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EDITOR: Ed Jenkins

NOTE: If you have some information about the ADAM that you would like to pass on to other members, please write. We will welcome your contributions to ADAM'S ALIVE, any information such as: articles, programs, reviews, comments, hints, complaints, etc. With your help, we can help other ADAM owners to get full use from their computer.

Please, unless you are the author, do not send any listings of copyrighted software. Except for programs with a signed release, all program listings printed in each issue must be public domain.

PROGRAMMERS/HACKERS: If you have a program or utility that you think is good enough to have published, please send us a review copy. We will market all software that we feel is good enough for publication.

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FROM THE EDITOR'S DESK:

I am sure that you were wondering when you would receive the next issue. I realize that I have not been very reliable on my publishing dates, but I have tried very hard to keep up but have been unable to do so. The demands of my regular job have been such that I have not had time to complete the issues on time. I am very sorry for this, I will however try very hard to publish the issues as advertized. Please bear with me.

Another reason for the missed deadlines is that, for some reason, very few members send us articles and letters to be published in the newsletter.

You can be rest assured however, that all members will receive the allotted issues remaining on their membership.

SPECIALS:

For all of you Chess players out there, we now have an excellent public domain chess game called 'Sargon Chess'. For a limited time, member price is only \$2.50 and DOES NOT require a memory expander. This one is GREAT!!

THE COLECO ADAM. A PERSPECTIVE:

Of all the 8 Bit Computers ever produced, the Coleco ADAM is one of the finest. With its ease of use and built in high quality word processor (SmartWRITER) the ADAM is a computer that will satisfy just about any home user. Of course, if you are planning to use ADAM with your large business, you may want to look at the Atari ST or an IBM clone.

When we first purchased our ADAM, back in early 1985, we knew absolutely nothing about computers. We bought the system mainly because we had purchased a ColecoVision some months earlier and we just loved it.

My 'TOY', as my wife called it, brought me into the world of computing. After many many hours using my new toy, we decided to support the computer that we fell in love with, so we started E & T Software. During this time (85' - 88') we saw sales of ADAM software and hardware soar to greater and greater volumes. In each of the last three years, our sales increased as much as 60% a year.

Many thousands of ADAMITES are using their computers in their businesses, as well as in their homes for entertainment. They are loyal users who love their machines even though Coleco has abandoned them.

During the last three years I have seen several ADAM retailers come and go. I've also seen a few very good newsletters fall by the way side due to bad management or simply not enough support.

Even though the skeptics said that ADAM was dead some two years ago, there is more software and hardware available now than ever before.

But lately there are signs that there may be trouble ahead. Sales of software is beginning to drop off drastically. If this trend continues, I doubt if many software developers will spend the hours it takes to produce a new software package.

ADAM software continues to improve with every new package released. Not only are there better programs now than ever, but the average price is very affordable. Simply put, ADAM software is cheap in comparison to software available for the other big name computers.

One of the major contributors to the drop in software sales is piracy. I know that I have talked on this subject before, but the signs are showing up that piracy may indeed be the driving force that will finally kill the ADAM.

Piracy is a major problem for all of the other 8 bit computers, as well as the big BLUE (IBM). But with a much smaller market, piracy can kill an orphan such as the ADAM.

Another major problem I see, is that the vast majority of ADAM owners use their computer mainly just for word processing. Many thousands of users are simply not aware of just what can be done with a computer. Because of this limited use, the user may only occasionally order data packs, ribbons or a game for the kids.

What concerns me is that this problem is not just limited to the new owners, but it even includes many ADAM'S ALIVE members. To give you an idea, only about 15% of our members have ordered anything from us in the past year.

We are not the only ones to notice a drop in orders, but all the other ADAM retailers have noticed it too. What can be done, if anything, to stop this trend? Can it be reversed?

The one word that may be the answer is 'EDUCATION'. ADAM owners need to be

educated in the fact that their ADAM is one of the most powerful, easy-to-use 8 bit computers ever built. They need to know all of the possibilities of this fantastic little machine.

To help us educate our members, we need your support by sending us articles or simply jotting down some helpful hints on how you use ADAM and any suggestions you may have. You may have found some useful information that will help a new user from getting frustrated. We all remember how it was for us when we used the ADAM for the first time.

So far, only a handful of our members have contributed to the newsletter. And for those that have, I wish to thank you so much for your help. Your contributions are greatly appreciated.

But, we need more of you to contribute. If you use ADAM in your business, which programs do you find most useful and why? Which programs do you use the most, which ones the least? What kind of programs would you like to see developed? What kind of hardware?

Will ADAM continue to survive for many years to come? I hope so. I really like the little machine. It's GREAT!!

ADAM NEWS AND ANNOUNCEMENTS:

Thanks to our technician Mr. Dieter Knollman, our new MEGARAM card (memory expansion card) is now available for only \$145.00 (members only).

This new EXPANDABLE memory card comes equipped with 256K of memory, but can easily be upgraded to 512K, 768K, or 1024K (ONE MEG) by simply installing 256K memory modules into the provided sockets (\$65.00 for each memory module). To access memory above 64K, a parallel interface board or an addresser card is REQUIRED. The

Interface (\$49.95) or addresser card (\$18.50) will allow the use of memory above the first 64K bank.

This high quality memory card works with ALL available ADAM software that will work with a memory expander. Some of these include: ADAMCALC, CP/M 2.2, SmartWRITER (ADAM'S word processor), SmartBASIC 2.0, ALL of Walters Software's Ram Disk Utilities (SmartDSK I, II, III, PRBOOT, AUTOBACKUP, and RAMBOOT). It will also work with The PrintWORKS, SpellingAID, File Manager, Backup+ 3.0, SpeedyWRITE 2.0, etc. Any program that will work with a 64K expander card will work with our MEGARAM board. Look for a review by James Walters (Walters Software) in this issue.

For those of you who purchase our MEGARAM expansion card before September 1, 1989, we will give you a 20% discount on the following software:

**SmartDSK I, II, III
PrBOOT
RamBOOT**

In order to receive this discount, these programs MUST be purchased with the MEGARAM card.

If you currently own a 64K memory card, we will give you a \$25.00 rebate when purchasing our new MEGARAM card.

Prices for the 4464 chips, used in our 64K expanders, have recently dropped in price. Thus we are happy to report that our 64K expanders are now only \$48.00. If you have been holding off on the purchase of a 64K board, now is the time to consider it.

We have two (2) of the Orphanware 256K memory boards in stock for only \$129.95 each. These boards work with all ADAM software that works with an expander card. As with our MEGARAM board, these require a parallel interface

or addresser board to access the additional memory.

We now have a few more Coleco ADAM Modems in stock. The member price is just \$29.95 and includes Adam LINK II that allows up-loading/down-loading of files. We have a very limited supply. When these are gone, we may not be able to find anymore.

We have also located more ADAM Disk Drives. We will have 160K, 320K and 720K Drives in stock shortly. In case we encounter another shortage, we suggest you order yours today. Member prices are outlined in our product listing.

