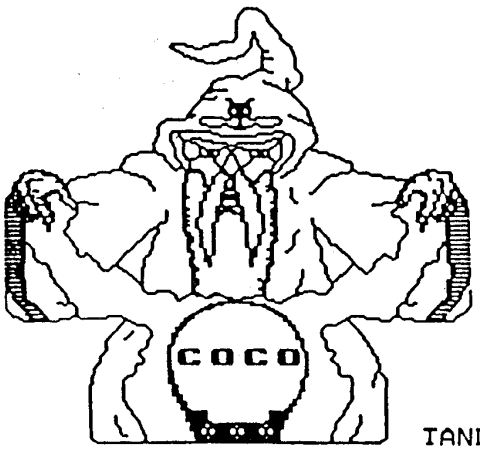
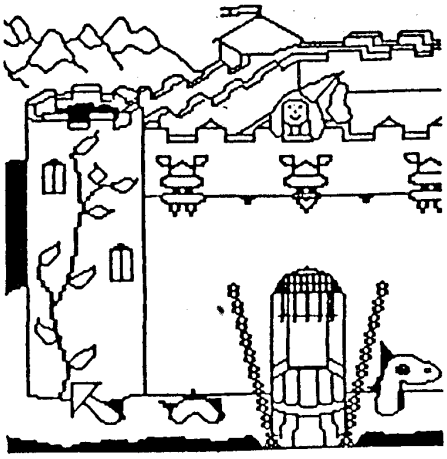


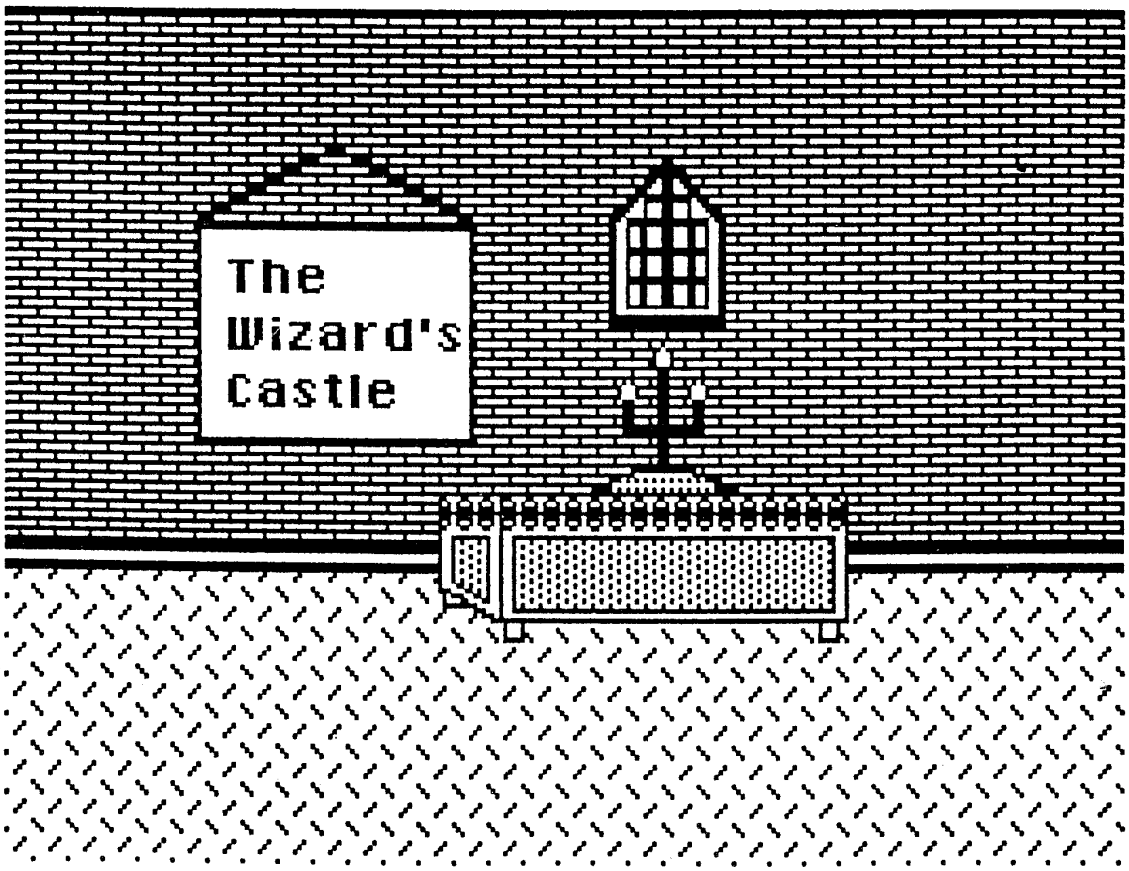
the Wizard's Castle



TANDY Color Computer Magazine

Volume 1, Number 8 Single $1.50

April 1988



"The WIZARD'S CASTLE"
Volume 1, Number 8
April 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.

The entire contents (C) 1988 by Bobby Roger Queen.

This magazine is intended for the private use of our subscribers and our readers. All rights are reserved. The contents of this mag azine may not be copied in whole, or in part without written permission from: Bobby Roger Queen.

Rates are as follows : $10/yr USA, $15/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 appropiate 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.

Table of CONTENTS

Front Cover.....pg 01
Information.....pg 02
The WIZARD'S CORNER.....pg 03
Letters for "The Editor".....pg 04
Questions for "The WIZARD"...pg 06
Pencil Pals.....pg 08
Wizard's Castle ScoreBoard...pg 10
Post-It Notes.....pg 12
Programmers Corner.....pg 16
Software Reviews.....pg 18
Hardware Reviews.....pg 21
Doctor CoCo.....pg 22
Easter Word Search.....pg 23
Hardware Modifications.....pg 24
Adventure Hints.....pg 26
Castle BBS News.....pg 27
BBS UpDates.....pg 28
Word Search Solution.....pg 30
Subscription Notice.....pg 32
Advertisers Index.....pg 33

DISPLAY AD RATES

Deadline for ads is the 25th of the month prior to printing.

Pages	1Month	6Months	12Months
1/4	$10.00	$ 50.00	$100.00
1/3	$15.00	$ 75.00	$150.00
1/2	$20.00	$100.00	$200.00
1	$25.00	$125.00	$250.00
2	$30.00	$150.00	$300.00

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.

WELCOME!

Well, needless to say, changes are being made almost daily, here at the 'CASTLE'. Our list of advertisers is continuing to grow and our list of subscribers is creeping up also. Please, don't forget to continue your support of our advertisers because they'll be the ones who will decide how long we can keep our prices down on subscription rates. And don't forget our 2 BBS's are now running. We inadvertantly left out both the phone numbers last month. 'The NEWSROOM', run by myself <The WIZARD>, is #(704)434-2629 and the other will be 'The WIZARD'S CASTLE', run by <Dr. CoCo> is #(704)937-7736. I hope you will support these BBS's. For more information of these BBS's turn to page 27 in this issue. We hope to soon be able to announce the addition of some new columns to the MAG so continue sending in those suggestions. We are still needing more subscribers, so send in those names TODAY! For anyone who's wondering, the trailer is finally here, and I can't wait until it's ready to move into. Well I guess you're ready for the 'MAG' so any articles, reviews, etc., for the magazine should be, sent or up-loaded to:

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

ANNOUNCING the prizes for the new contest! After careful deliberation the prizes for the new contest have been chosen. The winner of the first place prize will receive an original copy of DESKMATE for CoCo 2, including the manual. The second place winner will receive his, or her choice of 25 disks with sleeves or 25 tyvek 6"x9" first class envelopes for trades etc. Lastly the third place winner receives a choice of, the 1st 3 issues of our magazine, or 10 colored diskettes with sleeves. So hurry and get busy on a cover today! Starting soon, we are also going to be asking for other contest ideas. So whether you have a cover for us or whether you have an idea or a donation for a prize, remember, the address is:

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

Oh yes, this months cover was done by myself since no one has responded to my plea for help yet! You,(the readers), have responded to my calls for help in the Reviews, the Post-It Note section, and others, and now I need help with the covers badly. You've never let me down yet so get busy and get those covers finished! If you have ever wanted your artwork to be published and to see your name in print, not to mention the prizes you could win, then you better get 'ON THE BALL' and help me out this time also. Without you, this magazine could never have gotten to where it is today.

Remember one man alone can not put out a publication as 'GREAT' as this one. Thanks again. --The WIZARD

This is a column which will include sub-columns for: 'Questions for the WIZARD' & 'Pencil Pals'. Letters should be labeled as to exactly which column you want it to appear in.

Dear Wizard,

Thank you for sending me the two issues of "The WIZARD'S CASTLE". You seem like you work hard at putting this magazine together. It is a very attractive magazine , keep up the good work!

Signed,
Thankful in WI

Dear Wizard,

I don't know who gave you my name, but I'm glad they did. I too am among the impressed readers. I'm glad to see such a good response as well. I've even used one of your advertisers already! I hope also to be able to take a part in the growth of your magazine something that's hard to do with 'RAINBOW'. Again, keep up the good work.

Signed,
Helpful in SC

Dear Wizard,

I got my February issue a couple weeks ago and it was great! Your magazine has really grown a lot since the first one, and that's what I like to see each month. Keep up the excellent work!

Signed,
Tickled Pink in OH

Dear Wizard,

I have been getting sample issues of your magazine. Sad to say, I have sold my CoCo 2, but from my viewpoint the magazine definately seems youth-oriented. So from an adults viewpoint it has lacked very much 'MEAT' for me.(Although in the February issue things were improving). Overall I'm glad that individuals like you try to support computers. Although it probably doesn't make anyone rich doing it! The preparation, graphics and quality of production of your magazine is high quality when compared with many. Thank's.

Signed,
Sorry in ??

Dear Wizard,

In the March issue, I appreciated Quicksilver's honesty on page 13, but was overwhelmed with confusion at the letter on page 4, from Disgusted in NJ reader. I started to believe that the 2 people who paid for my disk were the only 2 left who gave a darn. This magazine boasts such a large circulation that I thought more would have had the good sense to take advantage of a good bargain. With a blank disk, postage, & a measly $1.00, I send back 6 games. Where can you top that? For a limited time the same goes for cassettes. As always, I am open to comments, questions and criticisms. But, I Believe my programs are good 1's.

Signed,
John Beck(OPPOSITION)
AUTHOR

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,

I have no idea what, whether or not COKE will eat through nails, has to do with computers, but I would like to set the record straight. COKE and PEPSI contain phosphoric acid. This isn't one of the stronger acids, but in concentrated form, it could eat through nails. Fortunately it's diluted so much that it is not considered a health threat. The fact that it doesn't eat through the can that it comes in should say something of it's strength. But, if you want ulcers I would prescribe a 12 pack of COKE /day and worry alot. I have to agree with the Wizard's solution for STUCK UPS predicament. I'm sure if CYANIDES consultant had taken more care in the cleaning he may have been able to save more data. But, I would like to point out that using common tap water to clean a damaged disk can be as hazardous as patting it dry with a cloth. If you have water high in iron (or other minerals)these particles might be left behind when the water evaporates. Since your computer must read the patterns of 1,290,240 magnetic bits these mineral deposits can distort the patterns contained on a disk. Another thing to remember is that any type of foreign particle can be attracted to the drive head & motor, so no matter how you clean the disk, it would not hurt to clean the drive with a disk drive cleaning solution when you're finished. If your tap water leaves orange (iron)or white (calcium / sodium)deposits in your sink, or if you want to be extra careful, I would use distilled water. The disk can only be as clean as the solution it goes into.

Signed,
Informative in MN

Dear Wizard,

I received a sample February 1988 issue. Thank you. Enclosed you'll find my check for a years subscription. Reading your magazine I I get the impression that your publication represents, "Not for Profit Only", but, also to be a service to your readers (the owners of CoCo's). If I'm correct in my impression, I commend you for it and wish you the best. In the near future I hope to submit, for your review and possible publication a few utilities I've wrote.

Signed,
Shocked in NY

E-Z FRIENDLY For Your CoCo 1, 2, & 3

RAINBOW CERTIFICATION SEAL

Leonardo's Pencil

(Reviewed in Oct. 87 RAINBOW) Makes programming sensational-looking graphics as easy as moving a joystick! Converts precision drawings into "DRAW" commands which can be stand-alone BASIC programs or merged into other programs. Also includes "DEMO" and "PAINT" programs. Requires a spring-centered joystick or touch-pad. 32k ECB **tape or disk $14.95**

?ENIGMA?

Transform your computer into an ultra-secret code machine capable of enciphering and deciphering in over 12 million virtually unbreakable codes! (not simple substitution codes). Print hard copy or store & retrieve coded data on tape or disk. Only the person who has the password can read it! 32k ECB **tape or disk $12.95**

New! *EZ Writer*

Just answer the prompts & type your message; "EZ WRITER" will put it into perfect letter form and send it to your DMP or DWP. Professional-quality, single-page letters every time! Do one letter or multiple copies for "personalized" mailings. Saves letters and mailing lists. Even does labels. Menu-driven. Undoubtedly the EZ-est letter writing system available! Free sample on request! 32k ECB **tape or disk $19.95**

EZ MATH PACKAGE

FOUR superior educational "games": "RACEWAY", "GO TO THE TOP" (multiplication tables drill), "WORD PROBLEMS", & "PYRAMID". Covers addition, subtraction, multiplication, & division. Different levels of difficulty. Exciting graphics & sounds. EZ and fun! 32k ECB **tape or disk $19.95**

KEYBOARD COMMANDER **New!**

Probably the most exciting typing tutor available for your CoCo. You are the commander of a space ship & it's your job to shoot down alien letters & words as they speed toward you & attack your spaceship. Exciting Hi-Res action! 32k ECB **tape or disk $24.95**

E.Z. FRIENDLY SOFTWARE

HUTTON & ORCHARD STS. • RHINECLIFF, NY 12574 • (914) 876-3935

(Add $1.50 s/h to all orders. NY residents add state sales tax.)

questions for "the wizard"

Here is where you can consult the 'WIZARD' on any and all problems you might have if he can't help you he will be honest and tell you so. But who knows he may be the one who can solve that big problem that has been bothering you for ages.

