

**OMAHA ADAM USERS CLUB NEWSLETTER**  
**OCT/NOV 93 # 56**

The oldest active ADAM newsletter in the USA  
Established 11 July 1984 by Norman R. Castro

**SUBSCRIPTIONS:** This newsletter is published 6 times a calendar year. \$5 to any US address; \$7 to Canada (Dollars, US currency), and \$10 Foreign (in US funds). Cost per issue \$1.50

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If you or anyone wants a **FREE** copy of this newsletter just send me **TWO** First Class postage stamps **ONLY** to: Norman R. Castro, 809W 33rd Avenue, Bellevue, NE 68005. Tell others of this offer. Thanks...

I now support 7 Game Systems with game instructions reprints

ADAM/COLECOVISION, RCA STUDIO II, ATARI 5200, FAIRCHILD, INTELLIVISION, ODYSSEY 500 game unit & VECTREX. Just send **TWO** First Class Postage Stamps **ONLY** for samples of your choice of system/s.

I also offer reduced size reprints of the following ADAM newsletters at \$3 each PostPaid.

**ADAM COMPUTING TODAY (ACT)**

ADAM-LINK of UTAH issues 1 thru 7 ALL 7 ISSUES \$17 Foreign \$19  
ADAM TECHNICAL JOURNAL ALL 3 ISSUES for \$8 Foreign \$10  
ColecoVision EXPERIENCE Mag ALL THREE ISSUES \$8 Foreign \$10  
EXPANDABLE COMPUTER NEWS Any 6 issues for \$14  
GARDEN OF ADAM (The only issue issued) INCLUDES 2 inserts

**BACK ISSUES:** Back issues of this newsletter are available. Any 6 issues (1 years worth) \$4.25. Two years \$8. 4 years \$15. SPECIAL sale 6 years \$20 PostPaid Issue #1 was in July 1984.

**TRADES:** DAUC is happy to trade newsletters with any other ADAM organization: Address inquiries to Norman R. Castro, 809 West 33rd Avenue, BELLEVUE, NE 68005

DAUC is a member of ADAM NEWS NETWORK (A.N.N.). For info contact: BOB BLAIR, 6552 N. 400 East Street, Kendallville, IN 46755 \$25 year for 24 disks +. NOTE: This **NEW LOW PRICE** is an exceptional value.

This is from Norman. I've finally bought myself a IBM clone from **CASTLE COMPUTERS**. I now have a 80386/33 SX with 4 Megs Ram, 105 IDE Hard Drive, SVGA CARD W/512K Trident, SVGA MONITOR 14" .39 1024x768, 3-1/2 and 5-1/4 Floppies all in a Mini Tower case, 200ps, 5 Bay. The keyboard is a Focus 2001 w/cover, Super IDE cont., 2 serial, 1 printer, and 1 Game port. Of course a three button mouse and MS-DOS ver 6.0 plus a Sport Joystick completes this.

In the meantime I also have WINDOWS 3.1 because I wanted to use **MAHJONGG** with a choice of Tile designs.

Some of my favorites are:

Animal Math (Grand daughter, age 5) - (ShareWare)  
Bert's Dinosaurs (Grand daughter, age 5) - (ShareWare)  
Brix (ShareWare EX+) - (ShareWare)  
Eight Ball Deluxe (Pinball game)  
Hoyle Book of Games, Volume 1 (Old Maid is great)  
Mahjongg (One for DOS and one for Windows)  
Monopoly Deluxe - (by far the best)  
Shooting Gallery - (ShareWare)  
Solitaire Royale - (ShareWare)  
Tristan (Pinball Game)  
Video Catalog

I'm getting familiar with Directory instead of Catalog and about a **ROOT** directory. I haven't played many games for such a long time and now I am taking time out for myself. It's great to be retired.

I will still support the ADAM both locally and Nation wide. No more meetings until some else starts them up once again. Nine years of doing it by myself is enough. I have both my ADAM and DOS set up on a table 48" wide by 29" deep. To do this I have my ADAM up on the wall on a shelf 36" long by 12" deep. My disk drive and an A/B printer switch box along with the joystick are overhead.

My Panasonic KX-1180, a ADAM power source is behind this printer, Mini-Tower and a 12" B&W TV are on this table desk. Next to this on my left is a typing table with a Color 15" TV and on top of that my 14" Color Monitor.

As I work with DOS I find that not all documentation files will print out so I use my ADAM while DOS is on the monitor. I made a 12 page instruction manual on Solitaire Royale that has 13 different games. Two for children. Both Harold and Ashley (grand daughter) are able to play this by themselves.

I am so very thankful that I discovered ADAM and how useful it has been and will be for many years to come. My one printer serves both computers.

This is from NIAD, 8125 W. Catherine, Chicago, IL 60656 Phone: (312) 775-0409. Your one stop Classic Game Source:

We buy/sell new and used video game cartridges for the Atari 2600, 5200, and 7800; ColecoVision and ADAM; and Intellelevision Game Systems and Computers. They also specialize in the conversion of most major graphic files from other computers (AMIGA, ATARI, IBM, MacINTOSH and TANDY) to RLE format for use on the ADAM. For a catalog call or write to Fred Horvat at:

FMH I.S. GAMES  
P.O. Box 493  
CHESTERLAND, OH 44026  
Phone: (216) 729-0761

From Norman Don't forget ADAM'S HOUSE also also has cartridges for both Coleco and ADAM.

From Norman Don't forget R & R SOFTWARE at PO Box 2081, HANDOVER, MA 02339 Phone: (617) 878-4365.

22-DISK V1.39 has been released by SYDEX, PO Box 5700, EUGENE, OR 97405 Phone: (503) 683-6033. This is the popular CP/M to MS-DOS and vice versa conversion utility that runs on MS-DOS machines. It can be obtained by sending \$25 + \$5 shipping/handling to SYDEX.

WAYNE'S TRAINS By LOCO SOFTWARE is the first commercial release by Wayne Blackmer. It is a mammoth collection, THREE disks or two data packs, of graphic pictures dealing with the subject of Trains and RailRoads. All of the picture files are stored in PowerPAINT 10K Binary format and include: 13 Steam and Diesel Engines; 3 Caboose, and 9 assorted RailRoad cars. Also included are: 5 Engine Clip-Art files and SIX (6) Sprite Files containing miscellaneous RailRoad related depictions.

Wayne's Trains is a VERY IMPRESSIVE collection of graphics for use with PowerPoint and compatible programs. For all you train hobbist out there or just plain old graphic nuts, this is a must have collection. The detail of the drawings is second to none. The price is only \$19.95 on disk or DDP plus \$5 for UPS or US Mail.

This is from Norman I agree I have this and plan on printing an actual Locomotive at the bottom of this column and the next column.

This is from A.N.N., Bob Blair, 6522 N. 400 East Street, KENDALLVILLE, IN 46755. \$25 a year for 24 disks +. Economy is big with ADAM users, and Ed Pruitt, writing in the July 93 PUGET SOUND ADAM NEWSNET says EBONIZE Ink Spray is what we need. "I now pay less than a dollar for a re-inked ribbon. The ribbons I use on my Diablo daisy wheel printer normally cost about \$6 to \$7 each. With a can of EBONIZE Ink Spray, I can re-use the same ribbon over several times."

