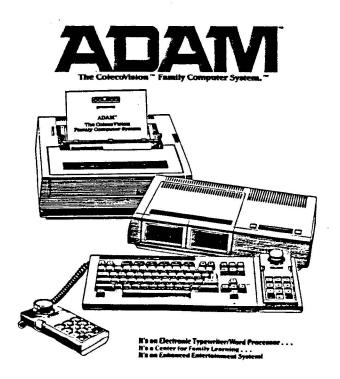


## Presents The

# SPRITE CHASER

This is the newsletter of the #1 ADAM USERS' group. We are an organization for the sharing and advancement of knowledge and resources of people having interests in, or ownership of Coleco Adam colecoVision Family Computer System.

Vol. 2 No. 2



THE SPRITE CHASER is published by the #1 Adam Users' Group for the enjoyment and furthering the knowledge of its members in the use of the Adam Computer System. Address all correspondence to The Editor, #1 Adam Users' Group, P.O. Box 3761, Cherry Hill, NJ 08034.

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EDITORIAL COMMENT - by Steve George

I would like to introduce myself as the new editor of the "Sprite Chaser", the newsletter representing the #1 Adam Users' Group. I have been an affirmed 'Coleco-addict' since I got my first Colecovision game unit back in December 1982. With each game cart release, I was more interested in the rumors that Coleco would be hooking this to a keyboard to make 'ADAM'. When I first read about the system in 'Electronic Games' magazine I knew when I saw one I'd buy one!

After 3 returns to Coleco, my new ADAM was ready to use. Since those early days when software and hardware was at a premium, many things have changed! In addition to 2 disk drives, 64K memory

expansion, a TAXAN 210 Color Monitor, and a variety of software titles, I have recently received an RS232 interface unit and a Panasonic 1091 Dot Matrix printer from the M.W. Ruth Co. to use with ADAM. Look for a complete review in the next issue of 'Sprite Chaser'.

Which brings us to another point. The 'Sprite Chaser' will begin, at this issue, to be published on a bimonthly basis. Jay Forman is still the President and maintains full editorial rights. Ray J. Russell will remain Technical Editor, and will begin to take a more prominent role in providing tech info for the more advanced users in our group. To increase the efficiency of this publication you are asked to direct all Q&A dealing with TECHNICAL advice to Ray J. directly. His address is:

Ray J. Russell 23 Yorktown Dr. Englishtown, NJ 07726

General Q&A and ANY SUBMISSIONS for publication or requests concerning the Software Exchange must be sent to me. My address is:

Steve George 67 Stevens Avenue 01d Bridge, NJ 08857

Any questions regarding subscription problems or new member requests must go to Jay Forman, Box 3761, Cherry Hill, NJ 08034.

Also, the 'Sprite Chaser' will no longer accept typed or written programs for publication longer than 1/2 page. We do appreciate the great ideas you have, but do not have the time to hand-type these in. It makes more sense to send them in to the Exchange, then we give you your disk or DDP back, filled with new programs publication, we can credit you. We'd also appreciate a README or doc file to help figure out how it works, and all programmers should include a REM credit statement in BASIC and a credit for CP/M programmers.

IN ADDITION TO THE RULES OUTLINED ABOUT THE EXCHANGE, WE HAVE DECIDED TO ALLOW USERS TO DONATE \$15 IN EXCHANGE FOR PROGRAMS WITHOUT HAVING TO SEND IN ONE. THIS MONEY WILL BE USED TO PURCHASE BLANK DISKS AND DDPs AND TO SUPPLY POSTAGE. WE ALSO HAVE THREE ADDITIONAL CP/M DISKS AVAILABLE:

#6 Includes LU.COM, USQ.COM, MEMMAP.COM, SQ17.COM, COMMON.COM DDTX3A.COM, STATFIX.COM, and other goodies..

