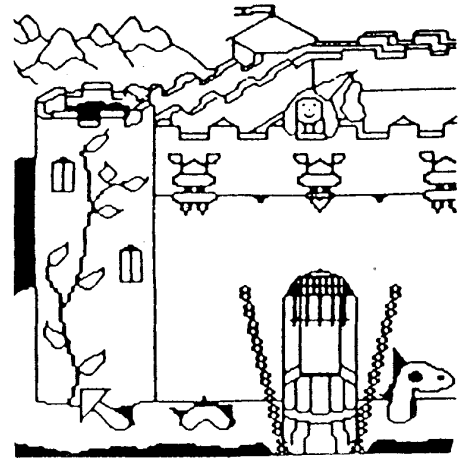


the એટવાર્ડે ટાઈમ્સ

TANDY Color Computer Magazine



Volume 2, Number 1

Single \$1.50

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 * Volume 2, Number 1
 * September 1988
 *
 * (C)1988
 *
 * Edited and Published
 * By: Bobby Roger Queen
 * BBS # (704)-434-2629
 *

"The WIZARD'S CASTLE" is published monthly by Bobby Roger Queen; 1737 Farmville Road; Shelby, NC 28150-9406.

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Rates are as follows : \$10/yr USA, \$20/yr Canada, and \$30/yr for overseas. All funds must be <US>.

The purpose of this magazine is to provide help to every Color Computer user. This magazine will continue to support all the Color Computers (CoCo's).

The submission of questions, penpal ads, scores, post-it-notes, reviews, hints, programs, etc. to be published in this magazine will be highly encouraged. Every thing that is submitted becomes the property of "The WIZARD'S CASTLE". We reserve the right to edit all the materials used, and not to publish materials which we determine to be unsuitable for publication.

We highly encourage submission of programs as well as articles on appropriate subjects. All programs must be well documented so readers can understand how these programs work. We currently do not pay for these programs or articles, but we may start some time in the future. Materials sent in will not be sent back unless proper return postage is included. All programs should be sent in on a disk or tape & any needed comments should be saved as an ASCII file. We prefer programs to be submitted on disk but we'll accept them on tape also.

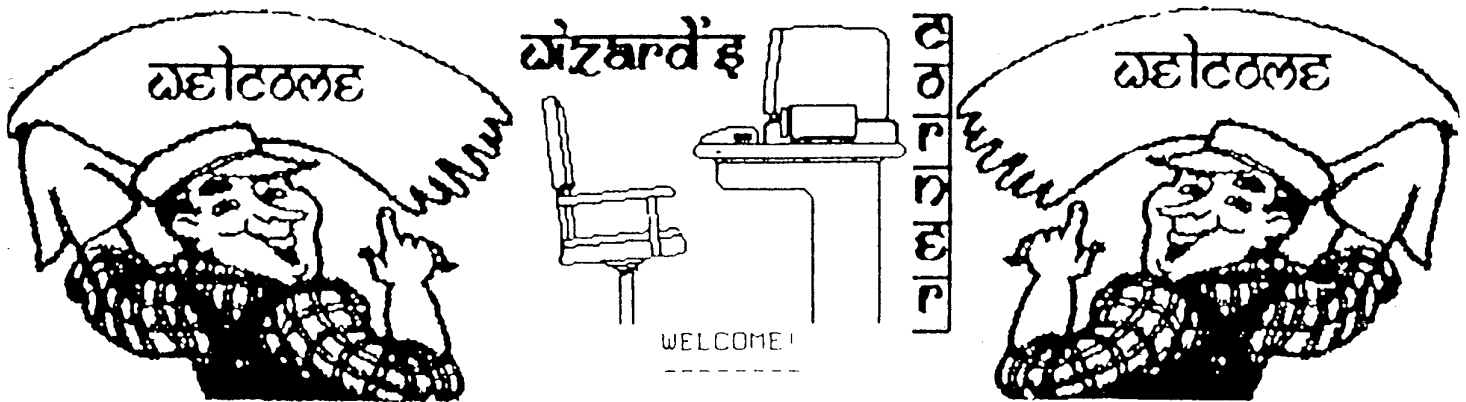
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 * NOTICE *
 * EFFECTIVE IMMEDIATELY NEW! *

 * DISPLAY AD RATES *
 *
 * Deadline for ads is the 20th of *
 * the month prior to printing. *
 *
 * Pages 1Month 6Months 12Months*
 *
 * 1/4 \$15.00 \$ 75.00 \$150.00 *
 * 1/3 \$20.00 \$100.00 \$200.00 *
 * 1/2 \$25.00 \$125.00 \$250.00 *
 * 1 \$30.00 \$150.00 \$300.00 *
 * 2 \$50.00 \$250.00 \$500.00 *

NOTICE:

Artwork must be camera ready. All rates listed are per page or fraction thereof. Please enclose full payment with each ad copy. Absolutely no X-Rated Ads.



Well here it is, what I've been dreaming about for months!! Our first anniversary issue is here. A recent writer to this magazine said that I should call this my 'GRIPE PAGE', or my 'PAT ON THE BACK PAGE', well I really don't care what you call it, but as far as I'm concerned this page is a vital part of this magazine. The main change that you'll see most this month is the addition of different fonts to the magazine. I accomplished this with the recent move from using Scripsit to TW-128. I hope everyone will like it as much as I do. Another change is the lack of advertisers this month. I don't know what happened but I'm going to have to get out there and 'SHAKE THE BUSHES' and see if a few companies who want to advertise don't fall right out of them. Please continue to send your friends names, we need them!! Also don't forget to send any programs, articles, reviews, etc., for this magazine to:

"The HIZARD'S CASTLE"
 1737 Farmville Road
 Shelby, NC 28150

****ANNOUNCING**** yet another new contest to run along with the other two! This is again a cover contest with a deadline of October the 15th. The main twist this time is if you can't draw a cover with a program, but you have talent drawing, you can draw the cover on white paper in black ink and send it in for the contest. It will be judged along with the covers we get the conventional way. The prizes will be announced in an upcoming issue. And now for our prizes for the last cover contest. The first place winner was the June/July combo cover drawn by *Godfrey Moll*. He will receive the Deskmate 2 as his prize!! Second place went to the August issue drawn by *Chris Ahrendt*. He needs to let me know of his choice of 25 disks or 25 tyvek envelopes. Third place winner was the May issue which was drawn by *Andrew Hiest*. You need to let me know what you would like between the 1st 3 issues of the magazine, or 10 colored diskettes. Also the main prize for the 1 or 2 liner contest is the 6 months subscription to T&D software. The second place prize is again your choice of 25 disks or 25 tyvek envelopes. And third place is again the 1st 3 back issues, or 10 colored diskettes. If you have any items to offer as prizes please send them to the address listed below. I hope all my cartoonists are out there drawing their hearts out and hopefully we'll have some cartoons in our magazine soon. Remember no matter what you have to send in this area send it to:

--"The HIZARD'S CASTLE"
 C/O ?????? Contest
 1737 Farmville Road
 Shelby, NC 28150

No matter what you send don't forget to put the name of the item & your 'FULL NAME' on 'IT' and send it by mail, or you can UPLOAD it to my BBS (The WIZARD'S CASTLE NEWSROOM). Thanks again, *--The HIZARD*

letters letters



to the editor

This is a column which will include letters written to the Editor which may have to be slightly edited due to space. Other than this the letter will be printed as it appears.

Dear Wizard,

I have enclosed a check for \$10 for a one year extension of my subscription.

Signed,
Loving It in MN

Dear Wizard,

Enclosed is a check for \$10.00. Please send me a one year subscription to your magazine as advertised in DCN. Thanks.

Signed,
Trying it Out in MA

Dear Wizard,

Just a note to say 'THANKS' for another great copy of your magazine. I look forward to every issue. Please, update the info on my BBS listing in your magazine. Feel Free to use all or any portion of this letter for your publication. Thanks again.

Signed,
Thankful in PA

Dear Wizard,

Enclosed is \$10 for a subscription to "The WIZARD'S CASTLE". If at all possible I would appreciate it if you could list my BBS in your magazine, but also list the special hrs it's open.

Signed,
Wondering in NY

Dear Wizard,

Please find enclosed a check for a subscription to your magazine. Looks GREAT!! Thank you.

Signed,
Impressed in NY

Dear Wizard,

I'm very happy with your magazine but I was disappointed to find the June & July issues all rolled up into one. Don't get me wrong, I'm not disappointed in 'YOU', rather in the lack of any 'READER INPUT'. It only takes a few minutes to sit down & write a letter to you. I know there are ALOT of people out there who have regular correspondence with several Pen-Pals at once, & I think that they should take a few minutes to contribute even a few lines, to what I believe could become an even greater magazine, while they are sitting there with their favorite word processor. Thank you for letting me have my say, and I am sure you'll hear more from me in the future!! CoCo's UNITE!!

Signed,
Slightly Sad in OR

Dear Wizard,

Could you send me a sample of the new 'CoCo' magazine which I heard you put out. Thanks..

Signed,
Waiting in DE

More Letters to the Editor

Here are even more letters to the Editor. Your letters for the Editor can be on any subject and usually will be. I hope that this column will continue to grow daily. Only you can guarantee that it will.

Dear Wizard,

You say you want letters to the editor to fill your column? How about this. As a man who's worked in the print and sell biz for a few years, I've a few observations and comments on "The WIZARD'S CASTLE"...

Page 3 of each issue is 'Wizard's Corner', page 4 is 'Letters to the Editor' and another whole page called 'Questions for the Wizard'. Isn't this a bit of overkill? The Editor is the Wizard, so Letters to the Editor and Questions for the Wizard could be combined into one, right?? (The less space wasted, the less each issue costs to put out, and the more profit, right?). And the Wizard's Corner...? What a joke!! It should be more aptly named the self-serving pat on the back page or the Editor's gripe and bitch page. Look, we're already inundated with numerous reminders that there are two BBS's available to access the WC run by WC cronies, so we don't need reminding a fifteenth time.

Your subscription price is good, the artwork and layout work is quality and the ad rates are superb, but what I've griped about is what killed off many of Rainbow's subscribers.

When the Wizard or any other Columnist answers a reader's queries, the response needs no redundant signature --- we know who is answering. (Again, wasted space!).

And I pray you start warning the kids who abuse the Pen-Pals section as a Pirate's Den for illegal activity that what they're doing is wrong!!

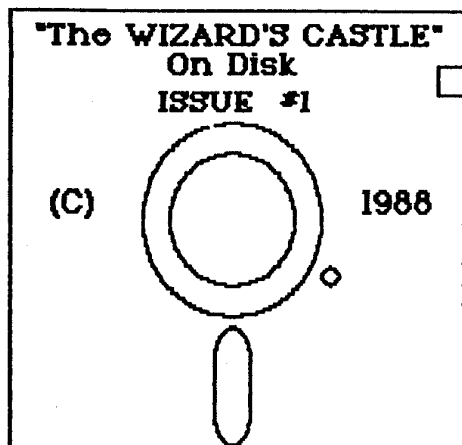
And, finally, we all know by now that one man can't put out a great publication, but if you start believing the publication IS great, you can stop brainwashing the readers that a substandard rag is equivalent to a polished, proofread publication.

