RICK'S COMPUTER ENTERPRISE
PRESENTS

"ALL RICK'S SOFTWARE"
(UNBELIEVABLE OFFER)

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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 (CCJ3ART and CCJ3RT0).

Due to the appeal of the 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 floppy 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 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 on. 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 highlight 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 its 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 mass your armies in a continent from time to time in order to conduct successful attacks against enemy forces there. Select option 5 from the menu. Then select the continent you want to mass troops in from the menu. Last, select the country you want your armies to mass 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 mass 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 select 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 accidentally 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 mass your forces for the big battles. Try to take at least one territory from the enemy each turn to give yourself extra reinforcement turns. Getting armies where they are needed is as important as taking territory. Plan ahead. Enjoy the game!

RISK is a trademark of Parker Bros.
CC:FLAGS is in no way connected with or endorsed by Parker Bros.
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 alone, 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 if him, he's not all that bright!

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After all the players have been entered, the game screen will appear. The game board occupies most of the screen in the center. To its 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 its 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. Votan 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 paced 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 stop 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. Thus 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 and 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 “Treasures”. To exit the game, press any key. You will be returned to disk.

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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 "zebra" 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!

SCRABBLE is a trademark of Parker Bros
VOCAB is in no way connected with or endorsed by Parker Bros.
MASTER DIR is a database manager which will hold up to 2235 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 specific 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 "MASTER00": EXEC. This file contains over 350 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 [F] key at the PRESS "F" TO CLEAR MEMORY prompt. Clearing memory does not affect any information on the disk.

2) FILE A DISKETTE DIRECTORY: 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 CRACK or SWANK or something like that. Just enter AME and press ENTER. All program names that contain the letters AME 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
type DIR 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 will 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) SAVE "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 diskettes 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 end 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.
STARTING A NEW FILE

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

2. Press any key to get to the MAIN MENU from the file 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 saved to disk.

8. You may decide to add or update your MASTER DIR file from time to time just LOAD "YOUR FILES NAME" : EXEC. To add files use function 2. To rename a diskette's directory, use function 2 and rename it under the same ID. The old entry will be written over by the new entry. Be sure to use function 5 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 if 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
PRESENTS
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 owner’s 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 the 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 opponent does. 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. Whatever card you choose is used to replace one of the cards in your rack. The replaced card becomes the discard which is the next player's 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 opponent.

HOW TO BEGIN PLAY
Turn your computer on and plug your backup of copy of PROGRAMS FOR FRIENDS in drive O. Type RUN "M" and press ENTER. The program loader screen will appear. Press "W" to select WACOO. 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 any 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 choose 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) showing you know how the computer is doing. All 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 your 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 3 (that is 1, 2, 3, 4, 5, 6, 7, 8, 9, or 0) to
place the discard in any of your slots (slot 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 slot. Then press the number of the slot to place the card (Warning: if you press N you must use the new card, so going back to the discard.)

Finally, to the right of the screen is the score card. Each player's 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, 6, 1, 2, 7, 4, 3, 5, 4, 7, 7, 5, 9, you will receive 25 points. Your cards are in order up to the 4.

Before starting a WACKO match you should agree with your human opponent 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 its 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 COUNTRY 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 counties 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 country's capital. If you are correct the country will change to blue and another country will be colored in. 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 5 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 weld. 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 weld.
Please note that some problems are addition and some are subtraction. If you look over the screens 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 weld arrives!
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**

- CC3ART.BIN
- CC12ART.BIN
- PRTARTIC.BAS

**DISKETTE #2**

- CC3RTO.BIN
- CC12RTO.BIN
- PRTINDEX.BAS

**DISKETTE #1**

- **CC3ART.BIN** is the ARTICLES DATABASE for CoCo3 users. To start type: LOAD "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 latter keys. (Press T to move to the first entry that begins with the latter 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. LOAD "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 arrow for every movement thru this database. Or you may press any of the latter keys to move to the first entry of that latter. 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 similar 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.
NIB COMPRESSOR

by Rick Cooper
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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 56 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 the 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. NIBLOADER is used to load your pictures. Please read through these.
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 COLORMAX 3 or COLORMAX 2, 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 extension, i.e. do not type in CLOWN.NIB. NIB is an extension.

