



NORTHERN ILL
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USERS GROUP

NIAD

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I HOPE YOU ALL HAD A WONDERFUL CHRISTMAS AND WISH YOU A BLESSED 1986. I SENSE THAT 1986 WILL HAVE SOME BIG CHANGES FOR MYSELF AND NIAD - LETS SEE WHAT DEVELOPS !

CONTINUING OUR STUDY OF EPHESIANS - WE'RE IN CHAPTER 2.

³AMONG THESE WE ALL ONCE LIVED IN THE PASSIONS OF OUR FLESH, FOLLOWING THE DESIRES OF BODY AND MIND, AND SO WE WERE BY NATURE CHILDREN OF WRATH, LIKE THE REST OF MANKIND. ⁴BUT GOD, WHO IS RICH IN MERCY, OUT OF THE GREAT LOVE WITH WHICH HE LOVED US, ⁵EVEN WHEN WE WERE DEAD THROUGH OUR TRESPASSES, MADE US ALIVE TOGETHER WITH CHRIST (BY GRACE YOU HAVE BEEN SAVED), ⁶AND RAISED US UP WITH HIM, AND MADE US SIT WITH HIM IN THE HEAVENLY PLACES IN CHRIST JESUS. ⁷THAT IN THE COMING AGES HE MIGHT SHOW THE IMMEASURABLE RICHES OF HIS GRACE IN THE KINDNESS TOWARD US IN CHRIST JESUS. ⁸FOR BY GRACE YOU HAVE BEEN SAVED THROUGH FAITH; AND THIS IS NOT YOUR OWN DOING, IT IS THE GIFT OF GOD -- ⁹NOT BECAUSE OF WORKS, LEST MAN SHOULD BOAST. ¹⁰FOR WE ARE HIS WORKMANSHIP, CREATED IN CHRIST JESUS FOR GOOD WORKS, WHICH GOD PREPARED BEFOREHAND, THAT WE SHOULD WALK IN THEM.

WORKS AS STATED IN VERSES 8 AND 9 ABOVE. THIS IS A VERY DIFFICULT CONCEPT TO UNDERSTAND AND ACCEPT FOR MOST PEOPLE - WE TEND TO THINK THAT WE MUST "EARN" OUR SALVATION BY BEING GOOD, BUT AS STATED ABOVE WE CAN'T MEET GOD'S STANDARDS. CAN YOU HONESTLY SAY YOU HAVE NOT BROKEN ONE OF GOD'S COMMANDMENTS - NEVER COVETED, NEVER TAKEN THE LORD'S NAME IN VAIN ? I DOUBT IT, SO GOD ONLY ASKS THAT WE CONFESS OUR SIN, ASK FORGIVENESS AND RECEIVE GOD'S GIFT OF GRACE AND FORGIVENESS FOR OUR SINS THROUGH FAITH. FAITH IS A MUCH MISUNDERSTOOD WORD, ALL IT MEANS IS THAT WE BELIEVE SOMETHING BEFORE WE CAN SEE IT - IN THIS CASE WE BELIEVE WHAT THE BIBLE SAYS, THAT GOD WILL FORGIVE OUR SINS IF WE ASK HIM TO. SOUNDS TOO SIMPLE DOESN'T IT ? VERSE 8 STATES "FOR BY GRACE YOU HAVE BEEN SAVED THROUGH FAITH..."; GOD HAS GIVEN US THE GIFT (GRACE IS ANOTHER WORD FOR GIFT) OF SALVATION, THROUGH HIS SON JESUS - ALL WE HAVE TO DO IS ACCEPT IT FROM HIM. WON'T YOU REACH OUT AND ACCEPT GOD'S WONDERFUL GIFT OF FORGIVENESS AND ETERNAL LIFE ? THIS IS THE ONLY WAY TO SALVATION AND ETERNAL LIFE AS GOD HAS STATED IN HIS WORD, THE BIBLE.

GOD BLESS YOU.

THESE VERSES ELOQUENTLY SPEAK OF MAN'S "FALL" OUT OF RELATIONSHIP WITH GOD AND SPECIFICALLY OUR DISOBEDIENCE. I PERSONALLY HAD A BIG PROBLEM WITH THINKING OF MYSELF AS A "SINNER" - I THOUGHT I WAS A PRETTY GOOD GUY. MY MISTAKE WAS THAT I WAS SETTING UP MY OWN STANDARDS FOR JUDGING MY ACTIONS AND OF COURSE I ALWAYS CAME OUT OK ! HOWEVER, GOD IS THE ONE WHO SETS THE STANDARDS THAT DO NOT CHANGE AS OUR CULTURE OUR LIFESTYLE CHANGES - HIS JUDGEMENT OF US IS THE ONLY ONE THAT COUNTS AND HE HAS JUDGED US ALL AS SINNERS FROM THE STANDPOINT THAT WE HAVE NOT KEPT HIS TEN COMMANDMENTS. GOD KNEW THAT MAN COULD NOT KEEP ALL HIS COMMANDMENTS (THE BIBLE SAYS THAT IF WE BREAK ONE COMMANDMENT IT IS LIKE BREAKING THEM ALL) AND HENCE GOD IN HIS MERCY, OUT OF HIS GREAT LOVE FOR US DEVEISED A PLAN WHEREBY WE COULD ALL BE SAVED. VERSE 5 ABOVE STATES THAT "EVEN WHEN WE WERE DEAD THROUGH OUR TRESPASSES, [GOD] MADE US ALIVE TOGETHER WITH CHRIST...". JESUS IS THE MEDIUM THROUGH WHOM WE HAVE BEEN SAVED, BY BECOMING ONE WITH JESUS WE CAN HAVE OUR SINS FORGIVEN. THIS IS ACCOMPLISHED BY FAITH, NOT

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NIAD - A CHRISTIAN RUN BUSINESS

NIAD NEWS

. I LOOK BACK ON THE LAST YEAR (THIS IS THE 12TH ISSUE OF NIAD) WITH AMAZEMENT. IN ONE SENSE IT HAS GONE SO FAST, BUT IN ANOTHER I CAN'T BELIEVE HOW MUCH HAS TRANSPIRED. GOD HAS BLESSED US TREMENDOUSLY - NIAD HAS GROWN FROM ONE MEMBER (STAN NOWAK II WAS OUR FIRST MEMBER) IN DECEMBER OF 1984 TO 600 MEMBERS IN DECEMBER OF 1985 ! WE ARE GROWING AT AN ACCELERATING PACE DUE TO INCREASED ADVERTISING AND OUR REPUTATION AMONG ADAM OWNERS. PRAISE GOD, HE HAS KEPT US GOING AND HAS PROVIDED PERSONNEL TO HELP US AND AID ALL YOU NIAD MEMBERS. I WANT TO PERSONALLY THANK AND RECOGNIZE FIRST MY WIFE JULIE FOR HER LOVE, SUPPORT AND PATIENCE. MY CHILDREN BRET AND DAWN HAVE ALSO SUPPORTED ME AND HELPED PUT NEWSLETTERS TOGETHER ! WAYNE MOTEL HAS BEEN A BLESSING, AN UNSELFISH SUPPORTER OF NIAD AND PROVIDED MORE ARTICLES AND GREAT PROGRAMS THEN ANYONE. BARRY WALLIS HAS ALSO BEEN A GREAT CONTRIBUTOR AND FRIEND. KIP HAMMOND, CHUCK KOLANDER, BOB LENNES AND DON ZIMMERMAN HAVE GIVEN MUCH TO NIAD AND I WANT TO THANK THEM FOR THEIR UNSELFISH EFFORTS. BARRY, CHUCK, BOB AND GREG VAN VALKENBURG HAVE FAITHFULLY HELD THE JOB OF PD LIBRARIANS AS WELL. DAN PEASE AND P.R. DICK HAVE RECENTLY BEEN ADDED AS NIAD CONTRIBUTORS WHO HAVE AND WILL PROVIDE PROGRAMS AND ARTICLES OF GREAT BENEFIT. JEANETTE AND SANDY, HERE AT NIAD HEADQUARTERS PROCESSING ORDERS AND MAILING NEWSLETTERS ARE IRREPLACABLE.

YES, NIAD HAS COME A LONG WAY. MANY OF YOU CONTINUE TO TELL ME THAT NIAD PRODUCES THE BEST ADAM NEWSLETTER - BOTH IN QUANTITY OF MATERIAL AND QUALITY. WE COMMIT TO UPHOLD THIS TRADITION IN 1986 WITH MORE OF THE SAME. LET US KNOW WHAT YOU WOULD LIKE TO SEE NEXT YEAR. THE BEGINNERS WORKSHOP AND NEW ADAM OWNERS WORKSHOPS ARE EXAMPLES OF ADDITIONS BASED ON YOUR COMMENTS. I ALSO WANT TO THANK EACH OF YOU AS NIAD MEMBERS FOR TRUSTING NIAD ENOUGH TO JOIN AND GIVE US A CHANCE TO DELIVER ON OUR PROMISES.

. GET YOUR RENEWALS IN EARLY - THE COST WILL REMAIN AT \$ 18.00 FOR THIRD CLASS MAILING AND \$ 24.00 FOR 1ST CLASS AND CANADIAN MAILING. FOR MANY OF YOU THIS IS YOUR LAST ISSUE, IF YOUR MEMBER NUMBER PRINTED ABOVE YOUR NAME ON THE MAILING LABEL STARTS WITH "1285".

. WE NOW OFFER A MONEYBACK GUARANTEE ON MANY OF THE SOFTWARE TITLES WE CARRY TO INSURE YOU OF THE QUALITY OF THESE PRODUCTS. YOU MAY RETURN THESE ITEMS WITHIN 30 DAYS IF NOT SATISFIED WITH THEM.

WE FEEL CONFIDENT THAT THESE PRODUCTS ARE OF SUCH HIGH QUALITY THAT WE WANT TO EXTEND THIS OFFER TO YOU.

. IT HAS BEEN A GREAT YEAR AND I PROMISE YOU ANOTHER FINE YEAR OF NIAD NEWSLETTERS AND AN EXPANDING PRODUCT LIST. NIAD IS COMMITTED TO THE ADAM AND IS WORKING FOR YOU ITS MEMBERS TO OBTAIN THE BEST IN PRODUCTS, INFORMATION AND SERVICE. I PREDICT SOME REAL POSITIVE THINGS FOR THE ADAM IN 1986.

. GET THE BACKISSUES OF THE NIAD NEWSLETTER TO OBTAIN SOME GOOD PROGRAMS AND INSTRUCTIONS. PRICE IS \$3.00 PER ISSUE OR \$2.50 EACH IF YOU ORDER 10 OR MORE ISSUES. THESE ISSUES CONTAIN A WEALTH OF INFORMATION.

. NIAD WILL NOW CARRY THE LORAN BRAND OF DIGITAL DATA PACK WHICH ARE MADE BY THE SAME COMPANY (LORANGER) THAT MAKES THE COLECO DATA PACK AND HENCE OFFER EQUAL RELIABILITY FOR A LOWER PRICE.

. EVE HAS LOWERED THE PRICE ON THEIR 64K MEMORY EXPANDER TO \$49.94 !! TAKE ADVANTAGE OF OUR SPECIAL ON THE SS-CC SPEECH SYNTHESIZER AND 64K FOR ONLY \$144.95.

. WE'RE OFFERING A SPECIAL THAT INCLUDES BOTH SMARTGAMES PACK I AND THE RA EDUCATIONAL PACK SOFTWARE PROGRAMS AS WELL AS YOUR CHOICE OF EITHER 5 DATA PACKS OR 10 DISKETTES. PRICE IS \$34.95 IF YOU WANT THE TWO PROGRAMS ON DISKETTE AND \$38.95 FOR THE DATA PACK VERSIONS.

. NEW PRODUCTS NOW CARRIED BY NIAD INCLUDE:

- NIAD DATA PACKS AND DISKETTES PRE-FORMATTED FOR BOTH CPM AND NON-CPM USE
- LONG LIFE NYLON RIBBONS
- ROYAL AMBASSADOR EDUCATION PACK
- PERSONAL ACCOUNTANT
- LEARNING EXPRESS AUDIO COURSE
- DISK DRIVE COVERS
- DUST COVERS FOR THE PRINTER, KEYBOARD AND EXPANSION MODULE
- ADAM RESOURCE DIRECTORY
- RECONDITIONED DIGITAL DATA DRIVES
- SMARTBEST WHICH IS A SUPER ENHANCEMENT PROGRAM FOR SMARTBASIC (SEE REVIEW THIS ISSUE)
- 2010: TEXT ADVENTURE GAME
- PS-1, AN INDEPENDENT POWER SUPPLY FOR THE ADAM
- INFOCOM TEXT ADVENTURE GAMES FOR CPM.
- STRATEGY STRAIN I
- BUSINESS PACK I
- SMARTGAMES PACK

. SEE OUR REVIEW IN THIS ISSUE OF BUSINESS PACK I FROM E & T SOFTWARE (SOFTPACK I). THIS IS A NICE INVENTORY AND DATABASE PROGRAM FOR SMALL BUSINESSES.

. SEE OUR REVIEW OF BASIC MANAGER IN THIS ISSUE - A NICE SET OF UTILITIES FOR THE BASIC PROGRAMMER.

NIAD BASICS

. NEW MEMBERS SUBSCRIPTIONS ARE STARTED WITH THE LAST ISSUE PUBLISHED.

. BACK ISSUES OF THE NIAD NEWSLETTER ARE AVAILABLE FOR \$3.00 EACH AND I WOULD RECOMMEND YOU PURCHASE THEM FOR THE REVIEWS AND WORKSHOP INFORMATION.

. TELEPHONE CALL INS ARE TAKEN SATURDAY AM'S FROM 8:00 TO 11:00, CHICAGO TIME.

. REGARDING PRODUCT ORDERING -

SEND A MONEY ORDER OR CHARGECARD NUMBER IF YOU WANT TO EXPEDITE YOUR ORDER ON ALL FIRST TIME ORDERS (NOTE: ESTABLISHED MEMBERS MAY PAY BY CHECK WITHOUT THE 10 DAY DELAY).

