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Issue #50 February 1989  
Editor: Lyle Marschand  
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Continuing our study of Romans chapter 11...

7Then what follows? Israel has not gained what it was seeking, but those who are chosen have secured it, while the rest have grown callous; as it is written,

"God has given them a spirit of stupidity - eyes that do not see and ears that do not hear, to this very day."

9David also says,

"Let their table become a snare and a trap, a stumbling block and a retribution to them; let their eyes be darkened so that they cannot see, and for ever make them bend their backs." 11I say then, did they stumble so as to fall? Not at all! Instead, through their transgression salvation has come to the Gentiles to arouse Israel to jealousy. 12But if their transgression means the world's enrichment, and their failure is the Gentiles gain, then how much more will their fulfilling of divine demand be? 13But I am speaking to you Gentiles, I take pride in my ministry, 14trying if possible to rouse my own race to jealousy and save some of them. 15For if the rejection on their part means the world's reconciliation, what must their acceptance mean but life from the dead? 16If the first piece of dough is holy, so is the whole lump and if the root is holy, so are the branches. 17If some of the branches have been broken off and you, a wild olive shoot, have been grafted in and are sharing the rich root of the olive tree, 18do not boast against the branches, and if you do boast remember that you are not supporting the root; instead, the root supports you. 19You will reply, "The branches have been broken off so that I may be grafted in." 20Well said! Through lack of faith they were broken off and through faith you remain in place. Be not haughty, but stand in awe. 21For if God did not spare the natural branches, neither will he spare you.

Paul is explaining how the Gentiles were included in the plan of God for mankind. The Israelites understood that they were the "chosen people" and felt that this meant that Gentiles (anyone other than an Israelite) were not able to receive the blessings of God. This is a natural thought, since God told them they were His chosen people.

*However, God's love is for all of His creation.*

The Israelites were "chosen" by God, as an example of how God wanted to lead and guide all men.

Paul explains how the majority of the Israelites rejected the concept of salvation through faith and acceptance of Jesus as the Son of God.

God specifically directed Paul to preach the Gospel to the Gentiles, with the result being major Gentile Christian churches established as a direct result of his ministry.

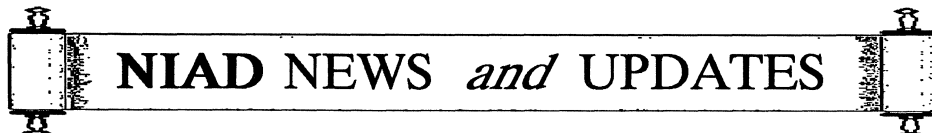
Paul explains how this came about, using the metaphor of the vine and the branches. Jesus Christ is the vine and the branches represent Israel, however since most of Israel rejected Jesus as the Son of God, the "wild Olive branch" (Gentiles) were grafted in to the vine.

This is a beautiful picture of God's love and provision for all mankind. Anyone who accepts God's plan of salvation in FAITH can reap all the benefits God has to offer. There are no "chosen" people per se any longer, we can all be "chosen" by God if we take that step to ask Him in to our heart in faith, believing his plan of salvation and eternal life.

I know it sounds too simple, that was exactly what I thought - "This is too easy... I should have to work at being good to receive salvation." This is a natural human rationalization of striving for something, but it is not God's way. God has created a perfect plan, that is equally fair to each of His children, not giving advantage to any one over the other. God is a forgiving God, who allows for human frailties and the mistakes that result from them - He gives us a second chance and I don't know about you, but I have needed that second chance (more than once !!).

God has a plan for your life which includes forgiveness for all your mistakes and an equal opportunity for salvation. All you have to do is believe Him and accept it on faith.

God bless you all.



# NIAD NEWS *and* UPDATES

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### From The Editor's Desk:

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Well, I guess all of you are back in the "rut" after the holidays, as I am.

This period of time, between the Christmas holidays and Spring is always a tough period. The weather here in Chicago is always at it's worst, and the three months until spring seem to go so slow.

However, this period is a good one for spending time with your favorite computer program on your ADAM!

Are you looking for some new programs for your ADAM ? What to know what the HOT sellers are ?

Jim Notini has come up with a great idea to put the best sellers in each issue. This data is based on NIAD mail order sales, so it represents what you people find as the best products.

We also are happy to announce a number of new products for the ADAM !

Yes, the quality ADAM software developers are still hard at work producing better and better programs.

Additionally, new and/ or improved hardware is available as well.

E&T is in the design phase of a new 256K/512K memory expander board and plans to have it available in April. 64K memory boards are now readily available. We have a new, more versatile parallel printer interface card that has built in switches that will address any of 8 ADAM output ports. These additional output ports will provide the ability in the future once software is written, to drive additional output devices

such as plotters, color ink jet printers, etc.

We are sorry to announce that **Orphanware**, a supplier of ADAM hardware will no longer be producing ADAM products. They are currently selling off their remaining stock. Orphanware played a key role in supporting the ADAM, after Eve Electronics stopped supporting the ADAM over 2 years ago. Big John has really helped the ADAM and we thank him for it. John and I have had our business differences, but I wish him the best.

