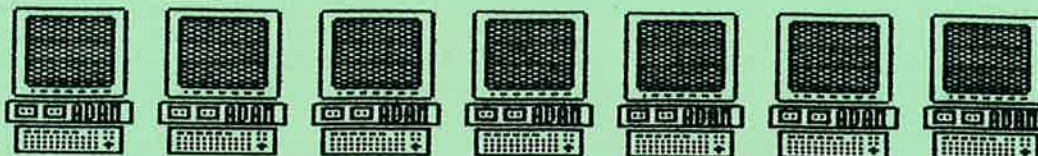


# NIBBLES & BITS



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THE COMPREHENSIVE MONTHLY NEWSLETTER FOR THE ADAM COMPUTER

"THE THRILL OF VARIETY WITHOUT THE BOREDOM OF REPEAT"

NOV 88

issue #26

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DESIGNED and PRINTED with the amazing ADAM™ computer (using PowerPAINT, The Print Works, SpeedyWRITE 2.0, and ShowOFF II).

## PUBLIC NOTICE

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To insure that you don't miss any issues, please renew early and let us know promptly of any address change. Please include your subscription ID number on the address change notification (you can get an address change kit free from your local US post office).

## GENERAL INFORMATION

Most issues include a special offer on software purchases; these are explained as time limited offers. If you receive N&B outside the North American continent (Australia, Israel, England, and South Africa, for example), we will extend these deadlines to you by 30 days.

If you have products or services of interest to ADAM owners, please let us know. We try to keep our readers apprised of all the latest news concerning the ADAM. We also offer half page (7" across by 4.5" down) commercial advertising slots for \$50.00 per issue (effective April 1, 1988). "Camera ready" artwork must be received at least 30 days prior to the first day of the issue month. Circulation: 2400+.

Product orders are processed within 48 hours of receipt. Where possible, orders are shipped via UPS. Backordered items are shipped at our expense. Order processing may be delayed by legal and traditional holidays. C.O.D. orders (via our BBS) add \$2.50 for the service.

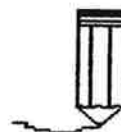
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# FROM THE EDITOR



Writing the editor's note for N&B is, by far, the biggest challenge of assembling the newsletter. Without a predefined educational or informational synopsis the slate is clear; it is much easier to pass along tips, tricks and news than to just sit down and 'write' with no particular directional topic. Nonetheless, here are some thoughts that don't necessarily 'fit' elsewhere in the newsletter.

The holiday season is upon us again; and, in just a few days I turn 30 -- yep, the big three-oh. For most of us, decade transitional birthdays are marked by reviewing one's laurels and by looking to the future for even more fulfillment and accomplishment. Too often we get tied into careers and jobs that have lost their initial appeal; I have been most fortunate in this area. I have you (all of you) to thank for allowing me to do what I like to do ... run a small business as a computer programmer. Thank you!

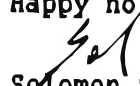
Since the December issue will arrive in most mailboxes just a few days before Christmas, we've made this our Holiday Special. The format is a little different from the norm; we certainly have a lot to choose from in the way of expanding our systems with both powerful software and useful peripherals. As you shop for gifts this year, remember your loved ones who use ADAM. Give the present with a future ... give ADAM software and hardware.

1987 was a good year for ADAM. 1988 has been an excellent year for both hardware and software innovations for our orphaned system. And, 1989 will be the year that productivity and applications software and innovative hardware will rival the products on the 16-bit machines. Who would have ever thought that so much sophisticated, useful software and high quality hardware innovations would be available four years after Coleco dropped the ADAM? Indeed, ADAM has the best support of any out-of-production computer and is already well on the way to rivaling the 'big' systems. ADAM just keeps getting better and better; the system is certainly coming of age.

Why do I stick with the ADAM? After writing more than four megabytes of software over the past couple of years, have I grown weary of the machine? In a word ... NO! Why do you stick with it? No fetters have you tethered to the keyboard; no law restricts you to ADAM. The fact is that for one reason or another we like our ADAMs. Over the past six months or so, I've chatted with many ADAM owners, voice and on our BBS. Many of you do own another computer; and without exception you tell me that you keep your ADAM because you like it! Those who do sell their ADAMs for another system are usually disappointed by the unbelievably exorbitant price of software on the computers.

Our ADAM is an underdog computer. This does not mean that it is inferior. An underdog, by connotation, is just as capable as the market frontrunner; the difference is that the underdog for one reason or another is disadvantaged. Many of the industry leaders in software development won't translate programs for the ADAM because Coleco dropped it. That's our disadvantage; but from this shortcoming we have harnessed a fervor for betterment and survival that is nonpareil. Many of us have learned to program on the ADAM; many more are learning. As the pool of programmers grows and the skills of existing programmers develop, we shall all share in the joy of having nourished a computer (left for dead) into a viable productivity system and exciting game machine to be reckoned with by the computer bashers. ADAM is more than just a piece of electronics encased in plastic; it is the gratifying thrill of 'how to', it is the childlike excitement of discovery, it is the heartfelt generosity of helping others, it is the ineffable spirit of betterment. Long live the ADAM!!!

Happy holidays,

  
Solomon Swift

# ADAM NEWS AND UPDATES



□□□ As you look over this month's N&B you'll quickly note that the format is different. This is our Holiday Special Issue. We'll continue the regular articles next month. These include: Protecting Your Work, Beginning With GoDOS, Controlling the Modem, CP/M & ASSEMBLY LANGUAGE, STUDYING OS7, ADVANCED PROGRAMMING, and the PRODUCT REVIEWS.

□□□ From time to time readers ask if there are other users groups, newsletters, mail order firms, etc. that support the ADAM. YES! YES! YES! We know of at least 50 users groups, 17 newsletters in current publication, three dozen mail order businesses, and at least a dozen electronic bulletin board services. This month we've got a list of the vendors that we know of who currently sell or manufacture software and/or hardware. Next month we'll have a list of the 17 newsletters. And, in our January issue we'll list the BBS's.

"SHOPPING FOR ADAM" is our list of ADAM vendors in this issue (pages 7 thru 10). We inadvertently omitted two hardware developers. OrphanWare is the oldest and most prolific hardware developer with everything from big memory expanders to disk drives. Thomas Electronics is relatively new to the ADAM world; they've just released a 'mouse'. Their mouse may also be purchased through HW Ruth Company or OrphanWare.

OrphanWare  
Attn: John R. Lingrel  
5665 Myers Road  
Akron, OH 44319  
(216) 882-4720

Thomas Electronics  
151 Devonshire Crescent  
Saskatoon, Saskatchewan  
Canada S7L 5V6

□□□ ADAM'S HOUSE now has metal power supply covers with power indicator lights. Complete instructions, light, wiring harness, and cover are just \$14.95.

□□□ Don't forget about our DISK PAK service; every even numbered month you get all the N&B programs for that and the preceding month. The service is only \$12 in the USA and \$15 in foreign countries.

□□□ Also, we have a BBS for the ADAM. You can call at 300 or 1200 baud. The parameters are 8-N-1. The hours are 7pm to 8am, EST. It runs 24hrs a day on weekends and holidays. BTW, Tony Patterson, the author of the huge success "Temple of the Snow Dragon" is a SYSOP on our board. He may be able to give you hints on the game.

□□□ "Temple of the Snow Dragon" by Digital Adventures and "The Print Works" by Walters Software are now finished!!! Both programs are state-of-the-art in computer software; definitely TWO MUST HAVE packages. We have "Temple" for only \$21.95 and "Print Works" for just \$23.95. Also until Christmas, we're offering a special giveaway on both of these excellent packages. We'll GIVE you a public domain volume of your choice with either one. Or, order both and get TWO free PD volumes of your choice. With "Print Works" you might be interested in our PaintMATES volumes which have clip art graphics.

□□□ We overlooked two aspects of "Ghost Zapper" in our review last month. (1) The program has three skill levels. (2) It requires at least a 64K expander; the room graphics are stored on the card.

□□□ E&T SOFTWARE reports that they are almost finished with their work on getting two disk drives to run off of one controller board. This should circumvent any hardship of drive shortages. The only limitations will be that both drives will have to be the same size and you'll only be able to format disks one at a time -- very minor. They are also working on an interface that will permit IBM compatible disk drives to be used on the ADAM.

□□□ Wizard's Lair has just released the "Baseball Statistician". This is a very comprehensive program for keeping track of team stats.

□□□ Thomas Electronics has a new mouse for the ADAM. They have two versions of the unit. The mouse kit retails for \$109.95; this one requires soldering. The completed version which connects to a card in the modem slot retails for \$129.95. It is available through OrphanWare and MW RUTH Company.

□□□ Norman Castro now offers game instruction reprints for six videogame systems. These are: Coleco, Atari 5200, Intellivision, Nintendo, RCA Studio II, and Vectrex. Send him two first class stamps for a list.

Norman Castro  
809 West 33<sup>RD</sup> Avenue  
Bellevue, NE 68005

□□□ Here's a new mail order firm supporting the ADAM.

ADAM Software Consortium  
41 East Ridge Road  
Merrimack, NH 03054

□□□ We're continuing the product special until Christmas that we had last month. With any product order of \$15, we'll include 25 paper 5.25" disk sleeves free. Also, we'll give you a free blank 5.25" DS/DD diskette for each increment of \$25 in your product order. For instance, if your subtotal is \$51, you're entitled to TWO free disks. You MUST mention these special offers on your order form in order to receive them.

□□□ On pages 13 thru 17 of this issue we have our EDITOR'S CHOICE AWARDS for 1988. For every TWO of these products that you purchase (that we stock) before Christmas, we'll give you ONE PD volume of your choice FREE.

□□□ OrphanWare Business Systems is in the process of changing ownership. The indications are that this new arrangement will result in many more new products from OBS. Big John will continue running his BBS and repairing disk drives. Plus he, Ron Collins, and Mark DeSure will begin publication of the NOAH ADAM newsletter with the first issue going out in about three weeks. It will be geared toward CP/M and hardware design.

□□□ Digital Adventures is nearing completion on the second adventure in their DALARK TRILOGY. In the short time since "Temple" was released it has already become one of the most talked about software titles for the ADAM. One of our favorite praises is, "It's like combining a Coleco Super Game™ and an INFOCOM text adventure." They have offered us the same introductory discount that they did with Temple of the Snow Dragon. The retail price for each is \$24.95; the N&B SDP is \$21.95. But, if you order it directly from DIGITAL EXPRESS before December 15<sup>TH</sup>, you can get it for just \$17.95.

□□□ ADAM owner Aaron Hamlett is trying to start a users' group in his area. He asks that readers with a ZIP code starting with "787" contact him at the following address.

701 West Longspur Boulevard, Nmbr. 2073  
Austin, TX 78753

□□□ Ron Collins has patched "Richard Scarry's Word Book" to work on a 320K disk. To get the update, send him \$10.00 at the following address.

P.O. Box 26512  
Akron, OH 44319

□□□ GoDOS is finally finished!!! We postponed completing the manual to get this issue of N&B finished. We'll start shipping about the time you receive this issue. Since there are so many on backorder though, it may take a few days to get all the orders processed.

□□□ We have added 3.5" disks to our product list. These are \$1.15 each (the standard auto-shutter, blue shell, DS/DD disks).

□□□ Guy Cousineau asked us to mention his users' group. If you live in the area, they'd like for you to contact them.

ADAM User-friendly Group  
342 Nagel Avenue  
Orleans, Ontario  
Canada, M1E 1R6

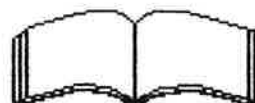
□□□ We had a typo in David Carmicheal's "clipREPL0T" pgm last month. To fix our error: put the statements on line 5660 on the end of line 5650. Then just DELETE 5660.

□□□ OrphanWare is offering a special on disk drive "upgrades" through the end of November: get a 320K upgrade for \$109; a 360K upgrade for \$119; or a 720K upgrade for \$139.

□□□ We have added 10 new volumes to our PD libraries. These include PaintMATES 14 and PaintFORMS 04. Also we now have two indexes of N&B information in SmartFILER format compiled by David Carmichael. SimplePAINTER is a new graphics utility volume; see our PROGRAM EXPLANATIONS for more details. We also have Guy Cousineau's CP/M utilities (an assortment). And Ron Collins has compiled two 2-volume sets: CP/M word processing (VDE and support utils including a spell checker) and CP/M education (a large variety of education programs). All of these PD volumes have FULL instructions and ARE ready-run.

# ADAM LORE

(PART TWO)



by Richard Lefko

As I thumb through my ADAM memorabilia it becomes clear, once again, just how popular and innovative the ADAM was for its time. Remember, ADAM's early base was in video gaming, hence most of the things written about it were in that light.

I have two issues of Electronic Games from January '85 and February of the same year. In these issues are various reviews of cartridge and computer games. I admit, it's nice to see an ADAM included in EVERY ad for software availability, but once again, that's how popular ADAM was!

The reviews are all on an upbeat note. For example, in a review of *Fortune Builder*, Tracie Forman writes, "COLECO has been slow to release new games in the past, but titles like *Fortune Builder* prove they're taking the time to put quality where it counts", or as Charles Ar dai writes, "super action baseball is by far the best videogame version of baseball ever made."

It would appear that high quality was exactly what was coming out of COLECO after it fixed ADAM's bugs. As I said in Part One, bad marketing, not bad performance, was the real reason ADAM was doing poorly in the market place.

I've also noticed several software titles that I've never seen for ADAM advertised such as *SPACE SHUTTLE*, which appears to be a flight simulator, and *UP n' DOWN* which looks like some kind of driving game. Also, I have an ADAM calendar (of all things) from 1985. Each month depicts a different software title. No, they aren't in bathing suits; but, there are a couple of titles which I've never seen, such as *MATH QUEST* and *THE BERENSTAIN BEARS RETURN TO THE SPOOKY OLD TREE*.

You may not have known it but COLECO actually considered offering a LASERDISC MODULE! Imagine how that would have gone over? I quote from Dan Persons in the January '85 issue of *Electronic Games*, "It's also true that COLECO has dropped its plans for a home laser system that would interface with the ADAM computer system, claiming that the cost involved would be such that it would not be a mass merchandisable concept at this time." Well, we now know how "good" COLECO was at spotting something that could have made money!!!

