

CUVIC

Compucolor/Intecolor User's Group Of Victoria

C A T A L O G U E

OF

CLUB DISK LIBRARY

(New disks to 20th July, 1983)

ORDERING METHODS:

POSTAL ORDERS

Fill out form, ticking appropriate disks and despatch to address shown below with cheque made payable to "CUVIC".

PHONE ORDERS

This is flexible. Use the phone number listed below and make suitable arrangements to pick them up at your convenience.

ADDRESS:

The Librarian,
CUVIC,
P.O. Box 420,
Camberwell,
Vic. 3124.
Australia.

(Phone orders: 813-3348)

Special: Plastic Disk carry box (capacity 10) - \$2.50

THE LIBRARY

...this represents the combined work of our own members and members from user groups like ours all over the world.

These people have been kind enough to donate their efforts to the groups for the good of other users. Some of the programs are excellent whilst others are mediocre - but for all we are grateful.

CUVIC makes these disks available at what is only a nominal fee which gives a small source of income to the group and makes possible the financing of other things such as the newsletter, for equipment that the club may deem useful to members or even just to pay for a darn good Christmas party. The amount of money so-generated is the equivalent of a very small amount per hour for the work of the programmers and/or the librarian...mere cents/hour - conversely the disks are darn good value for money when compared to commercial products both for the CCII or other machines.

ROYALTY DISKS Available from Keith Ochiltree.

'THE WORD PROCESSOR' - NEW IMPROVED VERSION.

The best value for money CCII word processor.

Purchase \$60, Upgrade \$10

Features: Typematic Keyboard.
Easy "Help" Display - always available.
New Features: Optional Double Spacing
Embedded Text Format Commands
Reform Screen Paragraph Command added

GHOST CRUNCHERS II - NEW IMPROVED VERSION.

Purchase \$25, Upgrade \$8

Arguably the **BEST** arcade game available on the CCII.

Features: Now for 2 Players.
4 Different levels of difficulty.
Uses Numeric &/or Cursor controls.
Excellent use of Sound-ware.

NOTES FROM THE AGENT: (Keith Ochiltree)

WARNING: These disks are subject to copyright and any unauthorised copying is forbidden.

The authors have chosen to generate the disks such that it is difficult to copy them. This means that you may not make your own backup copies. I personally guarantee, however, to re-generate any copy that may be "destroyed" providing that the original is returned to me at that time.

N.B. The rights for the sale of these programs was given to me - not to CUVIC - and I have chosen to donate all profits to CUVIC as the group is not a commercial organization as has been alleged.

CUVIC LIBRARY:

Prepared by CUVIC - CompuColor/Intecolor Users' Group of Victoria.

CUVIC #1 - Submitted by Keith Ochiltree.

1. Menu.
2. GRAPH - Try it, not significant.
3. ILLUSION - Optical Illusions with graphics.
4. MERLIN - Magic tricks with graphics.
5. CALENDAR - Prints "CUVIC" calendar on printer.
6. BACKGAMMON - 2 Player version.
7. TROLL - Simple 1 player chase game.
8. TYCOON - Excellent game for 1-4 players (thought type)

CUVIC #2

1. Menu.
2. BIORHYTHMS - (Mauri Romano) To Screen or Printer.
3. METRIC - (Mauri Romano) converts all metric to or from imperial - over 150 types of unit.
4. LCELIM - (B. Muldowney) Useful utility to change all lower case chars to u/c in your Basic program.
5. NTHROO - (K. Winder) - will calculate Nth root of any number.
6. LOGS - (K. Winder) - do your logarithms on the CC II.

CUVIC #3 - submitted by Peter Stuckey.

1. MENU.
2. TITRE - Chemical titration simulation (excellent graphics).
3. FFIRE - Game based on simulated forest fires.
4. PONG - Ping Pong Game - Paddles would be useful.
5. FACE - Excellent moving graphics demo.
6. TYPTCH - Teach yourself typing.
7. PRINT - Print your screen display on the printer.
8. NPLANT & REACT - Nuclear Power game.

CUVIC #4 - submitted by Ralph Neill.

This disk is a complete graph drawing package. Featuring single key entry, it caters for equation plotting, histograms, regression and simple graph plotting. Graphs can be drawn in vector, point, Y bar or X bar or XY scatter format in any colour formation. They can then be saved on disk or sent to the printer.

CUVIC #5 -

Electronics I - submitted by Ken Winder.

This disk is packed with programs for the electronics enthusiast. Programs include finding inductance, capacity and frequency, capacitive reactance, L-Pad attenuator, inductive reactance, RF matching network, ferrite core winding, capacitor smoothing, ripple voltage, resistive attenuators, symmetrical res. attn., calculate capacity for desired reactance, power supply using LM317.

CUVIC #6

1. MENU.
2. HEXPWN. Game of skill where CC II learns to play better each game.
3. INDEX. (G. Hubbard) - A disk catalogue system using random files.
4. BASTED. (B. Muldowney) Allows creation of source files from Basic.
5. SILVYS. (K. Winder) prints a picture of sylvester the cat.
6. BOMBER. (K. Winder) Try to hit a one foot target with four bombs - very difficult.

CUVIC #7

1. MENU.
2. SPEED - (Ross Power) - Simulate gear ratios on cars - output to screen or printer.
3. ELIZA - Another amateur shrink - origin uncertain.
4. DUTCH - An adventure type game - origin uncertain.
5. STACUV - (M. Romano) set of statistical programs.
6. RNDEDT - (B. Muldowney) Parameterised edit of ".RND" files.
7. FILDMP - (K. Ochiltree) Traditional dump of ".RND" files in Hex & Ascii to printer or screen.
8. SORT - (K. Ochiltree) Skeleton program to create an index file for any ".RND" file.
9. STRTCH. (K. Ochiltree) Enlarge any ".RND" file.

CUVIC #8

1. MENU.
2. DRAW - (G. Hubbard) Assists in creation of screen displays and saves them on disk.
3. PONTOK. (B. Muldowney) - a quick pontoon game featuring auto betting & single key entry.
4. LIFE. (B. Muldowney) the game of life, easy starter.
5. MUSFRQ. (K. Winder) Prints frequencies of all notes over 11 octaves.
6. SOUND. (G. Hubbard) Specify you desired frequency in hertz and soundware will play it.
7. POET. (G. Hubbard) Your CCII becomes a talented poet.
8. MAN. (G. Hubbard) Simple animation demonstration.
9. LINES. Another lines demo.
10. DAUB. Yet another.
11. BORDER. (K. Winder) Draws coloured squares.

CUVIC #9

1. Menu.
2. TATTS (K. Ochiltree) - a suite of programs to help you pick your coupon based on history of drawing frequency.
3. RPNCAL. (B. Muldowney) Simulates a scientific calculator - excellent graphics.
4. TANKS. (Anonymous) Real time war between 2 tanks - watch out for the land mines.
5. SPGPH. (G. Hubbard) Design your own or let the CCII draw multi-coloured spirographs.

CUVIC #10

1. MENU.
2. CRAZYS (R. Neill) A revamped version of the original.
3. BACKGAMMON (R. Neill) - now plays a fast game, with noises.
4. TANKS (CHIP) - Tank warfare game - real time.
5. STOCKS (T. Rickard) - keeps stock market records for up to 50 companies for 50 weeks. Also draws graphs. Handy for the investor.
6. TRS80 (N. Brandie) - converts TRS80 screen locs to "PLOT 3,X,Y"
7. PILOT (K. Winder) - try to land your plane on a very tiny runway.
8. SMESS (G. Hubbard) - Random screen displays with noises.

CUVIC #11

1. MENU.
2. SANTA PARAVIA (K. Ochiltree) - Complex medieval game with graphics, requires 32k and plenty of time.
3. SNARK. (L. Ferguson) - A one player board game with good graphics.
4. CHOMP. (L. Ferguson) - Up to 10 people chomp on the poisoned biscuits.
5. PICPIC. (B. Muldowney) - Copy a screen display from one disk to another.
6. ALSOUP. (K. Winder) - Displays random characters on the screen.
7. RNDLIN. (K. Winder) - Displays random lines on the screen.
8. RNDPTS. (K. Winder) - Displays random points on the screen.
9. PTPLOT. (G. Hubbard) - Use number pad to draw lines on the screen.

CUVIC #12.