- #7 Includes many Z80 program development tools
- #8 Includes an early version of SCRNCHOP.COM, a disassembler, exdump, an some other Z80 program development tools (should be used with #7)
- #9 Includes EBASIC.COM, EBASIC.DOC, ERUN.COM, NSWP.COM, NSWP.DOC, and

EDIT.DOC, and EDIT.COM. This enables you to program in basic while in CP/M..This is also a BASIC that is a COMPLIER rather than an interpretor..This is a precursor to CBASIC (see the WESTICO catalog) a program costing hundreds of dollars!!!

As we get other programs in, we will provide a more comprehensive listing of the disks available. This can only work with your support and suggestions!

To close, I would like to keep you posted with what's happening around the country (and you can do the same for us). Only by communicating freely can a group operate at peak efficiency. Feel free to drop us a line at any time.

TECHNICAL CORNER - by Ray J. Russell In this issue of "THE SPRITE CHASER" I would like to differ slightly from my usual format of Questions & Answers, specifically I will devote this space to technical info about the ADAM computer system. This will be a listing of memory addresses and their explanations. The following are obtainable from the back of the revised SMARTBASIC manual, page C-23 (what's in the book is a program to print out a small list of addresses with little or no explanation to them).

The first two addresses to be listed are HIMEM and LOMEM, I'll take them together.

Think of the memory in ADAM as a scratch pad or temporary work area. Data is written, used and later erased NEVER to be seen again, but ADAM is more than just memory. He needs space to hold his operating system SMARTBASIC and other proprietary operating system routines. ADAM must be able to tell where his operating routines are along with 'scratch memory' workspace. HIMEM and LOMEM tell ADAM where he can and cannot safely put specific information. LOMEM is the lowest memory address ADAM can start to write data to without having to worry about wiping out some valuable O.S. routines (O.S.--> OPERATING SYSTEM).

By 'peek'ing location # 16089 we see the low order byte of the HIMEM setting, whereas 'peek'ing location 16090 gives us the high order byte of LOMEM.

Just so I don't confuse anybody I'll again explain about ADAM's addressing of memory.

ADAM uses 2 (two) byte addressing for his tasks, meaning if he is to remember the #53632 he breaks it up into two parts, or as we're concerned two bytes of memory. Due to the fact that any one byte of ADAM's memory can hold only 1 (one) combination out of a possible 256.

Since ADAM uses two bytes for his addressing scheme the highest possible # he can keep track of is 65536 which equals 256\*256. Starting to see what I'm getting at?

Notice that the # 53632 is below 65536 well within ADAM's limits. What ADAM does is divide the # in question by 256 the resulting whole # is called the low order byte while the remainder, if there is one, is called the high order byte. Let's work one out, take 53632 and divide

at by 256. You get 209 with a remainder of 128. ADAM will take the 128, the high order byte and put that into one location and take the 209, the low order byte and put it into the next memory location. Now with LOMEM explained, just peek at location 16089 and by using the above method of deriving the value stored in memory we get the value of 27407 as the LOMEM setting.

At the opposite end is the HIMEM setting which tells ADAM what his highest available scratch memory. This can be found in location

16089-it yields # 53632.

The next setting is that of a pointer, this tells ADAM where a special section of memory is located. The pointer is that of the start of numeric variables, peeking location 16099 gives 27677 at the start, whereas the end of of numeric variables is at location 16109 address 53631. Notice that this is in between the settings of LOMEM and HIMEM. The pointer to the start of 'string' space is at location 16111 address 27677 ( a string is sequence of text characters accessed in a manner similar to that of numeric variables). The pointer to the end of string space is at location 16115 address

27677.

\*\* NOTE \*\* THESE ADDRESSES WERE FIGURED OUT WITH NOTHING RUNNING IN AS YOU WORK WITH A PROGRAM YOU SHOULD SEE THESE #'S CHANGE TO REFLECT ADAM'S ATTEMPT TO KEEP TRACK OF ITSELF.

Here's an interesting one, the address a line # (program) with an error in it. It is almost a direct peek, meaning just look at the \_\_ location and you will see what line # screwed you up (if it was a line # of 255 or less, by looking into the first location will give you the #, but if it is greater than 255 you will need to use the two byte address method to find the byte. I. E. line # 256 blew it, ADAM will break it down into two #' 1 and 1 to get the number ADD THE CONTENTS OF THE FIRST LOCATION TO THAT OF THE RESULT WHEN THE SECOND IS MULTIPLIED BY 256).