I also have a couple of pamphlets. They are titled, *ADAM SOFTWARE* and *ADAM PERIPHERALS & ACCESSORIES*. The software pamphlet lists just about every piece of software that was available to ADAM/COLECOVISION at the time. Once again I see the *MATH QUEST*, and *SPOOKY TREE* disks listed. Also, there was a *CABBAGE PATCH KIDS WORKOUT* disk and one called *ADAM UTILITY KIT*. The latter one looks like it would have been an aid to the ADAM DOS disk. The peripherals & accessories pamphlet shows EVERY piece of hardware COLECO ever made for ADAM. COLECO did come through and supply all of these.

As I said in the beginning, ADAM was real popular and innovative for its time, and you know what? IT STILL IS!

# SHOPPING FOR ADAM

by Solomon Swift



In this issue I had originally planned to include an information based article on the 17 ADAM periodicals to which I subscribe. But with the Christmas season quickly drawing nigh, it seems more fitting to take a look at some of the companies currently supporting the ADAM computer through software and/or hardware development or as mail order vendors. These 33 companies are the ones that quickly come to mind for me; there may be others that I'm not aware of. If so, please let me know. Next month, we'll take a look at those 17 ADAM newsletters.

I've listed their addresses and phone numbers (where available). So ... please do write to them. Let them know that you appreciate their hard work; and if their firm carries products that appeal to you, by all means do some mail order shopping for Christmas. It's usually best to include an SASE when requesting a catalog -- the list is in alphabetical sequence.

## ADAMagic

This firm has been supporting ADAM for over three years now with software development and a product list. Much of the software listed is low cost, nicely edited PD packages grouped by topic. Additionally, they have some original commercial software. One of my favorites is called "Arcade Action". This is a collection of five fast-action graphic games with skill levels ranging from difficult to unbeatable. ADAMagic is also one of the few ADAM firms still advertising in *Family Computing* (the magazine dumped ADAM and some other computers to become more 'business oriented'??).

ADAMagic  
Attn: Steve Olson  
1634 North Thompson Drive  
Bay Shore, NY 11706-1330  
(516) 243-3869

## ADAM Connection

This is a relatively new firm with an extensive product line listing products from nearly every software manufacturer. I just got their Christmas catalog ... very nice layout with good graphics ... all done on an ADAM.

ADAM Connection  
Attn: Steven Major  
P.O. Box 562  
Champlain, NY 12919  
(518) 298-8193

## ADAM'S HOUSE

In their fourth year now, ADAM'S HOUSE has an extensive product list, a wide selection of low cost PD software, and also publishes "The ADAM International News" ten times a year. Also, they've just recently started a repair service for consoles and other ADAM components.

ADAM'S HOUSE  
Attn: Terry Fowler  
Route 2, Box 2756  
Pearland, TX 77581  
(713) 482-5040

## ADAMlink of Utah

This is another well established ADAM support firm. They have a large product list, publish a bimonthly newsletter, and run an BBS for modem users. This is also the distributor for A-NET, a BBS program for the ADAM.

ADAMlink of Utah  
Attn: Alan Neeley  
2337 South 600 East  
Salt Lake City, UT 84106  
(801) 484-5114

## ADAMzap Company

This firm has original support graphics for PowerPAINT, PaintMASTER, and SignSHOP. They also have a dictionary for use with ProofREADER. They also have a service to update your SS/CC from Eve Electronics with a new, long-lasting battery attachment.

ADAMzap Company  
Attn: Eric E. Danz  
17 Capstan Road  
West Wilford, NJ 07480-4816

## AJM SOFTWARE

AJM SOFTWARE is headed by Guy Cousineau and Tony Morehen; in my opinion these are two of the top ten programmers for the system ... both in the same firm!! They currently have three excellent commercial packages: File Manager 2.1, Disk Doctor, and File Indexer. Moreover, both of them have donated countless programs to the public domain in EOS and CP/M.

Guy Cousineau  
1059 Hindley Street  
Ottawa, Ontario  
Canada K2B 5L9

Tony Morehen  
Box 292  
Russell, Ontario  
Canada K0A 3B0

Alpha-1

This is one of the two largest firms supporting the ADAM. Though natural rivals, Alpha-1 and MW Ruth Company do more combined business than all the other ADAM support firms combined. How did they get to be so big? My guess is that the key ingredient to the success of both firms is their strong dedication to customer service. On several occasions I've ordered from both firms on a Monday (a mail-in order; not phone in) and had the products back in my hands Friday of the same week. You won't find faster mail order ANYWHERE else in the industry.

Alpha-One  
Attn: Ben Wohl  
1671 East 16<sup>th</sup> Street, Suite 146  
Brooklyn, NY 11229  
(718) 692-4120

American Design Components

Although ADC is not an ADAM support firm per se, they do carry several components for the system. They are an electronics surplus business; there are some others that carry a few products for the ADAM, but ADC has the largest selection of Coleco close-outs. The products range from tape drives for \$19.95 to ADAM computers (minus printer, w/ pwr sply) for \$99. They also have extremely fast shipping.

American Design Components  
62 Joseph Street  
Moonachie, NJ 07074  
(201) 941-5000 (in NJ)  
(800) 524-0809 (toll free)

Bryan's Software

This young entrepreneur is the talented artist who drew the 'greeting cards' volumes for use with PowerPAINT. He's also donated MANY graphics into the public domain.

Bryan's Software  
Attn: Bryan Payton  
428 Knight Street  
Elberton, GA 30635

Computer Quorum

This is a relatively new firm headed by Dan Decker who is pursuing a post-graduate degree in education. He's written a lot of educational software (much of it for use with Flash Card Maker) for his earlier firm, D.L. Decker Enterprises. CQA plans to have a question pack for the popular Jeopardy game soon.

Computer Quorum of America  
Attn: Daniel L. Decker  
Route 2, Box 14-B  
Spring Mills, PA 16875-9720  
(814) 422-8339

Digital Adventures

This is perhaps this newest firm supporting the ADAM. They currently have one graphic adventure, "Temple of the Snow Dragon". The next one in the 'DALARK TRILOGY' is expected to be released in a few weeks. I had the honor of previewing Temple through every stage of its development; I am truly impressed. Judging from their first release, you'll hear nothing but good reports on this firm in the months and years to come.

Digital Adventures  
Attn: Tony M. Patterson  
7125 Dewberry Street  
Ocean Springs, MS 39564

DIGITAL EXPRESS

You should be familiar with this firm. Old DEI puts out a monthly newsletter, operates a BBS, writes software (commercial, freeware, and PD), and runs a retail and wholesale mail order business. Headed by Sol Swift, DEI has the reputation as the most prolific software writer for the ADAM. Though notorious for time over-runs on scheduled release dates, DEI has put out some of the more popular titles for the system.

DIGITAL EXPRESS  
Attn: Solomon Swift  
P.O. Box 37  
Oak Hill, WV 25901  
(304) 465-1341

E&T SOFTWARE

E&T has a mail order business carrying virtually every product ever released for the ADAM. They also have two commercial packages: SoftPACK and Business Pack. Plus, they publish the newsletter "ADAM'S ALIVE" periodically.

E&T SOFTWARE  
Attn: Ed Jenkins  
1010 Westminster  
Garland, TX 75040  
(214) 414-8156

Elliam Associates

This firm offers a large selection of CP/M 2.2 software and also does conversions of CP/M software to ADAM format.

Elliam Associates  
P.O. Box 6922  
Los Osos, CA 93412

FutureVISION

Though they haven't released any software for the ADAM in a couple of years, they do continue to sell their popular VideoTUNES and AutoAIDE to mail order vendors.

FutureVISION  
P.O. Box 34  
North Bellerica, MA 01862



In House Service Reps

Though I've never done business with this firm; I have heard numerous mixed reports about them -- they have released several hardware projects for the ADAM including disk drives and memory expanders.

In House Service Reps  
Attn: Don Perlman  
620 Harmon Cove Towers  
Secaucus, NJ 07094

MMSG

This firm has released BACKUP+ 3.0, CopyCart 2.0, and other utilities. Plus, they've helped other firms with various hardware and software projects.

MMSG  
Attn: Jim Marshall  
P.O. Box 1112  
Broomfield, CO 80020-0112  
(303) 460-0814

Mr. T. SOFTWARE

This firm has put out several games and utilities. Some of their fine products include: Kid's Trivia Pack, Trivia Pack, AutoWriter, and Mr. T-SEARCH. Also, Mr. Tarnowski has written a LOT of software for donation into the public domain.

Mr. T. SOFTWARE  
Attn: Bob Tarnowski  
7316 Northway Drive  
Hanover Park, IL 60107  
(312) 830-2785

M.W. RUTH COMPANY

This is one of the two largest firms supporting the ADAM. Though natural rivals, MW Ruth Company and Alpha-One do more combined business than all the other ADAM support firms combined. How did they get so big? My guess is that the key ingredient to the success of both firms is their strong dedication to customer service. On several occasions I've ordered from both firms on a Monday (a mail-in order; not phone in) and had the products back in my hands Friday of the same week. You won't find faster mail order ANYWHERE in the industry.

M.W. RUTH COMPANY  
Attn: Jay or Ruth Forman  
3100 West Chapel Avenue  
Cherry Hill, NJ 08002  
(609) 667-2526

NIAD

NIAD has a large discount product list, but they sell only to members of their national users' group. They also publish a newsletter 10 times a year, have large local group meetings, and operate a store called CompuKINGDOM just outside of Chicago.

NIAD  
Attn: Lyle Marschand  
2089 Carriage Hill  
Lisle, IL 60532  
(312) 961-3529

Nickelodeon Graphics

This is another long-time ADAM supporter. They have several original packages for the ADAM ranging from graphics design to business oriented filing programs.

Nickelodeon Graphics  
Route 6, Box 2460  
Nacogdoches, TX 75961

Pitman Software

This is the new firm headed by Steve Pitman, a college student majoring in computer programming. In his first three months of business, Steve has released two outstanding games for our ADAM. "Mind Over ADAM" is a nicely done MasterMIND™ type game with excellent graphics. "Ghost Zapper" is a fast action shootem-up game with exceptional graphics and sound.

Pitman Software  
Attn: Steve Pitman  
3705 Church Street  
Cincinnati, OH 45244  
(513) 561-7639

Practical Programs

I haven't ordered any products from this well-established ADAM firm, but I understand that they have some excellent utilities for our system.

Practical Programs  
P.O. Box 244  
Kalamazoo, MI 49005

Reedy Software

This is another long-time ADAM support firm; they've put out numerous games including their latest sensation "Phrase Craze", a Wheel of Fortune™ type game for two or three players.

Reedy Software  
Attn: Jack Reedy  
10085 60<sup>TH</sup> Street, SE  
Alto, MI 49302

Roadrunner Publications

This is the firm that publishes the programming instructionals by Mel Ostler. "Hacker's Helper" provides a good base for experienced programmers to delve deeper into the workings and programming of ADAM.

Roadrunner Publications  
Attn: Mel Ostler  
3217 Mesilla Hills Drive  
Las Cruces, NM 88005

ROGINSKY GAMES

Headed by Al Roginsky, a casino manager, this firm has just released "Las Vegas Craps". This is a very realistic casino game with colorful, detailed graphics and good sound. It plays just like the real game.

Roginsky Games  
Attn: Al Roginsky  
4327 Thorndale Place  
Las Vegas, NV 89103

Strategic Software

This is one of the first third party firms to produce commercial software for the ADAM. They have a long list of topsellers. My personal favorites are "SignSHOP" and "NewsMAKER". All of their software is written specifically for the standard ADAM system.

Strategic Software  
Attn: Dave Smith  
424 East John Street  
Lindhurst, NY 11757

TELEGAMES USA

This is the firm, based in United Kingdom, that has released many of the game cartridges that were lost in the shuffle when Coleco announced it was going to drop ADAM from production. They have also recently began selling "Personal Arcade", a video game system compatible with Coleco carts. Supporting P.A. with a purchase could help to insure that many of the BIG game companies will begin translating popular titles that can be used with ADAM.

Telegames USA  
Attn: Terry Grantham  
Box 901  
Lancaster, TX 75146  
(214) 227-7694

TRISYD VIDEO

This is the firm that opened the door for manufacturing your own high quality, low cost data packs with their MegaCOPY attachment. They have also released several other unique peripherals.

TRISYD VIDEO  
Attn: Syd Carter  
26 Florence Crescent  
Toronto, Ontario  
Canada M6N 4E4

U.K.A.S.

The United Kingdom ADAM Subscribers is a users' group headed by Keith Marner. They carry many products for the ADAM and publish a bi-monthly newsletter. Also, they have an ADAM BBS; Roger Pillary is the SYSOP.

U.K.A.S.  
Attn: Keith Marner  
33 Homer Road  
Croydon, Surrey  
England CRO 7SB

Walter's Software

Walter's Software and DIGITAL EXPRESS are, by far, the two most prolific commercial software developers for the ADAM. Walters has several topsellers out, including a huge selection of RAMdrive utilities. Their two latest, are in my opinion, two of the better programs for the computer. "SpellingAIDE" is spelling checker for ASCII (text) documents with a built-in RAMdrive option for fast dictionary access. "The Print Works" is a print shop program for dot matrix printers with LOTS of user friendly options.

Walters Software  
Attn: Jim Walters  
Rd #4, Box 289-A  
Titusville, PA 16354  
(814) 827-3776

WHITE COMPANY

This is the firm headed by teenage computer hacker David White. At age 14 he wrote SpeedyWrite 1.0, a word processor written entirely in Z80 that rivals WordStar in features included. He has since written SpeedyWrite 2.0 and will be releasing "SpeedyWrite Online Dictionary" in the next few weeks.

White Company  
Attn: David White  
2694 Twigg Circle  
Marietta, GA 30067  
(404) 952-4249

WIZARD'S LAIR

This firm has put out three volumes of artwork for use with PowerPAINT, PrintWORKS, and GoWRITER. They have also just started releasing a variety of other software packages. If you'd like some custom artwork for use with one of these packages, I'd recommend contacting Jim.

Wizard's Lair  
Attn: Jim Notini  
8125 West Catherine  
Chicago, IL 60656  
(312) 775-9662

TEAMWORK

# LETTERS TO THE EDITOR



The following questions and comments have been culled from recently received mail. The reader's input is a reasonable facsimile of the actual correspondence. For the benefit of all reader's my reply, where applicable, is generally more detailed than any written reply. Unless the reader requests differently, street addresses are omitted.

## A FOND FAREWELL

**EDITOR'S NOTE:** the following is an open letter from John Lingrel of OrphanWare. For many months he has been considering an alternative to his time-intensive work building hardware. He has concluded that it will be best to sell OrphanWare and devote more time to hardware design and a new newsletter. We wish him well; thank you BJ for all you've done for the ADAM.

