

ADAM COMPUTING TODAY

PHOENIX 2000

P.O. Box 1292, Kings Mtn., NC 28086

THE WORLD'S ONLY SEMI-MONTHLY PUBLICATION
WRITTEN SPECIFICALLY FOR USERS OF
THE ADAM COMPUTER SYSTEM

APRIL 1, 1990

Premier Issue



NOTE: This issue is a re-creation from a text file. The original issue was not available to PDF. The above graphic was not on the original issue. Page numbers in the index have also been changed to reflect the article's proper location in this re-creation.

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DESIGNED and PRINTED entirely with the amazing ADAM™ computer (using PowerPAINT, SpeedyWRITE2.0, ShowOFF II, and PowerTOOLS).

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GENERAL INFORMATION

Your subscription ID NUMBER is on the first line of your mailing label (affixed to the newsletter). The first four digits are the month and year of the final issue in your current subscription. Please verify this information each month. To insure that you don't miss any issues, please renew early and advise us of any address change promptly.

EDITORIAL COMMENT

by Solomon Swift

WELCOME ABOARD

Welcome to ADAM Computing Today (A.C.T.), the semimonthly ADAM only newsletter. I hope that you find each issue to be entertaining and informative. You'll be getting 24 issues per year, 16 to 24 pages each. It is surprisingly easier to do two issues per month than it has been to put together a single, large issue. I've already got a large part of the next five issues ready to go, save the news sections. Many thanks to Pat Herrington, Ron Collins, Rick Lefko, Alan Neeley, and Barry Wilson for their very useful contributions. Also I'd like to thank those who contribute to the ADAM NEWS NETWORK service providing articles and reviews for printing in various newsletters.

You'll note a different format from Nibbles & Bits. For my own articles I have four primary concentrations at this point: playing music, exploring graphics, using a dot matrix printer, and programming study. I think you'll find Pat Herrington's new PowerPAINT Workshop series to be enlightening. Rick Lefko's and Barry Wilson's feature articles give a down to earth air to an otherwise technically oriented publication. Alan Neeley has a knack for explaining technical topics in a

manner that we can all understand. And, Ron Collins has just finished a delightfully informative series on the history and future of hardware for the ADAM; this series will start with our next issue. Ron is now our CP/M public domain librarian. Though not a programmer per se, Ron is one of the foremost experts in CP/M software for ADAM and he has done a tremendous amount of work in this area that has not been well publicized.

He is compiling scores of ready to use (non-ARced, non-SQZed, and non-LIBed) PD volumes with documentation for us. This, along with his new CP/M Workshop series, will help many of us to start making efficient use of the wealth of support programs for this operating system.

Also, you'll note that most issues now include advertising - this is for your shopping information and it helps defray publishing costs. After this issue, I'll alternate between printing the product catalog and the PD list in order to provide more room for articles. And, we'll have two to three product reviews in each issue. Also, I most certainly welcome article and product review contributions. ACT will pay \$25 for exclusive contributions when printed. I look forward to hearing from you. You will also note that I will only be carrying my own Digital Express software and new releases by other vendors.

GoDOS ORDERS

All registered GoDOS owners have received version 1.1 prior to the arrival of this newsletter. Each registered GoDOS owner will be receiving semi monthly reports on the status of updates for the next few months. This will start the middle of May. I really don't believe that I will ever consider the package entirely finished, but I'll stop working on it for awhile with the release of version 2.0 and start releasing the commercial support software.

The SoftWORKS Factory

I started TSF almost a year ago here in NC; shortly thereafter Tony Patterson became a partner in the operation when I went down to Mississippi to help him finish the PIT OF RESHUS. Due to our vastly disparate styles of working the joint venture has suffered many setbacks. I cannot answer why he chose not to publish the December issue of N&B, why he chose not to ship GoDOS, or why he did not mail

EDITORIAL COMMENT

(continued)

newsletters to our foreign subscribers. But I do know that your patience has been taxed enough by my own mistakes. And, even though the precise future of TSF remains uncertain as of this writing, I feel an extended hiatus can only precipitate further detriment to the ADAM community. Accordingly, we have PHOENIX 2000 and ADAM Computing Today. I do have a lot of respect for Tony's talents (particularly his graphics talent and his capabilities of persuasion). We are currently structuring an agreement to free him of TSF debts and obligations. PHOENIX 2000 will honor all valid TSF credit vouchers dated prior to 1 FEB 90. Regardless of the outcome of TSF you will still receive the same number of issues of A.C.T. that you were entitled to with N&B. And, if you have outstanding orders with TSF, I will honor those, as well; please advise me promptly if you have such a backorder.

Feeble attempts at self flagellating humor not withstanding, this is my LAST CHANCE to regain your faith. I know it; and I have been giving it 110% effort and will continue to do so. This is one of the reasons for going with the semimonthly newsletter; to regain your confidence with an even more frequent periodical than I published for three successful years. Only you can decide if it is worthwhile reading. Only you can decide if my new software releases are useful. Only you can decide if I am even deserving of this last chance. In all honesty, I very SERIOUSLY doubt that I would have been as kind and forgiving to someone else as many of you have been to me.

THE LAST CHANCE

I understand full well that this latest setback with TSF has shaken your faith once again. My editorial for the DEC N&B started with "Can you believe it -- two consecutive issues of N&B in '89?"; my dedication did not wane. Little did I realize when I finished the issue that it would never even make it to press. Barry Wilson sent me a memo recently humorously stating that he was writing a book about me but was uncertain as to the appropriate title: "Sol Swift - Monster and Myth" or "Sol Swift - Majesty and Magic". Maybe you've read "Can Sol Survive with ADAM" by Betty Dont or "What Are Sol's Intentions" by the Soviet American author Willy Ripusoff.

THE PAST, THE PRESENT, & THE FUTURE

As a dear friend watched the business relationship and once close friendship with Mr. Patterson deteriorate, she kept advising me to 'just turn the other cheek.' The sentiment, though noble, sounded trite to me and I ultimately engaged in something of a vindictive binge. Only in retrospect do I realize the profound implication of such an exonerative platitude. Two grown men began behaving like young boys in a schoolyard brawl each claiming that the other started it. In the meantime, you (our readers and customers) suffered. To you and to Tony, I apologize.

Four years ago with only \$20 in postage stamps I started DIGITAL EXPRESS. Its success soon exceeded my most sanguine aspirations. With the mistakes of the past year, particularly those while Mr. Patterson was my business partner publishing TWO newsletters in nine months, I am surprised that any of you have even lingering vestiges of faith and confidence. But once again I am inspired by the support you've offered me.

I won't promise you again that things will run smoothly; I did that twice in the past nine months and both times it fell through. I do, however, asseverate that I will work hard and do my best to fulfill all obligations. This is all I did for three years and it worked fine.

Also, while I get everything going forward again, M.W. RUTH Company has generously offered to provide an answering service for me. You may leave messages for me with them at (609) 667-2526, 9am-4pm EST. Also, they carry all my products and you can order from them with your VISA or MASTERCARD.

One closing thought. Several months ago, a gulf coast lightning storm destroyed my only copy of EZ MATCH. Joe Quinn of the Mobile AUG graciously typed it all in again for me from the newsletter LIST. Thank you Joe.

The past year has certainly provided me with a wide array of learning experiences, both professionally and personally. But before I start getting maudlin or cynical, let's get on with the newsletter. I sincerely hope that you'll ENJOY it.

ADAM NEWS AND UPDATES

“BRAINSTORM” is the latest release from Steve Pitman Software; and it will, in all likelihood, be his most popular creation to date. Like Addictus (by Reedy Software for ADAM) and Tetris™ (available on many systems) different shaped blocks (seven configurations) drop into a chamber. The object is to position the blocks in this chamber so as to not let the pile build up to the top. In BRAINSTORM you have four skill levels and 25 stages of play. You also have two basic game play options. “GAME B” is the standard one; “GAME A” lets you attempt to solve a HANGMAN type of phrase (three categories) as horizontal lines in the chamber are completed; the graphics, graphics effects and sound effects are excellent. ACT will have a full review next month. BRAINSTORM is available on tape or disk for just \$16.95 from most ADAM vendors, Including PHOENIX 2000.

Trisyd Video Labs is now starting to ship their Dynamite Sound Digitizer (digitizes external sound input for use in games, etc.) and MegaCopy Type III (formats 256K and 320K digital data packs in the second tape drive from regular audio cassettes). You may contact Trisyd for more information at:

TRISYD VIDEO LABS

Attn: Syd Carter
26 Florence Crescent
Toronto, Ontario
Canada M6N 4E4
(416) 769-6446

Even though the new management of Computer Shopper magazine maintains their position of not supporting the older computers with articles, a fairly new national monthly magazine is now covering the ADAM, Computer Buyer's Guide. CBG also includes many ads for direct buying of computer products; annual subscription is currently \$12.00. If you subscribe, be SURE to let them know that you are interested in their coverage of ADAM.

Computer Buyer's Guide
P.O. Box 55886
Birmingham, AL 35255
(800) 366-0676

ADAMLink IV, by Tom Clary, is now in the beta test stage. This further improvement to the already feature-

packed ADAMLink III+ should be available in April.