EBONIZE Ink Spray is \$14.95 and \$2 shipping (US \$) from EAP CO., PO Box 14, KELLER, TX 76248. Phone: (817) 498-4242 and they take Visa and MasterCard.

This is from ADAM'S HOUSE, Route 2, Box 2756, PEARLAND, TX 77581-9503 Phone: (713) 482-5040. One of our biggest changes for our AIM SUBSCRIBERS is that you NO LONGER will need to pay shipping, when we ship in the continental United States; and our Canadian Subscribers only pay one-half the normal stated fees for AIR MAIL PARCEL POST.

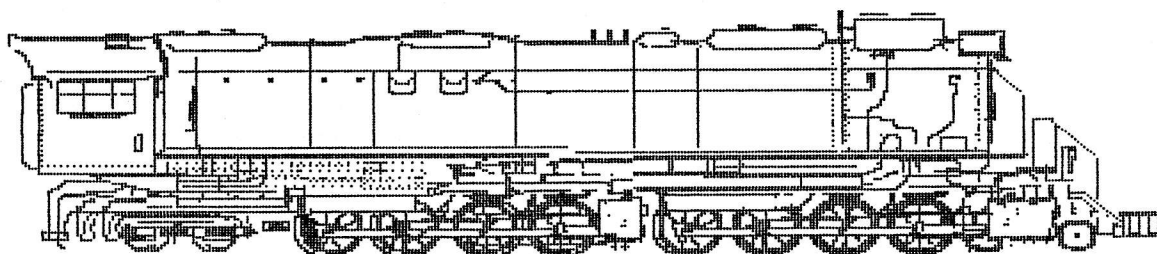
One thing that we have received information on recently may be of interest after a bit of reprogramming to combine the best of TWO LATER VERSION OF THE SMARTWRITER PROGRAM. Most of us have an R80 version of SmartWriter built into our ADAMS. You can discover this by turning on your ADAM and pressing the Control Key (hold it down) and press the R key (Letter R/r) on your keyboard, revealing a SmartKEY Box that will say, we hope R80 while you are in the Electronic Typewriter Mode. Two other versions of SmartWriter are R81 and R84. R81 corrects problems with freeze ups and sound, while R84 provides some additions without correcting some problems.

When time and demand are available, the two programs will be hopefully be reassembled with the best of both, but I am told it is no small project when the source code used by Coleco Programmers is still a mystery.

This is from METRO, James Poulin, 1146 Manatee Drive, ROCKLEDGE, FL 32955 Phone: (407) 631-0958. \$20 year.

ADAMCON 06 will be held in Sarasota Florida in October, 1994. The final date has not yet been determined. The convention will be jointly sponsored by MOAUG, SFAUG, ECAUG, and OSCAR'S COMPUTERS. They have been planning for this for two years.

Norman Castro, 809W 33rd Ave, Bellevue, NE 68005 (402) 291-4405



## WHY YOU SHOULD BUY GAME INSTRUCTIONS FROM CASTRO

I have over 140 Game Cartridges for my COLECO and ADAM that I purchased for my families enjoyment. Eventually COLECO stopped production of the ADAM Computer and all related software for it and their COLECOVISION system. Other third party software developers also stopped production of cartridge games. Products for the ADAM computer continue to grow and expand with software for sale in Digital Data Pack and Disk format. Most of the games in cartridge format have become public domain and now sell for a \$5 price for each game and in some cases a group of games for \$5 to \$12. I see a real need for the supporting instructions to help the players achieve new discoveries in their quest for maybe a new approach to these excellent Arcade games. Send TWO First Class Postage Stamps for FREE samples.

Since I have so many different games I started to make copies of the instructions to put in a three ring note book next to my chair for a ready reference to my growing collection. Friends started asking for copies and now I am ready to offer them to you if you have either misplaced, lost or your puppy chewed them up. I offer QUALITY work that I am proud of for the following reasons.

PAGES ARE NUMBERED when needed with rub-on numbers.

RE-DO SCORE/POINTS on SmartWriter as some of the instructions are printed on a colored background and during a normal copy machine product these characters can NOT be read as the background is often darker then the points listed. I then insert my redos in place of the original.

OPAQUE WHITE CORRECTION FLUID is used to cover blemishes

REDUCED SIZE INSTRUCTIONS are rich in detail and are only reduced to 1/2 half their original size to permit a maximum of 8 pages to fit on a 8-1/2 by 11 inch sheet. Most of the ATARI 5200 INSTRUCTIONS have only 4 pages that will fit on one sheet. Some 11 by 17 original INSTRUCTION SHEETS are only reduced to fit on a 8-1/2 by 11 inch sheet. Examples are 2010 The Graphic Action Game 'Blue-Print', Keystone Kelly, Tapper and Kangaroo(ATARI 5200).

LINES between pages make each page stand on its own.

SCORE SHEETS/WORKING SHEETS included if in original INSTRUCTIONS. Example "Super Action Baseball" came with a hand size score pad which I included 6 on one sheet for you to use as a master to produce extras to fill out as needed. For all orders of 10 or more sets I have prepared two different score sheets. One is good for 64 Games and up to 32 Players scores while the Mission Log is good for 4 Games and up to 68 Players scores.

GAME INSTRUCTIONS MAILED FLAT and by FIRST CLASS MAIL

MY SHIPPING CHARGES ARE MINIMAL WHILE MY QUALITY IS MAXIMIZED

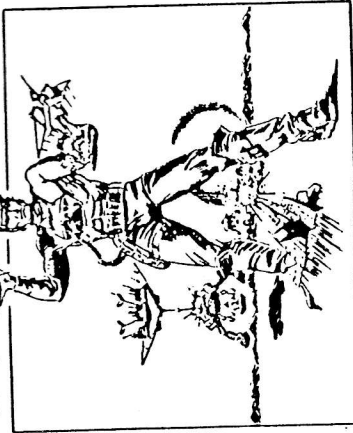
Norman R. Castro, 809W 33rd Ave., Bellevue, NE 68005, (402) 291-4405

FOR  
**COLECOVISION™**  
& **ADAM™**  
SMART COMPUTER SYSTEM

Guide No. 14352  
**THE BUCK ROGERS™  
CHRONICLE**

The Official  
**BUCK ROGERS™**  
PLANET OF ZOOM™  
THE SERIES™

• For One or Two Players  
• Select from Four Skill Levels



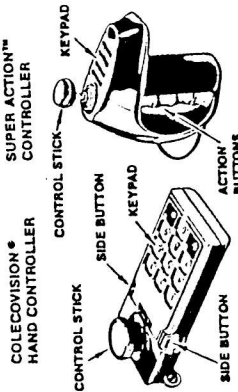
The Buck Rogers™ lighter is at your command! Follow the Buck Rogers™ Chronicle in battling ruthless aliens who are trying to take control of the Planet of Zoom™

**COLECO**

SAMPLE

### USING YOUR CONTROLS

1. Keypad: Keypad Buttons 1-8 allow you to select your game options.



2. Control Stick: Maneuvering the Buck Rogers™ lighter should come second nature: Press the Control Stick up (away from you) to make the lighter rise. Press the Control Stick down (toward you) to bring it down. Press and hold the Control Stick left or right to make your lighter bank and move in the selected direction. But keep sharp: the lighter's auto-piloting system keeps the ship on course. Each time you release the Control Stick, the lighter moves left or right to center itself!

