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

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

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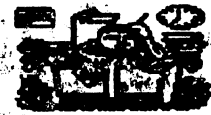
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FROM THE EDITOR'S DESK:



We wish you and your family a very happy and prosperous 1989.

For those of you who are new members, ADAM'S ALIVE is now published 10 times per year. The combined issues will be Jan/Feb and Nov/Dec. Subscription rates are now \$18.00 per year (in the USA). If you sent a payment under our old rates, your issues on your subscription will be adjusted accordingly.

We are sold out of ADAM Disk Drives. If the demand continues, we may look at the possibility of manufacturing our own Drives.

A NEW HIGHER QUALITY

Since 1986 we have been formatting our own brand of data packs. Some of our customers include Digital Express, Alpha-One, Nickleodeon Graphics and several Users Groups.

In our search for better quality tapes, we have recently purchased new duplication equipment. We feel these are the finest equipment now available. So much so that we are now offering an 18 month limited

warranty on all our data packs. If for any reason, except for obvious user damage (such as spilling coffee on it) the data pack should fail to perform correctly, we will replace it at no charge.

It is our firm conviction that our data packs are now a serious competitor to those manufactured by the Loran Corporation.

We will soon be using a new clear shell tape that looks very much like the shell currently being used by Loran. Our new shell is super smooth running and only very high quality professional tape is used. And, at the super low price of only \$15.00 for ten (10), we feel these are a super bargain.

Some time ago we were using MEMOREX brand tapes to produce our data packs. We have received several reports from customers that this shell has problems with the tape tightening up in the ADAM. If you have had such problems, or any other problems with these data packs, please return them to us for exchange. We will even copy any data you may not want to lose, onto our new tapes at no extra charge.

It is our desire to produce the highest quality data packs, at the lowest possible price.

ADAM NEWS AND ANNOUNCEMENTS:

Orphanware has been a long time supporter of the ADAM. They have been instrumental in developing hardware and software for our orphaned computer. We are sorry to report that they have decided to stop production of their Adam hardware and are in the process of selling their

remaining stock. Big John has stated however, that he will continue his Disk Drive modifications and that he will soon release the design of their new Hard Drive. We have had disagreements in the past, but I wish Big John the best of success with whatever he decides to do. Best of luck John, the ADAM will miss you.

We at E & T have decided to do a little hardware development of our own. We are working on several hardware projects, one of which is a large, expandable memory board. Released as a 256K board, it can be expanded to 512K or One Meg by simply installing additional memory modules. Priced at \$185.00 for 256K, \$285.00 for 512K and \$485.00 for 1 MEG, this board will be completely compatible with all existing ADAM software that uses a memory expander card. Release date should be sometime in April 1989.

Other plans include: Our own serial interface board, and a 1.44 MEG 3 1/2" Disk Dive Conversion. We may also make this drive switchable so you can use 720K Disks as well as High Density 1.44 MEG Disks. This will give you the choice of the size of storage you wish to use for a particular application.

Our plans to produce a Hard Drive has been put on hold. We have simply not received enough interest from ADAM owners. If you would like such a product, we MUST have a purchase commitment from you. Unless we receive enough interest, we will not release this product. It's up to you.

Our new parallel interface board will allow the user (when the software is written to support it) to access the eight available ADAM ports. This will allow the use of Plotters and Ink Jet Printers with the ADAM. This new board is available now. See our product section.

We are sorry to report that Video Gaming and Computer News may no longer be in publication.

We have been unable to reach Digital Express by phone since the last week of January. Their ADAM BBS has also been turned off. Until we find out more information concerning what has happened to Dr. Swift, we would advise against ordering anything from them until we find out if they plan to remain in business. I sure hope nothing has happened to Dr. Swift.

We have an adequate supply of 64K memory boards. However, due to the recent price increases for memory chips, the price is now \$55.00 each.

Philip Kosowsky (Kosowsky's ADAM Repair Service) has informed us his new business hours are 6PM to 10PM Monday - Friday and 10AM to 10PM Saturday and Sunday. Repair charges are as follows:

CPU (Main Unit) - \$50.00
Printer - \$50.00
Disk Drives (single sided) - \$75.00
CPU conversions to the latest revision 80 for only \$50.00. These prices DO NOT include shipping.

Philip will give Adam's Alive members a \$5.00 discount on all repairs. For more information on their ADAM repair services call or write to:

**Kosowsky's ADAM Repair
6067 Jerusalem Dr.
Clay, NY 13041
(315) 699-6456**

Terry Fowler of Adam's House has just released "INVOICER". This program will allow the input of up to 500 inventory items. A memory expander is required. Look for a review of this excellent program next issue.

Tony Patterson (author of Temple of the Snow Dragon) is working on his sequel called "PIT OF RESHUS". This new graphic adventure game should be available soon.

Wizard's Lair has just completed a new educational game for children called "EASY AS A, B, C & 1, 2, 3". This package is a great educational tool for children between 6-9 years of age. This one is impressive. Look for a review next issue.

Reedy Software has just released a great new game for ADAM called "ADDICTUS". Look for a review next issue.

David White has released SpeedyWRITE SPELL. This is a GREAT spell checking program. Look for a review in this issue.

We had planned to review OpenFiler 3 and AFL Football for this issue. We have decided to put off these reviews until next month.

We have also added a program called SPEED TESTER to our PD product list. This program will allow you to set the correct speed for your Data Drives. Program comes complete with instructions for only \$2.00. We highly recommend you use this program to set the speed of your drives at least once every year.

We are sorry to report that we are sold out of ADAM Modems and CP/M 2.2. We have been unable to find any more of either one of these items.

MMSG is seriously considering releasing a new game for ADAM called "Galatic Bounty Hunter". The following info is from their flier: "It's 2150 A.D. and you're a mercenary for the "Interplanetary Commerce Commission" (ICC). Your job is to protect interplanetary merchant trade from

space pirates and other alien craft. Bounty, earned from the destruction of unfriendly vessels must be used to keep your ship going. Energy for shields, hyperspace travel and weapons can be purchased at several landbase locations in the galaxy. GOOD LUCK!!! Arcade action, Realtime Graphics, In-Depth Story Line". Since this game will be the largest project they have ever decided to do for the ADAM, they are wanting to know how many ADAM owners would be interested in a new high quality game that will be as good as anything released from Coleco. If you would like them to release this game, send your comments to:

**MMSG
PO BOX 1112
BROOMFIELD, CO 80020-8112**

Due to the request of several members, we will now offer three of the PD programs printed in ADAM'S ALIVE on tape/disk for only \$2.00 (plus shipping). Simply specify the names of the programs and the issues they were printed.

We have had questions concerning the graphics on the cover of our Nov/Dec 1988 issue. Sorry, these were printed via our Atari ST, not our ADAM.

Rumors have it that a 3rd party company is seriously thinking about re-manufacturing the ADAM. If this is true, the ADAM will be alive and well for many years to come. If we hear any confirmation to this report, you will be the first to know.