Micro Innovations has started shipping their Powermate Hard Drive unit. The system which plugs into the middle internal slot comes with a standard parallel interface, two nonstandard serial interfaces, and a 10 megabyte hard drive for \$399. With a 20 meg drive the price is \$499; an additional drive (320K or 720K) costs \$100 extra. ACT will have a review in an upcoming issue. For more info, contact:

Micro Innovations
Attn: Mark Gordon
12503 King's Lake Drive
Reston, VA 22091
(703) 620-1372 (voice: 6-10 pm EST)
(703) 264-3908 (BBS: 6-10 pm EST)

The Walters brothers have decided to each form a separate company. You can contact Jim at the original Walters Software address and phone number. Bruce Walter's company, HEXACE (pronounced: hex-a-see) plans to release new software for ADAM in the near future.

HEXACE
Attn: Bruce Walters
RD 4, Box 81
Franklin, PA 16323
(814) 432-3563

The MIDI Interface by Chris Braymen, which was previewed at ADAMCON 01, is expected to be ready for sale in late April. This unit will allow you to hookup any MIDI ready musical devices and store, edit, and record up to 16 voices and various instruments right on your ADAM computer.

Walter's Software now offers a SmartBASIC cartridge service no waiting for BASIC to load from tape or disk. Available versions are SB 1.0, 2.0, 2.1, Super BASIC, and SuperBASIC Plus. For more info, contact:

Walters Software
RD 4, Box 289 A
Titusville, PA 16454
(814) 827-2776 (10am-1pm EST)

SM VIDEO has the original, full featured commercial MARKET MONITOR by Coleco of Canada with manual in the factory sealed box. See their ad on page 18 of this issue.

R&R Software is a new ADAM vendor specializing in Public Domain software; \$3 for diskette and \$5 for data pack. Send an SASE for their latest, extensive catalog.

R&R Software
P.O. Box 2081
Hanover, MA 02339

Preparations for ADAMCON 02 are underway. It is planned for mid August in Toronto, CANADA. Monte Neece is coordinating the activities for this conference too. We'll keep you informed as more info comes available.

A new ADAM firm, Graftex Software, recently released a graphic adventure for children entitled The Abominable Snowman. See our review in this issue. This product is now carried by PHOENIX 2000.

PHOENIX 2000 has just released Personal Calendar Utility which has numerous calendar printing functions. See ad on page 20 of this issue. We now carry this product.

ADAM Software Support is a relatively new ADAM firm stocking a variety of ADAM products.

ADAM Software Support
8125 West Catherine
Chicago, IL 60656

M.W. RUTH Company has relocated, please note their new address.

M.W. RUTH COMPANY
510 Rhode Island Avenue
Cherry Hill, NJ 08002
(609) 667-2526

The ADAM NEWS NETWORK Service has been in operation for several months now. The service provides two disks per month packed with ADAM articles and reviews. Some of these are reprinted in various newsletters. Now, for the first time, this service is available to the general public for Just \$35 per year.

Contact:
Barry Wilson
12967 Weatherfield Drive
St. Louis, MO 63146

Due to the vituperations of a couple of ADAM firms and his having to work out of the country, BJ Lingrel has shut down his Akron ADAM CP/M BBS. One of the first ADAM only BBSs, the largest collection of online software for ADAM, and a vital communication link for several hundred ADAM owners the BBS will be missed.

NEW PRODUCTS!! Below are the new products stocked by PHOENIX 2000. We are also offering a special on PD's: Buy any five and get a sixth one of your choice FREE (tape or disk); and, any order that includes one of the new commercial products (Abominable Snowman, BRAINSTORM, GoDOS 1.1, Personal Calendar Utility, PITY, PowerTOOLS, SUPER PARROT, or U MATCH EM) gets a 10% discount on the order subtotal; offer expires 15 May 90. Also, any order with a subtotal greater than \$49.99 received prior to 15 May 90 gets a FREE blank 5.25" DS/DD diskette.

Public Domain Titles

\$3.00 on disk and \$4.50 on tape.

Graphics Converter converts DaVinci and Coleco Graphics Processor pictures to GraphixPAINTER format for use in that program or in PowerPAINT.

Coleco Cart Copy stores and loads multiple cartridges to tape or disk.

BCII, Grog's Revenge unreleased super game of the famous comic strip.

Super Dam Busters is a discontinued World War II fighting bomber super game.

MACADAM is a Z80/EOS Assembler written in machine code, it comes with a DOC file.

TAX PLANNER is a comprehensive tax modeling program by Coleco of Canada.

Market Monitor is a market analyzer for the personal investor by Coleco of Canada.

ACTpix volumes 29 & 30 are two more volumes of 13 SmartPAINT pix each; can also be used with PowerPAINT.

Commercial Titles

Abominable Snowman is a new graphic adventure for children by Graftex Software. Just \$13.95 on tape or disk.

BRAINSTORM by Pitman Software is a new Tetris™ like game with a HANGMAN type option. Just \$16.95 on tape or disk. Works with the standard ADAM system.

Personal Calendar Utility is a new release from PHOENIX 2000 that creates of variety of hardcopy calendars for the ADAM or dot matrix printer. Just \$19.95 on tape or disk.

PowerTOOLS is a HUGE collection of fonts, sprites, shapes, and clips for use with PowerPAINT. Indispensable for PowerPAINT users; more than 90 files. Just \$13.95 on tape or disk.

BARRY'S PATCH - APRIL FOOL'S NEWS

BIG JOHN LINGREL ARRESTED FOR BLACKING OUT EAST COAST. Police in Akron, Ohio in connection with FBI agents arrested Big John Lingrel today claiming that his 36 Gega-deca-hepta-maxi hard drive with 36 assorted 720-K disk drives and 1,200,200,200-K memory expander was responsible for blacking out the entire East Coast of America as his power requirements caused circuit breakers in 26 states to trip; undercover FBI Agent, Ron Collins, further stated (CONT ON PAGE 37)

BARRY WILSON AT A MEETING OF THE UNITED AUGS OF EARTH, today unveiled plans for coordinating activities with AUGS on Mars & Jupiter in an effort to bring about greater cooperation. [DETAILS OF SPEECH ON PAGE 45]

BOB BLAIR UNVEILS AWAUG'S NEW 90,000 BAUD MODEM TO BE USED AS PART OF THE INTEGRATION OF THE UNITED STATES STRATEGIC DEFENSE COMMAND COMMUNICATION SYSTEM INTO THE NATIONAL ADAM BBS NETWORK. Bob indicated that there may be a few bugs in the system but Tony Morehen would surely be able to correct these shortly. [Pictures inside on pages 51-53]

PATRICIA HERRINGTON WINS MRS. AMERICA CONTEST SCORING HEAVILY IN BOTH THE

SWIMSUIT AND COMPUTER TALENT PORTIONS OF THE CONTEST. Patricia, using her Adam computer to demonstrate desk top publishing, scored high in the talent portion of the contest. [Swimsuit pictures on page 66]

ADAMCON 14 SCHEDULED FOR THE MONTH OF OCTOBER IN SHEA STADIUM. Chairman Monte Neece indicated that if the crowd is larger than expected and Shea Stadium proves too small, the overflow will utilize the state of Rhode Island for additional meeting space. Talking of ADAMCON 15 already, Monte stated (CONT ON PAGE 56)

CONGRESS PASSES ANTI-PIRACY ACT INCLUDING PENALTIES CALLING FOR CASTRATION, LIFE IMPRISONMENT, DEATH and more severe penalties for recidivists. A joint committee acting on the House version of the Senate revision of the House Senate joint resolution number 1232, today obtained a favor vote on (CONT PAGE 62; COMPLETE TEXT OF BILL ON PAGE 74)

DUNES HOTEL IN LAS VEGAS BANS USE OF ADAM COMPUTER ON PREMISES. The Dunes Hotel which has suffered very large losses lately due to programs authored by Al Roginsky, today banned the use of the Adam Computer on Hotel premises. On the steps of the bankruptcy court, Dunes owner (CONT PAGE 45)

U.S. ARMY ADMITS SELLING SHERMAN TANKS TO ADAM PROGRAMMERS FOR USE IN ULTIMATE COPY PROTECTION SCHEME. After an alleged software pirate was eliminated today by a Sherman Tank, Army officials were quoted as saying (CONT ON PAGE 56. RELATED STORY ON PAGE 78).

NIAD THREATENED WITH CLOSURE. NIAD TODAY ADMITTED THAT THEY HAD FINALLY PUBLISHED THE ENTIRE OLD AND NEW TESTAMENTS OF THE KING JAMES VERSION OF THE BIBLE AND WOULD CEASE PUBLICATION OF THEIR NEWLETTER AS THEY LACK FURTHER FRONT PAGE MATERIAL. Rejecting the suggestion that they employ the KORAN for their first page (CONT ON PAGE 79)

SOL SWIFT SETS NEW PRECEDENT IN "GUINNESS WORLD BOOK OF RECORDS" FOR

FOR RELOCATING 397 TIMES IN ONE CALENDAR YEAR. It is also reported that “Ripley’s Believe It Or Not” is considering plans to construct exhibits in their national museum chain contesting that no one would believe he actually survived in the mail order business world. [DETAILS ON PAGE 82]

The preceding humor presented by Barry Wilson with minor modifications by editor.

CECIL
BY: RICK LEFKO

Do you have a Cecil? I do.

Have you ever told someone you own an ADAM and gotten that silly kind of smirk back?

