RICK'S COMPUTER ENTERPRISE
PRESENTS

"ALL RICK'S SOFTWARE"
(UNBELIEVABLE OFFER)

CC3FLAGS	VOCAB
MASTER DIR	PROGRAMS FOR FRIENDS
THE RAINBOW INDEXES	NIB COMPRESSOR
RICK'S COCO GALLERY	GALLERY MAKER
PUZZLES	TETRA
MASTER DIRECTORY 3	STEVE'S PICS

Distributed by
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Ron McLeod

ALL RICK'S SOFTWARE   Program Manual
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The RAINBOW INDEXES were originally written with both COCO 1/2 and COCO 3 users in mind. The intent was a 32 column screen for COCO 1/2 users and for COCO 3 users who were using a TV. COCO 3 RGB users would use the eighty column display driver (CC3ART and CC3RTD).

Due to the appeal of one COCO 3 TV user, I have done my best to adapt the eighty column display to a forty column display. This driver is not as neat as the two original drivers, but it does allow viewing five entries at a time on a forty column screen. This is the best I can do for those who are using TVs without major revisions to the original programs.

You will find the forty column display drivers on the back of the flippy disk labeled diskette #1. MODART.BIN will work for the ARTICLES database found on diskette #1. MODRTD.BIN will work for the REVIEWS and TAPE/DISK database found on diskette #2.

I hope this addition to the RAINBOW INDEXES will be helpful to customers needing this option. My objective is for users of my programs to enjoy the time they spend using my programs.

Sincerely,

Rick Cooper

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CC3FLAGS
A GAME OF WORLD CONQUEST
FOR 1 TO 6 PLAYERS
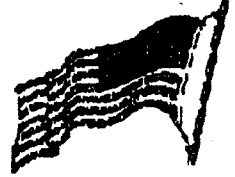
CC3FLAGS was inspired by **PARKER BROS.** popular boardgame, **RISK**. You'll find it a real challenge with any number of players. The computer plays a mean game if you can't find a human opponent or just want to sharpen your strategy.

SYSTEM REQUIREMENTS
To play **CC3FLAGS**, you need a **TANDY COLOR COMPUTER 3** with at least 128K of memory, 1 disk drive and a monitor. **RGB** is recommended. A joystick is optional

GETTING STARTED
CC3FLAGS is not copy protected. Please make a backup to play the game with and store your original disk in a safe place. See your disk owners manual for instructions on making a backup if you don't know how.

OBJECT
The object of **CC3FLAGS** is to conquer the world by occupying all of the territories. To do this, you will have to defeat the other players in combat for each territory. At the end of each turn you may receive additional troops based on the number of territories and continents you control. Your ability to win will depend on your use of force and strategic placement of troops.

HOW TO BEGIN PLAY
Turn your computer system on and place your backup copy of **CC3FLAGS** in drive 0. Type **RUN "M"** and press **ENTER**. The program loader screen will appear. Answer the prompt for RGB or Composite monitor(TV). The game program will load and ask you if you want to play a new game or a saved game. If you select a saved game, that game will be restored. If you choose a new game you will be asked how many players, their names, the difficulty level, and

if you want to use the joystick or keyboard. The game screen will then appear.

THE GAME SCREEN
The game screen shows the entire map of the world and to the right of the map various menus and zoom pictures of each continent are displayed.

GAME TURNS
Each turn all players can attack territories adjacent to ones they control, receive additional troops, mass troops in a continent or move troops from one continent to an adjacent one.

ATTACK PHASE
From the menu, choose the continent you wish to conduct an attack in. That continent will be displayed in the zoom window. Select **INVADE** from the menu. Select the country you wish to attack from by highlighting your flag (move the highlighter by pressing the right or left arrow keys or move joystick full right or full left). When the appropriate flag is flashing press the spacebar or the fire button. You must have at least 2 armies in a country to conduct an attack from it. Then select the adjacent country you wish to attack in the same manner. The battle will be conducted by the computer and it's progress shown at the upper portion of the window. Once the battle begins, you cannot abort it. To abort a battle **PRESS Q** before you select a country to attack.

You may continue to conduct attacks until you run out of armies (not advisable) or you may choose option 7 from the menu. Option 7 ends your attack phase and begins your reinforcement phase of this turn.

REINFORCEMENT PHASE
Each player is awarded 1 turn to reinforce at the end of each game turn. You may earn a second reinforcement turn if you have captured at least 1 country during the attack phase. One bonus reinforcement turn is all you get no matter how many countries you took.

ADDITIONAL ARMIES
During each reinforcement turn, you may place 3 new armies in any country you control. To do so, select the continent from the menu. Then select the country and press the spacebar or fire button.
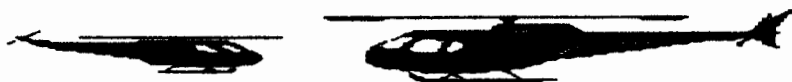
CONTINENT CONTROL

You will receive additional armies in each country of a continent you control at the end of each turn. The computer will place them for you at the beginning of the reinforcement phase.

MASSING ARMIES

You will find it necessary to masse your armies in a continent from time to time in order to conduct successful attacks against enemy forces there. Select option 8 from the menu. Then select the continent you want to masse troops in from the menu. Last, select the country you want your armies to masse in. Each of the other countries you have armies in on that continent will send all but 1 of their armies to the designated country. If you choose to masse armies it will count as one of your reinforcement turns.

BORDER CROSSING

To move troops from one country to an adjacent one, select option 9. Then select the continent where the country is located. Next select the country whose armies you want to move from, then the country you want them to move to. This is the **EXACT** order you must use to execute a border crossing. No other sequence will work properly. With proper procedure all but one troop will move to their new appointment.

RESIGNING FROM A GAME

Any player may resign from the game by pressing "R" during their turn. If you accidently press "R", you have a chance to abort the resignation. If a player does resign from the game, his armies remain on the map but never attack. They must be defeated by the remaining players however to capture the territory they occupy.

SAVING A GAME IN PROGRESS

You may save a game in progress by pressing "S" during your turn. If you press "S" by mistake, you will have an opportunity to abort the save. Only one save can be made on a disk. Selecting **SAVE** will save the required data and **END** the game. You will have to restart the game to continue play.

HINTS & TIPS

To successfully defeat your opponents, you will need to use good military strategy. Just attacking recklessly anyone adjacent to you will surely end in your defeat. It is vital that you capture entire continents and hold them. You

will receive badly needed reinforcements for each continent you control.

You must also give careful consideration to your placement of new armies. Once a continent is secure, you can build large forces on it. These should then be **MASSED** on a border country near the enemy and then moved via the **BORDER** option to the front. Some turns you may find it advisable to not attack at all but just position your forces for a big assault in the future. But don't sit too long. Your enemies will be conspiring against you constantly.

Attack the enemy at his weakest points first, then masse your forces for the big battles. Try to take at least one territory from the enemy each turn to give yourself that extra reinforcement turn. Getting armies where they are needed is as important as taking territory. Plan ahead. Enjoy the game!!

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VOCAB
A GAME OF WORD SKILLS

VOCAB is a word game similar to **PARKER BROS. SCRABBLE** boardgame. The object of **VOCAB** is to score more points than your opponents by adding letters from your hand to one or more letters on the "board" forming words. The game ends when all letters in the letter pool are gone or when no player can create a new word on the board by adding a letter or letters from his hand.