We have added a program called JKL Utilities to our PD product list. Look for a review of this excellent package next month.

Walters Software has just released a new formatting program called FORMATTER II. This program is said

to be the finest Disk formatting software yet available for the ADAM. Look for a complete review next month.

ADAM'S ALIVE IN '89

IN THIS ISSUE:

In this issue, we have reviews of: Ghost Zapper, Link Builder, MegaCopy, Phrase Craze, Phrase Craze Construction Set, Tax 1040-88 and SpeedyWRITE SPELL.

NEW MEMBERS:

We wish to thank the following new members for their support:

Tom Mason	George Green
Stanley Chambers	Lucy Stowe
Michael Pardo	Mike Morgan
DeWalt Black	William Wegener
Charles Stewart	John Whinery, Jr.
Joan Loia	Dwayne Martin
John Resseger	Hester Cumming
Thomas Francis	Louis Balough
Roger Kish	Larry Johnston
Clyde Miller	Ed McMullen
Charlie Smith	Gerald Preston

MORE MEMBERS NEXT MONTH...

BACKUP BACKUP!

by Wayne R. Wissner

Do you make a backup copy of a new piece of software as soon as you get it? Wouldn't it be nice if someone had a piece of software that could backup and run several programs? Someone may have just such a piece of software. You!

Actually two pieces of software are really necessary. One is the Adam Disk Manager and the other is a block and file copier such as File Manager, Backup+ 3.0, QuickCopy, etc.

Basically what I have been doing is copying my program files onto the Adam Disk Manager and running them from that medium. This is a fairly easy procedure. All that you have to do is to copy the files that will run the program.

In other words, it is not necessary to copy the Boot or Directory. It is not possible however, to run all programs. My rule of thumb is that if the file can be run by Disk Manager, it can probably be backed up on it. AdamCalc and Flashcard Maker will not run without additional fixing.

By now you may be saying BORING! You can only get three or four programs on Disk Manager before it is all filled up. Well, that was the case until little programs like KRUNCH (File Manager) came along and allowed you even more space. But wait, you have a new 320K Disk Drive, why use only one side of a disk with Disk Manager? Well, you don't have to!

Here is what I did. I first formatted a 320K Disk, then I backed up Disk Manager onto it. First I laid the files for File Manager and Adam Link. Then SmartFiler (without the last file - sampler). When I tried to lay in my Address Book Filer (this looks the same as SmartFiler, so I changed the name to ADDRESSES as you can't have two files that have the same file name). I was informed that there was no more space. So then I ran the KRUNCH program and found that I had over 200 more free blocks. This is kind of a fix to the Disk Manager as it allows the whole 320K disk to be used. I then proceeded to lay in a couple of more programs as well as Walter's Basic Ram Disk.

When you are finished with this you can backup the whole thing to Data Pack if you so desire.

If you have a 320K Disk Drive, SmartFILER doesn't know about 320K

Disks yet, so I guess its really not that smart! If you already have a SmartFiler data base on Data Pack, all the better. Once you have this, you can now merge the Data Pack with your SmartFiler Disk. Get out your block editor. Take the Data Pack that you just created and copy blocks 2 to 255 onto the Disk copy of the SmartFiler program starting at block 44. If you have ADAM's Address Book program you can do the same thing by copying from block 64 to 255 of your Data Pack and laying it on the Address Book program starting at block 64. That's all there is to it.

You should now have both the program and the data base merged into one! This still leaves about 23 blocks free on a 320K Disk Drive. However, by using the Krunch program or changing the data base attributes you can fill up the whole Disk.

If you want, you can then get out your block editor and change the title in each of the SmartFiler programs. I did this to mine so that they now read Video Filer, Library Filer, etc. If I did this and made it work, anyone can!

TELECOMMUNICATIONS

For those of you with a Modem, CompuServe is a communications network that I would highly recommend. CompuServe has a Computer Club Forum that has two ADAM sections (9 & 10). Both sections have a message section as well as a Data Library that is stock full of quality ADAM programs for you to download.

To go the the Computer club, simply type go club <RETURN> from any prompt. Section 9 is devoted to ADAM EOS programs (Basic, Logo, etc.) and section 10 is devoted to CP/M programs. To download CP/M programs, you will need a modem program like SwiftLINK (from

Digital Express), or AdamLINK III (from Tom Clary). There are also PD programs such as Madam7, and MEX that will allow the downloading of CP/M programs and files.

On Sunday nights at 9:00 Eastern Time, there is an ADAM conference that all ADAM owners are encouraged to attend. You can exchange ideas, receive a wealth of information about the ADAM, or just simply make new friends.

With the hundreds of ADAM programs available in the Libraries, the latest in ADAM news and the wealth of helpful information from dedicated ADAM owners from across the country, we highly recommend you take a look at this fine service.

Before you can use this service, you will need: (1) A Modem (2) A telecommunication package (such as ADAMLINK II) (3) A CompuServe Starter Kit (now available in our product section for only \$29.95).

For more detailed information concerning the benefits of CompuServe and the ADAM Forum, give us a call.

REVIEWS:

A HACKER'S HELPER PREPARTORY TEXT

by John Harris

This book by Mel Ostler is aimed at helping the uninitiated go from knowing nothing about the inside workings of a computer, to being able to understand his previous widely used, more advanced book, HACKER'S HELPER, VOLUME 1.

The target reader is one who wishes to go beyond Basic, gain an understanding

of Computer fundamentals, and touch onto machine language programming. Mel learned of the need for such a book from those who purchased Volume 1 but found they lacked the background to understand it.

"A number of those people wrote me that they could not understand various aspects of the Computer which they needed to know in order to do 'hacking'", Mel said.

"When first I received the suggestion that I write a book to bring these people up to their desired level of understanding, I thought that surely with all of the books which have been written, that any one of several would suffice. However, upon searching for one to recommend, I did not find any. The books with the most appealing titles tend to be written with the assumption that the reader already has an understanding of what terms like 'operating system', 'rom', 'binary', etc. mean.

"It seems that most authors forget what it was like back when we didn't understand the very common terms which we now toss around as if they were learned in the cradle.

"And it seems most manuals are written to familiarize engineers or technicians with the newer aspects of microchips and/or microcomputers. The result is that the average non-engineer or non-technician is left to struggle as best he can."

"It is for these that this new book was written."

But Mel warns that it still requires more effort than reading a novel, even though it is clearly written and liberally sprinkled with anecdotes to avert "brain bog" in the reader.

"The reader will need a desire to know, and a willingness to study the material presented -- even follow up with

questions to me if all else fails."

The 10 chapter headings indicate the scope of coverage: All About Numbers, The Binary Number System, The Hexadecimal Number System, Binary to Hexadecimal Conversion, Hexadecimal to Binary Conversion, All about ASCII. The Memory Systems, The Microprocessor, Mnemonics, Assemblies and Disassemblies.