Do you have a Cecil? I do.

Tell Cecil you own an AMIGA, he snickers. Tell Cecil you own an ATARI, he smiles.

Then tell Cecil you own an ADAM and he smirks and grimaces! You see, to Cecil the ADAM was never more than just a “toy”. This article is for all of those out there that have a Cecil. Do you have a Cecil? I do.

Cecils have a tendency to own sport cars and Caddilacs. They eat only at the finest bistros and purchase organically grown tofu type veggies from the local corner yuppie shop. Oh yes, and Cecils own REAL IBMs – NOT compatibles (Heaven forbid!)

Do you have a Cecil? I do. Ever told your Cecil you own an ADAM? I did!

I first met Cecil when I started my new job; someone had asked a computer related question of which I knew the answer. Cecil Just happened to be standing there and the following line of questions ensued (I’m sure you’ve been through this), “Oh, do you have an IBM at home?” I said that I did have a computer at home, but it was NOT an IBM. “Oh, then you must have an APPLE?” “No, I have an ADAM,” I replied. (Here it comes) Cecil, with that smirk on his face says, “Oh yeah, right, I remember those, they were the ones sold in toy stores, right?” Yes, but ADAMs come a long way since those days!!

Do you have a Cecil? I do. Even before I realized, it, I’d been brushed off, dismissed, as if I had said I was the

world electronic “pong” champion[Before I could retaliate though, Cecil was paged to the phone, leaving me to be consoled by the others in the office who were saying, “Don’t mind Cecil, he didn’t mean anything by that.”

Do you have a Cecil? I do. I might interject at this point that I will always detest Coleco for selling ADAM out of toy stores anyway!

Determined to “enlighten” Cecil to the wonders of ADAM, I decided that I was going to “tell all” about ADAM during our next encounter, whether Cecil wanted to hear it or not.

It was a few weeks later that I saw Cecil again; he came walking up to me on the production floor just as I was giving direction to several of my employees. He broke in, dropped a disk in my hand and said, “Try running this on your Commodore (OUCH!). You can run DOS 3.1 on that thing, right? I gave this disk to Dave, but he says he’s STILL running CP/M. Can you imagine SOMEBODY is STILL running CP/M!!” (DOUBLE OUCH). As Cecil walked away I called out, “I have an ADAM not a Commodore”, but he was already out of earshot.

Do you have a Cecil? I do. Cecil came into my office a few days later wanting to know what I thought of the disk he had given me? I explained that I wasn’t able to look at the contents of the disk because I’m not able to run DOS. I also informed him that I own an ADAM, NOT a Commodore (There’s that smirk again!) So I asked him if he’d ever even SEEN an ADAM? “No”, was the reply. So I asked him how he could knock it so quickly? Cecil replied, “I’m not knocking it, but if you can’t run DOS what good is it?”

Hmmmm, somewhat narrow thinking here, wouldn’t you say?

“Cecil, there’s LOTS you can do without DOS, except run pricey DOS software!” “What kind of an IBM do you have?” Cecil explained that he had a basic system, 256K RAM, 2 360K 5 1/4 drives and a monochrome monitor. “Is that ALL you’ve got,” I said? “What else is there”, he replied?

“Well, my ADAM has 320K of RAM expandable to well over 1 meg, I can also interface up to a 40 meg hard drive and I can hook up at least 4 more disk drives using the TDOS system. I have one 320K 5.25” drive

drive as well as a 720K 3.5" drive! I've got a color, VIVID COLOR, monitor! I have an internal 300bps modem as well as an external 1200bps modem. I can hook up to almost any dot matrix printer I want!" Then I pulled out the MW Ruth catalog and showed him well over ten pages of REASONABLY PRICED software ranging from entertainment to business and a flyer about ADAMCON. The smirk abruptly vanished!

Do you have a Cecil? I DID. Cecil's attitude has definitely changed since our conversation. So remember this, be proud of your ADAM. It is every bit as viable as those expensive systems and a whole lot more friendly. Your ADAM can be upgraded to do many of the things those other machines do, and usually at half the cost!

Remember, as long as your ADAM system can do what YOU need it to do there is NOTHING wrong with it. In fact, ADAM doesn't deserve a smirk, it deserves a highbrow! Do you have a Cecil? Show him this?

I'M NO ARTIST BY SOLOMON M. SWIFT

To me, the single most intriguing aspect of the home computer is that it means so many different things to such a diverse group of users. To some it is pure entertainment used solely for game play. To others it provides an intellectual challenge in creating programs that perform specific tasks; many employ it as a word processing tool. A few are deeply steeped in CP/M and rarely even consider exploring the enormous gamut of available software. Others utilize the system strictly for telecommunications.

But the largest portion of us ADAM owners dabble in virtually every aspect of computer usage. One of the most exciting fields of usefulness is graphics. You can enhance your documents with artwork, design eye appealing newsletters by mixing text and graphics, print artistic address labels, create colorful screens for your own computer games, print signs and banners, and have lots of FUN!!

And...best of all you DON'T HAVE TO BE AN ARTIST. We have an abundance of pre-drawn artwork ready to be printed. And, if you can't draw a straight line or a perfect circle, don't worry the computer handles these tasks for you with ease. There are two fundamental areas of graphic software for the computer: design/print utilities and existing artwork.

In this series I'll examine the bulk of available products in both areas, and provide addresses and phone numbers of the vendors in the concluding segment.

Most of the existing artwork is in the public domain, i.e., it can be freely copied and disseminated. The PD artwork is either converted from other computers for use on our system or created specifically for ADAM by our own artists. We are most fortunate to have a few very talented artists in our corner. Seven immediately come to mind for me: David Carmichael, James Casey, Ricki Gerlach, Patricia Herrington, Jim Notini, Tony Patterson, and Anthony Yulo. We all owe these artists a debt of gratitude for their numerous contributions. And, they typically receive little to no remuneration for their labor, so be sure to thank them whenever possible. We'll take a closer look at the specific volumes of artwork after exploring the offerings in the design area.

By far, the two best selling pieces of non-Coleco software for ADAM are SignSHOP by Strategic Software and PowerPAINT by Digital Express. SignSHOP allows you to print signs, banners and greeting cards right on the daisywheel printer. You can choose from three sizes of text as well. The graphics are not as sophisticated as is afforded by bit image capabilities with a dot matrix printer, but the results are certainly eye appealing. Strategic Software has another excellent graphics utility for those who have only the ADAM printer, NewsMAKER. This program uses SignSHOP type graphics allowing you to mix text and art freely on the same page in multiple columns. These two fine pieces of software require only the standard ADAM system. But, PD modifications are available that allow you to use them on a dot matrix too. Also, there are volumes of artwork created for SignSHOP and NewsMAKER.

Next month we'll explore the area of bit image screen design and print programs.

MODEM ATTACK BY: BARRY WILSON

ADAM GETS A MODEM

You have your modem and have sampled the various BBS's including our own fine Saint Louis AUG BBS (314-773-1551, Thursday Sunday, 9pm to 6am CST). You wonder, is this ALL there is, is there anything

more? The answer is YES! With your modem you have an instrument of great potential offensive and defensive power, the full use of which has never been known to mankind or the civilized world!

The following is based upon the experiences of a fictional person and not meant to reflect upon any ADAMite living, dead or in between, and should not be considered as being meant to influence anyone to use their modem for offensive or defensive purposes. We will call our fictional character "ADAM" to protect identities, etc.

Now ADAM had a modem. ADAM also had lots of friends, enemies, clients, pestering salesmen, etc. who would call poor ADAM at all hours of the day or night for all sorts of reasons, some good, mostly bad or nuisance. ADAM would be sleeping and get phone calls late at night or early in the morning before his alarm went off; ADAM would be entertaining his date in the bedroom or other rooms and the phone would ring; ADAM would be in the bath or shower or doing other things in the bathroom and the phone would ring. Happens to all of us at one time or another, but ADAM's enemies, salesmen, etc. would ring and ring and ring up to 50 times trying to get an answer. This would eventually ruin Adam's sleep, bath or whatever else he was doing. Talking and pleading with these people had no effect. HERE COMES THE DEFENSIVE USE OF YOUR MODEM. ADAM loaded his modem software, pressed the proper keys to enter a number to dial, entered the number (something that will dial quickly) and then set his modem so that the dial number key was all that needed to be pushed to start his modem working.

Now you NON-MODEM people must understand that there is something called a "carrier" which is a sound your modem produces to connect with other modems. It is an artificial, machine type sound, not unpleasant, but not really pleasant either. A loud, long sound which continues until the modem is disconnected by the keyboard.

ADAM gave the nuisance callers 20 or 30 rings (as many as he could stand) then he would make his way to his computer and hit the "DIAL NUMBER" key.

The number "1" was quickly dialed and the nuisance caller was IMMEDIATELY & UNEXPECTEDLY "HIT" WITH THE LOUD CARRIER TONE, in other words the caller was "ZAPPED" by the ADAM

modem. Usually this is enough to convince the nuisance caller to find other easier prey. This is the defensive use of you modem. Something I am sure Coleco intended to, but never got around to putting into the owner's manual.