BEFORE YOU BEGIN
VOCAB is supplied on an unprotected disk Make a backup copy for playing the game with. Store your original disk in a safe place. If you do not know how to make a backup, consult your disk drive owner's manual.

HOW TO PLAY VOCAB
VOCAB may be played by from 1 to 6 players. If you choose to play alone, a computer opponent(s), from Mr. Vocab's family, is always ready for a game. These computer opponents can play none, some or all of the hands.

Place your backup copy in drive zero and type [**RUN "VOCAB"**] and press **ENTER**. Press 1 or 2 to select the monitor type you have. The title screen will appear. Press any key to continue. Select the number of players. This can be a number between 1 and 6. If you select 1 you can play alone or watch Mr. Vocab play by himself. Regardless of the number of players you select, you always have the option of including one of Mr. Vocab's family in the game. If you don't want them to play, just answer no by pressing the [N] key when asked if he is to play that position.

ABOUT MR. VOCAB
Mr. Vocab has a limited vocabulary. He plays very well but sometimes comes up with some pretty unusual words. (He may even play one you can't find in your dictionary.) Although every effort has been made to have him play a good clean game, he might "cheat" occasionally. So don't get too mad at him, he's not all that bright!

After all the players have been entered, the game screen will appear. The game board occupies most of the screen in the center. To it's left you will see the various point values associated with each colored square on the board. To the right are the individual letter values. At the bottom are each player's name and score. Below that to the left is the number of letters left in the letter pool.

As each players turn comes up, his letters in hand are displayed here also. If you are lucky one or more of the seven letters will be blank. This indicates that you have a "wildcard" letter which can be used as any letter. Once played this letter will retain it's original meaning and value.

The first word of the game will be played by the first player and should be placed using the center square of the board. That is, one letter of the word must cover the center square of the board. Since the program does not check for this requirement, it is possible to start at any place on the board. Doing so might make it extremely difficult to play later in the game.

After a word is entered, the computer will calculate and display the score of the word and totals for all of the players. Subsequent words must be connected to a letter already on the board. New letters will be added to your hand to keep the number of your letters at seven until there are not enough letters in the pool to do so. Note that when Mr. Vocab plays the display shows how many words he found that would fit the board from the letters in his hand.

ENTERING A WORD
Use the 4 arrow keys to move the cursor to the square on the board where the first letter of your word will start. If the first letter of the word is already on the board, place the cursor over that letter. Press ENTER. The flashing cursor is replaced by an arrow. Use the arrow keys to point the cursor in the direction you wish to spell the word. Words will always go to the right or down. Now, type ALL of the letters of the word you want to put on the board. Then press ENTER.

Since there are hundreds of words in the English language (assuming you are playing in English), words are not checked for proper spelling. That is up to you and your fellow players. Before a word is actually placed permanently on the board, you are prompted with the question, "SURE?". If it is not, press the letter [N] and it will be erased and you can retake your turn.

CORRECTING A MISTAKE

If you make an error entering a word, such as using a letter from your hand that you didn't want to, just press the [CLEAR] key.

If you try to enter a letter that is not in your hand, the cursor will not move and the letter will not be entered.

If you try to type a letter over a letter on the board that is not the letter on the board, the computer will wait until you press the correct letter. If you can't see the letter because the cursor is covering it and you don't remember what it is, press [CLEAR] to start over.

PASSING

If you cannot place any letters on the board on your turn, you may pass by pressing the [P] key. This will skip your turn and go on to the next player.

EXCHANGING YOUR TILES

If you can't place any letters on the board, you may want to turn in your letters for some new ones. Press [T]. Your tiles will be put back into the letter pool and a new set drawn for you. This ends your turn. You cannot exchange tiles and place them on the board in the same turn.

HOW TO SCORE

Every time you create a new word or words on the board, the computer does this. The total value of the word is added up. That is the point values of each letter used. Then the board is checked for special squares used such as double letter values and say triple word values. These are all compiled and the value of the word or words is displayed and then added to your score.

If you have seven letters in your hand and play all seven on one turn, you receive a 50 point bonus.

ENDING THE GAME

To end play, press the [E] key. This ends the game and a winner is declared. If you press [E] you are asked if you want to end the game. Press [Y] to end it or [N] if you pressed the [E] key by mistake. After the winner is declared, the display "freezes". To exit the game, press any key. You will be returned to disk basic.

To start a new game, (with the game disk in the drive) type [RUN "VOCAB"] and press ENTER.

Enjoy VOCAB and keep a dictionary handy to avoid arguments about whether "zebu" is really a word!

For an amusing demonstration of this game, select 6 players and answer yes to Mr. Vocab playing all 6 hands. His whole family will play while you watch!

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RICK'S COMPUTER ENTERPRISE
PRESENTS

MASTER DIR

A DISKETTE DIRECTORY DATABASE
FOR THE TANDY COLOR COMPUTER SYSTEM
by Rick Cooper
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MASTER DIR is a database manager which will hold up to 2238 file-names taken from your diskette directories. You may file the names of programs from up to 250 diskettes in one **MASTER DIR** file. If you have more than 250 diskettes, or if you wish to file your diskettes in specifice groups, you can create more than one **MASTER DIR**. **MASTER DIR** does not work with **OS9** files.

BACKUP

Before you begin, please make a backup copy of the **MASTER DIR** diskette. Use the copy to work with. **MASTER DIR** is provided on an unprotected diskette. You may make as many copies as you like for your own use. Store your original **MASTER DIR** diskette in a safe place after copying. If you do not know how to make a copy, see your disk drive owner's manual.

STARTING MASTER DIR

The first time you use **MASTER DIR**, type **LOADM "MASTEROO"** : **EXEC**. This file contains over 300 filenames from more than 20 diskettes. You can use it as **a sample to see how the various functions work**. Each function is explained below.

When **MASTER DIR** is executed, you will see the title screen. This screen will be displayed until you press a key. Press any key to go to the main menu.

THE MAIN MENU

In the upper left corner of the menu screen is the word **DRIVE** followed by a highlighted box containing the number of the currently selected drive. You can select drive 0 through 3. To change the drive to access, press the **UP ARROW** key.

[**THE BREAK KEY**: Pressing the **BREAK** key from any function screen will return you to the **MAIN MENU**. If you enter any function by mistake, just press the **BREAK** key to escape to the **MAIN MENU**.]

The **MAIN MENU** contains the following functions;

1) **CLEAR ALL MEMORY**: Select function 1 if you want to remove **all** files currently in memory. This function should only be selected when you want to start a new database. (See **STARTING A NEW FILE**) You can escape from this function by pressing any key except the [Y] key at the **PRESS "Y" TO CLEAR MEMORY** prompt. Clearing memory does not affect any information on the disk.

2) **FILE A DISKETTE DIRECTROY**: Select option 2 to place a diskette's directory in memory. First place a diskette in the desired drive. Be sure the drive box contains the number of the desired drive. Then press 2. You can also set the drive number on the function 2 screen by pressing the **UP ARROW**. (This lets you file both sides of a diskette on double sided systems.) At the prompt for a two digit disk name, enter the two digits you will use to identify the disk to be read. Entering more than two numbers or letters will **ERASE** the entry. If you press more than two numbers or letters by mistake just re-enter the two digit name. Press **ENTER** to read the directory into memory. The directory will be read, stored and displayed. Press any key to continue with another disk or **BREAK** to return to the **MAIN MENU**.