1. MENU. - a borrowed version which if you hit "D" converts all hex numbers to decimal.
2. CRAZY8 (B. Muldowney) A card game based on the old game of switch. It's hard to beat the computer consistently.
3. CHDIR (B. Muldowney) - A useful utility to change the name of your disks. Lets you use any character or colour.
4. PRINT (P. Stuckey) - This program sends screen displays to a Microline printer. Handles text and graphics.
5. CONV (P. Stuckey) - Machine language routine called by the above to convert graphic blocks.
6. APPEND (B. Muldowney) - Useful utility to append ".SRC" files with the correct alignment.
7. DAYEND (R. Ferguson) - A beautifully presented program to calculate sunrise, sunset and daylight hours for a given location. Takes into account daylight saving and date....gives correct results!
8. COMPIN (R. Ferguson) - Another well presented program enabling you to calculate any costs associated with loans, leases or hire purchase.
9. CATLAB (M. Fox) - Useful program to allow you to print neat labels for you disks and will relate them to your catalogue number.
10. PRTLAB (M. Fox) - another useful one to allow you to print labels neatly, for anything.
11. SPEED (B. Holt) - Superb presentation of this program which will enable you to improve your programs by demonstrating far more efficient use of the CCII and BASIC. Good examples to prove each case.
12. SETDAT (K. Ochiltree) - useful utility to translate date in numerals to English form with day of week and month of year and then write 50 byte string to disk.

CUVIC # 13. Submitted by Doug Mason.

Stock control system for keeping track of minor components.
No Documentation available.

CUVIC # 14 (Games disk)

1. MENU (M. Fox) - a nice new menu version, simple and straightforward.
2. TRYWOR (G. Osborn) - A simple word game, nicely presented. Match your skill and guess the word before the CCII guesses yours. The vocab is easily expanded.
3. CHAIN (P. Stuckey) - fascinating game based on a nuclear reaction. Similar, a little, in concept to Othello but this is more complicated and the program does not cheat.
4. LGAME (I. Felvus) - simple game of wits - you VS CCII. Take over the board.
5. SPACE TREK II (K. Ochiltree) - Beat the clock and kill all the Klingons before they get you. A different interpretation of similar games - be sure to connect your soundware.

CUVIC # 15 (Submitted by Ken Smith and Aub Stark)

* straightforward, simple, accounts payable system. Ideal for home or personal use to keep track of those bills. Will even print cheques.

Comes with documentation.

CUVIC # 16 (Adapted by Keith Ochiltree)

MONOPOLY - All credit goes to "CHIP" for the development of this excellent old favourite game. CUVIC has simply taken their version and altered it to the more familiar British names and modified it such that it operates in the same fashion for version 6.78 or 8.79 (Accepts defaults).

CUVIC # 17 (Submitted by Doug Pankhurst) *** NB New Version 5.0
COLORTEXT - Excellent new text editor for those ".SRC" files.
Features many and varied useful instructions from a "TYPEOMATIC" keyboard.

Comes complete with sheets to make a keyboard template overlay for supreme ease of operation, a detailed text file of operating instructions.

*** NB - now menu driven to operate or print the instructions.

CUVIC # 18 (Submitted by Doug Pankhurst) ***** NEW Disk
Colortext - Source file of disk 17 so that you can tailor it to suit your particular needs or just work out how it operates.
NB Menu driven to print the file if required.

CUVIC # 19 ***** NEW DISK

1. ROADS - (Gavin Arndt) excellent graphics featured in this real time driving test simulation - find out how you rate.
2. AZARIA - (Gavin Arndt), its name will mean something to all Australians. Technically excellent, taste very dubious! This is a real time game to allow you to decide if the "Dingo" was really guilty. Good graphics.
3. CAR - (Bob Ferguson), the usual (for Bob), well presented program to keep track of the running costs for your car.
4. FORSIM - (Peter & Ted Stuckey), Forth simulator.
5. VELOC - (Gary Osborn), calculates all statistics when projecting missiles.
6. BINGO - (Alan Kirkpatrick), nicely presented program for calling a bingo game. Features HUGE numbers, suitable timing, & recall to reshuffle numbers.
7. LABELS - (Milton Fox), A more comprehensive program for printing labels for just about anything.
8. SPEEDO - (N.Giger) This machine language program will demonstrate with screen displays, and consequently allow you to adjust, the speed of your disk drive(s). Shows you optimum speeds. Highly recommended.

CUVIC # 20 ***** NEW DISK

1. MEDIC - (Ken Winder) This program gives a suggested set of results from combinations of drugs.
2. WHISIT - (Ted Stuckey), enables you to keep a computer record of various articles you may have out on loan - how many times have you lost your favourite book by forgetting who borrowed it?
3. MANIP - (Doug Mason), Doug describes it as "not a word processor" but it is a good text manipulator for altering and printing text files.
4. BUZZ - (Keith Oohiltree), become an electronic wizard over night (or sound like it). Type in a number and the computer will come back with a complicated and "deeply meaningful" phrase or sentence about electronics.
- features "Slow display" technique which is useful for printing instructions on screen at a readable speed.
5. PSPEED - (anonymous), Barry Holt's program to show fastest way of using Basic but without executing the comparisons.
6. TVTEST - (Gary Osborn), useful program to bring up displays to suitable and ideal for picture alignment on your CCII screen.
7. CAMERA - (Gary Osborn), for the camera buffs will print (on screen or printer), a depth of field scale for different "F" stops.
8. READER - (Gary Osborn), tells you in decimal space left on a disk.

CUVIC # 21 ***** NEW DISK

Electronics II - Submitted by Ken Winder)

Ken's meticulous efforts are well demonstrated including excellent screen displays of circuits.

1. Coil winding program for multi layer and toroidal coils.
2. High-pass M filter.
3. Straight wire inductance.
4. Five amp power supply.
5. Resistance color code program.
6. Zener diode power supply.
7. Speaker cross over networks.
8. Small coil windings.
9. Parallel resistor calculator.
10. Decibel calculator.
11. Watts load calculator.

CUVIC 22 ***** NEW DISK

1. FORMAT - Ken Winder. Updated "Formatter" to give 4 directory blocks.
2. OXO - Ken Winder. Useful screen display for checking convergence.
3. JOYBAS - Ken Winder. Use you joystick to create displays - 10 speeds.
4. JOYST - Ken Winder. Machine language to create displays with joysticks.
5. BASL80 - Ken Winder. Excellent program for listing BASIC on printers (partio Microline 80). Many options include splitting multi statement lines.
6. SORINX - Bernie Muldowney. Basic host program and "called" machine language program to create an index file for any random file. Parameter driven and exceedingly fast. A must for dabblers in random files and it includes a test file and the source code written in Bernie's usual excellent methodical and well laid out manner.

CUVIC 23 ***** NEW DISK

Household Inventory - submitted by Bruce Marshall.

A most useful suite of programs, based on the old Data Base, to keep track of your household items. This would be ideal for any (persish the thought), insurance claims.

CUVIC 24 & 25 ***** NEW DISKS

The Valley from Bruce Marshall (Sydney member)

An excellent 2 disk set of an adventure style game complete with graphics. Beautifully presented and with good instructions.

CUWEST LIBRARY - Courtesy of W.A. Users's Group.

CUWEST #1

A collection of programs that demonstrate how to use many of the CCII features. Includes graphics and keyboard demos plus a useful disk track check program and some games.

CUWEST #2

More demonstration programs.
includes Backgammon, Scrabble, Space Flight, checkers and matches.

CUWEST #3

Includes high precision multiplication, car replacement cost analysis, break-out, Rubik's cube, Space Invaders and programs to run card readers, digitizers and plotters.

CUWEST #4

More graphics demos and card reader programs - also includes disk drive alignment program.

CUWEST #5

Includes disk dump, livestock management, yahtzee game, reads source file, RAM test and graph drawing programs.

CUWEST #6

Graphics Editor.

A very powerful editor for screen display creation. Drawing facilities include colour selection, border drawing, draw a box, draw a colour block, function plotting, point plotting, circle ellipse or arc drawing, irregular line drawing, text insertion and blinking.

Screen manipulation commands include swap, transfer, rub out last entry, erase, scroll, display menu and grid overlay.

Full disk access commands are included.

Instruction Manual - extra \$2.00

CUWEST #7

DIGAME. A computer assisted learning game which simulates the human digestive system. Three levels of play for up to 6 people.