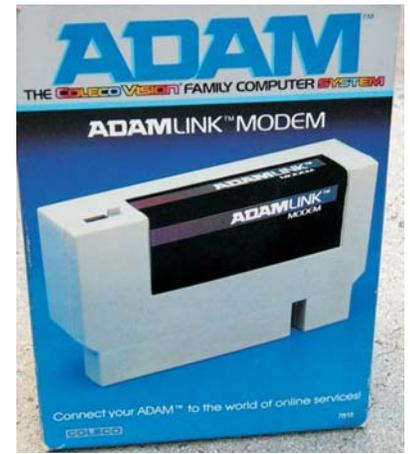
OFFENSIVE USES

The modem may also be used offensively. Besides the very obvious one of bashing someone in the head with your modem (a practice I do not endorse due to the possibility of a lawsuit as well as damaging your modem), there are other offensive uses for the modem. These can be for reasons similar to the defensive use of the modem, nuisance callers, etc. as well as you just wanting to let off steam, have some fun, etc. Also for SOME there will be vicious tendencies, destructive tendencies, etc. which if released will result in jail time and if kept bottled up can cause physical problems such as ulcers, nervous breakdown, impotence, premature graying of the hair, baldness, etc. No one should have to suffer such things when they have a modem handy.

You make use of the carrier tone again, but you do not wait for people to call you. You strike out at those who deserve such treatment, such as software pirates, dealers who don't send orders, door to door salesmen, late night callers, communists, people who look down on the ADAM, Coleco officials, baseball umpires, the waiter who forgot your table for two hours, the person who spilled popcorn on you at the show, etc. The list could go on forever...

OTHER USES FOR A MODEM

There are also some other uses for your modem which prove what a fine investment a modem is. One of the more obvious ones is to use it as a paper weight on your desk. Another is to use it as a hammer to hammer nails (be careful, this use could cause permanent damage to your modem). You can carry it with you on your belt where it will impress people because it looks as if you have an executive pager and are someone important. I am sure that you can think of even more uses for your modem. Please send them to Barry Wilson, 12967 Weatherfield, St. Louis, MO 63146.



POWERPAINT WORKSHOP

BY: PATRICIA J. HERRINGTON

LEARNING TO USE PowerPAINT

It's not that I BELIEVE in learning things the hard way. It's just that I am not the world's most methodical person.

I remember how excited I was when I first got my copy of PowerPAINT. I tripped all over my feet in my haste to make a backup copy. While the computer was working on that, I poured over the manual. I did attempt to understand it all before booting up the program. Honest, I did, but I didn't want to read...I wanted to PLAY; anyway, until you play awhile, much of the manual is pretty hard to follow. So I just dove right in.

Well, that is a valid way to learn. But there is a drawback to the sink or swim school of learning. The problem is that, after playing with the program long enough to understand most of the functions, I tend to believe that I have a pretty good idea of what it's all about. I don't get around to a thorough study of the manual, but refer to it only when I have a specific question. The PowerPAINT manual is actually quite good (though I DO wish it had an index), but I skipped over some important information by skimming.

Eventually I managed to become pretty proficient at PowerPAINT, but I did it the hard way! Since then, I've tried to share my hard won knowledge with new PowerPAINT owners who are still going through the learning process. If you are one of those people, then this series is for you.

CHANGING PICTURE CELLS

It's surprising the number of people who don't know how to change cells (it's explained at the top of page 15 in the owner's manual). I was slow to pick up on that, too. The answer is embarrassingly simple: From the main menu, you simply type in a number. That's it! When you boot up PowerPAINT, you are in Cell 1. If you type in the number 2, you switch to Cell 2! (it looks the same as Cell 1, of course, until you put something in it. But you can always tell what cell you are currently using by the screen display. "C1" means Cell 1, "C2" means Cell 2, and so on.)

One new PowerPAINT owner was confused because

he could not access Cell 5. If your memory expander is only 64k, you are limited to four cells in memory at any given time. (A larger expander gives you access to eight cells at once.) You can, of course, print a full page by printing the first four cells and then printing four more. If you do not adjust your paper in between, the page will look just the same as it would if you had printed an 8 cell workspace.

THE SPECIAL FUNCTION KEYS

Newcomers to PowerPAINT don't have much trouble with the menus that are accessible by using the SmartKEYs, because the SmartKEYs are labeled on screen. The features most often overlooked are those that are accessed through the Special Function Keys. Again, people usually figure out how to load and save files by pressing the <STORE/GET> key, and the <CLEAR> key is pretty obvious; some functions are less apparent, though.

For instance, it's not obvious from the Main Menu that you can place text on screen by pressing the <INSERT> key. This key leads to the "Insert Text" menu. Despite the name, there does not have to be anything on the screen. You can "insert" text on a blank screen if you wish. The two options, "Normal Text" and "Special Text", allow you several choices of lettering styles. If you have already loaded a font file of your own choice, it will be the USER FONT set. To try out your previously chosen font set, select "Normal Text", then "Change Fonts" to "User Fonts", text will appear on screen as you type from the keyboard. You can alternate among the various font styles with the "Change Fonts" option.

You can even use "Insert Text" to erase graphics. This is FAR more efficient than erasing pixel by pixel. Choose "Normal Text", then erase square sections with your SPACE BAR. (You may need to change the background color to blend in with your picture.) Of course, since you can erase only in squares, you may still need to use the erase function from the Draw Foreground menu to clean up a few stray dots. But, this method is easy, and it is an enormous time saver!

Actually, you can use the same technique in Special Text mode to erase sections in other sizes, IF you use the "Replace Text" option rather than the "Overlay Text" option. The size of the area erased will be the

same as the size of the text you have chosen. If you selected "Double Size" text, pressing the SPACE BAR will erase 16 by 16 pixel squares. However, you must be careful to move slowly if you use this size. There is a slight time lapse after you hit the space bar and before the results appear on the screen (I guess due to the large graphic size). If you move too quickly, you could erase more than you intended. (If this happens, press the <UNDO> key.)

IN TUNE WITH ADAM

BY: SOLOMON M. SWIFT

AN OVERVIEW:

I could estimate trajectory vectors and compute angular velocities long before I learned how to avoid striking out at the plate. Likewise, I was rather conversant with the physics of sound before I ever even tinkered with a musical instrument. To me, learning the theory and principles of virtually any subject that involves mathematical reasoning has always come easy; the challenge is to put that theory into practice in the real world of trial and error. Indeed, one of the attractions to programming for many of us is that the computer lets us work out all the kinks in a routine with as many tries as we need until it performs the given task correctly. The end user doesn't see the two dozen failures encountered along the way, only the successful finished product of all that effort.

We all have frustrating moments in programming; my own encoding failures (crashes, system lockups, etc.) some of the time outnumber the successes by a ratio of about 20 to 1. When you have moments like this, just take a deep breath, clear your mind, and go back to it with the assurance that it will eventually work the way you want it to. After all, success is attained by eliminating failure, each failed attempt is just one more step in the process of elimination on the road to success, paraphrasing T.A. Edison). It also helps me to think of programming as TEACHING the computer to do something - this electronic creature is an idiot savant; it can multiply huge strings of multi-digit numbers faster than you can blink an eye, but it can't do a darn thing unless someone shows it line by line, step by step exactly how to do it!

IN TUNE WITH ADAM SERIES

That's the underlying aim of this extensive new series programming, or teaching ADAM. We're going to

teach ADAM how to play music...real harmonious melodies. We'll do it one step at a time. First we'll refresh our own memories on the mathematics of sound and the fundamentals of music theory. Then we'll coax ADAM into making some simple sounds and interesting sound effects for us. Next we'll figure out how to derive the values for musical notes arithmetically for ADAM's sound chip to understand them. Then we'll have ADAM play songs for us. After this we'll use a new machine code tune driver I wrote especially for this series that greatly facilitates having ADAM play songs. It is a vastly improved version of SmartTUNES (NOV 87 Nibbles & Bits); one of the best new features is the use of all three voices along with an option for snare drum sounds. And we'll see how to convert sheet music so that we can give ADAM a large repertoire of songs to play for us.

Before we teach all this good stuff to ADAM though, let's refresh our own knowledge of sound and music. Then we'll put those theories and principles into practice.

ADAM GRAPHICS WORKSHOP

BY: SOLOMON M. SWIFT

DIGGING AROUND

When I got my first ADAM, Christmas '83, I had an APPLE II™ and a TRS 80 MODEL 3. All I did was word processing; I didn't know the first thing about programming. My biggest accomplishment in this area was to learn about typing RUN and tapping the ENTER key. ADAM didn't seem to offer what I needed and it consequently was relegated to the wasteland of official dust collector; then Coleco announced its plan to drop the ADAM from production. Instead of scurrying about to grab all the software I could lay my hands on, I viewed the situation as a challenge to finally delve into programming.

HUNTING FOR THE COLOR POKE

After I became familiar with a few of the BASIC commands, my first real objective was to add color to BASIC. I had located a color chart for ADAM's video chip and concluded that the standard TEXT screen color was a value of 240. I went PEEKing around in the interpreter hunting every single value of 240 and (there are 50 occurrences of that value in the interpreter) changing it to 23 (black letters on a cyan backdrop). Needless to say, the system crashed MANY times; I

knew absolutely nothing of Z80 programming. After many frustrating hours I came upon address 17115. It worked - sheer nirvana! In the weeks that followed my tinkering paid off by finding nine addresses to change screen colors, three each for TEXT, GR, and HGR. Although I covered the fundamentals of these color changes a few years ago, this information may be useful to those of you who are new to ADAM or new to BASIC programming.