3) **DISPLAY DIRECTORY**: Choose function 3 to view a specific directory. For example, if you wish to see the directory for a disk named **A1**, enter **A1** at the input prompt. The directory will be displayed after you press **ENTER**. If no disk name matches the two digit name you entered, you will be notified and may try again. Any key pressed after the first 2, except **ENTER** or **BREAK**, will clear the input box. Press **BREAK** to return to the **MAIN MENU**.

4) **INQUIRE**: This is the most useful function. Pressing 4 will take you to the **INQUIRE** prompt. Here you may enter the name of a specific program, or any part of a name including only a single letter or number. Example; Lets say you are looking for a game program but can't remember it's exact name. You think it's called **CRANK** or **SWANK** or something like that. Just enter **ANK** and press **ENTER**. All program names that contain the letters **ANK** will be displayed along with the two digit disk name each can be found on. Simple eh? Compared to inserting a couple of hundred diskettes in a drive and typing **DIR** as many times. This is an easy way to find all extension names that match as well. Just

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type **BIN** after the / and all programs with the **BIN** extension will be displayed. If more than 1 screen worth of files is found, 1 screen at a time will be displayed. Press any key, except **BREAK** to see more. Press **BREAK** to return to the **MAIN MENU**.

5) **TO PRINTER**: This function will print a directory to the printer. At the prompt, enter the two digit **ID** of the disk directory you wish to print. Then press **ENTER**. If no match is found, a message will inform you. If a printer is **NOT** on-line, after a brief pause, you will return to the input prompt. Press **BREAK** to return to the **MAIN MENU**.

6) **ALPHABETIZE**: Press 6 to sort the file names on each diskette in memory in alphabetical order. This function sorts the files on each disk and arranges them in ascending order.

7) **REPORT MEMORY+**: Press 7 to see current memory usage. The screen will clear. Then you wil see the following;

PROGRAMS FILED: *#### where #### is the number of programs in memory.
MEMORY FOR #### MORE PROGRAMS is the number of unused files left.
DISKETTES FILED ### is the number of diskettes recorded so far.

Press any key to return to the **MAIN MENU**.

8) **SAVEM "MASTER DIRECTORY"**: After you are finished inputting all of the diskettes you wish to in the current file you will want to save the file to disk. Set the desired drive with the **UP ARROW** key then press 8 at the **MAIN MENU**. Confirm that you wish to save to the drive displayed (or press **BREAK** and set the drive number). Enter a two digit **ID**. The two letters or numbers entered will be appended to the word **MASTER**. Example: Enter 01. The file saved will be named **MASTER01.BIN**. If you enter two digits which match the two of the file in memory, you will be asked if you want to overwrite the existing file. Answer yes if you do, or any other key will abort the save. (See **STARTING A NEW FILE**.)

9) **END PROGRAM**: Pressing 9 at the **MAIN MENU** screen will exit to **BASIC**. When you are finished using **MASTER DIR**, press 9. If you press 9 by mistake, don't panic. You may reenter **MASTER DIR** by typing **EXEC** and pressing **ENTER**. The program and data will be intact.

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STARTING A NEW FILE

1. To create your own **MASTER DIR**, type **LOADM "MASTEROO"** : **EXEC** then press **ENTER**. The program will load and execute.

2. Press any key to get to the **MAIN MENU** from the title screen.

3. Press 1 to clear all memory. This will remove all of the files in the memory that came on the original disk. This space is now available for your files.

4. Select function 2 at the main menu. You can now file your own disk directories.

5. Check occasionally to see that you have free memory to add more directories by using option 7. You may exit and re-enter option 2 as often as you wish.

6. You can use option 6 to alphabetize the directories if you desire

7. When finished filing directories, select function 8. Choose a **NEW** two digit name **ID**. Press **ENTER** and your personal **MASTER DIR** file will be save to disk.

8. You may decide to add or update your **MASTER DIR** file from time to time. Just **LOADM "(YOUR FILES NAME)"** : **EXEC**. To add files use function 2. To refile a diskette's directory, use function 2 and refile it under the same **ID**. The old entry will be written over by the new entry. Be sure to use function 8 to save your updated **MASTER DIR**.

HOW MASTER DIR WORKS

MASTER DIR is 100% machine language. The program and data files occupy the entire area of memory normally used by **BASIC**. The program occupies the lower area and the data files are saved in the remainder. When a **MASTER DIR** is saved or loaded, both the program and files are saved or loaded together.

HINT: Since some of the data from **MASTER DIR** can possibly be stored in locations needed by **BASIC** it is a good idea to turn your computer off, then back on after a session with **MASTER DIR**. This is good advice after using any program which you may not know the memory usage.

RICK'S COMPUTER ENTERPRISE
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PROGRAMS FOR FRIENDS
FOUR ENTERTAINING PROGRAMS
FROM RICK COOPER

PROGRAMS FOR FRIENDS consists of four programs originally written for my family and my students. You will find **EUROPE** and **CANADA** to be very helpful in learning about the provinces, countries, and capitals of these areas of the world. **SMARTY** is an entertaining way for students at the primary levels to hone their single-digit addition and subtraction skills. **WACKO** is a computer version of a popular card game. I wrote this for my wife who loves to play this game. I hope you will enjoy these wonderful little computer exercises.

SYSTEM REQUIREMENTS
To play any of the **PROGRAMS FOR FRIENDS** you will need a **TANDY COLOR COMPUTER 3** with at least 128k of memory, 1 disk drive and a monitor. **RGB** is recommended.

GETTING STARTED
The distribution diskette is not copy protected. Please take a few minutes to make a backup to use and store your original disk in a safe place. See your disk owners manual for instructions on making a backup diskette if you don't know how.

WACKO

THE OBJECT OF WACKO
WACKO is a computer version of a popular card game. The game consists of sixty cards numbered 1 to 60 and four racks, each with ten slots for that players ten cards. The cards are shuffled and dealt ten to each player. The cards are placed in the slots in the order they are dealt; i.e. first card dealt goes in the top slot, second card dealt goes in the next slot down, etc. In this manner each player ends up with a rack of randomly placed cards that are not in sequence. The objective of the game is to place ten cards in your rack which are in sequence before your opponents do. The desired sequence is highest card in top slot down to the lowest numbered card in the bottom slot.

Here's how to get an ordered rack: Each turn you may take the last discarded card, which is face up for you to see, or you may choose the take a new card from the deck which you cannot see. If you choose the new card you must use it! Whichever card you choose is used to replace one of the cards in your rack. The replaced card becomes the discard which is the next players first choice on his turn. He may also choose to take a new card from the deck. In this manner each player takes turns trying to get an ordered or sequenced rack before his opponents.

HOW TO BEGIN PLAY

Turn your computer on and place your backup of copy of **PROGRAMS FOR FRIENDS** in drive 0. Type **RUN "M"** and press **ENTER**. The program loader screen will appear. Press **"W"** to select **WACKO**. After the program loads you must answer the prompt for **RGB** or **COMPOSITE MONITOR(TV)**. Press the appropriate 1 or 2 and press **ENTER**. Next you are asked how many players. You may play 1, 2, 3 or all 4 of the racks. If you choose, say 2 racks, the computer will play the other 2. Press the number of racks and press **ENTER**. Finally you must choose which racks you will play At these prompts press the number of the rack you wish to play and press **ENTER**.