Signed,
Disheartened in DC

Dear Disheartened,

Some of the things that you are griping about are the very things that make our magazine *unique* and *special*. You agreed that the subscription price was good and as you put it the artwork and layout work is quality and the ad rates are superb. These very things are the reason that I think that my magazine is in it's own way superior to magazines such as RAINBOW!! And as far as the Pen-Pal section is concerned maybe I have been negligent to state my policy concerning 'PIRACY', but this month's column should set all that straight. I know that several people will have lots to say about this letter, but I respect you for letting me know your true feelings. I hope that you will continue to let me know of my wrong doings! Thanks again.

Signed,
The WIZARD



"The WIZARD'S CASTLE" is a very special TANDY Color Computer magazine & now you can get the entire first year's worth of programs that've appeared in the pages of our magazine!!! No matter how short or how long all the programs will be found on this 1st issue. The disk has a self-loader built into the menu and to load the disk all you have to do is type <DOS>. I hope all of you'll want a copy of this first issue, & at the low price we're charging it's like getting half of the programs for FREE!! Don't forget this issue contains 35 programs.

 * Please send me the 1st Issue of: *
 * "The WIZARD'S CASTLE" on disk! *
 * 1st issue! only \$20.00 copy! *
 * Please add \$2.50 to cover shipping *
 * and handling charges. *

FOR *****
 * Please mail orders to: *
 * "The WIZARD'S CASTLE" *
 * 1/2 Castle on Disk *
 * 1737 Farmville Road *
 * Shelby, NC 28150 *

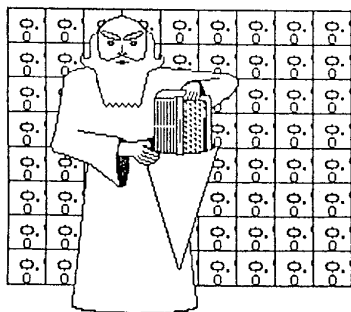
 RUSH!
 ORDER
 SEE
 BELOW

Name:
 Address:
 City: St: Zip:
 Phone: .(.....).....-

 # You can place the orders #
 # through our BBS # listed #
 # below. Online 24 hrs day #
 # BBS# (704)434-2629 #
 #####

Sponsored by the Carolina CoConuts Club
 Volume 1, Number 5 Single \$1.50

February 1988



The WIZARD'S CASTLE's so special that you have asked about 'Back Issues' of my magazine! I'm happy to announce a 'Special Back Issue Sale' of all of the 1st year's issues. I know some of you have told me you would like to have all of the earlier issues so here they are! Our usual cost is \$1.50 each along with shipping charges. That would be costly, but for a limited you can get all 11 issues for a 'GREATLY' reduced amount! Order now while supplies last!! Don't be left 'OUT IN THE COLD'.

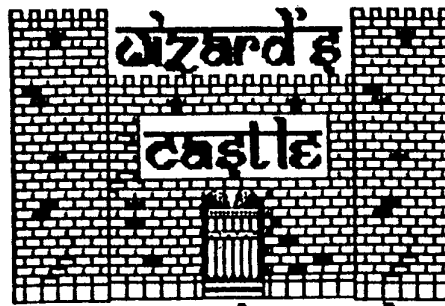
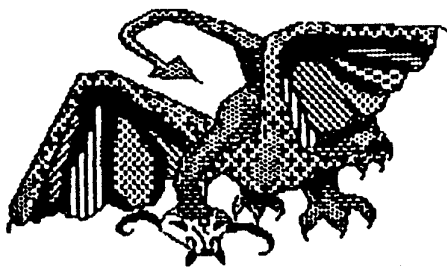
 * Please send me all 11 Back Issues *
 * of: "The WIZARD'S CASTLE" magazine *
 * USA ONLY!! for only \$10.00 *
 * Canada ONLY! for only \$12.50 *
 * Overseas for only \$15.00 *
 * Please add \$5.00 shipping to the *
 * amounts listed above. Thank you! *

FOR *****
 * Please mail orders to: *
 * "The WIZARD'S CASTLE" *
 * 1/2 Back Issues Special *
 * 1737 Farmville Road *
 * Shelby, NC 28150 *

 RUSH!
 ORDER
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 S Take \$5 off if you I
 S order from both offers I
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Name:
 Address:
 City: St: Zip:
 Phone: .(.....).....-

 # You can place the orders #
 # through our BBS # listed #
 # below. Online 24 hrs day #
 # BBS# (704)434-2629 #
 #####



Scoreboard

Come on *REAL CoCoNuts*, show us your stuff. This is a place for your top scores. We will accept as many as we have room for each month. So pull your favorite's out of the 'moth-balls' and give us your best. No fair using doctored copies of games. Try to beat the *HIGH* scores this month and next month you may be the 'BIG CHEESE'. Send your initials in also.

F-16 ASSAULT	65,300	REX	SHOCK TROOPER	38,714	QIK
F-16 ASSAULT	56,500	SAC	SHOCK TROOPER	37,000	BLW
F-16 ASSAULT	48,835	JJW	SHOCK TROOPER	24,375	AIR
F-16 ASSAULT	31,460	DLP			
SPACE WAR	6,300	QIK	DEVIOUS	343,050	REX
ROLLER CONTROLLER	123,650	WIZ	DEATH TRAP	68,322	WIZ
			DEATH TRAP	57,666	WIZ
POOYAN	61,200	WIZ	DOWNLAND	65,140	WIZ
POOYAN	59,800	QIK	DOWNLAND	38,280	QIK
POOYAN	48,850	TMS			
CRAZY PAINTER	8,950	WIZ	COLOR CAR ACTION	14,221	EDJ
			COLOR CAR ACTION	10,214	TMS
LE-MANS 78 LEVEL 11 TRACK 2	JIM		COLOR CAR ACTION	9,565	BRI
			COLOR CAR ACTION	6,433	WIZ
FOODWAR	48,315	WIZ	JUNIOR'S REVENGE	17,700	WIZ
			JUNIOR'S REVENGE	14,400	TMS
RADIO BALL	891,900	QIK	BUZZARD BAIT	213,850	DLP
RADIO BALL	749,400	TMS	BUZZARD BAIT	138,800	TMS
RADIO BALL	720,050	WIZ			
DECATHLON	10,106	DLP	SPEED RACER	65,010	DLP
DECATHLON	9,216	JWW	KUNG FU DUDE	62,000	JPA
DECATHLON	8,706	WIZ			
DECATHLON	7,926	DER	GAUNTELET	1,224,190	JJW
			GAUNTELET	1,094,280	DLP
VARLOC	1,968	DLP	ARENA OF DEATH	62,710	WIZ
VARLOC	1,850	QIK	ARENA OF DEATH	52,695	WIZ
ZAXXON	112,000	N?S	DOUBLEBACK	56,200	WIZ
ZAXXON	91,800	D?S	DOUBLEBACK	36,000	A?A
ZAXXON	69,300	DOG	DOUBLEBACK	33,010	QIK
ZAXXON	28,900	QIK			
DESERT RIDER	72,311	DLP	BALLOON	3,700	QIK
DESERT RIDER	20,411	QIK			
BREWMASTER	37,675	TMS	DESERT PATROL	313,600	GRW
BREWMASTER	26,150	DLP	DESERT PATROL	105,250	GRW
BREWMASTER	13,125	JWW	GOLDRUNNER I	348,300	JFB

More of Wizard's Castle Scoreboard

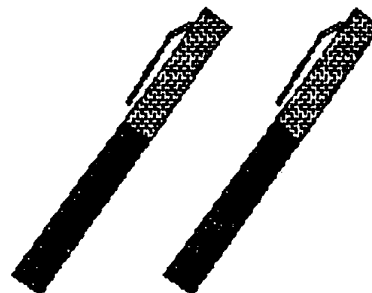
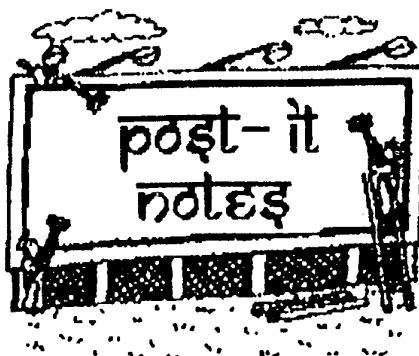
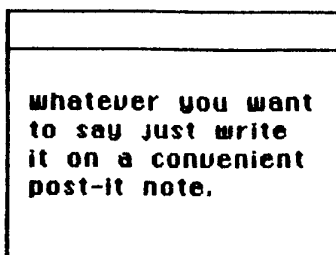
Here are even more of the Scoreboard listings. Come on CoCoNuts I want to see your all time best scores. Lets see if we can't fill up both of these pages before the next issue.

SHAMUS	22,350	WIZ	LUNAR ROVER	22,400	QIK
SHAMUS	13,650	QIK	GOLDRUNNER II	464,050	JMB
			GOLDRUNNER II	428,150	JFB
DRACONIAN	82,910	KKL	LUNCHTIME	57,200	QIK
DRACONIAN	19,820	QIK			
MR. DIG	1,217,400	SAC	STELLAR LIFELINE	27,910	TMS
MR. DIG	1,000,669	SAC	STELLAR LIFELINE	19,560	D?S
			STELLAR LIFELINE	2,500	WIZ
MARBLE MAZE	34,040	JJW	CLOWNS&BALLOONS	27,100	WIZ
MARBLE MAZE	34,040	QIK	CLOWNS&BALLOONS	22,900	D?S
MARBLE MAZE	32,490	D?S			
MARBLE MAZE	31,150	TMS	OUTHOUSE	32,750	RWR
			OUTHOUSE	32,482	WIZ
CATCH 'EM	59,277	JWW			
			CRYSTAL CASTLES	532,808	WIZ
STRONG HOLD	193,440	WIZ	CRYSTAL CASTLES	112,873	QIK
STRONG HOLD	180,520	CEQ			
			BEAM RIDER	49,710	QIK
PAPER ROUTE	160,200	WIZ	BEAM RIDER	42,110	WIZ
PAPER ROUTE	124,950	DLP			
PAPER ROUTE	64,900	QIK	PEGASUS	56,100	JJW
SAILOR MAN	501,300	DLP	PYRAMIX	51,120	WIZ
SAILOR MAN	366,200	JJW	PYRAMIX	50,790	EDJ
SAILOR MAN	99,800	DOG	PYRAMIX	47,950	WIZ
			PYRAMIX	42,810	WIZ
KNOCKOUT	141,780	WIZ	PYRAMIX	39,510	EDJ
KNOCKOUT	109,750	REX	PYRAMIX	38,720	WIZ
KNOCKOUT	79,590	EDJ			
			BIRDS	123,750	WIZ
GOLD FINDER	51,125	DOG			
GOLD FINDER	49,225	QIK	WARP 3D	17,590	WIZ
GOLD FINDER	22,850	EDJ			
			7 CARD STUD	2,571	JBF
POLTERGEIST	2,685	TMS			
POLTERGEIST	1,695	JBF	DOODLE BUGGY	235,650	TMS
			DOODLE BUGGY	48,370	SAC
FLIPPY THE SEAL	21,815	DLP			
FLIPPY THE SEAL	11,625	DOG	CANYON CLIMBER	65,200	TMS
			CANYON CLIMBER	33,400	QIK
MEGA-BUG	8,858	TMS			
MEGA-BUG	4,637	QIK	MUDPIES	127,200	TMS
			MUDPIES	113,000	DLP
DEMON ATTACK	16,320	D?S	MUDPIES	23,600	GRW
PROTECTOR	80,850	DOG	ELIMINATOR	6,220	TMS
PROTECTOR	37,575	JOA	ELIMINATOR	3,710	JOM
GANTELET II	21,035	J?A			

Remember no scores will be
listed for a *DOCTORED COPY*
So please play FAIR!!!!!!!!!!!!