A H A C K E R S H E L P E R
PREPARATORY TEXT contains 74 standard 8 1/2" X 11" pages. It is available postpaid for \$15.00 from:

Mel Ostler
7641 Raasaf Blvd.
Las Cruces, NM 88005

MEGACOPY III

Reviewed by Mel Ostler

Some time ago, I wrote an unsolicited review of the "MEGACOPY" device tape formatter by Syd Carter of TRISYD VIDEO GAMES. Well, I again have the inclination to do so.

I'm not going to write a review of the same device as i reviewed before. No, I have since obtained the latest version of that device, and it is really impressive, and that is what I wish to discuss. The ease of use, and trouble free operation are my motivation for taking time out of my writing endeavors to tell all interested about it.

Now don't feel that I have stock in the company, or anything like that. I don't. It is just that on occasion I am greatly impressed with something, and that is when I feel it only fair to the creator(s) thereof, that I share my feelings with others inasmuch as it may be within my ability to do so.

I wrote in the previous review about my impressions concerning the creator

of this device, so I'll not go through that again, other than to say that further communications with Mr. Carter have done nothing but strengthen my previously described feelings concerning his character and his dedication to ADAM users.

But perhaps something which I did neglect doing, which seems to be a bit of a habit of those of us who on occasion review ADAM software/hardware, was that I failed to adequately describe the system to those who might want to know a little more about it physically.

The device consists of a small box measuring 1" X 2" X 4". (Sounds like the builder of the box was definitely into binary numbers doesn't it)? This box contains the circuits which are the heart of the device, and externally there are four leads coming from the left end of the box, (two are 8 conductor ribbon cables and two are 9 conductor cables).

On the front of the box are two small LED's and to the right of them is a two position push toggle switch, (push for "on", push again for "off").

The four ribbon cables are supplied with male and female connectors so that the device can be placed electrically between the second tape drive and the ADAM. That is, two of the cables attach to the cables running from the drive, (which otherwise are attached to the ADAM), and two of the ribbon cables attach to the ADAM in place of those ordinarily there from the second drive.

The two lights light up when the unit is operating. The light nearest the switch lights when the unit is activated manually by the user. The light on the left of the box is lighted by the circuitry within whenever the actual format operation is taking place. In that sense then, both lights are for the convenience of the user, although the one nearest the switch would be difficult to live without.

What the little box does is that it just sits there while the ADAM is being used for whatever ordinary use the user make out of his computer. As Elmer Fudd used to say in the good old days "Th-th-that's All Folks". But don't be deceived by such simplicity! The box has a few tricks of its own! You see, when the switch is pressed to "on", and the power light comes on, that little box allows the "Sydotware", (which was loaded into the ADAM), to control the second drive in relationship to the first drive. Ah! I perceive that I have lost a few of you! Perhaps a short "run through" would eliminate confusion at this point.

A tape and excellent instructions accompany the delivery of the little box. The documentation (instructions), include hard to fail instructions on how to connect the little box, as well as Syd's personal phone number if you would rather have him personally "walk" you through it. Once connected, the wires just fit in the little opening in the crack between the ADAM cover, (which most of you know from experience just lifts off), and the top of the ADAM. This is done so that the little box can just sit on top of the ADAM forever. (However, one does not yet close the cover).

After connecting the box and turning on the power, (and assuring himself that the power light is not on), one loads the tape into the tape one drive, and pulls the reset switch to load the tape. The tape is a right directory tape, with only a short section formatted, just enough to accommodate Syd's formatting program.

Once loaded, the screens give all of the necessary instructions, although the documentation also speaks of the various screens and further explanation can be found therein. I found need for such help only on the screen asking what kind of tape I was formatting in one particular case.

The first screen asks for the user to decide if he has need to synchronize his two tape drive speeds. Of course this is a yes the first time. That choice takes the user to instructions which tell the user in easy to understand terms how to set the drive speeds, using the program just loaded.

Once the speeds are adjusted to close proximity to one another, about 5 minutes or less to perform if the speeds are seriously different, the user may close the cover forever, and may go to the format choices.

Here he can decide to format center directory, right directory, Donkey Kong, Donkey Kong Jr., and I don't even remember what all. There is a variety which fits the needs of all, I'm quite certain.

Now at one point here the user is instructed to insert a master tape, preferably an original Coleco tape, and a tape to be formatted, and then to turn on the little white box. A quick push of the switch illuminates the "power on" light. From there the device just goes on doing the formatting. No more buttons need to be pushed at all, the little format light comes on when formatting is taking place, the screen has what Syd has humorously called the "microscopy activity" which mesmerizes the user as he watches which block number is being formatted. This version is a definite improvement over the first and second models.

When done, the program rings a bell to wake up the user, who then decides if he wants the tape initialized, then if he wants to format another tape. "That" really "is all folks!" What a snap! When all finished, he turns the power off, and goes about doing that which he is good at going about doing.

And the next time he runs the program, he need not be bothered with the tape drive speeds, although it would be good

to set them once a year or so anyway so as to assure that they are reading and writing correctly. This function was not able to be done at home prior to the advent of this device.

Now let me say a bit about quality. The box allows the second to become slave to the first or to operate independently of the first, according to the instructions within the program.

The second drive tape receives the format from the first drive tape. For this reason the tape in the first drive should be one of good quality, perhaps of original Coleco manufacture, without too much mileage. I use the original Basic tape that came with my ADAM, inasmuch as soon after purchasing it, I put it onto disk, and don't use it at all other than for formatting. I use a new Buck Rogers tape for right directory tapes, since I'm not really into playing games, and can use one of the other two here if I do get the inclination.

Several users here in Las Cruces have used me to supply them with data tapes as friends, although it is not one of my occupations to supply ADAM users with supplies. I have never had a complaint. One critic friend in El Paso said that it wouldn't work, so I found the physical end of the formatted section of a megacopy tape and cut it out. Then I put that tape, reels and all into a Basic case, the tape of which had been ruined by one of my two sons who have two ADAMs here at home, (the other three boys are envious, but I am broke), and delivered it to the critic.

He has had it over a year, and still thinks it a Coleco tape, (until he reads this newsletter). I have with subtlety checked with him from time to time to see if he has had any problem, and all he says is that it runs quieter than his other Coleco tapes, and can I tell him what I use to lubricate the hubs. (I haven't even tried that yet, Sony HF 60 tapes are just quieter, even in Coleco

cases for some reason).

Now that tape was created on the number two version, with the blue box. I have no reason to believe that Syd's work would degrade, so I have all the confidence in the world in his tapes.

My recommendation? Get one! If you don't have the cash, get at least a version 2 from one who has one and talk him into getting the version three.

Then pretend your version 2 doesn't work, and borrow his version 3. Well, maybe that is a bit dishonest, (in fact it is outright dishonest), but try to get one. There is nothing like the security that one feels when he can back up his own system. I wish I had that security for my disk drive repair needs.

