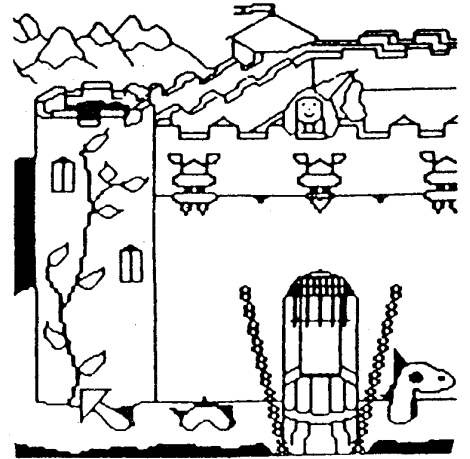


the wizard's circle

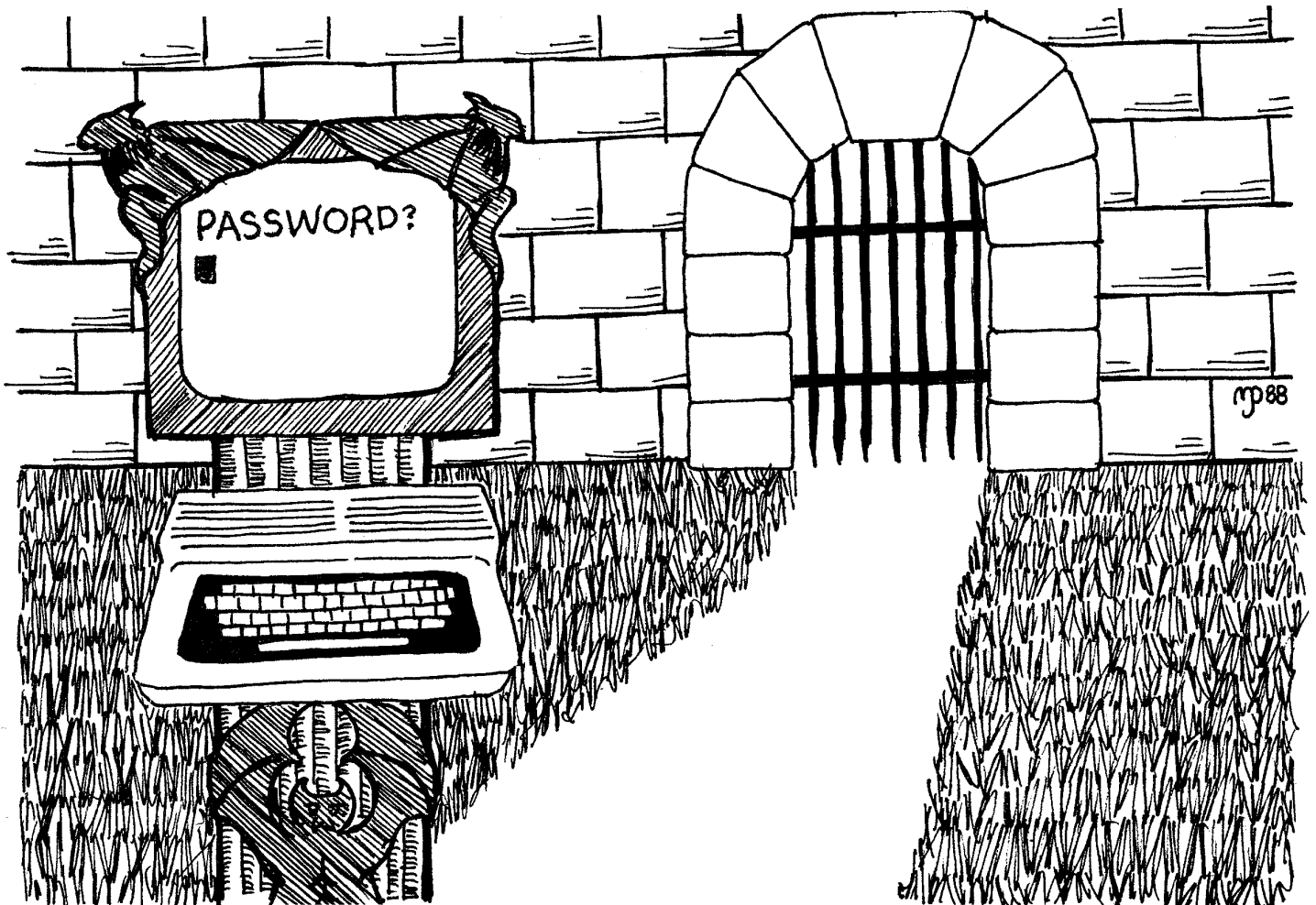


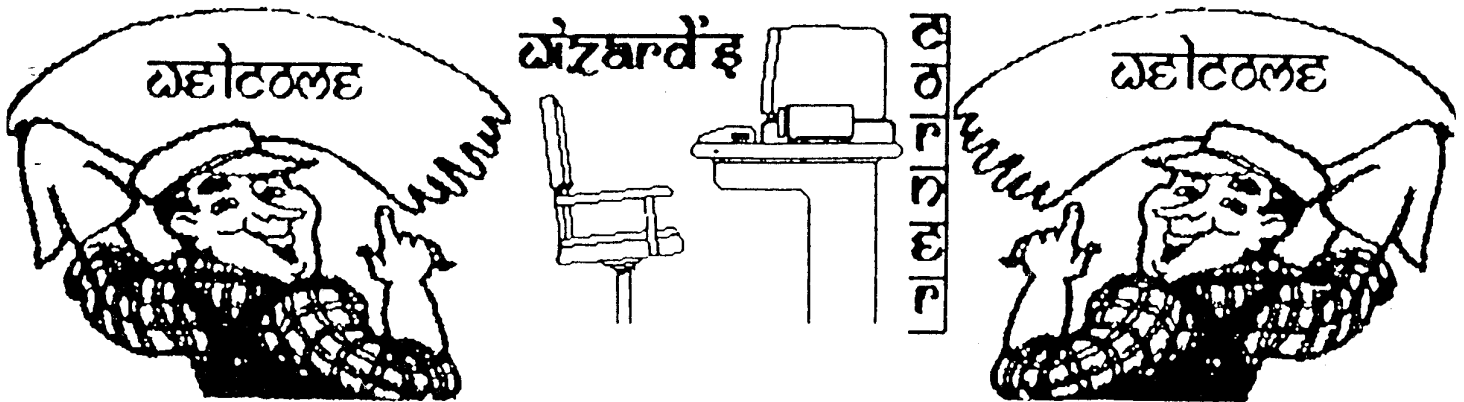
TANDY Color Computer Magazine

Volume 2, Numbers 2+3

Single \$1.50

October / November 1988





Well if it's not one thing making the magazine late it's 'TEN THOUSAND' others! I hate excuses and I know you do too but here goes. First, due to the local Hamfest I fell almost 2 weeks behind, & then to top it all off I was called to 'JURY DUTY' for another week. As if that wasn't enough, then I ran into problems with the printing company that prints the magazine. Well I hate to be the bearer of 'BAD NEWS' but I was informed by my printer that the cost of paper has just 'SKYROCKETED'. I had been told back in July to expect an increase in October but I did not expect an over 55% increase in the cost of printing each issue. In addition to this increase, we had already absorbed the postage increase in April which amounted to almost 35% of the amount we were paying previously. I guess you can tell where this is leading. To say the least the magazine is facing its toughest problems ever. I guess we have several options, none of which is too appealing to me. The first option is that we could continue monthly issues of 32 pages but raise the rate of a yearly subscription. Another option, which I like a little better is to go to bi-monthly issues of at least 40-48 pages long and try to keep the subscription rates where they are for awhile longer. And the worst situation would be to have to quit the magazine all together and **I AM TOTALLY AGAINST THAT!!!** Please drop me a short note, and let me know what you think should be done. But do it 'QUICK'. Either way the December issue will be a separate 32 page issue like always. Now for the contest winners. The first place winner in the 1-2 liner contest is *C.A. Bailey*, Second is *Ian Boisvert*, & third goes to *Laura Michaels*. C.A. Bailey will be receiving 6 months of I&D software for his winning entry, & Ian & Laura need to let me know what their choice is for their prizes. In the Cartoon contest, which is also over, *Mark Duval* won the first place prize and *Ian Boisvert* won another second place. They were the only two who entered this contest. Mark will receive 25 disks for his win and Ian will receive 10 for his second place cartoon. Lastly, the cover contest is over and *Mark Duval* has won it. *Godfrey Moll* came in second and *Joshua Manage1* came in third. Mark has been selected as the, 'CASTLE's OFFICIAL ARTIST' now! You will understand why when you see some of the upcoming covers and artwork. For his second place showing Godfrey will receive 10 diskettes and Joshua will receive 5 for his third place showing. For the time being we are discontinuing the contests but maybe we can have some in the future! Remember though no matter what you have to send in for the magazine, be it Reviews, Notes, Programs, Letters, etc., just send it to:

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

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

letters letters



to the editor

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

Dear Wizard,

I read with interest the letter in the 'Post-it Note' section titled, "Life is Not a Circus". We all should realize that when anyone copies a program that is sold on the market and sends it to someone else they are breaking the law. Although your magazine is copyrighted is it also illegal to copy programs that you publish and send them to a friend? Isn't it permissible to do this for a friend who may not have as much time to laboriously type in a program he may like to have? Perhaps you might want to publish an article on copyright laws, & how they apply to magazine programs. Also, how do you know what is in 'Public Domain'? Thanks for the Wizards Castle. I wish you continued success.

Signed,
Mixed up in GA

Dear Wizard,

Thanks for the free copy of the magazine you sent me, and I have just one comment - **KEEP UP THE GOOD WORK THINGS WILL GET BETTER !!** I will send in my \$10 later this month. Here are some names and addresses of several more people who may be interested in your magazine. I was going to write a review, but you said it had to be done with a printer please let me know if you've changed your mind about this. Thanks.

Signed, Impressed in NJ

Dear Mixed up,

This letter could have went into both Questions to the Wizard and this area but here goes! First, yes **IT IS ILLEGAL** to copy programs that appear in our magazine, and send them to friends, unless the friend is also a subscriber. As to doing an article on the laws that apply in this instance I'll consider doing it if I have the time and space some time. Finally it's pretty hard to really know if a program is 'Public Domain'. Most of the real public domain programs will say somewhere in them that they are public domain or Share Ware. Other than these unless you get the program from the author himself there's really no way of telling. Hope I have been of some help.

Signed,
The WIZARD

Dear Impressed,

Looks like I am answering questions to the Wizard instead of just listing letters to the Editor. But here goes again, yes, reviews can be sent in that are hand-written but I do **PREFER** you send them in on disk if it's at all possible! Hand-written reviews may be held up due to the time it will take to type in in by hand!

Signed,
The WIZARD

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,

Enclosed is my check for a years subscription to "The Wizard's Castle". Thanks to Jesse Sanders for telling me about your magazine, & thanks to Philip Toracco for sending me a "few" of his back issues so I could see just how good of a magazine that this really is!!

Signed,
Impressed in MI

Dear Wizard,

In the last issue, you printed a copy of part of a road-map. Most certainly, this was a copyrighted document. You have infringed on the publishers rights but did you deny the author income, or the printer a lively-hood? No, not really. More often than not, I think that there is a mountain being made out of the piracy molehill.

