



T & D SUBSCRIPTION SOFTWARE

| FILE NAME | ENGLISH NAME | PMODE | PCLCAR | LOCATIONS | |
|-----------|----------------|-------|--------|-----------|---------|
| BORDER | BORDER | 0 | 1 | CCR-80A | CCR-81 |
| LOWRES | LOW RES MODIF. | 0 | 1 | 21:302 | 11:256 |
| CASTLE | THE CASTLE | 3 | 4 | 35:309 | 18:262 |
| SKEPCH | SKEPCH IV | 3 | 4 | 68:324 | 38:275 |
| ENEMY | THE ENEMY | 0 | 1 | 82:327 | 46:285 |
| MATH | MATH SOLVER 3 | 0 | 1 | 89:336 | 52:293 |
| DREAM | DREAM ESCAPE | 0 | 1 | 105:363 | 61:340 |
| PES* | PES* MAKER | 0 | 1 | 132:376 | 82:359 |
| CODES2 | CODES 2 & 3 | 0 | 1 | 216:423 | 149:423 |
| MUNCHMAN | MUNCHMAN | 3 | 4 | 216:431 | 149:431 |
| | | | | 221:451 | 162:451 |

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 C/D/M/Y or Q/L/O/N/D/R.
If while loading or reaving a program, you get a FG, OM, or SN error, you probably have to enter the PMODE and PCLCAR 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 the 114th issue of T&D subscription software. My CoCo has just informed me that as of this issue, we have been supporting the Color Computer for nine and a half years. Wow it is so hard to believe! We hope you enjoy this month's fine selection.

- 1. BORDER** - This game requires a joystick for you to wipe out the swirling border around you. Watch out! The border fights back. It will occasionally drop a missile on your base. If you don't destroy it before it strikes you, you will lose one of your three bases.
- 2. "LOW RES" MODIFICATIONS** - Two new versions of our popular "Low Res" graphics editing program. For those of you who do not have the original, Low Res is a graphics editing utility that allows you to create pictures in 8 colors. These pictures can then be saved to tape or disk. To load run "lowres" for the first version and "lowres2" for the second version.
- 3. THE CASTLE** - Blast your way through the electrified fence and fire your shots into the castle. But make sure you make your every shot count; you only have a limited amount of fire power! There is a way reload, but it take a lot of skill and practice. Just run "Castle" and the game will automatically give you instructions. (Hint: The game is a lot more fun using the hi-speed poke; 65497,0 on the Coco 3 and 65496,0 on the Coco 2).

4. **SKETCH IV** - This is a clone to the popular Etch-a-sketch program. With the use of your joystick and your coco you can draw and sketch on your own CoCo. Once in the drawing program press the fire button to return you back to the main menu. Some of the features of this program are: changing the color (choose between 3 colors), erase a line, paint or change the color of the screen, restart or clear the screen, and load and save pictures.

5. **THE ENEMY** - In this highly addictive game you are defending yourself from the enemy by destroying his trucks before they overrun your position. You can alter your firing angle and velocity with the use of your joystick. For most trucks two hits will destroy them, but some can take as many as five before being destroyed. The game includes two skill levels and will pick the wind direction and speed the wind is moving for you.

6. **MATH SOLVER 3** - This is a program similar to math solver 2 but instead of just one math operation in word math problems there are two operations. Use this program for anyone who is having a difficult time with math and/or story problems to help learn how to solve math in story problems.

7. **DREAMESCAPE** - You are a struggling college student. After certain expenses you can foresee that you will not have enough money. You see an add for dream experiments at the university sleep lab for payment toward college. After you arrive in the experiment office they give you something to drink and your adventure starts here. **IN ORDER TO RUN THIS TEXT ADVENTURE GAME YOU MUST FIRST ENTER PCLEAR 1.** For other instructions on the game you can also run the "DREAMINS" file for more information on the story and how to play the game.

8. **TEST MAKER** - Use this program to put together quizzes and tests. At the menu you can load a previous list, save a current list, enter the work area to write out the questions, or print out the list of questions. In the work area for your question writeups you will be asked to input a question and then input five answers. Next the computer will ask which is the correct answer and go on to the next question.

9. **CODES 2+3** - Codes 2 is a font sample program for the Coco 2. Codes 3 is a font sample program for the Coco 3. You need a dot matrix printer in order to run this program. You can either print a sample of the fonts to the printer from the start of the program or select the font you want and your buffers will be cleared and next time you use the printer it will print in that font.

10. **MUNCHMAN** - This machine language program simulates the great arcade classic Pac-Man. Watch out for the ghosts try not to get touched by them when they are purple but eat one of the four power pellets in the corners and the ghosts are now lunch! You can also seek shelter in one of the tunnels on the side of the screen to carry you to the other side. Be careful, the ghosts can use these as well. Use the arrow keys to control Pac through maze land. To load this M.L. program enter **LOADM*MUNCHMAN***. Enter **EXEC** to run. To save this program enter **(c)SAVEM*MUNCHMAN***, 5680, 9032, 8995.

BONUS: We have 12 religious songs included with this issue. You can load them individually or load and run "biblmenu" which will play them for you.

Until next month.....