The location of a line # error is 16126

The next location is a direct peek. Just looking at the contents of this location will tell you instantly what a particular setting is, the speed setting. By poking a # into location 16129 you will change the speed of ADAM just as if you typed in speed=x. X=a # you want the speed to be. This is not a pointer nor is it a two byte location just this one byte is all you need.

The next location gives us the location of the USR function. Its function is to execute and move a piece of data into a Z-80 machine language routine, and the location is 16130, address 6345.

The next address is that of the floating point accumulator. This should be of interest since the accumulator is an often used address when writing machine language routines. Its location is 16162 address--> you need to set this up yourself when using it. Next is the floating point operand at location 16171, address to be determined by those who wish to program in machine language.

Do you like math? If you do you'll like this next location! It's another direct peek-that of the number of digits on a mathematical equation output. ADAM uses an internal 15 digit system for equations, but only displays 9 of them, if you want all that ADAM uses try poking into location 17178.

Remember APPLE's "infamous" AMPERSAND routine, you now give the machine the '&' and it goes on its merry way? To use ADAM's, you must first put a machine language program into memory, then compute its two byte address, poke the low order byte into location 16132 and the high order byte into 16133. \*IMPORTANT\* IF YOU PUT THE ROUTINE STARTING IN LOCATION 255 OR LESS YOU MUST PUT A O (ZERO) INTO LOCATION 16133 OR ELSE ADAM WILL THINK YOUR ROUTINE IS X TIMES 256 BYTES ELSEWHERE.

To read the keyboard, just peek at location 64885. It's a direct peek.

Notice the ']' symbol on the left side of the display screen? Its ASCII value is stored in location 1146. In other words ADAM will print the corresponding ASCII value of location 1146 onto the screen.

How about screencolor? Poke a # into location 17059 then enter the text command. The screen will change to that color. See the table of colors for the HI-RES graphics to determine the # to poke into memory.

More to come next issue...Stay tuned...So until next time happy computing!!!.....

RAY J.

## Coleco's Software Revision Codes

Some of you might be aware that Coleco built a code into some of their software releases that enables the user to determine the 'revision version' of the software being used. In order to keep this list up to date I am asking the members to test their software and determine if their revision numbers are higher or lower than the ones listed below. If the number is lower, CALL COLECO and request the higher revision number, especially if you have had problems with it. Please let me know if you were successful! If your number is higher PLEASE let me know so I can update the list. A higher number usually means they have eliminated a bug in the software (ie Smartfiler). As far as I know, this is current as of end of 2nd quarter 1985

SOFTWARE title	HOW TO FIND THE REV. #	REVISION #
SmartBASIC	type in '? peek(260) and press return	79
Disk Manager(D.O.S)	Hit CTRL-R when first booted	15.0

SmartFILER

11 1

27D\*

SmartWriter

Hit Ctrl-R when first turned on in Electronic Typewriter mode

80

ADAMLink II

Hit Ctrl-R when first booted

12

\* When I first purchased SmartFILER last year it was V21..I've heard that when sorting more than 200 items the computer will sometimes lock up..Supposedly, this new version has gone through at least seven revisions. Any details on this will be most appreciated by our readers.

If you have any updates or anecdotes send them to the editor...

# MENU Program for BASIC Disks & DDPs

I have modified a program I found to be one of the best MENU screens I've seen for the ADAM. It will load up a header, you press return, and it lists full titles as your catalog that will reference SmartBASIC's much smaller filenames. For instance, HOT-AIR BALLOON could be used as a catalog entry instead of BALLOON. Along the catalog list appears an arrow point, and you use the up or down arrow keys to move it. Simply hit return and the file pointed to loads up!

