred.

7. **JOB APPLICANT** - This program uses the job skills file you manipulated with the job skills program to correlate information about job applicants. It will attempt to match the best applicants to the proper positions. There are additional instructions included in this program.

8. **ELDUS 3** - You must find the "Pool of Life" in this Coco3 only game. This disk only machine language program takes up exactly half the disk! To load, simply type RUN "ELDUS". Eldus will automatically LOADM and EXEcute four ML files. To play: Control King Kalum with the right joystick. You must collect keys, jewels, fires, and the sword. There are doors and caves that will take you from section to section. Be sure to avoid the Wrelnlns at all cost. You only have three lives, each having four hearts. There are over 100 screens! To save the ML parts, enter SAVEM "BOOT",18000,18023,18000 or SAVEM "PROG1",4096,17400,4096 or SAVEM "PROG2",4096,39500,4096.

9. **BREAK-INS PART 2** - You have been set to stop the aliens in this Coco3 only game. Watch out for the Whammy and the rows of advancing blocks in this machine language program. There are additional instructions inside the program. To load, enter CLOADM for tape or LOADM "BREAK2" for disk. Enter EXEC to run. To save this program, enter (C)SAVEM "BREAK2",4096,21380,4096.

10. **KATERPILLAR II** - This Tom Mix favorite plays similar to the popular centipede game found in the arcades. Use your joystick to maneuver your gun base as you fire at the Katerpillar, the Tarantula, the Scorpion, and the Beetle. Each player starts with 3 bases and receives a bonus base for every 10,000 points scored. To load this ML program, enter CLOADM or CLOADM for tape or enter EXEC to run. To save this program to tape or disk, enter (C)SAVEM "KAT",7168,15305,7747.