Dear Wizard,

I have 2 questions. The first is How do you get a surplus of disk to sell to the public? The 2nd question is: How do you get the permit for already paid postage?

Signed,
Wondering in NJ

Dear Wondering,

The answer to your first question is simple. 1st you'll need a resale liscense from your state, then you'll need to find a disk manufactor who will sell you the disks at dealer cost. The answer to the second question is to go to your nearest post office and get their rules on Bulk Rate, or Postage Paid mailings. Usually, there is a minimum mailing required plus a Bulk Rate fee yearly plus the Bulk Rate fee per piece of mail that is mailed per month.

Signed,
The WIZARD

Dear Wizard,

I would like to become a monthly reviewer for The WIZARD'S CASTLE , do you have any objections?

Signed,
Helping in NJ

Dear Helping,

No, go right ahead, send it in.

Signed,
The WIZARD

Dear Wizard,

How about a column dealing with Machine Language Programming? I mean a column that has an explaination of ML programming techniques, and maybe a source code listing every now and then.

Signed,
Questioning in MN

Dear Questioning,

I like your suggestion on the ML column, but I have to depend on the readers for input for this magazine. If anyone of our readers is interested in doing such a column, please feel free to go ahead and do it, type it up, and send it in.

Signed,
The WIZARD

Dear Wizard,

What about a column for help in Basic programming. I thought you had already had this suggestion?

Signed,
Looking in EGYPT

Dear Looking,

My answer to this question will be identical to the answer for the question above. I depend on the readers to respond to these suggestions and send it in.

Signed,
The WIZARD

New for 1988 for your Radio Shack Color Computer....

Phoenix Labrynth

It is YOUR destiny to assemble a brave group of adventurers and enter PHOENIX LABRYNTH! Lead the search for riches and glory in a world where only the best survive by use of strength, strategy, and sorcery. Use the unique skills of your players and the wide range of weapons and armor to defeat your opponents and gain experience and gold. Entering the Labrynth will be easy, but finding your way back will be hampered by dangerous creatures and traps, not to mention the complex tunnels and passageways. Let the bold and brave step forward to challenge the Labrynth! Phoenix Labrynth features:

- Exciting color and sound effects
- Watch as your players gain strength, riches, and powerful magics
- Up to 40 detailed characters saved to disk
- Choose from 4 professions, each with highly developed skills
- Clerics to turn the undead and heal the wounded
- Wizards to employ powerful sorcery against your opponents
- Fighters to help battle the cunning monsters
- Thieves to remove the deadly traps in the Labrynth
- Different Labrynth each time you play
- Dozens of creatures to challenge your every move
- Magical swords, staffs, potions, wands, rings, and much more
- Up to five players may participate in each adventure
- Full documentation booklet included

32 K DISK EXT BASIC REQUIRED

PHOENIX LABRYNTH JR.

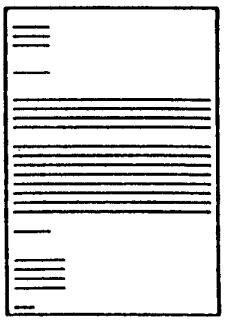
Contains all of the exciting features of PHOENIX LABRYNTH, but totally run on cassette. No disk drive is needed for PHOENIX LABRYNTH JR.

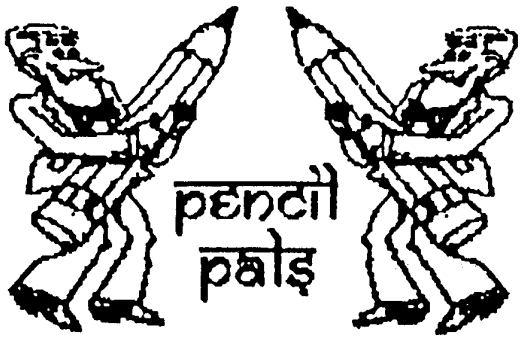
32k Ext. Basic Required

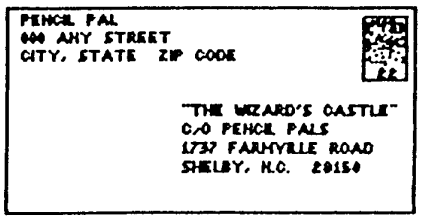
$19.95 +$2 SHIPPING

PHOENIX LABRYNTH
2420 SALEM COURT
BETTENDORF, IOWA
52722

PLEASE SPECIFY WHICH VERSION
(TAPE OR DISK)
IOWA RES ADD 4% SALES TAX







This is for readers from all over the world to write to other CoCo Nuts from all over. Feel free to write to anyone listed on this page. They may want to trade ideas, programs or may just want someone to write to.

My name is Jarrett Feeman. I own a CoCo 2, 2 joysticks, cassette recorder and lots of tapes. I'm looking for a Pen-Pal who likes adventure games.

--Jarrett Feeman
115 Mountville Drive
Lebanon, PA 17042

My name is Remon Samy Ebrahem. I live in EGYPT and I'm looking to find some Pen-Pals. I have a lot of programs. I just lost my best penpal and I'm looking for another. Please Write!!!!

--Remon Samy Ebrahem
8 Aziz Fahmy Street
Tanta, EGYPT

My name is Andrew Cooper and I'm looking for Pen-Pals anywhere in the U.S.A. I have a 64K CoCo 2, disk drive and lots of software.

--Andrew Cooper
311 Fern Drive
Atco, NJ 08004

My name is Steven McRoberts, AKA 'Quicksilver'. I have a 64K CoCo 2, with disk drive and cassette. I am interested in all areas of programming, games, utilities, assembly language programming, & disk operation. All letters will receive some response.

--Steven McRoberts
Route 1 Box 69
Monroe, VA 24574

Why did Gus pour water on his program printout?
He wanted to make a FLOW CHART!

--Bob Mart

My name is Peter Tutelaers. I own a CoCo 1 & 3. I am looking for people who have, or would like to download programs from DELPHI for me. I also have a lot of European software. Please write to:

--Peter Tutelaers
Stryperstraat 50A
5595 GD LEENDE
The Netherlands

My name is Stuart Cash. I have a CoCo 2, disk drive, and a DMP-105 printer. Also a lot of programs. I would like to have Pen-Pals who will exchange any type of program

--Stuart Cash
716 Elinor Street
Chattanooga, TN 37405

My name is Brad Bansner. Hello.. Anybody out there into graphics?? I have lots that I made, and have been published in CoCo Gallery a few times. I also have lots of games, etc.....

--Brad Bansner
2006 Apple Place
Wyomissing, PA 19610

My nickname is the Miner 49er. I have a CoCo2, a disk drive,a DMP-130 printer and lots of programs. I would like to have Pen-Pals to exchange programs and ideas.

--The Miner 49er
C/O Lance Frady
UNCC
208 Hawthorn
Charlotte, NC 28223

More PENCIL-PALS

Here are more readers from all over the world who want other CoCo Nuts from all over to write to them. Remember, feel free to write to anyone listed here. They may want to trade ideas, programs, or they may just want someone to write to.

Hi, my name is Dave Howe. I have a CoCo2, CoCo3, 6 disk drives, a printer, monitor, and modems. I would love to have Pen-Pals from all over the world to trade with. I am 20 years old and run a BBS. If you would like to write or to call my BBS. Then go for it!

--Dave Howe
94 Wilkes Street
Brantford, Ontario
Canada N3T 4W1
BBS # 1-519-753-3499
300/1200 baud 24 hrs

My name is Joseph(Joey) Vaughan. I have a 64K ECB Color Computer II, cassette recorder, RS Speech Sound Pak, an Orchestra 90 Pak, Modem, and lots of programs and ideas to exchange with other readers.

--Joey Vaughan
Route 2 Box 130
Bronson, TX 75930

Hi, my name is Ian Boisvert. I am 14 years old. I have a 128K CoCo 3, 1 disk drive, and a DMP-105 printer. If anyone wants to trade programs or just talk, you can write to me.

--Ian Boisvert
Box 259
Burstall, Saskatewan
Canada S0H 0H0

My name is Jim Ambrose. I live in Florida and it seems that nobody owns any CoCos down here! I need a Pen-Pal. I own a CoCo2&3, 4 drives, printer, and have lots and lots of software!!

--James P. Ambrose
4603 Bayshore Drive
Apartmnt F-1
Naples, FL 33962

Wanted: Small jokes or riddles to fill up these little holes.

My name is Ariel Bensimon. I have a CoCo2, CoCo3, and a disk drive. I will be happy to exchange with anyone who wants. Please help me I just recently got my disk drive and there's not much help available here in ISRAEL. Any help you can be will be greatly appreciated. Sincerely yours, Ariel.

--Ariel Bensimon
Emek Hefer 98/6
Natanya, 42220
ISRAEL

My name is Danny Mote. I have a 64K CoCo2, 2 drives, Super Voice, EARS, RS232 Pak, Modem, DMP-105 printer and hundreds of programs. I am interested in exchanging any ideas or programs, and especially educational programs, or programs that use Super Voice or EARS.

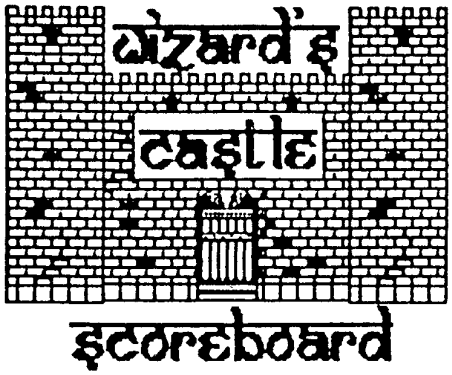
--Danny Mote
Route 2 Box 2782
Demorest, GA 30535

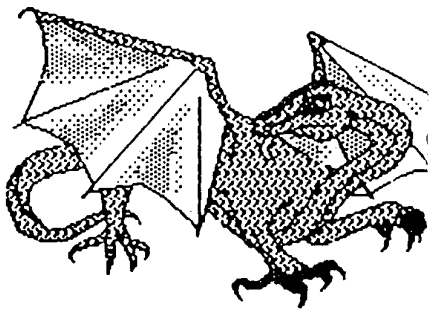
My name is Nila Grose. I have an MC-10 computer, a TP10 printer, a disk drive, a DMP-105 printer, a multi-pak, a cassette recorder, a Tandy 2000, a monochrome monitor, and a DWP-230 printer. I am trying to find some Pen-Pals who are interested in exchanging ideas & programs with.

--Nila D. Grose
R.D. #1 Box 173A
Manheim, PA 17545

My name is Larry Haines. I own a CoCo1 and an MC-10 (CoCo's little brother). I've software that will convert lots of CoCo Programs to run on an MC-10 and vice versa. I also have an MC-10 User's Group. Anyone interested can write to me (Postage Appreciated) at:

--MC-10 IC Users Group
East 2924 Liberty Ave
Spokane, WA 99207





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
F-16 ASSAULT	56,500	SAC
F-16 ASSAULT	48,835	JJW
F-16 ASSAULT	31,460	DLP
F-16 ASSAULT	25,625	WIZ
ROLLER CONTROLLER	123,650	WIZ
POOYAN	61,200	WIZ
POOYAN	59,800	SAM
CRAZY PAINTER	8,950	WIZ
LE-MANS 78 LEVEL 11 TRACK 2		JIM
FOODWAR	48,315	WIZ
RADIO BALL	891,900	SAM
RADIO BALL	720,050	WIZ
RADIO BALL	425,350	SAM
DECATHLON	9,216	JWW
DECATHLON	7,926	DER
VARLOC	1,968	DLP
VARLOC	1,850	SAM
ZAXXON	112,000	N?S
ZAXXON	91,800	D?S
ZAXXON	69,300	DOG
ZAXXON	28,900	SAM
DESERT RIDER	72,311	DLP
DESERT RIDER	20,411	SAM
BREWMASTER	26,150	DLP
BREWMASTER	13,125	JWW
LUNAR ROVER	22,400	SAM
LUNAR ROVER	9,600	SAM
LUNCHTIME	57,200	SAM
LUNCHTIME	44,550	SAM

SHOCK TROOPER	37,000	BLW
SHOCK TROOPER	24,375	AIR
DEVIOUS	343,050	REX
DEATH TRAP	68,322	WIZ
DEATH TRAP	57,666	WIZ
DOWNLAND	65,140	WIZ
DOWNLAND	38,280	SAM
COLOR CAR ACTION	14,221	EDJ
COLOR CAR ACTION	9,565	BRI
COLOR CAR ACTION	6,433	WIZ
JUNIOR'S REVENGE	17,700	WIZ
BUZZARD BAIT	213,850	DLP
SPEED RACER	65,010	DLP
KUNG FU DUDE	62,000	JPA
GAUNTELET	1,094,280	DLP
ARENA OF DEATH	52,695	WIZ
DOUBLEBACK	56,200	WIZ
DOUBLEBACK	36,000	A?A
DOUBLEBACK	33,010	SAM
BALLOON	3,700	SAM
DESERT PATROL	313,600	GRW
DESERT PATROL	105,250	GRW
GOLDRUNNER I	348,300	JFB
GOLDRUNNER II	428,150	JFB
BEAM RIDER	42,110	WIZ
ELIMINATOR	3,710	JOM

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 comes out.