3. Side Buttons (ColecoVision™ Controller): Know your weapon and know how it works: Press either Side Button to fire laser blasts. Hold the button down for repeated shots.

4. Action Buttons (Super Action™ Controller): Press the Yellow or Orange Action Button to fire laser blasts. Hold it down for repeated shots.

NOTE: On the Super Action™ Controller, the Speed Roller and the Purple and Blue Action Button are not used.

### BUCK'S ADVENTURE!

Step into the command seat of the Buck Rogers™ lighter for a true space adventure! Follow Buck's journey as you read his chronicle and set out for the Planet of Zoom™. An alien intelligence has taken control of the area. You must get there before the alien force devastates the planet. Buck's problems are now your problems: blast off alien spacecraft, keep you from getting to the planet quickly and safely!

First race through a narrow trench and fend off attacks from devoured flying saucers and rockets that seem to have minds of their own. Then head out into deep, dark space for more battle!

If you succeed, you'll find yourself soaring over the desolate planet surface. Flying saucers, enemy planes and rockets make more attempts to halt your progress.

Then, another trench! Avoid crashing into energy barriers as you fight off marauding attackers. Back in deep space, asteroids are a threat as you maneuver your lighter around them to blast at assaulting aliens.

If you make it, as Buck did, your fighter rushes toward the mighty alien Command Ship. Blast its four engines, then eliminate the reactor gates. Once beyond the ship, your Buck Rogers™ lighter rushes forward as the battle starts all over and you face another challenge in your space career!

Don't dishonor Buck's legacy. Follow his words, listen to his advice, make use of his experience! It's now up to you to prove you're worthy to follow in his path!

Use your ColecoVision™ controllers or Super Action™ Controllers.

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### GETTING READY TO PLAY

MAKE SURE THE COLECOVISION™ UNIT OR ADAM™ IS OFF BEFORE INSERTING OR REMOVING A CARTRIDGE.

One-Player Plan  
Use the Port 1 controller.

Two-Player Plan (Alternating Pilots)  
Pilot 1 uses the Port 1 controller. Pilot 2 uses the Port 2 controller. Pilot 1 begins, and each turn at the controls lasts until the pilot loses a fighter. Control then shifts to Pilot 2.

Choose a Challenge.

Press the Reset Button. The Title Screen appears on your TV. Wait for the Option Screen to appear. Select the number of pilots and the skill level you want to play.

Skill 1 (Game Options 1 and 5) is the easiest and can be played by inexperienced gamers and trainees.

Skill 2 (Game Options 2 and 6) is a little harder. Aliens are trickier, tougher to evade.

Skill 3 (Game Options 3 and 7) is even more difficult! Enemies show little justice and no heart.

Skill 4 (Game Options 4 and 8) is the toughest challenge of all! Either you survive, or you don't!

Select an option by pressing the corresponding number button on either controller keypad.

HAVE OVER 120 GAME CARTRIDGES FOR COLECO/ADAM COMPLETE INSTRUCTIONS FOR EA GAME \$2 10 SETS FOR \$16. ADD \$1 S/H EA ORDER NORMAN CASTRO 809W 33RD AVE BELLEVUE, NE 68005 402 291-4405

SAMPLE

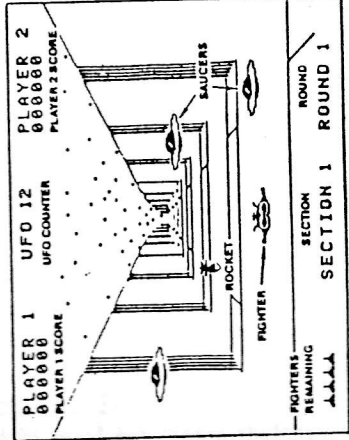
### FOREWORD

This is no simulated test, no textbook exercise. This is a battle against a formidable alien intelligence whose ultimate intent is control of the universe. My hopes and the hopes of all on the Planet of Zoom™ are depending on your skill, Pilot. Will you succeed?



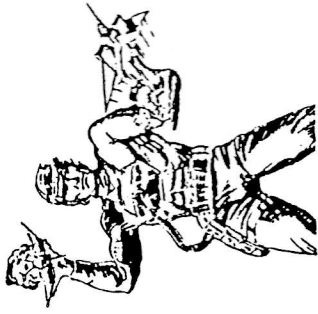
### Chapter 1: Into the Trench!

The fighter first appears in a long, narrow trench. Don't worry about how it got there, just worry about getting through! Got hold of the controls? Test them, and test your nerve!



6

### THE BUCK ROGERS™



### CHRONICLE

Prepare yourself, Pilot, for the dangerous journey ahead. Turn the page for a detailed account of what you'll face out in the great void of space . . . . .

5

Suddenly alien saucers whiz toward you, diving and banking as they begin their attack. Dodge and fire! But keep sharp. Saucers are not the only danger. Rockets bent on your destruction home in on you! They have a time fuse and explode when time's up. Shoot or dodge them before they go off! Collision with a saucer or rocket eliminates your fighter!

You can earn points back home for each saucer you eliminate, but not for eliminating rockets.

### Chapter 2: What Counts.

Check the UFO Counter. It registers the number of enemy saucers (but not rockets) picked up by your tracking beam. The UFO Counter is automatic and counts down each time you eliminate a flying saucer.

Time is what counts, too: You have a limited amount of time before moving on. To get to the next section of alien-infested space, either the UFO Counter must reach zero or your allotted time must run out.

Build up your score, Pilot, and try to get as many saucers as you can.

SAMPLE  
FOR SAMPLE SSAE

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# NORMANS RAILROAD

COPYRIGHT 1991

The self booting **WELCOME** screen takes you to an animated 4 car train ride via multiple screens to the **NCRR** depot where you can take control of the locomotive with your joystick and move it around the screen. **HOP ABOARD NOW !!**

**NOTE:** To make full use of this media you must already have **PowerPAINT (PP)**. With PP you can now design & print your Model Railroad Layout Track (Choice of 4 different track widths), complete with switches and crossovers. Very practical if you are modeling in more than one scale.

The **Sprite sets** (32 in each set) also include the Alphabet & Arithmetic symbols sitting on flatcars for you to print out exercises for children to fill out the answers. Both a Smiley and Sad face are included.

Your **stationery** letter heads can now have a R.R. theme. By using **Tractor Feed Card Stock**, available from **LYBEN**, you can produce **POSTCARDS, BULLETIN BOARD** notices and **ADS**.