Why did Gumby buy a CoCo???
To get a new POKE KEY!!

--Mark Grether



Here's where you write the note to a fellow reader or just make a brief comment about something. Use this like you would use a bulletin board. Put a note about a new 'BBS', comment on someone's program, or write a little note to someone else. It'll be up to you to see that this stays full. So "REACH OUT" and write a note today.

Jarrett Feeman,

I love adventures, & if you need solutions---I GOT 'EM!!!

--John Million Beck

Quicksilver,

Let's trade programming techniques...

--John Million Beck

John Lentz,

What style drives are you using?

--John Million Beck

SOURCE,

I'll be there soon. Did you get the statue yet??

--John Million Beck

Hey David Jolley!!,

How come you never wrote back to my two letters??

--Jim Ambrose

Readers,

I have a RS Speech pak and want to have a spelling bee program. Any ideas?

--Chris Phillips

You may also want to explain for those that don't know that EXEC 43345 (hex A951) is a Color Basic routine to produce a sound with a tone based on the value of location 140, which the above program continually changes. The EXEC 44539 that you used is a Color Basic routine that waits for a keypress to continue. Thanks.

Remon Ebrahim,

Give me a letter and I'll make it worth your time!!

--John Million Beck

Roderick Clark,

Review the CoCo 3!! I'd love to hear an objective viewpoint!

--John Million Beck

Danny Mote,

Is Super Voice better than Tandys Speech & Sound Pak??

--John Million Beck

Everyone,

I live in Chicago, and I'm having trouble finding deluxe joysticks. If anyone can help please do so.

--Norman Morris
7743 S. Paulina
Chicago, IL 60620

John Beck,

Your short, demo sound program would be more effective with the following correction:

```
10 FOR X=1 TO 255:POKE 140,X:EXEC  
43345:NEXT X:GOTO 10
```

--Steve Ostrom

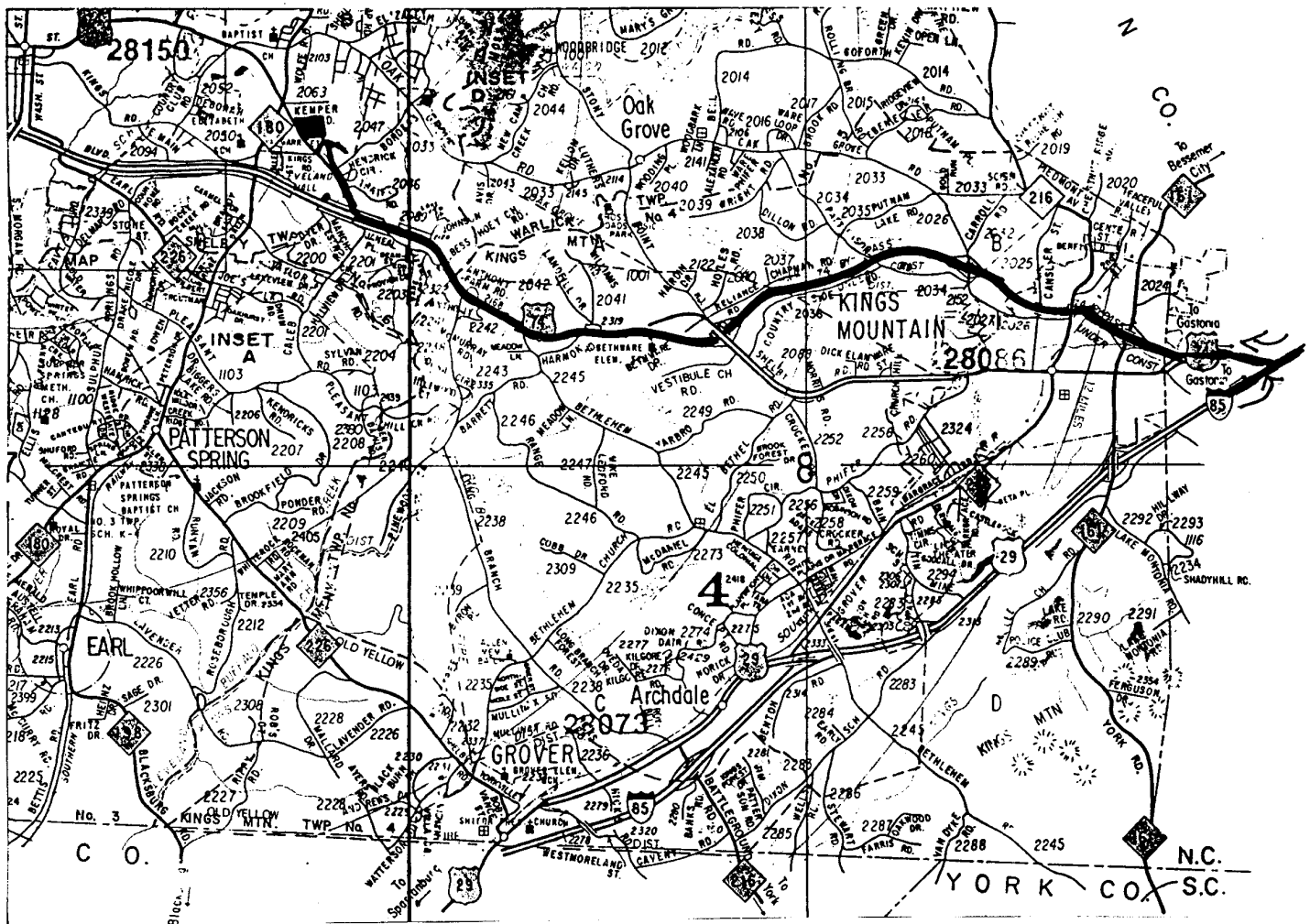
Even more Post-It notes

Here are even more notes that were posted this month. Thanks to you we are really keeping this section full and growing. Remember, now "REACH OUT" and write a note today.

Readers,

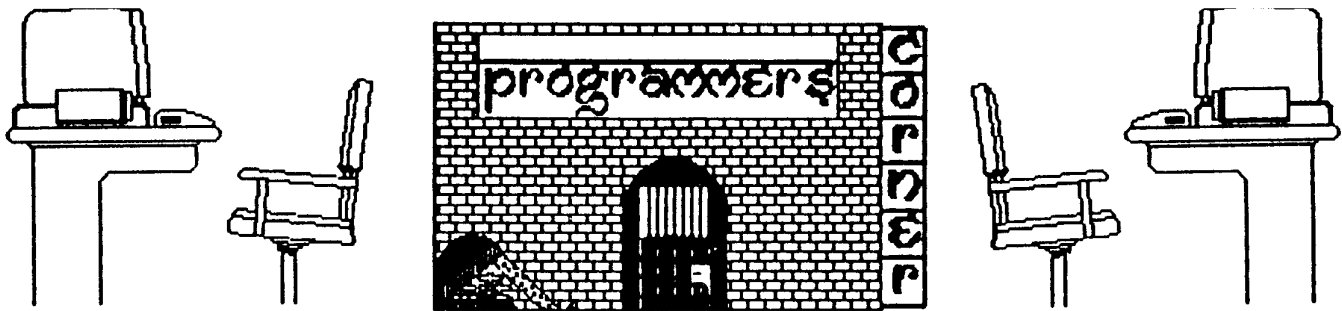
Several readers have asked me about the HamFest coming up in Shelby in September and asked about a map showing where it was located, etc. If you are wanting to meet me in person or maybe even Dr. CoCo then I hope the map below will help. Last year I met a few of you at the HamFest & this year I hope to meet a lot more. See ya September the 3rd and 4th.

Signed,
The WIZARD



From north or south get on I-85; take I-85 to Hwy. 74 West; take Hwy. 74 West to 1st Stop Light, top of the hill at Cleveland Mall in Shelby; turn right on Business 74; Fairgrounds is approximately 1 mile down on the Right; parking is on the Left.

From east or west get on I-40; take I-40 to I-85; take I-85 south to Hwy. 74 West; take Hwy. 74 West to 1st Stop Light, top of the hill at Cleveland Mall in Shelby; turn right on Business 74; Fairgrounds is on the right approximately 1 mile down; parking is on the left.



Here is where all you amateur programmers get to "SHOW US YOUR STUFF" . The 'MAIN' requirement for this section is that the program not be too extremely long. Also the program needs to be sent in on disk. Have fun and **SHOW OFF!**

CHANGE FILE

Here is a public domain basic program for the CoCo that I used recently to convert binary saved word processor files to ASCII files and vice-versa. I was having a time getting switched over from Scripsit to TW128 until I found this program that came with the BBS program I am using called TUBBS by Brian Stretch. Thanks to the original author and Brian for this neat little program, transferring to TW128 was a **BREEZE!!**

```

1  '*****
2  '*CHNGFILE/BAS Public Domain*
3  '*   Brought to you by:      *
4  '*   "The WIZARD"            *
5  '*   and: Brian Stretch      *
6  '*****
10 CLEAR1000:CLS:PRINT"Change Di
sk Filetype":PRINT
20 LINEINPUT"Filename :";F1$
30 LINEINPUT"      Ext :";F2$
40 LINEINPUT"      Drv :";DR$:X=U
AL(DR$)
50 IFF1$=""ANDF2$=""ANDDR$=""THE
N360
60 IFF1$=""THENDIRX:GOTO20
70 FORZ=3TO11:DSK1$X,17,Z,A$,B$:
A$=A$+LEFT$(B$,127):FORK=0TO7
80 PT=K*32:NAS=MID$(A$,PT+1,13)
90 IFLEFT$(NAS,1)=CHR$(0)THEN140
100 IFLEFT$(NAS,1)=CHR$(8)THE
NPRINT"File not Found!":GOTO20
110 EX$=MID$(NAS,9,3)
120 X$=RIGHT$(NAS,2):B1=ASC(LEFT
$(X$,1)):B2=ASC(RIGHT$(X$,1))
130 IFF1$=LEFT$(NAS,LEN(F1$))AND
F2$=EX$THENGOTO150
140 NEXTK,Z
150 PRINT:PRINTLEFT$(NAS,11)
160 PRINT"This is a ";
170 IFB1=1ANDB2=255THENPRINT"Asc
ii Data File"
180 IFB1=0ANDB2=0THENPRINT"Binar
y Basic File"
190 IFB1=0ANDB2=255THENPRINT"Asc
ii Basic File"
200 IFB1=2ANDB2=0THENPRINT"Machi
ne Lang. File"
210 PRINT:PRINT"Convert this to.
.."
220 PRINT"1. Ascii Data"
230 PRINT"2. Binary Basic"
240 PRINT"3. Ascii Basic"
250 PRINT"4. Machine Lang."
260 PRINT:LINEINPUT">";Z$:
270 IFZ$<"1"ORZ$>"4"THEN210
280 IFZ$="1"THENX$=CHR$(1)+CHR$(
&HFF)
290 IFZ$="2"THENX$=CHR$(0)+CHR$(
0)
300 IFZ$="3"THENX$=CHR$(0)+CHR$(
&HFF)
310 IFZ$="4"THENX$=CHR$(2)+CHR$(
0)
320 LINEINPUT"Sure? (Y/N)";Z$:IF
Z$<>"Y"ANDZ$<>"y"THEN360
330 N1$=LEFT$(NAS,11)+X$:MID$(A$
,PT+1,13)=N1$
340 C$=LEFT$(A$,128):D$=RIGHT$(A
$,127)+CHR$(0)
350 DSK0$X,17,Z,C$,D$:GOTO20
360 PRINT"1. Exit to Dos":PRINT"
2. Restart":LINEINPUT">";Z$:IFZ$
="1"THENCLEAR200:ENDELSE10