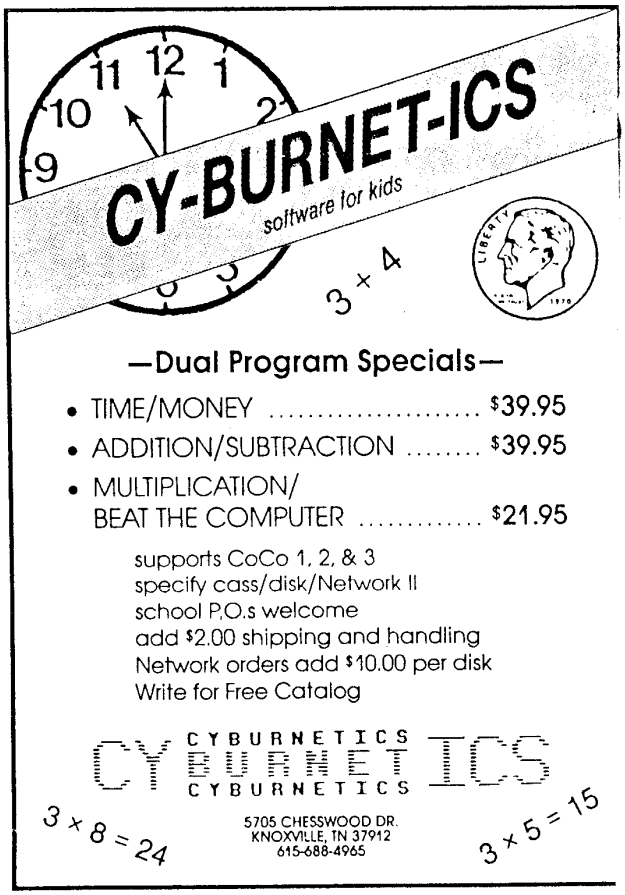
MR. DIG	1,217,400	SAC
MR. DIG	1,000,669	SAC
MARBLE MAZE	34,040	JJW
MARBLE MAZE	32,490	D?S
CATCH 'EM	59,277	JWW
STRONG HOLD	193,440	WIZ
STRONG HOLD	180,520	CEQ
PAPER ROUTE	160,200	WIZ
PAPER ROUTE	124,950	DLP
PAPER ROUTE	9,150	D?S
SAILOR MAN	366,200	JJW
SAILOR MAN	99,800	DOG
KNOCKOUT	109,750	REX
KNOCKOUT	79,590	EDJ
GOLD FINDER	51,125	DOG
GOLD FINDER	22,850	EDJ
GOLD FINDER	22,350	SAM
WARP 3D	17,590	WIZ
POLTERGEIST	1,695	JBF
7 CARD STUD	2,571	JBF
DOODLE BUGGY	48,370	SAC
FLIPPY THE SEAL	11,625	DOG
CANYON CLIMBER	33,400	SAM
MEGA-BUG	4,637	SAM
MUDPIE	23,600	GRW
DEMON ATTACK	16,320	D?S
PROTECTORS	80,850	DOG
PROTECTORS	37,575	JOA

Remember no scores will be listed for a *DOCTORED COPY*

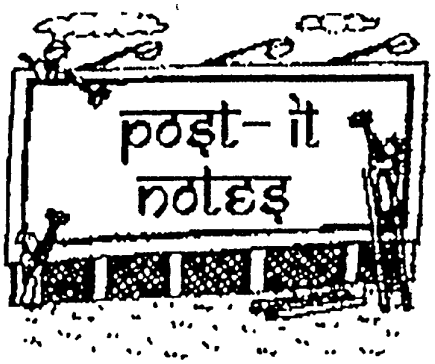
Why did the Vampire buy a computer?
It was love at first BYTE!!

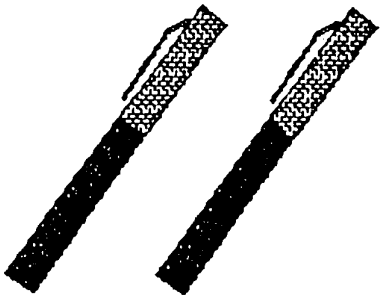
--Bob Mart

STELLAR LIFELINE	19,560	D?S
STELLAR LIFELINE	2,500	WIZ
CLOWNS&BALLOONS	27,100	WIZ
CLOWNS&BALLOONS	22,900	D?S
OUTHOUSE	32,750	RWR
OUTHOUSE	32,482	WIZ
CRYSTAL CASTLES	532,808	WIZ
CRYSTAL CASTLES	112,873	SAM
GAUNTELET	1,224,190	JJW
PEGASUS	56,100	JJW
PYRAMIX	51,120	WIZ
PYRAMIX	47,950	WIZ
PYRAMIX	39,510	EDJ
PYRAMIX	38,720	WIZ
BIRDS	123,750	WIZ



whatever you want to say just write it on a convenient post-it note.





This is where you can write a note to a fellow reader or just make a brief comment about something. You can use this area like you would use a bulletin board. Put a note about a new 'BBS' or comment on someone's program. Or just write a little note to someone else. It will be up to you to see that this area of the newsletter stays full. So "REACH OUT" and write a note today.

Everyone,

Candy Co. 3 works on the CoCo 2 without the CoCo 3's high speed poke. So get out Candy Company 3 and play it on your CoCo 2.

--Jeremy Carter

Everyone,

I don't have a drive anymore. I had borrowed the one I was using before. Sorry for any inconvienence.

--Jeremy Carter

Dear Readers,

All I've gotten is 'SLACK' for sending GOLDMOD.BAS in. Here's a note for "Disgusted in NJ". If you're looking for tiny, little, programs to type in & play games with then stick with the RAINBOW and try their ONE-LINERS. Some CoCo users are tired of beginner junk. I've made a new 'ADAPTION' program, by the way. It lets you choose the amount of health you want in WIZARD'S DEN. I think I will just pass it along to some of my friends since, "no one's interested". I Wouldn't want to BORE anyone, now would I? Still I like the 'CASTLE' better than the RAINBOW or, god knows, COCO-ADS. I hope the 'CASTLE' becomes the next <HOT COCO> and gives RAINBOW a little, ah motivation. Keep up the great work.

--The SOURCE

Hey Everybody!,

Guess What? A few days ago I went for my ARMY physical. I got a job working on high-tech equipment. I go the last day of September for my basic training here in VA.

--QuickSilver

All Readers,

I have been interested in computers for about 5 years now, & I've owned a CoCo for the last 3. Well it seems that my parents are making me expand up to a TANDY 1000 and I have to sell all my CoCo's. I am willing to sell everything cheap and individually. For Sale: 2 - CoCo 2's; 1 - CoCo 3; 3- disk drives; 1 - DCM-5 Modem; 1 - DMP-110 Printer; 1- Magnavox 515 monitor; joysticks; 1 - Hi-Res pack; and tons of games with documentation. Anyone who's interested can write me and I will give them all of the details.

P.S. I think your 'MAGAZINE' is GREAT! It looks very good. Even though I have to sell my CoCo, I still like the CoCo very much and I hope to be gettin this magazine all the time!

--Scott Enman
88 Steinmetz Road
Belle-Mead, NJ 08502

Bobby Queen,

I want to hear from you!

--Remon Ebrahem

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.

To All Readers,

One of our members of the Capital Software Club is offering a bargain that will blow em all away! I MUST SELL!! 64K CoCo2, 128K CoCo3 CCR-81 recorder, Modem I,Modem II all cables and hook up materials, a software library worth over $3,000 dollars, and all manuals and instruction for all software.Call with your best offer or write to:

--Kevin L. Adair
5753 S. Laflin
Chicago, IL 60636
(312) 737-3439

Ian Boisvert,

Hello there Ian, bet you're wondering why I haven't written back lately. Well this is all due to our CoCo Club & Company's problem with bankrupcy & account closure! I've been pleading to other CoCo-er's, and club members out there, but it doesn't look good! I might have to start selling all of our equipment worth thousands of dollars. I've already begun, and I'm still waiting for customers. We can still be pals! Later.

--Kevin L. Adair

To Anyone,

I got the Hi-Res interface for my joystick, but, I found it needs a special program to work. Help me! If anybody has any of these programs please send them to me.

--Remon Samy Ebrahem
8 Aziz Fahmy Street
Tanta, EGYPT

To Anyone,

Can you make a single sided drive double sided?

--Remon Samy Ebrahem

All Science Fiction Fans,

I am putting together a Science Fiction program library for CoCos and IBM compatibles. Anyone interested in trading public domain Science Fiction programs write to me.

--Laura Michaels
1503 Summer Bay Cr.
Apt. 265
Arlington, TX 76011

Nila Grose,

A good magazine for the '2000' is PCM, check Dalton Books. It's by the writers of RAINBOW.

--Laura Michaels

COMPUTERS & ELECTRONICS

NEW & USED HARDWARE-SOFTWARE - ELECTRONIC SURPLUS & SATELLITE SYSTEMS

NEW:
40 TRACK DS/DD DISK DRIVES $98.00
MODEMS STARTING AT $49.95
2400 BAUD HAYES COMPAT. MODEM $198.00
PRINTERS STARTING AT $49.00
HARD DISK DRIVES $79.00 UP
AUTOTERM FOR COCO 1-2-3 THE BEST TERMINAL PROGRAM AROUND. $39.95

SPECIAL: 40TRACK DOUBLE SIDED DRIVES. DEFECTIVE GREAT FOR PARTS OR REPAIR. $15.00 EACH + $5.00 SHIPPING

WE WILL BEAT BY 10% MOST ANY AD YOU SEE IN RAINBOW. JUST TELL US THE ISSUE AND PAGE OF AD.

USED AND SURPLUS: COCO2 $50.00
CCR-81 RECORDERS $29.00
10MB SEAGATE HARD DRIVES $100.00
R/S MODEL 1 COMPUTER WITH MONITOR & POWER SUPPLY. $69.00 WORKING
R/S MODEL 1 FOR PARTS $10.00
VIC 20 WORKING $20.00
R/S X-PAD $50.00
USED MODEMS $29.00 AND UP
USED PRINTERS $100.00 CGP& OTHERS

SATELLITE SYSTEMS: ALL UPS SHIPPABLE
6FT POLAR MOUNT $300.00
7FT PATIO MOUNT $313.00
10FT POLAR MOUNT $523.00

SATELLITE ACCESSORIES: CALL FOR QUOTE
ACTUATOR CONTROLLERS AND ARMS.
STEREO RECEIVERS AND DESCRAMBLERS.

CDCOBBS ONLINE CATALOG 3/12/2400 BAUD
COCO-IBM-APPLE SIGS USERS SALE WANTED ADS

TO ORDER CALL VOICE (608)735-4847 OR BBS (608)735-4509 24HR

T & D SUBSCRIPTION SOFTWARE CONTINUES ITS

ISSUE #1, JULY 1982
- COVER 1
- RACETRACK
- HANGMAN
- MUSIC ALBUM
- LIFE EXPECTANCY
- WORD TESTS
- KILLER MANSION
- BARTENDER
- CALENDAR
- ROBOT WAR

ISSUE #2, AUGUST 1982
- UFO COVER PT. 1
- BIORHYTHM
- BOMBARDMENT
- BLACK JACK
- COST OF LIVING
- FRENZY
- BUSINESS LETTER
- QUICK THINK
- QUEST INSTRUCTIONS
- QUEST FOR LENORE

ISSUE #3, SEPTEMBER 1982
- UFO COVER PT. 2
- BASKETBALL
- CHUCKLUCK
- SLOT MACHINE
- ALPHABETIZER
- NFL PREDICTIONS
- FLAG CAPTURE
- ROBOT BOMBER

ISSUE #4, OCTOBER 1982
- UFO RESCUE
- TANK BATTLE
- DRIVEWAY
- SOUNDS
- BALLOON DROP
- MIND BOGGLE
- COCO-TERRESTRIAL ADV.
- CALORIE COUNTER
- JACK-O-LANTERN

ISSUE #5, NOVEMBER 1982
- CATALOG COVER
- BOWLING
- PROGRAM INVENTORY
- PROMISSORY-LOANS
- CHECKBOOK BALANCER
- TRIGONOMETRY TUTOR
- CONVOY
- BAG-IT
- SPECTRA SOUND
- CONVEYOR BELT

ISSUE #6, DECEMBER 1982
- CHRISTMAS COVER
- RAINDROPS
- STOCK MARKET
- ADVANCED PONG
- DESTROY
- SOUND ANALYZER
- CREATIVITY TEST
- VOICE DATA
- ML TUTORIAL PT. 1
- LOONY LANDER

ISSUE #7, JANUARY 1983
- NEW YEARS COVER
- LIST ENHANCER
- SUPER PRECISION DIV.
- BOMB DIFFUSE
- SPACE STATION
- ML TUTORIAL PT. 2
- SHOOT OUT
- FIND UTILITY
- CYRORG INS.
- CYBORG FACES

ISSUE #8, FEBRUARY 1983
- COVER 8
- DEFEND
- 3 DIMENSIONAL MAZE
- COCO CONCENTRATION
- AUTO LINE NUMBERING
- ML TUTORIAL PT. 3A
- ML TUTORIAL PT. 3B
- NUCLEAR POWER PLANT
- DUAL BARRIER
- BRICKS

ISSUE #9, MARCH 1983
- TIME MACHINE COVER
- TRIG DEMO
- PYRAMID OF CHEOPS
- PROGRAM PACKER
- BUDGET
- ELECTRONIC DATEBOOK
- ML TUTORIAL PT. 4
- TAPE DIRECTORY
- BLOCK-STIR
- COCO ADDING MACHINE

ISSUE #10, APRIL 1983
- TENTH COVER
- PYRAMID OF DANGER
- TYPING TUTOR
- ML TUTORIAL PT. 5
- TINYCALC
- STOCK MARKET COMP
- YAH-HOO
- MISSILE ATTACK
- SCREEN PRINT
- BRIKPONG

ISSUE #11, MAY 1983
- ELEVENTH COVER
- ARCHERY
- FROG JUMP
- ML TUTORIAL PT. 6
- MLT DICTIONARY
- BASIC SPEED UP TOT.
- METRIC CONVERTOR
- GRAPHIC QUAD ANTENNA
- GRAPHICS PROGRAM
- CATERPILLAR CAVE

ISSUE #12, JUNE 1983
- TWELFTH COVER
- SHOOTING GALLERY
- BOMB STOPPER
- VALLEY BOMBER
- STARFIGHTER
- WHEEL OF FORTUNE
- ML TUTORIAL PT. 7
- MERGE UTILITY
- RAM TEST
- LANDER

ISSUE #13, JULY 1983
- THIRTEENTH COVER
- FLASH CARD
- ICE BLOCK
- COSMIC FORTRESS
- MAIL LIST
- DOLLARS & CENTS
- ML TUTORIAL PT. 8
- SDSK COPY
- MUSIC SYNTHESIZER
- CRAWLER

ISSUE #14, AUGUST 1983
- MYSTERY COVER
- ROW BOAT
- COMPUTER TUTL PT. 1
- INDEX DATABASE
- DISK ZAPPER
- COCO-MONITOR
- COCO-ARTIST
- ROBOT COMMAND
- TEST SCREEN PRINT
- HIGH RESOLUTION TEXT