Select from the 2 **RETURN ADDRESS LABELS** included. **Sprite sets** include normal and large RR Locos, Freight and Passenger cars. Make up and print out your train sets.

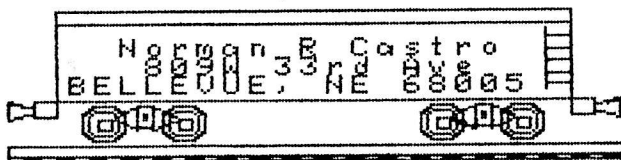
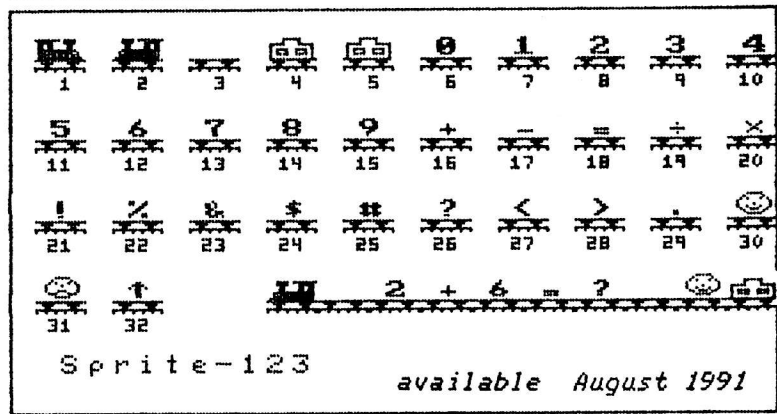
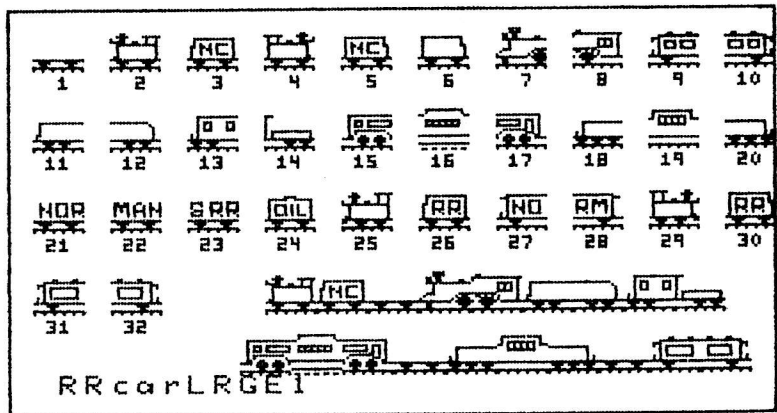
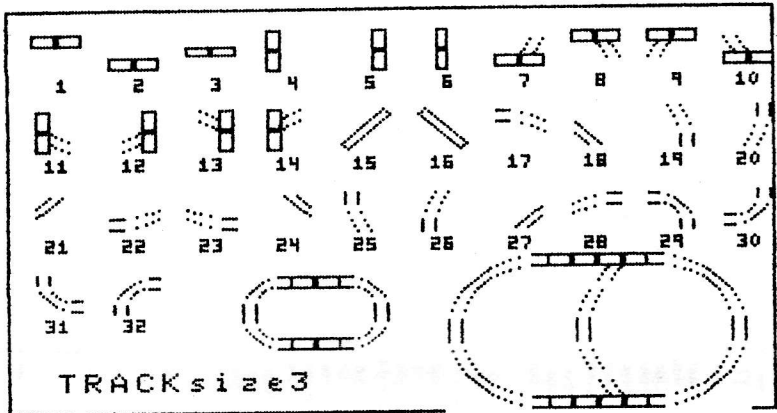
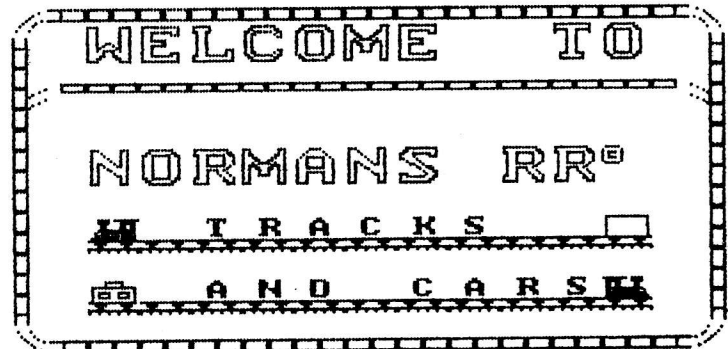
Two different Railroad **SPRITE DEMO PD** programs included. Many **REMark** statements should help you to make changes & thus understand **SmartBASIC** while having fun on **NORMANS RR**.

**Model RR inventory and work sheets** that you can print out via **SmartWRITER** are included. These were designed for my American Flyer, Marx, and Ives in Standard, O, S, and O27 gauge.

Over **125K** of useful Railroad theme utilities for only \$10 plus \$2 S/H on 160 disk or on DD Pack for \$12 + \$2 S/H.

**SYSTEM REQUIREMENTS:** ADAM Computer  
 PowerPAINT  
 64K Expander or larger  
 Dot Matrix Printer  
 Parallel Interface Card & Software

**SUMMARY:** PRINT OUT YOUR RR LAYOUT  
 2 RETURN ADDRESS LABELS  
 2 SPRITE DEMO PD PROGRAMS  
 MODEL RR INVENTORY WORKSHEETS  
 PRINT POSTCARDS AND ADVERTISEMENTS  
 OVER 125K OF FILES, PROGRAMS ETC



available August 1991

ADAM and COLECOVISION GAME INSTRUCTIONS LIST SEP - DEC - 93

I have over 140 Game Cartridges for ADAM/COLECO and offer complete instructions at \$2 for each or 10 sets for \$16 plus \$1 S/H per order of 1 to 10 sets

NOTE: I must charge \$3 for the following Game Instructions + \$1 S/H EACH:  
 DRAGON'S LAIR JUKEBOX SUPER ACTION DAMBUSTERS  
 SUPER ACTION FOOTBALL WIZMATH NOTE: Any 4 sets of the \$3 for \$10 + \$1

Norman R. Castro, 809W 33rd Avenue, Bellevue, NE 68005 (402) 291-4405.