STEP 4
After you press enter you will be asked to select the vertical screen resolution. This will almost always be 152 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 is 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.
HOW TO LOAD MB PICTURES

STEP 1
Place your diskette in the drive and type RUN "MBLOAD". (The diskette should contain MBLOAD.BAS, MBLOAD313, and one or more MB pictures.

STEP 2
You will be asked to enter the name of the picture you want 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 MBLOAD again.) Remember to enter only the first part of the name. If you add the extension 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)

MB saves all pictures in HSCREEN MODE. This works fine but you will have to press a special 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 102 vertical lines.

STEP 4 (QUITTING OR CONTINUING MBLOAD)

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

THANKS FOR PURCHASING "MB". I HOPE YOU ENJOY IT!
RICK'S COMPUTER ENTERPRISE
PRESENTS

RICK'S COCO GALLERY
by Rick Cooper
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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 Little Keyhammer 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 O. 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 N 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 N for further help.

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RICK'S COMPUTER ENTERPRISE

PRESENTS

GALLERY MAKER

CREATE A COCO GALLERY ON DISK
FROM RICK COPEX

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 MIB 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
owner's 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 'MIB COMPRESSOR' package to convert eleven HSSCREEN2 pictures into
MIB files. Copy these eleven pictures to a fresh formatted diskette. (THIS
MUST BE ELEVEN MIB 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:

MIBLOADR.BIN  GALLERY.TTL  MIBSAVER.BIN
C.BIN          BOXUTIL.BIN  GMAKER.BAS

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STEP 3: MAKING A PERSONALIZED TITLE PAGE
Place your work diskette in drive D. 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 GALLEY 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:

NISAVER.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 B if 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.RAS 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 H if 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!
If you enjoy jigsaw puzzles, you'll love PUZZLES. There are eight 108-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 pressing 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 piece 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 PIECE 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
Once 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 a puzzle gallery. 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 some 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 palette. 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.

NIBLOAD.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  SEQ1.DAT  SEQ2.DAT  PUZZETITLE.NIB
PUZG1.NIB  PUZG2.NIB  SWITCH.BIN  OVERLAP.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!!
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 addictive 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 B. Now stand by while the program and data files are being loaded. DO NOT TAKE YOUR DISKETE 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 get 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 will 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 its 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 blocks 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.
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 828 monitor. MASTER DIR does not work with 809 files.

BACKUP
It is customary for software to contain one or more distribution diskettes which the user is advised to use to make usable copies. The master or distribution diskettes 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.

NOTE FOR ADOS USERS
It will be necessary for ADOS users to run ADOSMOD.BAS before attempting to use 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 "MDM" 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) change 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) display a directory - after you have filled 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 33 entries can be displayed in the two display windows. If the directory has more than 33 filenames, you may use the up and down arrows to scroll thru the entries.

Please note 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 window. 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 non-standard 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 Write MASTERDIR to disk.)

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

(Report memory) - This option tells how many diskettes have been filed, how many filenames were on these 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 its own usage.

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

DISPLAY A DIRECTORY NOT FILED HERE

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(Search 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 15 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)titities - 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 its filenames from your database. At the prompt type is the directory name and press ENTER. You may abort the deletion by pressing BREAK before pressing ENTER.

(I)list 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 hard 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.

NNDPRINT.BAS

RUN "NNDPRINT.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.

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Thanks for purchasing STEVE’S PICS. Here are 24 beautifully digitized SCREEN views captured by Steve Ricketts using the DISKBY. 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 through 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 floppy 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.
LDW.BAS loads the pictures in their original gray shaded form. LDCOLOR.BAS puts a little color to the pictures.

Both LDW.BAS and LDCOLOR.BAS work exactly the same. After RUN "LDW" 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 TV’s 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.

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