THE GAME SCREEN AND HOW TO PLAY

Let's take a look at the game screen. After answering all of the preliminary questions the game screen will be drawn. The four racks appear in the center of the display. You will notice that the racks you chose have 10 numbers in the 10 different slots. These are the slots you are to order. Any rack you did not choose contains colored cards which have no numbers. These colored cards represent the backs of the computer's cards. The numbers are there but you cannot see them. When the computer has a card in a slot which he thinks is in good order it will change from green to red(different on composite monitors). Knowing this helps you know how the computer is doing. At the top of one of the racks is a small red box. This indicates whose turn it is. The computer chooses someone at random to begin each game. The red box will always be displayed over the current player's rack. Also note each slot is numbered 1-0.

Below the racks are three boxes. The left box represents the deck of undealt cards. The next box is the most recent discard. This is the card you may choose to replace one of the cards in you deck with. The next box is empty. It will contain the number of the top card from the deck if you choose to not use the discard. Below the three boxes are the only two instructions you need to place cards on your turn. Press any number 1 thru 0 (that is 1,2,3,4,5,6,7,8,9, or 0) to

place the discard in any of your slots (slots numbers appear beside the slots). If you do not like the discard you may press **N** to place the top card from the deck in the third box. Then press the number of the slot to place the card. **(warning: if you press N you must use the new card, no going back to the discard.)**

Finally, to the right of the screen is the score card. Each players score is kept in two categories. The number of games won appears on the top line next to his number and the total points scored appears on the second line.

SCORING
The computer will tally the scores after each game. If you win the game you receive one game point and 50 match points. That is 5 points for each card correctly ordered starting from slot 0 and adding upward. If you did not win the game your score will be 0 game points and 5 points for each card which is in sequence starting from slot 0. For example if the game ends and your cards read (from slot 0 to 9) - 3,9,21,27,44,36,45,47,57,59, you will receive 25 points. Your cards are in order up to the 44.

Before starting a **WACKO** match you should agree with your human opponents on how the match winner will be determined. You may say the first to win five games or you might say the first to reach 300 match points or you may say four games or 200 match points. You make the decision on the goal of the match.

END OF GAME OPTIONS
After each game you will be given a choice as to continue the current match, begin a new match, or quit. The choices appear as **Y** to continue **N** to quit or **C** to change or begin the program over. If you choose C the game starts from scratch and all scores are forgotten. Choosing **N** takes you back to the **MAIN MENU** of **PROGRAMS FOR FRIENDS**. Have fun with **WACKO!!**

EUROPE

THE OBJECT OF EUROPE
EUROPE is a drill and practice for learning the countries and capitals of Europe. The objective is to correctly identify the country or capital of the computer selected country or capital by correctly typing it's name in the answer box. You will be given a final accounting as to your performance.

HOW TO PLAY EUROPE
See HOW TO BEGIN PLAY under WACKO instructions to get to EUROPE.
After the game screen appears you will be asked to choose 1 **COUNTRIES** or 2 **CAPITALS.** Press 1 or 2. Now answer the 1 **EASIER** or 2 **HARDER** prompt. The only difference in easier and harder is the color of the display. The easier version will paint the screen so country boundaries can be seen. This may help you by seeing the countries neighbors. The harder version does not let you see boundaries.

Next one of the countries will be colored in. If you chose to do countries type in the name of the country. If you chose capitals you must type in the name of that countries capital. If you are correct the country will change to blue and another country will be colored. If you miss it the correct answer will appear in the answer box. Press any key to continue. The missed country becomes brown and another country will be colored for your response. At the end of the exercise you will be given your performance score and an opportunity to try again.

CANADA
INSTRUCTIONS FOR CANADA
CANADA is played exactly like **EUROPE** with one exception. This time you choose to do provinces or capitals instead of countries and capitals. Please refer to the instructions above if you have questions about this exercise.

SMARTY
INSTRUCTIONS FOR SMARTY
Press S at the **MAIN MENU** to use this program. When the game screen appears you will see **SMARTY'S** house. It is empty now but by answering some single digit math problems **SMARTY** will soon appear and then some things he will need to cook the wolf. Each object needed will be added to the screen after you correctly answer one of the problems. There are five problems given. You must answer at least four to cook the wolf.

Please note that some problems are addition and some are subtraction. If you look over the screen you will see two numbers. They can be anywhere on the picture. These numbers are to be placed in the question marks in the problem. You will find that either number will go first in addition problems. If the problem calls for subtraction you must place the higher number first. Press the appropriate number to place it. Finally press the number of the correct answer. You do not need to press **ENTER.** If you are correct an object is added to the screen. Hopefully you will always be prepared when the wolf arrives!!

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THE RAINBOW INDEXES

BY RICK COOPER

Thanks for purchasing this product. I hope you will find it very useful in helping you quickly locate information from the RAINBOW! You will find the programs easy to use. The hints at the bottom of each display screen are really all you need....but, I will give you a brief description anyway.

There are three programs on each diskette.

DISKETTE #1	DISKETTE #2
CC3ART.BIN	CC3RTD.BIN
CC12ART.BIN	CC12RTD.BIN
PRTARTIC.BAS	PRTINDEX.BAS

DISKETTE #1 -

CC3ART.BIN is the ARTICLES DATABASE for CoCo3 users. To start type: LOADM "CC3ART":EXEC. Press any key to leave the title page. Use the arrow keys to select one of the 27 themes or press BREAK to leave the program. Fifteen entries are displayed at one time. You can thumb thru the entries by pressing the up and down arrows. You may also move to a specific section of that base by pressing any of the letter keys. (Press T to move to the first entry that begins with the letter T). Press BREAK to return to the main menu.

CC12ART.BIN is the ARTICLES DATABASE for CoCo1/2 users. It works almost identically to CC3ART.BIN. LOADM "CC12ART.BIN":EXEC. There are three main menus to this database. Press the right and left arrows to move to the menu of choice. Use the up and down arrows to select a theme, then press ENTER. This database is displayed two entries at a time. You must press the up or down arrows for every movement thru this database. Or you may press any of the letter keys to move to the first entry of that letter. Press BREAK to return to the main menu.

PRTINDEX.BAS is used to dump this database to printer. If your printer is being run at other than normal baud rates you must set memory location 150 before using this program. Now type RUN

"PRTINDEX". There are three pages of menus for the ARTICLES INDEX. Use the right and left arrows to select the menu of choice. Use the up and down arrows to select the theme. Press ENTER and printing will begin. PRTINDEX prints only one theme at a time, so you can print each/or every theme's database.

DISKETTE #2 –

CC3RTD.BIN is the REVIEWS-TAPE/DISK DATABASE for CoCo3 users. It works just like CC3ART.BIN except the themes are arranged by the years. There are ten years of reviews and ten years of tape/disk entries. (see instructions under CC3ART.BIN).

CC12RTD.BIN is the REVIEWS-TAPE/DISK DATABASE for CoCo1/2 users. It works just like CC12ART.BIN except there only two main menus. (see instructions under CC12ART.BIN).

PRTINDEX.BAS is the dump to printer program for this diskette. It is identical to the PRTINDEX.BAS for diskette #1 except it has only two main menus. (see instructions under diskette #1).

In short, the index drivers are very similiar in execution. I suggest that you load them and try them out. You will soon become an expert at moving through the databases. If you will make a backup of your originals and use only the backups you will never have to worry about damaging your programs.

Please feel free to write or call if you have questions.