2010 T/GRAPHICActionGAME	FROGGER	ROCK 'N' ROLL, ITS ONLY
2010 T/TEXT ADVENT(ADAM)	FROGGER, II THREEDEEP!	ROCKY
ALPHABET ZOO	FRONTLINE	ROC 'N ROPE
ANTARTIC ADVENTURE	GALAXIAN	ROLLOVERTURE
AQUATTACK	GATEWAY TO APSHAI	SAMMY LIGHTFOOT
ARTILLERY DUEL	GOLF	SECTOR ALPHA
BASEBALL, Super Action	GROG'S REVENGE(BCsQuest)	SEWER SAM
BEAMRIDER	GUST BUSTER	SIR LANCELOT
BESTofB AE&CHOPLIFT(ADAM)	GYRUSS	SLITHER
BESTof BC GROG'Sr/TIRES	HEIST, THE	SLURPY
BLACKJACK/POKER	H.E.R.O.	SMURF PAINTnPLAY WORKSHOP
BLOCKADE RUNNER	ILLUSIONS	SMURF RESCUE GARGAMEL'S C
BRAIN STRAINERS	JAMES BOND 007	SPACE FURY
BUCK ROGERS PLANETofZOOM	JUKEBOX \$3	SPACE PANIC
BUCK ROGERS (ADAM only)	JUMPMAN JUNIOR	SPY HUNTER
BUMP 'N' JUMP	JUNGLE HUNT	SPECTRON
BURGERTIME	KEYSTONE KAPERS	SQUISH"EM SAM
Cabbage P/ADV IN T/PARK	LADYBUG	STAR TREK
Cabbage P/PICTURE SHOW	LEARNING WITH LEEPER	STAR WARS, T/Arcade Game
CAMPAIGN' 84	LINKING LOGIC	SUBROC
CARNIVAL	LOGIC LEVELS	SUPER COBRA
CENTIPEDE	LOOPING	SUPER CROSS FORCE
CHOPLIFTER!	(MAKE-A-FACE) FACEMAKER	SUPER SUBROC
CHUCK NORRIS SUPERKICKS	MEMORY MANOR	TAPPER
CONGO BONGO	MINER 2049er	TARZAN
COSMIC AVENGER	MONKEY ACADEMY	TELLY TURTLE
DAM BUSTERS, THE	MONTEZUMA'S REVENGE	THRESHOLD
DAM BUSTERS SuperAction\$3	MOONSWEEPER	TIME PILOT
DANCE FANTASY	MOTOCROSS RACER	TOMARC THE BARBARIAN
DECATHLON	MOUSE TRAP	TOURNAMENT TENNIS
DEFENDER	MOUNTAIN KING	TROLLS TALE with MAPS
DESTRUCTOR	MR. DO	TURBO
DONKEYKONG (COLECO-Cart)	MR. DO!'S CASTLE	TUTANKHAM
DONKEYKONG (ADAM-Tape/D)	NOVA BLAST	UP 'N DOWN
DONKEYKONG JR (COLECO)	OIL'S WELL	VENTURE
DONKEYKONG JR(ADAM only)	OMEGA RACE	VICTORY
DRAGON FIRE	ONE-ON-ONE	WAR GAMES
DR.SEUSS-FIX-UP MIX puzz	PEPPER II	WAR ROOM
DRAGONsLAIR(ADAM only)\$3	PITFALL	WING WAR
DUKES OF HAZARD, THE	PITFALL II LOST CAVERNS	WIZMATH \$3
EVOLUTION	PITSTOP	WORD FEUD
FAMILY FEUD (ADAM only)	POPEYE	ZAXXON (ADAM-Tape/Disk)
FATHOM	Q*BERT	ZAXXON (COLECO Cart)
FLIPPER SLIPPER	Q*BERT'S CUBES	ZENJI
FOOTBALL, SuperAction \$3	QUEST FOR QUINTANA ROO	
FORTUNE BUILDER	QUEST FOR TIRES, BC'S	
FRACTION FEVER	RIVER RAID	
FRANTIC FREDDY	ROBIN HOOD	
FRENZY		

I offer complete instructions at \$2 for each item or 10 sets for \$16 + \$1 Shipping/Handling per order of 1 to 10 sets. You can mix & match from any system of the \$2 set of instructions.

NOTE: I must charge \$3 for the following instructions + \$1 (Shipping & H)  
 NOTE: Any mix of 4 sets of the \$3 instructions \$10 + \$1 S/H.

FLASHCARD MAKER	RECIPE FILER	SMART FILER
SUPER SKETCH	WACKYwordGAMES	EVE SS-CC SPEECH/CLOCK

\*\*\* NOTE: I must charge \$4 for ADDRESS BOOK FILER & AUTODIALER + \$ 1 S/H.  
 \*\*\* NOTE: I must charge \$4 for ADAM OPERATING TIPS BROCHURE + \$1 S/H \*\*\*  
 \*\*\* NOTE: I must charge \$4 for MARKET MONITOR + \$ 1 S/H \*\*\*  
 \*\*\* NOTE: I must charge \$4 for THE TAX PLANNER + \$ 1 S/H \*\*\*  
 \*\*\* NOTE: I must charge \$6 for ADAMCALC + \$2 for Shipping & Handling \*\*\*

ADAM 64K MEMORY EXPANDER

ADAM OPERATING TIPS BROCHURE, Revision 42464D has Important Information regarding the Use and Maintenance of your ADAM -- Includes System Check-Out, Op Hints, Trouble Shooting etc. \$4 + \$1 S/H

ADAMCALC complete instructions \$6 + \$2 S/H w/Quick Reference Guide

(ADAM) COLECO LINEAR POWER SUPPLY

ADDRESS BOOK FILER & AUTODIALER \$4 + \$1 S/H (original has over 50 pages)

COLECO VISION OWNERS MANUAL

DISK MANAGER SmartKEY CHART REFERENCE CARD + ACCESSING YOUR DISK DRIVE

EVE ME-64 64K MEMORY EXPANSION MODULE (64K Board)

EVE SS-CC SPEECH SYNTHESIZER/CLOCK CALANDER UNIT - Preliminary Doc \$3 + \$1

EXPANSION MODULE #1 (permits Atari 2600 Cartridge usage via COLECOVISION)

EXPANSION MODULE #2 (Driving)

EXPERTYPE

FLASHCARD MAKER \$3 + \$1 S/H

FLASH FACTS

MARKET MONITOR \$4 + \$1 S/H (original has over 50 pages)

MONITOR CABLE #7830

PERMA POWER BATTERY ELIMINATOR (Turbo)

PRINTER GENDER CHANGER - Eliminate excess linefeeds & carriage returns

RECIPE FILER \$3 + \$1 S/H

RFI-1 KIT (Sleeves for ADAM cables) to continue FCC certification

ROLLER CONTROLLER

ROLLER CONTROLLER SUPPLEMENT FOR ADAM

SECOND DIGITAL DATA DRIVE

SMART FILER w/QUICK REFERENCE GUIDE \$3 + \$1 S/H

SMART LETTER & FORMS

SUPER ACTION CONTROLLER SET

SUPER SKETCH \$3 + \$1 S/H

THE TAX PLANNER \$4 + \$1 S/H (original has 50 pages)

TRACTOR FEED

WACKY WORD GAMES \$3 + \$1 S/H

NOTE 2: I also offer game instructions for the following systems in addition to ADAM and COLECO. Atari 5200 (over 60), Fairchild (3), Intellivision (over 65), Odyssey 500 system, RCA STUDIO II (over 10), Vectrex (over 25). Send TWO First Class Postage Stamps only for free samples. Mention which game system/s you want.

**MATTEL ELECTRONICS®**  
**Intellivision™ Intelligent Television**  
**CARTRIDGE INSTRUCTIONS**

**Las Vegas POKER & BLACKJACK**



**Hill Stick! Raise! Discard! Drop!** You win! One or two dice in the dealer's hand in Las Vegas POKER & BLACKJACK. You have a choice of BLACKJACK, three different POKER games, and if you "win" you can play your pretend winnings from one game to another. Keep in mind you'll need to be sharp to outplay the computerized dealer—he knows what he's doing!