Signed,
My Own Opinion in NY

Dear Wizard,

Start my subscription **A.S.A.P.** Enclosed is my \$10. I enjoyed the 2 free issues that I received and decided that I had to get "**The WIZARD'S CASTLE**" every month. I've sent a couple of letters to people that I know concerning your magazine, and hopefully, they will subscribe. I can't wait for my first issue, and if I was even half-way good at graphics I would send a cover for your magazine, but when it comes to graphics, to tell you the truth, I *s..k!!* Oh, one last thing. Could you put the following in your "Pencil-Pals" column? And thanks ffor providing the CoCo Community with another magazine. There are **NEVER ENOUGH MAGAZINES LIKE YOURS PUBLISHED.**

Signed,
A Fellow CoCoNut in IL

Dear Wizard,

Enclosed is a 2Line game program for your contest. I also want to renew my subscription to "The WIZARD'S CASTLE". It's much better than 'RAINBOW'. Enclosed is a check for \$10.00.

Signed,
Still Enthused in TX

Dear Wizard,

Please sign me up for another years subscription & put my high scores on the scoreboard. Please also send sample copies to the people listed below.

Signed,
Renewing in OH

Dear Wizard,

I've enjoyed the Wizard's Castle so far. Keep up the **GOOD WORK!!**

Signed,
Enjoying It in NC

Dear Wizard,

I am writing to you because I've heard from pen pals that you are a good magazine. They told me to write and ask for a free issue, to check it out. I hope that I can get an issue. I have been reading the RAINBOW for a while, & would like to read other magazines. Could you please tell me how much a years subscption is?

Signed,
Future Subscriber in TX

Could you put the following in your "Pencil-Pals" column? And thanks ffor providing the CoCo Community with another magazine. There are **NEVER ENOUGH MAGAZINES LIKE YOURS PUBLISHED.**

Even 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.

Dear Wizard,

I received the September issue of your magazine today. I read with interest the comments of *'DISHEARTENED IN DC'* and his attempt at constructive criticism. For a man who claims he has been in the print and sell business for a few years, I think he should re-read all of your issues again. If he does so, with the idea that he is going to send the publication to paid subscribers then maybe he could look beyond cost effect and see that your editorials, repeated signatures and most of his other complaints were your attempt to fill X number of pages to make a magazine. Would it have been better to delete all that he suggests and send out a newsletter rather than a magazine? *I THINK NOT!* If I am correct in reading your publication, (I have all of them), I find the Wizard filling up pages as best he can with very little input from the general public. I see the Wizard invisioning these same pages getting larger & better as time goes by, and when this time comes then the Wizard will edit out all unnesesary words to make room for those that are truly needed. Keep up the *GOOD WORK* and *LOTS OF LUCK!* Enclosed you will find the questionnaire and hope it helps with your advertisers.

Signed, Satisfied in NY

Dear Wizard,

To *'DISHEARTENED IN DC'*, on your comments about the sections 'Letters to the Editor' & 'Questions for the Wizard' being combined, *I DISAGREE.* Letters to the Editor are letters from people who have something to say comments, gripes, or whatever for the Editor or others. Questions for the Wizard, is where people can write to ask questions on almost anything about the magazine or the subject of the magazine. If you check, many other magazines, and not just computer magazines, have seperate sections like that are are doing fine!

Signed, Satisfied in IL & OH

Dear Wizard,

I would like to suggest that on each page, next to the page number or something, that you also print *'NC'* and the month & year. I pull the staples out and punch holes in each issue and three ring bind it. But you know, sometimes the pages get loose, & mixed up. Maybe I'm the only guy that has this problem. I like the Million Dollar Basics series, *KEEP IT UP!* It is just the thing for me to learn & use. The programs are simple & short. The Programmers Corner is also very good. The new Dungeon Adventure series looks like it will be interesting. I am not sure about the beginners OS-9 series yet because I'm still in the basic stage but I will keep them and maybe one of these days I will be up to them. I kind of like your software reviews. When ever I read a review in RAINBOW it is always praise. I have bought a couple of their praised programs and was disappointed. You tell it like it is, I think. The reason I say I think is because I don't buy the programs you give a bad review to, so I can't prove you one way or the other. I like it when a user puts his two cents in. It's a more honest review because he don't owe nobody nothing. Hardware & Dr. CoCo are *OKAY.* The rest of the articles are of not much interest to me (BBS, Scoreboard, Post It Notes). Do not cut them out on my account though, maybe others like them.

Signed, Suggesting in MI



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 noticed your problem of obtaining designs for the cover. My question is, is there anything those of us without printers and the necessary programs for designing and saving pictures for the cover can do?

Signed, Wanting to Help in ??

Dear Wanting,

Yes, as I announced in the last issue you can draw the covers on white paper with black ink, and send it in. This also applies to the cartoon contest also.

Signed, The WIZARD

Dear Wizard,

Are all the advertisers things still available in the 11 back issues of your magazine??

Signed, Wondering in NC

Dear Wondering,

As far as I know all of the ads that have appeared in our back issues are from companies still in business today, so all of the items offered should still be available now. I know for a fact that everything that we have offered ourselves is still available from issue #1 on. The only changes are that the subscription rates have went up.

Signed, The WIZARD

Dear Wizard,

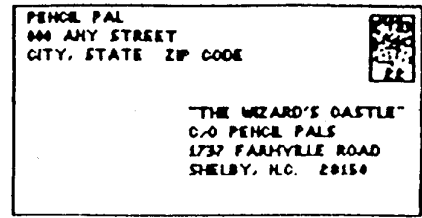
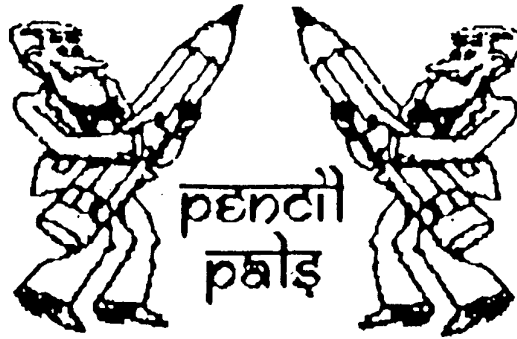
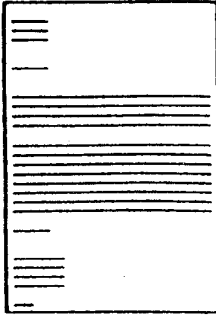
I'd like to know if you could help me with a particular problem? I am trying to start a BBS here and I have been through the RAINBOW & your magazine and have not been able to find but 2 BBS programs for the CoCo. And yet, when I read all about the CoCo BBS's that are up, they are run on programs like TUBBS, CSBBS, or Colorama. I have been told that CSBBS is not available, but what about TUBBS or Colorama? Your 2 BBS's are run on TUBBS. Is there a way that I can find out more info about it? I need a BBS program that I can run on my CoCo 3 with 2 drives and use the 40/80 column display. Do you think you could supply some helpful and needed information?

Signed, Desperate in IL

Dear Desperate,

You can find out info on TUBBS by calling the TUBBS headquarter BBS at 1-313-429-2150. You can get info on Colorama by calling their headquarter BBS at 1-512-285-5028. I know that TUBBS will support the 40/80 column display but I'm not sure about the newest version of Colorama. I hope that these numbers will help you in your descision.

Signed, The WIZARD



This is for readers from all over the world to write to other CoCo Nuts from all over . These readers may want to trade ideas, their original programs they wrote or may just want someone to write to.

My name is Thomas Sinclair. I own a CoCo 2, 1 disk drive, & a DMP-106 printer. I am looking for some Pen-Pals. I hope you will write to me soon.

--Thomas Sinclair
Route 1 Box 471-A
Gold Hill, NC 28071

My name is Chris Phillips & I am looking for a few Pen-Pals from any where! I have a tape recorder, joystick, speech sound pak, and a CoCo 2. I hope I'll hear from you.

--Chris Phillips
4461 Steuben Road
Bethlehem, PA 18017

My name is Paul Gates, & my main interest is in your original UTILITY programs, however I save all types. I have a CoCo 1, 2, & 3, with multi-pak, RS-232, 300 /1200 baud modems, double-sided disk drives, & printers for each CoCo. I will answer all my mail age no limit.

--Paul Gates
5512 S. Dimple Drive
Oklahoma City, OK
73135

Hi, my name is Becky Cady, & I'm looking for Pen-Pals in the USA who're interested in trading any of their original programs. I'm 26 years old and have a CoCo 2, CoCo 3, Avatex 1200E modem, disk drives, & a DMP-106 printer. All letters will be answered.

--Becky Cady
47 New England
Battle Creek, MI
49017

My name is Joey Vaughan. I have a 64K ECB Color Computer II, a cassette recorder, RS speech pak, an Orchestra 90 pak, modem, and lots of "HOME-MADE", and public domain programs and ideas to exchange with other readers.

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

My name is Christian Roch. I have a 512K CoCo 3, a disk drive, and a printer. I would love to find some new Pen-Pals from Canada or USA. Preferably 20 years old or older. I'm 29 years old. I'm wanting to trade my original programs, & ideas and I speak French also!

--Christian Roch
734 Lamartine
St. Hilaire, Quebec
CANADA J3H 4L9

My name is Chris Ahrendt. I own a 64K CoCo, IBM PC, and 128K CoCo3, x-pad, 2 drives with distos super controller. I'm 20 years old and I am interested in obtaining any of your original MS-DOS, OS-9, or RS-DOS programs that anyone has.

--Chris Ahrendt
PSC Box 997
APO, NY 09130

My name is Heath Dingwell. I own a 128K CoCo 3, CM-8, DMP-130A, 2 DSDD drives, and a modem. I like OS-9 and Basic 09. But piraters, **DON'T WASTE YOUR STAMPS!!!**

--Heath Dingwell
RR 2 Box 230
Litchfield, CT 06759

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.

My name is Vance Pierce. I have a CoCo2, CoCo3, Star NX-10 & NX-1000 printers, DCM-6 modem, CM-8 monitor, DSDD disk drive, CCR-81 recorder, and some software. I'm also a Remote SysOp for a local BBS. If you would like to talk, exchange original software, or whatever, send me a letter. All letters will receive replies.

--Danville's Official CoCoNut
1306 North Franklin Street
Danville, IL 61832
(217) 446-1516

My name is Ric Yates. I have a CoCo 2, 1 disk drive, and a DMP-130 printer. I enjoy adventures and utility programs. I would like to have some Pencil-Pals.

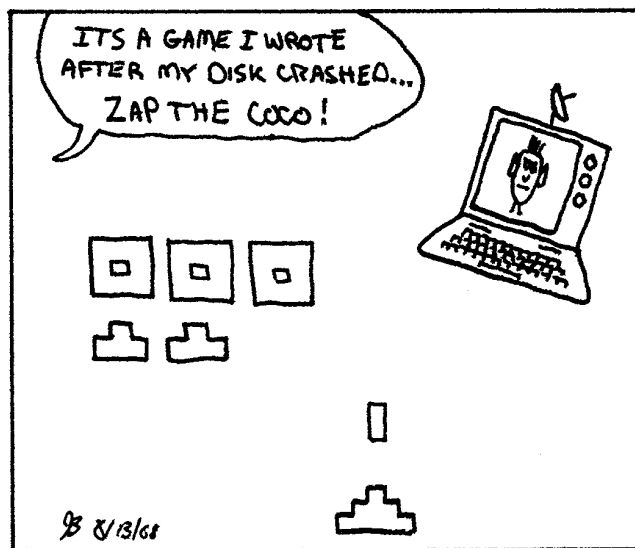
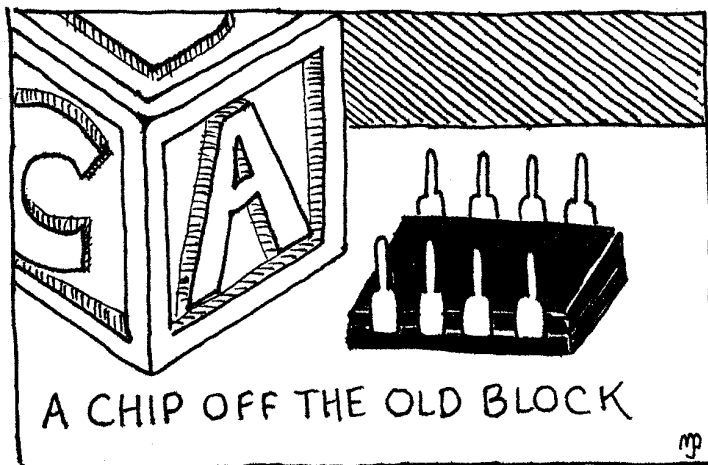
--Ric Yates
2701 Chimney Rock
Corpus Christi, TX
78410

My name is Larry Barber. I have 6 drives, 2 CoCo 2's, a CoCo 3, & DMP-105 printer. I'm looking for PenPals from all over the world. I also run the Data-Exchange BBS, online 24 hrs, 7 days a week. The number is (519) 756-8859, at 300 baud (soon to be 1200).