```

FACTORS (CoCo 3) <1 liner contest entry by: Ian Boisvert>

```

1 POKE65497,0:CLS:INPUT"NUMBER T
O FACTOR";N:PRINT"FACTORS: (";:F
ORI=1TON:IFINT(N/I)=(N/I)THENPRI
NTI;CHR$(8)",":NEXT:PRINTCHR$(8
)")":EXEC44539:RUN:ELSENEXT

```

EVEN MORE PROGRAMS

Here are even more programs you amateur programmers have sent to **"SHOW US YOUR STUFF". SHOW OFF!**

SPELLER (tape)

The program "Speller" needs to be used with a cassette player, but can be loaded from disk!! The program prompts you throughout it to make a spelling tape, or to test from a spelling tape. I also would recommend having a game at the end of the program as a reward for a perfect practice session.

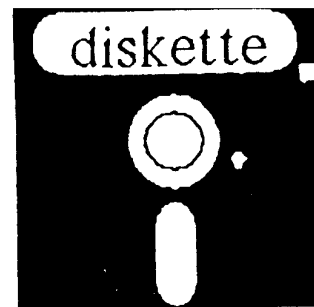
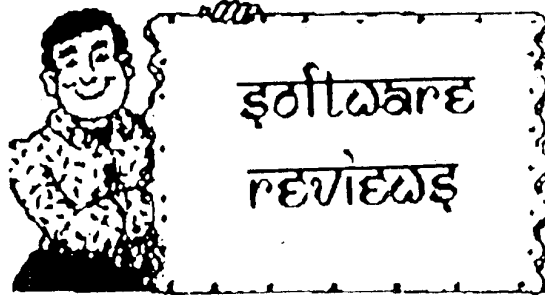
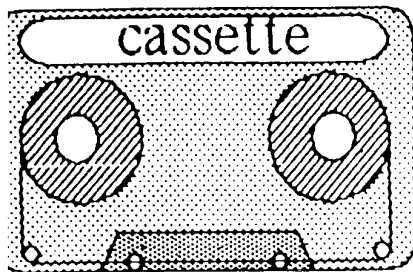
```
1 CLS(0):PRINT@75," SPELLING ";:
PRINT@142," BY ";:PRINT@233," KR
AIG SCOTT ";:PRINT@493," 1984 ";
10 A=0
15 FOR X=1TO2000:NEXT
20 CLS:PRINT:INPUT"DO YOU WANT T
O INPUT";A$
25 'A$ - TEST INPUT
30 SOUND 44,1
40 IF A$="Y" THEN 300
50 CLS: INPUT"ENTER YOUR NAME";N
$
60 CLS:PRINT:PRINT"HELLO "N$
70 PRINT:PRINT"GET READY TO SPEL
L"
80 OPEN"I",#-1,"WORD"
90 IF EOF(-1) THEN 110
100 INPUT#-1,W$
105 'W$ - SPELLING WORD
107 GOTO 90
110 CLOSE#-1
115 IF W$="XX"GOTO 600
120 MOTOR ON:AUDIO ON
130 FOR X=1TO2000
140 NEXT X
150 AUDIO OFF: MOTOR OFF
170 CLS:INPUT S$
175 'S$ - SPELLED WORD
180 SOUND 20,1
185 CLS
190 IF S$=W$GOTO 70
200 A=A+1
210 CLS(4):PRINT"I'M SORRY, THE
WORD IS SPELLED"
220 SOUND 28,1
230 PRINT:PRINTW$
232 FOR X=1 TO 6000
235 NEXT X
237 CLS
240 GOTO70
300 PRINT:INPUT"PRESS <ENTER>";R
$
305 OPEN"D",#-1,"WORD"
310 CLS:PRINT:PRINT"IF FINISHED
```

```
ENTERING - ENTER 'XX' AND REC
ORD A 'MORE PRACTICENEDEED' MESS
AGE":PRINT
320 INPUT"ENTER WORD";W$
330 SOUND 32,1
340 PRINT#-1,W$
345 CLOSE#-1
347 CLS:PRINT:PRINT"UNPLUG THE C
OMPUTER INPUT"
350 PRINT:PRINT"PLUG IN THE MIKE
"
355 PRINT:PRINT"THE WORD IS "W$
360 PRINT:INPUT"PRESS <ENTER> WH
EN READY";R$
370 SOUND 64,1
380 CLS
390 MOTOR ON:AUDIO ON
400 FOR X=1 TO 3000
420 NEXT X
430 CLS
440 AUDIO OFF:MOTOR OFF
450 IF W$="XX"GOTO 500
455 PRINT:PRINT"UNPLUG THE MIKE"
457 PRINT:PRINT"PLUG IN THE COMP
UTER INPUT"
460 GOTO 300
500 PRINT:INPUT"REWIND THE TAPE"
;R$
510 GOTO 50
600 IF A>0 GOTO 2000
610 CLS:PRINT:PRINT"YOU SPELLED
EVERY WORD CORRECTLY"
615 PRINT:PRINT"YOU SHOULD BE PR
OUD "N$
620 GOTO620
2000 CLS:PRINT
2010 CLS(3):PRINT@192,N$" YOU NE
ED TO PRACTICE"
2020 MOTOR ON: AUDIO ON
2030 FOR X=1 TO 5000
2040 NEXT X
2050 MOTOR OFF:AUDIO OFF
2960 END
```

ADDRESS LABELER <1 liner contest entry by: C.A. Bailey

```
10 PRINT#-2,"YOUR NAME":PRINT#-2
,"YOUR ADDRESS":PRINT#-2,"YOUR C
```

```
ITY, ST ZIPCD":PRINT#-2:PRINT#-
2:PRINT#-2:GOTO10
```



Here are *REVIEWS* of some of the 'NEHEST' programs and games. These will be wrote by different readers of the magazine each month. If you want to do a review go ahead and write it and send it in. I may edit it for space and might have to change it. Send reviews done with any 'ASCII' word processor. Disks can only be returned only if postage is provided.

Review of *TELEWRITER-128* From Cognitec.

As I sit here to begin this review of the Telewriter-128 program from Cognitec and Bob van der Poel, let me sum it up in three words..I'm not impressed. The program has been revamped from the Telewriter cassette version that I started with, but that was on a 16K CoCo 1 back in 1983. The Color Computer has come a long way since then. And let me hasten to add, so has this program. It has come through the disk version, the 64K upgrade, the CoCo II, patches have been written for it (most notably by Bob van der Poel), and alternate character sets have been developed for it. Now it is Telewriter-128 to support the CoCo 3. I have praise for the newer arrival but the biggest disappointment is that there are no added advantages for those of us that have upgraded to 512K. For example, how about a spelling checker like other word processors offer; or different fonts inter-mixed possibly on the same line; or graphics integration that would allow a mixture of text and graphics; or a good print spooler; or a RAM disk to take advantage of the 512K memory; or increased text storage space with a 512K. Well I'm afraid my wish list could go on and on. Enough negatives about a program that's become the standard for Color Computer word processors.

Bob van der Poel's influence is obvious from the start-up of Telewriter-128 which has incorporated all of the "patches" from his program Telepatch". But I won't dwell on those items, the newer features of this program are of interest and will be discussed here:

The most impressive feature is the print preview feature that allows you to see how the output will be printed. It won't show special commands that are executed by the printer such as, italics, emphasized print, etc. It will show the right justification, margins, headers, page numbers, and page breaks. This eliminates the trial-and-error method of printing used by yours truly.

Another feature worth mentioning is the new disk I/O. All text is saved and loaded in the more accepted standard format, namely ASCII, instead of the binary file storage format. The new disk I/O routine allows you to cursor through the disk directory to load, append, rename, and kill files that are displayed on the screen so file maintenance is easier.

A feature that is a must on CoCo 3's is the ability to change the background and character colors to any one of the 64 different colors. I'm using a color composite monitor to see the different color combinations but as I see it the best combination I have found is the background set to color 48 and the character set to color 0. This is of little value however when I switch my monitor to monochrome. The program uses the

Even More Software Reviews

Here is the continuation of this month's Software Reviews.

computers video circuitry giving an 80-column display which is barely readable on the composite monitor or television. You can switch to 40-column display but the menu screens are not as impressive. The CoCo 3's faster CPU speed is also used to give faster screen scrolling of text.

The keyboard of the CoCo 3 has been updated to include F1, F2, ALT, and CTRL keys and Telewriter-128 makes use of them. The F1 and F2 keys are used to jump from the editor, to the main menu, to the format and print menu, to the editor again. The ALT key will allow you to recall previously stored macros. These can be printer codes or often used expressions to a maximum length of 127 characters. The CTRL key adds features to Telewriter-128 also but the most "helpfull" is the CTRL-H.

There are many new features for Telewriter-128, but I don't want to re-print the manual here. There are two demo files saved on the diskette as well as a program to convert the binary Telewriter-64 files to ASCII for this program. I think it bears repeating that although the program is a fine piece of work, I would not be doing you any justice if I did not mention the short-comings enumerated in the above wish list.

If you're happy with Telewriter-64 and would like for it to work on the CoCo 3, I have some bad news and some good news. First the bad news, (I like to end on a positive), it won't work. Now the good news, it can work. Spectrum Projects has a program called TW-80 written by: Doug Masten that will modify TW-64 to run on the CoCo 3 and includes some of the features on my wish list. But that's another product review for a later date.

Your CoCo Critic (Reviewer)

BATTLE HYMN is one of Ark Royal's programs.

BATTLE HYMN, is a simulation in which the player takes command of the Confederate forces at the Battle of Gettysburg. The CoCo, which is in charge of the Union forces, is not easily beaten.