As a service to members, we now do Disk Drive repairs. If your drive is giving you problems, it can be only one of two things: The controller board is bad, and/or the Drive mechanics are defective. Our repair charges are as follows:

Controller Repair - \$25.00 to \$50.00
(depending on the severity of the problem).

Replace the Drive Mechanics - \$25.00

Please include \$6.00 shipping with each repair order.

CP/M 2.2 is also now back in stock. We recently located more of this popular Coleco program from 'KOSOWSKY'S ADAM REPAIR. We have very limited quantities, so order yours today!

We are holding off our plans to produce an IMAGE SCANNER until we hear from you the ADAM owner. So far we have not had sufficient response to warrant production. For those of you that might be interested, the Scanner works with a dot matrix printer to scan images at 216 dots per inch. The scanned image will be saved in RLE

format so it can be used with PowerPAINT. By using Clipper (another Digital Express product) a section of the picture can be clipped and stored as a clip art file and then can be used with The PrintWORKS (by Walters Software).

If you would like to see us develop the scanner, you MUST send us a written request. We MUST have your written response because we need to know an approximation of the size of our customer base. If we do not receive enough of a response, the scanner will not be produced. The final decision is up to you.

We also have plans to develop a dual interface board (both parallel and serial). This board will allow the use of a dot matrix printer as well as an external Modem or Terminal. We'll keep you informed of our progress.

Our work on a 1.44 MEG 3 1/2" Disk Drive is coming along nicely. Our plans are to install a switch that will allow the drive to operate as a 720K Drive as well as a High Density Drive. In the High Density mode you will have twice the storage capacity of a 720K Drive. We are also looking at the possibility of using standard 720K Disks in the High Density mode. If this can be accomplished it will save the user some 90 cents per Diskette.

Due to the amount of work involved we have decided to drop our plans to produce a Double Disk Drive (for now). This modification would have allowed two Disk Drives in one housing. However, the amount of work involved is simply too much for the current estimated sales.

Continued on page 7

FROM SOL SWIFT:

The following letter was written by Solomon Swift (Digital Express) and was sent to us by Mr. Barry Wilson. As a service to all ADAM owners, we have re-printed the letter (word for word) so that all our members can read Sol's explanation concerning his disappearance.

April 21, 1989

Solomon Swift
P. O. Box 814
Belmont, NC 28012

Dear Adam supporter:

Hi, Sol Swift here; yep, I'm alive.

Where have I been? What has happened to Digital Express? Will Nibbles & Bits ever be published again? Where is GoDOS? Why am I not answering the business phone? What is the status of the DEI bulletin Board?

I know that many of you must be asking such questions. You do, of course, deserve answers. And more importantly, you deserve the truth. That's what this open letter is all about.

I've recently discovered that, much to my surprise, the VAST majority of the letters and public comments about me since my silence began about three months ago has been very supportive. I am no Saint (not by any stretch of the imagination). By the same token, I have not deliberately plotted to bilk ADAM owners out of their hard-earned money.

I've made several mistakes in operating Digital Express. First was my hiatus from publishing N&B for three months last year, though you were informed of this ahead of time. Then there has been my ongoing presales of unreleased commercial products (this has been a major one that will not be repeated!!) Early this year, due to my naivete, the company suffered a tremendous abrupt financial loss. At first I just pretended it didn't happen. It didn't take long though for the reality to take its toll. Due to the magnitude of this situation coupled with a personal tragedy, I was overcome with an irrational fervor and a series of very bad decisions ensued.

I apologize for disappointing you. To some extent I owe each of you some money wither for backordered products, unfulfilled subscriptions, and (for a few) outstanding orders for in stock products. I will make restitution to those desiring same. But, for the time being I am virtually drained of funds. The situation has reached the point that I'd rather you think of me as stupid than as a crook.

I very sincerely thank those of you who have blindly and freely offered your support to me over the past several weeks. A few have been so magnanimous and so publicly outspoken in my favor that I'd like to thank you by name in this letter. Thank you Patricia Herrington, Charlie Evans, Mike Keith, Tony Patterson, and Barry Wilson.

My financial situation is so dire that I had to borrow money just to send this letter to each subscriber. (Of course, by merely stating this fact publicly, I may be opening myself up for civil cases by interested parties.) I'm also asking that those who publish newsletters reprint excerpts in your own periodicals with comments as you deem fit.

The fact is that of all the things I've done in my life, one stands head and shoulders above the rest for sheer enjoyment . . . programming ADAM and helping other ADAM users. And along the way I've made some friends too, very loyal friends. I don't think I'd have been nearly as supportive of another firm in the same position as most of you have been of me. Thank you.

The big question is about the future? Refunds? Nibbles & Bits? Digital Express? GoDOS, and so on? What would you like for me to do? Is it possible for me to regain your confidence in the light of this episode of irresponsibility?

In all honesty, anyone reading this is most likely skeptical of anything I state at this point. I don't blame you. For several weeks, I've sequestered myself from the ADAM world entirely wallowing in self-pity. But, thanks to the counsel of friends and the pangs of my own conscience, it is evident now that I must forge on and make the best of a seemingly insoluble problem.

To get everything cleared up, I'll need your help. If you'd just prefer a pro-rated refund on your newsletter subscription and/or any back ordered items, please send me a separate statement for each (same envelope). On each statement include a priority code for the issuance of your refund, on a scale of 1 to 10. If you want the refund as soon as possible, use a code 10. If you want the refund but can wait a while, use a code of 1, and so on.

If you have an outstanding order for in-stock items, please send me your order again or just give me your name and ID number and I will rush your items right out to you.

For those who have back-ordered items, it would help greatly if you would send me an index card for each item. I can then file and cross reference the cards for ease of processing.

Within a few days of receiving this letter, you'll find that the DEI BBS is back on-line at the same number. Please do call . . . complain, offer suggestions, or whatever else you'd like to talk about. Also on the board, I'll state one day that I'll be available for voice phone calls. It would help me back on my feet immensely if you'd hold back on any written correspondence that requires me to write back for a least a couple of months.

Within the past few days, I've been finishing GoDOS. If you haven't already, you'll be reading comments on my beta version from a few select evaluators on various ADAM BBS's; right now, due to planned work with Digital Adventures, I'll be previewing GoDOS at the next meeting of the Gulf Coast Adam Users Group. Also, I've now added GoBASIC right in with GoDOS so that anyone who can program in SmartBASIC can immediately start working in the GoDOS environment!!! GoDOS is here . . . as soon as these ADAM owners who also operate ADAM businesses are finished with their evaluations and I've made any necessary minor changes, it'll be on its way to those who have ordered (REALLY!!).

To help raise some operating capital, I'm also offering purchase credit vouchers for sale. You can get one for 10 dollars now (before May 15) and use it as 12 dollars provided you apply it to a purchase with us after August 1, 1989.