When you type it in, leave out the REM statements to save time. This MENU is set up for 14 files and a 'QUIT' option. The first file is a 'HELP' option... If you want to have less or more items just change the lines as specified in the REM statements. For example, if you have 20 files and an exit option you should change line 35 to read 'FOR i=1 to 21'. Line 120 would read 'For i= 1 to 20', since the 'OUIT' option is NOT considered a file. There is also a provision for a loader title in lines 907-934. You don't need it, but it gives a nice touch to your catalog. 936 is also NOT necessary, unless you have a 'HELP' option as your first file...

First set of data statements with be the titles you choose to

First set of data statements with be the titles you choose to call the actual filenames in your catalog on the disk being used...For example a program to copy cartridges called 'cart' on the disk can be named CARTRIDGE BACKUP in this data statement...Each title should be separated by a comma...More DATA statements can be added if necessary.

Second set of DATA staements are in lines 1000-1010. These MUST be the filenames on disk!!!! In this data statement you would type 'cart' as the true filename.

Also, just to be safe... Use a backup to work on the catalog of a disk or DDP...when it works, then save it to the original... save it as a HELLO program on the disk or DDP and it will load first! In addition, this will need to be modified to be used with more than one screen of titles... you'd have to make one option a 'NORE' option which references a HELLO2 file... It will be more useful than having your catalog zip by you!!

Any improvements to this are welcome..Let me know what could be

done with this!!!! Steve George

```
10 REM
          main menu
15 GOSUB 900:GOSUB 500
20 TEXT: VTAB 2:? "
                    **** MENU OPTIONS ****"
30 x = 3
        Line 35 MUST AGREE WITH NUMBER OF FILES IN
31 REM
        CATALOG!!!!
32 REM
35 FOR i=1 TO 15
38 IF i=1 THEN INVERSE
40 x=x+1:VTAB x:HTAB 8:? opt$(i)
42 NORMAL
45 NEXT i
50 VTAB 22:HTAB 5:? "USE ARROW KEYS AND "
55 VTAB 23:HTAB 5:? "PRESS <RET> TO SELECT";
60 VTAB x:HTAB 6:? a$; :VTAB 1:HTAB 1
65 GET sel$
70 IF sel$=r$ THEN 100
71 IF sel$=u$ THEN 75
72 IF sel$=d$ THEN 85
73 ? CHR$(7); :GOTO 65
75 IF x=4 THEN 65
76 VTAB x:HTAB 6:? " "; : x=x-1:VTAB x:HTAB 6:? a$; :VTAB 1:HTAB 1
80 GOTO 65
85 IF x=18 THEN 65
86 VTAB x:HTAB 6:? " "; : x=x+1:VTAB x:HTAB 6:? a$; :VTAB 1:HTAB 1
90 GOTO 65
100 x = x - 3
102 REM use line 115 as a 'QUIT' option
103 REM if you want, otherwise
104 REM discard
115 IF x=15 THEN TEXT:? "SESSION ENDED": END
116 REM BEGINNING OF LINE 120 MUST AGREE
        WITH NUMBER OF FILES IN CATALOG!!!
120 FOR i=1 TO 14: READ file $(i): NEXT
132 TEXT:? " One moment please....
133 ? "...Getting "; opt$(x)
135 ? CHR$(4); "run "; file$(x)
140 END
450 REM
        initialize
500 REM
                      initialize
        file$=number of actual files in 1000-1010
502 DIM opt$(16), file$(16)
505 u$=CHR$(160): d$=CHR$(162)
510 a$=CHR$(27): r$=CHR$(13)
515 REM line 520 MUST AGREE WITH NUMBER OF FILES IN CATALOG
520 FOR i=1 TO 15
525 READ opt$(i)
530 NEXT i
535 REM
        full title go in these
536 REM data statements.
                            These
         will 'reference' actual
537 REM
538 REM filenames listed in 1000 on....
540 DATA
```

```
541 DATA
542 DATA
543 DATA
545 RETURN
900 TEXT: INVERSE
901 REM
        you can put a loader title
        in lines 907-934. An example
902 REM
        is given.
903 REM
907 ? "
908 ? " ****************
909 ? " ***
910 ? " *** Copy Utility Disk #1 *** "
915 ? " ***
                                 *** "
                                 *** "
916 ? " ***
               For Backing up
920 ? " ***
                                 *** "
                 Disks/DDPS
                                 *** "
925 ? " ***
                 and CARTS
                                 *** "
932 ? " ***
933 ? " ********************
                                     ":NORMAL
936 VTAB 18:? "MENU OPTION 1 IS SYSTEM HELP..
950 INVERSE: VTAB 24: HTAB 3:? " <RET> TO START PROGRAM "; :GET a$
960 RETURN
        actual filenames MUST go in
965 REM
        data statements lines 1000-1010
966 REM
1000 DATA
1005 DATA
1010 DATA
```