IF YOU ORDER ITEMS THAT ARE SHOWN AS NOT YET AVAILABLE AT THE SAME TIME YOU ORDER OTHER ITEMS, YOU WILL BE CHARGED TWO SHIPPING CHARGES UNLESS YOU SPECIFY THAT I SHOULD HOLD YOUR ORDER UNTIL ALL ITEMS ARE AVAILABLE.

. IF YOU WANT ME TO SHIP TO A POST OFFICE BOX, INCLUDE THE SHIPPING CHARGE FOR US MAIL SINCE UPS DOES NOT SHIP TO PO BOXES.

. ALL SHIPMENTS TO CANADA AND HAWAII ARE CHARGED THE US MAIL 1ST CLASS RATE.

. PLEASE CALL ME FOR MAILING INSTRUCTIONS BEFORE RETURNING ANY DEFECTIVE MERCHANDISE.

. SPECIFIED SOFTWARE CARRIES A MONEY BACK GUARANTEE IF YOU ARE NOT SATISFIED WITH IT FOR ANY REASON. WE REQUIRE A LETTER EXPLAINING WHY YOU ARE RETURNING IT WHICH MUST BE RECEIVED WITHIN 30 DAYS OF PURCHASE ALONG WITH YOUR RECEIPT.

. IF I AM BACKORDERED ON AN ITEM THAT IS NOT SHOWN AS "NOT YET AVAILABLE", I WILL FILL THE REST OF YOUR ORDER AND SEND THE BACKORDERED ITEM WHEN RECEIVED (WITH NO ADDITIONAL SHIPPING CHARGE).

. IF YOU ARE HAVING TROUBLE RECEIVING YOUR NEWSLETTER VIA THIRD CLASS MAIL, YOU MAY UPGRADE TO 1ST CLASS DELIVERY BY SENDING IN \$.50 FOR EACH MONTH REMAINING IN YOUR SUBSCRIPTION (EXPIRATION MONTH AND YEAR IS THE FIRST 4 NUMBERS OF YOUR MEMBERSHIP NUMBER ON YOUR MAILING LABEL).

UPDATES

. I HAVE CONFIRMED THAT COLECO HAD COMPLETED THE FOLLOWING SOFTWARE PROGRAMS - SMARTBASIC 2.0, BEST OF ELECTRONIC ARTS; JEOPARDY; TROLLS TALE AND SUPER SUB ROC. I HAVE INITIATED DISCUSSIONS WITH COLECO IN AN ATTEMPT TO GET THESE PROGRAMS RELEASED SOMEHOW (OTHER THEN ILLEGALLY). YOU WILL OBVIOUSLY BE THE FIRST TO HEAR THE RESULTS OF THESE TALKS. DO NOT BUY THESE PROGRAMS IF SOMEONE TRIES TO SELL THEM TO YOU - THEY HAVE NOT BEEN LICENSED FOR SALE BY COLECO OR ANYONE ELSE.

. DATA DOCTOR HAS DEVELOPED ANOTHER WINNER - STRATEGY STRAIN I IS A SERIES OF WELL DONE AND TOUGH THINKING GAMES - SEE OUR REVIEW THIS ISSUE.

. DATA DOCTOR IS COMPLETING SMARTTRIX WHICH IS A COMPANION TO THEIR SMARTBEST ENHANCEMENT TO ADAM SMARTBASIC (WE REVIEWED THIS IN THE NOVEMBER ISSUE) . TRIX WILL CONTAIN A HOST OF PROGRAMS, ROUTINES AND EXAMPLES OF HOW TO USE THE ENHANCEMENTS MADE TO SMARTBASIC

. EVE ELECTRONICS IS RUNNING INTO SOME PROBLEMS IN COMPLETING THE 80 COLUMN VIDEO/MOTHERBOARD/POWER SUPPLY WHICH WILL DELAY ITS COMPLETION UNTIL AT LEAST JANUARY. NOT TO WORRY HOWEVER, EVE WILL PRODUCE IT - THEY HAVE SUNK A HUGE INVESTMENT INTO IT THUS FAR. THE 80 COLUMN WILL ONLY SUPPORT CPM PROGRAMS AND SMARTBASIC - NONE OF THE OTHER COLECO SOFTWARE (SMARTWRITER, FILER, ADAMCALC) WILL WORK UNDER THE 80 COLUMN.

. EVE'S NEXT PROJECT AFTER THE 80 COLUMN VIDEO BOARD IS A DISK CONTROLLER THAT WILL ALLOW THE ADAM TO BE INTERFACED WITH OTHER THEN THE COLECO DISK DRIVE, SO WHEN THESE COLECO DRIVES RUN OUT WE WILL STILL HAVE THE OPTION TO ADD OTHER DISK DRIVES.

. WE HAVE NO ADDITIONAL INFORMATION ON THE SPEECH SYNTHESIZER KIT FROM AAL, THE PRINTER INTERFACE FROM CAPITOL SOFTWARE OR THE PLANNED PERIPHERALS FROM B. ROGERS.

ADAM'S FUTURE

AS WE HEAD INTO A NEW YEAR, I HAVE TO SPECULATE ON THE ADAM'S LONG TERM FUTURE. I HAVE IT ON GOOD AUTHORITY THAT COLECO ONLY STOPPED PRODUCTION OF THE ADAM IN SEPTEMBER OF 1985 AND THAT 950,000 ADAM'S WERE MANUFACTURED. THAT IS ABOUT TWICE ANY OF THE OTHER FIGURES I HAD HEARD, BUT I KNOW THIS NUMBER IS GOOD. THE ADAM IS A VERY HOT SELLER AT THE CURRENT PRICE ALL OVER THE WORLD. IT IS A BARGAIN THAT CAN NOT BE MATCHED BY ANY OTHER SYSTEM THAT I AM AWARE OF AND THAT IS WHY THERE ARE MANY NEW ADAM OWNERS TO ADD THE RANKS OF US "OLD" ADAM OWNERS. THE OLD ADAGE THAT THERE IS STRENGTH IN NUMBERS IS CERTAINLY TRUE AND THIS IS WHAT DRAWS THIRD PARTY VENDORS TO DEVELOP SOFTWARE AND HARDWARE. I AM VERY PLEASED WITH THE PROSPECTS FOR MORE SOFTWARE AND HARDWARE FOR THE ADAM. THERE ARE MANY QUALITY PRODUCTS BEING PRODUCED FOR THE ADAM AS EVIDENCED BY OUR MANY PRODUCT REVIEWS AND THE ADVERTISING THAT CAN BE FOUND IN THE FAMILY COMPUTING MAGAZINE.

OUR STATEMENT FOR 1986 IS :

ADAM

IS ALIVE !!

THE ADAM IS A FINE HOME COMPUTER, PROVIDING WORD PROCESSING, EDUCATIONAL GAMES/PROGRAMS, FINANCIAL/BUDGETING PROGRAMS, COMPUTER LANGUAGES (BASIC, LOGO). THE ADAM IS ALSO A BUSINESS COMPUTER PROVIDING DATA BASE, ACCOUNTING, INVENTORY, WORD PROCESSING.

THE ADAM IS EXPANDABLE WITH ADDITIONAL TAPE AND DISK DRIVES, MORE MEMORY, INTERFACING TO OTHER COMPUTERS, UTILIZING OTHER PRINTERS AND MODEMS.

ALL IN ALL THE ADAM DEFINETLY HAS A FUTURE.

NEW ADAM OWNERS WORKSHOP

THE PURPOSE OF THIS COLUMN IS TO HELP NEW ADAM OWNERS GET STARTED AND EFFECTIVELY USE THEIR SYSTEM. OBVIOUSLY, SOME OF YOU NEW ADAM OWNERS MAY BE COMPUTER EXPERTS IN THAT YOU MAY HAVE HAD OTHER SYSTEMS AND ONLY NEED ACCLIMATION TO THE SPECIFICS OF THE ADAM. THE REST OF YOU MAY HAVE PURCHASED THE ADAM AS THEIR FIRST COMPUTER SYSTEM.

THE FIRST THING TO STRESS IS READ THE INSTRUCTIONS AND MANUALS SUPPLIED WITH YOUR ADAM. MANY QUESTIONS I HAVE ANSWERED COULD HAVE BEEN SOLVED THROUGH READING THE COLECO MANUALS. NOW, I KNOW THAT THIS IS TOUGH FOR THE IMPETUOUS AMONG US (I AM ONE OF THESE TYPES), BUT IT NECESSARY IF YOU WANT TO EFFECTIVELY USE YOUR SYSTEM. I DO RECOMMEND A TRAINING COURSE THAT WILL HELP YOU GET STARTED WITH YOUR ADAM CALLED THE LEARNING EXPRESS. THIS AUDIO COURSE WAS REVIEWED IN NIAD ISSUE # 10 AND IS A GREAT WAY TO GET STARTED, ESPECIALLY IF YOU ARE A NEW COMPUTER OWNER. THE AUDIO TAPE AND MANUAL DOES A NICE JOB OF STEPPING THE NOVICE THROUGH SETTING UP THE COMPUTER, AND USING BOTH SMARTWRITER AND SMARTBASIC. DEPENDING ON WHAT YOU PLAN TO USE YOUR ADAM FOR WILL DETERMINE WHAT EDUCATION YOU NEED. IF YOU JUST PLAN TO USE THE WORDPROCESSING PROGRAM (SMARTWRITER) THEN A COMBINATION OF THE BOOK SUPPLIED WITH ADAM AND ONE CALLED THE SECOND BOOK OF ADAM: USING SMARTWRITER. BOTH OF THESE ITEMS ARE AVAILABLE THROUGH THE BUYING SERVICE.

FOR YOU POTENTIAL BASIC PROGRAMMERS, YOU NEED TO PLAN ON SPENDING SOME TIME TO LEARN THE BASIC PROGRAMMING LANGUAGE. THERE ARE ALOT OF BASIC PROGRAMMING BOOKS AROUND AND THE BEST ONE FOR THE BEGINNER THAT I AM AWARE OF IS THE FIRST BOOK OF ADAM: SMARTBASIC. NOW IF YOU WANT TO GET INTO OTHER LANGUAGES SUCH AS LOGO OR USE PROGRAMS SUCH AS ADAMCALC OR SMARTFILER YOU WILL HAVE TO STUDY THE MANUALS THAT COME WITH THESE PROGRAMS. I WOULD SUGGEST YOU GET THE BACK ISSUES OF NIAD TO READ THE REVIEWS AND WORKSHOPS ON SOME OF THESE PROGRAMS.

CPM IS A WHOLE OTHER WORLD AND I WOULD SUGGEST YOU GET ACQUAINTED WITH THE ADAM FOR AWHILE BEFORE YOU TACKLE CPM. SEE THE CPM WORKSHOPS IN THE VARIOUS ISSUES FOR INFORMATION ON THIS OPERATING SYSTEM AND ASSOCIATED PROGRAMS.

THERE ARE SOME BASICS YOU NEED TO GET STARTED.

1. THE FIRST IS A "BACKUP COPY" UTILITY THAT WILL ALLOW YOU TO CREATE A SECOND COPY OF IMPORTANT PROGRAMS SUCH AS YOUR SMARTBASIC TAPE AND OTHER KEY PROGRAMS. THIS IS A COMMANDMENT TO INSURE THAT YOU HAVE AN EXTRA COPY OF THESE KEY PROGRAMS IN CASE YOUR ORIGINAL IS LOST OR DAMAGED. IF YOU DO NOT HAVE ONE OF THESE PROGRAMS (THERE ARE A BUNCH ON THE MARKET) YOU SHOULD ORDER THE NIAD PUBLIC DOMAIN VOLUME UTILITY # UNDV1 WHICH CONTAINS A PROGRAM CALLED UTILICOPY WHICH WILL MAKE BACK UP COPIES OF ALL YOUR DATA PACKS AND DISKS EXCEPT FOR THE SUPERGAMES.
2. REPAIR FOR YOUR ADAM (EXCEPT FOR THE DISK DRIVE) CAN BE OBTAINED AT A HONEYWELL SERVICE CENTER LOCATED NEAR YOU - CALL INFORMATION OR THE COLECO TOLL FREE "HOTLINE" FOR THE PHONE NUMBER.

3. READ THE PRODUCT REVIEW SUMMARY YOU RECEIVED AND DETERMINE WHICH PRODUCTS YOU ARE INTERESTED IN AND THEN READ THE DETAILED REVIEW IN THE BACK ISSUE INDICATED FOR MORE INFORMATION IF REQUIRED - DON'T BUY INDISCRIMINATELY JUST BECAUSE A TITLE SOUNDS GOOD BECAUSE YOU MAY BE DISAPPOINTED AND FRUSTRATED.
4. ORDER BASIC SUPPLIES OF RIBBONS AND EXTRA DATA PACKS/ DISKETTES SO YOU DON'T RUN OUT WHEN YOU'RE IN THE MIDDLE OF A HOT PROJECT.

NIAD PUBLIC DOMAIN LIBRARIES

THERE HAVE BEEN SEVERAL QUESTIONS REGARDING THE NIAD PUBLIC DOMAIN LIBRARY PROGRAMS. THESE VOLUMES CONTAIN A NUMBER OF INDIVIDUAL PROGRAMS TO BE RUN UNDER THE SPECIFIED SOFTWARE. THIS IS ONE POINT OF CONFUSION - EACH OF THE PROGRAMS ON THE PD VOLUMES RUNS "UNDER" THE SPECIFIED SOFTWARE:

THE BASIC LIBRARIES ARE PROGRAMS WRITTEN IN ADAM SMARTBASIC AND REQUIRE THAT YOU LOAD AND RUN THE INDIVIDUAL PROGRAMS AFTER YOU INSERT THE SMARTBASIC TAPE IN THE DATA DRIVE AND LOAD IT BY RESETTING THE ADAM AS DESCRIBED IN THE SMARTBASIC MANUAL.

THE BASIC UTILITY LIBRARY IS ALSO A SET OF PROGRAMS WRITTEN IN BASIC.