CUWEST #8

MATHS - A computer assisted learning package for children. Covers addition, subtraction, long multiplication, area & perimeter practice and a factor game. Varying levels of difficulty.

CUWEST #9

ENGLISH & GEOGRAPHY - A computer assisted learning package. Includes programs on Australian capital cities and West Australian resources.

Includes game of hangman.

CUWEST #10, 11, 12 & 13.

These series of disks contain a series of English tutorials written by John Newman. They are written at a high level and would probably be suitable for upper secondary or tertiary level students.

If you're interested in grammar - EXCELLENT.

DISK 1A

SNOOPY	GRAPHIC	FAMOUS CANINE PHILOSOPHER
OCEAN	DISPLAY	SEASCAPE BY MOONLIGHT
DUP	UTILITY	DISK DUPLICATION 1 OR 2 DISK DUP
FORMAT	UTILITY	FORMAT CCII DISKETTES
3DCOST	BUSINESS	3D GRAPH GENERATION LISTED IN COLORCUE
TAYLOR	ENGINEERING	DEMONSTRATION OF NUCLEAR REACTOR CONTROL
LOAN	FINANCE	LOAN AMORTIZATION FROM SAMPLER DISKETTE
SALES	FINANCE	BUSINESS GRAPHICS DEMONSTRATION
COLORS	GRAPHICS	FOREGROUND AND BACKGROUND COLOR DISPLAY
TRIANG	GRAPHICS	DEMONSTRATE SPECIAL CHARACTER SYMBOLS
SCROLL	GRAPHICS	DEMO OF SCROLL PATCH
15PUZZ	GAME	ARRANGE 15 NUMBERS IN 4 BY 4 ARRAY
HYPHER	GAME	SPACE SHOOT EM UP GAME
3DDSGN	GRAPHIC	DISPLAY OF AN OBJECT IN 3D & COLOR
PERCOM	MATH/STAT	PERMUTATIONS & COMBINATIONS CALCULATIONS

DISK 1B

ASC	UTILITY	ASCII DISPLAY OF MEMORY FROM ADDRESS N
DIS	UTILITY	SIMPLE DISASSEMBLER
PLOTTR	MATH/STAT	SIMPLE MATH FUNCTION PLOTTER
OILCO	GAME	OIL COMPANY SIMULATION GAME
UTIL01	UTILITY	DELETE MULTIPLE DISK FILES-SINGLE DRIVE SYSTEM
UTIL02	UTILITY	SINGLE DRIVE FILE COPIER
UTIL03	UTILITY	DIRECTORY NAME CHANGE
DUMP	UTILITY	SCREEN
SEAWAR	GAME	ARCADE SEA BATTLE- TORPEDO THE ENEMY SHIPS
ELIZA	GAME	A WELL KNOWN EXERCISE IN ARTIFICIAL INTELLIGENCE
ALPHA	UTILITY	ALPHABETIC SORT
CHARAC	GRAPHICS	DEMO PRINT SIZES
FRACT	SUBROUTINE	EXTENDED PRECISION DIVIDE SUBROUTINE

DISK 2A

CLEWSO	GAME	MUCH LIKE BOARD GAME CLUE
CAMEL2	GAME	GET YOUR CAMEL ACROSS THE DESERT...ALIVE
BASE2	UTILITY	PRINT UTILITY FOR BASE-2 PRINTER
PRTTST	UTILITY	TEST PROGRAM USED WITH BASE2 FOR THAT PRINTER
CHECKB	ACCOUNTING	CHECKBOOK WITH DATA FILES
MAZE	GAME	DRAW AND RUN MAZE
HIQ	GAME	PEG GAME OF HI-Q
QUEST	GAME	FIND THE PIRATE GOLD..ADVENTURE GAME

DISK 2B

INSTAR	GAME	INSTRUCTIONS FOR STAR.BAS/DOGSTAR
STAR	GAME	ADVENTURE TYPE STAR WARS GAME
CALNDR	DISPLAY	DISPLAY A CALENDAR FOR A GIVEN MONTH
ESTATE	FINANCE	CASH FLOW ESTIMATION FOR REAL ESTATE PURCHASE
TIME	DEMONSTRATIO	TIME DISPLAY FOR WORLD CITIES
RELOCA	UTILITY	STATIC RELOCATOR
CIRCLE	GRAPHICS	DEMONSTRATION OF CIRCLE DRAWING
DRAW5	GRAPHICS	DEMONSTRATION OF CCII GRAPHICS CAPABILITIES
LUNAR	GAME	LUNAR LANDING GAME...1 OF SEVERAL IN LIBRARY
GOMOKO	GAME	GAME OF "GO" FOR CCII
HURKLE	GAME	HUNT THE CREATURE CALLED THE HURKLE

DISK 3A		
ROULET	GAME	EUROPEAN ROULETTE GAME
ROVER	GAME	HELP ROVER THE DOG CROSS A SURFACE GRID
DEPCHG	GAME	FIND AND DEPTHCHARGE THE SUBMARINE
SORCER	GAME	ADVENTURE TYPE GAME WITH SWORDS AND SPELLS
JOUST	GAME	KNOCK YOUR OPPONENT DOWN & WIN THE PRINCESS
ONECHK	GAME	CHINESE CHECKERS... FOR 1 PLAYER
BOUNCE	GAME	ARCADE BOUNCING BALL GAME
ATTENU	ENGR/SCIENCE	CALCULATE "TI" & "PI" NETWORKS
DISK 3B		
FUVAL	FINANCE	CALCULATE FUTURE VALUE OF AN INVESTMENT
FURDEP	FINANCE	CALCULATE FUTURE VALUE OF REGULAR DEPOSITS
REGDEP	FINANCE	CALC REGULAR DEPOSIT REQUIRED FOR FUTURE VALUE
INVANN	FINANCE	CALC REGULAR WITHDRAWALS FROM AN INVESTMENT
INTINV	FINANCE	CALC INVESTMENT REQUIRED FOR A FUTURE VALUE
MININV	FINANCE	CALC MINIMUM INVESTMENT FOR WITHDRAWALS
EFFINT	FINANCE	CALC EFFECTIVE INTEREST RATE FOR KNOWN INVESTMENT
EARINT	FINANCE	CALC AND PRINT EARNED INTEREST TABLE FOR INVEST.
DEPRAT	FINANCE	CALC ANNUAL DEPRECIATION RATE OF INVESTMENTS
DEPAMT	FINANCIAL	CALCULATE AMOUNT DEPRECIATED FOR A YEAR OF INVEST
SALVAL	FINANCIAL	CALC SALVAGE VALUE OF ITEM AT END OF A GIVEN YEAR
COMPAP	FINANCIAL	CALC DISCOUNT AND NET COST OF COMMERCIAL PAPER
LNPRIN	FINANCE	CALCULATE PRINCIPAL ON A LOAN
REGPAY	FINANCIAL	CALCULATE REGULAR PAYMENTS ON A LOAN
LASPAY	FINANCIAL	CALCULATE LAST PAYMENT ON A LOAN
REMBAL	FINANCIAL	CALC REMAINING BALANCE ON A LOAN
ANNINT	FINANCIAL	CALCULATE ANNUAL INTEREST RATE OF A LOAN
LNTERM	FINANCIAL	CALCULATE PERIOD OF TIME REQD TO REPAY A LOAN
NOMINT	FINANCIAL	CALCULATES NOMINAL INTEREST RATE ON INVESTMENTS
INTRST	FINANCIAL	CALCULATE DECLINING INTEREST
INVEST	FINANCIAL	EST CASH FLOW TO CARRY REAL ESTATE PURCHASE
DECDMP	UTILITY	DECIMAL AND ASCII MEMORY DUMP
STOCKM	GAME	STOCK MARKET SIMULATION GAME
BCKGM3	GAME	BACKGAMMON FOR 2 PLAYERS
DISK 4A		
TXTEDT	WORD-PROCESS	WORD PROCESSOR
FOOTBL	GAME	AMERICAN FOOTBALL GAME
FORT	GAME	COMMAND F-FORT AGAINST INDIAN ATTACK
PRETAN	GAME	INSTRUCTIONS FOR GAME OF TANK
TANK	GAME	TANK BATTLE AGAINST CCII
SECRED	UTILITY	DISPLAY DISKETTE SECTORS TO SCREEN
DISK 4B		
MASTMD	GAME	TRADITIONAL MASTERMIND GAME
BACKIN	GAME	RUN INSTRUCTIONS FOR BACKGAMMON GAME
BACKG	GAME	BACKGAMMON GAME
SDINFO	TELEPROCESSI	INSTRUCTIONS FOR STODAT TERMINAL CNTRL PROGRAM
STODAT	TELEPROCESSI	TERMINAL CONTROL PROGRAM FOR CCII
STODAT	TELEPROCESSI	TERMINAL CNTRL PROGRAM FOR CCII (2 PARTS)
DISASM	UTILITY	DISASSEMBLER
GAMMA	ENGR/SCIENCE	CALC COAXIAL CABLE IMPEDENCE TO A BEAM ANTENNA