I am happy to say that there will be no lack of availability of product with Orphanware's cessation of operation. Double sided disk drives, memory expanders, printer interfaces and hardware support software are being produced by several other suppliers.

*There always seems to be someone there to step in to support the ADAM, when needed.*

We have received several calls questioning the status of Digital Express' newsletter (the January issue has not been received by any members) and GODOS. We have been trying to contact Digital and Sol Swift since late January without success. We will continue trying, but would suggest you not submit any additional orders to Digital until we (or you) confirm they are still in full operation.

We have another jam packed issue, that should keep you busy and help you better use your wonderful ADAM.

## ADAM - BETTER IN '89



→ See last months issue for information on SMARTAX, a program for doing all your federal income taxes on the ADAM.

→ We continue to receive better and better programs for the ADAM. Steve Pittman, a relatively new ADAM product developer (GHOSTZAPPER, MIND OVER ADAM), has produced a real winner in ADAM BOMB. Jim Notini has a review on this great game in this issue (for Jim, an arcade game fanatic to be impressed says something).

→ We're very pleased to see another children's educational software product released. See the review of EASY AS A,B,C & 1,2,3 from Wizard's Lair Software in this issue.

→ We are getting very positive feedback on SPEEDYWRITE SPELL, reviewed last month. This is truly a fantastic program, and when coupled with it's parent program, the SPEEDYWRITE V 2.0 wordprocessor, your ADAM is turned into a professional word processor that competes with

computers costing 5 times as much.

⇒ **Don't forget to send in your SNOW program entries for our SmartBasic 1.0 contest by February 28th - see last months issue for full details.**

⇒ 64K memory expanders are in stock.

⇒ Double sided disk drives are also available, as are the 720K 3 1/2 inch ADAM drives. As mentioned last month, if you want a single sided 160K new Coleco drive, send in a \$50 deposit to hold your order.

⇒ Our own Preston Harris has compiled a **SPEEDYWRITE QUICK REFERENCE** manual containing information supplied by various contributors, as well as some NIAD articles. Send in \$2.00 for this helpful guide.

⇒ Jim Notini has updated our **SMARTBASIC PD DESCRIPTION MANUAL**, it now provides full descriptions of all programs in volumes 1 through 29. Send \$5.00 for this manual that can help you pick out the best Basic PD volumes.

⇒ **NIAD'S PRODUCT REVIEW BOOK** is an excellent way to determine what software products are best for you. This book contains detailed reviews of over 150 products including ratings on each product. The \$19.95 price will more than pay for itself in the money you will save on purchases.

⇒ **Mr. T. Software** is offering a limited time **rebate** on several of their products. When you purchase any of the following products from NIAD you will receive a coupon which can be sent to MR. T Software for the amount indicated:  
ADDRESSBOOK, BASICAIDE, MR. T-SEARCH > \$1.00  
AUTOWRITER, TRIVIAPAK, KID'S TRIVIAPAK > \$2.00  
OFFER IS GOOD UNTIL 4/15/89

⇒ **Kosowsky's ADAM Repair Service** is expanding. Hours are 6 to 10PM Monday thru Friday and 10AM to 10PM Sat/Sun. Repairs are available for the:  
CPU console - \$50 + shipping  
Printers - \$50 + shipping  
Single sided drives - \$75 + shipping  
Also, any CPU console can be converted to a revision 80 version for \$50 plus shipping.  
NOTE: A \$5.00 discount for NIAD members is available for all repairs.  
Kosowsky's also has many ADAM parts and chips available.  
Kosowsky's ADAM Repair  
6067 Jerusalem Drive  
Clay, NY 13041 (315) 699-6456

⇒ NIAD welcomes software developers to submit their programs for us to evaluate for possible commercial sale. Send your products, ideas to us. Many successful developers began with one good program.

⇒ We are working on compiling a list of all ADAM support groups across the country and internationally - user groups, software/ hardware developers, retail/ mail order sale outlets. Please send us all information you have on such ADAM groups so we can make this a comprehensive and accurate

list.

⇒ Our Chicago local chapter meetings are a great to learn more about our beloved ADAM. You have the opportunity to meet fellow ADAM owners, ask us questions and see live demonstrations of new products. We meet here at the store on the second Thursday of each month at 7:30 PM. The March meeting will be on the 9th. Note: We always have surprise specials on products as well.

⇒ If 0289 are the first 4 digits of your member number as printed on your mailing label, this is your last issue. Send in your renewal of \$19 for Third class/ \$26 for 1st class/ Canadian.

⇒ **We have exercised due care in the preparation of this newsletter. No warranty expressed or implied with regard to the information contained herein is given, either by interpretation, use or misuse. The opinions expressed herein do not necessarily reflect those of the editor or staff.**

## ***HARDWARE/ SOFTWARE***

\* This month we have reviews on ADAM BOMB from Steve Pittman Software, FORMATTER II from Walter's Software, EASY AS A,B,C & 1,2,3 from Wizard's Lair Software, and MEGACOPY from TRYSYD.

Again, another fine assortment of original new ADAM products.