For the last three years, I have strived to bring to the ADAM community the best possible hardware for the lowest possible price. Now almost 6000 printer interfaces, 64Ks, 256Ks, serial ports and over 300 80-column units later, I must give up the majority of the business due to family and health reasons. I will be stopping all manufacture of current products effective November 30<sup>TH</sup>.

I will remain active in the repair and conversion of ADAM disk drives through N.O.A.H for as long as there is a need. I will also take care of fixing all OrphanWare products that are under warranty when you send it in with proper proof of purchase. Additionally, I will be working on a new newsletter called N.O.A.H. We will be starting publication with the January issue going out just before Christmas. It will be primarily a hardware publication and will feature construction articles and reviews and will highlight the CP/M operating system and how to get the most out of it. Annual cost for the newsletter will be \$20.00 for 9 issues mailed within the United States.

We have talked with several potential buyers of OrphanWare, but have not finalized any deals as of the date of this article. If when you read this, OrphanWare has not been sold, then you may consider it to be for sale in part or whole to include the rights and artwork to any or all currently released OrphanWare products except for those related to disk drives.

## MEMORY UPGRADES

I would like to upgrade my ADAM to a 144K capability but am uncertain as to whether or not it can be done on my system. I have the Expansion Module to the ColecoVISION games system. Does this system provide the necessary connections?

W. Mercer  
Coronado, CA

**IN RESPONSE:** Yes, you can use the 64K or any size memory expander with both the stand alone ADAM and the expansion module to the game system. The 64K card plugs into the third slot under the memory console cover (the rightmost of the three internal slots). In fact the only real incompatibility factor with the expansion module ADAM is in using a computer monitor rather than a TV; and there's a simple hardware trick to fix this.

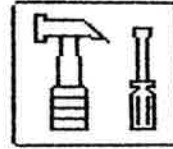
## ASSORTED QUESTIONS

Can the ADAM sound chip emulate a synthesizer? For example, the CASIO keyboard can sound like an oboe, violin, piano, etc. Most software uses the memory expanders for RAM drives. Can the ADAM handle the bigger boards to allow for a larger workspace? It would be great to see 280K of free memory! Is the ADAMlink modem capable of tone dial? Can a patch to ADAMlink II accomplish this?

Frank Curley  
Rochester, MN

**IN RESPONSE:** The ADAM sound chip is only capable of three organ-link voices and a noise generator with eight motor sounds. Yes, it is possible to use the memory expanders as a workspace. PowerPAINT is the first program to do this on ADAM; you have a RAMdisk plus the graphics workspace on the expander. Also, the workspace size in GoDOS will range from 50K to 186K (for any application program) depending on the XRAM card size; the remainder will be used as a RAMdrive. Thus with a 512K card, you could RUN a 180K+ BASIC program under GoBASIC. The ADAMlink modem is only capable of pulse dialing. For tone dialing you'll need to get an external modem; some BBS's can only be reached through tone dialing.

## TIPS AND TRICKS



□□□ When adding new values to an ADAMcalc spreadsheet, be sure to use the MANUAL RECALC option. With the alternative, AUTO RECALC, every time you make any change the program calculates all the rows and columns again. This can GREATLY slow down the use of the program; when you're done with the editing or data entry, hit MANUAL RECALC to do all the computations.

□□□ You can convert other BASIC sprite sets to SpritePOWER format by BSAVEing the 1024 bytes of bit image data at address 29696. If your existing file is already BSAVED at a different address, just set LOMEM to 32000 and then BLOAD the file at address 29696. Now just enter: BSAVE sprites, A29696, L1024.

□□□ If you haven't read the instruction manual for SmartWriter, you may be surprised to know that you can DELETE files from within the program. To do so, use the GET option. Then, point to the file that you want to DELETE. Tap the DELETE function key and SmartWriter will DELETE it. Thanks to Luke Whitman for this tip.

□□□ You can format disks in two drives simultaneously even with Coleco's "Disk Manager" program. Just set the switch at the back of both drives to DISK ONE. Then just format as usual; this won't work for verifying, however -- Thanks to Ed Jenkins for this tip.

□□□ The SmartBASIC interpreter has a built-in failsafe that prevents you from INITing any media with the SmartBASIC program stored on it. You can circumvent this. To do so, just: POKE 25257, 32. Then just INIT your BASIC backup.

□□□ With JKL Utilities (or Wizard's Utilities) you can print a block of data by tapping the PRINT function key during the (P)atch option. Also, in this mode you can scroll a page at a time with SHIFT+I or SHIFT+II. JKL stands for Joel K. Lagerquist, the author.

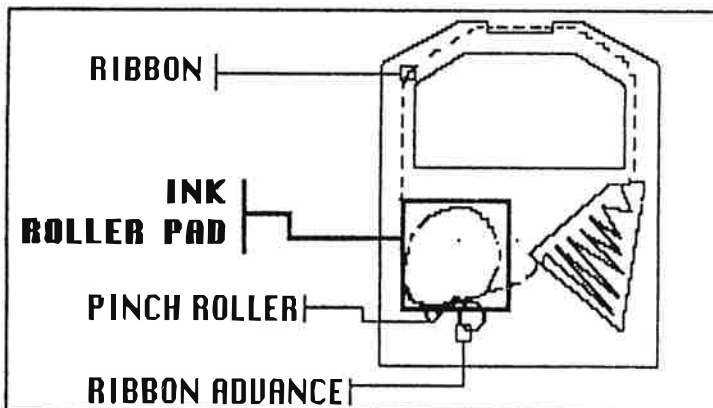
□□□ If you have problems running out of memory in SmartLOGO, the problem could be that the last program executed didn't clear memory. It's usually a good precaution to enter ERALL and RECYCLE before entering or LOADING a new program.

□□□ As with most of Coleco's software, SmartWriter can display multi-directory file pages. With SmartWriter, to go to a new page you must move the file pointer past the bottom right filename.

□□□ One of the hallmarks of the Nibbles & Bits BASIC PD libraries is their professional arrangement and features. Some of the first ones released had an error in the primary instruction file. It stated that you should press "Q" and then <RETURN> to instantly display the file menu; you should tap just CONTROL and "Q" at the same time.

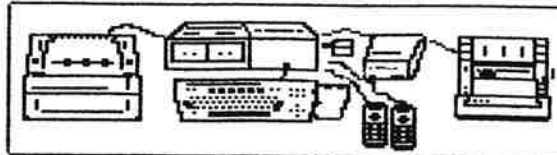
□□□ Our PD program "ezFILExfer" or the updated "ezFILExfr2" can actually copy DELETED files restoring them on the destination media. Also, the program is setup to automatically LOCK the copied files. You can disable this feature by changing the first statement on line number 5600 from "POKE 64940, 208" to "POKE 64940, 16".

## JIM GUENZEL



TO RE-INK THE PANASONIC RIBBONS SIMPLY REMOVE THE TOP COVER WITH A THIN SCREW DRIVER AND APPLY SOME BLACK STAMP PAD INK TO THE INK ROLLER PAD. DO THIS WHEN PRINT BECOMES LIGHT. EVENTUALLY THE CLOTH RIBBON WILL WEAR THROUGH THEN YOU HAVE TO BUY A NEW RIBBON. **NOTE:** APPLY INK ONLY TO THE ROLLER PAD AND NOT THE RIBBON ITSELF.

## EDITOR'S CHOICE AWARDS



Here's another change with our '88 Holiday Special Issue; normally we have product reviews in this slot. The following could best be described as an EDITOR'S CHOICE of the "top of the line" products developed in 1988. As you'll note a couple of the products date back a little earlier, but I've listed them here because they were topsellers in '88. Also, you should note that these are my opinions and may not necessarily coincide with the evaluations of all of our readers. These products are my personal favorites ... ones that I use frequently ... the value-packed products.

### GAMES GAMES GAMES

#### Temple of the Snow Dragon:

This is the first in the graphic DALARK adventure trilogy. "Temple" has super-nice graphics; I'd say they range in quality from excellent to unbelievable! Each colorful, detailed room (two views possible) is instantly displayed with clues hidden within the graphics as well as in the text description. For quick play, there are macros for all the frequently used words or functions. And, you can save and load games.

The object of the game is to get the Snow Dragon's egg (you need it for the next adventure). You travel around the Temple picking up treasure and weapons (these are displayed as colorful icons on the screen). Along the way you'll encounter some of the monsters waiting to slay intruders. The fight sequence is imaginative and very user-involved. Lightning strikes and then you can use the onscreen power-meter to augment your strength. There is also an option for using a RAMdrive for SUPER-FAST room displays. Now, I could go on and on about this one, but you'll just have to try it for yourself. Released less than a month and it's already one of the topsellers for the Christmas season. "Temple" is by DIGITAL ADVENTURES.

#### MIND OVER ADAM:

This is an excellent MasterMIND™ type game. The graphics and sound are very good. You're allowed eight attempts at guessing the color sequence of the four marbles. After solving a puzzle you advance to the next round with one fewer guess. There is also a Hall Of Fame for the top scores. You may use the keyboard or the joystick for playing. MIND OVER ADAM is by Pitman Software.

#### GHOST ZAPPER:

This is another outstanding game. This one is a fast-paced arcade-style game in which you ZAP ghosts as they randomly appear in each of the five colorful graphic rooms. This is a single player shootem-up, but the game play is so quick that multiple players won't get bored. There are three skill levels and a Hall Of Fame for the high scorers. GHOST ZAPPER is by Pitman Software and requires a 64K (or larger) memory expander.

#### Las Vegas Craps:

Still another one that will keep you playing for many hours. The graphics are great and the sound is good too. This one might even be considered a Craps simulation with a lifelike game board, dice, markers, and chips. Just like the popular Las Vegas game, you can lose your money. LV Craps provides hours of fun or excellent practice for the "real game". This one is from Roginsky Games.

#### Phrase Craze:

This is a Wheel of Fortune™ type game with excellent graphics and sound for two or three players. It has all the features of the popular game show: roulette wheel with dollar values on wedges thereof, wild card, lose a turn, and bankrupt. The screen shows the wheel, the alphabet elimination bar, and each player's score (for the round and the game). This one is from REEDY SOFTWARE who has also released PHRASE PAK and a PHRASE PAK CONSTRUCTION program for use with this popular ADAM game.

#### BEYOND TREK:

You command the USS ENTERPRISE as Capt. Kirk in this colorful "Trek" game. The object is to defend four star systems and defeat as many hostile Klingons as possible. You have all sorts of functions at your command including graphs and charts of various aspects of controlling a starship. The graphics and sound are very good; also has a Hall Of Fame for top scores. This one is by DIGITAL EXPRESS.

**COLECO PD'S:**

Why devote these awards to any public domain titles? Well, there are two unreleased Coleco titles that have been fast-moving PD's ever since they were first discovered. "Jeopardy" has GREAT graphics ranging from animated players to to an exact replica of the game board (close up and from a distance). The questions are moderately challenging and there is a Hall Of Fame; one to three players. "Pinball Construction Set" is a very sharp game in which you design and play computer pinball games. One to four players; great game.

**GRAPHICS DESIGN****THE PRINT WORKS:**

This is the latest commercial graphics design package for the ADAM; it's an easy-to-use print shop for dot matrix printers. The following page illustrates a simple sign that I designed with the program. Also Walter's Software, the author, has an advertisement in this issue done with the program.

Print Works comes with a 23 page manual that covers how to use the program in a step-by-step approach that makes it easy to follow for non-programmers. At press date I've only spent a few hours with the program, but here's what I've discovered thus far.

There are four basic types of printouts that you can create: signs, banners, greeting cards, and letterheads. To do this you have three graphics components: borders, fonts, and clip art. The package comes with 10 creative borders. There are eight font sets designed by DIGITAL EXPRESS. And it comes with 12 clip art pictures designed by Wizard's Lair. The size of the border is automatically adjusted to your printout selection. With the fonts and the clip art you can select standard (bit-for-bit) size, double size, or quadruple size. With the fonts you can select left or center justification. You design the printout on a scaled-down onscreen page selecting blocks to stamp clip art or lines to enter text on.

Overall I am VERY impressed with this breakthrough package for the ADAM. The only two aspects that I'm not entirely pleased with are that you can't see your graphic before you print it and there is very limited editing capability. But these are shortcomings on virtually every program of this nature (yes, even for the 16-bit computers).

The program does so many things automatically that you can design attractive signs in mere minutes. Plus, It uses the DIGITAL EXPRESS user interface with the 60 column SmartKEYS and the graphic file folder and their respective support routines which provides for ease of use even by casual computer owners. And, it is compatible with CLIPPER clip art and FontPOWER font sets; this means that the package already has hundreds of support graphics. And, a RAMdrive feature is automatically setup (with a memory expander) with multi-file copy!! If you have dot matrix printer, THE PRINT WORKS is a MUST HAVE software package.

**PowerPAINT:**

There's really not a whole lot that I can say about this package that hasn't already been stated in every publication that supports the ADAM. Highly acclaimed as the most extensive and user-friendly graphics program for the ADAM, it offers hundreds of ways to design original artwork and to edit exiting PD graphics (over 2000 support graphics to date).

It supports virtually every piece of hardware ever designed for the ADAM including 160K, 320K, and 720K disk drives. It does require at least a 64K memory expander; PowerPAINT itself uses 80K of memory (written entirely in fast Z80 code) -- and you need a dot matrix printer with a Centronics parallel interface to print out the graphics (Epson compatible such as the Panasonics, the Star line, and Okimate 20).

You can design letterheads, full-page graphics, graphics disk labels, or just print out a single hi-res screen with scores of print options. With PowerPAINT what you see is what you get; the printout looks exactly like the on-screen picture.

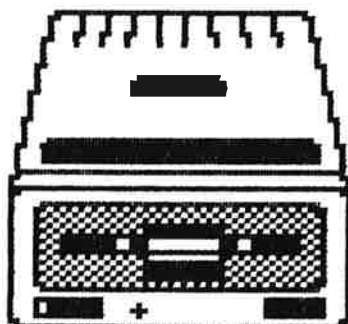
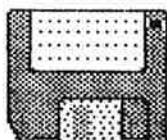
You can directly load PaintMASTER, SmartPAINT, GraphixPAINTER, SmartLOGO, and RLE pictures into the program. You can load paintbrushes which can be overlaid for some very interesting graphics shading. You can stamp sprites and clip art on your picture. Plus, you can enter text with loadable FontPOWER font sets or with the four included special fonts.

To me, the greatest benefit of PowerPAINT is it's versatility. You can design colorful screens just to look at, professional letterheads for your personal or business correspondence, or even a full-page product order form. And many software developers are now using it to design their commercial game screens. PowerPAINT is by DIGITAL EXPRESS (of course, I'm a little biased). Just about all the graphics in this issue were designed with PowerPAINT.