ISSUE #15, SEPTEMBER 1983
- MYSTERY COVER PT. 2
- GOLD VALUES
- TREK INSTRUCTIONS
- TREK
- HIGH TEXT MODIFICATION
- ASTRO DODGE
- DR. COCO
- PEG JUMP
- MORSE CODE
- PURGE UTILITY

ISSUE #16, OCTOBER 1983
- MYSTERY COVER
- BOPOTRON
- DIRECTORY RECALL
- VECTOR GRAPHICS INST.
- VECTOR GRAPHICS
- SKYDIVER
- SWERVE AND DODGE
- NIMBO BATTLE
- TAPE ANALYSIS UTILITY
- LIFE GENERATIONS

ISSUE #17, NOVEMBER 1983
- THANKSGIVING COVER
- 3-D TIC-TAC-TOE
- INDY 500
- COLLEGE ADVENTURE
- MEMORY GAME
- DUNGEON MASTER
- WEATHER FORECASTER
- GRID FACTOR INST.
- GRID FACTOR
- DRAW

ISSUE #18, DECEMBER 1983
- CHRISTMAS COVER
- CLIMBER
- GALACTIC CONQUEST
- WARLORDS
- STATES REVIEW
- MATH TUTOR
- MACHINE LANGUAGE DATA
- PRINTER UTILITY INST.
- PRINTER UTILITY
- MUTANT WAFFLES

ISSUE #19, JANUARY 1984
- BANNER
- PROBE
- DISK DIRECTORY PROTECTOR
- OPTICAL CONFUSION
- WORD PROCESSOR
- WORD SEARCH
- ASTRONAUT RESCUE
- STAR TRAP
- PIE CHART
- FORCE FIELD

ISSUE #20, FEBRUARY 1984
- INTRODUCTION:
- HINTS FOR YOUR COCO
- ESCAPE ADVENTURE
- SEEKERS
- MASTER BRAIN
- LIST CONTROLLER
- DISKETTE CERTIFIER
- ROM COPY
- BASIC RAM
- SNAFUS

ISSUE #21, MARCH 1984
- BASIC CONVERSIONS
- FINANCIAL ADVISE
- CASTLE STORM
- DOS HEAD CLEANER
- COCO TERMINAL
- SNAKE CRAWLER
- WAR CASTLE
- SKY FIRE
- EASY BASIC
- DOTS 3-D

ISSUE #22, APRIL 1984
- HEALTH HINTS
- GLIBLIBS
- CLOTHER SLITHER
- BIBLE 1 & 2
- BIBLE 3 & 4
- CATCH ALL
- INVADER
- ALIEN RAID
- MOON ROVER
- 10 ERROR IGNORER

ISSUE #23, MAY 1984
- MONEY SAVERS 1 & 2
- STOCKS OR BOMBS
- WALL AROUND
- COCO TECHNICAL LOOK PT. 1
- NUCLEAR WAR INST.
- THERMONUCLEAR WAR
- CIRCUIT DRAWER
- MOUSE RACES
- SUPER-SQUEEZE
- DATA FALL

ISSUE #24, JUNE 1984
- DIR PACK & SORT
- BRICK OUT
- COCO TECHNICAL LOOK PT. 2
- USA SLIDE PUZZLE
- 51 *24 SCREEN EDITOR
- 51 *24 SCREEN
- CITY INVADERS
- PRINTER SPOOLER
- STEPS
- SNAKE

ISSUE #25, JULY 1984
- CLOCK
- COCO TECHNICAL LOOK PT. 3
- SKID ROW ADVENTURE
- MONEY MAKER
- PIN-HEAD CLEANING
- LINE EDITOR INST.
- LINE EDITOR
- BOOMERANG
- BUBBLE BUSTER
- RECOCHET

ISSUE #26, AUGUST 1984
- PEEK, POLE & EXECUTE
- SAUCER RESCUE
- YOUNG TYPER TUTOR
- O-TEL-O
- OLYMPIC EVENTS
- DOUBLE DICE
- COCO DATABASE
- BATTLE STAR
- COCO-PIN BALL
- MONTEZUMAS DUNGEONS

ISSUE #27, SEPTEMBER 1984
- COCO TO COM 64
- GALACTIC SMUGGLER
- INDY RACE
- ACCOUNT MANAGER
- CASSETTE MERGE UTILITY
- STRING PACKING TUTORIAL
- SPACE DUEL
- BUGS
- TRAP-BALL
- BALLOON FIRE

ISSUE #28, OCTOBER 1984
- HANGING TREE
- CHECKERS
- FOOTBALL +
- MORE PEEKS, POKES
- SPELLING CHECKER
- SOUND DEVELOPMENT
- WORD GAME
- SCREEN REVERSE
- AUTO COPY
- RAT ATTACK

ISSUE #29, NOVEMBER 1984
- DISK ROLL OUT
- ROBOT ON
- MULTIPONG
- ADVENTURE GENERATOR
- QUEST ADVENTURE
- QUARTER BOUNCE
- DUAL OUTPUT
- KEY REPEAT
- FULL EDITOR
- METEOR

ISSUE #30, DECEMBER 1984
- MATH HELP
- ZECTOR ADVENTURE
- WORLD CONQUEST
- DRAG RACE
- MINE FIELD
- T-NOTES TUTORIAL
- T & D PROGRAM INDEXER
- SYSTEM STATUS
- ERROR TRAP
- DROLL ATTACK

ISSUE #31, JANUARY 1985
- TREASURES OF BARSOOM
- BATTLE GROUND
- STRUCTURED COMPILED LANGUAC
- LIBRARY MODULE
- MINIATURE GOLF
- STAR DUEL
- ARITHMETIC FOOTBALL
- GRID RUN
- SPIRAL ATTACK
- FAST SORT
- MUNCHMAN

ISSUE #32, FEBRUARY 1985
- DR. SIGMUND
- ICE WORLD ADVENTURE
- LOTTERY ANALYST
- BASIC COMPILER
- MUSIC CREATOR
- MEANIE PATROL
- TRI-COLOR CARDS
- SHAPE RECOGNITION
- DISK BACKUP
- SPACE PROTECTOR

ISSUE #33, MARCH 1985
- LIGHT CYCLE
- PAINT
- SKEET SHOOTING
- GUITAR NOTES
- ML DISK ANALYZER
- PERSONAL DIRECTORY
- NAUGHA ADVENTURE
- EGGS GAME
- DISK DIRECTORY PRINT
- SPEED KEY

ISSUE #34, APRIL 1985
- HOVER TANK
- POWER SWORD
- TERMITE INVASION
- SPELLING CHECKER
- DOS BOSS
- NINE CARD CHOICE
- MUSIC GENERATOR
- FYR-DRACA
- DRIVE TEST
- GRAPHIC TOUR

ISSUE #35, MAY 1985
- SELECT A GAME 1
- TAPE PROBLEMS
- STROLL TRIVIA
- SOFTBALL MANAGER
- FONTS DEMO
- CLOWN DUNK MATH
- ALPHA MISSION
- DOS ENHANCER
- HAUNTED HOUSE.

VISA

MasterCard

SUPER SAVINGS

Single Issue	$8.00
2–5 Issues	$6.00 ea.
6–10 Issues	$5.00 ea.
11 or more Issues	$4.50 ea.
All 67 Issues	$185.00

Purchase 20 or more issues and receive a free 6 month subscription

- Every Issue Contains 10 or More Programs
- Many Machine Language Programs
- Available for COCO I, II and III
- All Programs Include Documentation
- We send 1st Class No Charge
- Personal Checks Welcome!

RAINBOW CERTIFICATION SEAL

BACK ISSUE SALE OF OVER 670 PROGRAMS!

ISSUE #36, JUNE 1985
- SELECT A GAME 2
- VIDEO COMPUTIZER
- SPEECH SYNTHESIS
- SPEECH RECOGNITION
- SPACE LAB
- AUTO COMMAND
- COMPUTER MATCHMAKER
- KNIGHT AND THE LABYRINTH
- STAR SIEGE
- TALKING SPELLING QUIZ

ISSUE #37, JULY 1985
- CHESS MASTER
- BIBLE 5-7
- SHIP WRECK ADVENTURE
- FILE TRANSFER
- FOUR IN A ROW
- MARKSHY
- TAPE CONTROLLER
- CYBERCOMB
- AUTO TALK
- SCRAPAK

ISSUE #38, AUGUST 1985
- GOLF PAR 3
- WIZARD ADVENTURE
- WAVE DESIGN
- ROBOTS
- GOMOKU
- AMULET OF POWER
- LINE COPY UTILITY
- DISK PLUMBER
- SUPER RAM CHECKER
- GRAPHIC HORSE RACE

ISSUE #39, SEPTEMBER 1985
- DRUNK DRIVING
- CAR MANAGER
- SQUEEZE PLAY
- SUPER BACKUP
- RECIPE MACHINE
- ANTI-AIRCRAFT
- UNREASON ADVENTURE
- TALKING ALPHABET
- SUPER VADERS
- AUTOMATIC EDITOR

ISSUE #40, OCTOBER 1985
- STAR TREK
- HAM RADIO LOG
- COCO-WAR
- DISK LABELER
- SHIP WAR
- ELECTRIC COST
- MULTIKEY BUFFER
- DUKE AVENGER
- CURSOR KING
- SAND ROVER

ISSUE #41, NOVEMBER 1985
- GRUMPS
- DISK DRIVE SPEED TEST
- SOLAR CONQUEST
- GAS COST
- TIME WORLD MISSION
- WUMPUS
- CHARACTER EDITOR
- GRAPHIC TEST
- GRAPHIC LOOPY
- BOLD PRINT

ISSUE #42, DECEMBER 1985
- HOME PRODUCT EVALUATION
- YAHTZEE
- DISK UTILITY
- BACH II
- ELECTRONIC BILLBOARD
- CAR CHASE
- SUPER MANSION ADVENTURE
- SLOT MACHINE GIVE AWAY
- TEXT BUFFER
- TUNNEL RUN

ISSUE #43, JANUARY 1986
- DUELING CANNONS
- WATER COST
- ZIGMA EXPERIMENT
- MUSICAL CHORDS
- SAFE PASSAGE
- PASSWORD SCRAMBLER
- GUNFIGHT
- KEYPAD ENTRY
- STYX GAME
- PRINTER DIVERT

ISSUE #44, FEBRUARY 1986
- HOME INVENTORY
- NINE BALL
- PRINTER REVIEW
- EXPLORER ADVENTURE
- SPANISH LESSONS
- CROSS FIRE
- RAM SAVER
- GRAY LADY
- JOYSTICK INPUT
- COSMIC SWEEPER

ISSUE #45, MARCH 1986
- INCOME PROPERTY MGMT.
- ELECTRONIC BILLBOARD 2
- MOUNTAIN BATTLE
- THE FIGHT
- COLO KEENO
- HOCKEY
- LOGICAL PATTERNS
- ON SCALE SCREEN
- LIBERTY SHIP
- SINGLE STEP RUN

ISSUE #46, APRIL 1986
- SPECIAL EVENTS REMINDER
- DISK LOCK
- SMALL BUSINESS MANAGER
- BOMB RUN
- TANKS
- TAR PITS
- BASEBALL
- NUMBER RELATIONSHIPS
- ROULETTE
- GLOBAL EDITOR

ISSUE #47, MAY 1986
- CHRISTMAS LIST
- BLACK HOLE
- PITCHING MANAGER
- SYMBOLIC DIFF.
- BUG SPRAY
- OWARE CAPTURE
- EASY GRAPHICS
- DESERT JOURNEY
- SCREEN CONTROL
- FULL ERROR MESSAGE

ISSUE #48, JUNE 1986
- CHESTER
- TV SCHEDULE
- BASE RACE
- ROMAN NUMERALS
- ASTRO DODGE
- HIRED AND FIRED
- MULTI COPY
- AUTO MATE
- SCROLL PROTECT
- NOISE GENERATOR

ISSUE #49, JULY 1986
- COMPUTER I.O.U.
- DISK DISASSEMBLER
- BAKCHEK
- PACHINKO
- STOCK CHARTING
- HAUNTED STAIRCASE
- CANYON BOMBERS
- DRAGONS 1 & 2
- GRAPHIC SCROLL ROUTINE
- AUTO BORDER

ISSUE #50, AUGUST 1986
- BUSINESS INVENTORY
- D & D ARENA
- DISK CLERK
- PC SURVEY
- TREASURE HUNT
- SCREEN GENERATOR
- ASTRO SMASH
- NFL SCORES
- BARN STORMING
- SMASH GAME

ISSUE #51, SEPTEMBER 1986
- ASSET MANAGER
- MONEY CHASE
- FISHING CONTEST
- RIP OFF
- HAND OFF
- BUDGET 51
- VAN GAR
- DOS EMULATOR
- MEM DISK
- VARIABLE REFERENCE

ISSUE #52, OCTOBER 1986
- ACCOUNTS RECEIVABLE
- WORKMATE SERIES
- CALENDAR
- INVASION
- THE TRIP ADVENTURE
- FOOT RACE
- FLIPPY THE SEAL
- SCREEN CALCULATOR
- ABLE BUILDERS
- SUPER ERROR 2

ISSUE #53, NOVEMBER 1986
- CORE KILL
- LUCKY MONEY
- COOKIES ADVENTURE
- NICE LIST
- SPANISH QUIZZES
- PAINT EDITOR
- CAVERN CRUISER
- SNAP SHOT
- MEGA RACE
- KICK GUY

ISSUE #54, DECEMBER 1986
- JOB LOG
- PEGS
- DIGITAL SAMPLING
- JUNGLE ADVENTURE
- PAINT COCO 3
- CONVERT 3
- COMPUTER TYPE
- PANZER TANKS
- MRS PAC
- BIG NUM

ISSUE #55, JANUARY 1987
- GRADE BOOK
- MAIL LIST
- DOWN HILL
- FIRE FOX
- JETS CONTROL
- GALLOWS
- DIR MANAGER
- FIRE RUNNER
- GRAPHICS BORDER
- COSMIC RAYS