\* Sorry, but we didn't get the review for T. Fowler's fine INVOICER program completed for this issue. This is a very comprehensive program that provides a full inventory system for up to 500 items - review next month.

\* Reedy Software is nearing completion of their newest product - ADDICTUS, which is a derivative of the now popular Russian computer game, Tetris. Jack Reedy tells us that this will be a strategy game with heavy use of color graphics and sound. We look forward to this new release.

\* Digital Adventures is running behind on PIT of RESHUS, the sequel to their excellent TEMPLE of the SNOW DRAGON. This will give you time to conquer this tough adventure game. We are considering collecting a hint list for TEMPLE, send us in what you have found thus far and where you are stuck !

\* MMSG is working on their first game - GALACTIC BOUNTY HUNTER, which will have arcade style action and real time graphics. MMSG has been a long time ADAM supporter and writer of utility products - watch for this one !!

\* Walter's Software is also working on their first game product as well. They aren't releasing alot of information yet, but it sounds like it will be graphic adventure game.

\* ADAMZap software has released a new game called YACHT. The game rolls five dice and you add up the score in a poker fashion - a great game for you gamblers !! More

next month.

\* ADAM'S HOUSE will be releasing a 2 channel serial interface card which will go in the modem slot inside the ADAM. This interface will allow ADAM to connect to an external modem, directly to another computer, to a serial terminal or any other serial device. Pricing will be about \$75. More next month. This will be a great interface for the ADAM, due to the wide range of devices that can be attached via a serial interface port.

\* As mentioned above a 256K/512K memory expander is under development.

## NEW PRODUCTS/ SPECIALS

\* 64K memory expanders without the 2 required 4464 memory chips - \$27.95

\* 64K memory expanders with memory chips installed - \$69.95

\* Double sided 360K 5 1/4 inch disk drive - \$259.95

\* 720K 3 1/2 inch disk drive - \$289.95

\* New parallel printer interface w/ address dip switches - \$44.95

\* ADAM printer power supply with case & operating light - \$49.95

\* Megacopy - \$59.95

### \* SOFTWARE

SMARTAX - \$17.95

ADAM BOMB - \$19.95

EASY as A,B,C & 1,2,3 - \$11.95

FORMATTER II - \$12.95

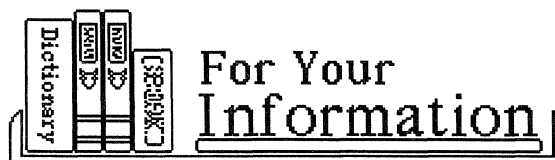
INVOICER - \$ 14.95

ADDICTUS - \$ 14.95

SPEEDYWRITE SPELL - \$24.95

SPEEDYWRITE SPELL & SPEEDYWRITE word processor Version 2.0 - \$57.95

BORDERS PLUS (for PRINTWORKS) - \$15.95



\* The following changes will allow diagonal movement in 'star patrol', ISSUE #42. As listed in the newsletter it was frustrating, because if the joystick is pushed diagonally, no movement at all takes place. . . . Michael Lyons

→ 160 IF z=1 OR z=3 or z=9 and yc>v THEN  
yc=yc-v  
→ 170 if z=2 or z=3 or z=6 and xc<x1 then  
xc=xc+v  
→ 180 if z=4 or z=6 or z=12 and vc<y1 then  
yc=yc+v  
→ 190 if z>7 and xc>v then xc=xc-v

ED: Thanks much Michael

\* Here is another BBS to add to the list that was printed in the Dec/Jan, Issue #42. This board is located in Joliet, so all you local members with a modem, give it a call:

Point of No Return BBS

Sysop: Jim Gobel

300 baud/7-N-1/ADAMcastle or A-NET?

10pm-6am weekdays 10pm-9am weekends

(815) 436-2010

\* Here is another BBS which is located in Akron, Ohio. It only supports ADAM EOS (not CP/M!).

THE SANATARIUM BBS

Sysop: Mark DeSure

300/1200/2400 baud?/8-N-1

6PM-8AM (East.) M-F 24 hours Sat-Sun

(216) 753-8622

\* The 800 number that was listed for TeleNet in the Dec/Jan Issue #42 was wrong. Here is the correct number to contact TeleNet: 1-800-877-8734

\* Their is a new ADAM retailer that is located in Champlain, New York. The name is ADAM Connection and their product list is very comprehensive, including anything from software, hardware and supplies to services to replace damaged tapes (i.e.: Buck Rodgers, Super Donkey Kong). Write to them at the address below and ask for a catalog. Their catalog was put together entirely using an ADAM computer!

THE ADAM CONNECTION

P.O. BOX 562 MASON ROAD

CHAMPLAIN, NY 12919 (516) 298-8193

\* N. Castro now has past issues of the ECN ADAM newsletter available. Issues #1(Mar/Apr 87) thru 24 (Jan/Feb 88) cost \$2 each + \$1 shipping or any 6 issues for \$14 postpaid. Contact him at:

809W 33Rd Avenue  
Bellevue, NE 68005 (402) 291-4405

NOTE: Game instruction copies for over 135 ADAM games as well as many other computers/ game system are available from N. Castro for \$2 each or \$16 for 10 sets + \$1 shipping.