This is a simple example of the graphics capability of PrintWORKS for the ADAM computer by Walters Software Company.

## "The Print Works"

You have three primary graphics ingredients: borders, clips, and fonts. PrintWORKS comes with several of each. You can print clips and fonts in one of four sizes: 1x, 2x, or 4x. Though not wysiwyg in nature, this program offers powerful options for custom designing your own banners, cards, and signs. Plus you can use FontPOWER fonts and CLIPPER clip art. Thus there is already a wealth of PD and commercial support graphics for "The Print Works". Below are some examples of clip art that come with the print shop program for ADAM and a dot matrix printer.



**SpritePOWER, FontPOWER, & CLIPPER:**

These are all DIGITAL EXPRESS products so I won't spend a lot of time discussing them here. They are each widely acclaimed as powerful, user-friendly graphics utilities. You can use the graphics created with them (there are many included in the respective packages as well) in your own BASIC programs, in your own Z80 programs, with PowerPAINT, with The Print Works, and with GoWRITER.

Utilities & Applications**FILE MANAGER 2.1**

In my opinion this is the most extensive hacker's utility ever written for the ADAM. Written by AJM SOFTWARE, File Manager offers dozens of options, plus it supports all the latest hardware for the ADAM such as 160K, 320K, and 720K disk drives and all sizes of memory expanders. And, it is written entirely in FAST Z80.

You can COPY files individually or "tag" them for multiple copying. You can DELETE files in the same fashion. You can FULLY edit the directory, file by file. You can edit blocks (hex or ASCII); you can copy blocks. You can backup media using the "smart" option of only copying the blocks with files on them. You can even PRINT files with LOTS of options such as printer selection and margin settings. And, you can format disks. For the features you get per dollar, there is no other utility on any computer that I'm aware of that offers more value than File Manager.

**SpeedyWRITE 2.0:**

This has got to be the best word processor for the price that I've ever seen. Over a hundred features are included that rival WordSTAR; David White, White Company, wrote the first version, 1.0, when he was just 14 years old ... all in machine code.

Here are some of the features. It works with a dot matrix or the ADAM printer. It has a built-in RAMdrive with or without a memory expander. You can move and copy text. You can move through a document by letter, word, sentence, or paragraph. Plus you can instantly move from the beginning to the end. Change screen colors to any combination of background and foreground; 40 column screen. User defined macros.

Underline, superscript, subscript, and bold (yes bold even on the ADAM printer) are included. Plus with a DMP you can use a couple of custom printer commands. You can justify lines left, right or center even with the ADAM printer. You have all the file options you'll need including storing, loading, deleting, and renaming. It works with all disk drive sizes. You can actually edit two files simultaneously and have a split screen for viewing one part of document and working on another. Plus he's got a "pocket database" feature that lets you have INSTANT pages of notes for various uses (these are not a part of the document). The features just go on and on. SpeedyWRITE is a MUST HAVE!!

**AutoWRITER:**

AutoWRITER is a unique BASIC programming utility from MR. T. SOFTWARE. It promotes modular programming by letting you configure preset BASIC and machine code routines into a module that can merged with your existing programs, or you could use this as a base for new programs. This program provides the easiest way for the casual BASIC programmer to add a professional touch to his programs that I have seen.

**CopyCart+ D2.0:**

This is an excellent cartridge backup utility (to disk or ddp) from the computer wizards at MMSG. You can backup 16K or 32K games. You can use any size media: 160K, 320K, or 720K disks; or, tapes. Plus, the files are stored in a standard EOS directory and you can view them from SmartBASIC and other programs. Also, you can store as many carts on a medium as its size will allow ... 40+ 16K cartridge games on a single 720K disk. You can delete files and it uses the joystick for game selection. As an aside, the bootup graphics animation is VERY IMPRESSIVE.

LANGUAGES**CP/M:**

What; a Coleco program under the Editor's Choice Awards?? CP/M gives you access to THOUSANDS of programs ranging from media utilities, BBS's, and word processors, to commercial products such as WordSTAR 4.0 and the famous INFOCOM text adventures. CP/M, by itself, is merely a set of Z80 utilities and system controls. The true benefit of the still popular universal language is the wealth of existing support software. I didn't realize how truly powerful CP/M was until I got my 80-column card. I'd recommend the 80cvu to anyone serious about CP/M.



**SmartLOGO:**

Here's another language for ADAM sponsored by Coleco. For many years LOGO was THE language taught in elementary schools; that's now shifting to BASIC. But, LOGO is a fine structured language with all sorts of built-in graphics and sound commands. LOGO comes with quite a few commands; plus, in effect you can create your own new commands -- you do this to write programs. It's all easy and the manual is VERY well written; we have one of the finest versions of LOGO in existence.

**GoDOS:**

Here it is. The language that many are expecting to revolutionize 3<sup>rd</sup> party software for the ADAM. As this issue goes to press, we're working on the manual. By itself, GoDOS just familiarizes you with the popular desktop user interface on ADAM. Plus, there are a few demo programs and utilities included with the basic Operating System disk. The true benefit, at first, of GoDOS is to programmers. Just about every Z80 routine the programmer will need is here. The programmer can write powerful, feature-packed, user-friendly programs (games, applications, etc.) in far less than half the time it would take otherwise. Plus the files created can be integrated with other applications ... clip a graphic bar chart out of GoCALC and insert it in a GoWRITER document.

Already several software firms have expressed a strong interest in programming in the GoDOS environment. The result may be that within just a few months most of the new software for ADAM will be written in the GoDOS environment (simply because it's so easy to write powerful Z80 programs). We will continue our workshop on GoDOS next month and begin concentration on programming in the graphics operating system environment.

GoDOS requires at least a 64K memory expander; it uses the card as a workspace for programs. The size of the workspace depends on your XRAM card size. It varies from 50K with a 64K to 186K for a 512K expander. This means that you can write a 180K GoBASIC program, for instance!! The remainder of the memory card is used as a fast access RAMdrive. The pulldown menus, windowing, system and file icons, etc. have been growing in popularity for the past couple of years. Now ADAM has the capability built into an Operating System too.

**HARDWARE****SPECIAL NOTE:**

One of the strong indicators of how well of computer system is doing is the support it gets. We have been most fortunate to have some very talented programmers supporting the system with innovative, powerful software, to have electrical engineers and hobbyists developing industry standard attachments, to have users groups run by loyal, helpful ADAM owners, to have informative newsletters, and to have the fine support through comments and purchases by MANY thousands of proud ADAM owners.

When expanding one's system with hardware, I have two MUST HAVE suggestions. One, you NEED a memory expander. If you shop around you may be able to find a 64K card; but, I'd recommend a 0K (zero "K") card. This lets you put chips on it as your budget permits expanding from 64K to 512K; much of the new, powerful software for ADAM makes use of the cards and some of it REQUIRES an XRAM card. Two, you NEED a dot matrix printer to really bring out the best in your ADAM (this is true of ANY computer). I VERY strongly recommend the Panasonic KX-P1080i (you can get this for as low as \$170) and the Star NX-1000 for just under \$200. You'll also need a cable to attach your high speed, graphics capable, printer to the ADAM and a Centronics parallel interface. You can get both of these from almost any ADAM retailer in the \$45 to \$60 price range. These are items that you will cherish for years. Plus, you can use the printer on other computers too.

Also, I'd recommend a disk drive. These are now available in sizes of 160K, 320K, and 720K. The great benefit of the 320K drive is that it uses the SAME disks as the 160K Coleco drive and accesses both sides of the disk ... double the storage space on the same double-sided disks!!

**COMPANIES:**

Who are some of these hardware developers? Of course, OrphanWare is the oldest and most prolific producer. As this issue goes to press, the ownership is changing hands. Ordinarily this could be a bad omen; however, in this case, it should mean FAR more NEW hardware from them. OrphanWare developed the two-chip 64K cards for ADAM; they designed the FIRST larger memory expanders. They make (and upgrade) 320K disk drives; they were the first to develop the 720K disk drive. They did pioneering work on a parallel printer interface; they make RS-232 serial interfaces and 80 column video units.

B4T SOFTWARE offers upgrades to 320K and 720K disk drives. And, they're doing some groundbreaking work on running two disk drives off of one controller board. Thomas Electronics has recently released a "mouse" for the ADAM. And, TRYSYD VIDEO has a number of unique items including MegaCOPY the little device that lets you create your own data packs ON THE ADAM through digital duplication.

# PROGRAM EXPLANATIONS

by Solomon Swift



## SimplePAINTER 1.1

A few weeks ago I needed a break from GoDOS ... if you've ever done a lot of work on one program, you know what I mean. I wanted a challenge ... a different type of intellectual endeavor on the ADAM. I spent about an hour mulling over different options, then I decided to write a BASIC graphics program for FREE distribution; the challenge would be to get the most amount of functions into the smallest possible memory in the shortest amount of time possible. SimplePAINTER listed on the next five pages is the result; the first draft took 37 minutes. I am pleased with it; hope you will be too. There is a little over 4K of free space remaining; plenty of room for your personal changes.

First, SimplePAINTER is the only free distribution program for ADAM that will print hi-res graphics on a dot matrix printer!!! Also, it is the only program currently in existence that will enlarge graphics on the screen!!! Since part of the enlargement routine is BASIC, it takes about 10 seconds to double a quarter of a picture to fill the entire screen. Considering the end result, the delay should be of minor consideration though. Also, to get around the color bleeding, the routine sets the entire screen to one foreground and one background color for enlargement. There are several other nice features too.

The POKEs on line# 110 sets the HGR screen colors. The POKE on line# 120 allows HPLOTTing at vertical coordinate 159. Line #'s 200 and 210 setup the Z80 routine that displays and captures hi-res screens. Line #'s 220 and 230 setup the Z80 routine that's used in changing screen colors. It filters either the background or foreground color from a hi-res color byte.

The routine the spans line #'s 300 thru 316 handle the graphics enlargement. It takes a single byte of bit-image data and stretches it into four -- two across and two down; actually it does this eight times in order to handle a full VDP object set. It then writes that data to a preset area of RAM. Line # 300 contains the setup register pairs: "HL" (33) points to the source address; "DE" (17) points to the destination address (the start address for writing the results). The bottom half of the enlarged graphics are written 256 higher in the buffer; this way the entire buffer can be easily copied to VRAM to display the graphics.

Line #'s 330 thru 350 setup the Z80 routine to read hi-res dots. This routine is used to translate the screen data into printable graphics. It was developed by Ben Hinkle and is LISTed in his first Hacker's Guide.

Line #'s 500 thru 580 setup for the various program menus. Line #'s 700 thru 715 create the PR#2 command. This is the same one we created about 18 months ago. This use shows its versatility. Just POKE the printer code into address 1127 and then CALL address 1126. This is great for sending the ESCape codes for text enhancement to a DMP too. Line #'s 720 thru 745 correct SB 1.0's BSAVE/BLOAD buffer length bug.

The program will store in BASIC HGR or SmartPAINT format. It will load four picture formats: BASIC HGR, SmartPAINT, RLE, and PowerPAINT. Yes it loads PowerPAINT pictures in BASIC. Study line #'s 2400 to 2440 to see how this trick is accomplished. (The pgm modifies BLOAD and then resets the default values.)

The features are not as quick as a totally Z80 commercial program; but there are some nice functions here. You could make many small changes within the remaining free memory. One I'd suggest is setting the left margin for printing a screen. To do so, just insert 10 blank spaces per inch before the two line feeds (ASCII 10) in line #'s 12500 - 12530 (portrait option) and 12600 - 12630 (landscape option).

Also, we have a new graphics PD volume entitled "SimplePAINTER". It includes a self-booting version of this program, plus it comes with several other BASIC graphics utilities. Some of these are: "clipREPLOT", "clipMGR", "pix.mgr", "BPdeluxe", "ezCALENDAR", "GraphFonts", and programs to scroll an HGR screen UP, DOWN, LEFT, and RIGHT. It's available on disk for \$3.95 and DDP for \$4.95 from DIGITAL EXPRESS.

## SOUND EFFECTS

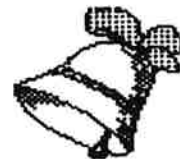
Page 24 LISTs four different sound effects that you might want to utilize in your own programs. The REMark statements describe each one. Have fun.

```

10 REM SimplePAINTER 1.1
12 REM multi-function graphics utility
14 REM a freeware donation by DIGITAL EXPRESS, November 1988
16 REM may not be sold in part or in whole
18 REM do NOT remove these REMark statements
20 REM tap ESC at any menu to abort
22 REM quadrants: 1=UL, 2=UR, 3=BL, 4=BR
24 REM RAMdrive must be setup independently (works with
26 REM the Walter's or DIGITAL EXPRESS RAMdrives)
28 REM preset for Epson compatibility (PNSC, STAR, OK-20, etc.)
30 REM revision 1.0::10/12/88 (37 minutes)
32 REM revision 1.1::11/6/88 (32 minutes)
100 LOMEM :39950: es$ = CHR$(27): d$ = CHR$(4)
110 POKE 25431, 68: POKE 25471, 17: POKE 25568, 244
120 POKE 25940, 160: hm = 255: vm = 159
130 POKE 16149, 255: POKE 16150, 255
200 DATA 1,0,0,17,0,0,33,0,116,205,0,253,201
210 FOR x = 27600 TO 27612: READ mc: POKE x, mc: NEXT
220 DATA 62,0,230,0,50,255,255,201
230 FOR x = 27620 TO 27627: READ mc: POKE x, mc: NEXT
300 DATA 33,000,000,17,000,000,213
302 DATA 229,221,225,213,253,225,6,8,221,126,0,221,35,87,30,4
304 DATA 203,23,203,20,203,18,203,20,29,32,245,30,4,203,23
306 DATA 203,21,203,18,203,21,29,32,245,253,116,0,253,117,16
308 DATA 253,35,253,116,0,253,117,16,253,35,16,206
310 DATA 225,34,23,0,17,8,0,25,229,17,42,0,1,24,0,237,176,209
312 DATA 33,50,0,1,8,0,237,176,33,58,0,17,50,0,1,8,0,237,176
314 DATA 42,23,0,17,0,1,25,235,33,42,0,1,16,0,237,176
315 DATA 42,23,0,17,16,0,25,6,0,112,35,27,122,179,32,249,201
316 FOR x = 27630 TO 27764: READ mc: POKE x, mc: NEXT
320 DATA 33,0,116,17,0,20,6,0,112,35,27,122,179,32,249,201
325 FOR x = 27770 TO 27785: READ mc: POKE x, mc: NEXT
330 DATA 17,0,0,213,6,3,203,58,203,59,16,250,205,50,253,253,33,1,0
335 DATA 33,240,0,62,3,205,47,253,33,240,0,209,122,230,7,133,111
340 DATA 123,230,7,71,62,8,144,71,175,55,143,16,253,166,33,255,255
345 DATA 40,3,54,1,201,54,0,201
350 FOR x = 27800 TO 27860: READ mc: POKE x, mc: NEXT
500 DATA drive options,view picture,clear picture,change colors
510 DATA enlarge quadrant,print picture,exit SimplePAINTER
520 FOR x = 1 TO 7: READ m1$(x): NEXT
530 FOR x = 1 TO 5: READ dr$(x), dr%(x): NEXT
540 DATA tape one,8,tape two,24,disk one,4,disk two,5,RAMdrive,26
550 FOR x = 1 TO 4: READ dd$(x): NEXT: FOR x = 1 TO 4: READ ld$(x): NEXT
560 DATA load picture,store picture,catalog device,select drive
570 DATA RLE picture,SmartPAINT,PowerPAINT,BASIC HGR
580 FOR x = 1 TO 4: READ pt$(x): NEXT: DATA 10,27,64,10
700 DATA 245,219,64,203,71,40,250,241,211,64,201,205,11,47
705 DATA 205,78,4,254,13,192,62,10,24,2,62,0,195,78,4
710 FOR x = 0 TO 28: READ mc: POKE x+102, mc: NEXT
715 POKE 16217, 89: POKE 16218, 4
720 POKE 19459, 34: POKE 19460, 249: POKE 21019, 11
725 DATA 16601,63817,19585
730 FOR x = 1 TO 3: READ ad: POKE ad, 35: POKE ad+1, 249: NEXT
735 DATA 16604,19558,19563,19576,19595
740 FOR x = 1 TO 5: READ ad: POKE ad, 73: POKE ad+1, 249: NEXT
745 POKE 19566, 72: POKE 19567, 249