I'll begin publishing N&B again with the July issue (maybe June if all goes well) -- yes this year. In the meantime, I desperately need original articles (on anything to do with ADAM) and objective product reviews. Don't worry about spelling, grammar, or diction; these trivialities can easily be corrected on my end. And you'll find that there will be more programs for the original system LISTed in N&B henceforth. Also when N&B resumes, we will be mailing by bulk mail (if enough of you stick with me).

I know that I don't deserve another chance, but if I've ever done anything that made using your ADAM a little easier or more enjoyable, please try to understand. I'm in severe financial difficulty at the present time. Several of you have already offered small loans and gifts to help keep DEI going. But, I'd really prefer not to receive any gifts.

I have put together a small package that I'm calling the 'ADAM FAX PAK'. It is a small pamphlet that lists all the known vendors, users groups, newsletter publishers, and BB's that support the ADAM. In addition to this printed version, I also have one in SmartFILER format available on disk or digital data pack. The price for each is five dollars. Sure, some of you may already have this info in various places, but you'll be surprised at how convenient it is to have it all together in one neat package. And, your purchase of either or both would help DEI and me get back on our feet putting out the products and information that you've come to expect from us.

Additionally, with the help of a couple of other ADAM owners I've rearranged our entire set of PD libraries. Most noteworthy of these changes is a re-grouping of our clip art collections by category. The following page lists all our new and/or re-arranged PD volumes. A purchase here, too, would help very much. I'm asking that no one order commercial products from us until I get the next issue of N&B out (July, possibly June). This is so that I can accurately determine what is on hand with regard to outstanding orders and so that we can set up an inventory system for commercial stock.

Over the past couple of weeks I have taken many suggestions into serious consideration for revamping DEI for even greater success than ever before. Two of these that will make a big difference are the practice of shared responsibility and officer brainstorming within Digital Express. With your help, DEI will emerge from this gargantuan mess that I've gotten it into as a stronger, much more reliable business.

Do I deserve another chance? Only you can answer that one. Whatever action you take, you'll be casting a vote. In order to survive, I need your help: PD orders, ADAM FAX PAK orders, subscription renewals, letters of support, newsletter articles, and product reviews. Thank you for your time.

Your friend and fellow ADAM owner,

Solomon Swift

ADAM NEWS CONTINUED.

When the supply of Coleco drives dry up, we will take another look at this project.

Sorry, but we failed to mention, in our last issue, that the new program 'ADAM BOMB' requires at least a 64K memory card. This is such a good game that if you don't have a memory expander - get one! Look for a complete review of this excellent program in this issue.

Walters Software is working on two exciting projects. One is a graphic adventure game called 'THE VASE OF TURR'. Written in fast machine code, this game will contain extensive use of the SmartKEYS for game play (like '2010: The Adventure Game' from Coleco) and will use 76K for the graphics (257 to 258 rooms). The other title is a label maker utility called "The LabelWORKS". The program will allow the use of Clip Art pictures along side your text. The text can be in standard, bold, italic, expanded and condensed print. Any type of labels can be created, such as for: tapes, disks, VCR tapes, addresses, shipping and more. Since the size of the label can be created to your choosing, the type of labels that can be created with this program is almost limitless. Look for both of these programs to be released sometime this summer.

Walters Software programmed the new printer patch program called 'EASY PRINTER PATCH'. Included with our new printer interface, this excellent program uses a new faster ADAM EOS, allows underlining in SmartWRITER, works with SmartBASIC 1.0 and SmartFILER. In our opinion, this is the finest printer patch program for the ADAM.

To use your dot matrix printer with the ADAM Modem or AdamCALC, you will

need additional patch programs (available in our product section).

We are once again looking at possibly developing a full Accounting package for the ADAM. This series of programs would contain the following modules: Inventory, Accounts Payable, Accounts Receivable, Billing and Payroll. If you would be interested in this type of programs, please contact us. Your input will be the deciding factor.

Terry Fowler (ADAM's House) has just released a great business program called 'INVOICER'. This is an invoicing and inventory tracking program that allows up to 500 items in a file. The program is written in SmartBASIC 2.0 and REQUIRES at least a 64K expander card. Look for a complete review in the next issue.

Terry Fowler has also just up-dated his popular 'FILE PRINTER' package. He has added a block copier that will allow the user to copy the programs directly to your expander card. You MUST have some type of Ram Disk software to use this function (i.e. Walters Software's SmartDSK III or SmartDSK II).

Last issue we told you about our new data packs. One thing we forgot to mention is that they can easily be used with CP/M 2.2. By simply using a block copy program and copying blocks 0-1 from a formatted CP/M data pack, our new data packs will work without the need of formatting them under CP/M. This is a great time saving feature that we felt CP/M users would enjoy.

Several people have asked us for an explanation between the programs PRBOOT and AUTOBACKUP available from Walters Software Company. Due to the many requests for information concerning these programs, we will have a comparison of each program in the next issue.

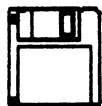
Panasonic has just released their new 1180 dot matrix printer (replaces the former 1091). Look on page 9 for more information on this new printer. We'll have a complete review next issue.

We have recently reduced our Disk Drive conversion prices. The following conversion prices INCLUDE SHIPPING & INSURANCE: 320K \$110.00, 720K \$140.00.

We pay royalties on the CP/M utilities that we offer free with our 320k, 720K Drives and Disk Drive up-grades. Due to the fact that many ADAM owners do not use CP/M, this software will now be offered free ONLY UPON REQUEST.

We at E & T SOFTWARE are seriously looking at working on a new version of our Business Pack 1 program package. This new version would allow up to 4,000 records per file. This will be a major improvement on our current version. We'll keep you posted on our decision.

Several members have requested a listing of all available cartridge games for the ColecoVision/ADAM. We have included the listing else where in this issue. If you know of any that are not listed, please drop us a letter.



For those of you using a 720K or a 320K Disk Drive, there is no need to purchase double sided Disks, even though our 720K and 320K Disk Drives are double sided. We have found that the single sided Disks are also manufactured on the second side. The reason that they are sold as single sided is because only the first side is verified and tested by the manufacturer.



We now have plenty of ADAM Disk Drive Power Supplies in stock. Member price is only \$14.95 each. Don't get caught without a backup, order a spair today!

Big John (Orphanware) has released a Hard Drive interface that will allow the user to attach a 20MEG Hard Drive to the ADAM. At present only CP/M can be used, but software is being written that will allow the use of the Hard Drive with SmartWriter, SmartBASIC, SmartFILER, etc. The price is around \$300.00. This price does not include the required external case and power supply. For more information, call the Orphanware BBS at: (216) 882-4720.

NEW MEMBERS

We would like to thank the following new members for their support:

Paul Smith
Fred Keech
Richard Havrilla
Sol Swift

Joyce Robinson
Edward Peters
Karen Edmonds
Julia Hinshaw
Carol Weaver
A. Vincent Hafford
Lynn Roades

Allan O'Neil
Tom McDonald
Luis Garcia, Jr.
Ballard Bishop
Allen Epstein
Robert Slopsema
Lyle Marschand
Richard Garton
Mollylou Stoddard
Robert Schepp
Amos Rivera

MORE MEMBERS NEXT ISSUE...