HIGH AND LOW NIBBLE COLOR VALUES

The Texas Instruments video chip that ADAM uses, the TI-VDP TMS-9918A, has independent capabilities for background and foreground colors. In TEXT mode you can consider the foreground to be the actual letters of the alphabet that you see on the monitor screen; the background is the fill color. The TI-VDP has its own 16 color values.

In order to set the TEXT mode color you have to send both the letter color and the backdrop color to the video chip in ONE BYTE. Each byte consists of 8 BITS, or two NIBBLES of 4 bits each. All we do is put the backdrop color in one nibble and the letter color in the other. The letter color goes in the HIGH ORDER nibble; this is accomplished by multiplying the color value (a four bit number) by 16.

Suppose that you want a letter color of dark blue. The TI-VDP value of dark blue is 4; refer to the chart. Just multiply 4 times 16 to get the high order nibble value of 64. Now POKE 64 into address 17115 (this is SmartBASIC's text color address: POKE 17115,64 and tap the <RETURN> key. Now enter TEXT and tap <RETURN> again, It is that easy. Now suppose you want a backdrop color of white and a letter color of dark blue. Just find the TI-VDP color value for white in the chart (it is 15) and add that to 64 for a total of 79. Now enter POKE 17115, 79: TEXT and tap <RETURN> Viola!

THE COLOR TABLE

The color table at the top of page 13 saves you the trouble of doing the math in computing letter and backdrop color combinations. Just find your letter color preference in the left hand column and cross reference it with the backdrop color across the top. Then POKE that value into the appropriate address. In the following table FRG means foreground (or

letter) color and BKG means background (or backdrop) color.

For SmartBASIC 1.0:

POKE 17059, BKG	(BORDER)
POKE 17115, FRG & BKG	(NORMAL)
POKE 17126, FRG & BKG	(INVERSE)
TEXT	

POKE 25431, BKG	(BORDER)
POKE 25471, FRG & BKG	(WINDOW)
POKE 25568, FRG & BKG	(TEXT)
HGR	

POKE 18607, BKG	(BORDER)
POKE 18633, FRG & BKG	(WINDOW)
POKE 18711, FRG & BKG	(TEXT)
GR	

For SmartBASIC 2.0:

POKE 17184, BKG	(BORDER)
POKE 17240, FRG & BKG	(NORMAL)
POKE 17251, FRG & BKG	(INVERSE)
TEXT	

POKE 24695, BKG	(BORDER)
POKE 16783, FRG & BKG	(WINDOW)
POKE 24847, FRG & BKG	(TEXT)
HGR	

POKE 24695, BKG	(BORDER)
POKE 24784, FRG & BKG	(WINDOW)
POKE 24847, FRG & BKG	(TEXT)
GR	

THE PR#5 PROGRAM

My personal preference when writing programs for ADAM is the graphics mode because it permits detailed, colorful graphics. Texas Instruments refers to this as GM2 mode; in SmartBASIC It is called HGR2 (HGR is HGR2 with four or eight text lines at the bottom of the screen). The limitation of BASIC's implementation of GM2 is that there is no easy way to put text beside or inside the detailed graphics that you can draw.

You could use a high resolution vectored shape table

memory for the table (2K to 3K) plus the subroutine to print the characters uses up vital memory too. A couple of years ago I wrote a Z80 routine to put standard text on the GM2 screen for Nibbles & Bit, but it required at least intermediate programming knowledge just to make use of it.

Now we have “PR#5: HGR/HGR2 TEXT”, my latest freeware contribution, which uses little memory and is simple enough to use for even the novice BASIC programmer. The program LIST is on page 15 of this issue of A.C.T. Just type it in, SAVE it, and then RUN it. It does a check sum on the data. If it prints the error message, check your data elements.

HOW TO USE THE PROGRAM

You use the PR#5 command to print the graphics on the HGR or HGR2 screen (it automatically adjusts for the four extra lines in the HGR2 mode). Use it the same way that you use PR#1 or PR#2 to direct PRINTing, to the ADAM printer or a dot matrix. Be sure to enter HGR or HGR2 first. For example:

(tap <RETURN> after each line)

```
HGR
PR#5: PRINT “Now is the time”: PR#0
```

You can also use the VTAB and HTAB commands to print text on the graphics screen at specific locations. Be sure to put a semi colon (;) after to print statement if you prefer to not erase any graphics to the right of the printed text. Here is how to position text:

```
HGR VTAB 6: HTAB 4
PR#5: PRINT “The quick red fox”: PR#0
```

The PR#0 function simply returns you to normal TEXT screen output. Also note that when you attempt to print beyond the bottom right corner of the graphics window, the entire window will scroll up one text line just as in TEXT mode.

You can also set the letter and backdrop color of individual text lines within the graphics window. Address 25471 is used to set the window color before the HGR command and the same address can be used before a PR#5 command to set the color of a text line. Always BE SURE that 25471 contains different letter and backdrop color values. The following will set the

graphics window color to white and then print the text line in black letters with a light green backdrop.

```
POKE 25471, 31: HGR
POKE 25471, 19: VTAB 4: HTAB 2
PR#5: PRINT “WOW! Color controll”: PR#0
POKE 25471, 23: VTAB 6: HTAB 2
PR#5: PRINT “A variety of color”: PR#0
```

HOW THE PROGRAM WORKS

The SmartBASIC patch uses several Z80 subroutines and further patches some of the BASIC commands. The assorted routines are annotated in the REMark statements. We’ll detail the Assembly specifics of them in subsequent issues.

The HTAB function is patched in line #'s 1900 thru 1940 to accommodate its use In HGR and HGR2 graphics printing. Likewise, the VTAB command is patched in line #'s 1800 thru 1840. The TEXT command is patched in line #'s 1700 thru 1740; this copies the bit image (shape designs) of the standard character set to a 1k buffer at address 56320. This buffer is typically unused; however Intel LOAD (my BASIC speed loader) does use this memory. To use Intel LOAD with this patch: enter TEXT, then bload the speed loader, and CALL 56320 (as the manual describes). Any time you enter the TEXT command, though, the Intel LOAD routine will be over written.

The HGR2 function (used by HGR too) is patched in line 1 is 1600 thru 1660. This sets up the margins for either HGR or HGR2 and sets the default VTAB and HTAB to the upper left corner of the graphics window. The heart of the whole function is in line #'s 1300 thru 1340. This prints a single character on the graphics screen. Line #'s 1400 thru 1450 create a Z80 routine to print a string of characters and updates the screen after each character is displayed. Line #'s 1500 and 1510 simply patch the otherwise unused PR#5 output vector to this string print function. The routines in line #'s 1000 thru 1250 constitute the subordinate functions for scrolling the graphics window when a character is printed beyond the bottom right margin.