THE ADAMCALC LIBRARY CONTAINS PROGRAMS WRITTEN TO RUN UNDER THE ADAMCALC SOFTWARE PROGRAM.

THE LOGO LIBRARY CONTAINS PROGRAMS WRITTEN TO RUN UNDER THE SMARTLOGO SOFTWARE PROGRAM.

THE CPM 2.2 LIBRARIES CONTAIN PROGRAMS WRITTEN TO RUN UNDER THE CPM 2.2 SOFTWARE PROGRAM.

HENCE, THE BASIC AND UTILITY LIBRARIES ONLY REQUIRE THAT YOU HAVE THE SMARTBASIC SOFTWARE WHICH COMES WITH YOUR ADAM. THE OTHER LIBRARIES REQUIRE THAT YOU PURCHASE THE INDICATED SOFTWARE PROGRAMS (ADAMCALC, LOGO, CPM 2.2) TO RUN THE SUPPLIED PROGRAMS.

THE PD LIBRARIES CONTAIN PROGRAMS WRITTEN BY NIAD MEMBERS OR OBTAINED FROM VARIOUS ONLINE BULLETIN BOARD SYSTEMS VIA THE ADAMLINK MODEM. YOU WILL FIND MANY QUALITY PROGRAMS IN THESE LIBRARIES, SOME I HAVE BEEN TOLD ARE BETTER PROGRAMS THEN THOSE SOME OF YOU HAVE PURCHASED FOR \$ 20.00 ! SOME OF THE PROGRAMS HAVE DOCUMENTATION CONTAINED IN A SEPARATE FILE (LIKE MUSIC.DOC), SOME HAVE INSTRUCTIONS IN THE PROGRAM ITSELF AND SOME DON'T HAVE ANY DOCUMENTATION. THERE IS A TREMENDOUS VARIETY OF PROGRAMS ON THE LIBRARIES - GAMES, UTILITIES, EDUCATIONAL, BUSINESS, GRAPHICS, ETC. YOU CAN OBTAIN ALOT OF USEFUL SOFTWARE FOR A SMALL PRICE TO FURTHER YOUR USE OF THE ADAM.

ONE WORD OF WARNING - CPM 2.2 IS AN ALTERNATE OPERATING SYSTEM FOR THE ADAM WHICH IS NOT THAT EASY TO USE. YOU WILL NEED TO SPEND SOME TIME IN STUDYING THE CPM 2.2 MANUAL AND SOME OF OUR CPM WORKSHOPS.

SMARTLOGO WORKSHOP

THE LOGO LINK
BY BARRY L. WALLIS

"BUT WHERE SHALL WISDOM BE FOUND? AND WHERE IS THE PLACE OF UNDERSTANDING?" - JOB 28:12

THIS MONTH I WOULD LIKE TO INTRODUCE ANOTHER LOGO PROGRAM WHICH LEARNS FROM ITS MISTAKES. IT PLAYS A GAME CALLED NIM ACCORDING TO THE FOLLOWING RULES: THERE ARE 10 MATCHES IN A PILE, ON YOUR MOVE YOU CAN TAKE 1, 2, OR 3 MATCHES, WHOEVER TAKES THE LAST MATCH LOSES.

THIS PROGRAM IS BASED ON TWO DATA STRUCTURES:

1) MEMORY: THIS STRUCTURE IS A LIST OF TEN ITEMS WHERE EACH ITEM IS A LIST OF THREE ITEMS. THE LIST OF THREE ITEMS REPRESENTS A POSSIBLE MOVE WHERE FALSE REPRESENT A MOVE WHICH IS POSSIBLE AND TRUE REPRESENTS A MOVE THAT HAS BEEN FOUND TO LEAD TO A LOSING POSITION. THE POSITION WHICH THE THREE ELEMENT LIST APPEARS REPRESENTS THE NUMBER OF MATCHES WHICH WERE LEFT WHEN THE MOVE WAS MADE. AN EXAMPLE SHOULD MAKE THIS CLEAR:

```
[ [TRUE TRUE TRUE] [TRUE TRUE TRUE]
  [TRUE FALSE TRUE] [TRUE FALSE FALSE]...]
```

THE ABOVE STRUCTURE REPRESENTS MEMORY SHOWING THAT WHEN THERE IS 1 MATCH LEFT ALL MOVES LEAD TO FAILURE, WHEN THERE ARE 2 MATCHES LEFT ALL MOVES LEAD TO FAILURE, WHEN THERE ARE THREE MATCHES LEFT PICKING THE ONLY MOVE WHICH HAS NOT YET LED TO FAILURE IS A MOVE OF TWO, AND WHEN THERE ARE 4 MATCHES LEFT MOVES OF TWO AND THREE HAVE NOT YET LED TO FAILURE.

2) MOVES: THIS IS A TEMPORARY DATA STRUCTURE USED TO REMEMBER WHICH MOVES WERE MADE IN THE CURRENT GAME. IT IS UPDATED WHENEVER A MOVE IS MADE AND IS MADE UP OF THE FOLLOWING TWO ELEMENT LIST IN REVERSE ORDER OF WHICH THE MOVES WERE MADE:

```
[ [1 1] [5 3] [9 1] ]
```

THE ABOVE STRUCTURE MEANS WHEN THERE WERE 9 MATCHES LEFT THE COMPUTER TOOK 1, WHEN THERE WERE FIVE LEFT IT TOOK 3, AND WHEN THERE WAS 1 LEFT IT TOOK 1 (NATURALLY).

WHENEVER THE COMPUTER LOSES IT LOOKS UP THE LAST MOVE IT MADE AND CHANGES MEMORY SO THAT IT REMEMBERS TO NEVER MAKE THAT MOVE AGAIN. IF ALL THE MOVES AT THAT LEVEL LEAD TO FAILURE, THE COMPUTER LOOKS AT ITS NEXT TO LAST MOVE AND USES THAT TO UPDATE ITS MEMORY. IF

IT GETS TO THE END OF THE MOVES LIST IT MEANS THAT THERE WAS NO POSSIBLE WAY FOR THE COMPUTER TO WIN AND YOU HAVE FOUND THE WAY TO PLAY A PERFECT GAME.

FINALLY, I HAVE INCLUDED A ROUTINE, INIT. THIS ROUTINE RESETS EVERYTHING AND ALLOWS YOU TO SPECIFY HOW MANY MATCHES TO START WITH.

I HAVE LEFT THE FOLLOWING IMPROVEMENTS AS AN EXERCISE:

1) HAVE THE PROGRAM LET YOU KNOW WHEN YOU HAVE PLAYED A PERFECT GAME.

2) HAVE THE PROGRAM DECIDE WHO IS TO GO FIRST.

```
TO INIT :N
  MAKE "START_N :N
  MAKE "HUMAN 0
  MAKE "COMPUTER 0
  MAKE "MEMORY [[FALSE TRUE TRUE]
                [FALSE FALSE TRUE]]
  REPEAT :N - 2
    [MAKE "MEMORY LPUT [FALSE FALSE FALSE] :MEMORY]
END
```

```
TO RECORD_MOVE :N :MOVE
  MAKE "MOVES FPUT LIST :N :MOVE :MOVES
  OF :MOVE
END
```

```
TO COMPUTERS_MOVE :N :MEMORY :MOVE
  MAKE "MOVE ( RANDOM 3 ) + 1
  IF :MOVE > :N [OP COMPUTERS_MOVE :N :MEMORY :MOVE]
  IF AND_ALL ITEM :N :MEMORY
    [( PR [I TAKE] :MOVE ) OP RECORD_MOVE :N :MOVE]
  IF NOT ITEM :MOVE ITEM :N :MEMORY
    [( PR [I TAKE] :MOVE ) OP RECORD_MOVE :N :MOVE]
  OF COMPUTERS_MOVE :N :MEMORY :MOVE
END
```

```
TO COMPUTER_WINS
  MAKE "COMPUTER :COMPUTER + 1
  PR "
  PR [SORRY, YOU LOSE]
  OP "C
END
```

```
TO HUMANS_MOVE :N
  PR "
  ( PR [THERE ARE] :N [LEFT,] )
  PR [HOW MANY DO YOU TAKE?]
  MAKE "RL ANSWER RL [1 2 3]
  IF NOT :RL > :N [OP :RL]
  PR [TOO BIG, TRY AGAIN...]
  OP HUMANS_MOVE :N
END
```



```

TO HUMAN_WINS
MAKE "HUMAN :HUMAN + 1
PR "
PR [CONGRATULATIONS, YOU WIN!]
OP "H
END

```

```

TO WINNER :N :MEMORY
IF :N = 0 [OP HUMAN_WINS]
MAKE "N :N - HUMANS_MOVE :N
IF :N = 0 [OP COMPUTER_WINS]
PR "
( PR [THERE ARE] :N [LEFT] )
MAKE "N :N - COMPUTERS_MOVE :N :MEMORY 0
OP WINNER :N :MEMORY
END

```

```

TO AND_ALL :LIST
IF EMPTY :LIST [OP TRUE]
IF NOT FIRST :LIST [OP FALSE]
OP AND_ALL BF :LIST
END

```

```

TO LEARN :MEMORY :MOVES
IF EMPTY :MOVES [OP :MEMORY]
IF NOT AND_ALL ITEM FIRST FIRST :MOVES :MEMORY
[OP LEARN% :MEMORY FIRST :MOVES []]
OP LEARN :MEMORY BF :MOVES
END

```

```

TO LEARN% :MEMORY :MOVE :TMP
MAKE "TMP ITEM FIRST :MOVE :MEMORY
MAKE "TMP UPDATE LAST :MOVE :TMP TRUE []
OP UPDATE FIRST :MOVE :MEMORY :TMP []
END

```

```

TO UPDATE :N :LIST :ADD :OP
IF :N = 1 [OP ( SE :OP FPUT :ADD [] BF :LIST )]
MAKE "OP LPUT FIRST :LIST :OP
OP UPDATE :N - 1 BF :LIST :ADD :OP
END

```

```

TO PLAY :MEMORY :MOVES
IF ( WINNER :START_N :MEMORY ) = "H
[OP LEARN :MEMORY :MOVES]
OP :MEMORY
END

```

```

TO BEGIN
RECYCLE
CS
MAKE "MEMORY PLAY :MEMORY []
PR "
PR [AGAIN?]
IF ( ANSWER RL [Y N] ) = "N
[ERF "NIMSAVE SAVENS "NIMSAVE STOP]
BEGIN
END

```

```

TO ANSWER :RL :LIST
MAKE "RL FIRST :RL
IF MEMBERP :RL :LIST [OP :RL]
PR "
PR [INVALID, MUST BE ONE OF]
SHOW :LIST
PR [TRY AGAIN...]
OP ANSWER RL :LIST
END

```

```

MAKE "STARTUP [LOAD "NIMSAVE BEGIN]

```

NOW, TYPE SAVE "NIM1. THEN INIT 10 (OR ANY OTHER NUMBER GREATER THAN 3), ERPS ERN "STARTUP, AND FINALLY SAVE "NIMSAVE.

BEGINNERS BASIC WORKSHOP

RUNNING SMARTBASIC PROGRAMS

TO COVER SOME BASICS:

THE ADAM IS CONFIGURED FOR 2 TAPE DRIVES AND 2 DISK DRIVES. UNDER BASIC THE TAPE DRIVES ARE REFERRED TO AS "D1" AND "D2" AND THE DISKS AS "D5" AND "D6". THESE NUMBERS ARE IMPORTANT AS YOU WILL SEE.

WHEN YOU LOAD YOUR BASIC TAPE FROM TAPE DRIVE D1, THE ADAM LOOKS FOR A FILE ON THE TAPE IN D1 NAMED HELLO. IF IT FINDS SUCH A FILE IT WILL AUTOMATICALLY LOAD AND RUN THE HELLO PROGRAM, IF THERE IS NO HELLO PROGRAM IT JUST WAITS FOR YOU TO ENTER AN ADDITIONAL COMMAND. HELLO PROGRAMS ARE USED AS A CONVENIENCE TO AUTOMATICALLY RUN A PROGRAM THAT YOU ALWAYS RUN FIRST. AS AN EXAMPLE, ON MANY OF OUR SOFTWARE TAPES WE NAME THE MENU PROGRAM HELLO SO IT WILL AUTOMATICALLY BE LOADED AND PROVIDE YOU A SELECTION OF THE VARIOUS PROGRAMS ON THE TAPE.

NOW, LETS SAY YOU HAVE JUST PURCHASED A DISK DRIVE AND YOU WANT TO LOAD BASIC FROM THE DISK INSTEAD OF THE TAPE BECAUSE IT IS MUCH FASTER. YOU MUST COPY YOUR BASIC TAPE TO DISK USING A BACKUP COPY UTILITY PROGRAM LIKE UTILCOPY, WHICH IS ON OUR PD VOLUME #UNUVI. LETS WALK THROUGH THAT PROCEDURE QUICKLY:

1. LOAD BASIC FROM TAPE BY INSERTING YOU BASIC TAPE AND PULLING THE RESET BUTTON.
2. REMOVE THE BASIC TAPE AND INSERT THE #UNUVI TAPE.
3. ENTER "RUN UTILCOPY"
4. FOLLOW THE SMARTKEY PROMPTS AND INDICATE THAT THE "SOURCE" YOU WANT TO COPY FROM IS IN TAPE DRIVE 1 AND THE DESTINATION YOU WANT TO COPY TO IS IN DISK DRIVE 1.
5. REMOVE THE UNUVI TAPE AND INSERT YOUR BASIC TAPE.
6. INSERT A FORMATTED DISKETTE (READ YOU DISK DRIVE MANUAL TO FORMAT A DISKETTE) INTO DRIVE 1.
7. HIT THE COPY SMARTKEY AND IN A FEW MINUTES YOU WILL HAVE A COPY OF BASIC ON DISK.