ISSUE #56, FEBRUARY 1987
- CALENDAR PRINT
- CRUSH
- GALACTA
- OCEAN DIVER
- CLUE SUSPECT
- WORD EDITOR
- ALIEN HUNT
- DEMON'S CASTLE
- PICTURE DRAW
- DIG

ISSUE #57, MARCH 1987
- THE BAKERY
- ENCHANTED VALLEY ADV.
- SAFE KEEPER
- WAR 1
- BOMB DISABLE
- PIANO PLAYER
- SPREAD SHEET
- SLOT MANEUVER
- LIVING MAZE
- GEM SEARCH

ISSUE #58, APRIL 1987
- ACCOUNTS PAYABLE
- PRINTER GRAPHICS
- SIMON
- PANELING HELPER
- MULTI CAKES
- CAR RACE
- ELECTRONICS I
- BATTLE TANK
- DISKETTE VERIFY
- WEIRDO

ISSUE #59, MAY 1987
- GENEOLOGY
- HOME PLANT SELECTION
- CHECK WRITER
- HELIRESCUE
- KABOOM
- NEW PONG
- CROQUET
- FUNCTION KEYS
- ZOOM
- ELECTRONICS 2

ISSUE #60, JUNE 1987
- JOB COSTING
- LABELS
- CATCH A CAKE
- COCO MATCH
- ROBOTS
- STREET RACERS
- BOWLING 3
- ELECTRONICS 3
- GRAFIX
- KRON

ISSUE #61, JULY 1987
- EZ ORDER
- SUBMISSION WRITER
- KEYS ADVENTURE
- WALLPAPER
- CHOPPER COMMAND
- UNDERSTANDING OPPOSITES
- BIT CODE PLOTTING
- ELECTRONICS IV
- KING PEDE
- RAIDER

ISSUE #62, AUGUST 1987
- PENSION MANAGEMENT
- HERB GROWING
- CATALOGER UTILITY
- RAIDERS
- ALPHABETIZING
- W.F.O.
- ELECTRONICS V
- RAMBO ADVENTURE
- BLOCKS
- MULTI SCREEN CAVES

ISSUE #63, SEPTEMBER 1987
- GENEOLOGIST HELPER
- SMART COPY
- MAINTENANCE REPORTING
- COCO 3-COCO 2 HELPER
- DIRECTORY PICTURE
- SUB STTACK
- SAVE THE MAIDEN
- CAVIATOR
- ELECTRONICS VI
- MONKEY SHINE

ISSUE #64, OCTOBER 1987
- GARDEN PLANTS
- FORT KNOX
- ELECTRONICS FORMULAS
- SNAKE IN THE GRASS
- CYCLE JUMP
- GEOMETRY TUTOR
- WIZARD
- GAME OF LIFE
- ELECTRONICS VII
- FLIGHT SIMULATOR

ISSUE #65, NOVEMBER 1987
- TAXMAN
- DAISY WHEEL PICTURES
- SIR EGGBERT
- CROWN QUEST
- GYM KHANA
- COCO 3 DRAWER
- FOOTBALL
- ELECTRONICS 8
- CHOP

ISSUE #66, DECEMBER 1987
- ONE ROOM ADVENTURE
- OS9 TUTORIAL
- RIVER CAPTAIN
- SOUND EFFECTS
- BETTING POOL
- ADVANCE
- MATH TABLES
- ELECTRONICS 9
- LOWER TO UPPER
- NOIDS

ISSUE #67, JANUARY 1988
- AUDIO LIBRARY
- SAVE THE EARTH
- WEIGHTS AND MEASURES
- LOW RES PICTURES
- WORD COUNTER
- BACARAT
- BATTLE SHIP
- ELECTRONICS 10
- TAPE CONVENIENCE
- PENQUIN

Gentlemen,
"I just received my first order and I am very pleased! Enclosed is a check for all the remaining back issues plus a 1-year subscription."
Gary Rhodes
Fontana, CA

Dear T&D,
"As the Computer Instructor for our school, I have been a subscriber to T&D software for two years. I love your programs. The quality is excellent!"
Barry R. Goblin
Staten Island, NY

MAIL TO:

T & D Subscription Software
2490 Miles Standish Drive
Holland, Michigan 49424
(616) 399-9648

Name _____

Address _____

City _____ State _____ ZIP _____

Credit Card # _____

Expires _____

TOTAL AMOUNT $ _____

CIRCLE ISSUES DESIRED

1	9	17	25	33	41	49	57	65
2	10	18	26	34	42	50	58	66
3	11	19	27	35	43	51	59	67
4	12	20	28	36	44	52	60	
5	13	21	29	37	45	53	61	
6	14	22	30	38	46	54	62	
7	15	23	31	39	47	55	63	
8	16	24	32	40	48	56	64	

PLEASE CIRCLE
TAPE or DISK

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!

Corrections a plenty

These corrections are from the CoCo 3 programs which were printed in our last issue. This occured when the programs submitted were not saved in ASCII. So, remember if you send in a program be sure to save it in ASCII.

SPEEDWAY (CoCo3)

```
0 POKE65496,0:CLEAR200:PALETTECM
P:WIDTH40:CLS4:ATTR3,3:PRINT:PRI
NTTAB(16)"speedway":PRINT:PRINTT
AB(19)"BY":PRINT:PRINTTAB(14)"DA
VID JOLLEY":B$="*":C$="H":FORY=1
TO6:PRINT:NEXT:ATTR3,3,B:PRINTTA
B(7)"press any key to continue";
:EXEC44539
1 P=0:CLS3:ATTR3,2:PRINT:INPUT"
ROAD WIDTH (4-16)";R:IFR<4OR R>1
6THEN R=10:V=4ELSEPRINT:INPUT" V
ISIBILITY (1-8)";V:IFV<1OR V>8TH
EN V=4ELSEPRINT:INPUT" SPEED-UP
POKE (Y/N)";A$:IF LEFT$(A$,1)="Y
"THEN POKE65497,0:P=1
2 IF R/2<>INT(R/2) THEN R=R+1:GO
TO2 ELSE A$=B$:B$=STRING$(40-(R+
2),A$)+STRING$(R,32)+STRING$(40-
(R+2),A$):CLS:L=(40-(R+2))/2+1:V
=5+2*V:P=18:GOSUB17:GOSUB18:TIME
R=0
3 H=JOYSTK(0):IF H<5 THEN P=P-1
ELSE IF H>58 THEN P=P+1
4 SC=SC+V*(17-R)/100:LOCATEP,V:P
RINTC$+C$;:LOCATEP,V-1:PRINTC$+C
$;:LOCATEP,V+1:HSTATA1$,X,Y,Z:LO
CATEP+1,V+1:HSTATA2$,X,Y,Z:IF A1
$="*" OR A2$="*"THEN 16
5 A=RND(2):IFA=2 THEN13
6 A=RND(5):IFA<>5 THEN8
7 IF Q=1 THEN Q=2 ELSE Q=1
8 ON Q GOTO 9,11
9 L=L-1:IF L<1 THEN L=1
10 GOTO13
11 L=L+1:A=LEN(B$):A=A-40
12 IF L>A THEN L=A
13 LOCATE0,23
14 PRINTMID$(B$,L,40);
15 GOTO3
16 TM=TIMER:PALETTE2,24:FORY=1TO
4:LOCATEP,V:PRINT"  ";:SOUND200,
7:FORT=1TO100:NEXT:LOCATEP,V:PRI
NTC$;C$;:SOUND140,7:FORT=1TO100:
NEXT:NEXT:PALETTECMP:LOCATE0,23:
P=18:L=(40-(R+2))/2+1:GOSUB19:GO
SUB17:GOSUB18:GOTO3
17 FORY=1TO24:PRINTMID$(B$,L,40)
;:NEXT:LOCATEP,V:PRINTC$+C$;:LOC
ATEP,V-1:PRINTC$+C$;:RETURN
18 FORY=8TO12STEP2:LOCATE4,Y::AT
TR3,3:PRINT" ";:SOUND50,2:FORT=1
TO500:NEXT:NEXT:LOCATE4,14:ATTR1
,0:PRINT" ";:ATTR3,2:SOUND145,4:
RETURN
19 TM=TM/60*100:TM=INT(TM)/100:S
C=SC+((P+1)*(INT(TM))):CLS:PRINT
:PRINT" YOU STAYED ALIVE FOR";TM
;"SECONDS":PRINT" YOUR SCORE IS"
;INT(SC):PRINT:PRINT" WOULD YOU
LIKE TO PLAY AGAIN?"
20 I$=INKEY$:IFI$="N"THENWIDTH32
:POKE65496,0:ENDELSEIFI$="Y"THEN
0ELSE20
```

COLOR YOUR CURSOR (CoCo3)

```
10 CLS
20 PRINT"COLOR YOUR CURSOR"
30 PRINT"BY DAVID JOLLEY"
40 PRINT
50 PRINT"ENTER A NUMBER (0-63)"
60 INPUT N
70 IF N<0 OR N>63 THEN 10
80 FORY=0TO7
90 PALETTEY,N
100 NEXT
```

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

PALETTE DEMO PROGRAM (CoCo3)

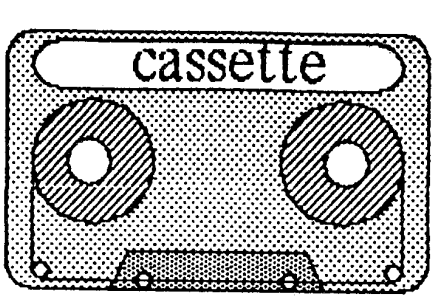
```
10 'PALETTE DEMO PROGRAM
20 'BY DAVID JOLLEY
30 PALETTE CMP
40 CLS
50 INPUT"SPEED";S
60 B=30
70 C=1
80 D=32
90 CLS8
100 FORY=7TO1STEP-1
110 A=127+16*Y
120 FORT=D TO480-D STEP32
130 PRINT@T+C,STRING$(B,A);
140 NEXT
150 B=B-2
160 C=C+1
170 D=D+32
180 NEXT
190 FORT=0TO63
200 FORY=0TO7
210 PALETTEY,T
220 FORX=1TO S
230 NEXT
240 PALETTE CMP
250 NEXT
260 NEXT
270 'IF YOU HAVE AN RGB MONITOR
THEN CHANGE LINES 30 AND 240 TO
PALETTE RGB
```

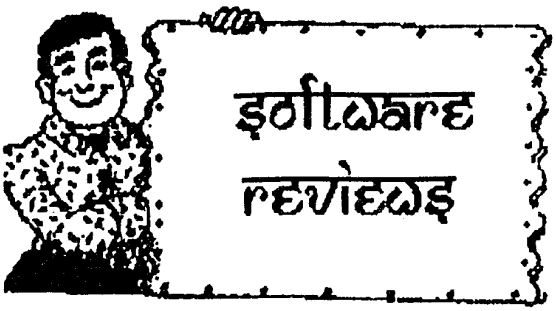
FIX

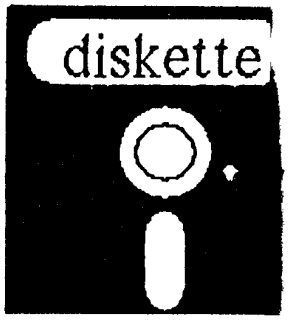
```
1 REM WRITTEN BY LAURA MICHAELS
2 REM FIX
10 PRINT"THIS PROGRAM COPIES DIS
K SECTORSFROM A DISK IN DRIVE 0
TO ASCII FILES ON A DISK IN DRIV
E 1."
20 PRINT:PRINT"IT CAN BE USED TO
SWITCH BINARY WORD PROCESSOR FIL
ES TO ASCII SOTHAT ANOTHER WORD
PROCESSOR CAN ACCESS THEM.  IT C
AN ALSO BE    USED TO GET AT INF
ORMATION ON A DISK WHEN IT CANNO
T BE ACCESSED BY ORDINARY MEANS.
"
30 PRINT:PRINT"INSERT COPY OF DI
SK YOU WANT TO ACCESS IN DRIVE 0
.  INSERT BLANKFORMATTED DISK IN
DRIVE 1."
40 INPUT "HIT <ENTER> WHEN READY
TO RUN";A
50 CLS
55 CLEAR 510
60 INPUT"ENTER TRACK # (0-34)";T
70 IF T<0 OR T>34 THEN 60
80 INPUT"ENTER SECTOR # (18 FOR
COCO,     9 FOR IBM)";S1
90 IF S1=0 THEN S1=18
100 INPUT"ENTER NAME OF FILE TO
SAVE TRACK DATA IN (UP TO 8 CHAR
ACTERS)";N$
110 IF LEN(N$)<1 OR LEN(N$)>8 TH
EN 100
120 DRIVE 1
130 OPEN "O",#2,N$+"/DAT"
140 FOR S=1 TO S1
150 DRIVE 0
160 DSKI$ 0,T,S,A$,B$
170 DRIVE 1
180 PRINTA$;B$;
190 PRINT#2,A$;B$;
200 NEXT S
210 PRINT#2,"
                "
220 CLOSE
```

ICE (CoCo3)

```
1 REM 'ICE
2 REM 'BY: ERIC STRINGER
5 HSCREEN 2:HCLS4
10 PALETTE 2,32
15 HCOLOR 4,8:PALETTE 3,16
20 S1$="H3U3NF6E3F3E3F3NG6D3G3D3
G3NU6H3U3"
25 HDRAW"C8S8;"
30 FOR Y=24 TO 180 STEP 23
35 FOR X=26 TO 308-6 STEP 37
40 HDRAW"BM"+STR$(X)+","+STR$(Y)
+"XS1$;":HPAINT(X+4,Y-3),2,8:HPA
INT(X+8,Y),3,8
INT(X+8,Y),3,8
45 NEXT X,Y
50 FOR Y=36 TO 186 STEP 23
55 FOR X=45 TO 290-12 STEP 37
60 HDRAW "BM"+STR$(X)+","+STR$(Y
)+"XS1$;":HPAINT(X+4,Y-3),2,8:HP
AINT(X+8,Y),3,8
65 NEXT X,Y
70 PALETTE 6,50:HPAINT(0,0),6,8
75 'RAN=RND(63):PALETTE 6,RAN:PR
INT RAN:PLAY"P1P1"
80 GOTO 80
```







Here are REVIEWS of some of the 'NEWEST' 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.