Manufactured by:

Trisyd Video Games
26 Florence Cres.
Toronto, Ontario
Canada M6N 4E4

Ghost Zapper

Reviewed by Jim Notini

Ghost Zapper is the newest software release by Steve Pitman (Mind Over Adam), and once again Steve has outdone himself. His newest creation is a fast paced target game where you control a zapper gun and must shoot the ghosts and other assorted demons which appear and disappear (if you don't shoot them in time) on the screen. There are seven different screens, including a bonus screen where you can earn an extra zapper by shooting the four ghosts that are hiding the letters A, D, A, and M in proper order to spell ADAM, which must be cleared and after clearing a screen you will be awarded a bonus for the number of zappers you have remaining. If a ghost/demon does manage to allude

your zapper then you will lose one zapper, lose all zappers and the game is over. When you do successfully zap a ghost/demon a zap sprite will replace it to let you know you got it, you will be awarded 100 points, and another ghost will appear randomly on the screen.

To play the game you can use either joystick and at any time may pause the game by pressing both buttons at the same time. Get a high score and you can enter it into the Hall of Fame.

Upon boot-up you are presented with a nice graphics screen while the program loads into memory (NOTE: THIS GAMER REQUIRES AT LEAST A 64K MEMORY BOARD). Once completely loaded you will no longer need the tape/disk unless you want to save your high scores to the Ghost Zapper Hall of Fame.

The screen setup is nicely done with all the different rooms displayed at the top of the screen and the stats displayed at the bottom. Among some messages that might be displayed are: Area Cleared, Out of Zappers, Too Late!, etc. When you first start the game you will be prompted to choose one of three skill levels, once done the first screen will be displayed and a musical tune will play until you press either joystick button. All the instructions that are needed are self-contained in the program.

All the screens were created with PowerPAINT by Digital Express and are truly great, considering the color bleeding problem that occurs when you plot two colors next to each other. Steve has found a way around this problem by using foreground and background so as not to run into this problem.

The game play is very smooth and will be very easy for any youngster to play and for you old stoogies out there, this is the perfect game to test your reflexes with.

Overall, I feel this is a must have game for all Adamites especially for the very reasonable price of only \$11.95.

One thing that I found to be a problem with the game is that it becomes repetitious, but that is a problem which all arcade games have. Also, the Hall of Fame screen is once again great, but I will leave it up to you to see it.

RATING: A+

LinkBUILDER for PROGOLF CHAMP

Reviewed by Jim Notini

LinkBuilder by Superior Software is here and believe me it is worth the wait! LinkBuilder (LB) is the hole construction set for Pro Golf Champ. Included in the package are all the utilities that will be needed to build your own golf courses to add to the original 18 which were included with the Pro Golf Champ package.

Right off the bat you will notice that the graphics for the holes have been modified DRASTICALLY to make the program even more pleasing to the eyes (included in the modifications to the graphic screen is the green area, the water and out of bounds area). These altered graphics will be present when you play new courses, build your own or even when you play the 18 holes already on Pro Golf Champ. These altered graphics are also a reminder to you so that you will know that you are playing Pro Golf Champ from LB. What LB actually is doing is making Pro Golf Champ a self-sustained package so that you will be able to create your own courses as you see fit, which is an area which a lot of software developers tend to forget about. Well, Superior Software has not forgone this vital area of support and they should be justly rewarded.

Right from boot-up of a nice graphic screen you will be treated to a very professionally done program. Once completely loaded, you will be able to format a pre-formatted disk/ddp to allow for the saving of your own creations with option 3 'Make hole disk'. With option 2 'Play Golf', you will be able to play the courses which you have made yourself or be able to play the golf courses that are already available on the Pro Golf Champ package all with the enhanced graphics.

By choosing option 1 'Build Courses', you will be able to start work on your own holes. All operations from this point on are controlled via joystick input. You will be prompted to enter a choice of either: 1. Cup - Where you set the location of the cup on the green; 2. Tee - Where Fred tees off; 3. Green - Where the small green is located in the full view; 4. Text Window - Where golf displays (info) will be; 5. Par - Where you set the actual par for each hole. Also, you will be able to work on six different holes at once.

Once completed with the aforementioned options you will be able to go onto further work on the actual setup of the screen graphics. Included in this part of the construction is the setup of the fairway, placement of trees, sandtraps, and water hazards. Once again, all editing is accomplished through the use of the joystick, two fire buttons and the 12 keypad buttons.

When work is finished on creating the holes, you can save your work to disk/ddp. LB also allows for the clearing of memory in case you decide that your creation is NOT UP TO PAR and you wish to restart construction (BE CAREFUL USING THIS OPTION).

One other minor enhancement of note is that the hall of fame has been changed to keep track of exactly which level of difficulty you have been

playing. This allows for radically different courses on the same disk. Under the old system, low par courses would possess an advantage over the tougher course scores, and would eclipse them. Another item of interest is that due to a foul up, there are two different versions of Pro Golf Champ available, one of which does not have the "Are you using an extra hole pack?" prompt. Except for this, all differences between these versions are cosmetic and both should work fully with LB built courses.

As stated by the author of this program, "I look forward to seeing what kinds of courses will begin popping up here and there as LinkBuilder finds it's way into ADAM owner's hands." Since only the system files are copyrighted, the holes themselves are not. You are free to trade LinkBuilder hole data disk/ddp or to distribute them as you please. This is a tremendous addition to anyone's software library, be it that you already own Pro Golf Champ.

It will take some work to get your own creations setup, but is well worth the time and effort.

RATING: A

PHRASE CRAZE

Reviewed by Ed Jenkins

For those of you "Wheel of Fortune" fans, Reedy Software has created an exciting similar game called Phrase Craze (PC).

PC is written in BASIC, using colorful screens, excellent graphics and very good game play. Since up to three players can play PC at a time, this makes it a game your entire family can enjoy. Not only are the graphics enjoyable, but the questions are simple enough for even the children to join in and have fun.

To load the game, you simply insert the tape/disk and pull the computer <RESET>. A very colorful title screen will appear, and then the rest of the program will load into memory. Due to the fact that the game is multi-loading (it needs to load data throughout the game) DO NOT remove PC from the drive while the game is in progress.

At the main game screen, you are asked if you are using a Phrase Pak. This gives you the ability to use additional game paks for lasting enjoyment of this great game. After making your choice, the program then loads the game quizzes, asks for the number of players and then the game begins.

As in "Wheel of Fortune" you are given a puzzle to solve. This puzzle is displayed on a grid at the top the screen. The alphabet is displayed under the puzzle. You have the options to: 1) ROLL 2) BUY VOWEL or 3) SOLVE PUZZLE

The play wheel is displayed in high-resolution graphics on the left side of the screen. When you choose to "ROLL", the ball rolls around the wheel and will randomly stop at any one of the twenty sections. If you're lucky enough to not land on "L" (LOSE TURN) or "B" (BANKRUPT), a dollar amount will be displayed and you will then be asked to select a letter.