NOW, WHEN YOU LOAD BASIC FROM DISK, YOU WILL NOTICE THAT TAPE DRIVE 1 WILL SPIN BRIEFLY AFTER BASIC IS LOADED. THIS IS BECAUSE THE BASIC PROGRAM IS LOOKING FOR A HELLO PROGRAM ON TAPE DRIVE 1. IN ORDER TO CHANGE THIS AND HAVE BASIC LOOK FOR THE HELLO PROGRAM ON YOUR DISK DRIVE, YOU MUST MODIFY THE "DEFAULT DRIVE NUMBER" CONTAINED IN THE BASIC PROGRAM FROM TAPE DRIVE 1 TO DISK DRIVE 1. SEE OUR JULY AND AUGUST ISSUES FOR A DISCUSSION OF HOW TO DO THIS. PLEASE NOTE THAT IF YOU DON'T MODIFY YOUR DISK VERSION OF BASIC IN THIS FASHION, WHEN YOU LOAD BASIC FROM DISK IT WILL THINK YOU HAVE A TAPE IN TAPE DRIVE 1. HENCE, IF YOU TRY TO RUN A PROGRAM FROM DISK DRIVE 1, BASIC WILL LOOK FOR IT IN TAPE DRIVE 1. TO RUN A PROGRAM OR DO A CATALOG FROM DISK DRIVE 1 YOU HAVE TO ENTER THE DRIVE NUMBER AFTER YOUR FIRST COMMAND LIKE THIS "CATALOG,D5". REMEMBER "D5" IS DISK DRIVE 1 UNDER BASIC. ONCE YOU ENTER 1 COMMAND WITH THE DRIVE NUMBER SPECIFIED, BASIC REMEMBERS WHICH DRIVE YOU ARE WORKING FROM AND YOU DON'T HAVE TO ENTER THE DRIVE NUMBER AGAIN UNLESS YOU WANT TO INDICATE A DIFFERENT DRIVE.

DURATION. FINALLY, TURN THE NOTE OFF BY POKEING THE OFF VOLUME VALUE INTO THE HL BUFFER AND CALL THE ACCESS ROUTINE.

ALL THIS MAY SEEM A LITTLE COMPLICATED, BUT IT'S REALLY QUITE SIMPLE. AFTER YOU'VE RUN THE PROGRAM A FEW TIMES, EXAMINE THE ROUTINES THAT ARE USED. HOWEVER, YOU DON'T HAVE TO UNDERSTAND IT AT ALL TO USE THE HARDCOPY ROUTINE IN YOUR OWN PROGRAM.

THE VOICE BASE FREQUENCY MAY BE ANY NUMBER BETWEEN 128 AND 143 FOR THE FIRST VOICE (VOICE 2: 160-175 AND VOICE 3: 192-207). AS LONG AS THE VALUE IS IN THIS RANGE IT WILL NOT AFFECT THE NOTE AT ALL. THE NOTE FREQUENCY SHOULD BE A NUMBER BETWEEN 0 AND 63 (SAME FOR ALL VOICES) AND THIS IS THE ACTUAL NOTE HEARD. THE VOLUME IS A VALUE BETWEEN 0 AND 15 ADDED TO 144 FOR THE FIRST VOICE (VOICE 2: ADD TO 176 AND

SMARTBASIC WORKSHOP

SIMPLE TUNE GENERATOR
BY P.R. DICK
OF DATA DOCTOR
SMARTNEXUS FILE #:1004
FOR NIAD & PUBLIC DOMAIN
7/23/85

USING THE SOUND CHIP CAN ADD A PLEASANT TOUCH TO YOUR PROGRAMS. AS YOU INEVITABLY DISCOVER WITH PROGRAMMING EXPERIENCE, THERE OF NUMEROUS METHODS OF ACCOMPLISHING ALMOST ANY TASK. ACCESSING THE SOUND CHIP IS NO DIFFERENT. HOWEVER, THE FOLLOWING PROGRAM USES ONE OF THE EASIEST TO UNDERSTAND METHODS.

IT WILL PERMIT YOU TO CREATE A TUNE UP TO 20 NOTES LONG WITH OPTIONS FOR TONE, VOLUME, AND DURATION FOR EACH NOTE. THE PROGRAM IS RATHER SIMPLE SO THAT IT IS EASY TO UNDERSTAND AND IT ONLY ACCESSES THE FIRST VOICE. IT INCLUDES AN OPTION TO PRINT A HARDCOPY OF THE ROUTINE AND THE DATA FOR THE TUNE YOU CREATE. WITH THIS HARDCOPY YOU CAN ADD THE ROUTINE QUICKLY INTO YOUR OWN PROJECTS.

TO USE THE SOUND CHIP, YOU MUST FIRST RESERVE AN AREA OF MEMORY FOR THE ACCESS ROUTINE. THEN, WITH THIS ROUTINE YOU USE A FIVE STEP PROCESS. FIRST, POKE THE VOICE BASE FREQUENCY INTO THE HL BUFFER AND CALL THE ACCESS ROUTINE. NEXT POKE THE VOICE NOTE FREQUENCY INTO THE HL BUFFER AND CALL THE ACCESS ROUTINE. THEN POKE THE VOLUME INTO THE HL BUFFER AND CALL THE ACCESS ROUTINE. NEXT USE A DELAY LOOP FOR THE NOTE

```

100ONERR GOTO 650
110& SMARTNEXUS FILE #:1004
120& BY DATA DOCTOR
130& FOR NIAD & PUBLIC DOMAIN
140& INITIALIZE VARIABLES
150LOMEM :27414:POKE 17059, 13:POKE 17115, 23:POKE
17126, 244:TEXT:CLEAR:SPEED =255
160 SS%=27407: PP%=27413: BL%=CHR$(7):FOR X=1 TO 3:
BE%=BE%+BL%:NEXT: D%=20:PR #0:GOSUB 540
170DIM MU%(D%), VO%(D%), DE%(D%): CP%=16953:POKE CP%,
32
180 MM$(1)="CREATE NEW TUNE": MM$(2)="PLAY CURRENT
TUNE": MM$(3)="EDIT CURRENT TUNE": MM$(4)="HARDCOPY
TUNE ROUTINE"
190 MM$(5)="END SESSION":FOR X=SS% TO SS%+5:READ
ML:POKE X, ML:NEXT:DATA 58,21,107,211,255,201
200& MAIN MENU MODULE
210HOME:VTAB 2:HTAB 11:INVERSE:?" MAIN MENU ":NORMAL
220FOR X=1 TO 5:VTAB 2*X+4:HTAB 5:?" X: "- ";
MM$(X):NEXT
230VTAB 23:HTAB 1:GET MM$: MM%=VAL(MM%):IF MM%<1 OR
MM%>5 THEN ? BE%: :GOTO 230
240IF MM%>1 AND MM%<5 AND NN=0 THEN ? BE%: :GOTO 230
250GOSUB 540:ON MM% GOTO 270, 320, 340, 400, 570
260& CREATE TUNE MODULE
270HOME:VTAB 2:?" HOW MANY NOTES IN THIS":VTAB 4:?"
TUNE (1 - 20)?:GOSUB 560
280VTAB 4:HTAB 17:INPUT "": NN$: NN=INT(VAL(NN$)):IF
NN<1 OR NN>20 THEN ? BE%: :GOTO 270:GOSUB 540
290FOR X=1 TO NN:HOME:?" NOTE #:"; X: " (OF "; NN;
)":GOSUB 560
300GOSUB 590:GOSUB 610:GOSUB 630:NEXT:POKE CP%,
32:GOTO 210
310& PLAY TUNE MODULE
320HOME:VTAB 10:HTAB 7:FLASH:?" PLAYING YOUR TUNE
":NORMAL:GOSUB 500:GOSUB 520:GOTO 210

```



```

330& EDIT TUNE MODULE
340HOME:GOSUB 560:VTAB 2:INPUT " WHICH NOTE TO EDIT?
"; ED$:
350 ED%=VAL(ED$):IF ED%<1 OR ED%>NN THEN ? BE$: :GOTO
340
360 X=ED%:VTAB 5:? " PREVIOUS VALUE: "; MU%(ED%):GOSUB
590
370VTAB 9:? " PREVIOUS VALUE: "; VO%(ED%):GOSUB 610
380VTAB 13:? " PREVIOUS VALUE: "; DE%(ED%):GOSUB
630:POKE CP%, 32:GOTO 210
390& HARDCOPY MODULE
400HOME:VTAB 10:? " ALLIGN PAPER IN PRINTER.":VTAB
12:? " PRESS <RETURN> WHEN READY."
410VTAB 23:HTAB 1:GET GO$:IF GO$<>CHR$(13) THEN ? BE$:
:GOTO 410
420PR #1:?:? " 10 LOHEM:27414 : SS% = 27407: POKE SS%,
53: POKE SS%+1, 21: POKE SS%+2, 107"
430? " 20 POKE SS%+3,211:POKE SS%+4,255:POKE
SS%+5,201:PP%=SS%+6"
440? " 30 FOR X = 1 TO "; NN; ": READ
MU%(X),VO%(X),DE%(X):NEXT"
450FOR X=1 TO NN:? " "; 30+10*X; " DATA "; MU%(X);
"; VO%(X); "; DE%(X):NEXT
460 LN=40+10*NN:? " "; LN; " FOR TU = 1 TO "; NN; " :
POKE PP%,128: CALL SS%:POKE PP%, MU%(TU):CALL SS%"
470? " "; LN+10; "." POKE PP%, VO%(TU)+144:CALL SS%:FOR
TD=1 TO DE%(TU)*75:NEXT TD:NEXT TU"
480? " "; LN+20; " POKE PP%,159:CALL SS%":PR #0:GOTO
210
490& BOTTOMLINE TUNE ROUTINE
500FOR TU=1 TO NN:POKE PP%, 128:CALL SS%:POKE PP%,
MU%(TU):CALL SS%:POKE PP%, VO%(TU)+144:CALL SS%
510FOR TD=1 TO DE%(TU)*75:NEXT TD:NEXT TU:RETURN
520POKE PP%, 159:CALL SS%:RETURN
530& SIMPLE INPUT OKAY
540? BL$: :FOR TD=1 TO 150:NEXT:? BL$: :RETURN
550& USER KEYPRESS INFO
560VTAB 23:HTAB 2:? "-PRESS <RETURN> AFTER
TYPING-":POKE CP%, 95:RETURN
570TEXT:? " THANK YOU!!!":VTAB 23:HTAB 1:POKE CP%,
95:END
580& SAVE MEMORY WITH THIS ROUTINE
590VTAB 4:INPUT " ENTER TONE VALUE (0-63)? "; MU$:
MU%(X)=VAL(MU$):IF MU%(X)<0 OR MU%(X)>63 THEN ? BE$:
:GOTO 590
600GOTO 540
610VTAB 8:INPUT " ENTER VOLUME (0-15)? "; VO$:
VO%(X)=VAL(VO$):IF VO%(X)<0 OR VO%(X)>15 THEN ? BE$:
:GOTO 610
620GOTO 540
630VTAB 12:INPUT " ENTER DURATION (1-20)? "; DE$:
DE%(X)=VAL(DE$):IF DE%(X)<1 OR DE%(X)>20 THEN ? BE$:
:GOTO 630
640GOTO 540
650FOR X=1 TO 7:? BL$: :RUN

```

THIS IS A NICE PROGRAM THAT WILL PRODUCE A CATALOG LISTING OF THE FILES ON YOUR SMARTBASIC DOPS/ DISKS. FOLLOWING THIS PROGRAM IS A LISTING PRODUCED BY THIS PROGRAM OF THE FIRST FIVE NIAD PD BASIC VOLUMES.

```

10& CATALOG FILE CREATOR
20& BY BOB LENNES
30LOMEM :30025
40FOR A=28900 TO 28920:READ V:POKE A, V:NEXT
45DATA
205,138,252,62,8,33,72,113,1,0,0,17,1,0,205,243,252,50,
71,113,201
50POKE 16150, 255: D%=PEEK(16821)
60POKE 17115, 241:POKE 17126, 20:TEXT:POKE 17126, 15
70INVERSE:HTAB 5:? " CATALOG FILE CREATOR "
80HTAB 5:? " BY BOB LENNES ":NORMAL
100CLEAR:DIM FL$(35)
110 BK$=CHR$(8)
120 S%=2: O$(1)="DRIVE A (TAPE)": O$(2)="DRIVE C
(DISK)":GOSUB 900: P=P-48
130IF P=1 THEN D%=8
140IF P=2 THEN D%=4
150VTAB 2:? CHR$(24); " ONE MOMENT.. CATALOGING "; :IF
D%=8 THEN ? "TAPE"
170IF D%=4 THEN ? "DISK"
180POKE 28904, D%:POKE 28999, 0:CALL 28900
190IF PEEK(28999)=22 THEN ? CHR$(7); " DRIVE ERROR...
PLEASE RETRY.":FOR T=1 TO 1400:NEXT:RUN
200HOME:INVERSE:HTAB 2:? " CATALOG FILE CREATOR
":NORMAL
201? " INSERT "; :IF D%=8 THEN ? "TAPE "; :GOTO 203
202? "DISK ";
203? "TO SAVE DIR ON,"
204? " AND ENTER FILENAME: ";
205INPUT ""; NM$
206IF NM$="" THEN END
210 D$=CHR$(4):HTAB 1:? D$: "OPEN "; NM$
212? D$: "WRITE "; NM$
215VTAB 2:HTAB 6:? "DIRECTORY: "; :HTAB 17
220FOR N=29000 TO 29011
230IF PEEK(N)=3 THEN N=55307:GOTO 250
240? CHR$(PEEK(N));
250NEXT:VTAB 4:?
260FOR I=29000 TO 30000 STEP 26
270 P=PEEK(I+12):IF P<>16 AND P<>208 THEN 310
280FOR T=0 TO 10:IF PEEK(T+I)=3 THEN T=10:GOTO 300
290 LT=PEEK(T+I): FL$(NUM)=FL$(NUM)+CHR$(LT)
300NEXT T: NUM=NUM+1
310NEXT I
315?:VTAB 4
320FOR I=0 TO NUM-1 STEP 2
325? RIGHT$(FL$(I), 1); " "; LEFT$(FL$(I),
LEN(FL$(I))-1):VTAB 5
330 F$=FL$(I+1):IF F$<>"" THEN ? RIGHT$(F$, 1); " ";
LEFT$(F$, LEN(F$)-1)
335NEXT
340HTAB 1:? D$: "CLOSE "; NM$
350?:?:? "DIR OK UNDER FILE "; NM$:END