\* HOW A FORMAL CIS CONFERENCE WORKS Or: What are those rules I'm supposed to know? by Rob Friedman: CIS SYSOP (ADAM CP/M)

As a lot of you know, when we have a CO (or COnference) on CompuServe, most of the time it is very informal, similar to a CB situation. When we have a formal CO, it gets a little different. Usually Tim or myself will run it (there can be others) and we will let you know when to talk, and who goes next. The formalities are as follows:

If you are given the "ok" to ask a question or speak, if your question is addressed to a specific person, please state his name in the question, ie: >Rob, why is that so? ga [Editor's note: ga stands for "go ahead"].

If you are going to continue talking and it will run over the line and a half limit, use three dots to signify that you will still be talking "...", ie: > and this is the reason why...

If you have finished talking, use the "ga" to show that you are done. Sometimes we also use the period "." or a question (above.), ie: > and that is the reason. ga

To be recognized by the "chair", use a "?" which would signify to Tim or myself that you wish to speak or ask a question. Periodically, we will direct questions to specific people to answer. After there is a break, we will let you know when you may talk. ie: Joe > ? response: SYSOP ROB > Ok, Joe, go ahead.

No jokes withstanding (as far as "Robert's Rule of Order"), if these items weren't done, the conversation would degenerate into chaos (which is fine if there are very few people, but if it gets crowded... Formal's the way.) Also... Tim or I might give you the ok via a SEND. (You would see the message we send, but no one else would.) To see the available commands, use the /? command.

And a last item... the ADAM CO's are on Sunday night, at 10:00 PM Eastern, 9:00 Central, 7:00 Pacific, on channel 18. (Use the /CH 18 command, or /RM 18, or CON 18). Hope to see you all here online!  
Rob Friedman SYSOP ADM CP/M - 3814 Ocean Ave. T-2 - East Rockaway, NY 11518 - (516) 593-8798

(This article was reprinted from the December, 1988 issue of Puget Sound ADAM Newsnet, available at just \$5 per year PSAN - 22607 SE 322 - Kent, WA 98042 And again in the January, 1989 issue of MOAUG which is operated by Patricia Herrington: MOAUG - 1003 Oak Lane - Apopka, FL 32703)

# PUBLIC DOMAIN WORKSHOP

--- NIAD PUBLIC DOMAIN ---  
--- SmartBASIC VOL.#BNDV 31---  
--- PROGRAM DESCRIPTION ---

- \* HELLO Loads and runs the menu program.
- \* MENU Allows for the running of all BASIC file
- \* ADAMScreen Draws the word ADAM on the HGR screen.
- \* ArtAuction You have the option to bid on a number of paintings and later resell them for a possible profit.  
(NOTE: THIS IS A VERY SOPHISTICATED PROGRAM, ONW O THE HIGHEST QUALITY PD PROGRAMS WE HAVE SEEN)
- \* Blackjack Play a friendly game of blackjack against the computer. Joystick #1/Keypad
- \* C-Monitor Creates a *machine-language monitor* program on block 0 of a tape or disk.
- \* Clip.Mgr A DEI PD program which will load clip-art files on the HGR screen.
- \* Electric Generates ASCII characters in patterns that describe the potential of an elect-ric field about 1 or more point charge
- \* Electric-2 Calculates the net charge at each point and then plots it like a contour map using low-res graphics.
- \* EzMacro A DEI PD program which sets up some of the function keys and SmartKEYS to equal commands. Copy to another disk or ddp.

- \* Halloween A graphic rendition of a haunted house with musical score.
  - \* IndexLabel Prints index labels for data packs, audio cassettes on 8.5 x 11 paper.
  - \* Magic-# Calculates magic numbers along with winning percentages for a baseball team.
  - \* Pgm-Colors Another program which allows for the changing of background and text colors.
  - \* Pix.Mgr A DEI PD program which allows for the loading and saving of hi-res screens.
  - \* Polygons Enter the # of sides for a polygon and watch ADAM draw it.
  - \* RepDgnCard Makes a simple greeting card for print.
  - \* Repeat Allows for repetition in graphic design.
  - \* Samples Prints helpful reference sheets contain-ing blocks of usable ASCII characters
  - \* SpriteDemo A DEI PD program which loads a sprite file and then demos how to use sprites.
  - \* Mice.HGR An HGR picture file for use with Pix.Mgr Cube.
  - \* CLIP 2 A clip-art file for use with Clip.Mgr.
  - \* SpriteFile 2 A sprite file for use with SpriteDemo.
  - \* READMEdoc Docs for Pix.Mgr and Clip.Mgr
  - \* NiadBNDV31 Brief descriptions of all files on media
- TOTAL OF 23 FILE WITH SmartBASIC = 154K

# SMARTBASIC WORKSHOP



By Jim Notini

## Graphics

have become a very hot issue with ADAMites

over the past couple of months. With the release of such titles as PowerPAINT, Clipper, SpritePOWER and FontPOWER by Digital Express that aided in the creation of programs such as Las Vegas Craps, Mind Over ADAM, Ghost Zapper, Chess Champ, Beyond Trek and of course Temple of the Snow Dragon, we ADAMites have a wealth of programs to get us started on the creation of our own programs. Imagine that, being able to supply yourself with



games, simulations, or just about any type of entertainment software our hearts can desire. Well, with some time and a little hard work, you can be designing your own masterpieces.