```

Merry  
Christmas

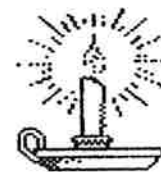


## SimplePAINTER 1.1 LIST continued...

```

900 pk = PEEK(17008): IF pk < 2 THEN HGR: GOSUB 10500: GOTO 1000
910 GOSUB 10500
1000 POKE 17059, 244: POKE 17115, 244: POKE 17126, 25: TEXT
1010 INVERSE: PRINT " SimplePAINTER main menu": NORMAL: PRINT
1020 FOR x = 1 TO 7: PRINT " "; x; " = "; m1$(x): NEXT
1030 GET k$: k% = VAL(k$): IF k% < 1 OR k% > 7 GOTO 1030
1040 ON k% GOTO 2000, 1500, 1200, 4000, 5000, 6000, 1100
1100 HOME: PRINT " 1 = exit WITH picture"
1110 PRINT " 2 = exit WITHOUT picture"
1120 GET k$: k% = VAL(k$): IF k% = es$ GOTO 1000
1130 IF k% < 1 OR k% > 2 GOTO 1120
1140 IF k% = 2 THEN TEXT: GOTO 10100
1150 HGR: GOSUB 10600: GOTO 10100
1200 HGR: GOSUB 10600: PRINT: PRINT " Really clear?"
1210 GET k$: IF k% = "Y" OR k% = "y" GOTO 1300
1220 HOME: GOSUB 10300: GOTO 1000
1300 HGR: GOSUB 10500: GOSUB 10300: GOTO 1000
1500 HGR: GOSUB 10600: GOSUB 10300: GOTO 1000
2000 HOME: GOSUB 10350: PRINT " CURRENT DRIVE: "; dv$: VTAB 4
2010 PRINT " Which drive option?": PRINT
2020 FOR x = 1 TO 4: PRINT " "; x; " = "; dd$(x): NEXT
2030 GET k$: k% = VAL(k$): IF k% = es$ GOTO 1000
2040 IF k% < 1 OR k% > 4 GOTO 2030
2050 ON k% GOTO 2200, 2600, 2100, 2150
2100 HOME: PRINT d$; " catalog": PRINT: GOSUB 10300: GOTO 2000
2150 GOSUB 10200: GOTO 2000
2200 HOME: PRINT " Which picture load option?": PRINT
2210 FOR x = 1 TO 4: PRINT " "; x; " = "; ld$(x): NEXT
2220 GET k$: k% = VAL(k$): IF k% = es$ GOTO 2000
2230 ON k% GOTO 2500, 2300, 2400, 2250
2250 HOME: PRINT " Enter HGR picture filename:"
2255 INPUT " "; pn$: IF LEN(pn%) > 10 GOTO 2250
2260 GOSUB 10400: VTAB 23: HTAB 1
2265 PRINT d$; "bload "; pn$; ",A29696": GOTO 1500
2300 HOME: PRINT " Enter SmartPAINT filename:"
2310 INPUT " "; pn$: IF RIGHT$(pn$, 4) <> ".HRP" GOTO 2330
2320 pn% = LEFT$(pn%, LEN(pn%)-4)
2330 IF LEN(pn%) > 6 GOTO 2300
2340 HGR: GOSUB 10400: VTAB 23: HTAB 1: POKE 27602, 10: POKE 27610, 26
2350 PRINT d$; "bload "; pn$+".HRP": POKE 27605, 32: CALL 27600
2355 PRINT d$; "bload "; pn$+".HR2": POKE 27605, 42: CALL 27600
2360 PRINT d$; "bload "; pn$+".HR3": POKE 27605, 0: CALL 27600
2365 PRINT d$; "bload "; pn$+".HR4": POKE 27605, 10: CALL 27600
2370 GOSUB 10500: GOTO 1500
2400 HOME: PRINT " Enter PowerPAINT filename:"
2410 INPUT " "; pn$: IF LEN(pn%) > 10 GOTO 2400
2420 HGR: GOSUB 10400: VTAB 23: HTAB 1
2425 POKE 21039, 2: POKE 21086, 24: POKE 21087, 3
2430 PRINT d$; "bload "; pn$; ",A29701"
2435 POKE 21039, 72: POKE 21086, 254: POKE 21087, 2
2440 GOSUB 10700: GOSUB 10500: GOTO 1500

```



## SimplePAINTER 1.1 LIST continued...

```

2500 HOME: PRINT " Enter RLE filename:"
2505 INPUT " "; pn$: IF LEN(pn$) > 10 GOTO 2500
2510 HOME: PRINT " Enter HPlot color (0-15):"
2515 INPUT " "; hp$: hp% = VAL(hp$)
2520 IF hp% < 0 OR hp% > 15 GOTO 2510
2525 PRINT: PRINT " Enter BKGRD color (0-15):"
2530 INPUT " "; bk$: bk% = VAL(bk$)
2535 IF bk% < 0 OR bk% > 15 GOTO 2525
2540 POKE 25471, bk%*16+bk%: hh = 0: vv = 0
2545 HGR: GOSUB 10400: VTAB 23: HTAB 1: POKE 16777, hp%
2550 PRINT d$: "open "; pn$: PRINT d$: "read "; pn$
2552 GET ii$: IF ii$ <> "G" GOTO 2552
2554 GET ii$: IF ii$ <> "H" GOTO 2552
2556 GET ii$: ii% = ASC(ii$)-32: ON ASC(ii$) < 32 GOTO 2556
2557 ON ii% < 1 GOTO 2560
2558 GOSUB 2590: HPlot hh, vv: GOTO 2557
2560 GET ii$: ii% = ASC(ii$)-32: ON ASC(ii$) < 32 GOTO 2560
2562 ON ii% < 1 GOTO 2556: GOSUB 2590: GOTO 2562
2590 ii% = ii%-1: hh = hh+1: IF hh > hm THEN hh = 0: vv = vv+1
2592 IF vv <= vm THEN RETURN
2594 PRINT d$: "close "; pn$: GOSUB 10500: GOTO 1500
2600 HOME: PRINT " Which STORE picture option?": PRINT
2610 PRINT " 1 = store as SmartPAINT"
2620 PRINT " 2 = store as BASIC HGR"
2630 GET k$: k% = VAL(k$): IF k$ = es$ GOTO 2000
2640 ON k% < 1 OR k% > 2 GOTO 2630: ON k% GOTO 2700, 2800
2700 HOME: PRINT " Enter SmartPAINT filename"
2710 INPUT " for saving the screen: "; pn$
2720 IF RIGHT$(pn$, 4) <> ".HRP" GOTO 2740
2730 pn$ = LEFT$(pn$, LEN(pn$)-4)
2740 IF LEN(pn$) > 5 GOTO 2700
2750 HGR: GOSUB 10600: GOSUB 10400: VTAB 23: HTAB 1
2760 POKE 27602, 10: POKE 27610, 29
2770 POKE 27605, 32: CALL 27600: p2$ = pn$+".HRP": GOSUB 2795
2775 POKE 27605, 42: CALL 27600: p2$ = pn$+".HR2": GOSUB 2795
2780 POKE 27605, 0: CALL 27600: p2$ = pn$+".HR3": GOSUB 2795
2785 POKE 27605, 10: CALL 27600: p2$ = pn$+".HR4": GOSUB 2795: GOTO 1000
2795 PRINT d$: "bsave "; p2$: ",A29696,L2560": RETURN
2800 HOME: PRINT " enter HGR filename for"
2810 INPUT " storing the picture: "; pn$
2820 IF LEN(pn$) > 10 GOTO 2800
2830 HGR: GOSUB 10400: VTAB 23: HTAB 1: GOSUB 10600
2840 PRINT d$: "bsave "; pn$: ",A29696,L10240": GOTO 1000
4000 HOME: PRINT " Which global color option?": PRINT
4010 PRINT " 1 = change total foreground"
4020 PRINT " 2 = change total background"
4030 GET k$: k% = VAL(k$): IF k$ = es$ GOTO 1000
4040 IF k% < 1 OR k% > 2 GOTO 4030
4050 ON k% = 2 GOTO 4500: HOME
4060 PRINT " Enter FRGND color (0-15):"
4070 INPUT " "; co$: co% = VAL(co$)
4080 IF co% < 0 OR co% > 15 GOTO 4060
4090 HGR: GOSUB 10600: GOSUB 10400

```



## SimplePAINTER 1.1 LIST continued...

```

4100 POKE 27623, 15: co% = co%*16: FOR x = 0 TO 19: FOR y = 16 TO 255
4110 pk = 29696+x*256+y: POKE 27621, PEEK(pk): CALL 27620
4120 POKE pk, co%+PEEK(65535): pk = pk+1
4130 NEXT: GOSUB 10600: NEXT: GOTO 1000
4500 HOME: PRINT " Enter BKGND color (0-15):"
4510 INPUT " "; co$: co% = VAL(co$)
4520 HGR: GOSUB 10600: GOSUB 10400
4600 POKE 27623, 240: FOR x = 0 TO 19: FOR y = 16 TO 255
4610 GOTO 4110
5000 HGR: GOSUB 10600
5010 POKE 16777, 15: HPLLOT 16, 0 TO 255, 0: HPLLOT 16, 159 TO 255, 159
5020 HPLLOT 16, 80 TO 255, 80: HPLLOT 16, 0 TO 15, 159
5030 HPLLOT 255, 0 TO 255, 159: HPLLOT 136, 0 TO 136, 159
5040 PRINT " Enlarge which quadrant?"
5050 INPUT " (1-4): "; qd$: qd% = VAL(qd$)
5060 ON qd% < 1 OR qd% > 4 GOTO 1000: GOSUB 10600: GOSUB 10400
5100 POKE 27772, 116: POKE 27777, 0: CALL 27770: jx = 0: jy = 1
5102 FOR x = 0 TO 9: IF qd% > 2 THEN FOR x = 10 TO 19
5104 FOR y = 2 TO 16: IF qd% = 2 OR qd% = 4 THEN FOR y = 17 TO 31
5110 sc = 34816+x*256+y*8: ds = 29696+jx*512+jy*16
5120 POKE 27632, sc/256: POKE 27631, sc-256*PEEK(27632)
5130 POKE 27635, ds/256: POKE 27634, ds-256*PEEK(27635)
5140 CALL 27630: jy = jy+1: NEXT: jy = 1: jx = jx+1: NEXT
5150 POKE 27772, 136: POKE 27777, 27: CALL 27770: GOSUB 10700
5160 GOSUB 10500: GOTO 1500
6000 HOME: PRINT " Which PRINT option?": PRINT
6010 PRINT " 1 = portrait": PRINT " 2 = landscape"
6020 GET k$: k% = VAL(k$): IF k% = es$ GOTO 1000
6030 IF k% < 1 OR k% > 2 GOTO 6020
6500 HGR: GOSUB 10600: PRINT " printing...": ON k% = 1 GOTO 6700
6600 GOSUB 12100: GOSUB 12200: nb = 160: GOSUB 12600: GOTO 1000
6700 GOSUB 12100: GOSUB 12200: nb = 240: GOSUB 12500: GOTO 1000
10000 CLRERR: VTAB 23: HTAB 1
10010 PRINT d$: "close "; pn$
10020 POKE 21039, 72: POKE 21086, 254: POKE 21087, 2: RUN
10100 HOME: POKE 16953, 223: IF PEEK(17008) = 0 THEN POKE 16953, 95
10110 PRINT "program terminated!": END
10200 HOME: PRINT " Which drive?": PRINT
10210 FOR x = 1 TO 5: PRINT " "; x; " = "; dr$(x): NEXT
10220 GET dr$: dr% = VAL(dr$): IF dr% = es$ THEN RETURN
10225 IF dr% < 1 OR dr% > 5 GOTO 10220
10230 dv% = dr%(dr%): POKE 16821, dv%: IF dv% = 26 THEN RETURN
10240 HOME: PRINT " insert "; LEFT$(dr$(dr%), 4); " in the drive,"
10300 PRINT: PRINT " tap any key to continue...": GET go$: RETURN
10350 dv = PEEK(16821): IF dv = 8 THEN dv$ = dr$(1)
10355 IF dv = 24 THEN dv$ = dr$(2)
10360 IF dv = 4 THEN dv$ = dr$(3)
10365 IF dv = 5 THEN dv$ = dr$(4)
10370 IF dv = 26 THEN dv$ = dr$(5)
10375 RETURN