```



```

900& SLCT OPTION
910VTAB 18:HTAB 2:? CHR$(24); :POKE 64885, 0
920VTAB 23-s%
930INVERSE:? " SELECT OPTION:          "; :NORMAL
940 OS(S%+1)="ESCAPE"
950FOR N=1 TO S%+1
960HTAB 34:? " "; N; ")"; :HTAB 6:? OS(N); :NEXT:IF NO
THEN RETURN
970 P=PEEK(64885):IF P=0 THEN 970
972IF P=33 THEN P=49
973IF P=64 THEN P=50
974IF P>34 AND P<38 THEN P=P+16
975IF P=95 THEN P=54
980FOR N=1 TO S%:IF P=ASC(STR$(N)) THEN VTAB 18:?
CHR$(24):RETURN
985NEXT
990IF P<>ASC(STR$(S%+1)) AND P<>27 THEN POKE 64885,
0:GOTO 970
999END

```

DIRECTORY: NIADBASIC4

```

A LOCATERHGR A LOWRES      A DEADRINGER
A DISKDOCTOR A CARTCOPY   A DESRTDRAMA A BASICMOD
A LETTRCHASE A MUSICMAKER A MIMBACHDIN A MIMTESUBACH
H READ_ME    A GOLDEN     A SURROUND   A GRAVITY
A PANDORA    A ERASEFILE  A QUIZ       A SUB
A ESPCARDS  A ELIZA       A WORDPUZZLE A LOCKOUT
A MUSICVOICE A MUSIC_DOC

```

DIRECTORY: NIADBASIC#5

```

H README      A BALLOON      A BRKEVEN     A BUDGET
A CHANGER     H CHANGERDOC  A DRAGONLAIR H DRAGONDOC
A EXAMPLE1    A EXAMPLE2     A GETEM       A GLIDERS
A GRPAINT     A INTEREST     A KOALA       A MATHFUN
A PAYROLL     H PAYROLDOC   A PRESCHOOL  A RATIOS
H RATIOSDOC  A ROULETTE    H ROULETDOC  A SALPAY
H SALPAYDOC  A SPIRAL      A STRONGHOLD A SYMPATHY
A VECTORLIST A PAINTNIAD

```

NIAD SMARTBASIC PROGRAM LIBRARY- 5 VOLUMES (12/1/85)
LIBRARIAN: BOB LENNES, 14637 ATLANTIC, DOLTON, IL 60419

DIRECTORY: NIADBASIC6

```

A LANDER      H README      A LIFE        A ELIMINATOR
A NUCLEAR     A BOMBADVNT  A EVILONE     A EVILTWO
A SPANISH     A PIANOPLUS  A RE NUMBER   A SHOOTING
A STARTREK    A SHIPBATTLE A BLACKJACK   A OILDRILLER
A DISKPUZZLE A BREAKOUT    A HOCKEY      A INITDISK
A MAILLIST    A DAMAGETAPE

```

DIRECTORY: NIAD BASIC#1

```

A BLOCKS      A CANON3      A DRUMDEMO    A FONTEEDITOR
H FATFONT     A ICECREAM    A CONVERT     A LIBERTY
A CONCENTRAT  A BARGRAPH    A CRAYONS     A NOISEMAKER
A SPRITEDIT   A MATH        A TICTACTOE   A HANGMAN
A ZODIAC      A 3D          A HELIX       A DISPLAY
A SPIRAL      A MUSDEPART   A BANNER      A TICTACADAM
H README      A ABC

```

CPM 2.2 WORKSHOP

DIRECTORY: NIADBASIC2

```

A BACKGROUND A BARGRAPH.1 A BLOCKS.1   A CRAYONS
A KRYPTO     A KBEXAMPLE  A FEBLDARTIC A NOISEMAKER
H README     A SAYINGS    A HELLO      A GRAPHIC1
A MENUSELECT A SOLIDCIR   A DRAWIT     A CIRGEN
A CALENDAR   A CONVERT    A YEARCALNDR A PATTERNS
A SCHEDULE   A RHADNESS   A CANNONS    A PICMAKER
A TRUCKER    A TK         A SORT       A DICE
A SPHERE     A 3-DPLOTTER A 3DROTATE   A PLANETS
A SHOPPING

```

DIRECTORY: NIADBASIC3

```

A COLFIGS    A CALENDAR    A EVENTS     H CALNDR_DOC
A MUSICMAKER A OUTERSPACE  A U.S.FLAG   A WILDWEST
A TREKHIRE   A LABELS     A CBPIC      A BASICCALLS
A EASEL      A CROSSFIRE  H CROSFIRDOC A MOSTONE
H MUSICDOC   A NEXCOLDOC  A NEXUSCOLOR A INPUTCNTR
A INPTCTRDOC A BASCALLDOC A FINANCE    A SCHED

```

CPM CLINIC

MANY OF US HAVE SEEN THE MESSAGE: "MISSING BLOCK, ADJUST MEDIA, ABORT, RETRY" WHEN WE ARE TRYING TO READ OR WRITE TO A DATA PACK OR DISK. ALTHOUGH THIS MESSAGE SOUNDS OMINOUS IT USUALLY ISN'T. CPM IS VERY PARTICULAR ABOUT READING AND WRITING IN THAT IT PERFORMS CHECKING ROUTINES TO INSURE THERE ARE NO ERRORS. MOST OF THE TIME ALL YOU HAVE TO DO IS REMOVE THE DATA PACK OR DISK, REINSERT IT AND ENTER "R" FOR RETRY AND YOUR FILE WILL BE READ/ WRITTEN WITH NO PROBLEM. IF THIS DOES NOT WORK THEN YOU MAY HAVE A BAD BLOCK ON YOUR DATA PACK (USUALLY DOESN'T HAPPEN ON A DISK) WHICH USUALLY INDICATES IT WAS NOT FORMATTED PROPERLY OR IS DEFECTIVE.

NIAD PUBLIC DOMAIN PROGRAMS

SOME OF YOU HAVE HAD SOME PROBLEMS WITH THE NIAD PD PROGRAMS - HERE ARE THE MOST COMMON PROBLEMS AND SOLUTIONS:

1. THE NIAD PDS DO NOT CONTAIN THE CPM SYSTEM ON THEM AND HENCE CAN'T BE BOOTED BY HITTING THE RESET BUTTON. YOU MUST EITHER SYSGEN THE DATA PACK/ DISK (PAGE B37 OF THE CPM MANUAL) OR KEEP YOUR CPM PROGRAM IN DRIVE A: AND READ THE PD FROM B:,C: OR D:. IF YOU ONLY HAVE ONE DRIVE YOU MUST OF COURSE SYSGEN THE PD DATA PACK.
2. CPM USES SPECIFIC DRIVE NAMING CONVENTIONS - READ THE INSTRUCTIONS IN THE CPM WORKSHOP SECTION OF NIAD ISSUE #8 FOR INFORMATION ON COPYING FILES.
3. ALWAYS COPY THE PD FILES FROM THE PD DATA PACK/ DISK TO A WORKING DATA PACK/ DISK AND STORE THE ORIGINAL AS A BACKUP.
4. MANY OF THE PD FILES ARE LIBRARY FILES WITH A "LBR" EXTENSION. THESE FILES ARE COMPRESSED AND YOU MUST USE EITHER THE DE-LBR OR LU310 PROGRAMS TO "DELIBRARY" THEM. SEE ISSUE # 7 FOR INFORMATION ON THIS. PLEASE NOTE THAT YOU NEED TO HAVE PLENTY OF EMPTY ROOM ON YOUR DATA PACK/ DISK FOR THESE FILES ONCE THEY ARE DELIBRARIED.

FINALLY, PLEASE REALIZE THAT CPM IS NOT AN EASY OPERATING SYSTEM TO LEARN AND YOU MUST BE WILLING TO SPEND TIME READING YOUR CPM MANUAL. I ALSO STRONGLY SUGGEST YOU PURCHASE THE BOOK CPM USERS GUIDE BY T. HOGAN TO AID YOU IN LEARNING CPM.

NIAD CP/M PUBLIC DOMAIN LIBRARY
BY C KOLANDER

THIS MONTH WE WILL COVER PD DISK # 5. IF YOU HAVE ANY QUESTIONS NOT ANSWERED, PLEASE DROP US A LINE AND ASK.

SDCPY.COM - THIS PROGRAM IS ANOTHER SINGLE DISK DRIVE COPY UTILITY, BY THIS I MEAN THAT YOU CAN COPY PROGRAMS FROM ONE DISK TO ANOTHER WHILE HAVING ONLY ONE DISK DRIVE. THE MAIN DIFFERENCE BETWEEN THIS AND SDDU.COM IS THAT THIS ONE ALLOWS WILDCARD NAME USE FOR COPYING (EXAMPLE..SDCPY MYP??G.*). INVOKING SDCPY WITHOUT A PROGRAM NAME WILL SHOW CORRECT SYNTAX USAGE.

XMODEM8.AQM (COM) - THESE PROGRAMS ARE ACTUALLY MBOOT3(ADMBOOT) REVISED. THE ONLY DIFFERENCE BETWEEN IT AND ADMBOOT IS THAT IT ALLOWS YOU TO TURN OFF THE MODEM WITHOUT HAVING TO TURN THE COMPUTER OFF THEN ON AND REBOOTING CP/M. THIS PROGRAM USES MODEM7 PROTOCOL AND IS INTENDED TO BE USED TO TRANSFER A BETTER MODEM PROGRAM TO NEW USERS ONLY, IT IS NOT A FULL FEATURED MODEM PROGRAM.

Z80.LBR - THIS LIBRARY CONTAINS A Z80 ASSEMBLER THAT ACCEPTS STANDARD ZILOG MNEMONICS. IT'S USE IS VERY SIMILAR TO THAT OF ASM.COM, EXCEPT THAT IT EXPECTS THE SOURCE CODE TO HAVE THE EXTENSION OF Z80. LOAD.COM, WHICH YOU RECEIVED WITH CP/M, IS USED TO TURN THE

RESULTING HEX FILE INTO A COMMAND FILE. WITH ADAM BEING A Z80 COMPUTER THIS ASSEMBLER IS A VERY GOOD SUBSTITUTE FOR ASM.COM, WHICH IS AN 8080 ASSEMBLER, IT ALLOWS YOU TO USE THE MORE POWERFUL INSTRUCTION SET OF THE Z80. ALSO INCLUDED IN THE LIBRARY ARE SOURCE CODES FOR VARIOUS FUNCTIONS, A SMALL DOCUMENTION FILE AND THE SOURCE CODE FOR THE ASSEMBLER ITSELF. THE FIRST THING TO DO WITH THIS FILE IS DELIBRARY IT TO A DATA PACK ONLY AS IT IS TOO LARGE FOR A DISK. THIS SET OF PROGRAMS ARE OF USE ONLY TO Z80 ASSEMBLY PROGRAMERS, THOSE WHO WISH TO LEARN Z80 PROGRAMING SHOULD LOOK AT LAST MONTHS COLUMN FOR TITLES TO SOME BOOKS THAT WILL HELP THEM LEARN.

VDO25.COM - THIS PROGRAM IS A VERY GOOD FULL SCREEN TEXT EDITOR SIMILAR TO WORDSTAR IN THE NON-DOCUMENT MODE. IT CAN'T BUFFER FILES ON A DISK LIKE WORDSTAR, BUT WITH ABOUT A 50K BUFFER THERE ISN'T MUCH NEED (THE PROGRAM AND THE WHOLE TEXT FILE MUST BE IN MEMORY). THIS VERSION HAS BEEN SET-UP FOR USE WITH THE ADAM. THE PROGRAM HAS MANY OF THE WORDSTAR COMMANDS, WHICH CAN BE VIEWED BY PRESSING *Q FOR QUICK COMMANDS, *K FOR BLOCK COMMANDS OR *J FOR SETTING HELP MENUS. AN EXAMPLE OF THE KINDS OF COMMANDS ARE, *V LETS YOU TOGGLE INSERT MODE ON/OFF, *G DELETES A LETTER, *Y DELETES A LINE ECT. A REAL NICE FEATURE OF THIS PROGRAM IS THE SPEED IT HAS IN MOVING YOU FROM ONE END OF THE FILE TO THE OTHER, ALL YOU HAVE TO TYPE IS A *QC AND YOUR AT THE BOTTOM, A *QR AND YOUR BACK AT THE TOP, TRY DOING THAT WITH SMARTWRITER. THIS PROGRAM IS REAL HANDY FOR THE PROGRAMMER, NO MORE RETYPING WHOLE LINES OR LEARNING HARD TO REMEMBER COMMANDS TO MAKE A CHANGE IN A SOURCE CODE, AS YOU HAVE TO WHEN USING ED OR EDIT.COM. ALL THE ADAM CURSOR KEYS WORK WITH THIS PROGRAM, JUST MOVE THE CURSOR TO THE SPOT YOU WANT TO CHANGE AND RETYPE IT, REAL EASY. OF COURSE THERE ARE A FEW THINGS THE PROGRAM LACKS (THERE ALWAYS ARE), FOR ONE THE BACKSPACE KEY DOESN'T SEEM TO WORK WITH THE PROGRAM. ANOTHER IS THAT WHEN YOU USE BLOCK MARKERS IT HARD TO TELL IF YOU MARKED THEM CORRECTLY. THERE ALSO ISN'T MUCH IN THE WAY OF PRINTER COMMANDS, NO FANCY PRINTING FROM THIS PROGRAM. ON ONE OF THE FUTURE PD DISKS WE WILL PUT THE OVERLAY ASM FILE SO CHANGES CAN BE MADE TO CORRECT SOME OF THE SHORT COMINGS.