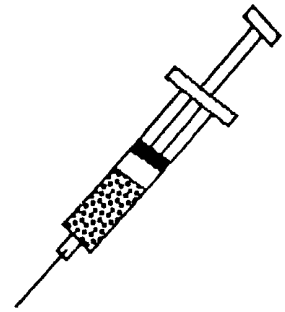
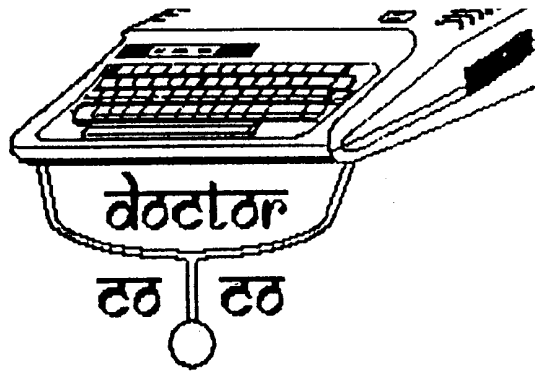
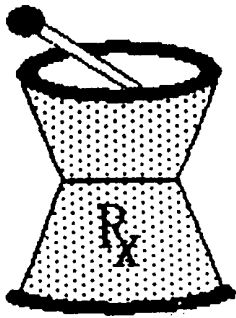
The screen is divided into 2 sections. The upper 3/4 is the battlefield section and the lower 1/4 is the command section or text window. During game play the command section is used to relay information about units. The battlefield section is used to depict the units, and where they're located. There's also a detail screen which allows the player to check the status of any or all of his units at any given time.

Another nice feature is the save game option. Play takes 3-5 hours and it can become monotonous after awhile so it's nice to be able to save your game and then come back later and finish it.

When I first played '*BATTLE HYMN*' I was impressed. The game itself is fairly well done and the documentation is excellent. When it first came out it wasn't compatible with the CoCo 3, but now Ark Royal is shipping a compatible version, and they are offering an upgrade for \$5.00 to all those who have the older version.

On a scale of 1-10 I rate *BATTLE HYMN* an 8 1/2. I recommend this game to anyone who enjoys tactical simulations.

Unknown (Reviewer)



Here is a column dedicated to technical questions you may have concerning the electronics of the CoCo and its accessories. Your host is the *always-in-demand man*, Dr. CoCo!

Dear Dr CoCo,

Sometimes, after I load up a program from disk, the red light on the drive stays on, and I can hear the disk still spinning inside the drive. Is this normal or is there something wrong?

Signed,
Continuous Spin

Dear Dr. CoCo,

I recently purchased a Brother M-1009 printer. I am making the 4-pin to 25-pin cable for it but am having trouble with it. I've got it configured as follows:

CoCo 4-pin	Printer 25-pin
1	not used
2	20
3	7
4	3

My problem is this. Only part of the data I send to the printer actually gets printed. If I type a sentence, only parts of each word comes out on the paper. I have tried jumping pins 4 to 5, & 6 to 8, but to no avail. Can you help me?

Signed,
Missing in OR

for your particular printer. Try this cable and let me know what happens. If you have further problems, you can contact me on *Futura BBS*. I'll be more than happy to lend a hand.

Dear Continuous Spin,

You didn't mention if the drives *EVER* stop or not. I assume they do. On most floppy drives, the drives will spin for a few seconds after the program's loaded. This is to ensure that the disk is spinning at the correct RPM throughout the entire loading process.

Also, if the CoCo's CPU locks up the drives go into an "*I don't care*" situation & spin until you reset the computer.

As long as the drives stop after the loading process is complete, don't worry about it.

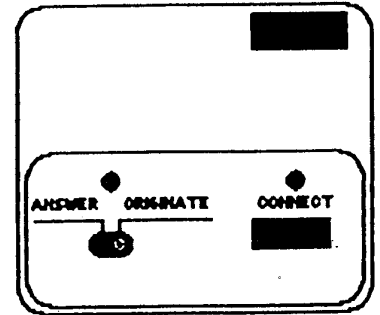
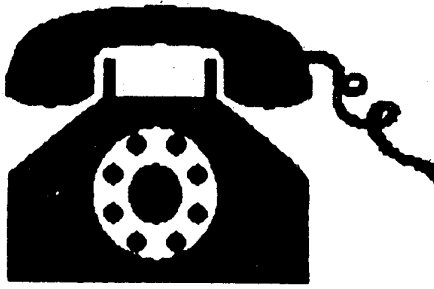
Dear Missing,

You did a good job of trying to get me enough info to work with. Ok, first try this cable config:

CoCo 4-pin	DB-25 Connector
1	8
2	3
3	7
4	2

This is the standard serial cable for the CoCo. Try this and see what happens. It's hard for me to tell exactly what will happen without the schematics

Signed, Dr. CoCo



This is the column where you can learn about the latest happenings on "The WIZARD'S CASTLE" BBS's. You'll learn about uploads, downloads, news, & new functions on the BBB's. This column is written by Dr CoCo.

There has been a name switcheroo on the BBS's. Let's see if I can get them straight.

The Wizard's Castle BBS is now known as *Futura BBS*. Dr.Coco can still be reached at this BBS. The Newsroom BBS is now known as *The Wizard's Castle Newsroom*. This BBS is in the offices of The Wizard's Castle Magazine.

Now that we have that straight, on with the BBS updates.

"Futura BBS" Sysop - Dr CoCo #(704)937-7736 300/1200

We've really changed things here at Futura. We're still running TUBBS software, written by Brian Stretch, but it has been modified to run a Burke and Burke hard drive system. We have 30 megs of online storage right now with the option of adding up to another 90 megs!

We have a few more SIGS which you'll have to call to find out what they are. (Hint, Hint). The entire board is running at 80 column screen width, with commands still legible for other screen widths. The Download section has expanded dramatically. We are on our way to building a fantastic public domain software section. An OS-9 download section is in the works for the near future.

Be sure and check out the online game & Voting Booth while online. The Voting Booth is our way of finding out more about our users. 'Til next month, see YOU online!

"The Wizard's Castle Newsroom BBS" Sysop - The WIZARD #(704)434-2629

Things are chugging right along here. Dr. CoCo is working on the hard drive for this system. New things are coming in for the magazine every day. Remember, if you have something for the magazine, you can easily upload it straight into the offices of The Wizard's Castle.

The gameroom's really been seeing a lot of action. Try it while you're online. Also, be sure and check out the Voting Booth section. I've got questions to vote on dealing with nearly every subject. Remember now, I need your 'INPUT' if we are to keep up our status as one of the best CoCo magazines around. Until next month, hope to see you online in The Wizard's Castle!



This is the section dedicated to building and upgrading the computer we all have grown to love. Dr. CoCo is your host. Any suggestions for this article may be sent to *Dr. CoCo C/O The Wizard's Castle*.

It's time for me, Dr.CoCo, to start another hardware project. I've gave this some thought and decided on something simple, but common.

I have recieved many requests on how to use a device with a standard DB-25 connector with the CoCo. Radio Shack no longer carries the cable necessary to do this, so I am going to give you instructions on constructing your own.

First, you need to purchase a DB-25 connector, a DIN-4 male connector, and some 4 strand wire. Telephone wire has been successfully used in this project, but if you can get some shielded 4 strand wire, buy it. You won't regret it later.

Now, here is the wiring diagram for the connections:

DIN-4	DB-25
=====	=====
1	8
2	3
3	7
4	2

Solder your connections and install the hoods. This cable will enable you to connect most modems, and printers that you wish to use with your CoCo, once they are configured.

Now, let's chat a bit about new hardware. There are many rumours floating around about new hardware for the CoCo from Tandy. Some may be true, some may not. There's talk of something completely different from what we all expected. This one may prove true by the time you read this article. *Rumour has it* that Tandy will hold a news conference in the near future to announce an interface for the CoCo that will enable the users to use *Nintendo* cartridges. I don't know this one to be true, but *it did catch my eye!*

There are lots of rumours floating about how Tandy has given up on the CoCo, how Tandy is going to discontinue the Coco, etc. *Rumours can prove true however*. Remember the rumour about a Coco with 128K memory, expandable to 512K! Reason, I say this is that some rumours have some truth to them. This latest one could prove true. One never knows. I guess we will have to wait and see. Let me hear some feedback from you concerning these things.

DYNAMIC COLOR NEWS (DCN)

Color Computer Magazine

We are now in our fifth year. The purpose of DCN is to provide instruction on Basic and Machine Language Programming, Computer Theory, Operating Techniques, Computer Expansion, Product Reviews, New Products plus provide answers to questions from our subscribers. Included in each issue are Basic and Machine Language programs plus editorials on various computer subjects. Did you know that the joystick port can be used for many hardware applications such as digital voltmeters and thermometers? We showed how to build these in recent issues. We ran a series showing how EPROMS can be used for containing data and programs? Due to popular demand a Ham Radio section is included. DCN is written in a non technical style and is designed to be a learning tool.

Some topics covered are:

- | | |
|-------------------|-----------------------|
| * CoCo 3 | * OS-9 |
| * Graphics | * Uninterrupted power |
| * Vectors | * Stacking Programs |
| * ASCII | * Memory Expansion |
| * Interrupts | * Machine Language |
| * Random Numbers | * Restoring Programs |
| * Ramdisk | * Editing Statements |
| * Data Sorting | * Basic Programming |
| * Memory Map | * Architecture |
| * Word Processing | * CoCo Heat Problem |
| * Morse Code | * Hardware Interface |
| * Joysticks | * Video Reverser |
| * Thermometer | * EPROMS |
| * Page -1 | * Ham Radio |
| * Graphics | * Assembly Language |

Some of the programs are:

- | | |
|------------------------|------------------|
| Electronic Billboard | Fast Food |
| Check Book | Utility |
| Gas Mileage | Sound Generator |
| Character Generator | Grade Book |
| Card Shuffling | Inventory |
| Word Processing | Graphics Draw |
| Alarm Clock | Bank Switching |
| Morse Code | Antenna Design |
| Money Chase (Game) | Graphics zoom |
| Address File with Sort | Terminal Program |
| Star Constellation | Loan Interest |
| Roulette (Game) | Chords (Music) |
| Duelling Cannons | Disk File |
| Program Restore | Lucky Money |
| Terminal Program | Invoice |
| Audio Frequency Gen. | Frequency Meter |

Dynamic Color News Subscriptions are
\$15/year, \$18 Canada, \$30 foreign.
FREE SAMPLE

Dynamic Color News is also available on disk or tape. Included are programs and editorials. Subscriptions \$60/year or 8.95 each USA & Canada.

DYNAMIC ELECTRONICS
P. O. Box 898 (205) 773-2758
Bartselle, AL 35640

MEMORY MANAGER - a complete set of software for managing the second 32K memory bank in 64K computers. Run Basic programs in each bank or use the Ramdisk for program storage. \$19.95 Disk or Tape.

Upgrade CoCo-2 Computers with two 4464 chips to 128K with Memory Manager Software. MK-10A \$49.95

Upgrade 8-chip 4164 type 64K computers to 128K with Memory Manager software. MK-12 \$49.95

512K memory for color computer 3. Includes ramdisk software. \$89.95.

512K board with ramdisk software \$29.95

RAMDISK software for color computer 3. reduced \$15.95.