```



## SimplePAINTER 1.1 LIST continued...

```

10400 HOME: PRINT: PRINT " one moment please ...": RETURN
10500 POKE 27602, 20: POKE 27610, 29: POKE 27605, 0: CALL 27600
10510 POKE 27605, 32: POKE 27608, 136: CALL 27600
10520 POKE 27608, 116: RETURN
10600 POKE 27602, 20: POKE 27610, 26: POKE 27605, 0: CALL 27600
10610 POKE 27605, 32: POKE 27608, 136: CALL 27600
10620 POKE 27608, 116: RETURN
10700 POKE 27602, 20: POKE 27610, 26: POKE 27605, 32: CALL 27600
10710 POKE 27605, 0: POKE 27608, 136: CALL 27600: GOTO 10620
11000 HOME: PRINT " Do you want to clear the first"
11010 PRINT " 16 pixels ('y' or 'n')? ";
11020 GET yn$: IF yn$ <> "y" AND yn$ <> "Y" THEN RETURN
11030 FOR x = 0 TO 19
11040 POKE 27609, 23: POKE 27615, x: CALL 27608
11050 POKE 27609, 0: POKE 27615, x+32: CALL 27608
11060 NEXT: RETURN
12000 POKE 1127, pt%: CALL 1126: RETURN
12100 FOR x = 1 TO 4: pt% = pt%(x): GOSUB 12000: NEXT: RETURN
12200 GOSUB 12350: pt% = 24: GOTO 12000
12300 GOSUB 12350: pt% = 12: GOTO 12000
12350 pt% = 27: GOSUB 12000: pt% = 51: GOTO 12000
12400 pt% = 27: GOSUB 12000: pt% = 75: GOSUB 12000
12410 hi% = nb/256: pt% = nb-hi%*256: GOSUB 12000
12420 pt% = hi%: GOTO 12000
12500 FOR y = 0 TO 152 STEP 8: GOSUB 12400: FOR x = 16 TO 255: pt% = 0
12510 FOR z = 0 TO 7: POKE 27801, x: POKE 27802, y+z: CALL 27800
12520 IF PEEK(65535) = 1 THEN pt% = pt%+2^(7-z)
12530 NEXT: GOSUB 12000: NEXT: pt% = 10: GOSUB 12000: NEXT: RETURN
12600 FOR y = 16 TO 248 STEP 8: GOSUB 12400: FOR x = 159 TO 0 STEP -1
12610 pt% = 0: FOR z = 0 TO 7: POKE 27801, y+z: POKE 27802, x: CALL 27800
12620 IF PEEK(65535) = 1 THEN pt% = pt%+2^(7-z)
12630 NEXT: GOSUB 12000: NEXT: pt% = 10: GOSUB 12000: NEXT: RETURN

```



# HAPPY THANKSGIVING



```

10 REM machine gun sound effect
12 REM a public domain donation from DIGITAL EXPRESS
100 DATA 62,0,211,224,201
110 FOR x = 1 TO 5: READ mc: POKE x, mc: NEXT
200 FOR z = 1 TO 5
210 POKE 2, 231: CALL 1: POKE 2, 240: CALL 1
220 FOR x = 1 TO 25: NEXT
230 POKE 2, 229: CALL 1: POKE 2, 240: CALL 1
240 FOR x = 1 TO 50: NEXT: NEXT: CALL 64851

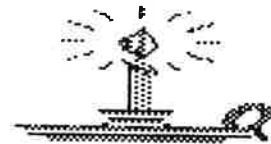
```



```

10 REM spring recoil sound effect
12 REM a public domain donation from DIGITAL EXPRESS
100 DATA 62,0,211,224,201
110 FOR x = 1 TO 5: READ mc: POKE x, mc: NEXT
200 FOR z = 0 TO 15
210 POKE 2, 229: CALL 1: POKE 2, 240+z: CALL 1
220 FOR x = 1 TO 40: NEXT: NEXT: CALL 64851

```



```

10 REM falling death sound effect
12 REM a public domain donation from DIGITAL EXPRESS
100 DATA 62,0,211,224,201
110 FOR x = 1 TO 5: READ mc: POKE x, mc: NEXT
200 FOR z = 0 TO 39
210 POKE 2, 128: CALL 1: POKE 2, 18+z: CALL 1: POKE 2, 144+z/3: CALL 1
220 FOR x = 1 TO 15: NEXT: NEXT: FOR z = 5 TO 15
230 POKE 2, 128: CALL 1: POKE 2, 63: CALL 1: POKE 2, 144+z: CALL 1
240 FOR y = 1 TO 100: NEXT
250 POKE 2, 230: CALL 1: POKE 2, 242: CALL 1: FOR y = 1 TO 100: NEXT
260 POKE 2, 229: CALL 1: POKE 2, 243: CALL 1
270 FOR y = 1 TO 75: NEXT: CALL 64851

```

**NO  
EL**

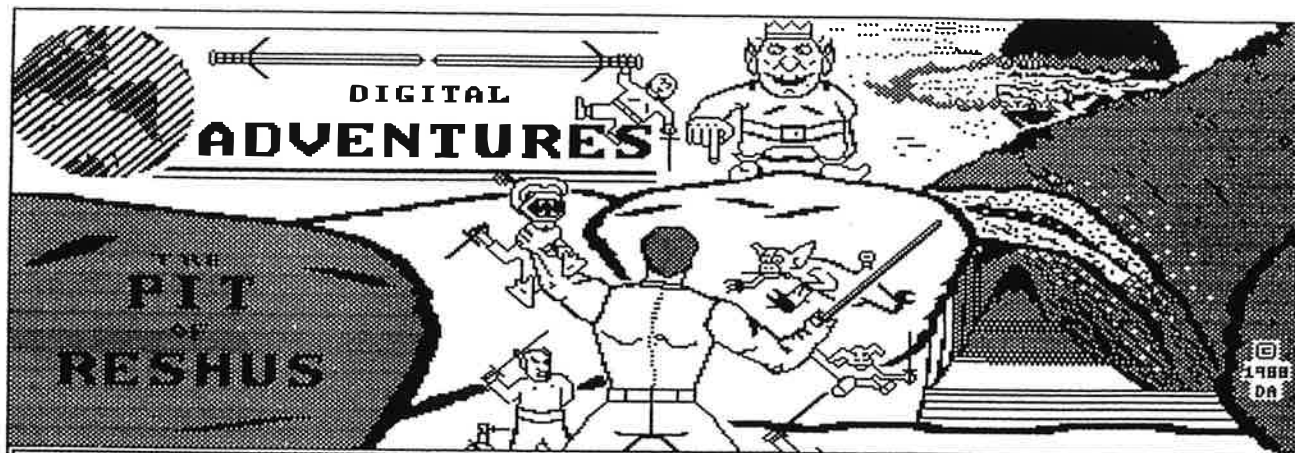
```

10 REM machinery sound effect
12 REM a public domain donation from DIGITAL EXPRESS
100 DATA 62,0,211,224,201
110 FOR x = 1 TO 5: READ mc: POKE x, mc: NEXT
200 FOR x = 9 TO 12: FOR y = 25 TO 110
210 POKE 2, x: CALL 1: POKE 2, y: CALL 1: NEXT: NEXT
500 CALL 64851

```







DEC. 15

IT'S COMING!

DEC. 15

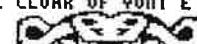


# PIT OF RESHUS

The Second GRAPHIC Adventure in the Dalark Trilogy!  
 DESCEND BELOW THE PRISTINE WATERFALL OF ALUPA TO THE DEPTHS OF THE PIT OF RESHUS (RES'SHOOSE). SEARCH THE ENDLESS SUBTERRANEAN PASSAGES OF THE UNDERWORLD FOR TREASURE AND THE CLOAK OF YORT'E. TREAD CAREFULLY OVER THE LIVING BRIDGE. DECIPHER THE MYSTERY OF THE CHAMELEON MAZE AND MAKE YOUR WAY BEYOND THE PAINTED CAVERNS. IF YOU ARE DILIGENT ENOUGH YOU MAY FIND THE SCARAB OF ALUPA. BUT BEWARE OF THE GNOME KING AND HIS MINIONS... FOR THE GNOME KING RULES THE PETHER REGIONS WITH AN IRON FIST AND EVERYONE WHO ENTERS HIS DOMAIN... IS HIS ENEMY. THESE AND MANY MORE EXCITING ADVENTURES ARE IN STORE FOR YOU AS YOU SEARCH FOR THE CLOAK OF YORT'E. AT THE...



PIT OF RESHUS!



## The Print Works

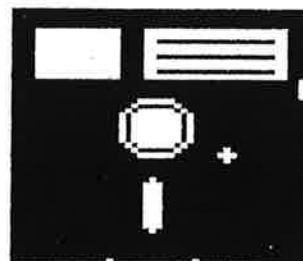


By

Walters Software Design signs, cards banners, and more. Clips and Fonts can be three sizes, regular, two times and four times. Several custom borders, clips, and fonts included.

# GREAT

# ADAM



Computers are GREAT!!

This is card size.

**PROGRAMS                    PROGRAMS                    PROGRAMS**

For a long time DIGITAL EXPRESS was putting out a major piece of commercial software (along with many PD and freeware programs) every two or three weeks. Then came the listing of our phone number and work on GoDOS. Our BBS has helped immensely with communication time management. Now with GoDOS completed, we're back to full-speed on software production. In fact, prototypes of some of the programs below have been used to test the hundreds of GoDOS (pronounced go - dos) system, graphics, and math routines. During the remainder of November and throughout December we WILL be completing all of our outstanding projects.

The three innovative programs below will be released EARLY in 1989. If you'd like to order early, you can take a 20% discount off the ALREADY low N&B subscriber prices. Even if the final prices increase, you won't have to pay anything extra. If the packages aren't released within 30 days of the projected month, we'll send you a refund PLUS the software. Since you may want to see GoDOS before you decide on whether or not to order early, the deadline for this VERY special offer is 14 days from the date that GoDOS is shipped to you (as stated on your receipt) not to exceed December 10. Additionally, along the way we'll be releasing GoLINK, GoCALC, GoTALK, and GoBASIC. Also, several other firms are planning commercial software using the GoDOS environment too.

**GoFILER:** This will be our 2<sup>ND</sup> major support package for the GoDOS operating system; after a word processor, a good filer program is the most requested application by readers. Many features are common to any database; we'll just list some of the more unique ones here. There are three types of fields: character (searchable), math (for calculations), and text (for personal notes). All character fields are searchable with one primary search field (such as ZIP codes in a mailing list). Up to 60 characters per field. Text and graphics label printing (using clip art). Special newsletter mailing option to calculate issues remaining in a subscription. Two column hardcopy list option. And the ability to merge with (and modify) GoWRITER or ASCII files. N&B SDP is just \$21.95; will be released in January 1989.

**PowerPAINT Executive Edition:** This is the ultimate enhancement to the topseller PowerPAINT and it's almost finished now. Here are some of the features added to PowerPAINT. Onscreen enlargement: double a graphic in size INSTANTLY. Variable cell size for file storage; 1, 2, 4, 8, or 10 (10K with a 128K card). 10 cell workspace with a 128K or larger memory expander. White as a palette color. Ability to change cells from almost all submenus. INSTANT picture flipping horizontal or vertical axis. Three graphic label sizes: address label, disk label (current size), and 3.5" disk label. Full picture borders. Stamp sprites by letter keys as well as with the current image selection technique. Select the CLEAR color from within the program. Normal fonts in underline as well as inverse. N&B SDP is just \$49.95; available in January 1989. Plus, you can send in your original PowerPAINT disk or tape for the update for only \$14.95 (please make an archival backup before sending in your original medium).

**GoNEWS:** This is an easy-to-use desktop publishing package (we do plan to release a more feature packed DTP about a year later). This is the program that lets you create professional looking newsletters and signs. You have options for one, two, or three columns. You can freely mix text, graphics, and layout pages. Some of the options are use of clip art, boarder, rules, and full screen pictures. Plus, you can design graphics from within the program by drawing or using the automatic polygon features. You can enlarge objects onscreen and there is a magnify mode for detail work. Thus you can freely create or import graphics of various sizes. The text options are equally versatile and powerful; enter your own text or import an ASCII document. There is a large variety of fonts and many different detailed sizes (ranging from 4x4 pixels to 24x24 pixels). Plus you have a variety of print options. In effect, GoNEWS takes all the great features of PowerPAINT and combines them with page layout and a word processor. We are currently planning to start doing N&B with this package starting in February. The N&B SDP is only \$49.95; available in February 1989.

# NEW PRODUCTS



## NEW COMMERCIAL SOFTWARE

**SpeedyWRITE 1.0:** Simply the most advanced word processor ever developed specifically for ADAM -- written in fast 880 code. More than 100 fetures including 40 column screen, all screen colors, underline, bold, super & subscript, split screen, line justification, keyboard macros, configuration options and a full supply of file handling utilities, plus lots more. \$29.95 on disk or data pack. (WHITE COMPANY)

**SpeedyWRITE 2.0:** All of the above plus: INIT support for any disk drive size, ability to edit two files simultaneously, pocket database, already setup for dot matrix or ADAM printer, built-in ramdisk (10K for standard ADAM and 64K with memory expander). Just \$39.95 on disk or data pack.

**PICTURE 1.2:** great graphics program; move/copy; lines, circles, ellipses, magnify, no printing (but can easily be converted for ShowOFF I or PowerPAINT). Full screen or standard HGR screen drawing. Only \$9.95 on disk or data pack. (TLB SOFTWARE)

**PowerPRINTS:** 15 full screen pictures for use with PowerPAINT; most designed by professional artists just for ADAM. \$11.95 on disk or data pack. (WIZARD'S LAIR)

**CLIP ART (1 & 2):** Each volume has more than 40 clip art pictures for use with CLIPPER, PowerPAINT, or GOWRITER. Most are designed by the two commercial artists at WIZARD'S LAIR. \$11.95 each on disk or data pack.

**SwiftDISK:** Pools the operating system into believing that the super fast ramdisk 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 128K or larger card). \$9.95 on disk or data pack. (DIGITAL EXPRESS)

**PaintAIDE:** Allows you to customize some aspects of PowerPAINT and fixes the minor bugs with the early versions. Let's you preset the SPECIAL typefaces. Plus it comes with over THREE DOZEN font files which really brings out the page design features of PowerPAINT. Includes some BASIC programs too. \$16.95 on disk or data pack. (DIGITAL EXPRESS)

**Mr. T-SEARCH:** Great word search puzzle maker. Five size options. Nice hardcopy (ADAM or dot matrix). Packed with nice features. \$12.95 on disk or data pack. (Mr. T. SOFTWARE)

**PHRASE CRAZE:** Colorful graphics; good sound; two or three players; "Wheel of Fortune" type game; very realistic. \$18.95 on disk or data pack. (ABEDY SOFTWARE). -- EDITOR'S CHOICE game

**GAME (I, II, & III):** Each set is two volumes (14 songs with pictures); good entertainment; great for recording as video tape headers. \$11.95 per set on disk or data pack. (DIGITAL EXPRESS)

**SwiftPRINT:** Powerful graphics file interchange program (RLB, SmartPAINT, GraphixPAINTER, and PaintMASTER). STORE and LOAD in virtually any ADAM picture format. A variety of picture print functions including COLOR for Okimate 20 owners. Requires at least a 64K expander. \$14.95 on disk or DDP (DIGITAL EXPRESS).