DISK 5A

POKER	GAME	DRAW POKER AGAINST CCI
BRAIN	GAME	GRAPHICAL BRAIN TEASERS
HOMBUD	FINANCIAL	HOME BUDGET PROG. SEE 117
POND	ENGR/SCIENCE	CALCULATE SIZE/VOLUME OF RECTANGULAR PITS
FPOURT	MATH/STAT	FAST FOURIER TRANSFORM
STATS1	MATH/STAT	CALC MEAN VARIANCE STD DEV STD ERROR OF EST
CCLOCK	GRAPHICS	DIGITAL CLOCK

DISK 5B

FLTINS	GAME	INSTRUCTIONS FOR B747 FLIGHT SIMULATOR
DAYFLT	GAME	FLIGHT SIMULATOR FOR KNOWLEDGABLE PILOTS
CRASH	GAME	PART OF DAYFLT FLIGHT SIMULATOR PACKAGE
GNDWTR	ENGR/SCIENCE	EVALUATE GROUND WATER POLLUTION

DISK 6A

STARIN	GAME	INSTRUCTIONS FOR IMPROVED VERSION OF STAR TREK
STTREK	GAME	IMPROVED VERSION OF STAR TREK
MMIND2	GAME	MASTERMIND GAME
JURY	GAME	SELECTION OF MEMBERS OF A JURY
PLTDEM	GRAPHICS	SEVERAL XY PLOTTING DISPLAYS
SALEM	GAME	DUTCH CARD GAME

DISK 6B

RENTAL	FINANCE	RENTAL PROP COST ACCTNG. USE RUN 4000 TO INIT.
ROKSIM	GAME	DESIGN AND ORBIT A SINGLE STAGE ROCKET
HOMEL	LIBRARY MNGM	HOME LIBRARY MANAGEMENT SYSTEM
EDTINS	GRAPHICS	INSTRUCTIONS FOR SCREEN EDIT SCEDIT.BAS PROGRAM
SCEDIT	GRAPHICS	SCREEN EDITOR FOR CREATING GRAPHICS (SEE MR BILL)
MRBILL	DISPLAY	DISPLAY SUCH AS CREATED USING SCEDIT.BAS
HBUDGT	FINANCE	HOME BUDGET PROG. SEE 96

DISK 7A

DOGCAT	GAME	DOG CHASES CAT GAME
MOON	GAME	MOON LANDING SIMULATION. INSTRUCTIONS IN INSTR.PIC
BSHIP	GAME	TRADITIONAL BATTLESHIP GAME
CROSSW	GAME	CROSSWORD PUZZLE-USE ONLY OPTION 2
QPHONE	LIST	LIST OF TELEPHONE NUMBERS

DISK 7B

OHMLAW	ENGR/SCIENCE	OHM'S LAW CALCULATIONS
RPN	ENGR/SCIENCE	REVERSE POLISH NOTATION CALCULATOR VIS A VIS HP
CALC	ENGR/SCIENCE	ALGEBRAIC CALCULATOR VIS A VIS TEXAS INSTR CALCLTR
GRADES	MATH/STAT	CALCULATE STUDENT GRADES AND STATISTICS
SHIPER	GRAPHIC	ZAP NORCROSS GEORGIA FROM USS ENTERPRISE
BILLED	SUBROUTINE	MOVING BILLBOARD DISPLAY SUBROUTINE
ACEY	GAME	SIMPLE CARD GAME
SLIT	GAME	ARCADE GAME. SLITHER SNAKE TO TARGET
LENSES	ENGR/SCIENCE	TRACE RAYS THROUGH LENS OF YOUR CHOICE
BLKADE	GAME	BLOCKADE OPPONENT
TIMCHK	UTILITY	DETERMINE MOST EFFICIENT WAY OF EXECUTING TASKS

DISK 8A

WUMPII	GAME	HUNT THE WUMPUS ADVENTURE TYPE GAME
VOCAB1	GAME	WORD TESTER
VOCAB2	GAME	WORD TESTER. BASED ON READER'S DIGEST WORD POWER
DSPMON	UTILITY	SCREEN DISPLAY PROG. PREPARE AND SAVES IMAGES
SOUND	SUBROUTINE	C.A.P. SOUNDWARE SUBROUTINES FOR BASIC PROGRAMS
DEPTH	GAME	DEPTH CHARGE SUB. USES SOUND PATCH SUBROUTINE
VIDEO	MAINTENANCE	HINTS FOR DIAGNOSING CCII VIDEO DISPLAY PROBLEMS
HORIZ	MAINTENANCE	DIAGNOSING CCII HORIZONTAL DEFLECTION PROBLEMS
CONVER	MAINTENANCE	HINTS DIAGNOSING COLOR & CONVERGENCE PROBLEMS
VERTCL	MAINTENANCE	HINTS DIAGNOSING CCII VERT DEFLECTION CIRCUITS
MEMRY	MAINTENANCE	HINTS FOR DIAGNOSING CCII MEMORY PROBLEMS
DISK	MAINTENANCE	HINTS DIAGNOSING CCII DISK DRIVE PROBLEMS
DISP	MAINTENANCE	HINTS DIAGNOSING CCII DISPLAY PROBLEMS
FOCUS	MAINTENANCE	HINTS DIAGNOSING CCII FOCUS AND CENTERING PROBLEMS
JITDIS	MAINTENANCE	HINTS DIAGNOSING A JITTERY DISPLAY ON THE CCII
KEYBD	MAINTENANCE	HINTS FOR DIAGNOSING CCII KEYBOARD PROBLEMS
SCRMBL	GAME	LIST ALL COMBINATIONS OF LETTERS IN A WORD

DISK 8B

HELPEX	GAME	SAFARI GAME INSTRUCTIONS
EXPLOR	GAME	SAFARI GAME
EXPRO	GAME	SAFARI GAME
LANDIN	GAME	ADVENTURE TYPE GAME; VENUS EXPLORATION
HELPVN	GAME	VENUS LANDING GAME INSTRUCTIONS
BUDGET	FINANCE	REMOD'LING ACCTNG. RUN 4000 TO INIT DATA FILES
NDISTR	MATH/STAT	PLOT NORMAL DIST. CALC F(X)
SRCFIX	UTILITY	MODIFY DIRECTORY TO ALLOW ACCESS TO .SRC FILES
NUFIL2	UTILITY	SET UP RANDOM FILES WITH CORRECT BLOCKING FACTOR
REGRES	MATH/STAT	CALC & PLOT LINEAR REGRESSION OVER 4 QUADRANTS
PERFECT	????????	??
FIRE	GAME	PUT OUT A FOREST FIRE
KNGDOM	GAME	UPDATED AND ENHANCED VERSION OF HARRURABI
CHECK	FINANCE	CHECKBOOK PROG. REQ 16K MIN SYSTEM

DISK 9A

SLYFOX	GAME	SOLITAIRE CARD GAME
BLACKB	GAME	FIND HIDDEN BALLS IN BLACK BOX
CALCUL	MATH/STAT	GRAPHIC CALCULATOR
CALORI	HEALTH	DAILY NUTRITION AND CALORIE GUIDE
LABELL	GAME	SOLITAIRE CARD GAME

DISK 9B

PTDIR	UTILITY	PRINT DIRECTORY ON BASE 2 PRINTER
FLEXIB	GAME	SAME AS BLACK BOX
LATION	GAME	SOLITAIRE CARD GAME
REACT	GAME	REACTION TIME TEST
ON099	GAME	CARD GAME
SOLPOK	GAME	SOLITAIRE POKER GAME
SPEED	MAINTENANCE	CHECK SPEED ON V6.78 DRIVES -PROPRIETARY-