## What Do You Do With CP/M 2.2

How many of you out there ran out and bought CP/M 'because Coleco released something new'?? And now that you have it you can't make heads or tails out of it??? Well, do not despair you are not the only one. Fortunately, there are many users that use this language on other systems, who are helping us figure out the wonders of this new program. CP/M stands for Control/Program for Microcomputers and was originally written in the early 70's by the now CEO of Digital Research, Dr. Gary Kildall. If you are familiar with MS-DOS or any of the operating systems on IBM's, you'll know that CP/M is the grandaddy of them all.

CP/M is a language that enables you to do with your computer what YOU want it to do. If you have the expertise, you can modify any program written in CP/M to run on the ADAM. Many programs can be directly typed in and run without any modifications. Most of the best business application software are written in CP/M.

Anyone can become familiar with CP/M without knowing 8080 assembly language. First thing you need to do is visit your local bookstore (i.e. Walden's) and purchase a tutorial on CP.M. Coleco's manual just doesn't go far enough. The books I own that are SUPERB are:

"CP/M and the Personal Computer" by Dwyer and Critchfield and published by Addison Wesley. \$19.95

"CP/M Revealed" by Jack Dennon, published by Hayden for \$13.95

"Osborne CP/M User Guide" by Thom Hogan published by Osborne/McGraw Hill for \$13.95. A super book to get.

And a must for understanding 8080 assembly language: "CP/M Assembly Language Programming" by Ken Barbier, published by Spectrum for \$12.95

There are many other books also if you have the budget, let us know if you have found any others that you feel would be of value to novices or intermediate users.

Programs can be had through telecommunications with BBS systems, software houses, M.W. Ruth Co. and through our Software Exchange. The BBS could be expensive unless it is a local one, and some charge a fee to use their mainframe (like Compuserve). You also need a modem program that enbles capture of binary (machine language) program. You CAN'T with AdamLinkII! Software houses will charge a 'donation' that helps with the overhead. This is a good deal as it is usually \$15 You could also share with our Software Exchange (or make a donation) and get many different programs including a FEW different modem programs that will enable you to capture ANY kind of file!

Another software house other than WESTICO where many cheaper Public Domain CP/M programs can be bought is:
Elliam Associates, 24000 Bessemer St., Woodland Hills, CA 91367. There is a charge for their catalog.

Buy one of these publications, read it and get ready for an extensive tutorial to be presented in this newsletter in the coming months. You'll be surprised to find out CP/M is not any harder to learn than BASIC!

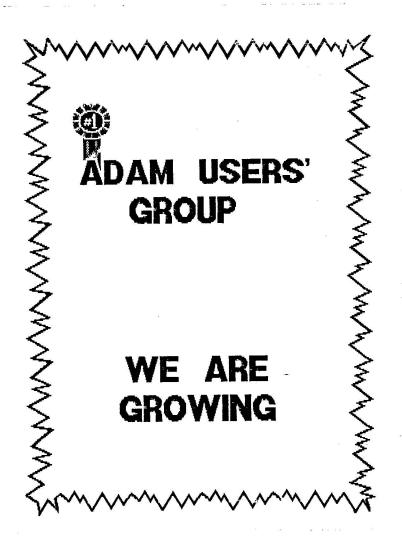
NEXT MONTH: We'll discuss file types, and assembling your own first CP/M program.