--Larry Barber
129 Wellington Street
Apartment #1602
Brantford, Ontario
CANADA N3T 5Z9

My name is Paul Abbo. If you like arcade or adventure games, graphics, or music programs, then you have something in common with me. I have a CoCo 3, 2 disk drives, a printer, and a modem. I am 20 and I am looking for pen-pals of any age. *Write soon!*

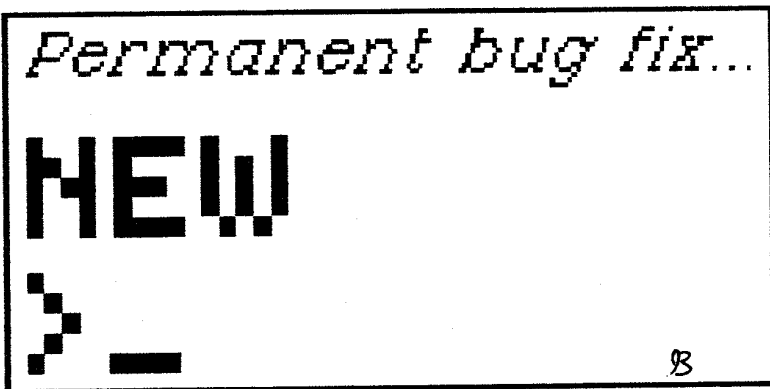
--Paul Abbo
5627 Cresthaven
Toledo, OH 43614

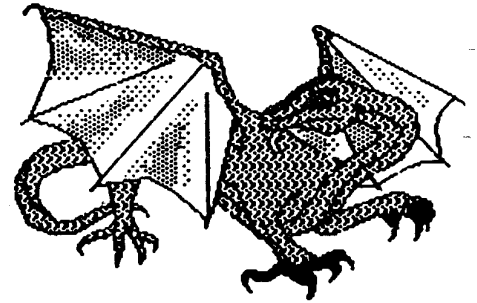
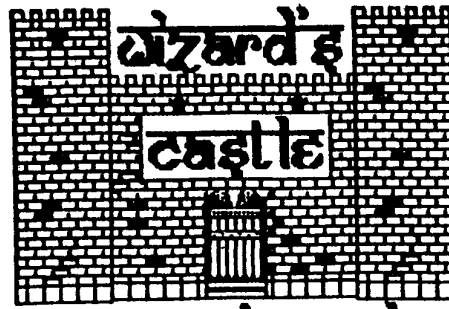
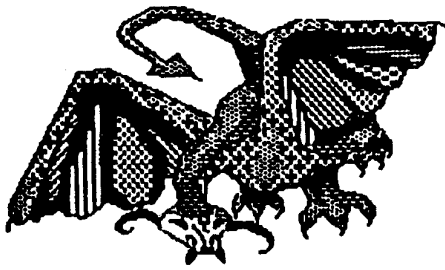


NOTICE!!!

If you draw any small cartoons like these, and would like to see them in here, just send them on in today.

Signed, The WIZARD





scoreboard

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

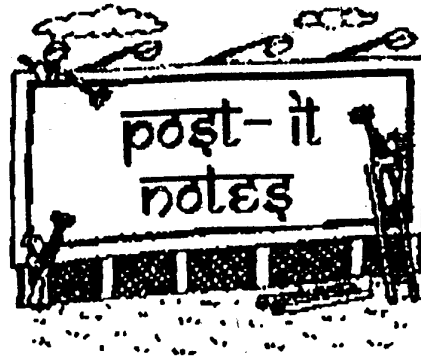
F-16 ASSAULT	65,300	REX	SHOCK TROOPER	41,296	DOG
F-16 ASSAULT	56,500	SAC	SHOCK TROOPER	40,928	RDY
F-16 ASSAULT	48,900	CEB	SHOCK TROOPER	38,714	QIK
F-16 ASSAULT	48,835	JJW	SHOCK TROOPER	37,149	RMS
F-16 ASSAULT	31,460	DLP	SHOCK TROOPER	37,000	BLW
			SHOCK TROOPER	24,375	AIR
GOLDRUNNER I	348,300	JFB	DEATH TRAP	68,322	WIZ
ROLLER CONTROLLER	123,650	WIZ	DEATH TRAP	57,666	WIZ
POOYAN	69,250	DOG	DOWNLAND	65,140	WIZ
POOYAN	61,200	WIZ	DOWNLAND	38,280	QIK
POOYAN	59,800	QIK	COLOR CAR ACTION	54,610	DOG
POOYAN	48,850	TMS	COLOR CAR ACTION	14,221	EDJ
FOODWAR	106,915	DOG	COLOR CAR ACTION	10,214	TMS
FOODWAR	48,315	WIZ	COLOR CAR ACTION	9,565	BRI
RADIO BALL	891,900	QIK	COLOR CAR ACTION	6,433	WIZ
RADIO BALL	749,400	TMS	JUNIOR'S REVENGE	17,700	WIZ
RADIO BALL	720,050	WIZ	JUNIOR'S REVENGE	14,400	TMS
DECATHLON	10,106	DLP	BUZZARD BAIT	213,850	DLP
DECATHLON	9,216	JWW	BUZZARD BAIT	138,800	TMS
DECATHLON	8,706	WIZ	SPEED RACER	91,700	DOG
DECATHLON	7,926	DER	SPEED RACER	65,010	DLP
VARLOC	1,968	DLP	GAUNTELET	1,224,190	JJW
VARLOC	1,850	QIK	GAUNTELET	1,094,280	DLP
ZAXXON	139,300	CEB	ARENA OF DEATH	62,710	WIZ
ZAXXON	112,000	N?S	ARENA OF DEATH	52,695	WIZ
ZAXXON	91,800	D?S	DOUBLEBACK	56,200	WIZ
ZAXXON	69,300	DOG	DOUBLEBACK	36,000	A?A
ZAXXON	28,900	QIK	DOUBLEBACK	33,010	QIK
KUNG FU DUDE	62,000	JPA	BALLOON	3,700	QIK
DESERT RIDER	72,311	DLP	DESERT PATROL	313,600	GRW
DESERT RIDER	41,968	DOG	DESERT PATROL	219,800	DOG
DESERT RIDER	20,411	QIK	DESERT PATROL	105,250	GRW
BREWMASTER	37,675	TMS			
BREWMASTER	26,150	DLP			
BREWMASTER	13,125	JWW			

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.

SHAMUS	22,350	WIZ	LUNAR ROVER	33,100	DOG
SHAMUS	16,205	DOG	LUNAR ROVER	22,400	QIK
SHAMUS	13,650	QIK	GOLDRUNNER II	464,050	JMB
DRACONIAN	82,910	KKL	GOLDRUNNER II	428,150	JFB
DRACONIAN	37,400	DOG	LUNCHTIME	95,850	MJD
DRACONIAN	19,820	QIK	LUNCHTIME	57,200	QIK
MR. DIG	1,217,400	SAC	STELLAR LIFELINE	27,910	TMS
MR. DIG	1,000,669	SAC	STELLAR LIFELINE	19,560	D?S
MARBLE MAZE	34,040	JJW	STELLAR LIFELINE	2,790	DOG
MARBLE MAZE	34,040	QIK	STELLAR LIFELINE	2,500	WIZ
MARBLE MAZE	32,490	D?S	CLOWNS&BALLOONS	27,100	WIZ
MARBLE MAZE	31,150	TMS	CLOWNS&BALLOONS	22,900	D?S
CATCH 'EM	59,277	JWW	OUTHOUSE	45,000	CEB
STRONG HOLD	193,440	WIZ	OUTHOUSE	32,750	RWR
STRONG HOLD	180,520	CEQ	OUTHOUSE	32,482	WIZ
PAPER ROUTE	160,200	WIZ	CRYSTAL CASTLES	532,808	WIZ
PAPER ROUTE	124,950	DLP	CRYSTAL CASTLES	513,917	DOG
PAPER ROUTE	64,900	QIK	CRYSTAL CASTLES	112,873	QIK
SAILOR MAN	501,300	DLP	BEAM RIDER	49,710	QIK
SAILOR MAN	366,200	JJW	BEAM RIDER	42,110	WIZ
SAILOR MAN	99,800	DOG	PEGASUS	56,100	JJW
KNOCKOUT	141,780	WIZ	PYRAMIX	51,120	WIZ
KNOCKOUT	109,750	REX	PYRAMIX	50,790	EDJ
KNOCKOUT	79,590	EDJ	PYRAMIX	47,950	WIZ
GOLD FINDER	60,750	DOG	PYRAMIX	42,810	WIZ
GOLD FINDER	51,125	DOG	PYRAMIX	39,510	EDJ
GOLD FINDER	49,225	QIK	PYRAMIX	38,720	WIZ
GOLD FINDER	22,850	EDJ	BIRDS	123,750	WIZ
POLTERGEIST	2,685	TMS	WARP 3D	17,590	WIZ
POLTERGEIST	1,695	JBF	7 CARD STUD	2,571	JBF
FLIPPY THE SEAL	21,815	DLP	DOODLE BUGGY	235,650	TMS
FLIPPY THE SEAL	14,375	DOG	DOODLE BUGGY	48,370	SAC
FLIPPY THE SEAL	11,625	DOG	CANYON CLIMBER	65,200	TMS
MEGA-BUG	8,858	TMS	CANYON CLIMBER	47,200	DOG
MEGA-BUG	4,637	QIK	CANYON CLIMBER	33,400	QIK
DEMON ATTACK	16,320	D?S	MUDPIES	127,200	TMS
PROTECTORS	80,850	DOG	MUDPIES	113,000	DLP
PROTECTORS	37,575	JOA	MUDPIES	23,600	GRW
GHANA BWANA	38,700	CEB	ELIMINATOR	6,480	DOG
GANTELET II	21,035	J?A	ELIMINATOR	6,220	TMS
			ELIMINATOR	3,710	JOM

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



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

Everyone,

I am still looking for a good used disk drive with a controller at a reasonable price. Also I'm still looking for a good non thermal paper printer that will work without aspirins.

--Joey Vaughan
Rt. 2 Box 130
Bronson, TX 75930

Utica, NY CoCo Owners,

I'd like to hear from anyone in the Utica area with a modem, or a BBS in the Utica area. Please call me.

--Philip P. Torracco
724-5934 (ask for
Phil senior)

Dr. CoCo,

Hey Doc, where's my prize??