Rick Cooper
P.O. Box 276
Liberty, Ky. 42539

Phone 606-787-5783
(No collect calls, please.)

Please note that THE RAINBOW is a registered trademark of FALSOFT, INC.

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RICK'S COMPUTER ENTERPRISE
PRESENTS

NIB COMPRESSOR

by Rick Cooper
(c) All Rights Reserved

NIB is a graphics compression utility. That means you use it to store graphics screens from your COCO 3 in a coded format. A hi-res picture on your COCO 3 can be as much as 32,000 bytes in size. That size picture requires 16 granules of diskette space for storage. Since a diskette has 68 granules you can see that it would be rather expensive to store many pictures in this standard method.

The good news is graphics compression can save you disk space, thus dollars are saved at the same time you save your pictures. Savings are from 0 to 87%. I said 0 (zero) because some pictures are just so complex that compression is not effective. I said 87% because some 16 granule pictures can be saved in 2 granules after compression! The effectiveness depends on the degree of color mixture on the screen.

After experimenting for about three years, I discovered an effective method of compression which I called NIB. That name seemed appropriate because it analyzed the nibs (half bytes) of each picture. **NIB** became a most useful tool when I undertook to make the **COCO GALLERY ON DISK** for **RAINBOW MAGAZINE**. Most of their pictures are fairly complex. I was able to get 11 pictures, a picture menu, and about three other files on each diskette.

Before you begin, please make a backup copy of the **NIB** diskette. Use the copy to work with. **NIB** is provided on an unprotected diskette. You may make as many copies as you like for your own use. Store your original in a safe place after copying. If you do not know how to make a copy, see your disk drive owner's manual.

HOW TO USE NIB
There are four files on your **NIB** diskette. **NIBSAVER** is used to save your pictures. **NIBLOADR** is used to load your pictures. Please read through these

instructions before beginning

HOW TO SAVE YOUR PICTURES
STEP 1
Prepare a freshly formatted diskette and copy the four files from your **NIB** diskette on it.

STEP 2
This is the hardest step of all. You must display the picture you wish to save. If you have drawn something from **BASIC** just run the program and **BREAK** it when your picture is displayed. If you wish to compress a picture drawn with one of the popular graphics editors (such as **COCOMAX 3** or **COLORMAX**) you should look at their documentation on how to display their pictures. In any event you must find a way to get the picture on the screen and keep it in memory! (This includes keeping the present palette information intact.)

STEP 3
Place your **NIB** diskette in drive 0. Next **RUN "NIBSAVER"**. You will be asked to enter the name of the picture. Just type in the name you wish to use and press enter. The name must be eight characters or less. Do not include the extention, (i.e. do not type in CLOWN.NIB. NIB is an extention.)

STEP 4
After you press enter you will be asked to select the vertical screen resolution. This will almost always be 192 lines (option 1). If you know that your picture is 200 lines press 0, else press 1.

STEP 5
Finally you will be asked if your picture is in memory. If you remembered to display your picture as in STEP 2 all will be well. Type Y and compression will begin. After a few seconds you will see the light on your disk drive come on. **NIB** has just compressed and saved your picture.

If your picture is too complex strange things may happen. Just turn off your computer and after a few seconds turn it back on. I have never found a picture that **NIB** did not compress, but I'm sure there's one out there somewhere.

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HOW TO LOAD NIB PICTURES

STEP 1

Place your diskette in the drive and type **RUN "NIBLOADR"**. (The diskette should contain **NIBLOADR.BAS, NIBLOADR.BIN,** and one or more **NIB** pictures.

STEP 2

You will be asked to enter the name of the picture you wish to see. (If you do not remember the names of the pictures on your diskette press **BREAK**. Type **DIR** and press **ENTER** to check the picture names on the diskette. Now **RUN "NIBLOADR"** again.) Remember to enter only the first part of the name. If you add the extention it will not work properly. Now press **ENTER**. The last prompt is to make sure your diskette is in place. At this point press any key and your picture will be loaded and displayed.

STEP 3 (INTERNAL OPTIONS)

NIB saves all pictures in **HSCREEN2 MODE**. This works fine but you will have to press a spcial key to get proper display for pictures drawn in other **HSCREEN MODES**. The special keys are 1, 2, 3, 4, F1, and F2. Keys 1, 2, 3, and 4 may be pressed to change the display to the proper **HSCREEN MODE**. F1 may be used to display 200 vertical lines. F2 resets the display to the standard 192 vertical lines.

STEP 4 (QUITTING OR CONTINUING NIBLOADR)

Press any key to quit the picture. You will be asked if you wish to see another picture. If you do press Y. Any other key will abort the program.

THANKS FOR PURCHASING "NIB". I HOPE YOU ENJOY IT!!

RICK'S COCO GALLERY

by Rick Cooper
(c) All Rights Reserved

RICK'S COCO GALLERY is a sample of what you can produce with a brand new program called **GALLERY MAKER**. The format of **RICK'S COCO GALLERY** is almost identical to **RAINBOW'S "COCO GALLERY ON DISK"**. I created the idea for that program about two years ago. After approaching Jutta Kapfhammer with the idea we began producing the "COCO GALLERY ON DISK".

The "COCO GALLERY ON DISK" was put together using a number of utilities I had written. Each step of the process was executed separately by loading programs and pictures, executing the program, and saving the results. If I had written **GALLERY MAKER** back then, my job would have been much easier.

If you have pictures that you would like to see in this format, then you need my simple-to-use **GALLERY MAKER**. The price is a cheap $10.00. Get your order in the mail today!!!

HOW TO USE RICK'S COCO GALLERY
As usual you should make a backup copy before running this program. Use the backup and store your original in a safe place.

Place your backup copy in drive 0. Type **RUN "GMENU"** and press **ENTER**. After loading, the opening screen will appear. Press any key to continue. At the **ENTER MONITOR TYPE** prompt, press **C** if you are using a TV or composite monitor. Press **R** if you have an RGB monitor. Next press **ENTER** and the PROGRAM MENU will be loaded and displayed.

Use the arrow keys to select a picture to display, then press enter. You may choose the continuous view mode by placing the frame around the first picture you wish to see, then press enter. The background info can be viewed by pressing **A** after framing a selection on the menu. Press **H** for further help.

RICK'S COMPUTER ENTERPRISE

PRESENTS

GALLERY MAKER
CREATE A COCO GALLERY ON DISK
FROM RICK COOPER

You can create a personalized COCO GALLERY ON DISK with your pictures and **GALLERY MAKER**. The process is simple when you follow the instructions that follow. **GALLERY MAKER** organizes your pictures, graphics data, and background information into a beautiful art gallery. Each gallery consists of eleven **NIB** pictures, a menu picture, a menu driver, and the support files necessary to make your gallery complete.

SYSTEM REQUIREMENTS
To use **GALLERY MAKER** you will need a **TANDY COLOR COMPUTER 3** with at least 128k of memory, 1 disk drive and a monitor.

GETTING STARTED
The distribution diskette is not copy protected. Please take a few minutes to make a backup to use and store your original disk in a safe place. See your disk owners manual for instructions on making a backup diskette if you don't know how.

HOW TO GET STARTED

STEP 1 : CREATING A WORK DISKETTE
Use your 'NIB COMPRESSOR' package to convert eleven HSCREEN2 pictures into **NIB** files. Copy these eleven pictures to a freshly formatted diskette. (**THERE MUST BE ELEVEN NIB PICTURES. NO OTHER NUMBER WILL WORK PROPERLY.**) This diskette will be referred to as your work diskette.