**HOW TO WIN!** Of course it helps to get lucky! Still, if you want to play winning INTELLIVISION™ card games, read this booklet.

**(FOR COLOR TV VIEWING ONLY)**  
 BLACKJACK • 5 & 7 CARD STUD • 5 CARD DRAW POKER  
 Illustrations: ©Mattel, Inc. 1979, Hawthorne, CA 90250.  
 All Rights Reserved. PRINTED IN HONG KONG.

both players lose their WALLETS, the DEALER will say "BANKRUPT!", followed by "WALLET?!", and the player can then enter new WALLETS. If only one player has lost his WALLET and wants to get back into the game, press reset, this will eliminate the WALLET of the remaining player who can then re-enter the same WALLET he had before pressing RESET.

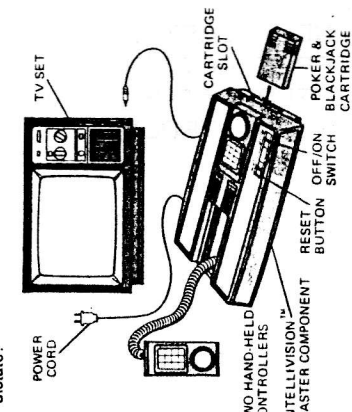


The amount in a player's WALLET will be carried over into the next cardgame whether the same game or a different one is selected. For example, if you still had \$200 left after poker and wanted to switch to Blackjack, the WALLET (\$200) would carry over.

3. Ready—after both players have entered their WALLETS, the DEALER will ask "READY?!" This is the time to select the game you want to play, which you do by pressing the corresponding name key on your Hand Controller. You can also tell the DEALER to choose the next game by pressing "DEALER'S CHOICE." Only a player who is still in the game (still has a WALLET) can select the next game.

4. Bet—rules of theoretical betting vary with each game (see instructions for individual games) but the following procedure applies to all games: Initially, when the DEALER asks "BET?!", you input your simulated BET by pressing the DIGIT Keys corresponding to the amount you want to BET, then pressing ENTER to confirm. In poker, to call, press CALL. To raise, press amount. (say \$25) followed by RAISE. If you want to change your simulated BET, press CLEAR before pressing ENTER. Then BET again. The amount of the BET will appear in each player's column just above the amount of the WALLET. As a

**OBJECT OF THE GAME:**  
 The whole idea is simple! You'll place your pretend bets and watch your simulated "WALLET" grow. Or watch it shrink as Lady Luck and your own card playing skill dictate!



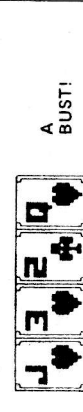
**MAKE SURE:**  
 MASTER COMPONENT is connected to the TV set and power cord is plugged in.  
 TV set is plugged in and properly adjusted.  
 LAS VEGAS POKER & BLACKJACK Cartridge is placed in slot and firmly engaged.  
 OFF/ON Switch is turned ON.

**PRESS RESET BUTTON:** This will appear on TV screen: "POKER & BLACKJACK."

player wins or loses, the amount of the BET will be added to or subtracted from his WALLET.  
 Note: In BLACKJACK, the DEALER does not BET. He merely acts as banker. In the POKER games, however, he can BET, CALL or RAISE just like the other players.

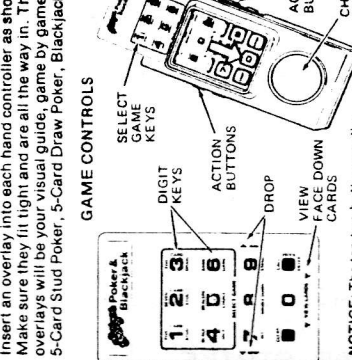


**Object of the Game:** To score as close to, but no higher than 21 points in a single hand while beating the dealer's total. If you are dealt a card that puts you over 21 points, you lose.  
**Card Values:** All numbered cards 2 through 10 count for their face value. An ace counts for either one or eleven points (player's and DEALER'S option). All picture cards Jack, Queen, and King count for 10 points. The highest hand you can have is BLACKJACK, 21 points in two cards, which therefore must include an Ace and either a picture card or a ten. Whoever gets BLACKJACK, player or DEALER, automatically wins. As we said earlier, if a player and the DEALER have tie hands, it's a "push". Nobody wins or loses (you will note that in this case the DEALER neither smiles nor frowns).



**HOW TO PLAY**  
 1. Turn Master Control Switch ON, insert cartridge, put LAS VEGAS POKER & BLACKJACK overlay in your Hand Controller, and press RESET.

**ADD OVERLAYS:** Find the two LAS VEGAS POKER & BLACKJACK keypad overlays in the cartridge package with this booklet.  
 Remove hand controllers from the console.  
 Insert an overlay into each hand controller as shown. Make sure they fit tight and are all the way in. The overlays will be your visual guide, game by game; 5-Card Stud Poker, 5-Card Draw Poker, Blackjack, etc.



**BRING ON THE DEALER!**  
 When you press View Disc on either hand controller, animated Dealer will appear on your TV screen.  
 Remember: he's computerized. He "talks" to you by means of cartoon balloons. Sometimes he only deals and acts as banker (Blackjack). Sometimes he participates (Poker)! Keep watching his eyes. He's shifty!

**BET?**

This INTELLIVISION sample represents what you can own to replace your lost/misplaced game instructions. This is page one of three pages for the Las Vegas POKER & BLACKJACK. However page 2, 5 and 6 were removed from this full size sample.

Notice that I included the FULL SIZE overlay in place of page 5. This overlay is an excellent example of my RE-DDs. The numbers 1, 4, 7 & the word DROP were intentionally left as a copy machine would normally copy the original booklet. As you can see these were not reproduced and required me to RE-DD these separately and then insert them over my master copy. VIEW CARDS was a RE-DD. Many overlays & pages are in color and the words/numbers will at times blend-in as one shade of gray or black and cannot be seen from normal copy machine copies. Some of my game instructions have taken me over three hours to finally get everything to be readable in my final copy to you, the customer.

Most of my Game Instructions sell for \$2 + \$1 Shipping/Handling or 10 sets for \$16 + \$1 S/H per order of 10. You can mix or match any game system \$2 set of instructions.

In addition to INTELLIVISION I offer Game Instructions for the following systems:

- ADAM/COLECO
- ATARI 5200
- FAIRCHILD
- ODYSSEY 500
- VECTREX

Send TWO First Class Postage Stamps for FREE samples and mention which system/s that you want.

Norman R. Castro, 809H 33rd Avenue, Bellevue, NE 68005 (402) 291-4405



INTELLIVISION GAME INSTRUCTIONS LIST SEP - DEC 93

I have over 65 Game Instructions for the INTELLIVISION Game System and offer complete instructions at \$2 for each game or 10 sets for \$16 plus \$1 Shipping/ Handling per order of 1 to 10. You can mix and match from any system of the \$2 set of instructions. The original booklets have been reduced in size to fit comfortably on 8-1/2" x 11" sheets of paper. The Control Pad OVERLAYS were NOT reduced in size and are included on the last page of my instructions.