VIDEO REVERSER - Reduces eye strain by producing bright characters on a dark background. Minor soldering required. Not for color computer 3. \$9.95.

MEMORY SAVER - Battery backup prevents loss of programs due to power failures. For all models \$39.95

Dyterm-Terminal Program \$9.95

Disasm-Decimal 6809 Assembler \$9.95

DYPRINT - Print large signs or banners using standard print \$19.95

COLOR COMPUTER 2 KITS - Build your own 64K color computer 2. Sockets for all integrated circuits and a complete book of step by step instructions. \$59.95.

CC-TERM 2 - A dual thermometer that displays temperature in both Centigrade and Fahrenheit 2 \$19.95.

HR-1 - A collection of 3 programs that allows Morse code practice, antenna design, and DX lookup program. \$11.95

MORSE TERMINAL - When used with an interface this program converts your color computer into a Morse Terminal. Instructions are included for building an interface with off the shelf parts. \$12.95

HAM LOG - Keeps a record of contacts. \$9.95

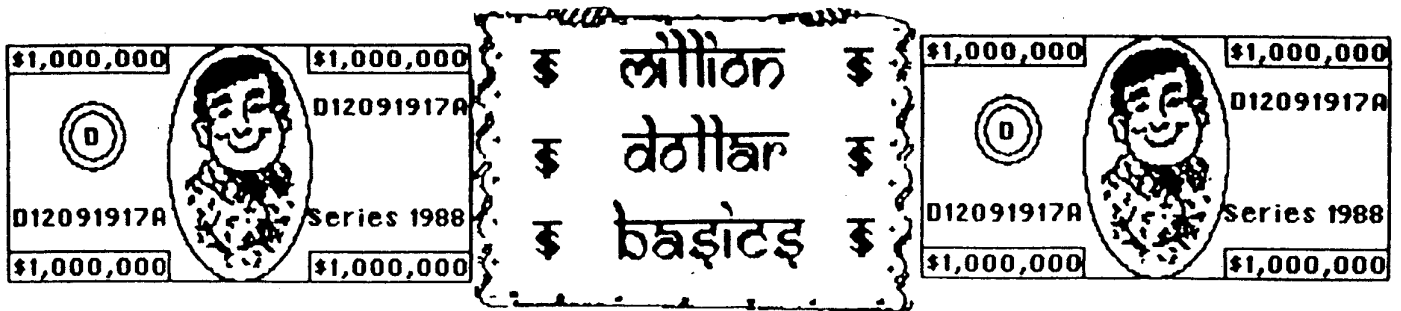
HAM RTTY - Uses cassette port. Requires simple interface. \$8.95

PUBLIC DOMAIN PROGRAMS - Call or write for free list. \$4.95 each

All programs are color computer 3 compatible unless indicated. Please specify tape or disk software.

Checks, VISA or MC, Add \$3 shipping.

DYNAMIC ELECTRONICS
BOX 898 (205) 773-2758
HARTSELLE, AL 35640



All of you who wanted a Basic column now have got it. Please send all your questions, comments and problems relating to Basic programming to: John 'Million' Beck; C/O "The WIZARD'S CASTLE"; 1737 Farmville Road; Shelby, NC 28150. And now here's JOHN!

So, you're writing a program that accepts keyboard input, and you need a more streamlined and efficient way to process the responses, eh? Try INSTR!

'INSTR' is one of BASIC's powerful tools that can be INSTRumental in speeding up programs.

INSTR (position, search-string, target) is the syntax.
(It acts like a policeman frisking a prisoner.)

POSITION indicates the place on the suspect that you begin searching

SEARCH STRING is the suspect being frisked

TARGET is what you're trying to find concealed on the suspect

INSTR will return a zero if any of these are true:

- *the POSITION is greater than the number of characters in the search string as in (6,COW,C)
- *the SEARCH STRING is null (suspect not present)
- *TARGET is not found (no concealed contraband on suspect)

In other words, if you searched a GANGSTER for a GUN - - -

```
1 F=INSTR(GANGSTER,GUN):IF F=0 THEN PRINT"He's Clean!":END
2 PRINT"Lock this one up!":END
```

The response would be "He's Clean!". That's because the target word of GUN was nowhere in the search string word of GANGSTER. But, if the search string is GUNRUNNER, the answer would be easy to guess, right?

Okay, on to step 2...

Let's track down the occurrences of a specific letter in a sentence. Since you're supposed to learn from this I'll let you choose the input.

```
1 CLEAR 500:CLS
2 INPUT"SENTENCE BEING SEARCHED?";A$
3 INPUT"TARGET YOU'RE LOOKING FOR? ";B$:C=0:D=1
4 E=INSTR(D,A$,B$):IF E=0 THEN 9
5 C=C+1
7 D=E+LEN(B$)
8 IF D<=LEN(A$)-LEN(B$)+1 THEN 4
9 PRINT"TARGET FOUND ";C;"TIMES."
```

Million Dollar Basics (con't.)

Here is more of John Beck's column that started on the preceding page.

Now, to prove that what the computer found is accurate, get it to void its occurrences from the search string on screen. Add this instruction:

```
6 PRINT LEFT$(A$,E-1)+STRING$(LEN(B$),CHR$(128))+RIGHT$(A$,LEN(A$)-F-LEN(B$)+1)
```

If you want to test for valid keyboard input, you might want something like this:

```
1 LINEINPUT"WANT A COOKIE?";A$
2 IF INSTR("YyYESyes",A$) THEN PRINT "CHOMP!":END
3 PRINT"NOT HUNGRY, HUH?":END
```

If the answer to line 1's question is Y,y,YES or yes, or the enter key, you get a reply of "CHOMP!". But, it'll also happen if you answer YE, ye,ES, or any other sequence found in that search string. To prevent invalid input acceptance, rewrite line 2 as follows:

```
2 IF INSTR("Y/y/YES/yes/", "/" + A$ + "/" ) THEN PRINT"CHOMP!":END
```

Bordering each acceptable response with slashes tells the computer that only those inputs are valid, and not just pieces of them. Now inputs like ES,YE and the enter key being pressed will not be accepted.

With all of this behind us, I'd like to change things a bit from the norm, and ask you to write a program. The first one to send me a workable original program written with the guidelines listed below will have their program published in this column, and receive \$20 from yours truly.

GUIDELINES *****

Program will ask random questions of the participant, allow at least 8 different answers as input, & display at least 10 different responses.

It must be original, and fit into a 64K CoCo2.

Submissions will be complete with your name, address, age and telephone number.

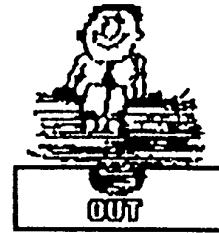
Entries must be received by midnight October 1st, 1988.

In case of a tie, EACH winning entry will receive \$20.00.

Remember to send your entry on disk, preferably, 'CLEARLY MARKED' to:

"The WIZARD'S CASTLE"
1 Million Dollar Contest
1737 Farmville Road
Shelby, NC 28150

Until next month *GODSPEED!*



All of you who wanted a Column for OS-9 now you've got it. Please send all your questions, comments and problems relating to OS-9 programming to: John D. Cleveland; C/O "The WIZARD'S CASTLE"; 1737 Farmville Road; Shelby, NC 28150. And now here's JOHN!

This is the third in a series of columns on the OS-9 operating system.

When you first boot OS9 you are placed in what is called the *SHELL*. The Shell is that part of OS9 that allows the user to communicate with OS9 through the key board. You know that you are in the Shell when you see the OS9: prompt.

In level 1, you don't have to worry too much about the shell while you are just running small programs, for the shell is always there. However in level 2 you have the same thing until you open a window. In which case you have to start a shell on that window to be able to do much in it. Windows will be discussed in a later column.

One thing you should also know. The shell will act the same on both upper and lower case letters, unlike RS-DOS that requires all commands to be upper case only.

Last time we looked at the Dir command. The Dir command is in reality a small program. In fact all OS9 commands are small programs. They can be the name of a machine language program on the disk, or in the computer's memory, or any other executable program that has been compiled by some higher level language like BASIC OS or C. Or some procedure file.

When you type in a command, OS9 looks for the command or program in the following order. First it looks in memory. To see what programs are in memory type MDIR and press enter. From there it looks at the current execution directory on the disk. This will be the CMDS directory if you have not changed it yet. If it doesn't find it here it will look in the current data directory. If the file is here it will be run as a procedure file. Any way when OS9 finds the program or command it will run it right away. Other wise, it will return an error message if it is not able to find the program.

The command can be followed by a number of parameters that will allow the command to do its function more specific.

For example, in the last article I gave you some examples of OS9 commands. The DIR command. Typing DIR by its self will give you a directory of your current root directory (data directory). If you follow it with more specific parameters, you will be able to get more out of this command.

Beginners OS-9 (con't)

Here is more of this month's OS-9 for beginners column. So here's *JOHN!*

For example: OS9: dir cmds

This will give you the directory for your cmds directory.

A few more examples are: OS9: dir cmds e

This will give you more info about commands in the CMDS directory.

If you have more then one drive, and want to see what is on the disk in drive #1 you would type: OS9: dir /d1/filename

Leave a space between the r and /. D1 is the parameters that tells OS9 to look on disk #1, & the file name is a file that you want to look at. If you don't know what is on the disk leave the file name off and type:
 OS9: dir /d1

And a list of what is on the disk will be displayed on the screen.

As I said before you can use either upper or lower case letters. The shift lock can be performed by pressing the Clear and O keys, to change from upper to upper and lower case. You can also press the Shift & any key to produce an upper case letter.

Make note that on OS9 level 2 on the Color Computer 3 the shift lock is accomplished by pressing the CTRL (control key) and the O key.

You can change the way that OS9 displays the characters by the following commands.

To have upper case only type: OS9: tmode upc

To have both upper/lower case on the screen type: OS9: tmode -upc

This is the default when OS9 is first booted.

If you wish to send the information to your printer use the parameters:
 OS9: >/P

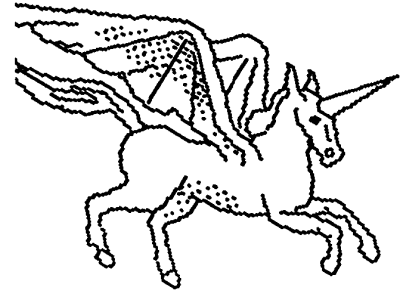
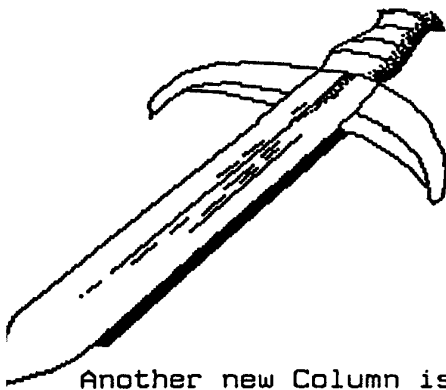
> tells OS9 to redirect the output through this device that follows. The example is the printer.

If you're using a different baud rate than 600, you'll have to set the baud rate for OS9. You can do so by typing: OS9: xmode /P baud =3
This is for 1200 baud.