In this issue you will find three program listings, these listings are routines that will load a high-res screen, load clip-art files and load a sprite file. Each routine was taken from a larger program that was released into the public domain by Digital Express, but the whole program is not required to do the certain function. I hope this saves all of you a lot of time and effort, since you will not have to trace your way through a program to decide which lines are needed and which are not in order to get a certain result. The programs (pix.mgr, clip.mgr and spritedemo) that the routines were taken from are now in NIAD public domain, disk number BNDV-31. I would recommend that you pick this volume up if you will be doing any further work with graphic files.

## HGRloader

HGRloader will load and display a high-resolution picture file on the HGR screen.

In order to get a high-res picture file, you will need pix.mgr and a SmartPAINT or RLE picture file (there are many of these files in the NIAD PD under the name N&B Pix or RLE Pics). Once you have everything, just run pix.mgr and then load up the picture file, pix.mgr will then give you some further options. Choose save screen, and then save it as an HGR file, and finally give it a name.

Once this is complete, you have created a high-res picture file that can be loaded with HGRloader. All you need to do know is to type in the HGRloader routine and in line 21 change <filename> to whatever you have named the picture file. A

So, if you are working on a program, add this routine to it to add some graphics.



## CLIPloader

CLIPloader will load and display a binary clip-art file, IT WILL NOT LOAD A Z-80 CLIP-ART FILE.

There are currently 11 volumes of PaintMATES in the public domain along with Clip-Art Vol. 1 & 2 that are carried by NIAD, the only hold up though is that these clip-art files are saved as Z-80 files so you will need Clipper (\$14.95) in order to save them as a binary H type file. Once you have some clip-art files just type in the CLIPloader program and away you go.

In line 24, change around what VT% is equal to to change the vertical positioning of the clip-art on the screen, change HT% to move the clip-art horizontally.

In line 25, replace <filename> with the name of the clip-art file to be loaded. Also, if you wish to see some more demos of clip-art use, pick up BNDV-31 and try out clip.mgr.

## SPRITEloader

SPRITEloader will load a binary sprite file and allow the user to control any of the thirty two sprites that are contained in the file. Of the three routines listed, this is the most involved and will take a little time to get everything down. In this program I have included REM statements in order for you to better understand what each line is doing. Also, after the routine listing is a short demo that can be typed in to see what can be accomplished with sprites.

To use this demo, just type it in with the SPRITEloader routine, make sure line 20 reads <GOTO 30>.

**1 REM \*\* HGRloader \*\***

```
2 REM HGR picture file loader from pix.mgr
3 REM A program released into the public
4 REM domain by Digital Express Inc.
5 LOMEM :27407: POKE 16149,255: POKE 16150,255
10 DATA 1,0,0,17,0,0,33,0,116,205,0,253,201
11 FOR X=65520 TO 65532: READ MC: POKE X,MC: NEXT
15 DATA 33,000,000,17,0,0
16 DATA 34,0,212,237,83,2,212,123,61,135,135,50,2,212
17 DATA 79,6,0,33,0,31,9,93,84,33,0,212,1,4,0,205,26,253,201
18 FOR X=27642 TO 27680: READ MC: POKE X,MC: NEXT
20 HGR
21 HTAB 1: PRINT CHR$(4); "BLOAD <FILENAME>"
22 POKE 65522,20: POKE 65530,26: POKE 65525,0: CALL 65520
23 POKE 65525,32: POKE 65528,136: CALL 65520
24 POKE 65528,116
```

**1 REM \*\* CLIPloader \*\***

```
2 REM Clip load routine from clip.mgr
3 REM A program released into the public
4 REM domain by Digital Express Inc.
5 LOMEM :27407: POKE 16149,255: POKE 16150,255
6 POKE 19459,34: POKE 19469,249
7 HGR
8 HOME: PRINT "ONE MOMENT PLEASE..."
10 DATA 16601,63817,19585
11 FOR X=1 TO 3: READ ADR: POKE ADR,35: POKE ADR+1,249: NEXT
12 DATA 16604,19558,19563,19576,19595
13 FOR X=1 TO 5: READ ADR: POKE ADR,73: POKE ADR+1,249: NEXT
14 POKE 19566,72: POKE 19567,249: POKE 21019,11
15 DATA 1,0,0,17,0,0,33,0,116,205,0,253,201
16 FOR X=65520 TO 65532: READ MC: POKE X,MC: NEXT
17 DATA 17,000,000,33,000,000
18 DATA 21,29,123,135,135,135,95,1,64,0,229,213,197
19 DATA 122,198,32,87,175,245,229,213,197,205,26,253
20 DATA 193,209,225,241,60,254,8,40,4,20,9,24,236
21 DATA 193,209,225,36,36,175,245,229,213,197,205,26,253
22 DATA 193,209,225,241,60,254,8,200,20,9,24,237
23 FOR X=27600 TO 27668: READ MC: POKE X,MC: NEXT
24 VT%=3: HT%=13: REM vertical/horizontal position
25 HTAB 1: PRINT CHR$(4); "BLOAD <FILENAME>,A39936"
26 POKE 27601,HT%: POKE 27602,VT%: POKE 27605,160
27 POKE 27629,29: POKE 27655,29: CALL 27600
28 POKE 27601,HT%: POKE 27602,VT%: POKE 27605,156
29 POKE 27629,26: POKE 27655,26: CALL 27600
```