--Billy Hubbard

First to answer the **FLASH**: I am 4 real. Second, I have not been writing to many people lately, or even talking to anybody but a few Pen-Pals who still write me. But now I've devoted most of my time to my computer. I'm interested in hearing from alot of new people about what is happening in the CoCo world. I've had alot of Pen-Pals writing to me at one time, but I just stopped. I had gotten away from my computer for a long time for various reasons. I do apologize to those I had stopped writing to. And, letters I haven't really answered. I do hope to really start hearing from alot of people again. Now I even have a person who helps me out. His name is Joe. I have alot to offer people who write me. I also hope to hear from alot of people. Write to me at:

I.J. Stryker
224 Mt. View Dr.
Nanticoke, PA 18634

Anonymous(8/88 page11),

You're accusing the Wizard's Castle readers of being **CRIMINALS!** Also, you say more or less that the Wizard's Castle must not list Pen-Pal messages. Then you accuse the Wizard of being an accomplice. The great majority of the CoCo community are minors. You don't think they can afford \$80 for Max 10 or \$150 for CBASIC 3? The advertisers say that they are easy-to-use, & the reality is just the opposite! **NICE SOFTWARE=EXPENSIVE** The CoCo3 is a super computer but the industry didn't improve the quality of the software. It just produced the same games and utilities that we had for the CoCo 2 but they increased the cost for the same quality. Why do you hide your name unless you too are a **PIRATE????**

--The 8th Passenger

Everyone,

Even more Post-It notes

Here are even more notes that were posted this month. Remember, now to **"REACH OUT"** and write a note today.

DISHEARTED IN DC,

This is in reference to your Letter to the Editor in the September 1988 issue. First of all, I realize that your letter has already been answered by the Wizard, but I still feel I need to put my two cents worth in. You say that you are in the *'Print & Sell'* business. Well then you must realize that each and every publication does things differently, and one will always be bigger and better than another. So what if **"The WIZARD'S CASTLE"** isn't as big or as fancy as the **RAINBOW**. Who cares? If I wanted to read two RAINBOWS, then I would buy two RAINBOWS! Don't get me wrong, I am probably one of the first to buy the RAINBOW when it hits the stores, but I also look forward to my issues of "The WIZARD'S CASTLE" with just as much enthusiasm. What isn't in the RAINBOW can be found in this magazine. Also, I see nothing wrong with "The Wizard's Corner". He puts a lot of work and time into each and every issue and **if anyone deserves a pat on the back.....HE DOES!!** If no one else is going to do it.....then by all means, **let him pat it himself!!** I also see nothing wrong with those so called redundant signatures. I personally like to know who's signing each and every note or letter or answer that is written. Do you realize how funny the pages would look with **ONLY** questions and answers? So what if it takes up an extra line or two. This magazine depends a lot on reader support and if the readers are not sending anything in, then someone has to fill up the pages or people start complaining when 2 months are sent out as one. Now about the Pen-Pal section. **Give me a break!** The people in this pen-pal section are no different than the ones in any other publication such as the RAINBOW. Some are legitimate traders and others aren't. Just because their names appear in a smaller magazine, doesn't mean they are bigger thieves. Please don't tell me that you actually believe the Editor is responsible for this. Another thing.....I personally do not have to be **'BRAINHASHED'** into believing this is a polished, proofread publication, because **I KNOW IT IS!!** And, I resent you implying that I am not intelligent enough to see a magazine for what it is! A lot of other magazines wouldn't have even given your letter the time of day. Think about that! **Finally, if you don't like "The WIZARD'S CASTLE"....**
.....DON'T READ IT! It's as simple as that. It sounds to me like you have a pretty big chip on your shoulder!

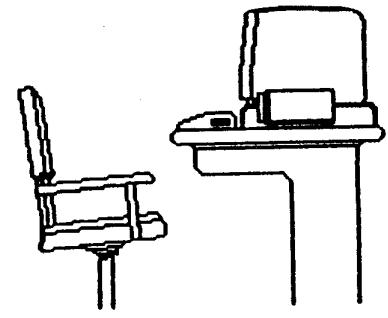
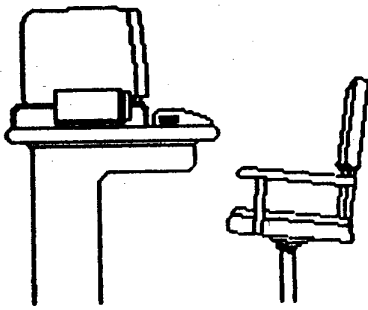
Signed, Not-Disheartened in the USA

PS. To all of you who put this together for us each month: **KEEP UP THE GOOD WORK!**

Readers,

About five years ago the CoCo community was much larger than it is now. The RAINBOW was three hundred pages long, companies selling CoCo hardware and software were everywhere, and magazines for the CoCo were in the hundreds. Then there was the attack. It killed tons of companies and hundreds of magazines, and the RAINBOW lost one hundred and thirty pages. That attack was pirates. They could have easily destroyed the CoCo itself if they hadn't let up just enough to slow down the killing. The CoCo community could keep from dying, & even go back to what it was if all you pirates stop and all you non pirates don't start. So please don't do it.

Signed, Trying to Help the CoCo



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!**

MICRO GOLF (CoCo 3)

Here is the CoCo 3 version of Micro Golf by Floyd Keirnon. Floyd is the author of the original Micro Golf for the CoCo2 that appeared on one of T&D's subscription software disks. This first part includes holes 1&9. Other holes will appear each month and all you have to do is save them as ASCII files by: SAVE"HOLE 2.BAS",A Then MERGE them to the program listed here in this month's issue. **Happy Golfing!**

```

1 'MICROGOLF FOR TANDY CC3 BY FL
DYD KEIRNAN,6908 GOLD OAK LANE,
CITRUS HEIGHTS,CA. 95621
4 INPUT "TYPE OF MONITOR (RGB/CM
P)";MM$:IF MM$="R" THEN M=3 ELSE
M=5
6 IF M=5 THEN CD$="TAN" ELSE CD$
="GREEN"
7 IF M=3 THEN CC$="GREY" ELSE CC
$="GREEN"
9 GOSUB 1150
10 HDRAW"BM90,30F80E8H468BM166,3
0680HBE4FBM60,150U12F6E6D12BM+9
,0U12BM+16,10D162L4H2U8E2R4F2BM+
7,10U12R4F2D262L4F6BM+9,-2U8E2R4
F2D862L4H2BM+24,-6U2H2L462D8F2R4
E2U3L2BM+10,2U8E2R4F2D862L4H2BM+
23,3L6U12BM+16,11U12R6L6D6R3BM20
,172U12R4F2D262L4R4F2D262L4"
13 HDRAW "BM+12,-12F6E666D6BM+20
,0U12R6L6D6R3BM+16,6L6U12BM+12,1
0U8E2R4F2D862L4H2BM+13,-10F6E666
D6BM+11,0U12R5F2D862L5
16 HDRAW"BM132,172U12D7E766F6BM+
8,0U12R6L6D6R4L4D6R6BM+8,0U12BM+
8,12U12R4F2D262L4F6BM+8,0U12D1F1
0D1U12BM+8,12U8E4F4D4L8R8D4BM+8,
0U12D1F10D1U12
19 FORX=7TO250STEP16:HCIRCLE(X,5
),3,7:NEXT:FORY=22TO172STEP16:HC
IRCLE(248,Y),3,7:NEXT:FORX=247TO
7STEP-16:HCIRCLE(X,186),3,7:NEXT
:FORY=167TO22STEP-16:HCIRCLE(7,Y
),3,7:NEXT
22 X=7:Y=151:HCIRCLE(X,Y),3,3:FO
R P=0TO10:HCIRCLE(X,Y),3,7:HCIRC
LE(X,Y),3,M:X=X+10:Y=Y-4:NEXT:HC
IRCLE(X,Y),3,7:X=248:Y=150:HCIRC
LE(X,Y),3,M:FOR P=0TO10:HCIRCLE(

```

```

X,Y),3,7:HCIRCLE(X,Y),3,M:X=X-10
:Y=Y-4:NEXT:HCIRCLE(X,Y),3,7:FOR
T=0TO2000:NEXT
25 FOR P=0 TO 10:HCIRCLE(X,Y),3,
7:HCIRCLE(X,Y),3,3:HSCREEN 0:SCR
EEN 0,0
28 PRINT@96,"DIRECT BALL WITH RI
GHT JOYSTICK":PRINT@165,"PRESS R
ED BUTTON TO
DRIV
E THE BALL":PRINT@260,CD$"--IS F
AIRWAY":PRINT@292,"BLUE-- IS A B
ARRIER":PRINT@324,CC$"-- IS OUT-
OF-BOUNDS":PRINT@356,"BLACK--DEF
LECTS THE BALL"
31 PRINT@452,"PRESS ANY KEY TO S
TART"
34 IF INKEY$="" THEN 34 ELSE 100
100 'HOLE NO.1
102 S=0:SS=0:H=1:NN=1
104 GOSUB 1150:HLINE(80,190)-(17
0,196),PSET
106 HLINE(70,0)-(80,196),PSET,BF
108 HLINE(170,0)-(180,196),PSET,
BF
110 HLINE(80,0)-(170,0),PSET
112 PALETTE CMP:HPAINT(90,20),0,
8:HH=RND(20)+115:HCIRCLE(HH,20),
6,4:HPAINT(HH,20),6,4
114 HDRAW"BM212,50U18D9R12U9D18B
M216,78R4E4U10H4L464D10F4BM215,8
7D18R12BM212,116R12L12D9R9L9D9R1
2BM216,164E4D18L4R8
116 X=125:Y=186:HCIRCLE(X,Y),3,7
:HPAINT(125,186),7,7
118 HCIRCLE(125,120),14:HLINE(12
5,108)-(125,73),PSET
120 HPAINT(125,110),2,8:FORG=0TO
120:NEXT
122 HCIRCLE(125,67),4,8

```

```

124 GOSUB 158
126 HPAINT(125,110),0,0:HCOLOR8,
0:HLINE(125,108)-(125,73),PRESET
128 HCIRCLE(98,114),14:HLINE(106
,104)-(125,73),PSET
130 SOUND 185,1
132 HPAINT(98,104),2,8:FORG=0TO1
20:NEXT
134 GOSUB 158
136 HPAINT(98,104),0,0:HLINE(106
,104)-(125,73),PRESET
138 HCIRCLE(125,120),14:HLINE(12
5,108)-(125,73),PSET
140 HPAINT(125,110),2,8:FORG=0TO
120:NEXT
142 GOSUB 158
144 HPAINT(125,110),0,0:HLINE(12
5,108)-(125,73),PRESET
146 HCIRCLE(152,114),14:HLINE(14
4,104)-(125,73),PSET
148 SOUND 130,1
150 HPAINT(152,104),2,8:FORG=0TO
120:NEXT
152 GOSUB 158
154 HPAINT(152,104),0,0:HLINE(14
4,104)-(125,73),PRESET
156 GOTO 118
158 IF BUTTON(0)=1 THEN 1000
160 RETURN
200 'HOLE NO.2
300 'HOLE NO.3
400 'HOLE NO.4
500 'HOLE NO.5
600 'HOLE NO.6
700 'HOLE NO.7
800 'HOLE NO.8
900 'HOLE NO.9
902 S=0:H=9:HH=RND(100)+50:NN=NN
+1