DUU.COM - THIS PROGRAM IS A DISK EDITOR, THAT IS IT ALLOWS YOU TO MANIPULATE THE DISK IN VARIOUS WAYS. YOU CAN USE THE PROGRAM TO EXAMINE, CHANGE OR MOVE ANY SECTOR ON THE DISK. THIS PROGRAM IS MOSTLY USEFUL FOR SAVING CRASHED DISKS, ESPECIALLY TEXT FILES. THE FIRST THING I WOULD LIKE TO WARN ABOUT IS THAT BECAUSE OF THE NATURE OF A PROGRAM LIKE THIS, I WOULD RECOMMEND THAT YOU BACKUP ANY DISKS THAT YOU TRY TO USE WITH THIS PROGRAM. ONE WRONG COMMAND AND YOU COULD VERY EASILY WIPE OUT YOUR DISK. THE PROGRAM HAS A HELP FEATURE BUILT INTO IT, BUT THESE ARE JUST FOR REFERENCE AND ARE NOT TO HELPFUL TO SOMEONE THAT'S NOT REAL EXPERENCED AT USING A PROGRAM LIKE THIS. A BETTER VERSION OF THIS PROGRAM CAN BE FOUND ON NIAD PD DISK

BUSINESS PACK I BY L. MARSCHAND

#8, THAT ONE (DU-V89.LBR) HAS A VERY GOOD DOCUMENTION FILE INCLUDED. ANOTHER GOOD SOURCE OF INFORMATION ON USING DISK EDITORS CAN BE FOUND IN PROFILES (KAYPRO USERS MAGIZINE) SEPTEMBER AND OCTOBER ISSUES. I RECOMMEND READING THESE ARTICLES AS THEY SHOW HOW TO USE THE PROGRAM WITH THE NOVICE IN MIND. CONTACT ME IF YOU WANT THESE.

NEXT MONTH I WILL COVER NIAD PD DISK # 7 AS ALL OF DISK #6 IS THE 350 POINT VERSION OF ADVENTURE, A TEXT ADVENTURE GAME, AND HAS PRETTY MUCH EVERYTHING ANYONE COULD ASK FOR IN THE WAY OF DOCUMENTION ON THE DISK.

SMARTWRITER TIPS

MOST SERIOUS USERS OF SMARTWRITER HAVE DISCOVERED THE HORROR OF THE "CREEPING 1/2 CARRIAGE RETURN" PROBLEM. BASICALLY, WHENEVER YOU HAVE A BLANK LINE (MADE BY JUST ENTERING A CARRIAGE RETURN) IN THE MIDDLE OF A DOCUMENT, WHEN PRINTED 1 AND 1/2 CARRIAGE RETURNS WILL BE DONE FOR EACH OF THESE BLANK LINES. THIS IS NOT NORMALLY A PROBLEM AND MANY OF YOU MAY NOT EVEN NOTICE IT. HOWEVER, WHEN PRINTING MULTIPLE PAGE DOCUMENTS THESE 1/2 CARRIAGE RETURNS ARE CARRIED OVER FROM PAGE TO PAGE AND WILL MESS UP YOUR TOP AND BOTTOM MARGINS AND COULD RESULT IN SOME LINES GETTING CUT OFF AT THE BOTTOM OF A PAGE.

TOM KEENE AND PATTY MEDINA HAVE SENT IN SOLUTIONS TO THIS PROBLEM THAT SHOULD WORK FOR YOU. THE PROCEDURE IS AS FOLLOWS:

. IF YOU NEED TO ENTER A BLANK LINE, THE LINE IMMEDIATELY PRECEDING THE LINE YOU WANT TO BE BLANK MUST BE FLUSH WITH THE LEFT MARGIN I.E. IT MUST NOT HAVE ANY SPACES IN FRONT OF THE FIRST WORD PER PATTY. IF THIS IS NOT THE CASE THE MARGINS OF THE DOCUMENT WILL BE MESSED UP.

. IN THE FIRST SPACE OF THE LINE YOU WANT TO BE BLANK DO THE FOLLOWING:

1. HIT THE SUPER/SUBSCRIPT KEY
2. HIT SUBSCRIPT
3. ENTER A SPACE WITH THE SPACEBAR
4. HIT THE DONE KEY
5. ENTER A CARRIAGE RETURN

THIS PROCEDURE SHOULD INSURE YOU NOT GETTING THE "CREEPING 1/2 CARRIAGE RETURN". PLEASE SEE LAST MONTHS SMARTWRITER TIPS WORKSHOP FOR SOME OTHER TIPS ON VERTICAL MARGINS IF YOU WANT TO EXACTLY CENTER TEXT VERTICALLY ON EACH PAGE.

PLEASE SEND IN ANY COMMENTS AND SUGGESTIONS ON SMARTWRITER FOR THIS COLUMN.

THIS IS ONE OF THE FIRST BUSINESS ONLY PROGRAMS FOR THE ADAM AND CONSISTS OF THREE SEPARATE PROGRAMS WRITTEN SMARTBASIC.

SOFTFILER IS A NAME/ ADDRESS DATABASE PROGRAM CAPABLE OF STORING 200 RECORDS IN EACH OF SEVERAL FILES. THE 200 LIMITATION IS BECAUSE THE ENTIRE FILE IS BROUGHT INTO MEMORY FOR PROCESSING. YOU CAN CREATE RECORDS, EDIT, DELETE AND REVIEW THEM. YOU CAN ALSO ENTER DATA INTO A CATEGORY FIELD FOR LATER USE IN PRINTING AND RETRIEVING. THIS IS A GENERAL PURPOSE FIELD THAT ALLOWS THE USER TO ENTER COMMON DATA TO GROUP NAMES I.E. STATE, AREA CODE, ORDER STATUS, ETC.

MATLERII IS THE PRINTING PROGRAM FOR SOFTFILER. YOU CAN PRINT ENVELOPES, MAILING LABELS, LISTS EITHER INDIVIDUALLY, BY NAME, RECORD #, ZIP CODE AND THE CATEGORY ASSIGNED TO THAT RECORD. THIS PROGRAM IS VERY FLEXIBLE AND ALLOWS YOU TO PRINT ALL OR ANY PORTION OF THE FILE AND WILL EITHER STOP AFTER EACH PAGE OR PRINT CONTINUOUSLY IF YOU SELECT THE TRACTOR FEED OPTION.

SOFTSTOCK IS AN INVENTORY CONTROL PROGRAM FOR SMALL BUSINESSES. UP TO 200 STOCK ITEMS CAN BE STORED AND PROCESSED IN A SPECIFIC FILE. DATA FIELDS INCLUDED ARE:

- STOCK #
- VENDOR NAME
- PRODUCT NAME
- QUANTITY
- REORDER POINT
- NUMBER ON ORDER
- TOTAL SOLD
- COST
- RETAIL PRICE

FULL EDITTING OF THE DATA FOR EACH STOCK ITEM IS AVAILABLE. BY REDUCING THE QUANTITY ON HAND AS YOU SELL ITEMS, THE PROGRAM WILL GIVE YOU A MESSAGE IF YOU HAVE GONE BELOW YOUR ORDER POINT. THERE IS ALSO A "REORDER CHECK" FUNCTION WHICH WILL SCAN ALL RECORDS AND LIST (ON THE SCREEN OR PRINTER) ALL ITEMS BELOW THERE REORDER POINT.

ALL THREE PROGRAMS ARE VERY WELL DONE, USING COLOR TO ENHANCE THE UTILITY OF THE PROGRAM. INPUT ROUTINES ARE GOOD AND YOU ARE GIVEN AN OPTION TO CHECK EACH RECORD AFTER INPUT FOR CORRECTIONS.

I HIGHLY RECOMMEND THIS PACKAGE FOR THE SMALL BUSINESS OWNER. PLEASE NOTE THAT BUSINESS PACK WILL WORK FINE WITH OTHER PRINTERS ATTACHED TO THE ADAM VIA THE SP-1

INTERFACE AND USING THE NEW VERSION OF THE SP-1 SOFTWARE THAT MODIFIES THE DISK MANAGER SOFTWARE.

RATING - A

BASIC MANAGER
BY PRACTICAL PROGRAMS
REVIEW W. HOTEL

THIS IS A COLLECTION OF 4 UTILITY PROGRAMS. INCLUDED IS FASTRUN CONVERTER, INITITALL, HELLO, AND BSM.

HELLO LOADS PARALLEL PRINTER DRIVERS FOR THE SP-1 INTERFACE, THEN LOADS BASIC MANAGER. SP-1 DRIVERS ARE LOADED IN AN AREA THAT REQUIRES NO PROGRAM LOMEM RECONFIGURATION.

FASTRUN CONVERTS BASIC PROGRAMS INTO BINARY FILES. THEY STATE LOAD TIME OF UP TO 11 TIMES FASTER. WHAT IT ACTUALLY DOES IS TAKE YOUR BASIC PROGRAM AS IT IS ACTUALLY STORED IN MEMORY AFTER YOU NORMAL LOAD IT. THIS MEANS IT HAS GONE THRU THE BASIC INTERPRETER AND IS NOT IN NORMAL READABLE FORHAT. LOAD TIME IS DECREASED SINCE THIS BINARY VERSION IS USUALLY SMALLER AND TIME IS ALSO SAVED DURING LOADING SINCE THE PROGRAM HAS ALREADY BEEN INTERPRETED BY BASIC. THE FASTRUN VERSION PROGRAMS ARE RUN BY THE BRUN COMMAND AND ARE NOT VIEWABLE UNDER WORD PROCESSOR SINCE THEY ARE BINARY. WITH ONERR CODING, YOU CAN EVEN KEEP THE PROGRAM FROM BEING INTERRUPTED BY CNTL-C AND THUS CAN NOT BE LISTED UNDER BASIC.

(MY UTILDUMP (FROM DISK) USES 23 BLOCKS - LOADS IN 90 SECONDS -- FASTRUN VERSION USES 20 BLOCKS - LOADS IN 10 SECONDS)

INITIALL INITIALIZES OR RENAMES VOLUME-ID ON DISK OR TAPE. DISK IS PROPERLY INITILZED TO 160 BLOCKS. YOU CAN EVEN REINIT THE BASIC DISK/TAPE WITHOUT DESTROYING THE SMARTBASIC PORTION, JUST THE CATALOGED DATA AREA.

BSM (BASIC MANAGER) THIS IS ACTUALLY A MULTI FUNCTION PROGRAM AND IS SMARTKEY DRIVEN. THE FUNCTIONS ARE

- CATALOG ON CURRENT SELECTED DRIVE
- DISPLAY CHANGE SCREEN COLORS
- RESELECT CURRENT DRIVE

*- RUN THE PROGRAM SELECTED FROM SCREEN DISPLAY

*- LOAD " " " " " "

- WP RETURN TO WORD PROCESSOR
- UNDO RETURN TO BASIC (BSM CLEARED)
- REN RENAME SELECTED FILE
- UNDEL RECOVER BACKUP FILES OR RESTORE DELETED FILES (IF NOT YET WRITTEN OVER)
- DEL DELETE LOCKED FILE
- UNLK UNLOCK LOCKED FILES

* THESE WORK AND DISPLAY (ON THE SCREEN) ONLY LOCKED FILES. IF YOUR MEDIA CONTAINS 10 FILES AND 3 ARE LOCKED, ONLY THOSE 3 ARE DISPLAYED AND AVAILABLE FOR RUN/LOAD OPTION. IF YOU WANT THE OTHERS DISPLAYED FOR RUN/LOAD, YOU SIMPLY LOCK THEM. OTHER FILES ARE LISTED BY CATALOG AND AVAILABLE FOR NON * OPTIONS.

UNLIKE VIEWLOAD (REVIEWED IN LAST ISSUE), BSM ACTUALLY DISPLAYS (FOR RUN/LOAD) THE LOCKED FILES ON THE SELECTED TPE/DISK. CHANGING THE TAPE/DISK WILL REDISPLAY THE LOCKED FILES ON THAT MEDIA. NOTHING HAS TO BE CHANGED IN THE BSM PROGRAM.

ALL IN ALL, THIS IS A VERY USEFUL SET OF PROGRAMS. FASTRUN IS GREAT FOR INCREASING LOAD TIME ON BASIC PROGRAMS (ONCE YOU CREATE THE FASTRUN VERSION OF YOUR ORIGINAL BASIC PROGRAM). BSM OFFERS MANY USEFUL FUNCTIONS FOR FILE HANDLING IN BASIC AND IS FAIRLY USER-FRIENDLY. STORING BSM ON EACH OF YOUR DISK/TAPES CONTAING PROGRAMS, MAKES BSM READILY AVAILABLE TO USE WITHOUT SWAPPING MEDAI TO LOAD IT IN FOR THAT TAPE/DISK.

RATING - B+
PRACTICAL PROGRAMS
PO Box 244
KALAMAZOO, MI 49005

\$29.95 INC S/H

NOTE: MULTICART BACKUP REVIEWED LAST MONTH IS \$10.95 FROM PRACTICAL

STRATEGY STRAIN I By L. MARSCHAND

THIS SERIES OF SEVEN SMARTBASIC PROGRAMS FROM DATA DOCTOR IS GEARED FOR THE LOGICAL THINKERS AMONGST ADAM OWNERS !

I WAS IMPRESSED BY MANY OF THE OVERALL "NICETIES" DATA DOCTOR HAS PROVIDED FOR THE PURCHASERS OF THIS FINE DATA PACK FULL OF PROGRAMS. THE FOLLOWING ARE NOTABLE AND REALLY ADD TO THE OVERALL QUALITY OF STRATEGY STRAIN -

. ALL THE PROGRAMS ARE CONTROLLED FROM A CENTRAL MENU DIRECTORY PROGRAM THAT ALLOWS YOU TO PICK AND RUN A PROGRAM. ONCE DONE WITH A PARTICULAR PROGRAM (OR IF YOU JUST WANT TO GET OUT OF IT YOU CAN HIT ESCAPE OR CONTROL-C) YOU BRANCH BACK TO THE MENU PROGRAM FOR ANOTHER SELECTION.

. ALL PROGRAMS UTILIZE A FAST LOADER THAT IS SO GOOD IT LOADS FROM DATA PACK AS FAST AS A DISK WOULD NORMALLY TAKE ! NO LONG WAITS FOR YOUR PROGRAM TO LOAD.