IN THIS ISSUE

In this issue we have reviews of our MegaRAM memory expander, ADDICTUS, and ADAM BOMB.

Panasonic

INTRODUCES . . .

The Next Generation In 9-pin DOT MATRIX PRINTERS KX-P1180

The 1180 by Panasonic offers you more than what you might expect in a low cost printer. With multiple paper paths, versatile paper handling, and front panel programmability through the EZ Set Operator panel the 1180 is an excellent value. The 1180 also features 2 excellent print qualities: Near Letter Quality and Draft, with speeds up to 192 cps in Draft and 38 cps in Near Letter Quality plus crisp, clear graphics.

FONT	PGM	DRAFT	COURIER	PRESTIGE	BOLD PS
PITCH	PGM	10	12	17	PS
OTHERS	QUIET	11"	12"	14"	8.5"

The EZ Set Operator panel features Draft Pica & Draft Elite fonts, plus 3 NLQ fonts (Courier, Prestige, Bold PS), as well as 4 pitch and 3 form lengths to choose from, and Quiet mode (reduces printing noise in half), all from the Control Table. Through the panel you can also perform numerous functions such as: Form Feed, Line Feed, and Micro Line Feed (ideal for pre-printed forms). Two additional features are P CUT, which allows for 0" paper waste and paper "parking", no need to remove push tractor fed paper to use single sheets.

Best of all the 1180 offers numerous print styles:

Double High	10 cpi printing (Pica)	Courier
Double Wide	12 cpi printing (Elite)	Prestige
Double Strike Printing	15 cpi printing (Micron)	Bold PS
Emphasized Printing	17 cpi printing (Compressed)	Sans Serif
Underline Printing	20 cpi printing (Elite Compressed)	<i>Italics</i>
	subscript superscript	Bold

And the 1180 was designed with you, the user, in mind. Ergonomically designed, all levers and switches are in an easy to reach location, with the power cords and printer cables out of the way of the paper path.

Features

Two Emulations:
Epson FX-86e & IBM Proprinter II

EZ Set Operator Panel

Multiple Paper Paths (Rear/Bottom/Top)

11" Carriage Width

2 Year Limited Warranty

Benefits

Compatibility with virtually all
"off the shelf" software.

Controls at your fingertips

Versatile Paper Handling

Ability to load single sheets in
landscape orientation

Reliability you can depend on

NEW PRODUCTS:

MegaRAM EXPANDER CARD - \$145.00
 E. & T. Parallel Interface (printer cable
 and software included) - \$49.95
 Panasonic 1180 Printer - \$225.00
 Disk Drive Power Supplies - \$14.95
 NEW E & T Data Packs - 10/\$15.00
 Speed Tester - \$2.50 (limited time)
 Sargon Chess - \$2.50 (limited time)
 EASY AS A,B,C,D - \$11.95
 Invoicer - \$14.95
 Formatter II - \$12.95
 SpeedyWRITE SPELL - \$24.95
 Addictus - \$15.95
 Adam Bomb (64K Req.) - \$19.95

REVIEWS

MegaRAM EXPANSION CARD

by James N. Walters

I was really surprised when I received this new ADAM memory expander. It is about the size of the ADAM 64K memory expander, making it very easy to install. The board is very professionally done and uses high quality parts. Unlike Orphanwares, this board uses state of the art (SIPS). These are little plug in boards that contain 256K of memory. The expander contains four sockets to plug four memory SIPS into, giving you 1024K of memory. With one SIP, the expander would contain 256K of memory, add one more and your expander will double to 512K, three makes 768K and four gives you a full blown 1024K or one meg expander. It is also compatible with Orphanwares addresser board and PIA2 (parallel interface).

To test this board I first booted SmartDSK III and SmartBASIC 1.1. Cataloging D7 displayed 1006 blocks

free. I then filled up most of the expander by B saving 15 files, (Bsave test1,a0,165000). Using MANAGER, I transferred the SmartDSK utilities to the expander, loading blocks, coping files, purging, etc. It passed with flying colors. I then booted a special test program to check every memory location of the expander. This takes several hours, but again it passed. Next I booted RamBOOT with SmartBASIC 1 & 2, AdamCALC and SmartWRITER. For about one hour I jumped between the four programs loading files, etc. I then decided this expander was a real winner.

The greatest advantage with this expander is the size and ability to expand to 1024K. The SIPS are also cheaper than individual chips, this is great news for ADAMITES waiting for the price of memory chips to come down. Another plus is the ability to copy complete disks or data packs to SmartDSK ramdisk and copy them back to another disk or data pack. This saves wear and tear on a drive, and is also the fastest copy program to my knowledge. Also, with just two SIPS, (512K), you can have a much larger workspace with PowerPAINT and a 40,000+ word spelling checker with SpellingAID.

If you are in the market for a large memory expander, be sure to check this one out.

Rating: A+



ADAM BOMB:
Reviewed by Ed Jenkins

Well, Steve Pitman (Mind Over ADAM, Ghost Zapper) has done it again. ADAM BOMB is his newest release and it promises to be a classic. With

GREAT GRAPHICS, addictive game play and an included program to create your own game screens, ADAM BOMB is one of the finest 3rd party games to be released for the ADAM.

ADAM BOMB (THE GAME):

In ADAM BOMB you play an ADAM user that is captured by an alien space craft. Taken captive to the planet ADAM, you are put to a difficult test. You must maneuver through 30 different mazes before you will be returned to earth.

Each maze is displayed in colorful high resolution graphics. To progress through each maze to the next level, you must pick up all the available Diamonds without getting trapped.

As you travel through the maze, objects are displayed as you bump into them. You will see brick walls and boulders all around you. Three very important objects are hidden throughout each maze. These objects are DIAMONDS, BOMBS and KEYS. You must pick up all the diamonds on each screen to progress to the next level. If you get trapped, the Bombs are used to *BLAST* your way through brick walls (boulders are indestructible). The KEYS are used to unlock any DOORS that may appear. To pick up any of the valuable objects, you simply press the left fire button as you pass over them.

As with any well designed maze, each one has paths that lead to no where. You will have to use all your wits to figure out each maze and collect all the Diamonds.

Traps are objects that will allow you to cross them for a maximum of two times. If you try to cross more than allowed, the trap turns into an indestructible boulder.

As with all of Steve Pitman's other games, ADAM BOMB is auto-loading, simply insert and pull the computer <RESET>. After the very colorful copyright screen is displayed, you are shown the programs MAIN MENU. From this main menu you are given the following four options:

- [1] PLAY ADAM BOMB
- [2] LOAD SCREEN DESIGNER
- [3] PLAY THE SCREENS YOU HAVE DESIGNED.
- [4] GAME INSTRUCTIONS

If you choose [1], the program will tell you that ADAM BOMB and the 30 game screens are being loaded. Once the program and screens are in the 64K card you are shown a cute graphics display that shows the UFO taking you captive to planet ADAM.