This month we have several different readers reviews of both CoCoMax 3, and ColorMax 3, along with a comparison of the two. I hope this will be a benefit to anyone who is trying to decide which one to buy.

CoCoMax III by Colorware.

CoCoMax III is the best drawing program for the CoCo 3. I have nothing but fun when I use it. It has many, many features like: box, 3D box, undo, circle, zoom, and many others. My favorite features are zoom, 3D box and undo. It comes with 3 disks: the CoCoMax 3 disk, a demo disk, and a font disk. If you have a 128K CoCo 3 then you will have to use a separate disk called the work disk. If you have 512K you don't need a work disk. There's a file on the CoCoMax 3 disk called 'TRANSLAT' that lets you turn CoCoMax 1 and 2 pictures into CoCoMax 3 pictures. It can also make it so you can use the pictures you make with CoCoMax 3 in BASIC. It also come with a Hi-Res Interface. If you own a CoCo 3 then I highly recommend it. It sells for $79.95 plus $3 shipping & handling and can be purchased from Colorware.

Jonathan Wanagel (Reviewer)

CoCoMax 3 from Colorware.

I don't know how many of you like to play with your computer, but I do! Sure it's a great piece of useful equipment but don't you like to party every once in a while? Well CoCoMax 3 fulfills that need in me. And incredibly it is a powerful tool also. The first day I had it I could not put it down. The capabilities are endless. Draw pictures, create designs, paint, paste, circle, box, zoom! I couldn't believe the power at my fingertips. After settling down and studying the manual, which is excellent, I was even more amazed. The edit function is very powerful and can be accessed from anywhere. The zoom function allows you to make minute changes on small parts of the picture. All options are from the pulldown menus. Use of the system requires a joystick or mouse. One thing that I did find that slows you down on the 128K CoCo 3, was the disk accesses for the edit and scrapbook functions. The program is so extensive it can't be totally contained on a 128K machine. I recommend installing 512K which really speeds up operation. In my opinion it is one of the most powerful, user friendly programs available. I give it 5 stars.

Andrew Wiest (Reviewer)

This battle of the "Max's" is continued on the next page.

Even More Software Reviews

Here is the continuation of this months 'battle of the "MAX's". I hope this will be a benefit to any readers who are still uncertain about the best program for what they have in mind.

ColorMax 3 Deluxe from Computize.

Computize has done it again but even better. They have taken a great program and made it 'TOP GUN'. ColorMax 3 Deluxe has the same features as ColorMax 3 but it is compatible with all printers, faster, you can rotate, shrink, stretch, animation, plus lots more. One thing you must have is 512K but it's worth it. Another nice touch is to add a Koala Touch Pad. Color Max 3 Deluxe take full advantage of the potential the CoCo 3 has in the graphics point of view and is well worth the $69.95. I definately give this program a 5 star judging.

Jim Ambrose (Reviewer)

"The Battle of the Max's", an unbiased report.

Being a graphics enthusiast, and having used several popular graphic utilities, I decided to write a review on the two best for the CoCo 3. These are ColorMax 3 and CoCoMax 3. Both Computize and Colorware claim to have the better program. I'm going to try to give you the facts. As far as tools go, CoCoMax 3 is superior. It has more tools(i.e. 3D box, 2 circle tools, ray tool,...etc). The arc tool is very well developed, and its drawing area is two screens high. I also, personally like the "density" feature of the spray-can tool. CoCoMax 3 shows all 64 colors at once when selecting colors(unlike ColorMax). The fonts and styles of CoCoMax 3 are also above ColorMax's. Now, there ARE a few good points about ColorMax! First of all, it has much smoother cursor controls, and in general operating mode, is faster. The "lasso" and "box" commands (and supplementing editing tools), of ColorMax 3 are also better than CoCoMax 3's. They seem to have less bugs in the routines, work better, are smoother, and there are more of them (editing commands). ColorMax 3 (and Deluxe) uses a standard Tandy Hi-Res Input Pak for joystick/mouse input. CoCoMax 3 uses a slightly different version. You can do a very simple modification to the Tandy Hi-Res Pak to use it with CoCoMax 3 if you already have one, and don't want to re-purchase it. You can write to me for details on this. The mod has a switch that lets you toggle between the original format and new. In summation, I would have to go with CoCoMax 3 when purchasing one or the other. The features are better, and though it is slower, it has more potential. ColorMax is good in that it is simpler to use(not saing that CoCoMax 3 is difficult) and it has standard features. But, for the best in graphic editors, my advice is with CoCoMax 3 by Colorware.

Brad Bansner (Reviewer)
2006 Apple Place
Wyomissing, PA 19610

Dear Reviewers,

Thanks for the TREMENDOUS response to my request for reviews. I knew I was in trouble when reviews started snowballing in. I will print all of the reviews although there may be some small delays in getting them in the magazine. Don't stop though, keep up coming, and thanks again.

--The WIZARD

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 appications 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 6.95 each USA & Canada.

DYNAMIC ELECTRONICS
P. O. Box 896 (205) 773-2758
Hartselle, 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. **ME-10A $49.95**

Upgrade 8-chip 4164 type 64K computers to 128K with Memory Manager software. **ME-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**

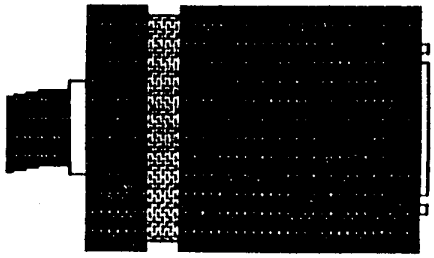
HAM RTTY - Uses cassette port. Requires simple interface. **$6.95**

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 896 (205) 773-2758
HARTSELLE, AL 35640



Here are reviews of everything from Joysticks to Computers themselves. If you have a review go ahead and write it and send it in. If you like it maybe someone else can benefit from your review. If you have a product that you would like to see reveiwed just let us know and we'll try to find someone who has that product to do a review for the magazine. Who knows we might even save you from buying one of those "LEMON" products or one that you don't really need.

Magnavox 8 CM 515 monitor

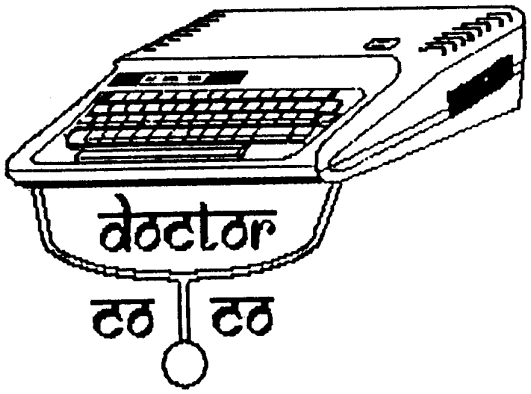
The Magnavox 8 CM 515 monitor has a 13" dark tube glass, which improves image contrast and allows three input signal types. It also has 640 dot resolution (horizontal) and 240 line resolution (vertical). It has 2000 character (80x25) display, green text display switch, sharpness control and a 2-year limited warranty. It also can be used with a VCR, compact disc plaer or any other device generating a composite or RGB signal. It also allows 'PMODE4' programs to be in color not like the CM-8 monitor. Overall, this monitor is great!

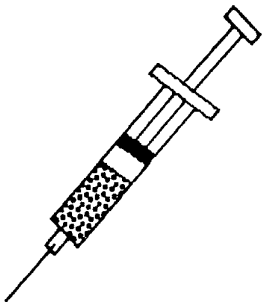
Jeff "DOG" Franzreb (Reviewer)

A review of "TURBO RAM"

After getting my 128K Coco 3, I soon realized that I wanted a 512K upgrade. Turbo Ram from Speech Systems was my choice. For $119.95 you get the ram board, 16-256K by 1 bit chips, the instruction manual, a memory check program, a Musica Ram disk, and oodles of information on the GIME chip. You may also order just the bare ram board. The board itself is well designed and comes in non-conductive wrapping. The chips are already installed unless you order the bare board. The instruction manual is excellent and guides you step-by-step through the quick procedure of installation, which involves unplugging the current ram chips, clipping two capacitor leads, and snapping the board into place. After you have installed the new board, the memory check program will tell if everything is okay. If you are a true hacker-at-heart, the source code for the program is included just for you. The Musica Ram disk contains over a dozen quality songs plus a program which will load them all into memory and play them sequentially. Just when you think you've run out of all the good things, turn to the back of the manual for a real treat. Speech Systems has included detailed specifications on the operation of the GIME chip. At this price, I don't think you can go wrong on this offer. It is easily worth this price. If you want to upgrade your Coco 3 to its 'full potential', and get a lot more at an excellent price, I think this deal is just for you.

Dominic Tynes (Reviewer)





Here is a column dedicated to any 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,

I read somewhere that it's possible to operate a CoCo3 at 4Mhz. Is this true? If it is, how can I get my CoCo 3 to operate at this speed?

Signed,
Remon Ebrahem

Dear Remon,

I have heard of this rumor, but I don't know if it's possible. I do know that the CoCo 3 can run at 2 Mhz, but that's using OS-9. Has anyone else heard of this? Drop me a line and let me know and I'll pass it along to everyone.

Signed,
Dr. CoCo

Dear Dr. CoCo,

I'm interested in hooking up an additional drive to my CoCo. I have one Commodore drive and one IBM compatible drive. Are these drives usable with a CoCo? If so how do I do it? Thanks again.

Signed,
Fran

Dear Fran,

The IBM drive is compatible. I'm not sure about the Commodore. It depends on who made it. Since you didn't mention who made that drive I'll do what I can to help you out.

1) You need to replace the existing drive cable if it's the one that came from Radio Shack. It has some drive pins missing, and could pose a problem in the future if you want to use DS/DD drives. Radio Shack has the materials to make your own.
2) You may need a power supply cable to hook up another drive. Some of the older cases (especially the old full height drives) did not have a Power Supply splitter cable installed.
3) Depending on the drive, you may have to make a few modifications to make it CoCo compatible. Some you don't. Question the place you bought it from.
4) Set the drive select pins to 1.
5) Now, just hook it up like your exisiting drive. You may need a mounting kit to secure the drive in the case. These are available from most computer stores.
6) Try it out. If it's double-sided, you can access the back side of it with a custom DOS such as ADOS.

If you need any more help, you can reach me on "The WIZARD'S CASTLE" BBS. The # is (704)937-7736.

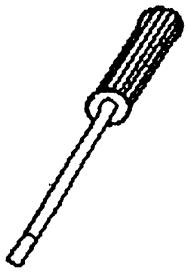
Signed,
Dr. CoCo

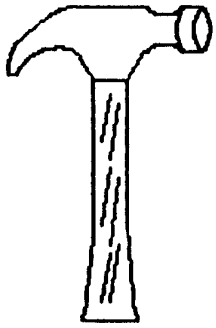
EASTER WORD SEARCH

G Q Q Y Z R L B B F A B S N C L J R G N K F P L Z J R J M V
C V B L J J E I G B W H Y M I H Y N V S J E K T C U C W J E
K M P P H S B V Q F M J O K E X M Y A S T C T R A T E V W C
Z K P E B G C J Q P G D R M C A N W D J O Y A X F W X W M J
E A S T E R B U N N Y V Y J E Q S Y P L V K L W V X N C Z J
V C N C D N I S U N V T J N N M I T O H B J T P W D F N P W
G U H S G G E C I T S A L P N S A R E E W Y U Z U Y U E Q C
O M O A Q M B B L N T H O D P U E D P R T J U H H F T A V X
E R Q V X V Q B R D C C O R S D B B E D B C J Y H E F T G A
S A S L U S L V R H K O Y L E B O E A B Z O F G R F F E B P
O Y W Q M Y D I D Q Y K C G G Q U L T N I Y N C Z K S V G Q
R E W A L B H T E X P T G O M W A W N A G S O N S Z W X M P
A M R K X T J I Y H C S T I N S R S R F L T C N E E Y A A G
T Q R E R Z D W S J O N S Y O U U M R L T O A U D T W U H Q
S P N Q A Y B Y L T Z D I T B N T M E O K E C A I C Z Y D P
I G E L O S J O S D G T A T R P F C N P B I R O E T B T E P
R P T I I D T H C K R T F I F T T T A N Y A W A H O S O K I
H P K A Q A Y E N E O R S A P S A U E K P Y S D I C R A A X
C F A L L Q R P R P H E E H M I Y E R R E T K L V F K K B C
A I L W H O O T E E S T S T L X R U E V E R E I R L C E F H
X O X B Q W P I Y E G E N J S G M T T R T D Z D E B U L S W
B X A A W N Z J R N Y G K O J A S V B T E W X J T E N I N F
V H B Q N O V V D E N F H N N A E A W G L V P L S R S W A S
R J G O W K I Q W A U U V U E R S Y G Z E B E F A G M W E U
Z A B M D C N I S B O G B Z N K O S P P M A Y M E C F Y B E
Z Z L Q E A V S F K N Z S D E T O C T P P G L O P R M R Y I
N P D F U G J C Q F S Z B T M M Y I G R A P T S R R O K L N
N P H R B K M M T K Y P L P L Y L Y I K A H G G A D P L L W
B Q L Z M X B V V J W P Y T Q P U L M A K F T I Z N Z D E K
E J Y M D G R S I E K T N N J K A E T D E C I P L O R X J Y

Find these words hidden in the puzzle above:

APRIL
BAKED HAM
BOILED EGGS
BUNNY TRAIL
CHOCOLATE BUNNY
CHRIST AROSE
COCONUT CAKE
COLORED EGGS
CORN ON THE COB
EASTER
EASTER BASKET
EASTER BONNET
EASTER BUNNY
EASTER EGG HUNT
EASTER PARADE
GREEN BEANS
HAPPY EASTER
HOMEMADE BISCUITS
ICED TEA
JELLY BEANS
PETER COTTONTAIL
PLASTIC EGGS
POTATO SALAD
SUNRISE SERVICE
THIRD





modifications

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.