NOTE: MR. BASIC MEETS BITS 'N BYTES original instruction manual is over 70 pages and I must ask \$3 for this one plus \$1 S/H. It includes 3 different overlays that are full size.

NOTE: I also offer game instructions for the following systems in addition to Intellivision. Atari 5200 (Over 60), Coleco/Adam (over 140), Fairchild (3), ODYSSEY 500, RCA STUDIO II (over 10), Vectrex (over 25): For FREE samples Send 2 First Class postage stamps & mention which game system/s you want. Thanks

Norman R. Castro, 809W 33rd Avenue, Bellevue, NE 68005 (402) 291-4405.

ARMOR BATTLE	HAPPY TRAILS	SNAFU
ASTROSMASH	HOCKEY, NFL	SOLAR SAILER, TRON
ATLANTIS	HORSE RACING	SPACE ARMADA
AUTO RACING	ICE TREK	SPACE BATTLE
B-17 BOMBER, Voice Synth	JETSON WAY WITH WORDS	SPACE HAWK
BACKGAMMON	KOOL-AID MAN	SPACE SPARTANS, VoiceSynth
BASEBALL	LOCK 'N' CHASE	STAMPEDE
BASEBALL, MAJOR LEAGUE	LOCO-MOTION	STAR STRIKE
BASKETBALL, NBA	MATH FUN	SUB HUNT
BEAUTY & THE BEAST	MAZE-A-TRON (Tron #2)	TENNIS
BOMB SQUAD, Voice Synths	MELODY BLASTER	THUNDER CASTLE
BOWLING	MICROSURGEON	TRIPPLE ACTION
BOXING	MISSION X	TREASUREofTARMIN D&DRAGNS
BURGERTIME	MOUSE TRAP	TROPICAL TROUBLE
BUZZ BOMERS	MRbasicMEETSbitsNbytes#3	UTOPIA
CARNIVAL	NIGHT STALKER	VECTRON
CHECKERS	PITFALL	WORD FUN
DEADLY DISKS, TRON (#1)	POKER & BLACKJACK, LasVegas	
DEMON ATTACK	POPEYE	
DIG DUG	REVERSI	
DONKEY KONG	ROYAL DEALER	
DRAGON FIRE	ROULETTE, LasVegas	
DUNGEONS&DRAGONS, Advance	SEA BATTLE	
FOOTBALL	SCOBBY DOO'S MAZE CHASE	
FROG BOG	SHARP SHOT	
GOLF, PGA	SKIING	

INTELLIVISION HARDWARE INSTRUCTIONS // also \$2 each plus \$1 S/H per order.

\*\*\* COMPUTER MODULE OWNER'S GUIDE \*\*\* \$5 + \$2 S/H (original has 100 Pages)

INTELLIVISION II MASTER COMPONENT OWNERS MANUAL

INTELLIVISION SYSTEM III MASTER COMPONENT OWNER'S MANUAL

SEARS VIDED ARCADE OWNER'S MANUAL

THE STICKLER (instructions only) JoyStick Knob Adpater replaces ControlDisc

VOICE SYNTHESIS MODULE

ATARI 5200 GAME INSTRUCTIONS LIST OCT - DEC 93

I have over 60 Game Instructions for the ATARI 5200 Game System and offer complete instructions at \$2 for each game or 10 sets for \$16 plus \$1 Shipping/Handling per order of 1 to 10. You can mix & match from any system of the \$2 set of instructions. The original booklets have been reduced in size to fit comfortably on 8-1/2" x 11" sheets of paper. The Control Pad OVERLAYS were NOT reduced in size and are included as long as I had them to copy. NOTE: w/o after the name signifies that OVERLAYS are included.

NOTE: I also offer game instructions for the following systems in addition to the ATARI 5200. Intellivision (over 65), Coleco/Adam (over 140), Fairchild (3), Odyssey 500 system, RCA STUDIO II (over 10), Vectrex (over 25). For FREE samples send 2 First Class postage stamps only and mention which game system/s you want. Thanks ....

NOTE 2: I must charge \$3 for the following Game Instructions + \$1 S/H.... Any mix of 4 sets of the \$3 instructions \$10 + \$1 Shipping/Handling....

FOOTBALL

SPACE SHUTTLE

STAR RAIDERS

Norman R. Castro, 809W 33rd Avenue, Bellevue, NE 68005 (402) 291-4405

ASTRO CHASE	KANGAROO	RIVER RAID w/o
BALLBLAZER	KEYSTONE KAPERS	ROBOTRON
BEAMRIDER	MARIO BROS.	SPACE DUNGEON
BERZERK	MEGAMANIA	SPACE INVADERS w/o
BLUEPRINT w/o	MINER 2049er	SPACE SHUTTLE \$3 w/o
BUCK ROGERS, Planet of Z	MISSILE COMMAND w/o	STAR RAIDERS \$3
CENTIPEDE	MONTEZUMA'S REVENGE	STAR TREK
CHOPLIFTER	MR. DO'S CASTLE	SUPER BREAKOUT w/o
CONGO BONGO	MOON PATROL	SUPER COBRA
COUNTERMEASURE w/o	MOUNTAIN KING w/o	VANGUARD
DECATHLON	MS PACMAN	WIZARD OF WOR w/o
DEFENDER	PAC MAN	ZENJI
DIG DUG	PENGO	ZONE RANGER
DREADNAUGHT FACTOR	PITFALL II	
FOOTBALL \$3	POLE POSITION	
FROGGER	POPEYE	
FROGGER II	Q*BERT	
GALAXIAN	QIZ	
GORF	QUEST FOR QUINTANA ROO	
GYRUSS	REAL SPORTS, BASEBALL w/o	
H.E.R.O.	REAL SPORTS, SOCCER w/o	
JOUST	REAL SPORTS, TENNIS w/o	
JUNGLE HUNT	RESCUE ON FRACTALUS	
KABOOM	RETURN of JEDI-DEATHstar BA	

ATARI 5200 INSTALLING INSTRUCTIONS ETC LIST each \$2 + \$1 S/H

ATARI 5200 SELF CENTERING INSTRUCTIONS

ATARI 5200 OWNER'S MANUAL

INSTALLING THE TV/GAME SWITCH BOX

MASTERPLAY 5200 INTERFACE

BALLBLAZER and RESCUE ON FRATALUS (Reviews only) BOTH \$1 postpaid.



This sample represents what you can own to replace your lost/misplaced game instructions. This is page one of two for the Atari 5200 Kangaroo arcade game for home use. However the front cover was moved to the left to permit me to list the GAME INSTRUCTIONS available from me at \$2 for each game plus \$1 Shipping/Handling or ten for \$16 + \$1. STAR RAIDERS will cost \$3 for each set of Instructions + \$1 S/H.