```

EVEN MORE PROGRAMS

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

Here's the rest of the golf program that appeared on the previous page.

```

904 GOSUB 1154:HDRAM"BM232,172;R
6E4U10H4L464D4F4R4E4"
906 HCIRCLE(150,110),90,8,.7,.46
,.88:HCIRCLE(70,188),120,8,.5,.7
4,.2:HPAINT(124,90),2,8
908 HDRAM"BM200,35;XT$;"
910 A$="C4BM163,136;F1468F1E1H8E
14":B$="C2BM163,136;F1468F1E1H8E
14":C$="C4BM163,120;F1468F1E1H8E
14":D$="C2BM163,120;F1468F1E1H8E
14":E$="C4BM163,110;F1468F1E1H8E
14":F$="C2BM163,110;F1468F1E1H8E
14":G$="C4BM163,100;F1468F1E1H8E
14"
912 H$="C2BM163,100;F1468F1E1H8E
14":I$="C4BM163,90;F1468F1E1H8E1
4":J$="C2BM163,90;F1468F1E1H8E14
":K$="C4BM163,70;F1468F1E1H8E14"
914 HDRAM"A0"+A$:FOR Q=0TO500:NE
XT Q
916 M$="T255;V22;05BAGFEDC04;V10
;BAGFEDC03;V5;BAGFEDC":N$="T255;
04CDEF6AB"
918 GOSUB 1000
920 FOR T=0TO100:NEXT T
922 HDRAM"A0"+B$:HCIRCLE(X,Y),3,
3:HDRAM"A3"+A$:PLAY N$:HDRAM"A3"
+B$:HDRAM"A2"+A$:PLAY N$:HDRAM"A
2"+B$:HDRAM"A2"+C$:PLAY N$:HDRAM
"A2"+D$:HDRAM"A2"+E$:PLAY N$:HDR
AM"A2"+F$:HDRAM"A2"+G$:PLAY N$:H
DRAM"A2"+H$:HDRAM"A2"+I$:PLAY N$
:HDRAM"A2"+J$:HDRAM"A2"+K$
924 FOR Q=0TO500:NEXT X=157:Y=47
:HCIRCLE(X,Y),3,2
926 FOR N=0TO3:HCIRCLE(X,Y),3,1:
HCIRCLE(X,Y),3,0
928 Y=Y-2:NEXT N:HCIRCLE(X,Y),3,
1:HPAINT(X,Y),1,1
1000 'TEE OFF
1004 HCIRCLE(X,Y),3,1:HPAINT(X,Y
),7,1:IF BUTTON(0)=1 THEN SOUND
200,1:S=S+1:GOTO 1008
1006 ON H GOTO 118,1004,1004,410
,526,1004,1004,826,1102
1008 PX=INT((JOYSTK(0)-32)/2)
1010 PY=INT((JOYSTK(1)-32)/2)
1012 IF PY<-10 THEN PY=-10
1014 HPAINT(X,Y),0,0:FOR Q=0 TO
30:HCIRCLE(X+PX,Y+PY),3,7:HCIRCL
E(X+PX,Y+PY),3,0
1016 X=X+PX:Y=Y+PY:IF Y<8THENY=8
1018 IF H<>1 AND HPOINT(X+3,Y)=8
OR HPOINT(X-3,Y)=8 THEN PX=-PX
1020 IF H=1 AND (X<90 OR X>160)
THEN PX=-PX
1024 IF HPOINT(X,Y-8)=2 OR HPOIN
T(X,Y-4)=2 THEN SOUND 150,1:FOR
Y=Y TO 180 STEP 5:HCIRCLE(X,Y),3
,7:HCIRCLE(X,Y),3,0:NEXT Y:HCIRC
LE(X,Y),3,7:HPAINT(X,Y),7,7:GOTO
1000
1038 IF H<>3 AND S=1 AND X>HH-6
AND X<HH+6 AND Y>14 AND Y<26 THE
N SOUND 125,1:HPRINT(32,12),"HOT
DOG!":HPRINT(32,14),"A HOLE":H
PRINT(32,16),"IN ONE!":SS=SS+S:H
=H+1:FOR T=0 TO 2000:NEXT:ON H G
OTO 100,200,300,400,500,600,700,
800,900,1158
1042 IF HPOINT(X,Y)AND HPOINT(X+
1,Y+1)AND HPOINT(X+3,Y+3)=M THEN
1148
1044 IF Y<12 THEN 1052
1046 IF Y>185 THEN Y=185
1048 IF Q=20 GOTO 1100
1050 NEXT Q
1052 BB=RND(15)+10
1054 CC=PX
1056 Y=3:FOR Y=3 TO BB STEP 4:X=
X+CC:HCIRCLE(X,Y),3,7:HCIRCLE(X,
Y),3,0
1058 IF X>210 THEN X=210
1064 IF H<>3ANDX>HH-6AND X<HH+6 A
ND Y>14 AND Y<26THEN SOUND125,1:
HPRINT(29,1),"GREAT GUNS!":HPRIN
T(30,2),"A HOLE ON":HPRINT(29,3
),"THE REBOUND":HPRINT(32,22),S:
H=H+1:FOR N=0TO2000:NEXT:SS=SS+S
:ON H GOTO 100,200,300,400,500,6
00,700,800,900,1158
1066 IF H=1 AND X<90 THEN CC=-CC
1068 IF H=1 AND X>160 THEN X=160
1070 NEXT Y
1100 'PUTTING
1102 HCIRCLE(X,Y),3,1:HPAINT(X,Y
),7,1:IF BUTTON(0)=1 THEN 1104 E
LSE 1102
1104 SOUND 200,1:S=S+1
1106 PX=(JOYSTK(0)-32)/4:PY=(JOY
STK(1)-32)/4
1108 HCIRCLE(X,Y),3,0:HPAINT(X,Y
),0,0:FOR Q=1 TO 15:HCIRCLE(X+PX
,Y+PY),3,1:HCIRCLE(X+PX,Y+PY),3,
0
1110 X=X+PX:Y=Y+PY
1112 IF Y<8 THEN 1052
1116 IF X<7 THEN 1148
1118 IF H=1 AND(X<90 OR X>160) T
HEN PX=-PX
1120 IF HPOINT(X,Y)=3 THEN 1148
1124 'IF (X<120 AND Y<83) OR (X>
85 AND Y>112) THEN PY=-PY
1130 IF H=5 OR H=8 OR((H=9 AND X
<160) OR H=9 AND X>180) THEN 113
1
1131 IF H=9 AND X>163 AND X<175
AND Y>144 AND Y<156 THEN PLAY M$
:RETURN
1132 IF H=9 AND HPOINT(X+1,Y-1)=
2 THEN HPRINT(30,16),"FISHING?":
HPRINT(24,18),"DROP A NEW BALL":
HPRINT(30,20),"REMEMBER":HPRINT(
32,22),"JONAH":Y=180:X=150:GOTO
1100
1134 IF H=1 THEN AA=11 ELSE AA=1
5
1136 IF H<>3 AND X=>HH-6 AND X<
HH+6 AND Y=>14 AND Y<26 THEN SO
UND 125,1:X=HH:Y=20:Q=15:HPRINT(
AA,1),"STROKES":HPRINT(AA+7,1),S
:FOR T=0 TO 2000:NEXT:H=H+1:SS=S
S+S:ON H GOTO 100,200,300,400,50
0,600,700,800,900,1158
1144 IF Q=15 THEN GOTO 1100
1146 NEXT Q
1148 HCOLOR4,3:HPRINT(16,2),"SOR
RY!":HPRINT(14,3),"OUT-OF-BOUND
S":HPRINT(14,4),"TRY AGAIN":FOR
T=0 TO 1000:NEXT:CLS:ON H GOTO 1
04,204,304,404,504,604,704,804,9
04
1150 CLS:HCOLOR8,M:HSCREEN 2:HDR
AW "A054"
1152 RETURN
1154 GOSUB 1150:HDRAM"BM36,192U1
92R178D192L178BM94,188R60BM228,5
0U18D9R12U9D188M232,78R4E4U10H4L
464D10F48M231,87D18R12BM228,116R
12L12D9R9L9D9R12":HCIRCLE(HH,20)
,6,8:HPAINT(125,180),0,8:X=124:Y
=184:HCIRCLE(X,Y),3,1:HPAINT(X,Y
),1,1:HPAINT(HH,20),7,8
1156 RETURN
1158 CLS:HSCREEN0:PRINT@129,"YOU
R SCORE IS "SS "STROKES FOR"
NN "HOLES PLAYED":PRINT@2
89,"PAR IS 3 PER HOLE; HAVE ANOT
HER GAME Y/N":GOTO1162
1160 FOR N=69 TO 180 STEP 20:HCO
LOR2,3:HLIN(N,150)-(N+10,100),P
SET,BF:NEXT:HCOLOR4,3:RETURN
1162 K$=INKEY$:IFK$="Y" THEN G0T
O 100 ELSEIFK$<>"N" THEN1162
1164 END

```

EVEN MORE PROGRAMS

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

ALGEBRA <1 liner contest entry by: Ian Boisvert>

```
1 POKE150,18:PRINT#-2,CHR$(27)CHR$(20)CHR$(15)"ANGLE"TAB(24)"TAN"TAB(40)"SIN"TAB(56)"COS"TAB(67)"ANGLE"TAB(88)"TAN"TAB(104)"SIN"TAB(119)"COS"CHR$(14):N=57.29577951:FORI=1TO45:J=I+45:T=TAN(I/N):T1=TAN(J/N):S=SIN(I/N):S1=SIN(J/N):C=COS(I/N):C1=COS(J/N)2 PRINT#-2,I,T,S,C,:IFI=45THENEND:ELSEPRINT#-2,I+45,T1,S1,C1:NEXT
```

MUSIC <1 liner contest entry by: Ian Boisvert>

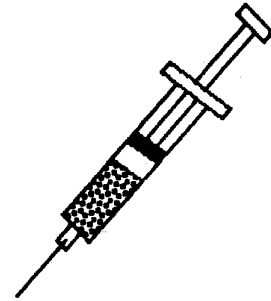
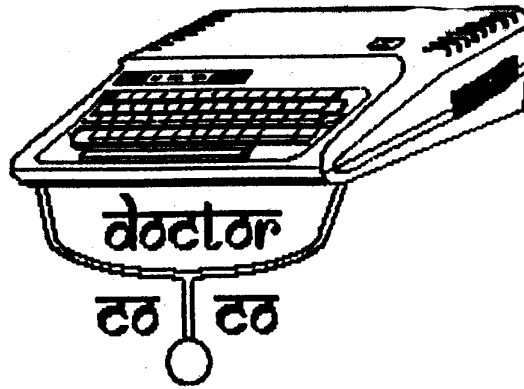
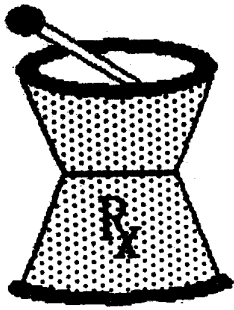
```
1 K$="1234567890-NP":CLS:PRINT@8,K$,,S$:EXEC44539:I$=INKEY$:IFINSTR(1,K$,I$)=0THEN1:ELSEIF I$="-"THENI$="P4":S$=S$+I$+";":GOTO1::ELSEIF I$>"0"AND I$<"6"THENS$=S$+"0"+I$+";":GOTO1:ELSEIF I$="N"THENRUN:ELSEIF I$="P"THENPLAYS$:GOTO1:ELSE S$=S$+I$+";":GOTO1
```

STARHAR2 <1 liner contest entry by: Laura Michaels>

```
3 CLS:J=RND(32):IFJ=32THENAS="CRASH":T=0:GOTO4ELSEPRINT@J+64,"X":INPUTA:PRINT@A,"#":PRINT@A+32,"!":IFA=JTHENAS="WIN":PRINT"TRIE S":T=0ELSEAS="NO":T=T+14 INPUTC:FORZ=1TO40:PRINTAS:NEXTZ:GOTO3
```

SCOL-DIR (RSDOS ONLY!!)

```
0 ' SCOL-DIR180 DATA 12,B7,CC,EC,B75 REM BY PHILIP P. TORRACO190 DATA CC,ED,B7,CC,EE10 CLS:POKE150,87 'SETS BAUD RATE TO 600200 DATA B7,CD,00,B7,CD20 PRINT#-2,CHR$(27);CHR$(19)'SELECT STANDARD PRINT210 DATA 01,B7,CD,02,B7220 DATA CD,03,B7,CD,04230 DATA B7,CD,05,B7,CD240 DATA 18,B7,CD,19,B7250 DATA CD,1A,39260 EXEC307230 PRINT"INSERT DISK TO PRINT DIRECTORY"270 CLS40 PRINT"READY YOUR PRINTER"280 POKE 111,050 PRINT@135,"NAME OF DISK:"290 CLS60 PRINT@194,STRING$(28,"-")295 PRINT"READY PRINTER"70 PRINT@162,"";296 INPUT "DRIVE NUMBER";D80 LINE INPUT DT$300 POKE111,254:DIRD90 CLS310 PRINT#-2,CHR$(13) 'CARRIAGE RETURN100 PRINT#-2,DT$320 INPUT" DO YOU WANT TO PRINT ANOTHER, <YES OR NO>";AS110 RESTORE330 B$=LEFT$(AS,1)120 FORX=3072TO3134:READAS:POKEX,VAL("&H"+AS):NEXT340 IF B$="N" THEN END130 DATA 1A,50,8E,80,00350 IF B$="Y" THEN10140 DATA A6,84,B7,FF,DF360 GOTO320150 DATA A7,80,8C,EO,00160 DATA 27,05,B7,FF,DE170 DATA 20,EF,1C,AF,86
```

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

Dear Dr. CoCo,

I have a DMP-200 printer, & the manual says it'll run either 600 or 1200 baud. If I buy a serial to parallel converter will I be able to use a higher baud, or am I limited to 1200 baud? The manual isn't any help in this matter.