DISK 10A		
MUSINS	MUSIC	MUSIC EDITOR INSTRUCTIONS
MUSIC	MUSIC	MUSIC EDITOR USING C.A.P. SOUNDWARE
GREED	GAME	PLAY THE CCII AND GRAB YOUR SHARE
COLONY	GAME	CONFRONTATION POLITICS IN OUTER SPACE
RUBIK	GAME	RUBIK'S CUBE
DISK 10B		
FINANC	GAME	SOLITAIRE CARD GAME
DELITE	GAME	IDIOT'S DELIGHT SOLITAIRE
CRAG	GAME	DICE GAME
RUMMY	GAME	GAME OF RUMMY
RUMINS	GAME	RUMMY INSTRUCTIONS
BOMBS	GAME	SEE IF YOU CAN SURVIVE AS A BOMBER PILOT OF WW 2
DISK 11A		
MONOPY	GAME	FULL MONOPOLY GAME FOR 2
KISMET	GAME	DICE GAME
DISK 11B		
CARI	GAME	I'M NOT SURE WHAT THIS IS!!!! TRY IT
PRINT	UTILITY	PRINT UTILITY. SIMILAR TO THAT WITH CCII ASSMBLR
POWER	GAME	NUCLEAR POWER PLANT SIMULATION
OSHELP	UTILITY	INSTRUCTIONS FOR DISASSEMBLER OPSYS.PRG
OPSYS	UTILITY	DISASSEMBLER
SPACE	GRAPHIC	DRAWING OF COLUMBIA SPACE SHUTTLE
PARRES	ENGR/SCIENCE	CALCULATE PARALLEL RESISTANCE
MULT	EDUCATION	MULTIPLY DRILL..EXCELLENT
BREAK	GAME	BREAKOUT ARCADE GAME
DIGIPL	UTILITY	OUTPUT SUPPORT FOR USE OF DIGILOT FLAT BED PLOTR
SCOR16	UTILITY	SUPPORT FOR MARK SENSE(?) CARD READER
SPCINV	GAME	ARCADE GAME
DISK 12A		
PLTMEN	GRAPHICS	MENU 3D PLOT PKG. SEE 203 204 205
INPUT3	GRAPHICS	INPUT ROUTINE FOR 3D PLOT PACKG. SEE 202
PLOTTR	GRAPHICS	PLOTTING ROUTINE FOR 3D PLOT PROGRAM. SEE 202
DISPLY	GRAPHICS	DISPLAY ROUTINE; 3D PLOT PKG. SEE 202
DISK 12B		
BKINFO	GAME	BACKGAMMON INSTRUCTIONS. SEE 207 208
BCKGMN	GAME	BACKGAMMON GAME. SEE 206
BACKG	GAME	BACKGAMMON GAME SEE 206
DISK 13A		
TRAP	GAME	BLOCK YOUR OPPONENT SCREEN DISPLAY GAME
RESCUE	GAME	CATCH SHIP BEFORE IT HITS THE GROUND
AST279	GAME	ARCADE GAME WITH START ADDRESS BUG
MENU	MENU	MENU FOR TRAP
LINEUP	UTILITY	FOR USE WITH A TABLET. SEE HIPAD6
I3651	DISPLAY	PICTURE OF THE 3651
HIPAD6	UTILITY	FOR USE WITH TABLET INPUT. SEE LINEUP
MEMTST	MAINTENANCE	CHECK YOUR RAM ABOVE 32K
EPROM	UTILITY	UTILITY TO BURN

DISK 13B		
GRAPH1	NUM-ANALYSIS	CREATE GRAPHS AND PERFORM NUMERICAL ANALYSIS
ENTER	LANGUAGE	PASCAL COMPILER. SEE 220 221 223
INTERP	LANGUAGE	PASCAL COMPILER. SEE 219 221 223
PASCAL	LANGUAGE	PASCAL COMPILER. SEE 219 220 223
TEXT	GRAPHICS	NEEDS PROG PLOT ???HANG IN THERE FOLKS????
READ	LANGUAGE	PASCAL COMPILER. SEE 219 220 221
DISK 14A		
SCRDEM	DEMO	DEMONSTRATE SCROLLING PATCH
KEYBD	DEMO	DEMONSTRATING A METHOD OF KEY CHECK
TOKEN	UTILITY	DISPLAY OF CCII TOKENS
3DPLOT	GRAPHIC	PLOT SURFACE CHARTS
BORDER	DEMO	USE PLOT BLOCKS TO CREATE A BORDER
LTORIT	DEMO	DEMONSTRATE DETECTION OF LEFT & RIGHT CURSOR
CIRCLE	DEMO	DEMONSTRATE CIRCLE DRAWING
COLKEY	DEMO	DEMONSTRATE DETECTION OF USE OF COLOUR KEYS
YESNO	DEMO	DEMONSTRATE RESTRICTED KEY ENTRY
SCMOVE	DEMO	DEMO USE OF RAM TO HOLD SCREEN DISPLAY
SAVER	DEMO	DEMO OF NON DESTRUCTIVE MOTION OF SYMBOL ON BKGRND
TRKCHK	MAINTENANCE	TEST READ SELECTED DISK SECTORS N TIMES
SCRABL	GAME	GAME OF SCRABBLE NO INSTRUCTIONS
SFIGHT	GAME	SPACE FIGHTERS AMONG THE STARS
CHECKR	GAME	GAME OF CHECKERS
DFM	UTILITY	DIRECTORY MANAGMENT PROG -PROPRIETARY-
DISK 14B		
MMIND	GAME	MASTER MIND GAME
FWORD	GAME	FIND THE HIDDEN WORDS
FROG	GAME	TRICKY LITTLE DICE GAME
MAZE	GAME	CREATE A MAZE & SOLVE OR LET CCII DO IT
POKER	GAME	SUPER GRAPHICS GAME OF POKER
SOL	GAME	EXCELLENT GAME OF SOLITAIRE
NVADRS	GAME	EXCELLENT ARCADE GAME
TRAM	GAME	CONVERT THIS TO JOYSTICK. EXCELLENT
WIPOUT	GAME	SIMILAR GAME TO BREAKOUT
YAHTZE	GAME	STANDARD GAME OF YAHTZE
DISK 15A		
XDISC	UTILITY	DISK SECTOR READ/WRITE UTILITY. FOR V8.79
SPPCRT	GRAPHIC	FUNCT KEY GRAPHICS USING NUMBR PAD. V8.79
DIARY	CALENDAR	CALENDAR OF FAMILY EVENTS
FIELDS	SUBROUTINE	SUBRTN FOR SCREEN FIELDS. SAMPLE CODE INCL
XDISK	UTILITY	DISK SECT READ/WRITE. INVALUABLE V6.78
DISK 15B		
ABAGEL	GAME	GUESS A WORD GAME
BAGELS	GAME	GUESS A NUMBER GAME
BASCAL	MATH/STAT	CALCULATE USING ARBITRARY BASE
SNOOPY	GRAPHIC	PRINT A PICTURE OF SNOOPY 24" HIGH
CALEND	CALENDAR	PRINT A CALENDAR FOR ANY MONTH
EASTER	CALENDAR	DETERMINE DATE FOR EASTER IN A GIVEN YEAR
MAP	GRAPHIC	DRAW A MAP OF AN INTENDED JOURNEY
CHASE	GAME	CHASED BY ROBOTS ACROSS A DANGEROUS LANDSCAPE
MISTAK	GRAPHIC	SUPER DEMO OF LARGE CHARACTER STORAGE/PRINT
BINGO	GAME	GAME OF BINGO
SEARCH	GAME	SEARCH FOR HIDDEN WORDS IN JUMBLE OF LETTERS

DISK 16A

POLGON	MATH/STAT	CALC AREA POLYGON GRAPHICALLY OR ANALYTICALLY
COVER	GAME	1 OF 2 PROGRMS TO ILLUSTRATE JOYSTICK CODE
DOODLE	GRAPHIC	1 OF 2 PROGRAMS TO ILLUSTRATE JOYSTICK CODE
STKSUB	SUBROUTINE	JOYSTICK ROUTINE AS DEMO'D IN DOODLE
DIRPRT	UTILITY	PRINT A DIRECTORY LISTING
DIRSRT	UTILITY	PRINT A SORTED MULTI DISK DIRECTORY
MATRIX	MATH/STAT	MATRIX ALGEBRA. INVERT AN ARRAY OF NUMBERS
DUPFIL	UTILITY	DISKETTE DUPLICATING PROGRAM
DUP	UTILITY	DISKTTE DUP PROG. . . 1 OR 2 DISKETTES
DUP	UTILITY	DUP DISKETTE PROGRAM
DOGSTA	GAME	TRICKY ADVENTURE TYPE GAME