STEP 2: COMPLETING YOUR WORK DISKETTE
Copy the following files from your backup **GALLERY MAKER** diskette to your work diskette.

NIBLOADR.BIN	**GALLERY.TTL**	**NIBSAVER.BIN**
C.BIN	**BOXUTIL.BIN**	**GMAKER.BAS**

STEP 3: MAKING A PERSONALIZED TITLE PAGE

Place your work diskette in drive 0. Type **RUN "GMAKER"** and press **ENTER**. Answer the **"What is your name?"** prompt with your first name only. Press **ENTER**. The title page (opening screen) will load and the border will continue to change colors. Press any key to create your personalized title page. Once you have pressed a key, your name will appear on the title page. Within a few seconds this title page will be recorded to disk.

STEP 4: CREATING THE BACKGROUND INFORMATION FILE.

At this time **GALLERY MAKER** reads the directory of your diskette. The eleven **NIB** file names will be stored and later used in this program.

Next you will be asked to supply information about each picture. Notice the name of the current picture is displayed on line 1. The first entry is the author's name. Type in the name and press **ENTER**. You may leave this blank by pressing **ENTER**.

The second entry is the date the picture was created. You may type in the month and/or year or leave it blank. Type in this entry and press **ENTER** to continue.

The third entry is for descriptive information about the picture. This might include 1) what method was used to create the picture, 2) what inspired the picture, or 3) information about the author. You are allowed about 240 characters for this entry. Press **ENTER** to continue.

STEP 5: MAKING THE MAIN MENU.

This final step creates a menu of eleven small pictures. Each picture is loaded and displayed on the screen. A blinking cursor will appear near the center of the screen. Place the blinking cursor in an area of the screen which contains an especially interesting part of the picture. Use the arrow keys to place the cursor. (It's best to stay away from the edges of the picture). Press **ENTER** when the cursor is in place.

After each of your eleven pictures are processed, all data will be saved to disk. Your personalized gallery files are now complete. At this time you may delete the following files:

NIBSAVER.BIN   **GMAKER.BAS**   **C.BIN**   **BOXUTIL.BIN**

FINALLY, you must copy the file **GMENU.BAS** from your backup copy of **GALLERY MAKER** to your work diskette. Now your work diskette is complete and becomes your personal **COCO GALLERY!**

ABOUT THE FINISHED PRODUCT

When you wish to view your pictures place your diskette in drive zero. Type **RUN "GMENU"** and press **ENTER.** The title page will appear. Press any key to continue. Answer the **"MONITOR TYPE"** prompt with **C** if you are using a TV or composite monitor. Press **R** is you are using an RGB monitor. Now press **ENTER.**

In a few seconds the **PICTURE MENU** will appear. Notice the frame around the top left picture. You may press the arrow keys to frame any other picture of your choice. Press **ENTER** to see the picture.

When the picture is displayed you may press **P** to pause it on the screen or it will return to the **PICTURE MENU** automatically after a few seconds. You may press any other key to return to the **PICTURE MENU** at any time.

CONTINUOUS VIEW MODE
Place the cursor on any picture. Now press **C.** You have just entered the **CONTINUOUS VIEW MODE.** The framed picture and each picture after it will be displayed for a few seconds. You may press **P** to pause a picture or press **Q** to quit the **CONTINUOUS VIEW MODE.**

HOW TO SEE BACKGROUND INFORMATION
To view the background information you entered just frame the picture and press **A.** Press any key to return to the **PICTURE MENU.**

HELP SCREEN
The **HELP SCREEN** can be viewed by pressing **H** from the **PICTURE MENU.** This screen contains all the information you need to know to get around your **COCO GALLERY.**

THANKS FOR PURCHASING THE GALLERY MAKER. I HOPE YOU ENJOY IT. I WOULD LOVE TO SEE ANY GREAT GALLERIES YOU CREATE!

FINALLY, you must copy the file **GMENU.BAS** from your backup copy of **GALLERY MAKER** to your work diskette. Now your work diskette is complete and becomes your personal **COCO GALLERY!**

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RICK'S COMPUTER ENTERPRISE
PRESENTS

PUZZLES

JIGSAW PUZZLES
FOR THE TANDY COLOR COMPUTER SYSTEM
by Rick Cooper
(c) 1990 All Rights Reserved

If you enjoy jigsaw puzzles, you'll love **PUZZLES**. There are eight 188-piece puzzles on the distribution diskette. If that's not enough to keep you busy, I have included all the utilities you need to add your own pictures to my program. Have fun with **PUZZLES**.

BACKUP

Before you begin, please make a backup copy of the **PUZZLES** diskette. Use the copy to work with. **PUZZLES** is provided on an unprotected diskette. You may make as many copies as you like for your own use. Store your original **PUZZLES** diskette in a safe place after copying. If you do not know how to make a copy, see your disk drive owner's manual.

STARTING PUZZLES

After making a backup copy and putting your original in a safe place you are ready to begin. **Make sure your joystick is plugged into the right port.** Place your backup copy in the drive and type **RUN "PUZZLES"**. Now press the **ENTER** key. You will be asked to enter your monitor type. Press C if you are using a composite monitor or TV. If you have an RGB monitor press **R**. Now stand by while the title screen is being loaded.

THE MAIN MENU

After the title screen you will see the MAIN MENU. You have nine choices. You may specify the picture-puzzle you want to do by pressing any letter A-H. If you want the program to choose your puzzle, just press I. Now stand by while the picture, puzzle, and data are loaded.

HOW IT WORKS

When the puzzle appears on the screen you are ready to begin. Move the joystick until you locate the small cursor on the screen. The pieces appear in the

brown box at the bottom-center of the screen. You may try to place this first piece by moving the cursor to an empty piece on the screen and press the **fire button**. If you want to look at the next piece, press the **right arrow** key. You may move forward through the pieces with the **right arrow** key. You can also return to the pieces you passed up by moving back with the **left arrow** key.

PLACING PIECES
As described above you may attempt to place a puzzle piece by placing the cursor and pressing the **fire button**. If the piece goes there it will be placed. Otherwise you will hear a beep and the piece will stay in the brown box.

PICTURE PEEK OPTION
If you are having trouble you can cheat a little. Press the **F2** button to see the complete picture. Press any key to return to your puzzle.

CHANGING THE PUZZLE OUTLINE
Since some puzzles may contain the same brown color as the outline you may wish to change this border color. Press **F1** to change the brown to blue. You may toggle back to brown by pressing **F1** again.

That's all there is to it. Simple and straightforward fun. Now read the next section on how you can make a puzzle gallery of your pictures.

PUZZLE MAKER

Included with the **PUZZLES** program is a utility which allows you to place your pictures in my gallery of puzzles. Follow the simple steps that follow.

GETTING STARTED
The first step is transferring your pictures to the **NIB** format. I have included the **NIB COMPRESSOR** with the **PUZZLES** package. Please take time now to read the documentation for **NIB**. Then use **NIB** to transfer at least eight of your pictures to the **NIB** format. At least eight pictures will be needed. You may need more because **PUZZLES** can only use pictures which have used 13 or less of the palettes. Don't worry about which palettes are used. The next utility in this package will move the colors if need be.