Signed,
Printer Problems

Dear Dr. CoCo,

What would be some of the advantages of a 512-K upgrade? Will it make my computer run faster? I've been thinking about buying one.

Signed,
Memory in Minnesota

Dear Memory,

A '512-K' upgrade is very advantageous if you ever consider using OS-9. With it, you will be able to open, and use more windows than what you could with the standard '128-K' that you now have. Besides OS-9, some other programs, such as CocoMax 3, will utilize this additional memory in their program. It'll tend to speed up the program since the computer can load more of a file into memory, reducing disk access time. There are few more things you could do with that extra memory in basic. Most of the better upgrades that you can purchase will provide you some software for Ram-Disks and a Printer Spooler. The RamDisks are like having a couple of extra drives but about twice as fast! The Spooler can free up your computer for other tasks while you are printing a long file. So if you're thinking about it, by all means, do it. You'll never regret it.

Signed,
Dr. CoCo

Dear Printer Problems,

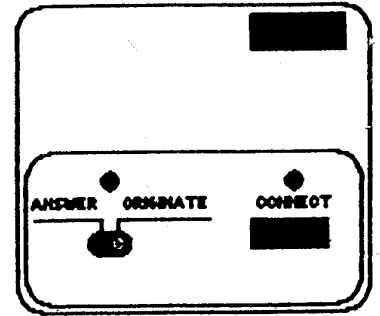
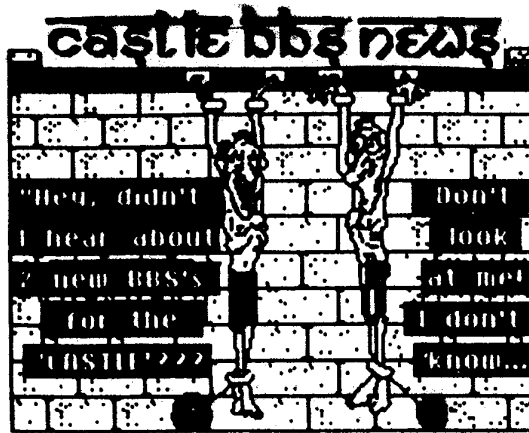
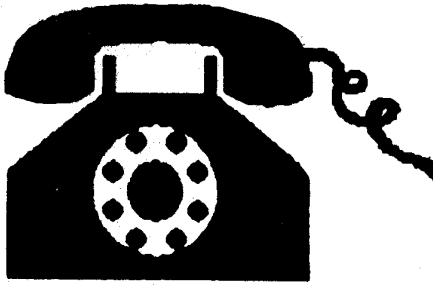
If the info you have supplied me is correct, then 1200 is the highest baud you can achieve. The reason you'd purchase a serial - parallel convertor is to, first, access a printer with only a parallel input, and second, to be able to access the higher baud rates 'IF' a printer is capable of any higher rates. I can see what threw you in some of the ads concerning convertors. They assume you know the limitations of your particular machine.

Signed,
Dr. CoCo

Dear Printer Problems,

The older Tandy printers 'WILL' run faster with a convertor.

Signed,
The WIZARD



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.

"Futura BBS" Sysop - Dr.Coco #(704)937-7736 300/1200 30 msg 24 hrs

Oh, the questions I have received since the last issue of the magazine. Since I told Fran in last month's issue that she could reach me here at Futura if she had any problems, I have been receiving all sorts of problems pertaining to all sorts of things. If you don't see a question concerning your particular hardware problem, drop me a note and I will answer it to the best of my ability. So far, I'd say I have been able to help about 95% of the callers who have had problems. That's pretty good considering some of the questions. There are a couple of text files concerning hardware problems and fixes online. I plan to write some more in the future as time permits. I also try to keep up to date on the latest CoCo news as it's posted on Delphi. Remember, if you have a problem or want to discuss a hardware matter, give me a call!

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

The Newsroom is waiting for your input to the Wizard's Castle magazine. This board is online 24 hrs a day, so if at 3 o'clock in the morning, you have this great idea for a review, or you want to place a post-it note, just give it a call and upload it straight to the office! Who knows, you may even catch The WIZARD by his desk. He has been known to chat at a moment's notice (except when the deadline is near). We constantly change the BBS to suit the needs of our users. If you have a comment about the board, just leave The WIZARD a note. He'll take it into consideration. So remember, the Wizard's Castle magazine is built around the reader's input. Use the BBS to voice your opinion & to send us your contribution.

SPECIAL NOTICE!!!

Both of these BBS's are here, for you the readers benefits. I realize that with long distance rates like they are today, that you can't just call at a moment's notice, but we are here when you do call. With the recent increase in postage rates, sometimes it's quicker and cheaper to make a 2 or 3 minute call on a weekend to upload something, than to put it on a disk and mail it in. **THINK ABOUT IT!!** And like the Doc said if you have any suggestions at all about the operation of the BBS's, we welcome you to let us know. Above all, **Happy MODEMing!!**



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*.

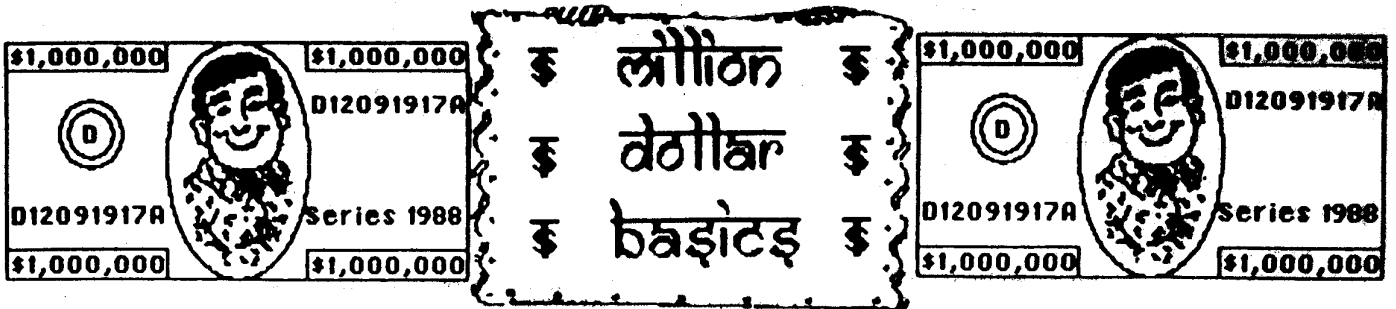
I have recieved quite a few questions on how a person could hook his or her CoCo up to a stereo. Used to be, I would stare blankly and wonder, "Why would anyone want to do that?". Now, with the increased interests in *MIDI*, and the better sound with the new software, I can understand why. Imagine a huge bomb burst, loud enough to shake you while playing a game. That's real excitement! (if you don't go deaf). Well, with the Coco 3, we have a couple of options.

Used to be, with CoCo 1 & 2, we didn't have many options on sound. We could use a Stereo Pak that Tandy once produced, to hook the unit up to a stereo, but that required a multi-pak. For the stout of heart, you could go inside the unit, locate the audio input to the RF modulator, tap that signal, amplify it to a low level signal, and shoot it to an audio amplifier. Now, with the Coco 3, we have a much cheaper & easier option.

Although you could still use the methods described above, Tandy was thoughtful enough to add composite video & audio outputs to the CoCo 3. This proves to be a delightful way to get sound from the CoCo. Though the audio that is produced by the CoCo 3 is monophonic, it can be utilized to create very lively sound effects when used properly.

About the easiest way to use these outputs is to patch the audio output of the CoCo 3 to an input on a stereo receiver. But wait! The receiver has a left and a right input! Which do I use? It's your choice. You can use either one, but if you really want to do it right, purchase an RCA Y-cable and an extra RCA cable from Radio Shack. Plug the Y-cable into the audio output of the CoCo. This will give you 2 outputs, even though the signal will be slightly reduced. Then use the RCA cable you have and the one you purchased from Radio Shack and make the connection to both inputs on the receiver. Even though the sound is still mono, this proves to be an effective way to reproduce quality sound for those CoCo users who have no Stereo Pak and want to keep costs down. If you have the proper type of receiver, and are already using the composite outputs of the CoCo, total cost of this project should be around \$5 or so. Try it out, you might get spoiled on the sound. If you have a graphic Equalizer with your stereo, you'll really be able to tailor the sound!

GIVE IT A TRY! This is just another project that is great for you to become familiar with your Coco 3 and get up the nerve to start hardware hacking on it!



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

Welcome back to another installment. In this issue, we will teach CoCo to '*DRAW*'. *DRAW*'s capabilities allow you to put a shape on the screen, choosing angles, colors, start & end points, all in the confines of one program line!

Here are its commands:

	<u>MOIION</u>		<u>MODES</u>	<u>OPTIONS</u>			
M	Move position	E	45 degree angle	A	Angle	B	Blank
D	Down	F	135 degree angle	C	Color	N	No Update
L	Left	G	225 degree angle	S	Scale		
R	Right	H	315 degree angle				
U	Up	X	Execute Substring				

The syntax for *DRAW* is: '*DRAW*"string"' OR '*DRAW* A\$'

In syntax #1, "string" represents a string of one or more draw commands such as "D12R12U3E5", where the imaginary cursor is pushed, Down 12, Right 12, Up 3, then at a 45 degree angle for five increments.

In syntax #2, A\$ indicates a string variable which depicts another string of commands.

Let's put a bit of this information mass to use. Type this in:

```
10 PMODE 3,1:PCLS:SCREEN 1,0
20 DRAW"BM128,96;U25R25D25L25"
30 GOTO 30
```

Line 20 does practically all the work that four individual statements using the '*LINE*' command would require to draw the same box. Our box's lower left corner is at coordinates 128,96. This is determined by "BM128,96;...", which tells CoCo to move the cursor beginning at points x & y. Now, instead of a box, change line 20 and watch what happens.

```
20 DRAW"BM128,96;E20BE20E20F20BF20F20L40BL40L40BU40R40BR40R40G20BG20G20
H20BH20H20;BM128,96;NU40ND40NE20NF20NG20NH20NL40R40"
```

The numbers, of course, indicate movement on screen, but what did '*BU20*' mean? It means move the cursor 20 increments but draw a blank line. The letter N in there means No Update.

So, look at the second occurrence of BM128,96 in the statement.