## RANDOM NOTES

Finally a Cartridge Backup is available..It was written by Peter Hinkle, and is available as part of a package called "Hacker's Guide to ADAM". The cartridge backup and other programs are also educational. It is available through M.W Ruth for \$17.95 and includes a book and a disk or DDP. The program will copy one cart to a disk and will copy most cartridges..It also comes with a modification that you type in to put 5 carts to a disk and 8 to a DDP...An RS232 interface is available, but until I use mine (I just got it) I will reserve judgement...Look for a review in next issue. For those who don't know what 'an RS232' is, it allows you to hook up a large variety of serial or parallel Dot Matrix printers (the average speed

is 10 times the speed of SmartWriter!)..It will also enable you to connect a 'smart' modem for those users who want to use their ADAMs for business applications...A tractor feed for the SmartWriter is be available through M.W. Ruth by mid-Aug...Dragon's Lair disk has been shipped and can be found in LIMITED quantities. It has all the same screens and Hall of Fame. Coleco must have compressed the data to fit in 160 blocks, because it is identical to the DDP..BASIC 2.0 has been shelved by Coleco, but AUTOAID helps. Some groups are trying to get Lazar (who wrote the original) to write a 2.0 version... Martin Consulting has announced a new product called "Fantasy Gamer", which includes an adventure game creator that utilizes sprite graphics to draw picture screens to go with the text. It also includes two adventures and is available through M.W. Ruth. Infocom adventures (ZORK I,II,&III, Planetfall, and others) are available in CP/M format in 80 col. screen. One needs SCRNCHOP (which cuts 80 col. displays to 32 col.) which can be had in our Software Exchange.. The price of the text adventures are \$39 each from Elliam Associates (see article on CP/M in this issue for their address). Well, that's it for this month... If you have any good rumors, drop us a line.. Stay tuned...

LAST MINUTE FLASH....."MULTI-CART BACKUP"..... This is not a teaching program. It is written in assembly language, menu driven by controller, loads in 2 seconds and to be used with data or disk drive. Menued to hold 5 Cartridges to a disk and 8 to a data pack. Requires a back-up program. Example Packcopy, Hackers Guide to Adam.Look's Great!



SOFTWARE EXCHANGE

Bringing you fine Public Domain software for your ADAM computer....

You can choose between disk or DDP format....

The EXCHANGE works this way:

- 1) You MUST be a member of #1 ADAM **USERS GROUP**
- 2.) Send a disk or DDP with your original program to add to the EXCHANGE
- 3.) Include \$2 in stamps or equivalent to cover return postage
- 4.) Choose one disk or DDP for each one sent
- 5.) Submitted programs MUST be PUBLIC DOMAIN....NOT COPYRIGHTED !!! We CANNOT accept copyrighted without permission from author(s). We will accept programs in any language, especially:

BASIC CP/M LOGO or text 'help' listings ADAMCaic programs welcome!

6.) Send disks and correspondence to: Steve George 67 Stevens Avenue Old Bridge, N.J. 08857 For those on Compuserve you may leave me messages via Easyplex' 70347,2456

DO NOT SEND PROGRAMS TO CHERRY HILL !!

After receiving your disks, I will return them promptly!

### Current listing of software DISK #1

CP/M PROGRAMS

MBOOT3- A receive only modem program using ADAM's internal modem. Instructions are provided. Enables Downloading of ANY file!

FILTER- Program from Chapter 4 in ADAM CP/M Manual that enables a programmer to edit CP/M programs in Smartwriter then assemble it in CP/M.

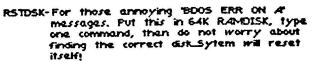
FICOPY- Enables programmer to read, modify, and write blocks of ANY ADAM program. Can be used for disk or DDP.

## DISK #2

CP/M PROGRAMS

ROMHEX- Enables the cartridge port to be 'read' in CP/M. It is then dumped, to the TPA and can be displayed on the screen or printer.

WELCOME TO THE #1 ADAM USERS GROUP SHURF- A program for CP/M hobbyists only: It enables a program to create a disk file of any cartridge, although at this point it WILL NOT "execute" the file... However you are wekome to modify the program to run the cartridges. The EXCHANGE would then welcome the new program to its Rorarym



#### DISK #3

BASIC PROGRAMS

BALLOON- Fly a hot-air balloon and try landing it using your burner. Done with SPRITES\_An excellent program!