MAKING A WORK DISKETTE

Now that you have transferred your pictures to **NIB** you are ready to make a work diskette. The first step is to take a freshly formatted diskette and copy the following files to it from your backup copy of **PUZZLES**.

NIBLOADR.BIN   **NIBSAVER.BIN**   **CHECK.BAS**   **CHECK.TTL**
CHECKPIX.BIN

Step two is copy your **NIB** pictures to the work diskette.

Step three is to **RUN** "**CHECK**". When the title screen appears press any key. A message will appear that prompts you to place your work disk in drive zero. (If you have followed the steps above it is already there.) Now press the **ENTER** key. Sit back and relax. This program does all the work. First it finds all your **NIB** pictures on the work diskette. Then it checks each one to see if it can be used. After it finds eight good pictures it will give you the message. If eight cannot be found it will list the good pictures and ask you to remove the rest.

Step four is needed only if eight good pictures were not found. Use the **KILL** command to kill off the bad pictures. Now add more **NIB** pictures to your work diskette and **RUN** "**CHECK**" again.

Step five is to kill the following files from your work diskette.

NIBSAVER.BIN   **CHECK.BAS**   **CHECK.TTL**   **CHECKPIX.BIN**

Step six is to copy the following files from your backup copy of **PUZZLES** to your work diskette.

PUZZLES.BAS   **SEQO.DAT**   **SEQ1.DAT**   **PUZTITLE.NIB**
PUZZLE1.NIB   **PUZZLE2.NIB**   **SWITCH.BIN**   **OVERLAY.NIB**

Now you have completed the process of putting your pictures in the puzzle program. When you wish to work your puzzles just **RUN** "**PUZZLES**". Have fun!!!

RICK'S COMPUTER ENTERPRISE
PRESENTS

TETRA
ARCADE ACTION
FOR THE TANDY COLOR COMPUTER SYSTEM
by Rick Cooper
(c) 1990 All Rights Reserved

Here's my version of a popular home entertainment game. It's not as sophisticated but just as much fun. This game is the most addicting I have seen. Have fun with **TETRA**.

BACKUP
Before you begin, please make a backup copy of the **TETRA** diskette. Use the copy to work with. **TETRA** is provided on an unprotected diskette. You may make as many copies as you like for your own use. Store your original **TETRA** diskette in a safe place after copying. If you do not know how to make a copy, see your disk drive owner's manual.

STARTING TETRA
After making a backup copy and putting your original in a safe place you are ready to begin. Place your backup copy in the drive and type **RUN "TETRA"**. Now press the **ENTER** key. You will be asked to enter your monitor type. Press **C** if you are using a composite monitor or TV. If you have an RGB monitor press **R**. Now stand by while the program and data files are being loaded. **DO NOT TAKE YOUR DISKETTE OUT OF THE DRIVE UNTIL YOU HAVE FINISHED PLAYING THE GAME AND THE PROGRAM SAVES THE UPDATED HIGH SCORE.**

THE OBJECTIVE OF TETRA
The objective of **TETRA** is to beat the top score by effectively placing the seven playing pieces. All pieces placed (one which comes to rest on the bottom of the playing area or on the top of another piece) during gameplay will score points for you. Gameplay lasts until one piece stops in a position that is partially or in whole above the two horizontal sides of the playing area.

THE DISPLAY SCREEN

There are six areas of the display screen that are important. Following is a brief description of each.

1) **LINES 000** - The lines you have completed during the game are displayed at this location. For each 16 lines completed you will have completed a level of play.

2) **TOPS 00000** - This is the top score anyone has achieved at the start of the current session of play. If you beat this score during your play session, your score be placed here. Also when you end your play session by pressing the **BREAK** key, the program will write the current top score to disk. (**PLEASE DO NOT REMOVE YOUR DISKETTE FROM THE DRIVE UNTIL AFTER THE SAVE IS MADE.**)

3) **SCORE 00000** - This is your score during the current game. (See section on **SCORING**)

4) **NEXT** - The area below the NEXT will display the next piece that will be put in play. This feature can be very helpful!

5) **LEVEL** - Gameplay starts on level 0. Each time 16 lines are completed the level will go up one. This means the colors on the screen change and the pieces are introduced a little faster. By the time you reach level 5 you will notice a real difference. Level 6 and 7 are very fast. (Don't even ask about levels 8 and 9!)

SCORING

There are two ways to score.

Each time a piece is placed you will score from one to twenty points. From it's starting position at the top it's **present bonus** will be zero. One point will be added to the **present bonus** for each movement the piece makes straight down. However if you move to the right or left the **present bonus** starts over at zero. When the piece is finally placed the **present bonus** will be added to your **SCORE**.

The second method of scoring is to complete a line of boxes across the screen on any row. When this occurs you will receive 40 points plus 40 points times your LEVEL of play. Also the **LINES** score will be incremented when you complete a line across the screen. Note that a line can occur anywhere. Not just on the

bottom row. It is possible to complete three lines on the placement of one piece.

HOW TO MOVE THE PIECES

Pieces can be moved in three directions and rotated clockwise. Use the appropriate arrow keys to move LEFT, RIGHT, or ACCELERATE DOWNWARD. The UP arrow can be used to rotate the piece. All rotation is clockwise

SLIDING.

A special feature is one I call **sliding**. If you have moved a piece that has come to rest on another piece, you will have a short time to move left, right or down before the next piece is introduced. This is a very brief time on the higher levels, so move fast!

PAUSE

You may pause the game by pressing the P key at any time a piece is still moving on the play area. Press any key except for P to continue.

The pause routine is also used by the program at two other times during execution. When the game screen is first drawn it goes to pause. You must press a key to begin play. Also after a game ends you must press a key to continue to the next game.

ENDING THE PLAYING SESSION

You may end play by pressing the **BREAK** key. Please remember to leave your diskette in the drive until the red light goes out. After ending a playing session the program automatically saves the **TOP** score to disk.

RICK'S COMPUTER ENTERPRISE
PRESENTS

MASTER DIRECTORY 3
A DISKETTE DIRECTORY DATABASE
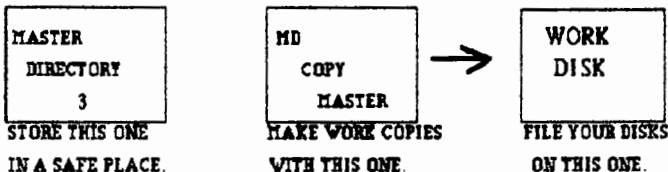### FOR THE TANDY COLOR COMPUTER SYSTEM
by Rick Cooper
(c) 1991 All Rights Reserved

MASTER DIRECTORY 3 is a database manager for your diskette directories. This program is a complete rewrite of my original **MASTER DIR**. You will love the many new and/or improved features. The increased amount of display information demands the use of an RGB monitor. **MASTER DIR** does not work with **OS9** files.

BACKUP
It is customary for software to contain one or more distribution diskettes which the user is advised to use to make useable copies. The master or distribution diskette is then stored in a safe place in case of emergencies. With your **MASTER DIRECTORY** 3 package you will find two exact copies of the program. One is labeled **MASTER DIRECTORY** 3 and one **MD COPY MASTER**. Store the first copy and use the other to make the copies you will be using. You may make as many copies as you like for your own use. If you do not know how to make a copy, see your disk drive owner's manual.