Selection of the letters is made by using the joystick to position a box over the letter you wish and then pressing a fire button. As letters are selected, they will turn into small letters on the screen. This feature helps you keep track of those already picked. If you select a letter that is in the puzzle, that letter will then be displayed on the grid and you receive the amount of money shown on the screen.

The player with the most prize money at the end of the round (three puzzles)

is the declared winner.

After the game is over, the HALL of FAME screen is displayed. Here, the top five players are shown.

Since most of you know the rules of the popular game show "Wheel of Fortune", there is no need to discuss all the rules of PC since they are the same.

One thing I found lacking in the game however, was the use of sound. It would have been nice to hear the applause of the crowd when you make a correct guess. But, with all the good points of this game, this is but a minor complaint.

In conclusion, PC is one of the finest 3rd party games to be developed for the ADAM. My whole family really enjoys this one. If your family likes computer games like mine does, then I would highly recommend you purchase PC. You all will enjoy countless hours of entertainment.

Highly recommended for all Adamites.

RATING - A+

PHRASE CRAZE CONSTRUCTION SET

Reviewed by Mike Keith Of SLAUG

This program was written as a companion to PHRASE CRAZE. Both programs are available from Reedy Software. The purpose of this program is to create your own additional Phrase Paks. With this program you can have a limitless supply of phrases.

The instructions are well-written, leaving nothing to question. Please DO READ THE INSTRUCTIONS. You should do this with any new program, but it is a must with this one. There is a special method for saving your Phrase Paks and building a usable medium.

The instructions make this clear.

The program will give you options for your work. You can load a Phrase Pak from a medium, you can initialize the work area for beginning a new pak, or you can continue your work with a pak already in memory.

When you edit an existing pak or build a new one, everything that you need is on the screen. Each pak contains 30 different puzzles along with a clue for each. The clue can be up to 12 characters long. Each puzzle can be up to 4 lines with each line up to 13 characters long. You have options of moving from one puzzle to another (all 30 are stored in memory), editing just the clue, or editing the entire puzzle. If your lines are less than 13 characters the program will automatically center them for you. It appears on the screen in the format it will take in the game so that you can see what they will look like.

This program does so much of the work for you. Like Phrase Craze, it is quite well done. The hardest part is still yours, however. . . thinking up the phrases. Again, I have found this to be a nice family program. Everyone in my family has helped in contributing phrases. It is nice to see your own paks grow right in front of your eyes. You will find it to be a valuable addition to your library.

I wanted to share some general thoughts and feelings with you about my experience with REEDY SOFTWARE. While I feel that product reviews are quite important, I feel that a review of the company is a good idea. I feel that way about REEDY SOFTWARE.

In this day and age, all of us are used to going into a store, deciding what we would like, purchasing it, and walking out with it. We ADAM owners are a little jealous of people with other computers who can do this. We all know

the feeling of sending in our money and an order and then waiting for the software. I ordered the two Phrase Craze programs on Monday morning. I enclosed a money order with my order. The following Saturday, ONLY 6 DAYS LATER, the postman did his best to fold the clearly labelled and nicely stiffened package into my mailbox. You can imagine how surprised I was at service this quick.

After several days, I used the Construction Set. After typing in all 30 puzzles and clues, I found that I could not get the program to save this pak. I sent the original program back to REEDY with a letter stating my problem. AGAIN, in 6 days I had received the program back with the bug fixed. I also received a nice letter apologizing for the problem and assuring me that if any others arose, they would be there to help. I also found a pleasant surprise for, as the letter said, my trouble.

Please understand. . . I am not down playing any other software or hardware company that carries ADAM material. I have had good luck with all of them. I am just pointing out that I have found REEDY SOFTWARE to be exceptionally quick in their handling of orders. In rating them, I would have to give them an "A" in response time and service. Praise should be given to where it is deserved, and REEDY certainly deserves it.

Editors Note: The above article appeared in the November 1988 St. Louis AUG Newsletter and is re-printed here by permission.

Phrase Craze, Phrase Craze Construction Set and both volumes of Phrase Paks are available in our products section.

TAX 1040 - 88

Reviewed by Ed Jenkins

Written by IBAN Management Co. Inc., Tax 1040 - 88 is the latest version of their tax computation program. Written in SmartBASIC this new version supports all the new tax laws for 1988 and supports form 1040 as well as schedules A, B, C, (parts 1, 2 & 3) and schedule SE.

To load the program, you simply insert the media and pull the Computer <RESET>. Since the program is in standard SmartBASIC format, it will take some five minutes to load from data pack, so be patient.

Once loaded, you are asked for a file name for your tax data. After entering a file name, the MAIN MENU screen is displayed. The following four sections are controlled through this menu:

1. Filing Status and Dependents
2. Income and Adjustments
3. Tax Computation
4. Credits, Other Taxes, Payments, Refund or Amount You Owe

Any of the above four sections can be accessed by pressing the appropriate number. Even though sections can be worked on in any order, the author suggested that you complete section 1 before going on the other sections.

At the bottom of the MAIN MENU, six (6) options are displayed and accessed via the SmartKEYS (top black keys on the keyboard). These are: 1) Save File 2) Load File 3) Display Data 4) Print Data 5) Clear 6) Done. These options allow the use to save/load a data file, display the data on the screen, print the data, clear all data from memory, or leave the program.

The ability to save your data for later retrieval is a nice feature. This way you can work on your tax forms over several

different time periods without having to re-enter your data all over again.

Before entering any data, you **MUST** have a blank copy of all the required tax forms you will be using. This includes any required schedules as well. When entering any tax information, you will need the required forms for reference. This is a **MUST**.

As data is entered in any section, the program automatically updates itself. You simply enter a line number from the section you wish (some line numbers will be rejected since they are automatically computed by the program) and then enter your data.

If you choose a line number from within a section that requires information supplied from another schedule, you will be asked if you wish to use that particular schedule. If you answer "y", that schedule will be displayed for you to enter your data.

To help you know where you are at in the program, schedules are displayed on a black background with different colored letters for each schedule. The letter colors used for each schedule are as follows:

- A - green
- B - blue
- C - parts I and II - purple
- C - part III - green
- SE - yellow

This visual effect really helps the user in determining where he is at within the program. I found this feature to be very helpful.

I entered data in the various sections and schedules and found the program very easy to use. I did not use every schedule possible, but those that I did use, worked flawlessly.

The program also comes with an informative instruction manual, which is much better than they supplied with their '87 version.

All in all, I found this program very easy to use and it works just as advertised.

Recommendation: Get it if you need help with your taxes.