DISK 16B

MONEY	BUSINESS	CALCULATE MONEY EXCHANGE
MAIL	BUSINESS	A MAILING LIST ROUTINE
BILLS	BUSINESS	ACCTS PAYABLE FOR HOUSE/VERY SMALL BUSINESS
BUS	BUSINESS	KEEP TRACK OF EXPENSES FOR TAX PURPOSES
TRIP	BUSINESS	CALCULATE TRIP EXPENSES
ADD	MATH/STAT	FOR THE KIDS
UTIL	BUSINESS	ANALYZE UTILITY BILLS
DATARD	BUSINESS	BUILDS CROSS REFERENCE INDEX OF NAMES
VENUS	ENGR/SCIENCE	CALCULATE POSTION OF VENUS REL TO EARTH

DISK 17A

PATCH	SUBROUTINE	SOUND PATCH SUBROUTINE
FLY	GAME	1 OF 3 GAMES WITH MENU. ZAP FLY TO SOUND
BLABOX	GAME	1 OF 3 GAMES WITH MENU. FIND THING IN BOX
ICBM	GAME	1 OF 3 GAMES WITH MENU. DOWN ICBM WITH BEEPS
HEXCON	UTILITY	CONVERT HEX TO DECIMAL

DISK 17B

GAS	BUSINESS	GRAPHIC GAS MILEAGE RECORD AND PLOTTER
SETUP	BUSINESS	SETUP FOR MILEAGE PROGRAM. SEE PROC 37

DISK 17A

IMAGE1	BUSINESS	PART OF GAS MILEAGE PROGRAM. SEE 37
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DISK 18A

DISASM	UTILITY	SMALL DISASSEMBLER USING CCII ROM ENTRY POINTS
XREF	UTILITY	PRODUCE CROSS REF FOR DISASSEMBLER
DIR	UTILITY	CREATE COMPUND DIRECTORY LISTING
FORMEL	GAME	RACE 2 CARS USING KEYS "ERTDFGCVB"
LISSA	GRAPHIC	CREATE LISSAJOIS FIGURES ON SCREEN
BIGLET	GRAPHIC	DISPLAY BIG AND GIANT LETTERS
FLYING	GAME	FLIGHT SIMULATOR ADAPTED FROM BYTE MAGAZINE
RUBCUB	GAME	RUBIK'S CUBE GAME
ENERGY	GAME	GAME OF ENERGY "POWER" POLITICS

DISK 18B

COMBUD	ENG/SCIENCE	COMMUNICATIONS NET CALCULATOR/CONVERTOR
STAR	ENG/SCIENCE	DISPLAY OF STAR MAP FROM IN/OUT OUR GALAXY
HAIKU	LANGUAGE	GENERATE RANDOM PHRASE POEMS/HAIKU

NCC DISKS . COURTESY OF NORTHERN CALIFORNIAN COMPUCOLOR USER GROUP

NCC #1

1. MAZE - The computer draws a maze of any size and then proceeds to solve it fast (in assembler) or slowly (in basic). Excellent demonstration of the difference in speed between the two languages.
2. PSYCHOGRAPH - The computer asks you 25 questions and then provides an analysis of your personality.
3. STOCK MARKET - You have \$10000 to invest. Can you make a profit? You can play for 5 to 100 years!
4. OIL COMPANY - Cash in on the energy crisis! This complex simulation allows you to buy, sell, refine and drill for oil.
5. SCRAMBLE - Type in a word and the computer will produce all possible combinations of those letters.

NCC #2

1. BACKGAMMON - A very intelligent FORTRAN version of the game. It has excellent graphics, provides an amusing commentary and plays a very fast game.
2. SPACE - A shooting game for Space Cadets!
3. GOLF - This complex game gives you a choice of courses, handicap and clubs. Features excellent graphics.

NCC #3

1. MASTERMIND - Traditional game but with a choice of difficulty.
2. WUMPUS - Same old game but this one at least has good instructions.
3. DEPTH CHARGE - Find the enemy sub on the sonar and shoot to kill. This game makes extensive use of graphics and soundware.
4. INCHWORM - A fairly slow horse racing game.
5. SOURCERER - Adventure type game.
6. JOUST - Another adventure game.
7. REVERSE - Reverse the numbers game.

NCC #4

1. BACKGAMMON - Similar to version on NCC #2 but this one is written in BASIC and runs a little slower.
2. QUEST - Adventure game in a cave.
3. ONECHECK - A solitaire based on checkers.
4. BIORHYTHM - Produces a biorhythm chart. (Similar to ISC version)
5. BINGO - The game of BINGO with complete instructions and graphics.
6. TIME2 - Convert your CCII into a giant sized digital clock!

NCC #5

1. ROULETTE - Has all the features of this gambling game. Features good graphics.
2. DOG & CAT - How many moves will it take you to catch the cat in this fast moving animated game?
3. ELIZA - Let your CCII help you solve your psychological problems. Good illustration of artificial intelligence.
4. ROVER ROBOT - Try to steer the robot over a mined grid.
5. ZILCH - Complex dice game similar to Yatzee.
6. BOUNCE - Design your box and ball and see how long it will bounce for!

NCC #6

1. EXECUTIVE DECISION - Bid for raw materials, manufacture products and try to sell them on the open market. Very complex game for 1 to 6 players. Comprehensive instructions included.
2. CRIBBAGE - A very complicated card game with sound and excellent graphics.
3. CLEWSO - You play the role of Inspector Clewso and try to solve the murder.

NCC #7

1. CAMEL - Another adventure game - this time you're in a desert!
2. MASTERMIND - Yet another!
3. STAR TREK - A very original star trek game with very powerful commands. Features extensive instructions and good graphics.
4. PYRAMID - A solitaire card game with excellent graphics.

NCC #8

1. YATZEE - A complex dice game. Play against the computer or a friend.
2. SOLITAIRE - This is the traditional card game. It is very well presented with excellent graphics. Doesn't allow cheating!
3. EUCHRE - Play this ancient card game against the computer. Even better graphics than solitaire!
4. KENO - A gambling game.

NCC #9

1. WAR - Move your soldiers and tanks around the battle field in an attempt to outwit the computer.
2. CRAPS - A dice game.
3. MAZE - Computer designs maze and then solves it in either fast or slow mode.
4. SEARCH - A space age shooting game with good graphics.
5. ELIZA - This is the assembler version of the CCII psychologist and runs very fast!
6. GOLF1 - Select the number of holes to play and then call fore!
7. MINEFIELD - Can you cross the mine field without being blown up?

NCC #10

1. DASM1 - Disassembles decimal addresses into mnemonics
2. DASM2 - Disassembles to decimal, hexadecimal, mnemonics and ASCII.
3. PRINT - A machine language programme to echo the output of a BASIC programme to a printer.
4. RAMTEST - Very thorough machine language RAM test that tests from 8000H to FFFFH.
5. HEXDEC - Hex to decimal converter with tutorial on the application of hexadecimal notation.
6. MOVE FILE - Moves any type of file from one disk to another using FCS read and write commands.
7. NEW DUMP - Disassembles memory with output to printer.
8. DIR - Outputs disk directory to printer with current date and time header.
9. WISE - 8080 CPU simulator with all registers, flags, programme counter and stack.
10. TERMINAL - A simple terminal programme for use with modem.

NCC #11

1. SOURCE - A terminal program specially for use with 'The Source'.
2. CCXFER - A terminal programme designed for use with a remote CCII.
3. STODAT - A terminal programme that allows incoming data to be stored in memory. This data can then be saved to disk or printed. Supports upper or lower case.
4. HEX DUMP - Dumps memory to screen or printer in hex and ASCII.
5. DEC DUMP - As above but decimal and ASCII.
6. RAM TEST - A RAM test programme. This one is written in BASIC and is therefore a little slow.
7. DISK COPY - Allows any blocks to be copied directly from one disk to another.
8. DISK ZAP - Allows any disk block to be edited on screen with cursor controls and then written back to disk.
9. MONITOR - Allows memory to be dumped, disassembled or modified. Also allows breakpoints to be set and machine language programmes to be run.