I hope that you Ill enjoy this patch and find some good uses for it in your own programs. In an upcoming issue I’ll LIST functions for PR#2, PR#3, and PR#4.

```

10  REM PR#5:HGR/HGR2 TEXT
20  REM(c) MAR 1990 PHOENIX 2000
30  REM public domain effective 15 MAY 1990
40  REM do NOT remove these REMark statements
100 LOMEM:28000
110 POKE 17115,244:POKE 25471,244
120 HOME:? "reading data..."
130 FOR x=27600 TO 28000:POKE x,0:NEXT
1000 REM ***** set bottom line color
1010 DATA 1, 31, 1, 33, 1, 19, 58, 127, 99, 50, 0, 0,
      197, 6, 8, 175, 133, 16, 253
1020 DATA 111,193,120,50,1,0,6,8
1030 DATA 175, 129, 16, 253, 79, 58, 1, 0, 71, 58, 0, 0,
      89, 22, 0, 197
1040 DATA 245, 213, 229, 205, 38, 253, 225, 36, 209,
      241, 193, 16, 242, 201
1050 FOR x=27709 TO 27765:READ mc:POKE
      x,mc:NEXT
1100 REM ***** clear bottom line
1110 DATA 1, 31, 1, 33, 1, 19, 197, 6, 8, 175, 133, 16,
      253, 111, 193, 124
1120 DATA 198, 32, 103, 229, 120, 50, 0, 0, 6, 8, 175,
      129, 16, 253, 79, 58, 0, 0, 71, 89
1130 DATA 22, 0, 197, 213, 229, 175, 205, 38, 253,
      225, 36, 209, 193, 16, 243, 241, 201
1140 FOR x=27655 TO 27707:READ mc:POKE
      x,mc:NEXT
1200 REM ***** scroll window up
1210 DATA 62, 1, 245, 1, 248, 0, 33, 0, 216, 30, 8, 87,
      229, 213, 197, 205, 29, 253
1220 DATA 193, 209, 225, 21, 229, 213, 197, 205, 26,
      253, 193, 209, 225, 122
1230 DATA 198, 33, 87, 229, 213, 197, 205, 29, 253,
      193, 209, 225, 21, 205, 26, 253
1240 DATA 241,60,254,20,32,204,201
1250 FOR x=27600 TO 27654:READ mc:POKE
      x,mc:NEXT
1300 REM ***** display one character
1310 DATA 245, 6, 8, 33, 0, 0, 95, 22, 0, 25, 16, 253, 1,
      0, 220, 9, 58, 118, 108, 79, 6, 8
1320 DATA 175, 129, 16, 253, 95, 58, 119, 108, 198,
      32, 87, 1, 8, 0, 197, 213, 229, 205, 26, 253, 225,
      209, 193
1330 DATA 107, 122, 214, 32, 103, 58, 127, 99, 17, 8,
      0, 205, 38, 253, 241, 201
1340 FOR x=27768 TO 27828:READ mc:POKE
      x,mc:NEXT
1400 REM ***** print hi-res char and update screen
1405 DATA 245, 58, 112, 66, 254, 2, 48, 2, 241, 201,
      241, 245, 254, 13, 202, 241, 108, 205, 120, 108, 33,
      118, 108
1410 DATA 52, 126, 254, 32, 48, 2, 241, 201, 62, 1,
      119, 35, 52, 126, 254, 20, 48, 2, 241, 201
1420 DATA 33, 1, 19, 34, 118, 108, 205, 208, 107,
      205, 7, 108, 205, 61, 108, 241, 201
1430 DATA 33, 118, 108, 126, 254, 31, 202, 212, 108,
      62, 31, 70, 144
1440 DATA 71, 62, 32, 197, 205, 181, 108, 193, 16,
      247, 24, 231
1450 FOR x=27829 TO 27913:READ mc:POKE
      x,mc:NEXT
1500 REM ***** enable pr#5
1510 POKE 16223,181:POKE 16224,108
1600 REM ***** patch HGR2
1610 DATA 33,1,0,34,118,108
1620 DATA 58, 112, 66, 6, 19, 254, 3, 32, 2, 6, 23, 120,
      50, 66, 108, 50, 12, 108
1630 DATA 60, 50, 3, 108, 50, 219, 108, 33, 123, 65,
      195, 92, 99
1640 FOR x=27914 TO 27950:READ mc:POKE
      x,mc:NEXT
1650 DATA 195,10,109
1660 FOR x=0 TO 2:READ mc:POKE
      x+25433,mc:NEXT
1700 REM ***** patch TEXT
1710 DATA 50, 113, 66, 33, 0, 220, 17, 0, 0, 1, 0, 4,
      205, 29, 253, 201
1720 FOR x=27951 TO 27966:READ mc:POKE
      x,mc:NEXT
1730 DATA 195,47,109
1740 FOR x=17222 TO 17224:READ mc:POKE
      x,mc:NEXT
1800 REM ***** patch VTAB
1810 DATA 33,119,108,113,53,205,107,102,201
1820 FOR x=27967 TO 27975:READ mc:POKE
      x,mc:NEXT
1830 DATA 205,63,109
1840 FOR x=11346 TO 11348:READ mc:POKE
      x,mc:NEXT
1900 REM ***** patch HTAB
1910 DATA 33,118,108,113,205,79,102,201
1920 FOR x=27976 TO 27983:READ mc:POKE
      x,mc:NEXT
1930 DATA 205,72,109
1940 FOR x=11325 TO 11327:READ mc:POKE
      x,mc:NEXT
2000 TEXT:? "running data checksum..."

```

```

2010 tt=0:FOR x=27600 TO 27983:
      tt=tt+PEEK(x):NEXT
2020 IF tt=41497 GOTO 2040
2030 ?:"ERROR!!!":END
2040 ?:"CHECKSUM OKAY.":END

```

PRODUCT REVIEWS

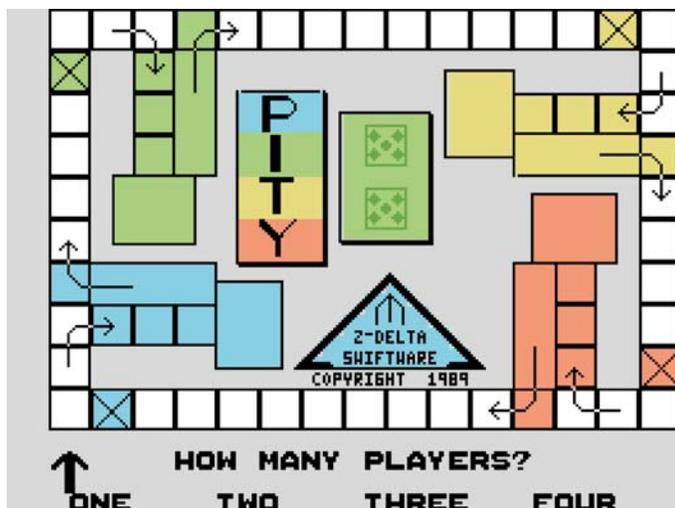
PITY

by PHOENIX 2000

REVIEWED by Jim Notini

Remember back in our early childhood when it seemed that all we did with our friends was play board games especially since computers weren't around then? Well, now you can play one of everyone's all time favorites, "SORRY!", on the ADAM thanks to PHOENIX 2000. The goal of PITY is to move all four of your game pieces out of the START BOX and around the board to the player's HOME BOX, which is directly adjacent to the START BOX, but can only be reached by moving the game piece all the way around the board. The first player to advance all four of his game pieces into his HOME BOX wins the game. To do so is not as easy as it sounds however; and in some cases can last quite a while before someone comes out on top.

Upon boot, a graphic title screen is displayed while the rest of the program loads into ADAM's memory; once loaded, the game board will appear on the screen and some options will be given before the actual start of the game. PITY allows for 1 to 4 players to compete at once. Or, if you only have 1 to 3 players that will be competing, the computer can take on the role of another player providing for some real mean



competition. After choosing the number of players, the gamers choose their game piece color (red, blue, green, or yellow), as well as an option to select beginner or experienced level for each player. On the beginner level one piece is already out of the START BOX, otherwise all four pieces are in the START BOX and gameplay begins. All control of the on screen pointer for selecting options is entered with the front Joystick 1 or keyboard), Just POINT AND CLICK!

It may sound easy to (get your four game pieces around the board and into the HOME BOX to win the game, but there are many catches to this game as there are in SORRY. To start out, player #1 will be prompted to FLIP CARD front the card pile onscreen. The cards can have a number from 1 to 10 or the PITY card 1 (which causes the player to lose a turn). In order to get a place out of the STARTBOX, 1 or 2 card has to come up. Players alternate turns flipping cards and (hopefully) moving pieces. Also, you may have only one game piece occupying any given square at a time. And, if you land on another player's piece you send it back to its respective START BOX adding defensive strategy to the game.

Card #3 advances your game piece 3 steps forward; and also gives you another free turn. Card #8 advances the game piece 8 steps forward and brings out the HOME CHASER. This animated character races around the board and stops at a random square; if any game piece already occupies that square, it will be advanced to its HOME BOX. Card #9 advances the game piece 9 steps and brings out the START CHASER. Similar to the HOME CHASER, this one can send a piece back to the START BOX. Card #6 will move the game piece chosen backward 6 steps.

There are other nice features to the game too. Since up to four can play, some strategy is required to determine which of your pieces to move. There is also a special box which is color coded to match the pieces; if you land on the box of your color, you are automatically advanced to your own HOME BOX – definitely helps when you've (got another player's piece hot on your tail).

Overall, PITY is a very EXCITING game which will help keep the interest of younger children, as well as, us older, young at heart gamers. PITY just might be the ULTIMATE PARTY GAME for ADAM. And it could make a great baby sitter since one player can compete

against the computer. Graphic displays are captivating and add to the game's overall value; and the many sound effects correspond with what is happening on the board.

All control is via the joystick and choices are made through a very simple user interface of POINT AND CLICK. This method of play further simplifies input for younger children. Although PITY is recommended for ages 7 to adult, this is a game which can easily be learned and played alone by a child younger than 7, especially since most children are already familiar with SORRY and seem to learn quickly when there are sharp, colorful displays on the screen. I highly recommend PITY. And, it works with the standard ADAM system ... no special attachments required. It is available from most ADAM vendors for \$18.95 on tape or diskette.

THE ABOMINABLE SNOWMAN

By Graftex Software

REVIEWED by RON MITCHELL

The first time through, I died for not resting. On the next attempt, I was branded a coward for turning back in the face of timber wolves. And the third time I died because I hadn't eaten...starved to death in the snow. Then I began to get the drift!?

All of this is part of a brand new offering for youngsters. It's called the "Abominable Snowman," ably written by Joe Quinn of Graftex Software, a newcomer to the ADAM scene. And, if Snowman is any indication, we can look forward to some fine programs for the younger set.

The Abominable Snowman is a text and graphics adventure game in which you play the role of an anthropologist who has heard rumors of strange sightings in the mountains. You're first tempted to dismiss the whole story as a hoax, but the more you hear, the more you're convinced that the evidence might be worth investigating. There's only one problem: You're soon due back at the university, and there may not be enough time.

After due consideration you decide to embark on a search...a search for the Abominable Snowman. The way is tough. There is deep snow, timber wolves, and crevices in the ice. You are limited to what you can



carry in the way of food and shelter, and you tire after short periods of activity. Your choices must be well thought out. You are racing against the clock. That's the scenario. Let's look at the program.

Abominable Snowman comes on two disks, and consists of some 210K of work in SmartBASIC. It self boots using a professionally done introductory screen written with BootPIC. Two screens of graphics text set the scene for the adventure, and I found that they had to be read rather promptly. You don't get a second chance.