- |                                    |                    |
|------------------------------------|--------------------|
| BERZERK                            | BLUE PRINT         |
| CENTIPEDE                          | COUNTERMEASURE     |
| DIG DUG                            | DREADNAUGHT FACTOR |
| GALAXIAN                           | JOUST              |
| JUNGLE HUNT                        | KANGAROO           |
| KEYSTONE KAPERS                    | MARIO BROS.        |
| MEGAMANIA                          | MISSILE COMMAND    |
| MONTEZUMA'S REV.                   | MR. DO'S CASTLE    |
| MOON PATROL                        | MOUNTAIN KING      |
| MS PACMAN                          | PAC MAN            |
| PENGO                              | POLE POSITION      |
| QIZ                                | ROBOTRON           |
| RETURN OF THE JEDI-DEATH STAR BAT. |                    |
| SPACE DUNGEON                      | SPACE INVADERS     |
| SPACE SHUTTLE \$3                  | STAR RAIDERS \$3   |
| STAR TREK                          | SUPER BREAKOUT     |
| VANGUARD                           | WIZARD OF WOR      |

Desperate for Game Instructions?:

- I have for COLECO/ADAM:
- |                      |                    |
|----------------------|--------------------|
| BEAMRIDER            | BUCK ROGERS PLANET |
| CHOPLIFTER           | DEFENDER           |
| FROGGER              | FROGGER II: THREED |
| GORF                 | MINER 2049er       |
| PITFALL              | PITFALL II LOST CA |
| POPEYE               | Q*BERT             |
| QUEST FOR QUINTA ROO |                    |
| RIVER RAID           | ZAXXON             |

SAMPLE



Insert your 5200™ game cartridge so the label faces you and reads right-side-up. Be sure the cartridge is firmly seated in the center slot of the console, but do not force it. Then press the POWER switch on. See your owner's manual for further details.

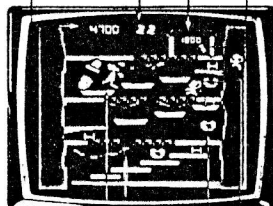
**GAME OBJECTIVE**

The object of KANGAROO is to score as many points as you can while helping Mother Kangaroo rescue her precious baby. Use your 5200 controller to guide Mother Kangaroo.

During this rescue mission, Mother Kangaroo encounters many obstacles. Push your joystick up to help her climb ladders, hop over logs, jump over apples, pick bonus fruit, and ring the bell. Pull the joystick down to help her duck under apples. Push the joystick diagonally right or left to help Mother Kangaroo take a Super Leap across a broken log. Press any red fire button to help her punch monkeys and apples. (See USING THE CONTROLLERS.)



Lives Remaining Score      Baby Kangaroo Bonus Timer



Mother Kangaroo      Fruit Apple



**GAME PLAY**

KANGAROO has two skill levels: NOVICE and ADVANCED (see GAME SELECTION). Regardless of the skill level you select, game play progresses by difficulty levels. Each level has four screens. A screen is completed when Mother Kangaroo reaches her baby. When all four screens are completed, you begin a more difficult level of the same four screens.

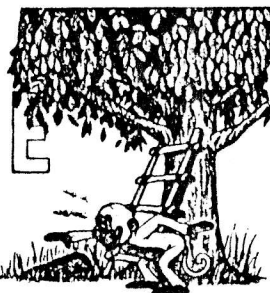
**Screen 1**  
This is the easiest screen. To capture her caged baby, Mother Kangaroo must hop along tree branches and climb up ladders while avoiding monkeys and apples.

**Screen 2**  
This is the most difficult screen because Mother Kangaroo must take Super Leaps across several broken logs to reach her baby.

**Screen 3**  
Baby Kangaroo is on top of a column of monkeys in the center of the screen. Mother Kangaroo must punch out each monkey one by one, or climb up ladders to a tree branch where she can jump onto the platform to save her baby.

**Screen 4**  
Mother Kangaroo must travel up a path of ladders and logs while menacing apple-throwing monkeys drop down all around her.

Mother Kangaroo earns extra points for gathering tasty fruit. She can ring the bell (up to three times in one screen) to replace the fruit. As you progress through each game level, the number of fruit on the tree increases.



SAMPLE

SAMPLE

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BLUEPRINT w/o	MINER 2049er	SPACE SHUTTLE \$3 w/o
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H.E.R.O.	REAL SPORTS, SOCCER w/o	
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BALLBLAZER and RESCUE ON FRATALUS (Reviews only) BOTH \$1 postpaid.







## GAME INSTRUCTIONS FOR SALE

I have reduced size Game Instructions that fit comfortably on 8-1/2" x 11" sheets of paper for sale and available for the following systems:

ADAM/COLECO (over 145 games)	INTELLIVISION (over 65 games)
ATARI 5200 (over 60 games)	ODYSSEY 500 game unit
FAIRCHILD (only 3 games)	VECTREX (over 25 games)
RCA STUDIO II (over 10 games)	

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NOTE: If control pad overlays were included these **FULL SIZE** overlays are included (as long as I have them to copy).

Norman R. Castro, 809W 33rd Avenue, Bellevue, NE 68005 (402) 291-4405

BACK ISSUES of the OMAHA ADAM USERS CLUB (OAUC) newsletters are available.  
 Any six issues (1 years worth) for \$4.25 TWO years \$8. FOUR years \$15. 6 YEAR BACK ISSUE SPECIAL  
 \$20. All are PostPaid. The back issues are:

#1 Jul 1984	#15 Dec/Jan 87	#29 Apr/May 89	#43 Aug/Sep 91
#2 Aug 1984	#16 Feb/Mar 87	#30 Jun/Jul 89	#44 Oct/Nov 91
#3 Nov 1984	#17 Apr/May 87	#31 Aug/Sep 89	#45 Dec/Jan 92
#4 Jan 1985	#18 Jun/Jul 87	#32 Oct/Nov 89	#46 Feb/Mar 92
#5 Apr 1985	#19 Aug/Sep 87	#33 Dec/Jan 90	#47 Apr/May 92
#6 Jun 1985	#20 Oct/Nov 87	#34 Feb/Mar 90	#48 Jun/Jul 92
#7 Aug 1985	#21 Dec/Jan 88	#35 Apr/May 90	#49 Aug/Sep 92
#8 Oct 1985	#22 Feb/Mar 88	#36 Jun/Jul 90	#50 Oct/Nov 92
#9 Dec 1985	#23 Apr/May 88	#37 Aug/Sep 90	#51 Dec/Jan 93
#10 Feb 1986	#24 Jun/Jul 88	#38 Oct/Nov 90	#52 Feb/Mar 93
#11 Apr/May86	#25 Aug/Sep 88	#39 Dec/Jan 91	#53 Apr/May 93
#12 Jun/Jul86	#26 Oct/Nov 88	#40 Feb/Mar 91	#54 Jun/Jul 93
#13 Aug/Sep86	#27 Dec/Jan 89	#41 Apr/May 91	#55 Aug/Sep 93
#14 Oct/Nov86	#28 Feb/Mar 89	#42 Jun/Jul 91	#56 .../... 93

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