A program that uses MLMOD, which MOD comes with PACKCOPY. It enables the user to read, modify, and write ANY block on ANY ADAM DDP or Gifk YOU MUST HAVE PACKCOPY IN ORDER TO USE THIS PROGRAM!!

30 TICTACTOE- A classic game for two players that includes low-res graphics

DUELING - A hi-res game that pits two cannons against each other. Object is load CANNONS enough gunpowder and choose the correct angle to destroy your opponents gun.

HELLO - Be able to access any of your drives without typing in '.dm'

Brickout- Play the dassic on your ADAM! Sound, graphics

LUNAR -Land your Lunar Lander softly, watch your LANDER fuel thoughy

StarTrek -Another classic, uses joystick for all commands

checkbook -Allows for saving, recalled data. Yery complete

PLUS MANY OTHER SURPRISES!!!

DISK #4 CP/M PROGRAMS

#### DISK #5

Misc Programs

A variety of BASIC and LOGO programs\_Some of the LOGO programs include an INSTANT command routine an a FROGGER-like game using sprites!

This is only the beginning...The EXCHANGE needs YOUR original software to increase the variety of programs available....In the very near future many more programs will be added, and among the gems will be CP/M utilities necessary for easy living with this language. An unsqueezer/squeezer, ZBO assembler, "LBR" file, and MODEM? WILL be available. \*\*\*\*\*\*\*\*\*\*\*\*

Any suggestions you have will be most appreciated and you can mail them to previously mentioned address.

Above DO HOT give up writing your software...By participating in the EXCHANGE you will increase the value of your ADAM!













## COLECO ADAM OUTLET

Data Pack(Pre/Formatted Adam) Coleco's \$3.95 Data Pack (Pre/Formatted) w/o label 10/\$37.50	
Data Pack (Pre/Formatted) w/o label 10/\$37.50 Disks (blank for Adam) Loran - 30/\$49.50 10/\$19.95 Ribbon Cart. (Adam printer) - 3/\$15.00 1/\$5.50 Daisy Wheel - Elite, Script, Italic, etc. \$5.50	)
Covers (3) Keyboard, CPU, Printer \$18.95 Labels T/F-F/F (Address) 1000/\$5.00	)
Labels T/F-F/F (Data Pack) 100/\$5.00 PAPER T/F-F/F White clean edge 91/2x11, 201b, 150/\$8.99 PAPER T/F-F/F White clean edge 91/2x11,201b,1000/\$22.95	
PAPER T/F-F/F 1/2" Greenbar, 181b, 91/2x11 1000/\$18.99 INDEX CARDS - 3 x 5, 500 cards ROTARY FILE CARDS - Used in Rolodex, etc.,2 1/6x4 \$8.95	;
DISK HOLDER MM5-Holds up to 50 disks-anti-static \$15.95 MONITOR/TV STAND -360 rotation, up to 12.5 angle \$22.95 ADAM MONITOR CABLE \$10.95	,
ADAM AIR CONDITIONER -Stop heat buildup with this super	
quiet computer fan.This will help eliminate the problem Adam has with the computer crashing (freeze). \$19.95	1
PRINTER STAND - Front ON/OFF switch \$22.95	
TRACTOR FEED - For all fanfold paper & Labels \$79.95	
* Combo SPECIAL - TRACTOR FEED & PRINTER STAND \$98.95	
FREE CATALOG - Everything for ADAM	
PACKCOPY - Make backup copies of SmartBASIC etc. \$29.95	
POWERPRINT - Right/justification-Auto/center,etc.\$24.95	
EBU - SmartBasic - Data or Disk. sound, renumber \$21.95	
THE STOCK MARKET GAME - A fun & educational game \$24.95	
BLACK GOLD - Look for oil. Survey-profits-fun \$24.95	
DIABLO - Great mind challenge-All Graphic \$24.95	
BOUNTY HUNTER-Text adventure \$24.95	
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