RATING - A+

SPEEDYWRITE SPELL

by Ed Jenkins

Recently released by David White (author of the popular SpeedyWRITE advanced ADAM word processor) SpeedyWRITE SPELL is simply awesome. Not only does it contain a 10,000 word dictionary and a super-fast 5,000 word Thesaurus, but SpeedyWrite SPELL works from WITHIN SpeedyWRITE 2.0.

SpeedyWrite SPELL is designed to ONLY work with SpeedyWRITE 2.0 and a memory expander card. This program is so good, that if you don't already have some type of expander card, GET ONE! To load SpeedyWrite SPELL, you use the system load command to load the program (which automatically loads it's 10,000 word (customizable) dictionary and it's 5,000 word Thesaurus. Once loaded, you can activate SpeedyWrite SPELL anytime by simply press the <WILD CARD> key. When activated, three options will appear at the top of the screen: C>heck, S>ynonyms, D>ictionary?

To return to SpeedyWRITE 2.0, press the <ESCAPE> key.

SpeedyWrite SPELL gives you the option to spell check your document before printing. Simply go to the beginning of your document and activate SpeedyWrite SPELL by pressing <WILD CARD>.

Press "C" to spell check. When an error is found, the cursor will be on the first character of the misspelled word. You can then: GO ON (leave the word as is), ADD (add the word to the dictionary), EDIT (you can type in the replacement word), or SUGGEST (10 or 15 suggested words will then be offered).

If you have added words to the dictionary you can save it for future use. Simply press the "D" key and two more options will appear at the top the screen. These are: L>oad or S>ave? With these options, you can save a dictionary that you have modified, and then load it later. This gives you the ability to create several special dictionary files.

SpeedyWrite SPELL also has a very nice feature called "SpellRite. This will check your spelling AS YOU TYPE. When you misspell a word, the screen will flash and SpeedyWrite SPELL will beep, alerting you of your mistake. To turn the feature on/off you just hold down the CONTROL key and press the DELETE key. This is the same type of feature found on much more expensive computer systems. I really like this one.

Another outstanding feature is the included 5,000 word Thesaurus. This option will look up synonyms almost the instant you press the <RETURN> key.

Unlike the other spell checking programs available for the ADAM, you do not have to save your document before you can check for misspelled words. All functions are available directly from within SpeedyWRITE 2.0.

The only annoying thing I found in SpeedyWrite SPELL was that when it displays the 10 or 15 optional replacement words, it sometimes displays a row of nothing but the letters". I don't know why this happens, but it does not seem to affect the program in any way.

SpeedyWrite SPELL is one amazing program that all SpeedyWRITE 2.0 owners should not be without.

For those of you with SpeedyWRITE 1.0, I would suggest you consider up-grading to the 2.0 version. If for nothing else, the ability to use such a good program as SpeedyWrite SPELL is well worth getting the up-grade. And for those of you who do not yet have either version of SpeedyWRITE, you are missing out on one of the finest programs ever written for the ADAM.

In my opinion, SpeedyWRITE 2.0 and SpeedyWrite SPELL gives the ADAM owner power and features found only on computer systems costing hundreds of dollars more. Every serious ADAM owner, that even only does a little word procession, shouldn't be without either one of these fine programs. Tap into the power of your ADAM, with this super combination package.

Recommendation: A MUST HAVE

RATING - A++

SpeedyWrite 2 Tips

by David White

LINKED FILES

The LINK FILE command allows you to print long documents that stretch over many individual files. Thus, you can write documents much longer than 24K, even though SpeedWrite has only 24K of text memory.

When you are almost out of memory (it's a good idea to stop when the "Bytes free indicator gets below 2000), finish your paragraph (the link file cannot be in the middle of a paragraph), then enter the LINK FILE command as follows:

1. Press CTRL-V (CONTROL KEY & the letter V) followed by the

GREATER-THAN SIGN (">").

2. SpeedyWrite usually prompts you before going to the next file during printing, so you can save the current file if you forgot. (The memory is erased during linking.) If you don't want SpeedyWrite to stop, REPEAT STEP 1 ABOVE. This is called the FAST LINK command.

3. Enter the letter for the drive of the file you want to link to (A, B, C, D, or E for the ram disk), followed by a colon (":").

4. Type the file name of the file you want to link to, just as you would type it for the LOAD command. If you want, you can put the filetype in parentheses; this is optional.

5. Press <RETURN>. The Link File command is complete.

6. Save your file, clear the workspace, and continue writing.

To print a linked document, just load the first file in the document and use the PRINT command as you normally would. Unless you used the FAST LINK command, as described above, SpeedyWrite will prompt you when it is ready to load the next file.

Link to next file?

Press "Y" to link to the next file. If you forgot to save the current file, you must press "N" and save it; linking destroys the document in memory.

If you used the FAST LINK command, you just select "Continuous Printing" and leave the room; SpeedyWrite will print the entire document, linking files as appropriate, without stopping.

Editors note: The above article was re-printed from the winter 1989 SpeedyWrite Newsletter.

The following program is available on our ETB-1: Utilities package (we used the NIAD volume UNDV - 1, changed the programs to fast loading, made the package auto-loading, and all programs are now loaded via a MAIN MENU. This is a Turnkey (name it HELLO on your Basic media) that will read the directory of your tapes/disks and allow you to run them from a MENU.

```

10 &          *** CATMENU ***
12 &          by BOB TARNOWSKI
20 &          adapted from:
22 &          MENU-SELECT by BOB LENNES
30 LOMEM:30250
35 POKE 16149, 255:POKE 16150, 255:POKE 64885, 0
40 FOR a=28900 TO 28920:READ v:POKE a, v:NEXT
43 cd=PEEK(16821)
45 DATA 205,138,252,62,8,33,72,113,1,0,0,17,1,0,205,243,252,50,71,113,201
47 POKE 28904, cd:REM current drive for catalog
50 IF PEEK(257) < 255 THEN POKE 16150, 255:POKE 16953, 0
55 IF PEEK(257)=255 THEN POKE 17240, 241:POKE 17251, 20:TEXT:POKE 17251,
15:GOTO 70
60 POKE 17115, 241:POKE 17126, 20:TEXT:POKE 17126, 15
100 CLEAR:DIM f$(46)
110 bk$=CHR$(8): zz=0
150 VTAB 2:PRINT CHR$(24); " ONE MOMENT..CATALOGING "
180 CALL 28900
185 IF zz=1 THEN 260
200 HOME:INVERSE:VTAB 24:HTAB 1:PRINT " PRESS ARROW KEYS - <RETURN> ";
:NORMAL
210 VTAB 1:HTAB 6:PRINT "DIRECTORY: "; :HTAB 17
    
```

CONTINUED ON PAGE 18

NEW FOR ADAM!

**ADAM
BOMB**

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BY STEVE PITMAN

YOU HAVE BEEN CAPTURED BY
ALIENS, WHILE ON THEIR
PLANET YOU ARE BEING TESTED -
IS THERE REALLY INTELLIGENT
LIFE ON EARTH?