**1 REM \*\* SPRITEloader \*\***

```
2 REM Sprite load routine from SpriteDemo
3 REM A program released into the public
4 REM domain by Digital Express Inc.
5 LOMEM :27407: POKE 16149,255: POKE 16150,255
6 DATA 33,0,116,17,0,56,1,0,4,205,26,253
7 DATA 1,62,5,205,32,253,1,7,6,205,32,253
8 DATA 62,200,17,128,0,33,0,31,205,38,253
9 DATA 1,194,1,205,32,253,201
10 FOR X=27600 TO 27641: READ MC: POKE X,MC: NEXT
11 DATA 33,000,000,17,0,0
12 DATA 34,0,212,237,83,2,212,123,61,135,135,50,2,212
13 DATA 79,6,0,33,0,31,9,93,84,33,0,212,1,4,0,205,26,253,201
14 FOR X=27642 TO 27680: READ MC: POKE X,MC: NEXT
16 POKE 17115,241: HGR
17 HTAB 1: PRINT CHR$(4); "BLOAD <FILENAME>"
18 CALL 27600: REM setup sprites after TEXT,GR,HGR,HGR2
19 CALL 27624: REM turn off all sprites
21 POKE 27636,195: REM double size (32 by 32 sprites)
or
21 POKE 27636,194: REM standard size (16 by 16 sprites)
22 CALL 27635
23 POKE 27643,VT: REM VT=vertical position (0-191)
24 POKE 27644,HT: REM HT=horizontal position (0-255)
25 POKE 27646,SN: REM SN=sprite number (1-32)
26 POKE 27647,SC: REM SC=sprite color (0-15)
27 CALL 27642: REM effects all changes
SET VT=200 to turn of all sprites
SET VT=208 to turn of current sprite along with all higher numbered sprites off
Addition to SPRITEloader:
20 GOTO 30
30 FOR SP=1 TO 32
31 POKE 27636,194: CALL 27635
32 POKE 27646,SP: POKE 27647,11
33 FOR HP=1 TO 115 STEP 5
34 POKE 27643,95: POKE 27644,HP: CALL 27642
35 FOR DL=1 TO 100: NEXT DL
36 NEXT HP
37 CALL 27624
38 FOR DL=1 TO 1000: NEXT DL
39 NEXT SP
```



# USED / SWAP CORNER

*NIAD will be selling used items that we have purchased from ADAM owners. Additionally, members may send in lists of items they want to sell or trade with other members.*

We have a few of each item available, we will have to restrict orders on any of the products listed below to phone orders (first call, first serve). If we do take mail orders, it would become a terrible mess. For example, we might receive two orders on the same day for the same product and only have one in stock. So you see that it would not be fair for the person that we don't sell the product to. So please, as they say on the commercial: **PHONE FIRST!** If we do receive any orders through the mail, we will promptly return your order.



## CARTRIDGES

Brain Strainers	\$10
Cabbage Patch Kids: Adv.	\$5
Campaign '84	\$10
Carnival	\$10
Fortune Builder	\$15
Fraction Fever	\$7
Jukebox	\$10
Logic Levels	\$8
Monkey Academy	\$10
Telly Turtle	\$10

## FLASH - FLASH - FLASH

Complete ADAM System (Memory Console, 1 Tape Drive, Keyboard and Daisy Wheel Printer) with all manuals and software in original box and bags, 64K Mem. Board!  
**\$275**

Miner 2049er	\$10
Sir Lancelot	\$10
Super Action Baseball	\$10

## SOFTWARE

2010: Text Adventure	\$12
32 Basic Programs w/ Book	\$12
ADAMCalc	\$12
Best of Broderbund	\$10
Expertype	\$10
Flashcard Maker	\$10
Flash Facts: Flashbacks	\$6
Flash Facts: Trivia	\$6
Packcopy	\$6
Quickfax Quest	\$8
Recipe Filer	\$7
SmartFILER	\$8
SmartLETTERS & FORMS	\$8
Strategy Strain (DISK)	\$8
Super Zaxxon	\$7

## HARDWARE

Tan Joysticks	\$3
Keyboard Attachment w/ Tan Joystick	\$6
Keyboard Attachment	\$3
Digital Data Drives	\$10
Keyboards	\$10
ADAMnet Cable (Coiled)	\$1
Magnavox 80 Column Monochrome Monitor	\$75
Amdek Amber Monitor	\$60
ADAM Daisy Wheel Printer	\$75
ADAM Daisy Wheel Printer with Tractor Feed	\$120
Address Book w/ AutoDialer	\$20
Roller Controller w/ Slither without Power Adapter	\$30
Exp. Mod. #2 Driving Mod. without Gas Pedal	\$20
3 Piece Dust Cover Set	\$10
Atari Disk Drive Dust Cover Fits ADAM Drive	\$3
Mastering the Coleco ADAM	\$6