NCC #12

1. SEARCH - Allows memory to be searched for any string characters and then prints the addresses of their location.
2. HEXDEC - A very fast memory dump programme. Displays in Hex, decimal and ASCII.
3. COPY AID - Reads and sorts directory into alphanumeric order. Then allows files to be copied onto destination disk.
4. PRGZAP - To edit .PRG programs on screen and then rewriting to disk.
5. DISK EDITOR - Powerful programme. Commands include delete file, delete old versions, increase directory size, format disk, rename directory, rename file, new version numbers and dupe disk. Good instructions included.

NCC #13

RA ENERGY DEMONSTRATION - Demonstration of the ways in which solar energy can be put to use in the home. Makes extensive use of geaphics.

NCC #14

PRISM RESEARCH LANGUAGE DISK - Graphics package designed to teach young children the sounds of the alphabet.

The best high resolution graphics yet seen on CompuColor!

NCC #15

1. 3DCOST - Produces a three dimensional graph.
2. DESIGN - Produces effective 3 dimensional geometric shapes on screen.
3. DRAGON - Very good screen display of a dragon spitting fire.
4. CUBE - Rotates a three dimensional cube at various speeds.
5. HAMMER - Excellent animation of a hammer hitting a nail.

NCC #16

1. HAND - Screen display of deluxe keyboard with animated hand typing 'COMPUCOLOR' on it.
2. MODART - Create modern designs with blocks of colour.
3. FACE - An excellent screen display of a Californian face.
4. SNOOPY - Display of Snoopy on his kennel wishing you happy birthday.
5. NCC718 - 2 displays of the star ship ENTERPRISE. With firing phasor.
6. FUNNY - Guess who this is a picture of!
7. YINYAN - Screen display of the Korean flag.

NCC #17

1. CHECK - This programme allows you to keep a permanent record of your cheque account dealings.
2. TXTEDT - This is a poor man's word processor. Commands include insert, move, justify, format and others.
3. BUDGET - Assists in designing a budget. You may insert your own expenditure categories.
4. FILES - A random files tutorial which assists in the creation and editing of random files.
5. CHECKBOOK - Another cheque book programme.
6. HOME BUDGET - This program can easily be tailored to your needs.

NCC #18

1. FORMS - A tutorial programme on geometric formulae.
2. GEOSIZ - Calculates all dimensions of any geometric object. Good graphics assist.
3. LENSES - Allows you to design a lens on screen. Great graphics!
4. ROSES - Draws rose graphs.
5. LISSA - Draws lissajous figures.
6. ATTEN - Gives formulae and assists in the design of attenuators.
7. GAMMA - Assists in designing antenna.
8. VOCAB - Readers Digest vocabulary tests.
9. DETERM - Computes the determinant of a matrix.
10. SIMEQU - Simultaneous equation solver.

CHIP LIBRARY

COMPLIMENTS of Rochester (New York) Users's Group.

CHIP #1

1. FLIGHT SIMULATION - an excellent simulation of a Boeing 747B. you must taxi to the runway, take off, navigate to destination, land and taxi to docking bay.
2. LABYRINTH - Excellent graphics give you an inside, 3D perspective as you find your way through the passages of a maze.
3. BOWLING ALLEY - Play bowls with graphics and auto scoring - two players.

CHIP #2

1. MONOPOLY - for up to 4 players with the computer taking care of the money and no breaking of the rules!
2. MAZE - Find your way out of the maze without being caught by the maze master - one problem, you are blind!
3. HYPERSPACE - set the size and strength of your opponents and then wage war through the galaxy.

CHIP #3

1. WUMPUS - best version yet.
2. BATTLESHIP - excellent version of old schoolboy favourite - you vs the CCII.
3. INTEGER - simple number game.
4. SHOOT OUT - real time cowboy action - with graphics.
5. CAMEL - Very amusing "mini" Adventure.
6. NOUGHTS & CROSSES - good graphics, but you can win.
7. BAGELS - "Mastermind" with words.
8. BAGELS - "Mastermind" with numbers.
9. BINGO - takes the place of a bingo caller.

CHIP #4

1. SUPER STAR TREK - Star trek souped up with all sorts of goodies.
2. MASTERMIND - smarter than the usual one.
3. JURY - Shows the problems in trying to pick a jury compatible with the your client's interests.
4. PSYCHIATRIST - "Eliza" stripped to a rather slow BASIC program. You are the client for a rather uncommunicative "shrink".

CHIP #5

1. ROULETTE - traditional with nice displays.
2. BACKGAMMON - 2 players, great displays.
3. GREED - Nice game, you vs CCII, uses scrolling well.
4. BIORHYTHMS - not the best version seen.
5. SPACE COLONY - 2 player game, once again good scrolling.

CHIP #6

1. REVERSE - Number manipulation game.
2. ROVER ROBOT - Fun, slow game. Nice displays.
3. 15 GAME - Good display version of the old plastic slide board.
4. TANKS - Good version, you vs CCII.
5. BLOCKADE - simple 2 player game.

CHIP #7

This is a demonstration disk containing many useful routines for games and screen usage.

CHIP #8

1. NICHE - An ecology simulation where you specify the conditions for the environment of a chosen organism and see what happens.
2. ELECTRIC COMPANY - Game to use coal or oil to provide sufficient power for the community. You make all the decisions.
3. INSPECTOR CLEWSO - question the suspects in order to determine whodunit, where and when.
4. TRAP - Maouver your snake around the screen and try to trap your opponent.
5. 3D Tic Tac Toe - Good graphics and a smart computer make this a challenging game.
6. CHECKERS - Traditional with excellent grapahics.

CHIP #9 & 10

Tiny C Interpreter and Source Code. - MANUAL NEEDED.

CHIP #11

1. BOUNCE - Excellent 2 player game, good displays.
2. MILL - Good 2 player board game.
3. HANGMAN - this will add words to the vocab for the game on your hangman disk.
4. LIFE -yet another.
5. CALCULATION - Solitaire card game.
6. SLY FOX - Solitaire card game.

CHIP #12

Another Set of Card & Dice Games:

1. COMPUDICE.
2. RUMMY.
3. CRAG.
4. UNO.

CHIP #13

Another Set of Card & Dice Games)

1. La Belle Lucie (Card)
2. IDIOT'S DELIGHT (Card)
3. FINANCIER (Card)
4. KISMET (Dice)
5. ZILCH (Dice)

CHIP #14

Real Time Asteroids.

CHIP #15

1. PRO-Football - Grid Iron, excellent displays.
2. OIL COMPANY - running a company, uses some graphics.
3. LUNAR LANDER - Another, and not the best.

CHIP #16

1. BLACK BOX - find hidden balls in a grid.
2. CROSSWORD - excellent graphics, genuine crossword with clues.
3. CROSSWORD - create new games for number 2.
4. CIVIL WAR - interesting 1-2 player thought game.
5. FOX & HOUNDS - You vs the CCII - on board, good thought game.
6. ZONEX - thought game.

CHIP #17

1. SUPER MONOPOLY - a few more options, needs 32k.
2. TANKS -another!

CHIP #18

1. ROBOT CHASE - a group of robots are chasing you around. Try to elude them while causing their destruction.
2. PRISON ESCAPE - in order to escape from this prison you must achieve a number of real time tasks set for you by the computer.
3. ICBM - Direct your missiles to destroy the incoming enemy missiles. Graphic, non-real time.
4. REAL TIME STAR TREK - Star Trek which gives you only limited time to select commands. Speed is user selectable.

CHIP #19

1. DOG STAR - A mini "Adventure" game. Rescue the princess while avoiding the enemy soldiers.

CHIP #20

1. ADVENTURE - the now classic game adapted for CompuColor. There are no instructions - you're on your own.

CHIP #21

1. DUNGEONS & DRAGONS - a combination of adventure and a maze with graphics. Game can be saved halfway through.

CHIP #22

Utility Disk:

1. READ DISK - reads an entire disk seeking bad spots.
2. CLEAR DISK - Erases a disk with a user specified pattern.
3. DUP DISK.
4. DUP FILE.
5. CHANGE DIRECTORY INFORMATION - change name, it's colour or the number of blocks in the directory.
6. SOURCE or TEXT File Printer.
7. Directory Management - Keeps track of various disks by copying their directories on to a master disk.
8. BASE Conversions - converts numbers between hex, octal, binary & decimal.
9. BASE Arithmetic - base conversion program which also calculates using mixed bases.
10. DISPLAY MANAGEMENT - keeps track of your screen displays.
11. BASIC PROGRAM PRINTER PATCH - add this to a listing to print out in a formatted output.