CAN YOU COMPLETE ALL 30
SCREENS AND RETURN TO EARTH?

ALSO INCLUDED WITH ADAM BOMB
"BOMB DESIGNER", DESIGN YOUR
OWN SETS OF 1 TO 30 SCREENS
FOR PLAY WITH ADAM BOMB!

ALSO AVAILABLE -

MIND OVER ADAM

OUIJA

	YES		NO
	B	C D E F G H I J K L	M
A	N	O P Q R S T U V W X Y	Z
	1	2 3 4 5 6 7 8 9 0	
	GOOD BYE		

AND DON'T FORGET -

GHOST ZAPPER

HOW MANY CAN YOU ZAP?

```
220 FOR n=29000 TO 29011
230 IF PEEK(n)=3 THEN n=55307:GOTO 250
240 PRINT CHR$(PEEK(n));
250 NEXT:VTAB 5:HTAB 2:PRINT "ONE MOMENT..":VTAB 5
260 FOR i=29000 TO 30000 STEP 26
270 p=PEEK(i+12):IF p<>16 AND p<>208 THEN 310
280 FOR t=0 TO 10:IF PEEK(t+i)=3 THEN t=10:GOTO 300
290 lt=PEEK(t+i): fl$(num)=fl$(num)+CHR$(lt)
300 NEXT t: num=num+1
310 NEXT i
311 IF zz=1 THEN 315
313 IF PEEK(29012)=2 THEN POKE 28912, 2: zz=1:GOTO 180
315 PRINT:VTAB 3
320 FOR i=0 TO num-1 STEP 2
325 HTAB 4:PRINT LEFT$(fl$(i), LEN(fl$(i))-1); :HTAB 19
330 f$=fl$(i+1):IF f$<>" " THEN PRINT LEFT$(f$, LEN(f$)-1)
335 NEXT
345 h=3: v=3:VTAB v:HTAB h:PRINT CHR$(27);
348 POKE 64885, 0
350 p=PEEK(64885):IF p=0 THEN 350
360 POKE 64885, 0
365 IF p=128 THEN PRINT bk$, " "; :GOTO 340
367 IF p=3 OR p=27 THEN 1000
368 IF p=13 THEN 600
370 IF p>159 THEN 400
375 IF p<160 THEN PRINT CHR$(7); bk$, " "; :GOTO 340
400 IF p=162 AND v<2+num/2 THEN HTAB h:PRINT " "; bk$; : v=v+1:VTAB v:PRINT
CHR$(27);
410 IF p=160 AND v>3 THEN HTAB h:PRINT " "; bk$; : v=v-1:VTAB v:PRINT CHR$(27);
420 IF p=163 AND h=18 THEN HTAB h:PRINT " "; : h=3:HTAB h:PRINT CHR$(27);
430 IF p=161 AND h=3 THEN HTAB h:PRINT " "; : h=18:HTAB h:PRINT CHR$(27);
440 IF p>163 THEN PRINT CHR$(7); :GOTO 340
490 GOTO 350
610 x=h/18: y=(v-3)*2
615 HTAB 1
620 IF fl$(x+y)=" " THEN VTAB 2:FLASH:PRINT CHR$(7); " CANNOT ACCESS-"; :GOTO
680
630 IF RIGHT$(fl$(x+y), 1)="A" THEN 648
632 IF RIGHT$(fl$(x+y), 1)="H" THEN 634
633 VTAB 2:FLASH:PRINT CHR$(7); " *** "; RIGHT$(fl$(x+y), 1); " FILE-"; :GOTO 680
634 ONERR GOTO 700:IF PEEK(257)<>255 THEN POKE 16953, 95
635 PRINT CHR$(4); "brun "; LEFT$(fl$(x+y), LEN(fl$(x+y))-1)
640 ONERR GOTO 700
645 IF PEEK(257)<>255 THEN POKE 16953, 95
648 ONERR GOTO 700:IF PEEK(257)<>255 THEN POKE 16953, 95
650 PRINT CHR$(4); "RUN "; LEFT$(fl$(x+y), LEN(fl$(x+y))-1):IF d%=4 THEN PRINT 5
655 PRINT 1
660 END
680 PRINT "SELECT ANOTHER"; :NORMAL:FOR de=1 TO 2500:NEXT
681 VTAB 2:HTAB 1:PRINT " ";
690 VTAB v:HTAB h:PRINT " "; :GOTO 340
700 e=ERRNUM(0):CLRERR
710 IF e=8 THEN PRINT " READ ERROR. RE-INSERT MEDIA.":CLRERR:FOR t=1 TO
1400:NEXT:RUN
720 TEXT:PRINT "ERROR#"; e
790 POKE 16953, 95:END
00 POKE 16953, 95:TEXT:END
```

ADAM'S ALIVE

PRODUCT LISTING

NEW PRODUCTS ARE NOTED BY AN (*)

RECREATION / GAMES

ALCAZAR	\$17.95
ROCK N BOLT	\$17.95
BOLDER DASH	\$17.95
TENNIS	\$17.95
WING WAR	\$17.95
FATHOM	\$17.95
PITFALL	\$16.95
PITFALL II	\$16.95
RIVER RAID	\$16.95
BEAMRIDER	\$16.95
KEYSTONE KAPERS	\$16.95
SEWER SAM	\$16.95
AQUA ATTACK	\$16.95
H.E.R.O.	\$16.95
DECATHLON	\$18.95
ZENJI	\$16.95
BLOCKAID RUNNER	\$14.95
SQUISH'EM SAM	\$14.95
MOONSWEEPER	\$14.95
NOVA BLAST	\$14.95
QUEST FOR QUINTANA ROO	\$10.50
MOUNTAIN KING	\$10.50
GUST BUSTER	\$10.50
CAMPAIGN '84	\$10.50
NUMBER BUMPER	\$10.50
ROLLOVERTURE	\$10.50
BEST OF BODERBUND	\$13.50
2010: TEXT ADVENTURE	\$13.50
DONKEY KONG SUPER GAME	\$10.00
DRAGON'S LAIR	\$10.00
ZAXXON	\$10.00
BEYOND TREK (64K CARD REQ.)	\$14.95
CHESS CHAMP (64K CARD REQ.)	\$14.95
MAGEQUEST (DP) \$17.50 (DISK)	\$15.50
LAB MOUSE (DP) \$12.50 (DISK)	\$10.50
STAGE FRIGHT (DP) \$15.50 (DISK)	\$13.50
ENTERTAINMENT PACK - (DP) \$15.50 (DISK)	\$13.50
PHRASE CRAZE (DP) \$19.50 (DISK)	\$17.50
PHRASE PAK I (DP) \$ 9.95 (DISK)	\$ 7.95
PHRASE PAK II (DP) \$ 9.95 (DISK)	\$ 7.95
PHRASE CRAZE CONSTRUCTION SET (DP) \$ 9.95 (DISK)	\$ 7.95
PRO-GOLF CHAMP	\$14.95
LINK BUILDER (*)	\$24.95
AFL FOOTBALL (*)	\$14.95
DEMONS & DRAGON'S (*)	\$19.95
ELECTRONIC GAME PACK	\$19.00
ELECTRONIC GAME PACK 2	\$19.00
FANTASY GAMER	\$16.50
TRIVIA PACK	\$18.50
KID'S TRIVIA PACK	\$18.50
WIZARDS PINBALL ARCADE	\$14.50
PRO FOOTBALL	\$18.95
JEOPARDY QUESTION PACK	\$19.95
FAMILY FEUD QUESTION PACK	\$19.95
MR. T-SEARCH (WORD PUZZLE GAME)	\$12.95
GAMES VOL. 1 (ABOVE GAME REQ.)	\$ 9.00
SUB RAIDERS (*)	\$20.95