## ATARI 2600 CARTS

Asteroids	\$5
Boxing	\$5
Cosmic Ark	\$5
Defender	\$5
Demon Attack	\$5
Empire Strikes Back	\$5
Haunted House	\$5

Riddle of the Sphinx	\$7
Robot Tank	\$5
Smurf Rescue	\$5
Spiderman	\$7
Star Raiders w/Keypad	\$10
Star Voyager	\$5
Super Challenge Baseball	\$5
Venture	\$5
Yar's Revenge	\$7
Warlords	\$5

ADAM Expansion Module #3 for sale - Contact Capt. R.D. Symonds, Qtrs. 4148 Air Force Academy, Colorado Springs, CO 80840

ColecoVision with Roller Controller, Atari 2600 Exp. Mod. #1, Driving Mod #1, and assorted cartridges: Robert Kologe, 56 Woodruff Ave., Thomaston CT 06787, (203) 283-9631

Miscellaneous ADAM Software and Cartridges plus a Sega/Nintendo User's Group: John Bonavita, P.O. Box 95, Halesite, NY 11743

ADAM Computer with 160K & 720K Disk Drives, Magnavox RGB Monitor, PIA-2, 64K XFRAM, ADAMLink Modem, and miscellaneous software: Norman Fraga, 1029 W. Cullerton St., Chicago IL 60608

ADAM (minus Memory Console), 320K Disk Drive, miscellaneous software and cartridges, ADAMLink Modem:

NIAD c/o Preston Harris

Complete ADAM System with PIA-2, 64K Board, Exp. Mod. #1, #2 & #3, Roller Controller, extra joysticks with keypad (WICO), tons of great software 160K Disk Drive like new: Greg McDaniel, W: (312) 571-1119, H: (312) 691-8320 or NIAD c/o Greg McDaniel

Sega Master System (\$82), Rambo III (\$22), Afterburner (\$40): Terry Kayser - (312) 882-0110

Complete ADAM System with 160K Disk Drive and miscellaneous PD & copyrighted software: Shirley Sekel, 712 English Rd., Rochester, NY 14616

\*\* SEND IN ANY INFO YOU WOULD LIKE TO HAVE LISTED HERE.

# ADAM MAINTENANCE

## *ADAM MAINTENANCE - PART I*

### GENERAL PROBLEMS

Locking up of the entire system or getting strange patterns on the screen may occasionally occur. This is usually due to overheating, electrical power problems on your line or bad connections of the cables. It is a good idea (with the power off) to disconnect all your cables occasionally to insure the contacts are making a good connection. The ADAM Diagnostic Public Domain program (see product list) is good for determining any general problems with your memory unit, keyboard, tape drive or printer.

### TAPE DRIVES

The read/write heads (metal block at the bottom center of the drive) should be cleaned every few months, depending on use, with a drive head cleaning solution of alcohol to prevent I/O errors.

When a drive goes bad it is either the motor (which you can usually hear) or the read/write mechanism which is evidenced by problems loading or writing to tapes. When this occurs (if the drive heads are clean) you will not be able to read *any* tapes.

On the other hand, if an individual tape is bad, obviously other tapes will work fine.

At this point, there is repair facility available for the tape drives, you will have to buy a replacement.

### PRINTER PROBLEMS, ETC.

I thought we could give you some basic information on self-correcting some common problems with the ADAM printer, which is great 'little letter' quality printer, but like any mechanical device problems can occur.

If you perform the following general maintenance, you will be less likely to have to seek outside repair services.

### GENERAL

Dust is a real problem for printers and you should always keep your printer covered when not in use.

There are 2 chrome plated bars that the ribbon cartridge rides on as it goes back and forth. These bars should be lubricated with a small amount of a dry silicone lubricant (such as Dupont Teflon Dry Lubricant or Fuller Transmission Silicone Lubricant), available at automotive or hardware departments] on a soft rag every 2 months. If you don't do this the carriage will tend to hang up at times resulting in uneven spacing between letters or uneven margins.

### INITIAL TROUBLESHOOTING

When turning the ADAM on the following sequence should occur:

1. Print mechanism should move all the way to the left edge.
2. The daisy wheel should spin briefly.
3. The platen should advance one line.
4. The print mechanism moves to the right about 1 inch.

If the above does not occur, then do the following:

1. Toll the paper advance knob [top right of the printer] back and forth to make sure the mechanism is not jammed.
2. Turn the ADAM off, remove the cover on the printer by pulling up on both front edges and examine the carriage return switch [see below] on the left side. If the connectors are open even slightly, carefully bend them so that the upper bar is parallel to the base of the printer and the two electrical contacts are making good contact. You may also need to clean the contacts with a small amount of alcohol.
3. Check for any obstructions, preventing full travel of the print mechanism.
4. Check that the cable is tightly wound.
5. Make sure the chrome bars are lubricated as described above.