If you use a different baud rate look at this chart to see what number you need.

Baud rate	Code
-----	----
110	0
300	1
600	2
1200	3
2400	4

Until next month.



Another new Column is starting here. This column deals with adventure games. How to write them and how to play them. If you have any questions in this area just send them to: ERIC STRINGER; C/O "The WIZARD'S CASTLE"; 1737 Farmville Road; Shelby, NC 28150. And now here's ERIC!

After walking for miles along an old forgotten trail, the sun begins to set. Ahead of you is a shack. It looks like a nice place to spend the night. As you approach it, you can see that the shack has seen better days. You open the door. The inside is dusty, but dry, there's a table and chairs at the rear of the shack. As you walk toward the table the floor gives way. When you wake you find yourself inside a passage way. Above you the last bits of sunlight fade away. What do you do??

Hope that gets you in the mood for our new adventure column. Each month we'll have programs for role playing games, hints and tips. Also maybe some adventure contests?? This month we'll look at Creating a Dungeons and Dragons Character.

The program in listing 1, will create a basic character and send it to a printer or screen. The first thing you will be asked is for a name for the character.

Some of the names that I have used are Thor, Randoff the Great, Samson, etc.. The name should reflect the type of character like Randoff the Great was a Wizard, and Thor was a fighter. The next question will be what Race of people the character will be. You can choose from 6: Human Half Elf, Elf, Dwarf, Gnome, & Half Orc. Each race has its good points and Bad. Next is sex, just because you're a boy or girl, doesn't mean that your character has to be. Alignment is your characters nature. Ex: Lawful good you stay within the law and do good deeds. Lawful evil you stay within the law but like to do evil deeds. Class could be described as your profession. Example: Fighter, Magic-User, Thief, etc. Level is the experience of the character. A level of one is a beginner and increases as the player completes a dungeon. The last one will be armor. You will have to buy the armor with the gold pieces that the computer gives you.

Note: Some characters classes don't allow armor, & this section will be skipped. After that, you will be asked if you want a print out of the character. There are 2 versions one is for the CoCo 1&2 called 'DDCC', and the other for the CoCo 3 called 'DDCC3'.

The CoCo 1&2 version looks best on a 51x24 column screen. There are many drivers for using the pmode 4 screen to do this. This next month we will add some more features to the program like disk save and other things. If you have any questions or programs for adventuring send them to me at the address above or leave them on the Newsroom BBS.

Until next month happy Adventuring!!

Dungeon Adventures (con't)

Here are the programs that go with this month's new Adventure column.

DUNGEONS & DRAGONS CHARACTER CREATOR (1&2)

```
1 REM CHARACTER CREATOR FOR DUNG
EONS & DRAGONS
2 REM BY ERIC STRINGER (C)1988
3 REM COCO 1&2 VERSION V1.00
5 CLS
10 DIM RA$(10),CA$(12),LI$(12),O
P$(100),AR$(3,21)
45 FOR Z=1 TO 9:READ D$:CA$(Z)=D
$:NEXT Z
50 DATA CLERIC,FIGHTER,PALADIN,R
ANGER,MAGIC-USER,ILLUSIONIST,THI
EF,ASSASSIN,MONK
55 FOR Z=1 TO 6:READ D$:RA$(Z)=D
$:NEXT Z
60 DATA HUMAN,HALF ELF,ELF,DWARF
,GNOME,HALF ORC
65 FOR Z=1 TO 9:READ D$:LI$(Z)=D
$:NEXT Z
70 DATA NEUTRAL,NEUTRAL GOOD,NEU
TRAL EVIL,LAWFUL GOOD,LAWFUL NEU
TRAL,LAWFUL EVIL,CHAOTIC GOOD,CH
AOTIC NEUTRAL,CHAOTIC EVIL
75 FORZ=1 TO 21:READ D$,N1$,N2$:
AR$(1,Z)=D$:AR$(2,Z)=N1$:AR$(3,Z
)=N2$:NEXT Z
80 DATA NONE,0,0,PLATE MAIL+,415
,2,SPLINT MAIL+,95,3,BANDED MAIL
+,105,3,PLATE MAIL,400,3,CHAIN M
AIL+,90,4,SPLINT MAIL,80,4,BANDE
D MAIL,90,4,SCALE MAIL+,60,5,CHA
IN MAIL,75,5
85 DATA STUDDUED LEATHE+,30,6,RIN
6 MAIL+,45,6,SCALE MAIL,45,6,LEA
THER ARMOR+,20,7,PADDED ARMOR+,1
9,7,STUDDUED LEATHER,15,7,RING MA
IL,30,7,LEATHER ARMOR,5,8,PADDED
ARMOR,4,8,SHIELD,15,9,NONE,0,10
100 REM
200 REM CREATE A CHARACTER
205 CLS:PRINT " DUNGEONS & DRAGON
S ":PRINT " CHARACTER GENERATOR "
210 PRINT:PRINT "NAME OF CHARACTE
R ":INPUT N$:PRINT "NAME ":N$:S
TRING$(20," ")
215 PRINT "RACE/SEX ":GOSUB 500
220 PRINT "ALIGNMENT ":GOSUB550
225 PRINT "CLASS ":GOSUB600
230 PRINT "LEVEL ":INPUT LV:GOSU
B635:PRINT "LEVEL ":LV:STRING$(2
0," ")
235 FOR Z=1 TO 6
240 D1=RND(3)+3:D2=RND(3)+3:D3=R
ND(6)+1:DT=D1+D2+D3
245 ON Z GOSUB 270,275,280,285,2
90,295
250 NEXT Z
255 GOTO 300
270 ST=DT:RETURN
275 IN=DT:RETURN
280 WI=DT:RETURN
285 CO=DT:RETURN
290 DX=DT:RETURN
```

```
295 CH=DT:RETURN
300 HP=0:GP=0
305 IF CL$="1" OR CL$="4" THEN
HD=8
310 IF CL$="2" OR CL$="3" THEN
HD=10
315 IF CL$="5" OR CL$="6" OR CL$
="9" THEN HD=4
320 IF CL$="7" OR CL$="8" THEN H
D=6
325 FOR Z=1 TO LV:HP=HP+RND(HD):
NEXT Z
350 PRINT "STR: INT: WIS: DEX: CO
N: CHA: HP: "
355 PRINT USING"### ## ## #
# ## ## ##";ST,IN,WI,DX,CO
,CH,HP
360 IF CL$="1" THEN FORZ=1 TO 3:
GP=GP+RND(6):NEXTZ:GP=GP+10
365 IF CL$="2" OR CL$="3" OR CL$
="4" THEN FORZ=1 TO5:GP=GP+RND(4
):NEXTZ:GP=GP+10
370 IF CL$="5" OR CL$="6" THEN FO
RZ=1 TO 2:GP=GP+RND(4):NEXTZ:GP=
GP+10
375 IF CL$="7" OR CL$="8" THEN FO
RZ=1 TO 2:GP=GP+RND(6):NEXTZ:GP=
GP+10
380 IF CL$="9" THEN FORZ=1 TO 5:
GP=GP+RND(4):NEXT Z
390 PRINT:PRINT "GOLD PIECES:":GP
395 INPUT "PRESS <ENTER>:":EN$
400 IF CL$="5" OR CL$="6" OR CL$
="9" THENPRINT "ARMOR :NONE":GOTO
499
405 PRINT "ARMOR : "
410 PRINT "NO. COST TYPE
NO. COST TYPE "
415 FOR Z=1 TO 20 STEP 2
420 PRINT USING"### ##
% ## ## %
%":Z,VAL(AR$(2,Z)),AR$(1,Z),Z+1,
VAL(AR$(2,Z+1)),AR$(1,Z+1)
425 NEXT Z
430 PRINT "SELECT ONE (1-20)":IN
PUT Q
435 IF Q<1 OR Q>20 THEN CLS:GOTO
405
440 IF VAL(AR$(2,Q)) > GP THENPR
INT "YOU DON'T HAVE THAT MUCH MON
EY !":PRINT "YOU HAVE "GP"GOLD PI
ECES":PLAY "03CDEF6":CLS:GOTO405
445 GP=GP-VAL(AR$(2,Q)):AT$=STR$
(Q):PRINT "YOU HAVE "GP" GOLD PIE
CES LEFT"
446 J=0
450 PLAY "01C02C03C04C":CLS:PRINT
# J,"NAME : "N$
451 R=VAL(LEFT$(A$,1))
455 PRINT# J,"RACE/SEX :":RA$(R)
"/"RIGHT$(A$,1)
460 T=VAL(LN$):PRINT# J,"ALIGNME
```

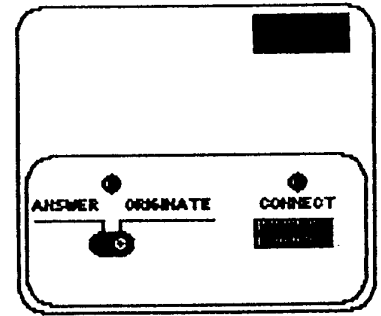
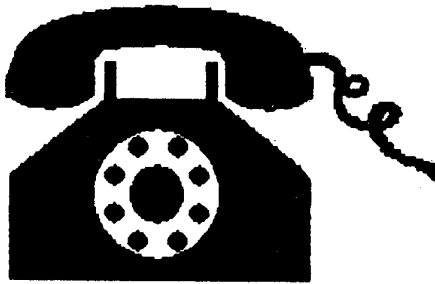
```
NT ":LI$(T)
465 C=VAL(CL$):PRINT# J,"CLASS :
":CA$(C)
470 PRINT# J,"LEVEL :":LV
475 PRINT# J," ":PRINT# J," STR:
INT: WIS: DEX: CON: CHA:
A.C.: HP:"
480 PRINT# J,USING " ## ##
## ## ## ## ##
##";ST,IN,WI,CO,DX,CH,VAL(AR$(3,
Q)),HP
485 PRINT# J," ":PRINT# J,"GOLD
PIECES :":GP" ARMOR :":AR$(1,Q
)
490 GOTO 700
499 END
500 REM RACE SELECT
505 CLS:PRINT "NO. NAME:":PR
INT
510 FOR Z=1 TO 6
515 PRINT USING"### %
%":Z,RA$(Z)
520 NEXT Z
525 PRINT:PRINT "PICK ONE (1-6)"
530 I$=INKEY$:IF I$>"6" OR I$<"1
" THEN530
535 PRINT "MALE OR FEMALE (M,F)"
540 A$=INKEY$:IF A$="F" OR A$="M
" THEN 545 ELSE540
545 PRINT "RACE/SEX ":RA$(VAL(I$
)):"/":A$:A$=I$+A$:RETURN
550 CLS:PRINT "NO. ALIGNMEN
T:":PRINT
555 FOR Z=1 TO 9
560 PRINT USING"### %
%":Z,LI$(Z)
565 NEXT Z:PRINT:PRINT "PICK ONE
(1-9)"
570 I$=INKEY$:IF I$<"1" OR I$>"9
" THEN570
575 PRINT "ALIGNMENT ":LI$(VAL(I
$)):LN$=I$
580 RETURN
600 CLS:PRINT "NO. CLASS
":PRINT
605 FOR Z=1 TO 9
610 PRINT USING"### %
%":Z,CA$(Z)
615 NEXT Z:PRINT:PRINT "PICK ONE
(1-9)"
620 I$=INKEY$:IF I$<"1" OR I$>"9
" THEN620
625 PRINT "CLASS :":CA$(VAL(I$)):
CL$=I$
630 RETURN
635 LV=INT(LV):IF LV>20 THEN LV=
20 ELSE IF LV<1 THEN LV=1
640 RETURN
700 PRINT "SEND TO PRINTER (Y/N)"
705 I$=INKEY$:IF I$="Y" THENJ=-2
:GOTO450 ELSE IF I$="N" THEN100
ELSE 705
```

DUNGEONS & DRAGONS CHARACTER CREATOR (CoCo 3)

For the CoCo 3 version of the program just change these 2 lines below:

```
3 REM COCO 3 VERSION V1.00
5 WIDTH 80:CLS
```

bbs updates



Here are some working BBS's as of date of inclusion. Please send information on working BBS's in your area. Send the name, phone number, baud rate, hours open, and any other notes about them. *ENJOY!* I'm sure the phone company will. They'll "REACH OUT" for your wallet. I know from experience. I won't be responsible for wrong numbers or dumb callers.