At the top of each maze is two status lines. These two lines display the screen number, men left (5 per game), bombs left, diamonds needed to be picked up on this screen, keys left and your score.

As you complete each screen (by picking up all available diamonds) you progress to the next level. As I played this game, I became more and more addicted to it. You'll want to see if you can make it through all 30 screens to complete the game. Can you be the first one to reach level 30?

THE BOMB DESIGNER:

Not only is ADAM BOMB one of the best ADAM games around, but the package also contains an additional program called BOMB DESIGNER. This program allows you to create your own screens. With this excellent program, you will never run out of screens for ADAM BOMB. BOMB DESIGNER also uses a menu to display the following four options:

- [1] CREATE SCREEN #1
- [2] EDIT A SCREEN
- [3] VIEW SCREENS
- [4] LOAD/DELETE A SET
- [5] DONE=SAVE SCREENS
- [6] INSTRUCTIONS
- [7] EXIT

With the above options you can: Create your game screens, Edit your work, View the screens, Load/Delete the screens, Save them, get complete instructions and Exit back to the MAIN MENU.

To create your game screen, you use the joystick to move the cursor to the desired location and press the fire button to choose the desired shape. You can create boulders, brick walls, keys, your man, traps, doors and bombs. The only requirements are: If you are using doors, you must have two of each type, you must have only one man per screen and at least one diamond.

After you have created your maze, the program checks for the above requirements and if ok, allows you to choose the dirt and brick color (14 different color choices each). Once this is completed the program returns to the BOMB DESIGNER MAIN MENU. This same process is repeated for as many screens (up to thirty) that you would like for each media. You of course can use as many tapes/disks as you would like. In this way you can create as many 30 screen tapes/disks you wish.

It is my opinion that ADAM BOMB is one of the finest games ever created for the ADAM. Not only does it have some of the best graphics and game play around, but the addition of BOMB DESIGNER gives the game an added professional touch.

ADAM BOMB also contains some very good music and sound effects that excitement to the game play.

If you have at least a 64K expander card, and enjoy good arcade games, then ADAMBOMB is the game for you. It is a game that the whole family can enjoy.

With the release of this high quality game, Steve Pitman has shown that he is one of the finest ADAM programmers around. This game just has to be seen to be believed. It's GREAT.

If this is any indication of what we are to expect from Steve, then ADAM owners are in for more exciting games to come. Keep up the good work Steve. My hat's off to you for a job well done.

Available now to all members for only \$18.95 (Data Pack or Disk).

RATING: A++
(VERY Highly recommended)

ADDICTUS

Reviewed by Jim Notini

Addictus is Reedy Software's latest game release and let me tell you, IT DOES BECOME ADDICTING! Addictus requires quick thinking and skillful hand-eye coordination. The player is presented with an empty pit. One-by-one, different shaped blocks will drop into the pit. The ultimate goal of the player is to prevent the pit from overflowing: when the blocks stack up to the top, the game ends.

The player has a couple of different ways of manipulating the ever-falling blocks. By using the left and right arrow keys as the block is descending, you can move the block in that direction. Pressing the down arrow key will cause the block speed to increase, this is used if the block is above the spot that you want it dropped into. The HOME key will rotate the block which allows one to fit the block into tight spots. The player should attempt to fit the blocks in as tightly as possible, leaving as little

blank space as possible. When a horizontal row is completely filled, that row will disappear and the rows above it will fall down, which will leave more room for additional blocks (and possibly uncovering previously covered blank spaces).

As the manual says, " the skilled player will find that he or she can keep one game going for several minutes." I myself, was only able to keep it going for 3 or 4 minutes, so it won't be a game that is easily defeated and therefore it will retain it's value a lot longer than most games.

Addictus is available on disk or ddp and is totally auto-loading (put the media into the drive and pull reset). As with all Reedy Software's programs, a title screen will be displayed as the program loads into memory. Once loaded, another title screen will be pieced together by falling blocks (very nice effect) with the dot for the "i" in Addictus bouncing up and down waiting for an input from the user.

When the game begins, you will be presented with a screen that contains the pit (or section where the blocks drop down) in the center of the screen. On the left side is a list of the HIGH SCORES. The list can hold the top 20 scores and is updated after every game so that the high scores will always be current for each time you play Addictus.

On the right side of the screen is displayed your current SCORE, the number of LINES (number of eliminated rows). NEXT displays what the next block will look like, giving the player a chance to plan ahead.

As you progress further and further into the game and more lines are eliminated, the difficulty of the game will increase (the blocks will fall faster). At every increment of 10 lines eliminated, a noise effect will sound telling you that the difficulty level has increased.

All told, there are 10 difficulty levels. The main goal therefore is to keep the pit as empty as possible by positioning the falling blocks as closely together (there are a couple different shapes of blocks). If there is enough room for the block to land, points will be added to your score.

The higher the block lands and the higher the difficulty level, the more points you will receive, but remember, you don't want to have the blocks build up to high or else the entrance for the blocks will be blocked and the game will end.

Other features of Addictus include PAUSE (you should use this a lot to plan out your strategy: i.e. how you want to rotate the block and where will it fit best), pressing ESCAPE will restart a futile game (another much used option) and pressing CLEAR at the title screen will clear the high scores permanently.

Also, there is use of windows in two parts of Addictus (when you have lost and when you are going to clear the high scores) which is very impressive.

In summary, Reedy Software has done it again folks. The game operates very smoothly and does become addicting. Everything about the way the game setup and operation is very professionally put together and it is a very good addition to anyone's software collection.

My hat's off to Jack Reedy for another great addition, Addictus is a real eye-opener and should appeal to all ages, no just adults.

RATING - A+
HIGHLY RECOMMENDED

CARTRIDGE GAME LISTING

The following is a compiled listing of all the cartridge games ever produced for the ColecoVision/ADAM. If you have a game that is not on this list, please send us all the information about it.

NOTES: NS = NEVER SEEN , 1 = Super Game also produced , 2 = Super Game produced but never released , 3 = Requires Super Action Controllers , 4 = Can utilize Super Action Controllers , 5 = Requires Roller Controller , 6 = Can utilize Roller Controller , 7 = Requires Driving Module Controller , 8 = Can utilize Driving Module Controller , 9 = Same game released by Sunrise Software on DDP/DISK , 10 = 2010: The Text Adventure also released , 11 = Temple of Apshai Super Game created but never released , 12 = Talkie game , 13 = Released on DDP as Best of B.C. , 14 = Released on DDP as Best of Broderbund , 15 = Educational , 16 = TeleGames distributes on DDP/DISK/CARTRIDGE , 17 = Released into Public Domain.