**SEARCHset (1 & 2):** preset word lists for use with Mr. T-SEARCH. \$8.95 each on disk or DDP (DIGITAL EXPRESS)

**SmartTALK:** multi-featured speech program with graphics and sound. For use with Eve SS/CC or YALKER by OrphanWare. Requires at least a 64K expander. \$19.95 each on disk or DDP. (DIGITAL EXPRESS).

**File Indexer:** Great utility for organizing directories. Just \$9.95 on disk or DDP. (AJN SOFTWARE).

**DISK DOCTOR:** Useful program for reconstructing a damaged directory. Just \$9.95 on disk or DDP; (AJN SOFTWARE).

**SwiftBASIC 80 (rv 2.3):** Now the BASIC that you're used to can be used with the OrphanWare 80 column board. Now it also works with the EVE or OBS clock board. Plus there are many enhancements including DMP support and automatic RAMdrive capability with a memory expander. Just \$11.95 on disk or DDP. (DIGITAL EXPRESS)

**CARD SET (1, 2, & 3):** Now you can print nice greetings cards with PowerPAINT. Comes with three graphic cards each, plus sprites and clip art. Just \$11.95 on disk or DDP (each). (BRYAN'S SOFTWARE).

**SwiftLINK 1.3:** A multi-featured terminal program written entirely in fast 880 code. Works with AL300 or any Hayes compatible external modem connected thru the OBS/EVE serial port (300, 1200, 2400, or 4800 baud). SmartKEY macros, 20 record library (name, #, pw, id, memos, and parms), RAMdrive, plus lots more -- extremely user friendly. Works with 30, 40, or 80 columns (EVE or OBS card required for 80). Imminent updates; comes with coupon for THREE free updates -- send blank disk and 65 cents in postage for updates; only \$19.95 on disk or DDP. (DIGITAL EXPRESS).

**Ghost Zapper:** A fast-action arcade-style shooten-up with great graphics and sound. Single player; requires 64K card. Only \$11.45 on disk or DDP. (PIPHAN SOFTWARE). -- EDITOR'S CHOICE game

**Temple of the Snow Dragon:** NEW and already one of the best selling programs EVER written for the ADAM computer. The first adventure in the DALARK Trilogy. Simply incredible graphics; great sound effects; easy to play, but extremely challenging to win!! Only \$21.95 on one DDP or two disks. (DIGITAL ADVENTURES). -- EDITOR'S CHOICE game

**CopyCart+ D2.0:** The most advanced cartcopy utility for the ADAM. Works with 16K or 32K carts. Can use 160K, 320K, or 720K drives, plus the two tape drives. Has DELETE and CATALOG functions too. Only \$18.95 on 5.25" disk ONLY. (MMSG). -- EDITOR'S CHOICE utility

**RECREATION/GAMES SOFTWARE**

- 000 MageQuest (rev 2)** (by REEDY SOFTWARE) \$16.95 (retail) \$14.95 (SDP)  
 \* superb graphic adventure; includes 9 levels of play in the main adventure plus 3 solo adventures; additional solo adventures available from REEDY SOFTWARE
- 000 TriviaPac I** (by Mr. T. SOFTWARE) \$17.95 (retail) \$14.95 (SDP)  
 \* 1200 questions; 6 categories; one to four players; graphics and sound; hall of fame; many hours of fun
- 000 Kid's TriviaPac** (by Mr. T. SOFTWARE) \$17.95 (retail) \$14.95 (SDP)  
 \* 1080 questions; 6 categories; one to four players; graphics and sound; hall of fame; many hours of fun
- 000 Strategy Strain** (by DATA DOCTOR) \$18.95 (retail) \$14.95 (SDP)  
 \* nine intellectually challenging computer classics; graphics and sound; good Star Trek game
- 000 Lab Mouse** (by REEDY SOFTWARE) \$13.95 (retail) \$11.95 (SDP)  
 \* exciting game that puts you in the role of a laboratory mouse stuck in a maze; all hi-res graphics; 5 skill levels
- 000 Entertainment Pack** (by REEDY SOFTWARE) \$16.95 (retail) \$14.95 (SDP)  
 \* three challenging computer classics (connect 4, blockade, and slide puzzle); great graphics; fast animated sprites; one or two players
- 000 Stage Fright** (by REEDY SOFTWARE) \$16.95 (retail) \$14.95 (SDP)  
 \* extensive text adventure in which you play the role of an actor or actress trapped in an abandoned theater; some graphics and sound; easy to play -- challenging to win; game save option; three progressive levels of play
- 000 Diablo** (by IMAGE MICROCORP) \$19.95 (retail) \$16.95 (SDP)  
 \* a maze-like game in which the play field consists of user movable tracks on which you try to keep a ball in motion; good graphics; requires substantial strategy to play
- 000 Black Gold** (by IMAGE MICROCORP) \$19.95 (retail) \$16.95 (SDP)  
 \* a board style game for one to four players; compete by digging for oil; good graphics
- 000 Stock Market Game** (by IMAGE MICROCORP) \$19.95 (retail) \$16.95 (SDP)  
 \* a board style game for 1 to 4 players; see who makes the biggest profit buying and selling stock; a relatively good tool for learning about the stock market; more enjoyable with some stock market understanding
- 000 Centipede** (by AtariSOFT) \$12.95 (retail) \$10.95 (SDP)  
 \* the still popular arcade game in which you shoot away segments of oncoming centipedes; available in cartridge ONLY; one or two players
- 000 Defender** (by AtariSOFT) \$12.95 (retail) \$10.95 (SDP)  
 \* the action packed arcade game in which you shoot attacking alien ships and attempt to save inhabitants of the planet below; available on cartridge PLUS disk or data pack (specify which one you want with the cartridge); one or two players
- 000 Beyond Trek** (by Digital Express) \$19.95 (retail) \$14.95 (SDP)  
 \* pits you against hostile klingons; very good graphics; good sound/music; protect 4 starbases and annihilate the klingons; you command the Enterprise; hall of fame for 10 high scores (for session or all-time); requires at least a 64K expander
- 000 Chess Champ** (by Digital Express) \$19.95 (retail) \$14.95 (SDP)  
 \* the FIRST graphic chess game for the ADAM; great graphics; easy user interface; 10 skill levels; a little slow on higher skill levels; good chess playing companion; take back last move; edit board; on-line instructional; store/load up to 52 games per disk or data pack; requires at least a 64K expander
- 000 Las Vegas Craps** (by Al Roginsky) \$16.95 (retail) \$16.45 (SDP)  
 \* Realistic computer version of the famous casino game; colorful graphics; good sound; good use of sprites; online instructions; stores your money; allows use of markers; and comes with an Official Craps Gaming Guide; this is an EDITOR'S CHOICE GAME--excellent
- 000 MIND OVER ADAM** (by Steve Pitman) \$11.95 (retail) \$11.45 (SDP)  
 \* This game plays like the popular board game MasterMIND™; great animation; excellent sound; colorful graphics; five levels of play; stores high scores (name entered using a colorful Ouija board; this is an EDITOR'S CHOICE GAME--excellent

**GUIDES/BOOKS/INSTRUCTIONS**

- 000 Hacker's Guide (vol 1) (by Peter & Ben Hinkle) \$12.95 (retail) \$11.95 (SDP)  
\* The Hinkle's in - depth guide to the technical aspects of exploring ADAM; 60 pages; 18 programs
- 000 Hacker's Guide (vol 2) (by Peter & Ben Hinkle) \$12.95 (retail) \$11.95 (SDP)  
\* The Hinkle's detailed guide to SmartBASIC V1.0; 110 pages; HELLO program includes several BASIC fixes and enhancements
- 000 Hacker Software (by Peter & Ben Hinkle) \$5.95 (retail) \$3.95 (SDP)  
\* the programs from volumes one and two (above)
- 000 ez ref 101 (by DIGITAL EXPRESS) \$2.45 (retail) \$1.95 (SDP)  
\* approximately 700 Z80 instructions listed in NUMERICAL sequence; 9 pages; decimal, hex, op code, operands; good for disassembling machine code; holes drilled for easy binder insertion
- 000 ez ref 102 (by DIGITAL EXPRESS) \$2.45 (retail) \$1.95 (SDP)  
\* approximately 700 Z80 instructions listed in ALPHABETICAL sequence; 9 pages; decimal, hex, op code, operands; good for assembling machine code routines; holes drilled for easy binder insertion
- 000 ez ref 103 (by DIGITAL EXPRESS) \$3.95 (retail) \$2.95 (SDP)  
\* study of ADAM's EOS; jump table vectors, routines, setup for CALLs, exit register meanings; plus several assorted tables that have appeared in N&B; 21 pages; holes drilled for easy binder insertion
- 000 Pinball/HardHat Guide \$3.95 (retail) \$2.95 (SDP)  
\* 40 pages of instructions for the popular public domain package; holes drilled for easy binder insertion; includes Pinball reference chart

**"NIBBLES & BITS" SOFTWARE**

- 000 N&B binder01 (by DIGITAL EXPRESS) \$29.95 (retail) \$24.95 (SDP)  
\* all six issues from 07/86 thru 12/86; sturdy 3-ring binder; includes two DDPs or two disks containing all the programs
- 000 N&B binder02 (by DIGITAL EXPRESS) \$29.95 (retail) \$24.95 (SDP)  
\* all six issues from 01/87 thru 06/87; sturdy 3-ring binder; includes two DDPs or two disks containing all the programs
- 000 N&B issue programs (by DIGITAL EXPRESS) \$6.95 (retail) \$3.95 (SDP)  
\*set01: all the programs from 07/86 thru 09/86 \*set02: all the programs from 10/86 thru 12/86  
\*set03: all the programs from 01/87 thru 03/87 \*set04: all the programs from 04/87 thru 06/87  
\*set05: all the programs from 07/87 thru 09/87 \*set06: all the programs from 10/87, 11/87, & 03/88  
\*set07: all the programs from 4/88 thru 6/88 \*set08: all the programs from 07/88 thru 09/88

**GRAPHICS DESIGN SOFTWARE**

- 000 ShowOFF I (by DIGITAL EXPRESS) \$29.95 (retail) \$24.95 (SDP)  
\* graphics design package (enter text, draw polygons, paint, save pictures, etc.); fast color changes; a variety of print options (preset for Epson FX / IBM 5152 printer codes); printing graphics requires Centronics parallel interface for printer
- 000 CLIPPER (by DIGITAL EXPRESS) \$19.95 (retail) \$14.95 (SDP)  
\* introduces the concept of "clip art" to ADAM; totally machine code program; build clip art collections; put clip art in hi-res pictures; draw and edit clip art; also capture from hi-res pictures; enter text; change colors; includes an 11K raadisk (does NOT require 64K expander)
- 000 FontPOWER (by DIGITAL EXPRESS) \$16.95 (retail) \$12.95 (SDP)  
\* utility using Coleco-like graphics for designing your own font sets; comes with 8 font sets including "script", "Roman", "cory", and "bold"; shows you how to use the font sets in high or low resolution graphics; plus three font shape tables for HGR and HGR2 modes; includes demos; fonts can be used in your own BASIC 1.0, BASIC 2.0, and Z80 programs
- 000 SpritePOWER (by DIGITAL EXPRESS) \$19.95 (retail) \$14.95 (SDP)  
\* totally machine code utility using Coleco-like graphics for designing your own sprites; includes 3 sets of sprites; extensive instruction manual; shows you how use sprites in BASIC 1.0, BASIC 2.0, and Z80 programs; includes PUFF; includes 11K raadisk (does not require 64K expander); very easy to use program
- 000 PowerPAINT (by DIGITAL EXPRESS) \$44.95 (retail) \$34.95 (SDP)  
\* 80K machine code graphics processor for ADAM; the most extensive graphics design program available; uses Coleco-like graphics; a large variety of file storage and retrieval options (directly loads PaintMASTER, SmartPAINT, GraphixPAINTER, SmartLOGO, and RLE pictures); quick global color changes; move, copy, and erase options; many hardcopy print options (screen, labels, letterheads, and whole picture); screen scroll options; four screen pictures with 64K card (8 screen picture with 256K or 512K expander); uses FontPOWER font sets, CLIPPER clip art, and SpritePOWER sprites; requires at least a 64K memory expander; requires a Centronics parallel interfaced Epson FX or IBM 5152 compatible dot matrix printer for hardcopies; fully compatible with SmartPAINT; you can easily UNDO changes; internationally acclaimed as THE graphics program for ADAM