After storing your original **MASTER DIRECTORY** 3, use your **MD COPY MASTER** to make one or more copies

```
+-------------+      +-------------+         +-------------+
|  MASTER     |      |  MD         |         |   WORK      |
|  DIRECTORY  |      |  COPY       |   --->   |   DISK      |
|  3          |      |  MASTER     |         |             |
+-------------+      +-------------+         +-------------+
STORE THIS ONE       MAKE WORK COPIES        FILE YOUR DISKS
IN A SAFE PLACE.     WITH THIS ONE.          ON THIS ONE.
```

NOTE FOR ADOS USERS
It will be necessary for ADOS users to run **ADOSMOD.BAS** before attempting to file diskettes. If you use ADOS, place your **work disk** in drive zero and type **RUN "ADOSMOD"** Then press **ENTER**. This program will fix your work disk.

GETTING ACQUAINTED WITH MASTER DIR 3

Place your work disk in drive 0 and type **RUN "NMD"** Then press the ENTER key. The title page will appear for a couple of seconds Next a message will let you know that **MASTER DIR 3** is being loaded.

Let's take a look at the display screen.

The **MAIN MENU** is located down the left side of the screen. Also notice the light gray border. This tells you that the **MAIN MENU** is active. **MASTER DIR 3** is waiting for your choice from the **MAIN MENU**.

Please note the box that says **DISK NAME   NONE**. This box will hold the name of files and directories when you have chosen an option from the **MAIN MENU**.

The box that now says **DRIVE   0**   tells you the current drive. You may change drives by selecting C from the **MAIN MENU**.

The two large windows in the center and right side of the display are used to display filenames when you select certain items from the **MAIN MENU**.

MAIN MENU OPTIONS

(C)hange drive - when you wish to access a drive different from the one displayed after **DISK NAME**, press C until the desired drive is displayed.

(D)isplay a directory - after you have filed some disk directories you may choose this option to view the contents of those directories. Press **D** to choose this option. Next type in the name of the directory. If your directory name is less than eight characters, type in the name and press **ENTER**. Up to 38 entries can be displayed in the two display windows. If the directory has more than 38 filenames, you may use the up and down arrows to scroll thru the entries.

Please notice that upon entering the **Display a directory** option that the border has turned to black. You may exit back to the **MAIN MENU** by pressing any key other than the two scrolling keys.

(F)ile a diskette - After making sure you are logged on to the appropriate drive, press **F** to file the directory of a diskette. Place the diskette in the current drive. Next type in up to eight characters as a name for the diskette. If the name is less than eight characters, type in the name then press **ENTER**. The name you entered will appear in the **DISK NAME** box and the drive light will come on. If the diskette is of legitimate **RADIO SHACK** format, the filenames will appear in the windows. You are now at the **Display a directory** option. You may use the up and down arrows to scroll thru the entries or press any other key to return to the **MAIN MENU**.

Notice the border is black until you exit this option.

If you attempt to file a nonstandard diskette the border may turn red. Simply press any key until you return to the **MAIN MENU**. If the border turned red, use **Display a directory** to see if something was filed. If badly filed use the **Delete a dir** option found in the **Utilities** option to delete that directory.

Please be aware that if the filing of a diskette was aborted by the program, you will see the prompt "DISPLAY A DIR NOT FILED HERE"

(M)emory clear - If you ever wish to clear out an entire database you may use this option. Remember that the database is stored on the diskette and will not be permanently erased until you write the current changes to disk. (See **(W)rite MASTERDIR to disk**.)

(Q)uit MASTER DIRECTORY 3 - When you have finished using **MASTER DIRECTORY 3** press **Q** to quit.

(R)eport memory - This option tells how many diskettes have been filed, how many filenames were on those diskettes, and approximately how much memory you have left. **Please be advised that up to 5000 bytes of the reported memory may be required by MASTER DIRECTORY 3 for it's own usage.**

When all available memory has been used, no more disk directories my be filed. Upon filing a disk directory, with memory exhausted, you will see the following prompt:

DISPLAY A DIRECTORY
NOT FILED HERE

(S)earch for a filename - This may be the most useful feature of **MASTER DIR 3**. Press S to invoke the search routine. Type in any portion of the filename you desire to find. The entire database will be searched in a few seconds and all filenames containing the target characters will be displayed. If more than 38 entries are found, you may press any key other than **BREAK** to scroll thru the remainder. Backward scrolling is not supported by this option. Press **BREAK** to return to the **MAIN MENU**.

(U)tilities - Here are four helpful utilities

    (A)lphabetize - press **A** to alphabetize the filenames in each directory. This sort becomes permanent only after writing the memory to disk. (See **Write MASTERDIR to disk**.) The sort is complete when the light gray border appears.

    (D)elete a dir - use this option to erase a directory and it's filenames from your database. At the prompt type in the directory name and press **ENTER**. You may abort the deletion by pressing **BREAK** before pressing **ENTER**.

    (L)ist all dirs - This option will list all directories found in your database. You may send a copy to printer by pressing **F1**. If more than one page of directories are present, press **F1** to print the first page, then after the second page is displayed press **F1** again. Any other key moves to the **MAIN MENU**.

    (M)ain menu - Press **M** to return to the **MAIN MENU** from **Utilities**.

    (P)rint screen - When you want to print the display screen use this option. This is a simple screen dump.

(W)rite MASTERDIR to disk - Before leaving **MASTER DIRECTORY 3** you should save your database to the work disk. Use this option to save the database. **If you haven't made any changes (added or deleted directories, alphabetized the database, etc.) it will not be necessary to use this option**.

NMDPRINT.BAS

RUN "NMDPRINT.BAS" to print your entire database to hardcopy. If you operate your printer at other than the standard baud rate, you should set your baud rate before using this program.

RICK'S COMPUTER ENTERPRISE
PRESENTS

STEVE'S PICS

by Steve Ricketts
(c) 1991 All Rights Reserved

Thanks for purchasing **STEVE'S PICS**. Here are 24 beautifully digitized HSCREEN4 pictures captured by Steve Ricketts using the DS69B. Never before have pictures of this quality been displayed on a CoCo screen. After seeing a sample of Steve's work, I asked him if he would be interested in making some of his work available to the CoCo community thru **RICK'S COMPUTER ENTERPRISE**. Steve graciously consented. We hope you will enjoy the pictures.

Before you begin, please make backup copies of the **distribution** diskettes. Use the copies when you wish to view the pictures. **STEVE'S PICS** are provided on two unprotected flippie diskettes. Pictures and loaders are on both sides. You may make as many copies as you like for your own use. Store your originals in a safe place after copying. If you do not know how to make a copy, see your disk drive owner's manual.

HOW TO VIEW STEVE'S PICS
There are six pictures and two loaders on each diskette side. The loaders may only be used to view pictures on the diskette side on which they are located. **LDBW.BAS** loads the pictures in their original gray shaded form **LDCOLOR.BAS** puts a little color to the pictures.

Both **LDBW.BAS** and **LDCOLOR.BAS** work exactly the same. After **RUN** "LDBW" or **RUN** "LDCOLOR" you will be prompted to press **R**, for users of RGB monitors, or **C** for Composite or TV users. Please be forewarned that the color on some TVs may have to be adjusted for best results. After answering the prompt, the six pictures will be displayed in programmed order. Press any key to move from one picture to the next.

If you enjoy graphics you will love these pictures. Please contact Steve at the address below for other picture sets that may be available.

D. STEVEN RICKETTS   P.O. BOX 1048   FAIRVIEW, OREGON 97024