Name of Game	Manufacturer	Size	Notes
2010: The Game	Coleco	32K	10,16
A.E.	Coleco	?	NS,14
Adam Diagnostic	Coleco	?	17
Alcazar	Activision	?	16
Alphabet Zoo	Spinnaker	16K	15
Amazing Bumpman	CBS Software	?	NS,16
Antarctic Adventure	Coleco	16K	16
Aquattack	Interphase	16K	16
Artillery Duel	Xonox	16K	
B.C.'s Quest for Tires	Sierra On-Line	16K	1,3,6
Beamrider	Activision	16K	16
Blackjack/Poker	Coleco	16K	16
Blank Tape Restorer	Coleco		?
Blockade Runner	Interphase	16K	16
Boulder Dash	MicroFun	16K	16
Brain Strainers	Coleco	16K	15,16
Buck Rodgers	Coleco	24K	1,16
Bump'N Jump	Coleco	20K	8,16
Burgertime	Coleco	16K	16
Cabbage Patch Kids: Adv.	Coleco	16K	16
C.P.K.: Adv. 128K	Coleco	?	17
C.P.K.: Picture Show	Coleco	24K	16
Campaign '84	Sunrise	16K	9,16
Carnival	Coleco	16K	16
Centipede	AtariSoft	16K	16
Choplifter	Coleco	?	14,16
Chuck Norris: Superkicks	Xonox	16K	16
Congo Bongo	Coleco	24K	16
Cosmic Avenger	Coleco	16K	16
Cosmic Crisis	TeleGames	?	NS,16
Dam Busters	Coleco	32K	2,16
Dance Fantasy	Fisher Price	8K	15
Decathlon	Activision	16K	16
Defender	AtariSoft	24K	16
ADAM Demo Cart	Coleco	?	
Destructor	Coleco	32K	7,16
Donkey Kong	Coleco	24K	1
Donkey Kong Jr.	Coleco	16K	1,16
Dragonfire	Imagic	16K	
Dr. Seuss' Fix Up-Mix Up	Coleco	16K	15
Dukes of Hazard	Coleco	32K	7,16

Evolution	Sydney	16K	
Facemaker	Spinnaker	16K	
Fall Guy	Fox Video Games	?	8,17
Fathom	Imagic	16K	16
Flipper Slipper	Spectravideo	16K	
Fortune Builder	Coleco	32K	16
Fraction Fever	Spinnaker	8K	15,16
Frantic Freddie	Spectravideo	16K	16
Frenzy	Coleco	20K	16
Frogger	Parker Bros.	12K	16
Frogger II: Threedeeep	Parker Bros.	16K	16
Front Line	Coleco	24K	2,3,16
Galaxian	AtariSoft	20K	16
Gateway to Apshai	Epyx	16K	11,16
Gorf	Coleco	16K	16
Grog's Revenge: B.C. II	Coleco	24K	13,16
Gust Buster	Sunrise	16K	9,16
Gyruss	Parker Bros.	16K	16
H.E.R.O.	Activision	16K	16
Heist	MicroFun	16K	16
Illusions	Coleco	16K	16
It's Only Rock'N Roll	Xonox	16K	
James Bond: 007	Parker Bros.	16K	16
Juke Box	Spinnaker	8K	
Jumpman Jr.	Epyx	16K	16
Jungle Hunt	AtariSoft	24K	
Keystone Kapers	Activision	16K	16
Lady Bug	Coleco	16K	16
Learning with Leaper	Sierra On-Line	16K	15,16
Linking Logic	Fisher Price	16K	15
Logic Levels	Fisher Price	8K	15
Looping	Coleco	16K	16
Memory Manor	Spinnaker	?	NS,15
Miner 2049er	MicroFun	24K	
Monkey Academy	Coleco	24K	15,16
Montezuma's Revenge	Parker Bros.	12K	16
Moonsweeper	Coleco	16K	16
Motorcross Racer	Xonox	16K	NS,16
Mountain King	Sunrise	16K	9,16
Mouse Trap	Coleco	16K	16
Mr. Dol	Coleco	24K	16
Mr. Do'sl Castle	Parker Bros.	16K	16
Novablast	Imagic	16K	16
Number Bumper	Sunrise	16K	9
Oil's Well	Sierra On-Line	16K	16
Omega Race	Coleco	16K	6,16
One on One	MicroFun	24K	
Past Finder	Activision	?	NS
Pepper II	Coleco	16K	16
Pitfall	Activision	16K	16
Pitfall II	Activision	16K	16
Pitstop	Epyx	16K	8,16
Popeye	Parker Bros.	16K	16
Q*bert	Parker Bros.	8K	16
Q*bert's Qubes	Parker Bros.	12K	

Quest for Quintana Roo	Sunrise	16K	9,16
River Raid	Activision	16K	16
Robin Hood	Xonox	16K	
Rock'N Bolt	Activision	?	16
Rocky: S.A.Boxing	Coleco	20K	3,16
Roc'N Rope	Coleco	24K	16
Rolloverture	Sunrise	16K	9,16
Sammy Lightfoot	Sierra On-Line	16K	16
Sector Alpha	Spectravideo	?	
Sewer Sam	Interphase	24K	12,16
Sir Lancelot	Xonox	16K	
Skiing	Coleco	8K	16
Slither	Coleco	16K	5
Slurpy	Xonox	16K	
Smurf Rescue	Coleco	16K	16
Smurf Paint'N Play	Coleco	24K	15,16
Space Fury	Coleco	16K	16
Space Panic	Coleco	16K	16
Spectron	Spectravideo	16K	16
Spy Hunter	Coleco	32K	4,16
Squish'Em Sam	Interphase	16K	12,16
Star Trek	Coleco	24K	4,16
Star Wars	Parker Bros.	16K	
Strike It	TeleGames	?	NS,16
Subroc	Coleco	20K	1,16
Super Action Baseball	Coleco	24K	3
Super Action Football	Coleco	32K	3,16
Super Action Soccer	CBS	?	NS,3,16
Super Cobra	Parker Bros.		9K
Super Cross Force	Spectravideo	12K	16
Tank War	TeleGames	?	NS,16
Tape Utility Rev.22	Coleco	?	
Tapper	Coleco	32K	16
Tarzan	Coleco	24K	16
Telly Turtle	Coleco	16K	15,16
Threshold	Sierra On-Line	16K	16
Time Pilot	Coleco	16K	16
Tomarc the Barbarian	Xonox	?	NS
Tournament Tennis	Imagic	12K	16
Turbo	Coleco	16K	7
Tutankham	Parker Bros.	12K	16
Up'N Down	Sega	16K	8,16
Venture	Coleco	16K	16
Victory	Coleco	24K	5,16
Video Hustler	Konami	8K	17
WarGames	Coleco	24K	4,6,16
War Room	Probe 2000	24K	
Wing War	Imagic	16K	16
WizMath	Sierra On-Line	16K	15,17
Word Feud	Xonox	?	
Yoke's On You	CBS Software	?	17
Zaxxon	Coleco	24K	1,16
Zenji	Activision	16K	1

POINT OF VIEW

BY
JOE FRIENDY

An article in the June issue OF ADAM ALIVE! Says "all future Digital Express Software will be copyprotected, due a piracy problem among ADAM owners." I wonder if DEI means all ADAM owners, a few or many owners. I personally don't have a piracy problem! If any of my friends wants a copy-righted program I have, I give them the name of a few ADAM dealers where they can buy it.