The adventure begins. You find yourself in a snow covered glade with evergreens on either side. The graphics are simplicity itself, yet highly effective, setting the scene with a minimum of clutter. The program operates in HGR mode, and you are given guidance in the text window at the bottom of the screen.

At this point you have six choices, selectable with the number keys: (1) Read More, (2) Search, (3) Proceed, (4) Turn Back, (5) Rest, and (6) Eat.

As you proceed, you'll find that the written commentary on your progress very aptly describes the state of things. The words are there to be read with care. Pay attention, and move smartly. You are working against the clock.

As you press each key, there's a fair amount of disk activity as the program loads various segments; this feature might have been a disadvantage in some other applications. In Snowman's case, it has the effect of increasing the suspense; but, you are not required to wait too long.

I did encounter a couple of bugs in my program; one instance where the graphics didn't match the description and another where it crashed. That prompted me to phone Joe Quinn with a quick report. The process was all the easier for his having put his name, address and phone number right up front in the DOC file that comes with Snowman, a fact for which he seems a little apologetic. I wouldn't be. It obviously served a purpose.

I found Joe to be very pleasant, friendly and eager to talk about his new program. He said that there are a couple of versions of Snowman presently making the rounds amongst us reviewers, and he volunteered to mail me a newsletter exchange, so I was glad I'd phoned.

Joe mentioned that as a psychologist, he spends a considerable amount of time working with younger children. He said what motivated him, in part, to write the Abominable Snowman was the need to provide youngsters with more games along the lines of Troll's Tale. To date, he hasn't found many and so decided to write one himself. In his "DOC" file Joe emphasizes that Snowman is a non-violent game designed for the novice player. You're not offered the option of killing anything. But you can, as I quickly discovered, die due to other causes. In my view, the game succeeds in its intended purposes of providing good fun in motivating a player to think about his or her actions...while trying not to freeze to death in the snow. I understand that a sequel is to follow; younger ADAMites can look forward to this.

Highly recommended. It is available for \$12.95 from most ADAM vendors; works with the standard ADAM system.

**S.M. VIDEO
P.O. BOX 3189
OAKTON, VA 22124
(703) 620-4485**

**NEWS FLASH!! NEW PUBLIC
DOMAIN TITLES NOW AVAILABLE**

This software is FREE!! You pay the copy cost. Most the software programs In S.M. VIDEO'S library were never released and others are some that were, but are no longer available from ADAM suppliers. This software will be taken out of are library if original's

become available. TO THE BEST OF MY KNOWLEDGE ALL OUR SOFTWARE IN THE PUBLIC DOMAIN IS THE BEST AVAILABLE BUG FREE VERSIONS. IF YOU HAVE ANY UNRELEASED SOFTWARE OR A BETTER VERSION THEN THE ONE'S LISTED BELOW. S.M. VIDEO WILL PAY YOU \$35.00 FOR EACH ONE. WE ARE LOOKING FOR COLECO'S SIDETRAK, SPECTAR, RIP CORD, TURBO THE SUPERGAME, SKIING, HORSE RACING, BLACKJACK/POKER THE SUPER CARTRIDGE, TUNNELS AND TROLLS, CHESS CHALLENGER, SMURF PLAY AND LEARN, MR. TURTLE OR ANY OTHER UNRELEASED HARDWARE, SOFTWARE, MANUALS, ETC.

SOFTWARE AVAILABLE ON 3 1/2" Disks. 5 1/4" Disks, and Digital Data Pack for \$4.95. ALL SOFTWARE WILL BE SENT ON 3 1/2" DISK IF YOU DO NOT REQUEST THE TYPE OF DRIVE YOU HAVE.

INSTRUCTIONS ARE \$1.00 EACH
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JEOPARDY - Exactly the same as on T.V. Contains 27 games already on the program. This is a bug free version. Jeopardy game packs and a gamemaker are available now for use with this excellent game.

SUBROC THE SUPERGAME - Bug free arcade game.

BUCK ROGERS THE SUPERGAME - Disk version has one bug.

DONKEY KONG THE SUPERGAME - Bug free arcade game.

DONKEY KONG JUNIOR THE SUPERGAME (REVISION 14) has never been available.

DAMBUSTEIRS THE SUPERGAME - Bug free WWII simulator.

FRONTLINE THE SUPERGAME DEMO

TUNNELS AND TROLLS DEMO

TROLL'S TALE - Bug free version.

TEMPLE OF ASPHAI - Requires super action controller.

ALL NEW GAME CARTRIDGES

COPIED ON 3 1/2" Disks.

COLECO VIDEO CATALOG - Only 3 1/2" Disk or Digital Data Pack.

THE BEST OF ELECTRONIC ARTS - Bug free version.

PINBALL GAMES - Need above program to use this software.

THE BEST OF B.C. - Contains two bug free supergames.

X-10 - Minh Ta's Home Appliance Control/Security System. SMARTKEY DRIVEN, Serial Interface, Serial Cable and X-10 Hardware required.

M.I.D.I. - Minh Ta's ELECTRONIC KEYBOARD PROGRAM SMARTKEY DRIVEN Serial Interface, Serial Cable and MIDI device required.

DAVINCI - A few bugs. Has manual to print out on printer.

PERSONAL CP/M - Has a few bugs.

MACADAM - NEW bug free with manual you can print out.

FORTH - New COLECO Programming Language. Very powerful, bug free.

ELECTRONIC FLASHCARD MAKER - Unreleased version with ALEGBRA FLASH FACTS.

COLECO GRAPHICS ASSEMBLER - A lot better than PROJECT NAME BY LINE.

COLECO MUSIC DEMO

ADAM DIAGNOSTIC

DISK DRIVE ALIGNMENT TESTER - Test your Adam drive to insure it works.

**NEWS FLASH!! ADAM M-3 MOUSE
AVAILABLE SOON FOR \$79 95**

ADAM SYSTEM FINAL TESTER

ADAM CPU TESTER - COLECO's testing program for the ADAM MEMORY CONSOLE.

ADAM MENU TESTER - Another COLECO testing title, very easy to use.

COLECO VISION FINAL TESTER - This Software tests the components of ADAM.

TAPE UTILITY (REV.22)

BUCK ROGERS RESTORER PROGRAM - This program will restore defective bucks.

BLANK DATA PACK RESTORER - This program will restore blank tapes.

SMARTBASIC RESTORER - Use this program to restore smartbasic tapes.

RAMTEST DIAGNOSTIC REV. 3 - Used by Honeywell Service Centers.

COLECO GAME COPY - Bug free cartridge copy utility program.

SPEEDTESTER - This a advanced version works a lot better then the other version.

COLECO MARKET MONITOR - I HAVE THE BUG FREE VERSION.

COLECO TAX PLANNER - I HAVE THE BUG FREE VERSION.

COMMERCIAL PRODUCTS

3 1/2" DISK BACKUP \$2

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3 1/2" DISK DRIVES - \$289.25

DIGITAL DATA DRIVES - \$24.00

BLANK COLECO TAPES - \$2.00

POWER SUPPLY FOR ADAM (White case with light) - \$34.95

COLECO 300 BAUD MODEM - \$55.00

PARALLEL INTERFACE - \$55.00

ADAM M-3 MOUSE - \$79.95

Adam Mouse that plugs into the joystick port and is 100% compatible with all ADAM software plus. All new software from WALTERS Software Co. will take full advantage of our mouse. Needs 9-volt battery.

MOUSE A.C. ADAPTER - \$7.95

Now you don't need any batteries to power the ADAM M-3 MOUSE.

MOUSE PAD - \$4.95

Protect your mouse so that it lasts longer and also gain more control.

ZAXXON THE SUPERGAME (disk or data pack) - \$8.95

FAMILY FEUD (data pack) - \$19.95

Excellent program that is the same as on TV game show.

JEOPARDY QUESTION PACK (disk or data pack) - \$14.25

FAMILY FEUD QUESTION PACK (disk or data pack) - \$14.25

BIBLE JEOPARDY (3 1/2 Disk. 5 1/4 Disk. Data Pack) - \$17.25

ADAM LINK III+ - The best modem program available!

MARKET MONITOR - \$99.95

FOR COLLECTORS ONLY! CONTAINS THE ORIGINAL CANADA RELEASED PROGRAM WITH MANUAL IN THE FACTORY SEALED BOX PLUS I ALSO WILL INCLUDE A COPY OF THE UNRELEASED VERSION OF THE PROGRAM ON DISK OR TAPE. CALL FIRST!

**PERSONAL CALENDAR UTILITY
BY PHOENIX 2000**

THE FIRST GRAPHIC CALENDAR PROGRAM
FOR THE ADAM SYSTEM.

- * POWERPAINT COMPATIBLE
- * ONLINE CALENDAR OPTIONS
- * CALENDARS - ANY YEAR, ANY MONTH
- * YEAR-AT-A-GLANCE PRINTED CALENDARS
- * STAMP CLIPART
- * USES FONTPOWER FONTS
- * GRAPHIC, TEXT, OR ONSCREEN CALENDARS
- * LARGE ONE MONTH CALENDARS YOU CAN
PACK WITH GRAPHICS AND TEXT
- * WYSIWYG CALENDAR DESIGN
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PUT ADAM TO WORK FOR YOU WITH PER-
SONAL CALENDAR UTILITY. MORE FEATURES
WITH A DOT MATRIX PRINTER. RAMDRIVE
CAPABILITY REQUIRES ANY SIZE MEMORY
EXPANDER.