. COLOR IS WELL DONE IN ALL PROGRAMS

. ON THE GAMES WITH SKILL LEVELS AND/OR OPTIONS YOU ARE GIVEN THE OPTION TO VIEW AND CHANGE THESE OPTIONS AFTER SETTING THEM AND AFTER EACH GAME

. WELL WRITTEN AND COMPLETE INSTRUCTIONS - 28 PAGES WORTH.

. INPUTS ARE WELL DONE WITH TONES AND FULL BACKSPACE CORRECTION ROUTINES.

ALL THESE ENHANCEMENTS MAKE THESE PROGRAMS VERY USER FRIENDLY AND GREATLY ADD TO THEIR FUNCTIONALITY.

1. FIXXATOR IS A READING DRILL PROGRAM. YOU SELECT VARIOUS SKILL LEVELS (LETTERS, NUMERALS, BOTH LETTERS AND NUMERALS, WORDS, PHRASES) AND THE WORD IS PRESENTED FOR THE NUMBER OF SECONDS YOU SELECTED. YOU MUST THEN DUPLICATE THE ITEM PRESENTED FOR POINTS. THIS PROGRAM TEACHES CONCENTRATION AND A FORM OF SPEED READING IN WHICH YOU ARE FORCED TO "SEE" THE WHOLE WORD/ PHRASE AT ONCE.

2. KLINGON CHALLENGE IS A SOUPED UP VERSION OF THE COMPUTER CLASSIC STAR TREK GAME. YOUR JOB IS TO DEFEND THE GALAXY AND WIPE OUT THE KLINGON SHIPS BEFORE THEY GET YOU. THERE ARE THREE SKILL LEVELS. AS COMMANDER YOU HAVE 16 CONTROL OPTIONS WHICH INCLUDE 5 OFFENSIVE WEAPONS - PHASERS, FRONT AND REAR PHOTON TORPEDOES, ERG BOLTS AND ANTIMATTER BOMBS AND 9 DEFENSIVE MANEUVERS INCLUDING A CLOAKING DEVICE THAT MAKES THE ENTERPRISE DISAPPEAR FROM VIEW. AS COMMANDER YOU MUST DIVERT POWER TO REPAIRS IF YOU ARE DAMAGED, TO WEAPONS TO BLAST AWAY A CLOSE KLINGON. YOU MUST ALSO MOVE THE ENTERPRISE AROUND THE GALAXY WITH THE WARP ENGINES. THIS IS A TOUGH GAME THAT REQUIRES CONCENTRATION AND PRACTICE.

3. LUNAR MODULE IS ALSO A CLASSIC COMPUTER GAME WHERE YOU MUST LAND A LUNAR LANDER ON THE MOON WITH A LIMITED AMOUNT OF FUEL. IT IS A WELL DONE GAME FOR CHILDREN.

4. SCRAMBLER IS A GAME THAT PRESENTS A SCRAMBLED WORD (YOU CHOOSE THE LENGTH FROM 3 TO 11 LETTERS) AND GIVES YOU A TIME LIMIT (FROM 30 SECONDS TO 7 MINUTES) TO DECODE AND ENTER IT. YOU ENTER THE LETTERS WITH THE KEYPAD BY ROLLING THROUGH THE ALPHABET WITH THE JOYSTICK. IF YOU ENTER AN INCORRECT WORD, ANY CORRECT LETTERS WILL BE DISPLAYED AND YOU CAN TRY AGAIN IF YOU HAVE TIME REMAINING.

5. TOWERS OF HANOI IS A GREAT LOGIC GAME IN WHICH YOU MUST MOVE A VARIABLE NUMBER OF DIFFERENT SIZE DISKS FROM ONE PEG TO ANOTHER IN THE SHORTEST NUMBER OF MOVES. THE TRICK IS THAT YOU CAN'T MOVE A LARGE DISK ON TOP OF A SMALL ONE. THE SKILL LEVELS RANGE FROM 4 DISKS AND 3 PEGS TO 6 DISKS AND 4 PEGS, WHICH IS REAL TOUGH. NICE COLOR GRAPHICS ARE USED.

6. U-GUESS CONTAINS 3 NUMBER GAMES:

- A) HIGH LOW
- B) VARIABLE WHICH DISPLAYS UP TO 20 EQUATIONS WITH 4 VARIABLES WHICH YOU USE TO GUESS THE VALUES OF THE VARIABLES
- C) NUMBER SERIES PRESENTS GROUPS OF NUMBERS IN A SERIES AND ASKS YOU TO FIND THE PATTERN AND ENTER THE NEXT NUMBER.

WHAT!?! IS A CRAZY GAME IN WHICH YOU COMPETE AGAINST ADAM TO ENTER 3 LETTER COMBINATIONS WHERE NEITHER YOU OR ADAM KNOW THE RULES. YOU MUST FIGURE OUT THE RULES AND GET TO 100 POINTS FIRST. TO MAKE IT REALLY CRAZY THE RULES MAY RANDOMLY CHANGE DURING THE GAME!
IF YOU ARE INTO LOGIC GAMES STRATEGY STRAIN IS FOR YOU

RATING - A

2010
TEXT ADVENTURE GAME
BY COLECO

REVIEW W. HOTEL

THIS IS THE DDP VERSION OF 2010. IT IS NOT THE SAME AS THE CARTRIDGE 2010: GRAPHIC ACTION GAME, ALTHOUGH BOTH ARE BASED ON THE MOVIE 2010. THIS IS AN ACTUAL TEXT ADVENTURE GAME. THE PREMISE IS:

YOU ARRIVE AT THE U.S. SPACESHIP DISCOVERY VIA THE RUSSIAN SHIP LENOV. THE DISCOVERY HAS BEEN ORBITTING JUPITER SINCE AN EARLIER MISSION (2001) MYSTERIOUSLY DISAPPEARED. THE ORBIT IS DECAYING AND THE SHIP IS IN DANGER OF CRASHING. YOU START OUT IN THE LENOV POD, MISHA. YOUR MISSION IS TO BOARD THE DISCOVERY, RESTART THE SHIP, AND RETURN HER SAFELY TO EARTH BEFORE IT CRASHES INTO THE JUPITER MOON IO.

PROBLEMS TO CONSIDER.

1. CURRENT CONDITION OF DISCOVERY IS UNKNOWN. POSSIBLE DAMAGE TO THE SHIP'S HULL, AS WELL AS, ANTENNA, SENSORS, AND CIRCUITS.
2. CONDITION OF HAL-9000 COMPUTER IS UNKNOWN. IF REACTIVATED, ASSISTANCE BY HAL COULD BE INVALUABLE TO REPAIR OF SHIP. SINCE CAUSE OF PRIOR BREAKDOWN IS UNKNOWN, REACTIVATION COULD BE A GAMBLE.
3. RUSSIAN PRESENCE COULD BE A PROBLEM.

THE GAME DOES NOT USE THE CONTROLLER, BUT INSTEAD CLEVERLY USES THE SMARTKEYS AND OTHER KEYBOARD KEYS. THE MAJORITY OF THE TIME, THE SCREEN SHOWS THE TEXT PORTION WITH SMARTKEY DEFINITION AT THE BOTTOM. THERE ARE A FEW GRAPHIC DISPLAYS, FOR EXAMPLE, AT THE END OF GAME WHEN YOU SUCCESSFULLY COMPLETE A MISSION. THERE IS ALSO A DISPLAY OF SOME INSTRUMENTATION STATUS. THE TEXT PORTION IS ALSO INTERESTING, IN THAT, THEY'VE CREATED THE TEXT FONT SET AND DISPLAY TO BE CAPABLE OF 48 CHARACTERS ON A LINE, WITHOUT TOO MUCH LOSS OF READABILITY.

THEY ALSO HAVE DONE SOMETHING DIFFERENT, AND I FIND MORE USEFUL THEN OTHER TEXT ADVENTURE GAMES. INSTEAD OF USING THE NORMAL VERB-NOUN APPROACH, WHERE YOU TYPE IN THE COMMANDS, THEY UTILIZE THE SMARTKEYS AND OTHER KEYS (TO REDEFINE THE SMARTKEYS). THESE DO ALL THE NEEDED FUNCTIONS. MOVEMENT IS CONTROLLED BY THE ARROWS. THE ARROW KEYS ALSO CONTROL YOUR POINTER WHEN SELECTING FROM ITEM LISTS.

YOUR PHYSICAL CONDITION (BREATHING) CAN BE HEARD IN THE BACKGROUND. AS YOU NEED AIR, YOUR BREATHING BECOMES MORE PRONOUNCED AND QUICKER.

THROUGH YOUR TRAVELS, YOU CAN EXAMINE THE AREA YOU ARE IN, THE EQUIPMENT AND ITEMS IN THAT AREA, OR ANY PODS IN THE AREA. YOU CAN ALSO CHECK LIFE SUPPORT CONDITIONS, SUCH AS, FOOD, WATER, REST, AND POWER. YOU MUST ALSO DO VARIOUS POWER AND SUPPLY RECHARGING AND MEDICAL REPAIRS. AS YOU FIND AREAS/ITEMS IN NEED OF REPAIR, YOU MUST USE THE CORRECT EQUIPMENT TO DO THE REPAIRS. VARIOUS PIECES OF EQUIPMENT CAN BE FOUND IN THE SHIP. YOU CAN CARRY 5 AT A TIME AND THEY ARE ALWAYS REPRESENTED ON THE SMARTKEYS.

YOU ALSO HAVE THE NICE OPTION OF SAVING A GAME IN PROGRESS AND RESTORING IT LATER. THEY HAVE A GAME ALREADY SAVED. THIS IS BASICALLY AN END OF GAME CONDITION WHERE YOU CAN START THE REACTORS AND MAIN ENGINES AND SEE THE END OF GAME GRAPHICS. TRY IT BEFORE YOU SAVE YOUR OWN GAME OVER IT.

SOME THINGS TO CONSIDER THRU THE GAME (DON'T READ THE NUMBERED ITEMS IF YOU DON'T WANT HINTS)

1. MAKE A MAP AS YOU GO ALONG AND KEEP TRACK OF ITEMS/AREAS. LOOK AT THE END OF GAME TO GET AN IDEA OF THE SHAPE OF DISCOVERY.
2. REMEMBER THAT THE 4 ARROW KEY MOVEMENTS REFLECT DIRECTION IN RELATION TO THE SHIP, NOT THE DIRECTION YOU'RE STANDING. IE, IF YOU GO LEFT THEN UP, THIS MEANS GO LEFT THEN MOVE TOWARD THE FRONT OF THE SHIP. IT IS NOT TURN LEFT THEN GO FORWARD.
3. READ THE REPLIES AFTER A MOVE TO GET YOUR BEARINGS. THE FIRST PROBLEM YOU WILL HAVE IS TO FIGURE OUT WHAT SIDE OF THE SHIP YOU'RE ON AND GET TO THE SHIP TO GET INSIDE.
4. WHEN TRAVELING INSIDE/OUTSIDE THE SHIP, IT MAY SOMETIMES BE NECESSARY TO GO LEFT/RIGHT TO PROCEED FORWARD/BACKWARD. REMEMBER, THE SHIP IS NOT A STRAIGHT LINE, BUT CAN FLAIR OUT/IN AT VARIOUS POINTS. BEING IN A POD OR JUST IN THE SPACESUIT MAY ALSO AFFECT YOU'RE MOVEMENT.

OVERALL, I FOUND THIS TO BE AN EXCELLENT GAME. IT'S TOO BAD COLECO WILL NOT BE DOING ANY MORE TEXT GAMES (OR ANY FOR THAT MATTER). THIS SHOULD GIVE YOU MANY HOURS OF ENJOYMENT IF YOU LIKE TEXT/PROBLEM SOLVING GAMES. THE ONLY DRAWBACK IS THE TAPE. AS YOU GO THRU VARIOUS STAGES OF THE GAME, IT GETS THE NEEDED INFO BY READING IT FROM TAPE. IT IS NOT PAINFULLY SLOW, BUT SLOW ENOUGH WHEN YOU'RE USE TO ALWAYS USING DISK. THIS IS, HOWEVER, A MINOR COMPLAINT AND MAYBE ONLY BOTHERS ME SINCE I VERY RARELY USE TAPE ANYMORE. OPENING/CLOSING GRAPHICS AND SOUND ARE VERY WELL DONE.

RECOMMEND
RATING: A+

2010
GRAPHIC ACTION GAME
BY COLECO
REVIEW W. MOTEL

THIS IS THE CARTRIDGE 2010 GAME, WHICH IS AN ACTION GAME, NOT A TEXT GAME LIKE THE DDP (SEE REVIEW ELSEWHERE).

YOU'RE TASK IS TO REACTIVATE THE VARIOUS CIRCUITS ON THE DISCOVERY. ONCE ACTIVATED, YOU CAN SUCCESSFULLY FIRE UP THE ENGINES TO REACH ORBIT, BEFORE DISCOVERY CRASHES INTO IO. THERE ARE 4 GAME OPTIONS (1 PLAYER) WHICH BASICALLY GIVE YOU DIFFERENT AMOUNTS OF TIME TO COMPLETE THE MISSION (OPTION 1 ALSO HAS HAL ACTIVATED TO ASSIST YOU IN REPAIRS).

2 BASIC SCREENS EXIST. THE MAIN SCREEN SHOWS AN OUTLINE VIEW OF DISCOVERY AND THE VARIOUS CIRCUIT LOCATIONS. THE LOWER PORTION SHOWS THE STATUS OF THE MAJOR SYSTEMS CONTROLLED BY THOSE CIRCUITS. ALSO SHOWN IS THE CURRENT ALTITUDE OF DISCOVERY ABOVE IO. ONCE YOU SELECT A CIRCUIT FROM THE MAIN SCREEN, YOU THEN GET A CLOSE UP OF THAT CIRCUIT. YOU USE THE CONTROLLED R TO POWER UP THE CIRCUIT, BY PROVIDING THE CORRECT PATH THRU THE COMPONENTS. PASSING THRU A COMPONENT TWICE OR BEING IN A COMPONENT WHEN THE ROVING MAGNETIC FLUX FIELD HITS IT, BLOWS THE COMPONENT. YOU MUST THEN REPAIR IT AND RETRY THE POWER-UP PROCEDURE. BESIDES NORMAL CIRCUITS, THERE ARE ALSO THE HAL COMPUTER CIRCUITS.