CHIP #23

1. SCREEN DISPLAY EDITOR - a sophisticated BASIC program to aid in producing screen displays using text, colour changes and plotting routines.
2. SOUNDWARE MUSIC EDITOR.

CHIP #24

1. HOT AIR BALLOON RACE - the display draws a map of the U.S.A. and records the progress of 2 players racing towards Boston from California.
2. CLUMSY - Move a token around the screen avoiding hidden obstacles.
3. WORDS - Guess a 5 letter word that the computer has chosen.
4. ASK ME - The computer is able to answer on several topics. Its vocabulary is expandable.
5. MAZE1 - Print any size maze on your computer.
6. ANIMAL. Teach the computer to distinguish between hundreds of animals.
7. FLIP - The CCII tries to ouguess you in this simple game.
8. BRAIN TEASER - Given a 3x3 array of cells, you must flip them according to the rules until you have them in a pre-defined pattern - not easy.

CHIP #25

1. 3-D PLOTTING PACKAGE - Jim minor's programs allow you to create and edit 3-D displays. Requires 32K. Extensive documentation in program.

CHIP #26

1. OP AMP Optimization calculator.
2. Resistive PI and T Network computation.
3. Power, DB & Voltage computation.
4. Parallel & Series Capacitance Calculation.
5. Parallel & Series Resistance Calculation.
6. OHM's LAW - power, current, voltage and resistance calculation.
7. CRAMER's Rule - Find X, Y and Z in 3 polynomials.
8. SIMULTANEOUS EQUATIONS - solve up to 40 simultaneous equations.
9. FUNCTION PLOTTER - General plotting program for any function $Y=f(X)$.
10. EXTERNAL BALLISTICS - Trajectory calculations.
11. SHORTEST ROUTE - Calculates the shortest route between points.

CHIP #27 (NB Some of these programs for 6.78 only)

1. SCREEN RAM TEST - Tests screen memory and identifies faulty chips.
2. 'SMART PRINTER DRIVER' Prints .SRC files on printer at selectable BAUD rates. Also prints page numbers and leaves top & bottom margins. Your printer must respond to 'CTL L' - Form feed.
3. TRANSFER - CCII to CCII data transfer program sends or receives memory blocks or BASIC programs at 300 BAUD through the serial port.
4. DISASSEMBLER - Machine language program for screen or printer output.
5. DEBUG - Machine language debugger. Requires 32K, no documentation.
6. COMTRX - turns the CCII into a dumb terminal.
7. MANAZIR's MONITOR - Source file included.
8. Assembler Upgrade - Upgrades your CCII assembler to give you options such as list to screen or printer.
9. LLIST - Line printer patch for BASIC programs.
10. FORMATTER - CCII disk formatter. (Not ISC's)

CHIP #28

1. TYPING - The CCII uses displays for typing.
2. MUSICAL PITCH PRINTER - printer needed.
3. STATES & CAPITALS QUIZ - quiz on American geography.
4. CALCULATOR - Simulates a calculator, good displays.

CHIP #29

1. GRAPHICS DEMO - 1.
2. GRAPHICS DEMO - 2.
3. GRAPHICS DEMO - 3.

All these are up to the usual CHIP Standard.

CHIP #30

1. QUICK TURN - Suits 1-9 players, simple game, good displays.
2. ROBOT CHASE - 1 player, good displays.
3. MINER - 1 player, good game, quite good displays.
4. CRAPS - Standard U.S. game - limited.
5. DRAGON & DUNGEON - Simple version.
6. TIME BOMB - Simple game to defuse a time bomb without exploding.

CHIP #31

ASTEROIDS. Real time, arcade game, adapted by B. Muldowney for 6.78 & 8.79 and use with joysticks.

CHIP #32

Printer Utilities.

Prints formatted BASIC programs.

CHIP #33

CASTLE QUEST - 16 & 32k versions. Excellent adventure type game with displays.

CHIP #34

1. STAR MERCHANT - Good 1 player game. Relatively complex - thought game.
2. GIANT MONSTER COMBAT - Excellent 1 player game, only limited screen use.
3. TRUCKER - Clever thought game. Well prepared to simulate the conditions of a trucking trip.
4. INDY RACE TRACK - Limited real time race with simple graphics and some sound.

CHIP #35, 36 & 37

Excellent set of high level maths tutorials. Aimed at senior level secondary schools and tertiary education.

Very well presented and thought out.

CHIP #44

1. MISSING LINK - Puzzle to find the link. Good Displays.
2. RUBIK'S CUBE - Excellent graphics to solve that thing you use as a football around you lounge room.
3. O'No99 - Card game with good displays.

CHIP #46 & 47 (Note new numbers)

FORTH for the CCI - Language & Screens. CHIP manual is available from the library on a loan (photo-copy it yourself).

LIBRARY ORDER FORM

To: The Librarian,
 CUVIC,
 Box 420, Camberwell,
 Vic. 3124.

Would you please supply the disks marked below.
 I enclose the cost of the disks + postage - as per summary.

CUVIC DISKS.		CHIP DISKS.		NCC DISKS.		CANADIAN DISKS	
CUVIC #1	()	CHIP #1	()	NCC #1	()	FORUM 1A	()
CUVIC #2	()	CHIP #2	()	NCC #2	()	FORUM 1B	()
CUVIC #3	()	CHIP #3	()	NCC #3	()	FORUM 2A	()
CUVIC #4	()	CHIP #4	()	NCC #4	()	FORUM 2B	()
CUVIC #5	()	CHIP #5	()	NCC #5	()	FORUM 3A	()
CUVIC #6	()	CHIP #6	()	NCC #6	()	FORUM 3B	()
CUVIC #7	()	CHIP #7	()	NCC #7	()	FORUM 4A	()
CUVIC #8	()	CHIP #8	()	NCC #8	()	FORUM 4B	()
CUVIC #9	()	CHIP #9	()	NCC #9	()	FORUM 5A	()
CUVIC #10	()	CHIP #10	()	NCC #10	()	FORUM 5B	()
CUVIC #11	()	CHIP #11	()	NCC #11	()	FORUM 6A	()
CUVIC #12	()	CHIP #12	()	NCC #12	()	FORUM 6B	()
CUVIC #13	()	CHIP #13	()	NCC #13	()	FORUM 7A	()
CUVIC #14	()	CHIP #14	()	NCC #14	()	FORUM 7B	()
CUVIC #15	()	CHIP #15	()	NCC #15	()	FORUM 8A	()
CUVIC #16	()	CHIP #16	()	NCC #16	()	FORUM 8B	()
CUVIC #17	()	CHIP #17	()	NCC #17	()	FORUM 9A	()
CUVIC #18	()	CHIP #18	()	NCC #18	()	FORUM 9B	()
CUVIC #19	()	CHIP #19	()			FORUM 10A	()
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CUVIC #21	()	CHIP #21	()	CUWEST DISKS.		FORUM 11A	()
CUVIC #22	()	CHIP #22	()	CUWEST #1	()	FORUM 11B	()
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CUVIC #24	()	CHIP #24	()	CUWEST #3	()	FORUM 12B	()
CUVIC #25	()	CHIP #25	()	CUWEST #4	()	FORUM 13A	()
		CHIP #26	()	CUWEST #5	()	FORUM 13B	()
		CHIP #27	()	CUWEST #6	()	FORUM 14A	()
		CHIP #28	()	CUWEST #7	()	FORUM 14B	()
		CHIP #29	()	CUWEST #8	()	FORUM 15A	()
		CHIP #30	()	CUWEST #9	()	FORUM 15B	()
		CHIP #31	()	CUWEST #10	()	FORUM 16A	()
		CHIP #32	()	CUWEST #11	()	FORUM 16B	()
		CHIP #33	()	CUWEST #12	()	FORUM 17A	()
		CHIP #34	()	CUWEST #13	()	FORUM 17B	()
		CHIP #35	()			FORUM 18A	()
		CHIP #36	()			FORUM 18B	()
		CHIP #37	()				
		CHIP #44	()				
		CHIP #46	()				
		CHIP #47	()				

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