Hello there! Dr.CoCo here! The Wizard's Castle BBS has been keeping me busy lately. I was sitting in front of my trusty CoCo one night, and I began to think. I knew a lot of you out there have modems. Then I remembered the Wizard asking me one night how he could get a separate telephone line into the office for his CoCo. I explained it to him. Then I thought, "How many of my readers have asked the same question". Ever since the deregulation of the telephone industry, it has been legal to connect your own telephones up in your home. But, how many knew how to go about it, or where to get the hardware neccessary to do it. Well, that was the beginning of this month's article.

The addition of an another line is as simple as connecting a couple of wires. It's legal as long as it doesn't cause a problem to the neighborhood telephone service. If it does, the phone company does have the right to disconnect it.

First, determine where you want the new line to go. Then decide whether you want to mount the telephone jack in the wall, or whether a surface mount jack would be better.

Now, go to your local Radio Shack. You need to get a jack, depending on what you decided, and some '4 conductor' telephone wire. Get the round type since you may have to run the wire under the house, or you might even have to run it outside.

Now, locate the telephone junction box at your house. Look inside. Most new boxes permit access to the customer. You'll see 4 wires inside. Two of them won't be connected if you only have 1 telephone line. The wires are color coded red, green, black, and yellow. The rest of this article will be written as if you have only 1 telephone line. The red and green wires are called tip and ring, respectively. These are the wires that supply service to your home. Be careful. These two wires do have a voltage across them.

Decide which would be the best way to run the wire to your selected location. Now, strip back the wire you bought at Radio Shack. Connect the red and green wires to the same points in the junction box as the telephone company's red and green wires. Now, run your wire. When you get to where you want your jack, cut off an extra foot or two. It's always better to have too much than not enough.

The rest of this article will be continued on the next page. Remember if you have any suggestions for articles you would like to see here you can write to me C/O "The WIZARD'S CASTLE".

This is the rest of the project that was started on the preceding page. Remember Dr. CoCo is your host and any articles or suggestions for this column may be sent to Dr. CoCo C/O "The WIZARD'S CASTLE".

Look on the back of your jack and you'll see four connection terminals. Four wires will already be connected. Connect the red and green wires to the red and green terminals on your jack. Mount the jack and plug in a telephone. Everything should work fine. If it doesn't, check your wiring. Also, check to be sure that you haven't cut a wire while running it.

If you already have a jack inside and don't want to go under the house, you can convert both jacks to surface mount. Then run your wire along the baseboard or just under the carpet. Be sure you secure the wire to keep it from moving around. (Even if you run it under the house it will look better if you staple it up with insulated staples). Try the line. You should be able to receive calls and dial out, just like you always have.

If it works, hook up a modem and give the BBS's a call! Hope to see you on-line in the future! Don't forget we have two BBS's for your convienence. "The WIZARD'S CASTLE" # 704-937-7736, and "The NEWSROOM" # 704-434-2629. We'll be looking for your call.

DOES THIS NEWS JUST TICKLE YOUR EAR?

REMUSIC 1.0 is here!

REMUSIC is a versatile, programmable music synthesis software package requiring only a 16K disk-based CoCo(32K recommended). Enter musical data as BASIC program REM statements -- no graphic interface is used. Once loaded, REMUSIC keeps a low profile as you roll merrily along in BASIC. Here are a few of REMUSIC's powerful features:
*Four independent voice tracks *Definable and dynamically assignable tone waves and amplitude envelopes, allowing such effects as decay, vibrato, and tremolo *Music plays through TV or monitor speaker *Nestable multiple music repeats with the option of different endings *Key signature and two different transposition modes *Ability to mathematically link repeat iterations with such functions as transposition, octave, tempo, waveform assignment and subordinate repeats and endings *Ability to convert music to independent machine-language programs for use in your own programs *Since music source files are actually BASIC programs, they can be edited and merged as other BASIC programs can.

Package includes program diskette, sample music files, and documentation.

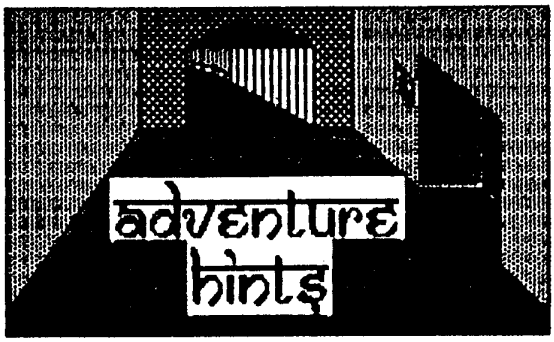
Send check or money order for $25.00* to:

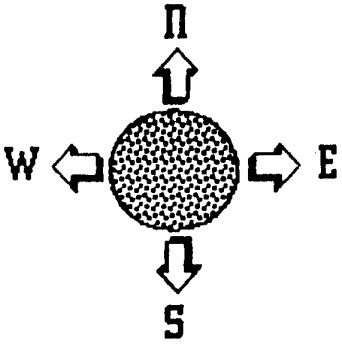
CODIS ENTERPRISES
2301-C CENTRAL DR., STE. 684
BEDFORD, TX 76021

*Texas residents add $1.75 sales tax.

RAINBOW CERTIFICATION SEAL

go north	go west
open door	unlock door
get light	open door
go down	get paper
on light	get pencil
go west	go south
get key	sit down
go east	put paper
go up	write hints
off light	go rest





Here is where you can help each other to solve those 'PESTY' games that have you lying in bed awake half the night. If you have any 'NAGGING' questions on any games or have any hints for the other readers here is the place they go. Total 'SOLUTIONS' will appear here too from time to time. So GO NORTH, PUSH BUTTON, PLAY GAME, and ENJOY!!

Caladurl Hints:

Here are the final few clues you need to solve the final level in Caladurl. It's now solved!

FINAL LEVEL

GET BELL
GET TOY
GET SWEATER
UNWIND SWEATER
TIE WOOL ON BELL
TIE WOOL ON TOY
WIND TOY
HANG BELL ON HOOK
GET GLOVES
PULL WOOL
GET CALADURIL
GET MORDURIL
HANG CALADURIL ON HOOK

Signed,
The WIZARD

Pyramid Hints:

After you get past the SNAKE by THROW ing the BIRD, pick up the treasure in one of the 4 rooms & then walk around a bit until the mummy comes.

Signed,
Quicksilver

How do computers know what to eat?
They read the MENU!

--Bob Mart

Caladurl Hints:

Caladuril-Flame of Light is now solved. If you need help in any section, drop me a note telling me where you are at and I will get back to you with instructions. I would like also some input on the following 3 adventures. Interbank Incident, Hall of the King III, and Wizard's Castle by Spectral.

Signed,
Bob Mart
715 56th Street
Vienna, WV 26105

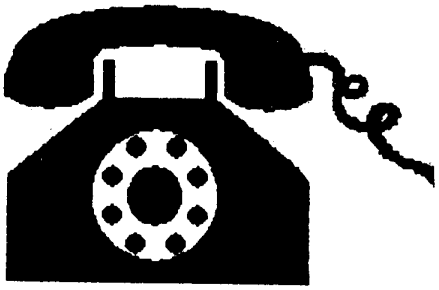
Bedlam Hints:

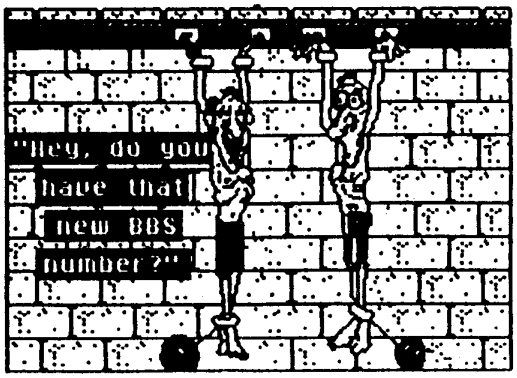
Steven McRoberts, bedlam can be tricky! Each time you load it, there's a different escape route! If you get a lobotomy, type 'PLUGH' and you will be normal again. Feed the dogs hamburger with the Blue pill in it. You might?! get out that way! Have Picasso open the painted door!--Maybe?! it will open. When you meet the different characters, have them "follow you". Type, '<name> FOLLOW ME' where <name> is Picasso, Napolean, etc.!

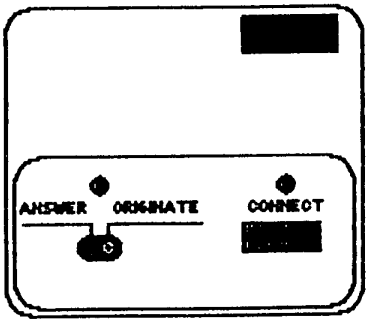
Signed,
Fran

---

castle bbs news







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.

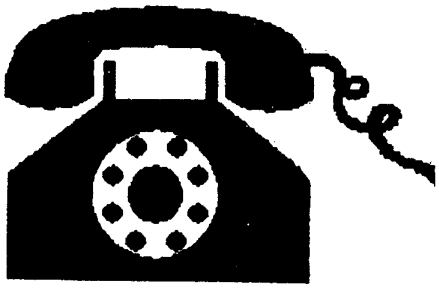
"The Wizard's Castle BBS" Sysop - Dr Coco #(704)937-7736

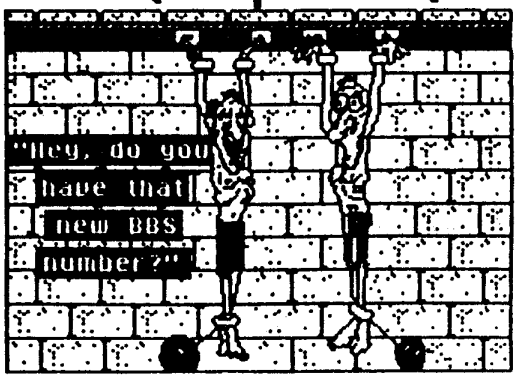
Hi everyone! Dr. CoCo here! Things are moving along on the BBS. We are continuing our trivia contest for all you trivia buffs. We still are giving a prize for the first correct answer the BBS recieves. So, give it a try! Also our game room has expanded since last month and we are working on getting even more games on-line for the game room. Also, due to public demand, we're working on going to 300/1200 baud. A lot of you have told me you would like to see this, so we're doing it! The work should be completed soon. We are constantly making changes to the BBS. Our downloading section is growing daily and we are quickly filling up our four drives. If you have any suggestions on additions to the board, just leave me a note on-line or drop me a line, C/O The Wizard's Castle. Remember we're online 24 hrs a day, 7 days a week for your convienence. "The Wizard's Castle BBS" is for all to enjoy.

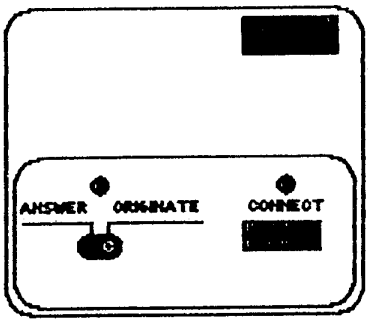
"The Newsroom BBS" Sysop - The Wizard #(704)434-2629

We're still typing along here in The Newsroom. We've been working hard on making it easier for you to have a say in what goes in "The Wizard's Castle" magazine. Things are more straight forward for uploading into the office here. We're still making changes here, and there, trying to perfect our program. Our game room has expanded also and we are on the 'LOOKOUT' for newer, and better, games that will work on-line our BBS. We are getting ready to go to 300/1200 baud also. The Doctor is hard at work. Keep an eye open for this added feature. Remember now if you have anything for the magazine, don't hesitate to upload it to us. We try to use everything sent to us for the magazine. It may not get in the very next issue but it WILL be printed, you can count on that. So, if you have that program you wrote yourself, or a review on a game, or a review on a product you just bought, or just want to leave a Post-It-Note, or give us the number of a new BBS, give us a call! Remember, we are running this BBS especially for the writers and the reviewers! And don't forget that "The Newsroom BBS" is online 24 hrs a day, 7 days a week for your convienence. So, send in that article today! Our magazine depends totally upon the readers participation and without that we would be nothing!