Million Dollar Basics (con't.)

After that, it says NU40. Well, before drawing Up 40, the cursor is at 128,96. The N tells CoCo that, after drawing the line Up 40, the cursor will still be at 128,96. Run our 3-liner again, with line 20 reading:

```
20 DRAW"S2;BM128,96;U25R25D25L25"
```

Notice the change? The box is half its former size. Here is what the Scale mode does: Sx scales your shape by x divided by 4. x can be any number 1 to 62, (when omitted, CoCo uses 4).

So, if x=2, then you get 2/4 or half scale

If x=8 your result is 8/4 or twice the scale, or double size...

The option of C should bring color to your palette. Change line 20 to:

```
20 DRAW"C6;BM128,96;U25R25D25L25"
```

Run it, then change the C6 to C8. Then put a C5 just before the letter U and run again. Did you see a two-tone box? Cx means color a line with color x, x being 0 to 8. If omitted, the current foreground color is used. Now, change line 20 to read:

```
20 DRAW"A0;BM128,96;U25R25"
```

Run it, then change the number after A to 1, and run it. You've just witnessed the Angle mode. Angle x specifies a line's angle. x can be 0 to 4. 0 = 0 degrees, 1 = 90, 2 = 180 and 3 = 270

Phew!! Are you still with me ??

Okay, our final 2 missions will be to briefly look at string variables and executing actions. So far, we've looked at string constants. String variables, however, are quite different. In using string variables, the DRAW statement must have a program line before it that defines a variable as the string such as variable A--> 20 A\$="BM128,96;R25U25D25L25" Next, you must substitute this string for the statement normally found in the DRAW statement's quotes, such as:

```
25 DRAW A$
```

That shouldn't have been too hard. Now for executing actions! Execute is a variation of the string variable function that resembles a GOSUB statement. In our favorite 3-liner, change 20 again to read:

```
20 A$="BM128,96;C8U25C6R25C4D25C2L25"
```

And add:

```
25 DRAW"BM95,50;U25R25;XA$;D25L25"
```

When it is run, CoCo starts drawing a line going up, then right, then executes A\$(;XA\$;), then returns to the original string to complete its illustration.

With all of that behind us, try to use all you've seen here, and combined with a For/Next loop, show the box grow. Once you've accomplished that, you'll be one step closer to animation!

Until next time, remember, take it one byte at a time...

Beginners OS-9 (con't)

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

Now, up to this time we have only talked about the directories that are present on the disk when we purchase it. Lets make a directory of our own.

To do this we need to use the MAKDIR command. This command will create a new directory for us. The syntax is:

```
MAKDIR pathlist or dirname
```

The pathlist is the path to the directory you wish to create. Your new directory and dirname is the directories name.

So lets make a new directory called PROJECT1. To do so type at the OS9 prompt:

```
OS9: makdir PROJECT1
```

OS9 will then create the new directory. Note it's wise to use uppercase for names of directories, and lower case for all other files, for it makes it easier to tell which is a file and which is a directory.

Here is what our new directory would look like drawn out.

```
-----  
      :           :           :           :  
      CMDS       OS9boot/startup   SYS       PROJECT1
```

Note the new drectory is on our present root directory. Lets create a new directory in PROJECT1

Lets say we want to have a TEST directory in the new PROJECT1 directory. First, we can create the directory in the PROJECT1 directory. To do so type:

```
OS9: makdir /PROJECT1/TEST
```

Now that we have a new directory and subdirectory lets try changing own present data and execution directories.

To make PROJECT1 our data directory & TEST our execution directory type.

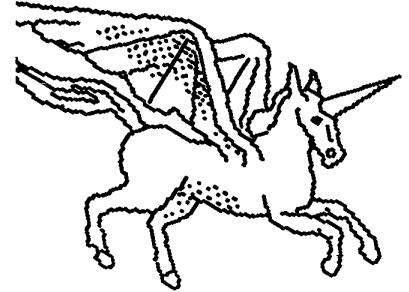
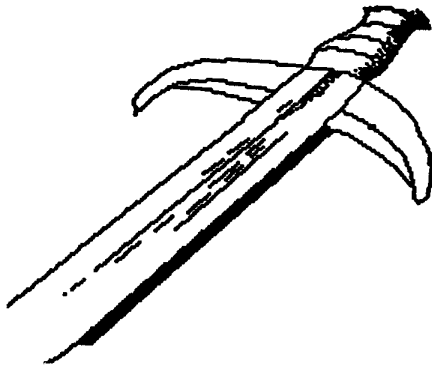
```
CHD /d0/PROJECT1 <enter>  
CHX /d1/TEST      <enter>
```

Now, if you have any files in the Test directory OS9 will look there for them if it cannot find it in memory.

I hope that this will help most of you to understand the way OS9 creates and organizes information.

Due to extenuating circumstances I am going to have to stop this column for the time being, if you have the time to take over this column, then I'm sure the Wizard would like to hear from you soon.

Until next time.



This column deals with adventure games. How to write them, and how to play them. If you have any questions for this area just send them to: **ERIC STRINGER; C/O "The HIZARD'S CASTLE"**. And now here's **ERIC!**

Now we're going to add disk save & load for our characters. Before typing in listing 1 renumber last months program. Do the following:

DEL 100 <ENTER> DEL 630 <ENTER> RENUM 100,200,5 <ENTER>

After doing this type in listing 1. Note, listing 1 was set up on a 80 column screen. I've tried to keep as close as possible to the Dungeon Masters Handbook with this program.

After typing in listing 1, save to disk, and run. If every thing was typed in correctly you should be at the menu. Option 1 is create a character, which runs the same as last months except it asks if you would like to save the character to disk. Option 2 is to view characters that have already been created. And it also lets you make a printout of the character. Option 3 is to quit. The characters are stored in the file called **"CHARATER.DAT"**.

Next month we will add some weapons & provisions to our character creator program. If you have any suggestions, or comments, about this, or other programs please leave me a message at the **'NEWSROOM'**, or write me **C/O "The HIZARD'S CASTLE"**.

Until next month, *Happy Adventuring!*

LISTING 1

```

95 GOTO 1000
105 CLS:PRINTSTRING$(15,"\\");" D
UNGEONS & DRAGONS ";STRING$(15,
"/"):PRINTSTRING$(15,"\\");" CHAR
ACTER CREATOR ";STRING$(15,"/")
220 PRINT" STR: INT: WIS: DEX
: CON: CHA: HP: "
225 PRINT USING" ## ## ##
## ## ## ## ";ST,IN,
WI,DX,CO,CH,HP
270 CLS:PRINT:PRINT:PRINT:PRINT"
ARMOR : "
275 PRINT"NO. COST TYPE
NO. COST TYPE "
285 PRINT USING"### ### %
% ## ### %
%";Z,VAL(AR$(2,Z)),AR$(1,Z),Z+
1,VAL(AR$(2,Z+1)),AR$(1,Z+1)
380 CLS:PRINT"NO. NAME
":PRINT
390 PRINT USING"## %
%";Z,RA$(Z)
425 CLS:PRINT "NO.
IGNMENT:";PRINT
435 PRINT USING"## %
%";Z,LI$(Z)
460 CLS:PRINT "NO. CL
ASS :";PRINT
470 PRINT USING"## %
%";Z,CA$(Z)
500 PRINT:PRINT:PRINT" [P]RINT
[S]AVE [A]NOTHER [M]
ENU"
505 I$=INKEY$:IF I$="" THEN 505
510 IF I$="A" THEN 100
515 IF I$="P" THEN J=-2:GOTO 320
520 IF I$="S" THEN GOSUB 700
525 IF I$="M" THEN RETURN
530 GOTO 505
700 REM SAVE TO DISK
705 OPEN"D",#1,"CHARATER.DAT",15
0
710 LI=LDF(1)+1
715 FIELD#1, 20 AS F1$,8 AS F2$,
15 AS F3$,15 AS F4$,3 AS F5$,17
AS F6$,3 AS A1$,3 AS A2$,3 AS A3
$,3 AS A4$,3 AS A5$,3 AS A6$,3 A
S A7$,4 AS A8$,7 AS A9$
720 LSET F1$=N$:LSET F2$=RA$(R)+
RIGHT$(A$,1):LSET F3$=LI$(T):LSE
T F4$=CA$(C):RSET F5$=STR$(LV):L
SET F6$=AR$(1,0)
725 RSET A1$=STR$(ST):RSET A2$=S
TR$(IN):RSET A3$=STR$(WI):RSET A
4$=STR$(CO):RSET A5$=STR$(DX):RS
ET A6$=STR$(CH):RSET A7$=AR$(3,0
):RSET A8$=STR$(HP):RSETA9$=STR$
(GP)
730 PUT#1,LI:RETURN
800 REM GET CHARACTER FROM DISK

```


Dungeon Adventures (con't)

Here is the rest of Listing 1 that goes with this month's column.

```

805 OPEN"D",#1,"CHARATER.DAT",15
0
810 FE=LDF(1):L1=1
811 FIELD#1,20 AS F1$,8 AS F2$,1
5 AS F3$,15 AS F4$,3 AS F5$,17 A
S F6$,3 AS A1$,3AS A2$,3 AS A3$,
3 AS A4$,3 AS A5$,3 AS A6$,3 AS
A7$,4 AS A8$,7 AS A9$
815 CLS:PRINTAB(32);"VIEW CHAR
ACTERS"
820 PRINT:PRINT
825 GET#1,L1
830 PRINT# J,"NAME: ";F1$
835 PRINT# J,"RACE/SEX: "F2$
840 PRINT# J,"ALIGNMENT: "F3$
845 PRINT# J,"CLASS: "F4$;PRIN
T"LEVEL: "F5$
850 PRINT# J," ":PRINT# J," STR:
INT: WIS: DEX: CON: CHA:
A.C.: HP:"
855 PRINT# J, USING" % % % %

```

```

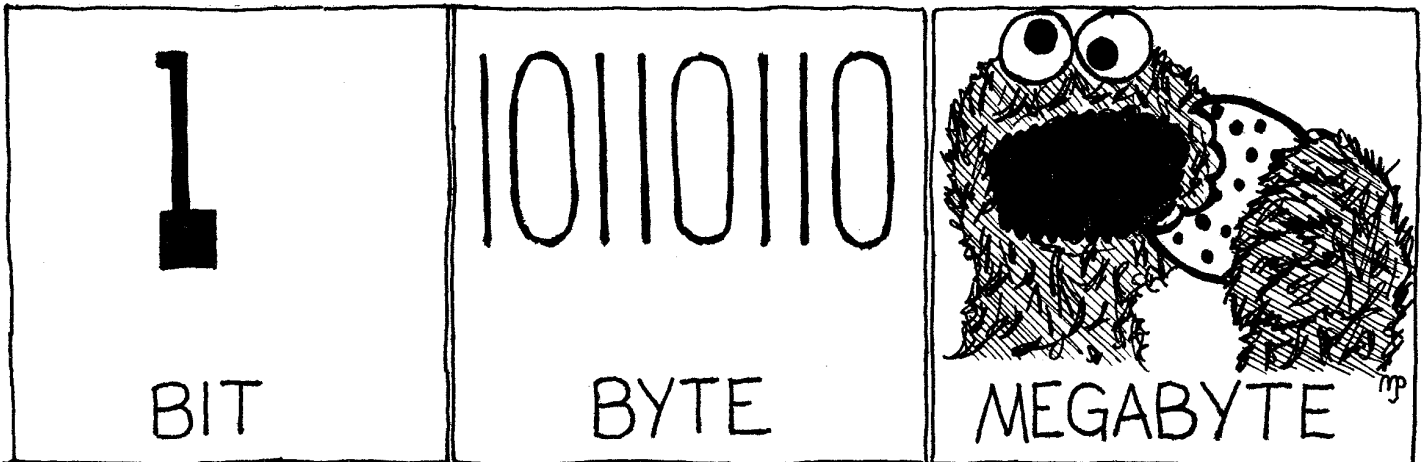
% % % % % % % % % %
% %";A1$,A2$,A3$,A4$,A5$,A6$,A
7$,A8$
856 J=0
860 PRINT:PRINT"INJEXT [BJAC
K [P]RINT [M]ENU"
865 I$=INKEY$:IF I$="" THEN 865
870 IF I$="M" THEN CLOSE#1:RETUR
N
875 IF I$="P" THEN J=-2:GOTO830
880 IF I$="N" THEN L1=L1+1:IF L1
>FE THEN L1=FE:GOTO 825 ELSE 825
885 IF I$="B" THEN L1=L1-1:IF L1
<1 THEN L1=1:GOTO 825 ELSE 825
890 GOTO 865
900 END
1000 REM MENU
1005 CLS$
1010 PRINTAB(30);"DUNGEONS & DR
AGONS"