Now what happens to the average ADAM user, who depends on his computer to work for him. For example: I use my ADAM to publish 2 Newsletters. So if I start using the new GO DOS for publishing my newsletters and something happens to the disk. I am up the old creek with out a paddle. Sure DEI says they will have a very liberal replacement policy. This is GREAT!!! But how do I use this replacement policy if I am in the middle of an article and the program fails. The liberal replacement policy will not fit in my disk drive very well.

So I personally will not support or purchase any copy-protected product.

THINK ABOUT IT....

YOU CONTROL THE \$\$\$\$

I recently purchased:
Card set #1 by

Bryant SOFTWARE

THE DISK CONTAINED THREE(3) 4 cell PowerPAINT greeting cards. The cards are beautiful and well designed, a lot of time and work must have went in their creation.

HOWEVER: I feel three card designs don't warrent the the \$15.95 price tag. THE disk also contained some PD sprites and clip art. Also included was a very nice instruction manual, like something found on a library shelf. It tells ADAM owners everything they already know.

A simple 1 sided piece of paper is about all that is needed for instructions. The PD sprites and clip art could also have been left out. One can get VOLUMES of PD sprites and clip art for about \$5.00 per disk full.

I believe more time should have went in card designs and less on the manual and the PD files.

I would say 6 to 8 card designs would be appropriate for the price.

Therefore: I would not recommend purchasing this Software at the current price.

RATING:

DESIGNS A

VALUE C-

GODOS & GOBASIC COMING SOON?

by Patricia J. Herrington

On April 22, 1989 at a gathering of the Adam clan hosted by Joe Quinn and the Gulf Coast ADAM Users in Mobile, Alabama I saw with my own eyes that GODOS not only exists, but it exceeds expectations.

GODOS is a machine-language operating system for ADAM. As such, it is similar to the EOS that built into ADAM, the modified DOS that comes with a Disk Drive and CP/M 2.2 that was developed by Digital Research. But GODOS is a vast improvement on any of those operating systems. It makes full use of all the latent capabilities of ADAM that could formerly be accessed only by convoluted programming routines or graphics languages such as LOGO. Built into GODOS are features formerly available on no other & system, such as icons and pop-up menus, accessible through the keyboard OR by using the game controller as a "mouse".

GODOS stands for "Graphics Oriented Disk Operating System", and it unleashes ALL of ADAM's music and graphics capabilities. Don't let the word "disk" fool you. . . GODOS operates beautifully with only tape drives. You do, however, need at least a 64K memory expander to use it.

GODOS is, in fact, complete and ready to go. But it will be a while longer before it is released. When you find out why, I think you will agree that it's going to be worth the wait. The reason is that its creator, Solomon Swift, felt that since he had taken much longer than expected to finish GODOS, his customers deserved something special. In its original form, GODOS was simply an operating system, with no immediate applications for anyone who was not a machine language programmer. Sol did not want us, after waiting so long, to receive a package that could not be used until we had application

programs. So, he developed GOBASIC to go with it. GOBASIC is complete in concept, but it will take some time (Sol estimates about a week) to be completely integrated with GODOS. And because GOBASIC is going to be part of the GODOS package, Sol needed to change most of the addresses in GODOS so that **BOTH GODOS AND GOBASIC CAN BE IN MEMORY AT THE SAME TIME.** He is working on those addresses as fast as he can.

The final obstacle will be to complete a manual for GOBASIC. Tony Patterson is helping him to write the manual. Personally, I believe a good, clear manual is going to be crucial to your enjoyment of GOBASIC, so this is a VERY important step. Fortunately, Sol is a skilled writer whose documentation has always been excellent. With Tony to help him, we can expect the manual to be pretty good. But, it will probably add another week to the completion of the package. We are looking at about three weeks. . . probably the end of MAY. **EVERY COMPONENT OF THE PACKAGE IS READY TO BE PUT INTO FINAL FORM.** All we are waiting for is for everything to be put together and polished. These final stages are critically important and cannot be rushed too much if the package is to be of maximum value and easy to understand.

Tony Patterson (whom most of you know as a superb artist and creator of Temple of the Snow Dragon) is also developing demo programs that illustrate various animation features of GODOS and GOBASIC. We previewed two impressive displays in Mobile.

At this point, let's take a closer look at GOBASIC. Your first question will no doubt be, "Is it compatible with SmartBASIC?". In a word, NO. The addresses will all be entirely different. But you can adapt your BASIC programs for use with GOBASIC. And it will be much easier than you think, because **YOU WILL NOT HAVE TO REMEMBER ANY PEEKS**

OR POKES. All the functions that you previously could access only by poking different values into specific addresses are now instantly available to you as commands. There are more than three times as many "English commands" in GOBASIC as in SmartBASIC. . . 330 in all. For example, if you wanted to change the shape of your cursor, you used to have to poke the ASCII value into a certain address.

Now you only have to type in "cursor =" and the ASCII value. There is a command for underlining text, and there are seven built-in character sets (fonts) that you can access by merely typing in the command "textfont" and a number from 1 to 7. (The seventh of these fonts is a user-defined set, which means you can use any of the myriad font sets that were developed for PowerPAINT. Most such sets are already in the public domain. . . widely available and very inexpensive. Or you can design your own. There are two commands for "catalog". You can display the standard catalog or you can have your catalog displayed in a double row. There are built-in commands for switching back and forth between the options. You can set multiple user-defined pop-up windows wherever you like them on the screen, both for graphics and for text. You can access up to SIX DISK DRIVES, RamDisk, and even a Hard Drive from within GOBASIC. You can alternate between 32 column text mode, 40 columns, and graphics, you can use both graphics and text in all three modes. You can insert text any where on the screen, not just the bottom of the screen as in SmartBASIC.

There are commands for drawing squares, rectangles, and circles (filled or empty) and for erasing all those shapes. For example, you would enter the line [radius = 50:circle 128,96] to draw a circle in the exact center of the screen, with a radius of 50 pixels. The same line, using the command "XCIRCLE" instead of "CIRCLE" would erase the circle. The effect on the screen would be that a circle would appear and then disappear.

If you are one of the many ADAM users who have enjoyed drawing those fabulous graphics in SmartLOGO, you will easily adapt to GOBASIC. If you are one of the many who have SmartLOGO but have never used it much, you can preview the features of GOBASIC by dragging LOGO out and running the demo programs. LOGO has always been a favorite for music and graphics, but it runs much too slowly and takes up too much memory for most people, because it's a "structured interpreter" (doesn't use line numbers). GOBASIC will give you the same effects, but because it is still a line-numbered interpreter, it will take much less memory. Sprite animation is just as good as LOGO "turtle" animation, but faster. GOBASIC includes commands for flipping sprites in all directions, giving the impression of revolving, direction-changing objects. We can't possibly go into all the features of GOBASIC in this article. Suffice it to say that GOBASIC is designed to be easier to use than SmartBASIC (Sol says that anyone who can do any programming at all in BASIC will breeze through GOBASIC) and that it comes complete with icons, pop-up menus, and demos. . . and that it will come FREE with GODOS. You can even switch back and forth between GODOS and GBASIC!

