COLECO

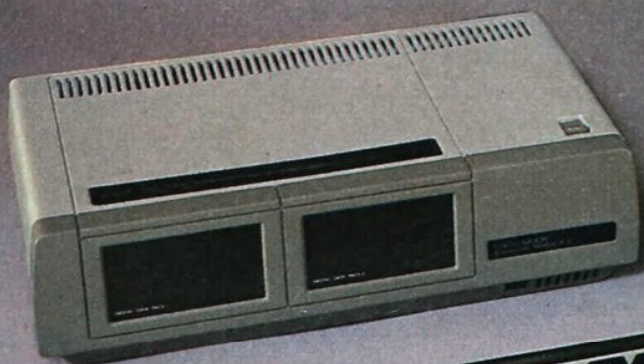## ADAM "thinks" like a person, but works like a machine

COLECO
Toll-Free HELP LINE
800-842-1225

only **$699⁹⁹** Complete system includes console, keyboard, printer, joysticks and 3 programs

See Important Price Notice on page 921. Warranted by Coleco, write for free copy, see page 562.

Meet ADAM™, the first complete family computer system that includes an expandable 80K RAM (Random Access Memory) console with a built-in, full-function word processor and built-in digital data drive, a professional-quality keyboard, a letter-quality printer and even three programs to start you out. ADAM is fast, smart, and efficient . . . learning to use ADAM takes about as long as it takes to become familiar with a new typewriter.

ADAM'S memory console (18⅝x10½x4¾) is expandable to a powerful 144K RAM with an optional 64K memory module, and its digital drive can store up to 500K bytes of program data. Plus, ADAM'S console has an expansion port for a second, optional data drive (sold at right) to further increase its capabilities.

ADAM'S 75 key, color-coded keyboard (15x6¾x2⅝) includes 21 special function keys to make learning quicker and simplify use. Two multi-function joystick controllers can be hand-held or one can be attached to the keyboard.

ADAM'S SmartWriter™ Daisy Wheel Printer (14¾x13½x5¾) prints 120 wpm on any 9½-inch wide paper. The popular PICA 10 daisy wheel is included, but SmartWriter uses any standard interchangeable 96 character daisy wheel.

To get you started, we've included SmartBASIC™ digital data pack, Super Game Pack and Buck Rogers™ Planet of Zoom™. Plus ADAM is also CP/M™ and Apple® Source-Code compatible and accepts all ColecoVision™ games and modules (sold on page 927). UL listed AC. Plastic housing.
Shipping weight 19 pounds.
3 K 23365C...**$699.99**

Optional Digital Data Drive. Gives ADAM dual drive capabilities.
3 K 23366C—Shipping weight 1 pound.............................**$149.99**

Digital DataPack. Stores the equivalent of 250 double-spaced typed pages.
3 K 23367—Shipping weight 3 ounces **$12.99**

Super Zaxxon™

Super Gorf™

Super Smurf™

Super Turbo™

Super Time Pilot™

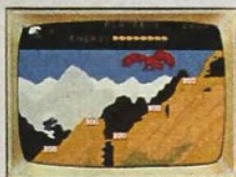Super Donkey Kong Jr.™

Software for ADAM

Warranted by Coleco, write for free copy, see page 562. All cartridge format programs fit into slot on console of ADAM (sold above) and ColecoVision game console with ADAM module (sold on page 927). *See Important Price Notice on page 921.*

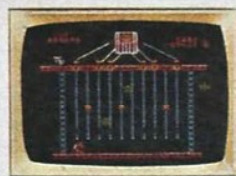|	Title	Description	Catalog Number	Wt. oz.	Price
GAMES	Super Donkey Kong Jr.™	A completely original fifth screen takes you into Mario's Kitchen . . . bits of animated dough called Goopers chase our junior hero as he continues to free his dad.	49 K 75726	8	**$34.99**
	Super Gorf™	You must face great challenges as you journey deep into outer space to battle Doom-droid, a new enemy robot space ship. *Available after March 15, 1984.*	49 K 75727	8	**34.99**
	Super Smurf™	The rescue at Gargamel's Castle features steep jumps, dangerous obstacles and even a mountain to climb. *Available after March 15, 1984.*	49 K 75729	8	**34.99**
	Super Time Pilot™	Your timeship faces challenge after challenge, including a battle cruiser from the future. *Available after March 15, 1984.*	49 K 75730	8	**34.99**
	Super Turbo™	The race intensifies as you face new and deadly scene changes. Requires Driving Module sold on page 926. *Available after March 15, 1984.*	49 K 75728	8	**34.99**
	Super Zaxxon™	An out-of-this-world spacewalk is only the beginning . . . there are enemy drone planes, asteroid fortresses and even a new robot warrior adversary—Zaxxon III!	49 K 75725	8	**34.99**
EDUCATION	SmartLOGO™	Direct a tiny turtle around the screen, drawing an infinite number of color graphics . . . learn simple programming principles. Created especially for ADAM by inventor of LOGO.	3 K 23368C	6	**79.99**
	Colorforms® Electronic Crayons™	Create an infinite variety of graphics using the system game controller. 16 different colors avail.; mistakes erase away easily.	3 K 23369	6	**39.99**
	Dr. Seuss™ Adventures in Beginning Reading™	Program uses stories and whimsy to teach youngsters rhymes and expand their vocabularies. Ages 3–5.	3 K 23370	6	**39.99**
	Dr. Seuss™ Fun with Numbers™	Children learn to identify numbers with Dr. Seuss' characters and animated illustrations.	3 K 23371	6	**39.99**
	Dr. Seuss™ Storymaker™	Children write their own stories using Dr. Seuss' characters and ADAM will animate their stories in full color.	3 K 23372	6	**39.99**
	Smurf™ Fun with Numbers™	Children learn by helping the Smurfs. Covers addition, subtraction, multiplication, division. Ages 5–7.	3 K 23373	6	**39.99**
	Smurf™ Adventures in Reading™	Stories with Smurf characters help build your child's vocabulary and reading skills. Ages 5–7.	3 K 23374	6	**39.99**