```

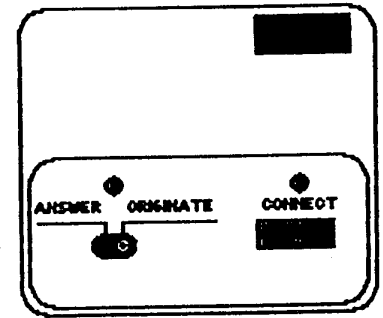
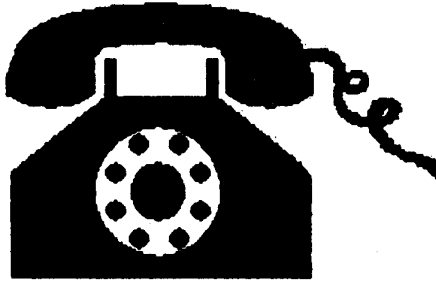
```

1015 PRINTAB(31);"CHARACTER CRE
ATOR"
1020 PRINT:PRINTAB(37)"MENU"
1025 PRINT:PRINT
1030 PRINT:PRINTAB(20);"[1]
CREATE A CHARACTER"
1035 PRINT:PRINTAB(20);"[2]
VIEW CHARACTERS"
1040 PRINT:PRINTAB(20);"[3]
QUIT"
1045 PRINT:PRINTAB(20);"CHOOSE
A NUMBER"
1050 I$=INKEY$:IF I$="" THEN 105
0
1055 IF I$<"1" OR I$>"3" THEN 10
50
1060 ON VAL(I$) GOSUB 100,800,20
00
1065 GOTO 1000
2000 END

```



bbs updates



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

Name	Phone number	Hours open	Baud Rates	Notes

*FUTURA	704-937-7736	24 hrs	300/1200	30 Megs *
*WIZ CASTLE NEWSROOM	704-434-2629	24 hrs	300/1200	65 Megs *

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

Even More good BBS's

<u>Name</u>	<u>Phone number</u>	<u>Hours open</u>	<u>Baud Rates</u>	<u>Notes</u>
Super 80 BBS	414-327-5334	24 hrs	3/12/2400	IBM & CoCo
Lakeland RBBS-PC	502-527-7617	24 hrs	3/12/2400	B/N/1
The Midnight Express	502-885-4335	24 hrs	300/1200	RLE Graphics
The Machine	503-747-8758	24 hrs	300/1200	Sysop - Tony
Cat House	513-528-0707	24 hrs	3/12/2400	
CoCo Connection	513-742-1895	24 hrs	3/12/2400	
CoCoNut	513-984-8705	24 hrs	3/12/2400	
Cupids CPU	513-825-8466	24 hrs	300/1200	
Midnight Connection	513-335-1624	12pm-6am	300/1200	7/N/1
Omega	513-671-2049	24 hrs	300/1200	Tom Altum
Pit Stop	513-821-5170	24 hrs	3/12/2400	CoCo 3
The Realm	515-283-0436	24 hrs	300/1200	Rod Newcomb
The Tomb	515-432-7853	24 hrs	300/1200	Steve Kratz
Data Exchange BBS	519-756-8859	24 hrs	300	Sysop - Larry
The City Jail	519-753-3499	24 hrs	300/1200	Sysop - Dave
Softcom	609-448-8244	unknown	300/1200	
The IAO BBS	609-587-2672	24 hrs	300/1200	All CoCo
The IARDIS BBS	609-448-1361	24 hrs	3/12/2400	
The Manton Modem	616-824-6026	24 hrs	300	7/E/1
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 - B/N/1
TI99	703-631-8772	24 hrs	300	All Types
Pontefex BBS	704-825-6201	24 hrs	300/1200	Ron Millar
The Mansion BBS	704-484-0935	24 hrs	300/2400	Double H
FUTURA	704-937-7736	24 hrs	300/1200	30+ Megs
WIZ CASTLE NEWSROOM	704-434-2629	24 hrs	300/1200	The WIZARD
CoBBS	717-394-3654	til 10pm	300/1200	George Felben
Brass Tacks	718-699-2564	mid-5pm	1200	All Computers
Keyboard BBS	718-335-4874	9pm-6am	300	Run on CoCo 3
Last Chance Garage	718-727-1781	24 hrs	300/1200	Stephen Knell
Micro-Link	718-648-3502	24 hrs	300/1200	All Computers
Darrel's Barrel	803-821-1669	24 hrs	300/1200	EMAIL Freddy
Islander	803-559-9473	24 hrs	3/12/2400	Jim Powers
Latest Scoop	803-298-4491	24 hrs	300/1200	\$12 month/ AP
TandyLand	803-875-2019	24 hrs	300/1200	All Computers
The Castle	803-292-5380	24 hrs	300/1200	Active board
Download Syndrome	813-FOR-128K	24 hrs	300/1200	20+ MEGS
Microblackboard	902-893-8742	24 hrs	300	Has CoCo Sig
Blue Devil's Court	919-223-5857	24 hrs	300/1200	
CoCoNuts BBS	919-425-8242	24 hrs	300/1200	Sysop - Tom
Dungeon BBS	919-726-9737	24 hrs	300/1200	Sysop - Chuck

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 joytick port can be used for many hardware applications such as digital voltmeters and thermometers? We showed how to build these in recent issues. We ran a series showing how EPROMS can be used for containing data and programs? Due to popular demand a Ham Radio section is included. DCN is written in a non technical style and is designed to be a learning tool.

Some topics covered are:

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

Some of the programs are:

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

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

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

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

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

Upgrade CoCo-2 Computers with two 4464 chips to 128K with Memory Manager Software. 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

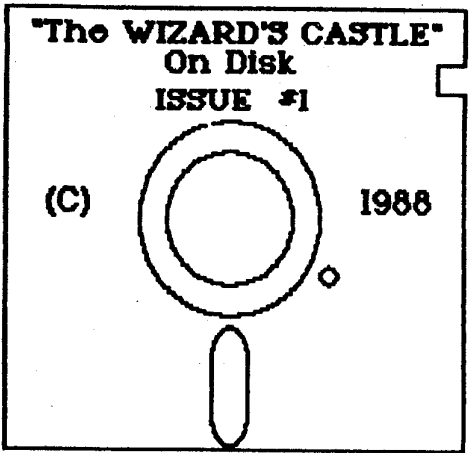
HAM RTTY - Uses cassette port. Requires simple interface. \$8.95

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

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

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

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



"The WIZARD'S CASTLE" is a very special TANDY Color Computer magazine & now you can get the entire first year's worth of programs that've appeared in the pages of our magazine!!! No matter how short or how long all the programs will be found on this 1st issue. The disk has a self-loader built into the menu and to load the disk all you have to do is type <DOS>. I hope all of you'll want a copy of this first issue, & at the low price we're charging it's like getting half of the programs for FREE!! Don't forget this issue contains 35 programs. **SPECIAL** for a limited time only \$15.00!!!

 * Please send me the 1st Issue of: *
 * "The WIZARD'S CASTLE" on disk! *
 1st issue! SPECIAL \$15.00 copy!
 * Please add \$2.50 to cover shipping *
 * and handling charges. *

 ***** BELOW

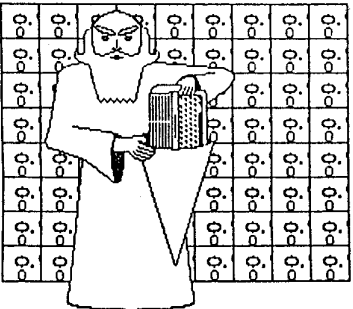
FOR *****
 * Please mail orders to:*
 *
 * "The WIZARD'S CASTLE" *
 * Z Castle on Disk *
 * 1737 Farmville Road *
 * Shelby, NC 28150 *

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

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

Sponsored by the Caroline CoCoNuts Club
 Volume 1, Number 6 Single \$1.50

February 1988



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

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

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

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

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

Supporting all CoCos. CoCo 1, 2 and 3

*
* The WIZARD'S CASTLE is *
*
* **!!ANNOUNCING!!** *
*
* New Subscription Rates *
*

*
* **EFFECTIVE: Immediately** *
*
* Due to new rules concerning our Canadian subscriptions the Canada *
* rates will have to be raised. 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 \$20.00 US per year for 12 monthly issues #
#Overseas \$30.00 US per year for 12 monthly issues #

#####

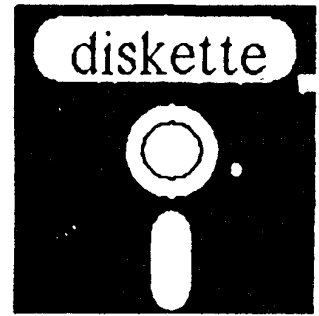
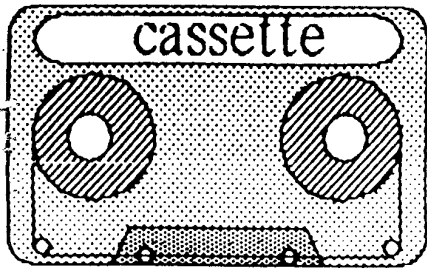
- Send me "The WIZARD'S CASTLE" for \$10.00 p/yr **USA ONLY!**
- Send me "The WIZARD'S CASTLE" for \$20.00 p/yr **Canada ONLY!**
- Send me "The WIZARD'S CASTLE" for \$30.00 p/yr **Overseas**

All funds must be in **US currency only. No Canadian personal checks!!**

Name _____
Address _____
City _____ State _____ Zip _____
Phone --(____)_____

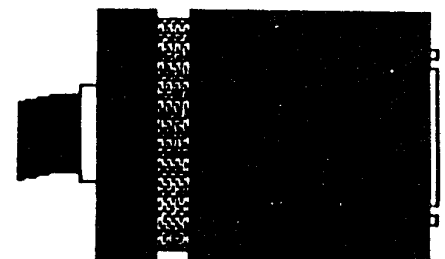
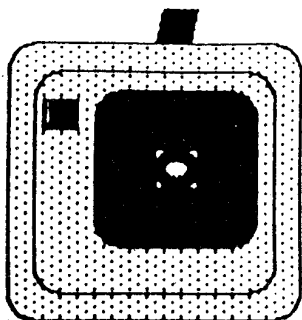
Please mail to : **The WIZARD'S CASTLE**
Subscription Dept.
1737 Farmville Road
Shelby, NC 28150

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.

<u>Advertisers Name</u>	<u>Items</u>	<u>Page</u>
Dynamic Electronics.....	Magazine & Software.....	pg 28
The WIZARD'S CASTLE.....	CASTLE ON DISK & Back Issues..	pg 29



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

BULK RATE
U.S. POSTAGE
PAID
Shelby, NC 28150
Permit #171