In the past, every time Sol Swift developed a new program, other programmers immediately came out with applications for it. . . some PD, some commercial. So it will be with GODOS. Sophisticated programming is now within reach of the average novice programmer, and you can expect to see great strides within weeks of its release. The possibilities are absolutely staggering.

Again, I HAVE SEEN ALL THIS WITH MY OWN EYES. Welcome back, Sol!

Patricia J. Herrington
MOAUG (Metro Orlando Adam Users Group)

CUSTOM BUILT

By Wayne Wissner

My spouse is a writer for the Nashville Tennessean and can't see the need for a program to locate addresses and phone numbers. her contention is that a roll-a-dex is a lot faster than fooling around with a computer program. her thinking is of course for a few addresses or numbers and in this respect she is correct. However, anyone with a lot of addresses knows how nice it is to have them all on a data pack or disk and have easy access to them.

I have two such programs. One is Coleco's Address Book Filer and the other is E & T's Business Pack. Both of these are fine programs.

What I wanted from both of these programs was easy access to addresses as well as an easy print system. And I wanted this all in one program. Well, the Business pack does accomplish this quite easily, but with Address Book Filer you had to either create a format or have one stored on another disk or data pack. I may be lazy, but this was always a pain to me. So today (3/15/89) I finally fixed it!

My contention is that it should be easy to store the format on the same disk or data pack and therefore have easy access to it with just a few key strokes.

This is what I did. First of all, I recommend merging of the Address Book program and the data base for it. For some strange reason when Coleco created Address Book Filer, they decided that it would be fine to set it up so that you would access your addresses starting at block 64. Well, to me this was just a waste of space. So I merged my data base with my program so that the data base and program were all on the same medium. This made it much more convenient. I wrote a little article on how to do this called Backup

Backup and this is kind of an addition to that.

The program that really did all the fixing was the fantastic File Manager, but similar programs should be able to work also.

After I transferred my Address Book Filer to my 320K Disk Drive I ran the KRUNCH program (File Manager). This did two things, it reset the number of blocks to the correct amount for the data base to access all the free blocks and it also moved the data base from block 64 to block 37! This then gives you 27 more blocks to use!

Now, even though the booklets for both SmartFILER and Address Book tell you to store your print formats on another medium, I didn't. I wrote them up with SmartWRITER and stored them on the same medium as the program and data base. Then, I looked to see where they were. They ended up starting on block 228.

If you only had a couple hundred addresses, this would probably be ok. But, I was worried that I might bump into this block with my ever growing data base, so I changed the attributes of these formats and moved the format data to the corresponding blocks with a block copier. I put my formats on my disk starting at block 300 and on data pack at block 245. Since you use one block for each format, it gives you ample room. After I moved the formats, I covered up the previous data filled blocks (228+) with free blocks. When this was all finished I made backup copies with my block copier copying all 320 and 256 blocks. Do't use an image copy as it will not get to the higher blocks.

Once this is all accomplished you will find how nice it is to have the program, data base and print formats all on the same medium. This is how I built mine.

ADAM'S ALIVE

PRODUCT LISTING

NEW PRODUCTS ARE NOTED BY AN (*)

RECREATION / GAMES

ALCAZAR	\$ 17.95
ROCK N BOLT	\$ 17.95
BOLDER DASH	\$ 17.95
TENNIS	\$ 17.95
WING WAR	\$ 17.95
FATHOM	\$ 17.95
PITFALL	\$ 16.95
PITFALL II	\$ 16.95
RIVER RAID	\$ 16.95
BEAMRIDER	\$ 16.95
KEYSTONE KAPERS	\$ 16.95
SEWER SAM	\$ 16.95
AQUA ATTACK	\$ 16.95
H.E.R.O.	\$ 16.95
DECATHLON	\$ 18.95
ZENJI	\$ 16.95
BLOCKAID RUNNER	\$ 14.95
SQUISH'EM SAM	\$ 14.95
MOONSWEEPER	\$ 14.95
NOVA BLAST	\$ 14.95
QUEST FOR QUINTANA ROO	\$ 10.50
MOUNTAIN KING	\$ 10.50
GUST BUSTER	\$ 10.50
CAMPAIGN '84	\$ 10.50
NUMBER BUMPER	\$ 10.50
ROLLOVERTURE	\$ 10.50
BEST OF BODERBUND	\$ 13.50
2010: TEXT ADVENTURE	\$ 13.50
DRAGON'S LAIR	\$ 10.00
ZAXXON	\$ 10.00
BEYOND TREK (64K CARD REQ.)	\$ 14.95
CHERS CHAMP (64K CARD REQ.)	\$ 14.95
MAGEQUEST (DP) \$ 17.50 (DISK)	\$ 15.50
LAB MOUSE (DP) \$ 12.50 (DISK)	\$ 10.50
STAGE FRIGHT (DP) \$ 15.50 (DISK)	\$ 13.50
ENTERTAINMENT PACK - (DP)	\$ 15.50
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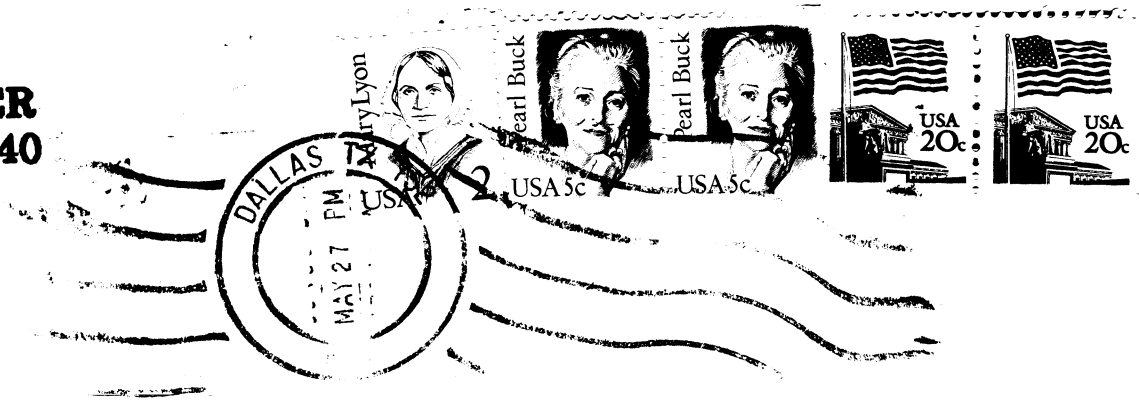
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