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
**********	**********	**********	**********	**********
*The WIZARD'S CASTLE	704-937-7736	24 hrs	300	Dr. CoCo *
*The NEWSROOM	704-434-2629	24 hrs	300	The WIZARD *
**********	**********	**********	**********	**********
Box Office	202-638-2367	24 hrs	3/12/2400	All Types
Ocpep	202-833-7500	unknown	unknown	
The Fordet	202-432-0200	unknown	unknown	
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	300/1200	Sysop - Allen
Animal House	301-237-9704	unknown	unknown	
Apex	301-843-5642	24 hrs	3/12/2400	All types
Beast	301-982-9850	unknown	unknown	
Blue Thunder	301-948-4463	unknown	unknown	IBM & compat.
City of Gold	301-279-9536	unknown	unknown	
Double Trouble	301-345-6885	unknown	unknown	
Grey Market	301-631-6805	unknown	unknown	
PC Retreat	301-631-3247	unknown	unknown	
Petri Disk	301-264-3919	unknown	unknown	
PopNet	301-840-1991	unknown	unknown	Pay as you go
Smokey's Den	301-342-0162	unknown	unknown	
Spook Central	301-464-0945	unknown	unknown	
The Shack	301-434-3440	unknown	unknown	All Types
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	
Promethius	313-283-8198	24 hrs	300/1200	CoCo & TRS-80
Kathi's Korner	315-458-5115	unknown	300	CoCo Only

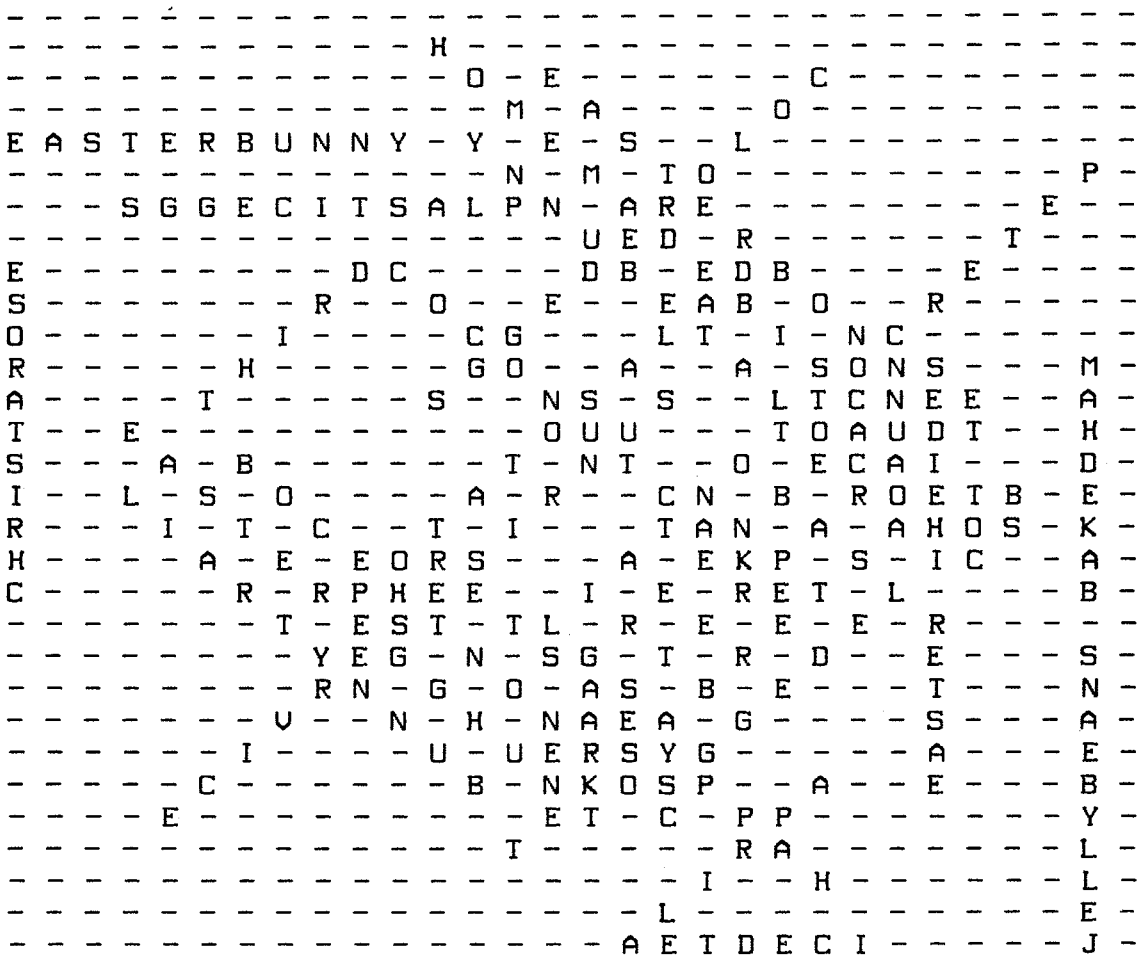
Even More good BBS's

Here are even more working BBS's. Please send the information on some BBS's in your area. Remember if you like that local BBS maybe someone else will too so "REACH OUT" and share your BBS today. Remember I can't be responsible for wrong numbers or dumb callers.

Name	Phone number	Hours open	Baud Rates	Notes
GatorBoard BBS	317-482-1079	10pm-8am	300/1200	Mainly CoCo
Computer Cellar	319-277-0646	unknown	unknown	CoCo 3
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
The Midnight Express	502-885-4335	24 hrs	300/1200	RLE Graphics
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	
Pit Stop	513-821-5170	24 hrs	3/12/2400	CoCo 3
????????????????	519-753-3499	24 hrs	300/1200	Sysop - Dave
Dream Quest	608-798-3614	6pm-2am	unknown	
J.A.D.E.	608-752-7840	24 hrs	unknown	
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
Pontefex BBS	704-825-6201	24 hrs	300/1200	Ron Millar
The NEWSROOM BBS	704-434-2629	24 hrs	300	The WIZARD
The WIZARD'S CASTLE	704-937-7736	24 hrs	300	Dr. CoCo
CoBBS	717-394-3654	til 10pm	300/1200	George Felben
The Balloon Port	717-273-8444	24 hrs	300/1200	Rick Elyar
Brass Tacks	718-699-2564	mid-5pm	1200	All Computers
Micro-Link	718-648-3502	24 hrs	300/1200	All Computers
Darrel's Barrel	803-821-1669	24 hrs	300/1200	EMAIL Freddy
Looking Glass	803-569-1101	9pm-6am	3/12/2400	
TandyLand	803-875-2019	24 hrs	300/1200	All Computers
Blue Devil's Court	919-223-5857	24 hrs	unknown	
CoCoNuts BBS	919-425-8242	24 hrs	300/1200	Sysop - Tom
Dungeon BBS	919-726-9737	24 hrs	300/1200	Sysop - Chuck
J&E BBS	919-726-5002	6pm-6am	unknown	

EASTER WORD SEARCH

SOLUTION



Find these words hidden in the puzzle above:

APRIL
BAKED HAM
BOILED EGGS
BUNNY TRAIL
CHOCOLATE BUNNY
CHRIST AROSE
COCONUT CAKE
COLORED EGGS
CORN ON THE COB
EASTER
EASTER BASKET
EASTER BONNET
EASTER BUNNY
EASTER EGG HUNT
EASTER PARADE
GREEN BEANS
HAPPY EASTER
HOMEMADE BISCUITS
ICED TEA
JELLY BEANS
PETER COTTONTAIL
PLASTIC EGGS
POTATO SALAD
SUNRISE SERVICE
THIRD

"The WIZARD'S CASTLE" is a very special 'TANDY' 'Color Computer' magazine. We devote our entire magazine to the 'CoCo family'. Our articles include columns like: "Wizard's Corner", "Letters to the Editor", "Questions for the Wizard", "Pencil-Pals","Wizard's Castle Scoreboard","Word Search", "Post-It-Notes", "Programmers Corner", "Software Reviews", "Hardware Reviews", "Doctor CoCo", "Hardware Modifications", "Adventure Hints", and "BBS UpDates". If you have been looking for a smaller more 'PERSONAL' version of a CoCo 'MAG' then we're 'EXACTLY' what you've been looking for. Remember we're exclusively for owners of any of Tandy's Color Computers. We support CoCo's 1, 2, and 3.

```
**********************************************
*  Please send me 12 POWER PACKED issues     *
*   of:  "The WIZARD'S CASTLE" magazine      *
*                                            *
*..... USA ONLY!!   for only $10.00 per yr*
*                                            *
*..... Canada ONLY! for only $15.00 per yr*
*                                            *
*..... Overseas     for only $30.00 per yr*
**********************************************
```

```
 FOR     **************************
         * Please mail orders to:*
RUSH!    *                        *
         * "The WIZARD'S CASTLE"  *
ORDER    * % Subscription  Dept. *
         *  1737 Farmville Road   *
 SEE     *   Shelby, NC  28150    *
         **************************
BELOW
```

Name:.....

Address:.....

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

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

```
####################################
# We now have a 'BBS' devoted to   #
# 'Uploading'  articles into our   #
# offices.  You can place orders   #
# here also.  BBS# (704)434-2629   #
####################################
```

Are you always running out of disks???? Do you dread paying $1.50 or more per disk? Now, the answer to all of your disk problems can be answered here at the 'CASTLE'. We are offering only premium quality DSDD diskettes at under $1.00 each. These are 'TOP QUALITY' guaranteed disks. If you ever get a bad one, just send it back for replacement. We will sell these disks in quantities of 10, 25, 50, or even 100 per pk. Prices each will be cheaper depending upon amount purchased. This brand of disks is one all of our members have used for over four years. We hardly ever find '1' bad disk for every purchase we make. If you are tired of paying top dollar for disks then try just one order from us. You don't have anything to lose and only $$MONEY$$ to save.

```
**********************************************
*            Please send me:                 *
*                                            *
*..... 10 DSDD Disks for only $ 7.50 total*
*                                            *
*..... 25 DSDD Disks for only $15.00 total*
*                                            *
*..... 50 DSDD Disks for only $25.00 total*
*                                            *
*.....100 DSDD Disks for only $45.00 total*
**********************************************
```

```
 SAVE!
         **************************
$$MONEY$$ *                      *
         * Please mail orders to:*
 ORDER   *                      *
         * "The WIZARD'S CASTLE"  *
  THE    *     % Disks Dept.    *
         *  1737 Farmville Road   *
 DISKS   *   Shelby, NC  28150   *
         *                      *
TODAY!!  **************************
```

Name:.....

Address:.....

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

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

NOTICE!


```
####################################
# We now have a 'BBS' devoted to   #
# 'Uploading'  articles into our   #
# offices.  You can place orders   #
# here also.  BBS# (704)434-2629   #
####################################
```

****
*
* The WIZARD'S CASTLE is
*
* !!ANNOUNCING!!
*
* New Subscription Rates
*
****
*
* EFFECTIVE: Immediately
*
* Our new rates are now effective. I hope this won't stop you from *
* subscribing to our magazine. Even at the new rates we are still *
* the best bargain as far as a Color Computer magazine goes. Please *
* don't miss out on a 'GOLDEN OPPORTUNITY' to subscribe to a rising *
* CoCo Magazine. Remember though, due to the extremely high costs *
* of mailing overseas there will be different rates for all of our *
* overseas subscribers. I hope that these rates can stay frozen for *
* awhile & with everyone helping to up our subscribers list we CAN! *
* I never expected the BOOM of growth that we've seen in these few *
* short months but I hope that this BOOM will continue. The renewal *
* notice will be posted on the back page of your copy for just two *
* months prior to your expiration date. Please respond immediately *
* to your renewal notice.
* --The WIZ
*
****

##########
RATES:
# #
#USA Only $10.00 US per year for 12 monthly issues #
#Canada Only $15.00 US per year for 12 monthly issues #
#Overseas $30.00 US per year for 12 monthly issues #
# #
##########

--- Send me "The WIZARD'S CASTLE" for $10.00 p/yr USA ONLY!

--- Send me "The WIZARD'S CASTLE" for $15.00 p/yr Canada ONLY!

--- Send me "The WIZARD'S CASTLE" for $30.00 p/yr Overseas

All funds must be in US currency only no foreign funds accepted!

Name _____

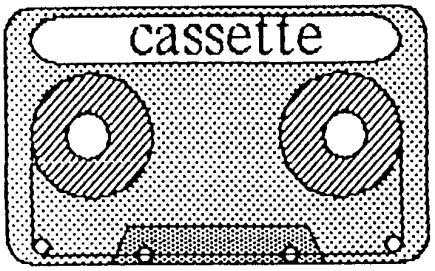
Address _____

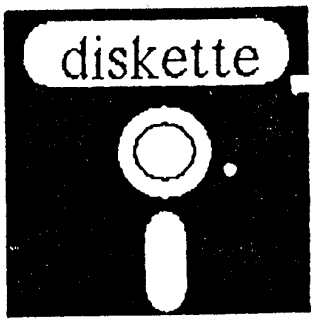
City _____ State _____ Zip _____

Phone --(------)-------- _____

Please mail to : The WIZARD'S CASTLE
Subscription Dept.
1737 Farmville Road
Shelby, NC 28150

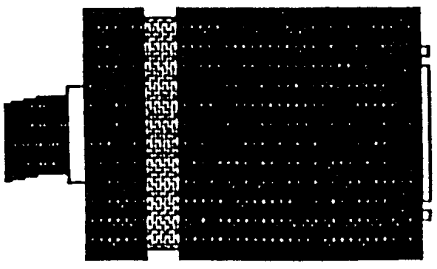
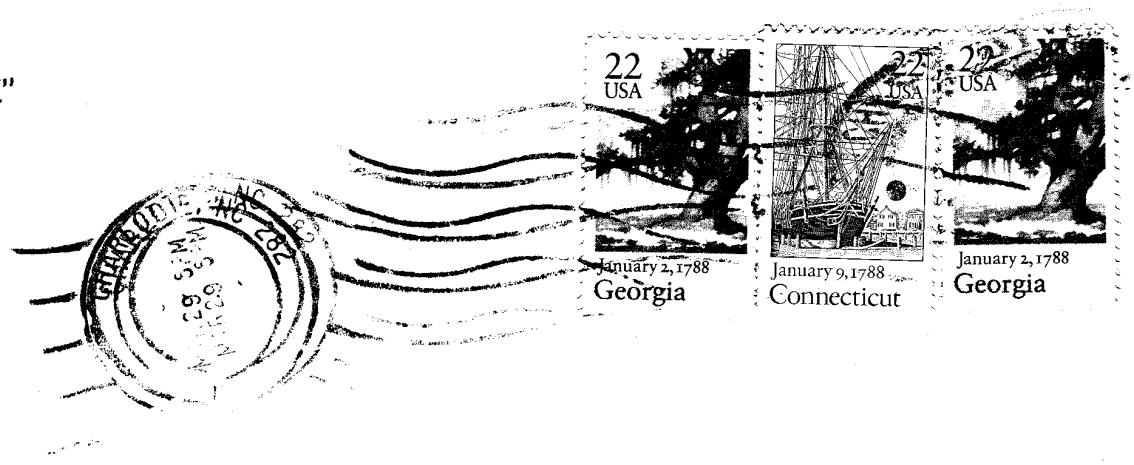
Personal checks gladly accepted along with money orders or cash.





Here is the list of all of the advertisers who had products for sale in this issue. Please, if you need any of these products mention when you make your purchase that you saw their ad in "The WIZARD'S CASTLE". If you will continue to support these advertisers, you will be helping to keep the subscription rates down. And now, I give you our advertisers.

Advertisers Name	Items	Page
E.Z. Friendly Software	Software	pg 05
Phoenix Labrynth	Game	pg 07
CY-BURNET-ICS	Software	pg 11
CoCoBBS	Hardware	pg 13
T & D Subscription Software	Software	pg 14
T & D Subscription Software	Software	pg 15
Dynamic Electronics	Magazine & Software	pg 20
Codis Enterprises	REMUSIC 1.0	pg 25
The WIZARD'S CASTLE	Magazine & Disks	pg 31



"The WIZARD'S CASTLE"
Bobby Roger Queen
1737 Farmville Road
Shelby, N.C. 28150