## PROGRAMMING UTILITY SOFTWARE

- 000 Intel-BEST 3.3 (by DIGITAL EXPRESS) \$24.95 (retail) \$18.95 (SDP)  
\* makes over 3 dozen changes to BASIC 1.0; comes with 9 very user friendly MUSIC commands
- 000 Intel-LOAD V1.0 (by DIGITAL EXPRESS) \$15.95 (retail) \$11.95 (SDP)  
\* converts BASIC 1.0 programs to load up to 12 times faster; stays in RAM; 2 BSAVE options
- 000 Intel-LOAD V2.0 (by DIGITAL EXPRESS) \$15.95 (retail) \$11.95 (SDP)  
\* converts BASIC 2.0 programs to load up to 12 times faster; stays in RAM; 2 BSAVE options; works only in STDMEM
- 000 SmartBEST V1.0 (by DATA DOCTOR) \$16.95 (retail) \$14.95 (SDP)  
\* makes several changes to BASIC 1.0; not compatible with Intel-BEST 3.3
- 000 SmartTRIX (by DATA DOCTOR) \$19.95 (retail) \$14.95 (SDP)  
\* a set of 10 excellent programming aides; two very nice sprite programs; 60 page manual; disk & DDP versions not compatible
- 000 BASICaide (rev 2) (by Mr. T. SOFTWARE) \$11.95 (retail) \$9.95 (SDP)  
\* several BASIC 1.0 enhancements; new CHAIN command; new BIN command to store fast loading programs; macros; fixes; more
- 000 TurboDISK 1.0 (by DIGITAL EXPRESS) \$24.95 (retail) \$19.95 (SDP)  
\* creates ramdisk ability with BASIC 1.0; corrects several BASIC bugs; includes TurboCOPY -- very nice media control and copy utility; requires 64K expander
- 000 MegaUtil (by MARATHON COMPUTER) \$32.95 (retail) \$27.95 (SDP)  
\* an excellent collection of varied programming aids; includes ByteWriter (block editor), CopyWriter (media backup utility), PD modules, programming tips, plus more
- 000 TurboDISK 2.0 (by DIGITAL EXPRESS) \$15.95 (retail) \$11.95 (SDP)  
creates a powerful ramdisk ability for BASIC 2.0 and a 64K expander; disables EXTMEM command
- 000 MegaDISK 1.0 (by DIGITAL EXPRESS) \$24.95 (retail) \$19.95 (SDP)  
\* creates the ramdisk ability for BASIC 1.0 or your own Z80 programs; works with 64K, 128K, 256K, 512K, and 1M ORPHANWARE memory expanders; automatically checks size of your XRAM card; does NOT disable NMI interrupt (FLASH, etc.); comes with 5 PD programs including EZfileXFER; much, much faster than a Coleco disk drive; self-booting or can be BRUN after BASIC
- 000 XRAMpak I (by DIGITAL EXPRESS) \$19.95 (retail) \$14.95 (SDP)  
\* the perfect companion for MegaDISK 1.0 and your ORPHANWARE memory expansion board (any size); includes XRboot (boot BASIC 1.0, ADAMcalc, and ADAMlink in about 2 seconds), XRcopy (a VERY powerful copy utility uses ramdisk space ABOVE your files stored there -- great for multiple copies of PD software), PACK and UNPACK (compacts and decompacts your favorite utilities into/from one large file for quick system setup), EZfileXFR2 (faster than EZfileXFER, by not restarting the directory after each transfer)
- 000 AUTOWRITER (by Mr. T. SOFTWARE) \$15.00 (retail) \$14.25 (SDP)  
\* a menu driven utility that writes machine code routines and BASIC subroutines (included) of your choice to a user designated data pack or disk; file may then be merged with existing programs to add special features; detailed instruction manual

## DOT MATRIX PRINTER SOFTWARE

- 000 FILE PRINTER (by Terry Fowler) \$9.95 (retail) \$9.45 (SDP)  
\* a fine set of BASIC utilities for use with your dot matrix printer; prints SmartWriter compatible files; allows you to set default printer functions; (price goes UP at the end of November)
- 000 ShowOFF II (by DIGITAL EXPRESS) \$19.95 (retail) \$14.95 (SDP)  
\* machine code print enhancements for SmartWriter (adds 32 print controls and 5 CONTROL functions to SmartBASIC; requires Centronics parallel interface, a Panasonic KXP-1080 or 1080i printer, and at least a 64K expander)
- 000 ShowOFF IIa (by DIGITAL EXPRESS) \$19.95 (retail) \$14.95 (SDP)  
\* very similar to ShowOFF II except that it is compatible with any dot matrix printer that supports Epson FX escape codes; works with Epson, Star, and printers and the Okimate 20; does NOT include line justification commands or internal document margin control; requires at least a 64K expander
- 000 Fast & Calc Patch (by ORPHANWARE) \$9.95 (retail) \$8.95 (SDP)  
\* FastPatch 2.0 directs all printer output to your parallel interfaced printer -- can be used with SmartBASIC 1.0, SmartWriter, and SmartFiler; CalcPatch directs ADAMcalc output to your dot matrix printer; neither patch includes special printer commands -- works just like the standard ADAM versions
- 000 LinkPatch (by ORPHANWARE) \$9.95 (retail) \$8.95 (SDP)  
\* ADAMlink II telecommunications software with up and down loading of ASCII files; plus directs printer output to your dot matrix

**COLECO COPYRIGHTED SOFTWARE**

000 SmartLOGO	(data pack only)	\$47.00 (retail)	\$15.95 (SDP)
* Coleco's version of the popular structured language; good for graphics and sound control; 350+ page manual			
000 SmartFILER	(data pack only)	\$19.95 (retail)	\$10.95 (SDP)
* Coleco's general purpose database program; easy electronic filing system; search features; 38 page manual			
000 ADAMcalc	(data pack only)	\$39.00 (retail)	\$15.95 (SDP)
* advanced electronic spreadsheet; comes with sample templates; 154 page manual			
000 CP/M 2.2	(data pack only)	\$49.00 (retail)	\$16.95 (SDP)
* Coleco's version of the still popular operating system; 1000's of public domain supporting programs; 250+ pages			
000 SmartLETTERS & FORMS	(disk/data pack)	\$19.95 (retail)	\$9.95 (SDP)
* Includes samples for business, personal, and social letters; \$7.95 on disk			
000 Richard Scarry's Word Bk	(data pack only)	\$19.95 (retail)	\$10.95 (SDP)
* Fun to play game; very colorful animated graphics; educational fun for ages 5-8; reading skills builder			
000 Recipe Filer	(data pack only)	\$14.95 (retail)	\$6.95 (SDP)
* file recipes by name, type of meal, and main ingredient; ADAM will even print out a grocery list for you			
000 Best of Broderbund	(data pack only)	\$14.95 (retail)	\$10.95 (SDP)
* Two fast action games on one tape; futuristic space warrior; the other lets you rescue 64 hostages by chopper			
000 Super ZAXXON	(data pack only)	\$14.95 (retail)	\$5.95 (SDP)
* Coleco's version of the still popular fast-action arcade game			

**COLECO ADAM ADD-ONS**

000 Exp Mod 2 with Turbo	(cartridge)	\$69.95 (retail)	\$39.95 (SDP)
* tabletop console with arcade-style steering wheel and foot pedal; comes with exciting Turbo cart			
000 Super Action Controllers	(cartridge)	\$59.95 (retail)	\$39.95 (SDP)
* two deluxe hand-held game controllers; has built-in spinner and two extra triggers; includes baseball cart			
000 Roller Controller	(cartridge)	\$49.95 (retail)	\$29.95 (SDP)
* Arcade-style roller ball; comes with slither cartridge			
000 ADAMlink 300 bps MODEM	(ddp)	\$39.95 (retail)	\$30.95 (SDP)
* internal modem for ADAM; includes all attachments			

**COLECO Public Domain Titles**

(\$5.95 on tape; \$3.95 on disk)

SmartBASIC 2.0: improved interpreter; 49K file; works with or without 64K card  
 Pinball/HardHat Mac: latest version with two demo PB games; 1 to 4 players  
 ADAMlink II: supports up and down loading of SW compatible ASCII files; comes with docs  
 Jeopardy: just like the game show; great graphics; 1 to 3 players  
 Super SubRoc: 90K arcade-type game; super graphics; hall of fame; does not require memory expander  
 Troll's Tale: easy graphic adventure; supports one player; disk & DDP not compatible  
 Video Hustler: graphic billiards game; 1 or 2 players  
 Disk Manager: file handling utility; the program that comes with a Coleco disk drive  
 SmartBASIC 1.0: a replacement for the BASIC the came with your ADAM  
 Cabbage Patch Kids Adventure: exciting game for kids; maneuver doll around moving and stationary obstacles

**MISCELLANEOUS SUPPLIES**

000 Coleco/LORAN digital data packs	\$29.95 (retail--for 10) \$24.95 (SDP--for 10)	\$3.95 (retail--each) \$2.95 (SDP--each)
* designed and formatted by Loranger Manufacturing; no face label		
000 plain label digital data packs	\$19.95 (retail--for 10) \$16.95 (SDP--for 10)	\$3.45 (retail--each) \$2.25 (SDP--each)
* Sony brand; high quality formatting; no face label		
000 plain label 5.25" disks for ADAM	\$6.95 (retail--for 10) \$4.25 (SDP--for 10)	\$1.79 (retail--each) \$1.49 (SDP--each)
* double-sided; double density; includes envelope and write protect tabs		
000 printer ribbons for SmartWRITER printer	\$15.95 (retail--for 3) \$14.95 (SDP--for 3)	\$5.95 (retail--each) \$5.25 (SDP--each)
* black ink; standard replacement ribbon cartridge		
000 Panasonic printer ribbon	\$5.45 (retail--each) \$4.95 (SDP--each)	
* black ink; nylon; standard replacement ribbon for 1080, 1080i, 1090, 1091, 1091i, and 1092		
000 standard multipurpose adhesive labels	\$5.45 (retail--for 1000) \$3.95 (SDP--for 1000)	\$2.95 (retail--for 500) \$2.25 (SDP--for 500)
* white, pin-feed, 3 1/2" by 1 5/16"; fan fold; single column		
000 multipurpose adhesive labels	\$9.95 (retail--for 1000) \$7.95 (SDP--for 1000)	\$6.95 (retail--for 500) \$4.95 (SDP--for 500)
* white, pin-feed, 4" by 1 7/16"; fan fold; single column		
000 word processing computer paper	\$4.25 (retail--for 250 sheets) \$3.45 (SDP--for 250 sheets)	
* white; pin-feed; 9 1/2" by 11"; fan-fold; 20 lb. wt.; clean edge; one part		

**EDUCATIONAL SOFTWARE**

000 Spanish Vocabulary (by MARATHON COMPUTER)	\$18.95 (retail)	\$16.95 (SDP)
* a unique program for ADAM; includes electronic dictionary; comes with 1600 words; expandable to 7400 words; quizzes; printed study sheets; report cards		
000 QuikFax Quest (by DATA DOCTOR)	\$18.95 (retail)	\$7.95 (SDP)
* three academic quizzes; includes study mode (on - screen and hardcopy); US capitals, world capitals, and Chemistry elements		

**HOME/BUSINESS SOFTWARE**

000 SoftPACK I (by E&T SOFTWARE)	\$18.95 (retail)	\$18.45 (SDP)
* four menu driven home management programs; SoftCHECK, Checkbook Totalizer, CheckBook Reconciler, and SoftMailer (address filer for labels and envelopes)		
000 Business Pack I (by E&T SOFTWARE)	\$18.95 (retail)	\$18.45 (SDP)
* two useful programs for creating and printing address files; plus two very good programs for inventory control and printing		



■■■■ "SDP" stands for Subscriber Discount Price. N&B subscribers generally get a 5% to 25% discount off the manufacturer's retail price of items listed.

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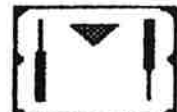
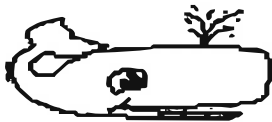
■■■■ The product prices listed herein may be subject to change after December 15, 1988.





# CLIP ART

from: PaintMATES88



Public Domain Software Info

Public domain software is offered as a quick, inexpensive means for you to expand your ADAM software library. Note, however, that public domain software is not necessarily of commercial quality. Although, we do attempt to winnow out flawed programs, there is no guarantee of the quality regarding these packages. If, however, the storage medium itself proves defective within 90 days of purchase, we will replace it free of charge.

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Here's how to get one FREE. (1) Contribute an original program for any library. (2) send a signed statement that the program is NOT copyrighted. (3) send the program on DDP (digital data pack) or disk; one DDP or disk for each volume that you want to exchange. And, (5) include a return mailer with sufficient postage or send \$3.00 for shipping costs.

SmartBASIC V1.0 LIBRARY

Each of these volumes is self-booting with SmartBASIC stored on the volume. When you pull the reset, a graphic screen will be displayed as BASIC loads. All programs will speed load. Each volume (except the utility volumes) is controlled by a user friendly RAMdisk (does NOT require the 64K expander) central menu for easy file selection. Each volume contains over 120K of files.

N&Bgames (volumes 1, 2, & 3): an assortment of text adventures, board games, and animation games.  
 N&Bgraph (volumes 1 & 2): a variety of graphics displays and music programs.  
 N&Bmath (volumes 1 & 2): several scientific and financial math programs.  
 N&Butil (volumes 1 & 2): an assortment of programming utilities.

GRAPHICS FILES LIBRARY

In order to view/use the hi-res picture files in this library you need SmartPAINT (from ShowOFF I), "pix.mgr" (02/87 N&B), "SimplePAINTER" (11/88 N&B), or PowerPAINT.

N&Bpix (volumes 001 thru 028): 13 screen pictures each.  
 Art Gallery (volumes 1 & 2, compiled by REEDY SOFTWARE): 13 screen pix each; #2 is smurf-like characters.  
 PaintMATES (vol 1-14): small art for use with PowerPAINT (fonts, sprites, clip art, & brushes).  
 PaintFORMS (vol 1 - 4): one full page graphic, 3 letterheads, & 1 label for use with PowerPAINT.  
 PixManII: switch pictures between RLE, SmartPAINT and PaintMASTER formats; includes SW docs.  
 PowerVERSES (vol 1 - 3): BIBLE verses stored as hi-res screens by D.L. DECKER ENTERPRISES.  
 SimplePAINTER 1.1: Nice package (graphics printing and enlargement onscreen); many good pgms.

CP/M 2.2 LIBRARY

CP/Mgames (volumes 1 & 2): assorted EBASIC (included) games.  
 demo carts: requires 64K XRAM card; music samples, system tester, much more.  
 CP/Mutil01: a variety of utility .COM files for CP/M.  
 Z80programmer (vols 1 & 2): assorted utilities for advanced programmers; donated by D.L. Decker.

MISCELLANEOUS COLLECTIONS LIBRARY

MWplus01: a collection of improvements to MultiWrite (required); by Jim Guenzel.  
 N&Bacalc01: several paradigm and other files; 148K; by Terry Fowler.  
 EZpak: self-booting medium; contains EZmenu & EZcopy.  
 ezFILER: self-booting medium; contains nice BASIC address filer.  
 SHAPEMAKER: several font shape tables; nice shape design utility; by Guy Cousineau.  
 N&Blogo01: a variety of SmartLOGO (required) files.  
 One Minute Formatter: 1 or 2 drives, single or double sided, same time, plus more.  
 MusicBOX (vol 1 & 2): 10 SmartTUNES songs each, plus instructions, and more.  
 Guy's Games: self-booting collection of graphic, thinking games.  
 Guy's Misc. Utils: assorted BASIC utilities by Guy Cousineau.  
 Bowling Diary: self-booting database for tracking bowling performance; by Hector Sanchez.  
 ADAM FB Analyzer: helps pick winners with NFL score tracking; by Hector Sanchez.  
 MediaMATE: Includes media editors by D.L. Ewing, Brett Lynn, and Guy Cousineau.  
 French BASIC: includes numerous enhancements and new commands; includes 2 demos.  
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