TEMPLE OF THE SNOW DRAGON (*)	\$19.95
MIND OVER ADAM (*)	\$11.50
GHOST ZAPPER (*)	\$11.50
ADAM BOMB (*)	\$19.95
THE BASEBALL STATISTICIAN (*)	\$11.95
EASY AS A, B, C & 1, 2, 3 (*)	\$11.95

UTILITIES

BACKUP 3.0 (DISK ONLY)	\$10.95
BACKUP+ 3.0	\$19.95
COPYCART+	\$12.95
COPYCART+ D2.0 (DISK ONLY) (*)	\$19.95
SMARTDISK I (for SmartWRITER)	\$19.95
SMARTDISK II (for Device #2)	\$19.95
SMARTDISK III (for SmartBASIC 1 & 2)	\$24.95
PR-BOOT	\$19.95
RAMBOOT (*)	\$19.95
AUTOBACKUP	\$19.95
SPELLINGAID (*)	\$29.95
THE PRINTWORKS (*)	\$27.95
PROOFREADER	\$29.95
UNCLE ERNIE'S TOOLKIT	\$10.95
BASICAID	\$ 9.95
AUTOWRITER	\$14.95
INTEL-LOAD	\$11.95
FONTPOWER	\$12.95
CLIPPER	\$14.95
SMARTBEST V1.0	\$14.95
INTEL-BEST 3.0	\$14.95
SHOWOFF I	\$24.95
SHOWOFF II	\$14.95
SHOWOFF IIa	\$14.95
POWERPAINT	\$33.95
PAINTAIDE	\$16.95
GO - DOS / GO - KIT	\$19.95
GO - DOS TECH. BOOK	\$ 9.95
GO - WRITER (Available soon)	\$19.95
TURBODISK 1.0	\$19.95
TURBODISK 2.0	\$19.95
MEGADISK 1.0	\$19.95
XRAMPACK 1	\$14.95
SWIFTDISK	\$11.95
CLIP ART VOL. I	\$12.95
CLIP ART VOL. I (for The Print Works) (*)	\$12.95
CLIP ART VOL. II	\$12.95
CLIP ART VOL. II (for The Print Works) (*)	\$12.95
POWERPRINTS VOL. I	\$12.95
SMARTTRIX	\$24.95
CONVERT	\$26.50
LIBRARIAN	\$19.95
JEOPARDY WRITER	\$19.95
FAMILY FEUD WRITER	\$19.95
MEGAUTIL (CLOSE OUT)	\$19.95
ADAM TIPS & TRICKS	\$13.00
ADAMCALC PRINTER PATCH	\$ 9.95
ADAMLINK II PRINTER PATCH	\$ 9.95
FILE PRINTER (NEW VERSION)	\$14.95
SpeedyWRITE SPELL (*)	\$24.95

ADAM'S ALIVE

PRODUCT LISTING

NEW PRODUCTS ARE NOTED BY AN (*)

BLANK DATA PACKS

E. & T. BRAND	1 / \$ 1.75
	10 / \$15.00
LORAN (COLECO TYPE)	4 / \$10.00
	10 / \$23.50

HOME / BUSINESS

SOFTPACK 1 (2.0)	\$ 18.00
BUSINESS PACK (2.0)	\$ 18.00
EASY-COME-EASY-GO	\$ 13.95
BONANZA PACKAGE	\$ 19.95
BUSINESS GRAPHS PACKAGE	\$ 29.00
SMARTFILER (REV. 27D)	\$ 12.00
RECIPE FILER	\$ 10.00
ADAMCALC	\$ 19.95
SMARTLETTERS & FORMS	\$ 10.00
SMARTTYPE 2.0	\$ 17.95
MICROWORKS	\$ 26.95
SIGNSHOP	\$ 20.50
NEWSMAKER	\$ 26.95
SNAPSHOTS VOL. 1	\$ 10.95
SNAPSHOTS VOL. 2	\$ 10.95
SPEEDYWRITE (VERSION 1)	\$ 29.95
SPEEDYWRITE 2	\$ 39.95

EDUCATIONAL

EXPERTYPE	\$ 10.00
TYPETEST II	\$ 15.95
SMARTLOGO	\$ 14.95
EDUCATION PACKAGE	\$ 19.95
SPANISH VOCABULARIAN	\$ 19.95
STRATEGY STRAIN	\$ 9.95
QUICKFAX QUEST	\$ 9.95
BEST ELECTRONIC WORD BOOK	\$ 10.00
FLASHCARD MAKER	\$ 10.00

HARDWARE/SUPPLIES

E & T DOUBLE SIDED DISK DRIVE	\$250.00
E & T 3 1/2" DISK DRIVE	\$285.00
5 1/4" DISK DRIVE CONVERSION	\$125.00
3 1/2" DISK DRIVE CONVERSION	\$155.00
E, & T SUPER-160 EPROM	(*) \$ 17.95
TELEGAMES PERSONAL ARCADE	(*) \$ 69.95
64K MEMORY EXPANDER	\$ 55.00
Printer Interface (with cable,)	(*) \$ 49.95
PANASONIC 1080i II dot matrix printer	\$184.00
PANASONIC 1091 II dot matrix printer	\$223.00
1080i PRINTER/INTERFACE PACKAGE	\$225.00
1091 PRINTER/INTERFACE PACKAGE	\$246.00
PANASONIC RIBBONS (BLACK)	\$ 6.50
MONITOR CABLES (3 FT.)	\$ 9.50
EXTRA POWER SUPPLY	\$ 18.95
POWER SUPPLY COVER (METAL)	\$ 14.95
ONE PAIR GAME CONTROLLERS (TAN)	\$ 8.00
DISK DRIVE / KEYBOARD CABLE	\$ 3.00
6FT PARALLEL PRINTER CABLE	\$ 12.95

ADAM ACCESSORY KIT	\$ 19.95
ADAM TAPE DRIVE (fully tested)	\$ 29.95
EXPANSION MODULE #2	\$ 39.95
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