Name	Phone number	Hours open	Baud Rates	Notes

*FUTURA	704-937-7736	24 hrs	300/1200	30 Megs *
*WIZ CASTLE NEWSROOM	704-434-2629	24 hrs	300/1200	The WIZARD *

Country Club	202-574-8423	24 hrs	unknown	All Types
Jim's Dream	202-581-1422	Mid-7am	unknown	All Types
Nanci	202-475-1973	24 hrs	300	All Types
The Pirate Ship	203-355-9655	24 hrs	300/1200	CoCo Board
The CoCo Connection	206-854-3744	24 hrs	300/1200	Cors Bik SYS
Collector's BBS	215-926-6894	24 hrs	300	
Glass Menagerie	215-376-1819	24 hrs	3/12/2400	43 Megs
Animal House	301-237-9704	unknown	unknown	
Apex	301-843-5642	24 hrs	3/12/2400	All types
Blue Thunder	301-948-4463	unknown	unknown	IBM & Compat.
City of Gold	301-279-9536	unknown	unknown	
JAGNET	301-433-2780	24 hrs	300	IBM & Compat.
Riverwatch	301-567-5144	unknown	300	IBM & Compat.
Spook Central	301-464-0945	24 hrs	300/1200	All Types
The Shack	301-434-3440	unknown	unknown	All Types
Tin Badge	301-589-2016	24 hrs	300/1200	IBM & Compat.
Underworld	301-345-0344	unknown	unknown	Chatting SYS
Sweet Briar	302-645-5692	unknown	unknown	
The Buck Board	303-425-9283	24 hrs	300/1200	
The Short Line	303-969-9510	24 hrs	300/1200	
G.A.B.B.S.	312-484-1747	24 hrs	3/12/2400	Multi chat
Falcon's Lair	313-429-2150	24 hrs	300/1200	TUBBS headqtr
J&L's CoCo Corner	313-292-4713	24 hrs	3/12/2400	20+ MEGS
Promethius	313-283-8198	24 hrs	300/1200	CoCo & TRS-80
Kathi's Korner	315-458-5115	unknown	300	CoCo Only
GatorBoard BBS	317-482-1079	10pm-8am	300/1200	Mainly CoCo
Shelbyville Colorama	317-392-2769	24 hrs	300/1200	7/E/1

Even More good BBS's

<u>Name</u>	<u>Phone number</u>	<u>Hours open</u>	<u>Baud Rates</u>	<u>Notes</u>
CoBBS	405-737-5580	24 hrs	300/1200	All CoCo
1st SANYO OPUS	412-856-1428	24 hrs	3/12/2400	All Types
CoCo Net	412-744-2335	24 hrs	300/1200	All Computers
GRAFNET	412-469-2255	24 hrs	300/1200	Mainly CoCo
Super 80 BBS	414-327-5334	24 hrs	3/12/2400	IBM & CoCo
Lakeland RBBS-PC	502-527-7617	24 hrs	3/12/2400	8/N/1
The Midnight Express	502-885-4335	24 hrs	300/1200	RLE Graphics
The Machine	503-747-8758	24 hrs	300/1200	Sysop - Tony
Cat House	513-528-0707	24 hrs	3/12/2400	
CoCo Connection	513-742-1895	24 hrs	3/12/2400	
CoCoNut	513-984-8705	24 hrs	3/12/2400	
Cupids CPU	513-825-8466	24 hrs	300/1200	
Omega	513-671-2049	24 hrs	300/1200	Tom Altum
Pit Stop	513-821-5170	24 hrs	3/12/2400	CoCo 3
The Realm	515-283-0436	24 hrs	300/1200	Rod Newcomb
The Tomb	515-432-7853	24 hrs	300/1200	Steve Kratz
The City Jail	519-753-3499	24 hrs	300/1200	Sysop - Dave
Softcom	609-448-8244	unknown	300/1200	
The TAO BBS	609-587-2672	24 hrs	300/1200	All CoCo
The TARDIS BBS	609-448-1361	24 hrs	3/12/2400	
The Lion's Den	617-889-0777	24 hrs	3/12/2400	
Bit Board	701-667-2806	unknown	300/1200	
Franklin County Data	703-365-2018	24 hrs	300	7/E/1 - 8/N/1
TI99	703-631-8772	24 hrs	300	All Types
Pontefex BBS	704-825-6201	24 hrs	300/1200	Ron Millar
The Mansion BBS	704-484-0935	24 hrs	300/2400	Double H
FUTURA	704-937-7736	24 hrs	300/1200	30+ Megs
WIZ CASTLE NEWSROOM	704-434-2629	24 hrs	300/1200	The WIZARD
CoBBS	717-394-3654	til 10pm	300/1200	George Felben
Brass Tacks	718-699-2564	mid-5pm	1200	All Computers
Keyboard BBS	718-335-4874	9pm-6am	300	Run on CoCo 3
Last Chance Garage	718-727-1781	24 hrs	300/1200	Stephen Knell
Micro-Link	718-648-3502	24 hrs	300/1200	All Computers
Darrel's Barrel	803-821-1669	24 hrs	300/1200	EMAIL Freddy
Islander	803-559-9473	24 hrs	3/12/2400	Jim Powers
TandyLand	803-875-2019	24 hrs	300/1200	All Computers
Download Syndrome	813-FOR-128K	24 hrs	300/1200	20+ MEGS
Microblackboard	902-893-8742	24 hrs	300	Has CoCo Sig
Blue Devil's Court	919-223-5857	24 hrs	300/1200	
CoCoNuts BBS	919-425-8242	24 hrs	300/1200	Sysop - Tom
Dungeon BBS	919-726-9737	24 hrs	300/1200	Sysop - Chuck

=====

Use this page below to help you remember your ID numbers and passwords for the different BBS's that you use. I hope this will help.

[illegible]



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!Special PULL-OUT Questionnaire!

Several of my advertisers have asked me to provide them with some basic information on my subscribers, so hopefully this questionnaire will help them in deciding whether or not to advertise in our magazine. Anyone who completely fills out their questionnaire, & gets it back to me quick will receive a month's extension on their subscription. While you're at it why not write another few lines to a column, since you're mailing in the questionnaire anyway. Well, now on to the questions.

Name:.....

Address:.....

City:..... St:..... Zip:.....-.....

VERY IMPORTANT!!! Please send Zip + 4

Phone:(.....).....-.....

Age:..... Sex: <..>M <..>F Marital Status:.....

Annual Income: <.....>\$15,000 or less <.....>\$15,001 to \$25,000

<.....>\$25,001 to \$35,000 <.....>\$35,001 to \$45,000 <.....>\$45,001 up

NOTE: I know some of these questions are personal and I wouldn't ask if I didn't need to know the answers. I've gotta pull in more Advertisers!

My system consists of:.....

.....

.....

.....

CHECK the correct answers!!

How much a year do you normally spend on Software / Hardware?

Software Hardware

\$100.00 or less yearly.....<.....>.....<.....>

\$100.01 to \$200.00 yearly.....<.....>.....<.....>

\$200.01 to \$300.00 yearly.....<.....>.....<.....>

\$300.01 to \$500.00 yearly.....<.....>.....<.....>

\$500.01 to \$750.00 yearly.....<.....>.....<.....>

\$750.01 to \$1000.00 yearly.....<.....>.....<.....>

\$1000.00 or more yearly.....<.....>.....<.....>

How do you usually pay for the above Software / Hardware?

<.....> Cash <.....> Personal Check <.....> COD

<.....> Money Order <.....> MasterCard / Visa <.....> Other

OVER ->

!Special Questionnaire! (con't.)

CHECK all the answers that apply!!

The types of software which I purchase most frequently are?

<...>Utilities <...>Graphics <...>Music <...>Games

<...>Others list.....

In the near future I am going to have to buy the following hardware?

<...>New Computer <...>Disk Drive(s) <...>Controller <...>Printer

<...>Monitor/TV <...>Recorder <...>Joystick(s) <...>Modem

<...>Others list.....

Now for the questions that will require a little imagination & a little thinking. So put on your thinking caps and lets get finished!!

The one piece of software that I would like to see invented that I have not seen available for the Color Computer is....

.....
.....
.....
.....

The one piece of hardware that I would like to see invented that I have not seen available for the Color Computer is....

.....
.....
.....
.....

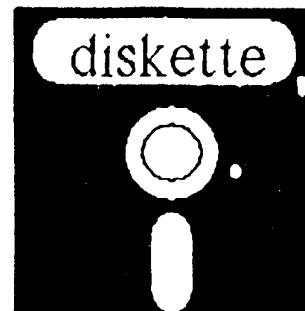
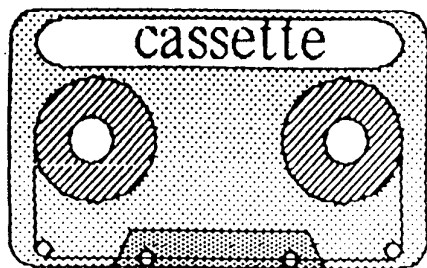
The ideal Color Computer setup would consist of the following pieces...

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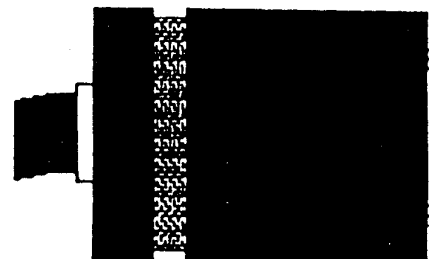
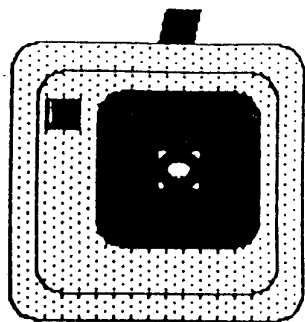
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