AVAILABLE FROM YOUR FAVORITE ADAM
VENDOR FOR JUST \$19.95

NOT require a memory expander). CLIPPER clip art
can be used with PowerPAINT, The PRINT WORKS,
and The LABEL WORKS.

FontPOWER - 14.95

Utility using Coleco like graphics for designing your
own font sets. Comes with three font shape tables for
HGR and HGR2 modes. Fonts can also be used in your
own BASIC 1.0, BASIC 2.0, and Z80 programs.

G.A.M.E. - 14.95

Two volumes of songs with accompanying full screen
graphics. Good entertainment; shows off the music
and graphics capabilities of ADAM. Great for
recording as video tape headers too. Three volumes
(14 songs and pictures each), specify which volume (I,
II, or III).

Intel BEST 3.3 - 17.95

Makes over three dozen changes to BASIC 1.0 Comes
with nine very user friendly MUSIC commands
demos; plus it fixes several bugs in BASIC.

Intel LOAD V1.0 - 11.95

Converts BASIC 1.0 programs to load up to 12 times
faster; stays in RAM; two BSAVE options.

Intel LOAD V2.0 - 11.95

Converts BASIC 2.0 programs to load up to 12 times
faster; stays in RAM; two BSAVE options in
STDMEM only.

MegaDISK - 19.95

Creates the RAMdisk ability for BASIC 1.0 or your
own Z80 program. Works with 64K, 128K, 256K,
512K, and 1024K OrphanWare compatible memory
expanders. Automatically checks for XRAM size.
Comes with five useful PD programs including
EZfileXFER. Much, much faster than a Coleco disk
drive. Self booting or can be BRUN after BASIC is
loaded.

PaintAIDE - 16.95

Allows you to customize some aspects of
PowerPAINT including the ability to preset the
SPECIAL typefaces. Plus, it comes with over THREE
DOZEN font files which really brings out the page
design features of PowerPAINT. Also includes BASIC
programs too.

PHOENIX 2000 PRODUCT CATALOG

DIGITAL EXPRESS

Beyond Trek - 14.95

Pits you against hostile Klingons. Good graphics and
sound. Protect four starbases and annihilate the
Klingons. You command the Enterprise. Hall of Fame.
Requires at least a 64K expander.

Chess Champ - 14.95

The first graphic chess game for the ADAM. Great
graphics; easy user interface; 10 skill levels. A little
slow on the higher levels. Take back last move; edit
board; on line instructional; store/load up to 52 games.
Requires at least a 64K memory expander.

CLIPPER - 14.95

Introduces the concept of 'clip art' to ADAM. Totally
machine code program. Build clip art collections. Put
clip art in your hi-res pictures; draw and edit clip art.
Also captures clip art from hi-res pictures. Enter text;
change colors. Comes with an 11K RAMdrive (does

PowerPAINT - 29.95

80K machine code graphics processor for the ADAM. The most extensive graphics design program EVER written for the system. Uses Coleco like graphics. A large variety of file storage and retrieval options: directly load PaintMASTER, SmartPAINT, GraphixPAINTER, SmartLOGO, and RLE pictures. Quick global color changes (background and foreground). Move, copy, and erase options. Many hardcopy print options (screen, labels, letterheads, and whole page pictures). Screen scroll options; four screen pictures with a 64K card (eight with a 256K or 512K card). Uses FontPOWER font sets, SpritePOWER sprites (for stamping onscreen), and CLIPPER clip art. Requires at least a 64K card; printing requires a Centronics parallel interfaced Epson FX or IBM 5151 graphics compatible printer (Panasonic KX series and Okimate 20 are compatible). Fully compatible with SmartPAINT. You can easily UNDO changes too. Internationally acclaimed as "THE graphics design program for the ADAM".

ShowOFF I - 18.95

Graphics design package (enter text, draw polygons, paint, save pictures, etc.). Fast color changes and a variety of print options. High and low resolution drawing programs. Printing graphics requires a Centronics parallel interface and an Epson FX compatible dot matrix printer; no memory expander required.

ShowOFF II - 14.95

Machine code print enhancement to SmartWriter; adds 32 print controls and 5 CONTROL functions; SmartBASIC print enhancements too. Requires parallel interface, a 64K memory expander, and an Epson FX compatible DMP with line justification ESC codes, such as the Panasonic KXP-1080 and KXP1080i.

ShowOFF IIa - 14.95

Very similar to ShowOFF II except that it is compatible with any dot matrix printer that supports Epson FX ESC codes (works with Epson, Star, Panasonic, and Okimate 20 DMP's). Does not include the line justification commands or internal document margin control. Requires at least a 64K memory expander.

SpritePOWER - 14.95

Totally machine code utility using Coleco like graphics for designing your own sprites. Includes 3 sets of sprites; extensive instruction manual shows you how to use sprites in BASIC 1.0, BASIC 2.0 and Z80 program. Includes PUFF and other demo programs. Comes with an 11K RAMdrive (does not require a 64K expander). Very easy to use program.

SwiftBASIC 80 (rev 2.3) - 11.95

Now the BASIC that you've been using can be used with the OrphanWare 80 column board. It also works with the EVE or OBS physical clock board. Plus, there are many other enhancements including DMP support and automatic RAMdrive capability with a memory expander.

SwiftDISK - 11.95

Fools the operating system into believing that the super fast RAMdrive is a second tape drive. Great for SmartWriter, ADAMCalc, SmartBASIC, SmartLOGO, and many others. Requires MegaDISK 1.0 and at least a 64K card (works best with a 128K or larger card).

SwiftPRINT - 14.95

Powerful graphics file interchange program; easily convert between RLE, SmartPAINT, PowerPAINT, GraphixPAINTER, and PaintMASTER. STORE and LOAD in virtually any ADAM picture format. A variety of picture print options including COLOR for the Okimate 20. Requires at least a 64K expander and a standard parallel interface for DMP printing.

TurboDISK 1.0 - 18.95

Creates RAMdrive capability with BASIC 1.0. Corrects several BASIC bugs. Includes TurboCOPY very nice media control and copy utility. PD modules; programming tips, and more.

TurboDISK 2.0 - 12.95

Creates the powerful RAMdrive capability with BASIC 2.0 and a 64K expander. Disables EXTMEM command.

XRAMpak - 14.95

The perfect companion to MegaDISK 1.0 and your OrphanWare memory expansion board (any size). XRcopy (a powerful copy utility that uses the

RAMdrive space above any files stored there as a copy buffer & does multiple copies), PACK and UNPACK (compacts and decompacts your favorite utilities into/from one large file for quick system setup on the RAMdrive), and EZfileXFR2 (faster than the first version by not restarting the directory after each file transfer).

Graftex Software

Abominable Snowman - 13.95

Graphic adventure in which you try to survive while hunting for the fabled creature. Easy enough for children to play...challenging for adults too.

EyeZod Graphics

PowerTOOLS - 13.95

Over 90 files for to help you make even better use of PowerPAINT. Included are a large variety of paintbrushes, sprites, font sets, clip art, and full screen pictures. If you have PowerPAINT, you'll find PowerTOOLS to be indispensable.

PHOENIX 2000

Personal Calendar Utility - 19.95

Very useful calendar program for ADAM. Does online calendar and calendar calculations. PCU has a variety of calendar printing options. For the ADAM printer or a DMP It will print a year at a glance hardcopy. For a system with a DMP and at least a 64K card it will print graphic calendars for any month. With the one month option, print a full page calendar with room for automatic notes on dates, clip art stamping, assorted typeface text entry, monthly events list at page bottom. Turn out some dazzling graphic calendars. PowerPAINT calendar save options too.

PITY - 18.95

A colorful, graphic board pursuit game similar to SORRY (tm) and TROUBLE (tm). One to four players; ADAM can play too. Great fun for kids; good entertainment for the whole family. The POINT AND CLICK user interface makes it a snap to play, even for youngsters.

SUPER PARROT - 12.95

The commercial version of PARROT. This colorful, SIMON like memory exercise game uses the simple POINT AND CLICK user interface. The computer will sound a musical note and flash a large, color arrow on the monitor screen. You, in turn, play the note back by tapping the corresponding arrow key. With each correct reply one note is added to the sequence. Two play options: ADD A NOTE (continues the same sequence adding one more note) and NEW NOTES (one more note each time, but a different sequence).

U MATCHEM - 12.95

The commercial version of EZ MATCH. This one has several more options including the simple POINT AND CLICK user interface. Compete with a friend or play against ADAM. Players alternate turns flipping two tiles on an on screen play board consisting of forty tiles. If the two objects exposed by lifting the tiles match, the matching objects and the two tiles are removed; also, the player wins a point and gets to select again. The player with the most points when all the tiles are removed is the winner. You have three sets of objects to choose from (Alphabet, Lines & Bars, and Ordinary objects) and there is a board preview option too.

Steve Pitman Software

BRAINSTORM - 16.95

Exciting Tetris like game in which different shaped blocks (seven configurations) drop into a chamber. The object is to position the blocks in this chamber so as to not let the pile build up to the top. You have 4 skill levels and 25 stages of play. You also have two basic game play options. "GAME B" is the standard one; "GAME A" lets you attempt to solve HANGMAN type phrases (three categories) as horizontal lines in the chamber are completed. The graphics and sound are excellent.