HERE YOU MUST PROVIDE THE PATH ONLY THRU THE HAL COMPONENTS. YOU ALSO NEED TO SOMETIMES CHANGE THE DIRECTION THE PATH WILL TAKE THRU THE COMPONENT (STRAIGHT, RIGHT TURN, OR BOUNCE BACK). ONCE HAL IS FUNCTIONING, HE CAN HELP IN POWER-UP OF OTHER CIRCUITS IN YOUR RACE AGAINST TIME.

GRAPHICS ARE WELL DONE IN THIS MAZE-TYPE GAME. GIVEN THE PREMISE OF REPAIRING CIRCUITS, YOU ARE BASICALLY PRESENTED WITH DIFFERENT MAZES IN THE FORM OF CIRCUITS. THE HAL CIRCUITS ALSO INJECT A DIFFERENCE BY YOUR NEED TO CHANGE DIRECTION.

THIS IS NOT A BAD GAME, ESPECIALLY IF YOU LIKE MAZES. POINTS ARE ACCUMULATED FOR POWERING CIRCUITS AND COMPLETING THE MISSION WITH TIME LEFT.

RATING - B

EVOLUTION
BY C KOLANDER

EVOLUTION IS A VIDEO GAME CARTRIDGE DESIGNED BY SIDNEY DEVELOPMENT FOR COLECO. IT FEATURES 7 DIFFERENT SCREENS, 6 OF THEM BEING PLAYABLE, 4 SKILL LEVELS AND A DEMO MODE. YOU START OUT AS AN AMOEBA, AND ARE TRANSFORMED IN TO A TADPOLE, RODENT, BEAVER, GORILLA

AND HUMAN, EACH BEING A DIFFERENT SCREEN AND CHALLENGE. AFTER COMPLETING ALL OF THE ROUNDS, THE EARTH IS SHOWN EXPLODING AND THE WHOLE EVOLUTIONARY PROCESS IS STARTED OVER AGAIN. THE GAME GRAPHICS ARE EXCELLENT WITH THE SOUND BEING AVERAGE. THE ONLY THINGS HOLDING THIS CART BACK ARE FIRST OF ALL THE STRANGE CONCEPT OF THIS GAME, AND SECOND THE LACK OF REPLAYABILITY OF THE GAME, IT JUST DOESN'T MAKE YOU WANT TO COME BACK FOR MORE. I BOUGHT IT AT KAY BEE TOYS FOR UNDER 10 DOLLARS AND DON'T REALLY THINK IT WAS WORTH THE MONEY, SO I HAVE TO GIVE IT A LOW RATING.

C-

MEMBER COMMENTS/

QUESTIONS & ANSWERS

. WHEN MY PARENTS ASKED ME WHAT I WANTED FOR CHRISTMAS, I TOLD THEM A DISK DRIVE FOR MY ADAM. THEY SAID THIS COST TOO MUCH, SO I SETTLED FOR RENEWING MY NIAD SUBSCRIPTION. OF THE THREE USER GROUPS THAT I'VE JOINED IN THE PAST YEAR, YOUR'S IS THE ONLY ONE WORTH RENEWING. I HOPE YOU HAVE A VERY NICE CHRISTMAS.

T. RINEHART

- THIS LETTER WAS SO CUTE I HAD TO PRINT IT THIS MONTH. THANK YOU FOR YOUR COMMENTS AND SUPPORT. I'M PROUD TO HAVE MEMBERS LIKE YOU.

. I HAVE BEEN INTRODUCED TO YOUR FANTASTIC NEWSLETTER BY MEMBERS OF M-TAG (METRO TORONTO ADAM GROUP) AND I FEEL COMPELLED TO NOT ONLY JOIN YOUR GROUP IMMEDIATELY BUT TO COMPLEMENT YOU ON THE EXCELLENT WORK YOU ARE DOING ON BEHALF FO ADAM OWNERS EVERYWHERE.

THIS IS MY FIRST COMPUTER AND AT THE AGE OF 55 I FEEL VERY MUCH LIKE AN OLD DOG LEARNING NEW TRICKS. YOUR EXCELLENT MAGAZINE WILL MAKE THIS TASK A GREAT DEAL EASIER.

I AM ALSO ENCLOSING AN ORDER FOR VARIOUS ITEMS AND ASSURE YOU THAT, IN VIEW OF ALL YOUR EFFORTS, I WILL ORDER ALL MY FUTURE NEEDS FROM YOU, WHEREVER POSSIBLE, TO ENCOURAGE YOUR CONTINUED SUPPORT.

D. SELWYN

- IT IS COMMENTS LIKE THESE THAT MAKE THIS JOB WORTHWHILE. GOD BLESS YOU FOR YOUR COMMENTS AND SUPPORT.

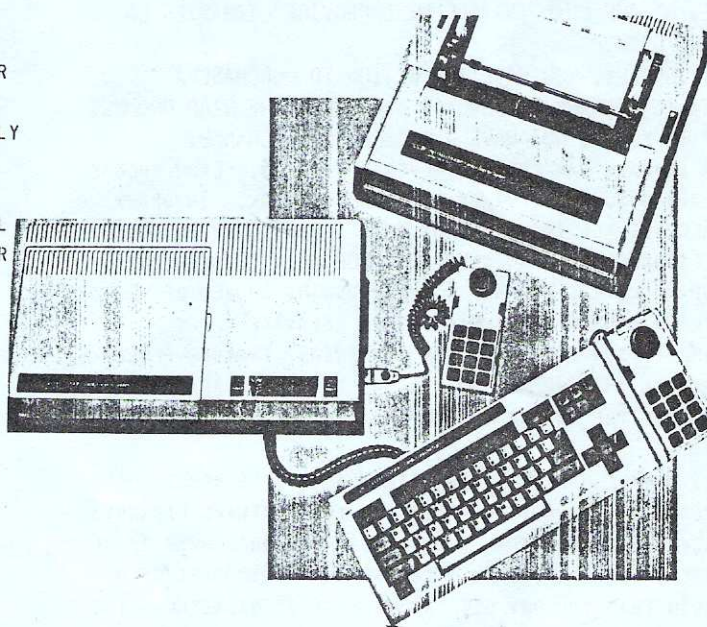
. FIRST OF ALL, LET ME TELL YOU WHAT A FINE NEWSLETTER YOU PUBLISH. I BELONG TO A NUMBER OF OTHER USER GROUPS, BUT NONE FO THE OTHERS HAS AS FINE AS ONE AS YOUR HAVE. IT SHOWS THAT YOU PUT ALOT OF TIME INTO IT TO GIVE YOUR MEMBERS AN INSIGHT INTO THE ADAM. MEMBERS, SUCH AS MYSELF, THAT ARE NEW TO THE WORLD OF COMPUTERS, CAN FIND MANY HINTS TO RUNNING TROUBLE FREE

PROGRAMS, AND RUNNING SOME VERY GOOD GRAPHICS PROGRAMS AS WELL. PERSONALLY, I CHECKED THE COMPUTER MARKET FOR ALMOST A YEAR BEFROE I FINALLY DECIDED ON THE ADAM, DUE TO ITS VERSATILITY, AND EASE OF USE. ALOT OF MY FRIENDS HAVE THE C-64, AND WHEN I FIRST SET UP ADAM, THEY ALL SAID "GOOD LUCK" WITH A HINT OF SARCAISM. AND AS SOON AS I STARTED GETTING INTO MY ADAM, I RECEIVED WORD THAT COLECO CEASED PRODUCTION. WELL LET ME TELL YOU, I WAS JUST ABOUT TO PUT ADAM IN THE CLOSET. I LIVE IN A CITY OF 20,000 IN CANADA, AND IT IS NEAR IMPOSSIBLE TO GET SOFTWARE LOCALLY. SO MY OLDEST DAUGHTER BOUGHT A FAMILY COMPUTING MAGAZINE AND SHOWED ME THE ADS IN THE BACK. SHE SUGGESTED I WRITE SOME LETTERS AND LO AND BEHOLD I NOW HAVE A BINDER FULL OF INFORMATION.

S. E. HOLMBERG

- THANK YOU FOR THE NICE COMMENTS, THEY ARE REALLY APPRECIATED BY THE NIAD STAFF. IT IS SO NICE TO SEE A POTENTIAL "CLOSETED" ADAM GET NEW LIFE THROUGH THE MANY PEOPLE NOW SUPPORTING THE ADAM. THIS IS WHAT USER GROUPS ARE ALL ABOUT.

. GARY WESTERN HAS SOME PROGRAMS FOR SELL/ TRADE FROM OTHER NIAD MEMBERS. PLEASE CONTACT HIM AT 208 POISAL ST CLARKSVILLE, IA 50619



SOFTWARE EXCHANGE

EXPANSIVE LIBRARY FOR NIAD.

NIAD SUPPORTS A SOFTWARE EXCHANGE FOR ALL MEMBERS IN ORDER TO SUPPLY PUBLIC DOMAIN AND NON-COPYRIGHTED PROGRAMS. "LIBRARIES" WILL BE MAINTAINED FOR EACH OF THE MAJOR SOFTWARE PRODUCTS BY A NIAD MEMBER. CURRENT LIBRARIANS ARE:

THE OTHER WAY OF OBTAINING AN INDIVIDUAL VOLUME OF A LIBRARY IS VIA THE BUYING SERVICE ORDER FORM. THE COST OF \$6.00 IS FOR ONE VOLUME (E.G. # BNDV1) AND INCLUDES THE DDP OR DISK. NOTE: SINCE THE LIBRARY IS SO LARGE, WE WILL NO LONGER LIST THE FILES IN EACH LIBRARY. IF YOU DESIRE THIS INFORMATION PLEASE SEND A STAMPED SELF ADDRESSED ENVELOPE REQUESTING THE PD LIBRARY LIST.

- SMARTBASIC >>>>>>>>> B. LENNES
14637 ATLANTIC
DOLTON, IL 60419
- SMARTLOGO >>>>>>>>> BARRY WALLIS
2140 BESSANT ST
SAN BERNADINO, CA 92404
- ADAMCALC >>>>>>>>> GREG VAN VALKENBURG
701 POND VIEW DR
AUDUBON, PA 19403
- UTILITIES >>>>>>>>> L. MARSCHAND
- CPM 2.2 >>>>>>>>>>> C. KOLANDER
1295 A PEARL AVE
GLENDALE HTS, IL 60139

SOFTWARE EXCHANGE RULES:

NOTE: WE ARE CHANGING AND WILL PROVIDE LIBRARIES ON DDP OR DISK.

ADDITIONALLY, YOU HAVE THE OPTION TO PURCHASE A SPECIFIC LIBRARY FOR ONLY \$ 6.00 FROM THE NIAD PRODUCT LIST IF YOU DO NOT HAVE A PROGRAM TO EXCHANGE.

EACH LIBRARY MAY CONTAIN SEVERAL VOLUMES. EACH VOLUME (NUMBERED 1,2,3, ETC) IS ON A DDP OR DISK. IN ORDER TO RECEIVE ALL THE PROGRAMS IN A SPECIFIC VOLUME UNDER THE EXCHANGE PROGRAM SEND A ** DDP ONLY ** WITH ONE PROGRAM FOR THE LIBRARY (ALL PROGRAMS SHOULD BE TESTED AND WELL DOCUMENTED VIA A SEPARATE DOCUMENTATION FILE) TO THE LIBRARIAN. INCLUDE A SELF ADDRESSED AND STAMPED RETURN MAILER. THE LIBRARIAN WILL COPY THE ENTIRE ,VOLUME ON YOUR DDP AND RETURN IT TO YOU.

NOTE: I HAVE HAD SOME COMPLAINTS ABOUT THE REQUIREMENT OF SUBMITTING ONE PROGRAM TO GET THE SOFTWARE LIBRARY. PLEASE BE ADVISED THAT THESE PROGRAMS DON'T HAVE TO BE WRITTEN BY YOURSELF. THEY CAN BE ANY NON-COPYRIGHTED PROGRAM THAT YOU MAY GET FROM A BOOK OR MAGAZINE. YOU NON-PROGRAMMERS CAN DO US ALL A GREAT SERVICE BY TYPING IN THESE PROGRAMS, RUNNING THEM TO MAKE SURE THEY WORK AND SENDING THEM IN. I DON'T THINK THIS IS TOO MUCH TO ASK FOR WHAT YOU WILL RECEIVE. EVERYONE, PLEASE SUBMIT YOUR PROGRAMS TO CREATE AN

PRODUCT LIST

SOFTWARE (DDP UNLESS NOTED)

SMART LOGO 7600 \$ 51.95
 EXPERTYPE 7602;9610 DSK \$ 31.95
 SMART FILER 7813;9656 DSK \$ 15.95
 RECIPE FILE 7814;9657 DSK \$ 15.95
 SMART LTRS/FORMS
 7805;9613 DSK \$ 20.95
 FLASHCARD MAKER 7662 \$ 20.95
 FLASHFACTS (TRIVIA 2902,
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HOOKS UNTO THE ADAM PRINTER AS ORIGINALLY DESIGNED TO PROVIDE FOR FEEDING OF PIN-FED CONTINUOUS FORM PAPER. PROVIDES CONSISTENT ALIGNMENT AND ADVANCING OF PAPER. ALL METAL DESIGN - GUARANTEED.

PRINTER STAND/ON/OFF SWITCH \$ 18.95

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***NOT YET AVAILABLE

This is an example of Gothic 12 # 89750, a Qume Superstrike print wheel.

This is an example of WP Script 12 # 82181. Note these special characters: \oplus π ω

This is an example of Elite 12 # 89753, a Qume Superstrike print wheel.

This is an example of Orator 90 # 89757, a Qume Superstrike print wheel.

This is an example of Courier 72 # 89761, a Qume Superstrike print wheel.