### LIGHT PRINTING

Light printing may be caused by the ribbon not being advanced properly.

While printing, remove the printer cover and watch the ribbon and see if it is advancing regularly. If not, remove the ribbon (refer to your ADAM manual as to how to do this) and advance it by hand using the knob on the top of the ribbon cartridge, in the direction indicated. If the ribbon is hard to advance and there is still ribbon material remaining on the right side, the cartridge is binding up and the ADAM printer can't advance the ribbon as needed to maintain a dark print image.

You can fix this by opening up the ribbon cartridge, using a small screwdriver to pry the top off the bottom half at the seams.

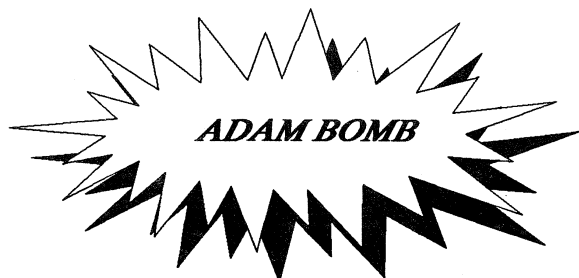
If the left spool is more than half full this may be causing the ribbon to not advance properly. You can cut the ribbon, remove the used ribbon on the left spool, reattach the ribbon to the spool by winding it around a few times and replacing the top.

If the ribbon does advance freely by turning the knob, then the problem may be in the ADAM printer ribbon advance. Remove the ribbon, print something and watch the ribbon drive mechanism. If it does not turn with every keystroke, it will need repair.

Next month we will continue this article, providing some information on self repairs, as well as hints for getting around some of the ADAM'S quirks and bugs !!



# REVIEWS



*Reviewed by Jim Notini (64K  
MEMORY EXPANDER REQUIRED)*

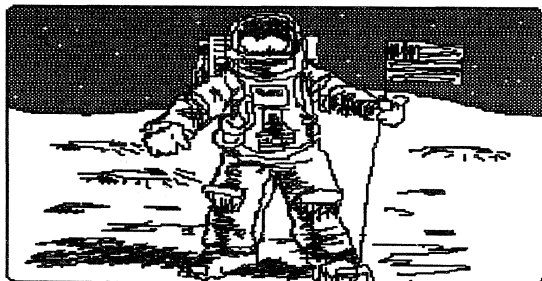
**WOW! TERRIFIC! CAPTIVATING! ADDICTIVE!  
TREMENDOUS! APPEALING! MIND BOGGLING!**

These are a few adjectives that describe Steve Pitman's (the creator of such hits as Mind Over ADAM and Ghost Zapper) newest software release, ADAM BOMB.

As the story goes: While using your ADAM computer, you hear a strange sound outside. You go out to investigate the noise, when suddenly you are paralyzed by a beam of light.

You scream, but nobody can hear you!  
You are being lifted off the ground!

You have been captured by the ADAMites and taken to the planet ADAM.



There you will be put to a test, you must complete 30 screens to return to Earth!

The object of the game is to collect all the diamonds on each screen. If your playing ADAM BOMB's original screens, you have 30 to complete. Additional sets of screens can be created with BOMB DESIGNER which is also included (more on BOMB DESIGNER later). You start each screen without any bombs or keys. All control is via CONTROLLER #1.

Any of the objects that are used in this game may be seen or hidden. You will see the wall or boulders when you bump

into them. Objects may be picked up by pressing the left fire button.

The different objects which you will encounter in ADAM BOMB are:

**DIAMONDS** -you must collect all the diamonds that are in a given screen in order to move onto the next screen (25 points).

**BOMBS** -these are only effective when used on a brick wall (10 points, 80 points for each brick wall hit).

**KEYS** -Used to unlock one of the 3 colored doors (15 points, the door then will be re-locked), **DOOR** - There are three colored doors (red, blue and yellow), the door you enter takes you to the door of the same color.

**BOULDER** - Indestructible, **TRAP #1** -You can cross this trap only once before it turns into a boulder, **TRAP #2** - You can cross this trap twice before it turns into a boulder.

Upon boot, you are presented to a graphic screen as the main program loads. Once loaded, you are given four choices:

- 1) **PLAY ADAM BOMB** which will load the game and all 30 levels,
- 2) **LOAD SCREEN DESIGNER** which will let you design your own screens to be played instead of the original 30 levels,
- 3) **PLAY THE SCREENS YOU HAVE DESIGNED** which lets you play your own creations,
- 4) **GAME INSTRUCTIONS** which will run through the premise of the game and how to do, all the instructions are included in this section and are displayed rather nicely.

Choosing to **PLAY ADAM BOMB** will display a message that all 30 levels and the game are being loaded. You will then be treated to a little animation where a U.F.O. flies over you, captures you in a beam of light, lifts you into the ship and flies off to planet ADAM, this is where the fun begins.

The top two lines of the screen display the current screen #, men left (5 per game), bombs left, diamonds needed to be picked up to advance to the next screen, keys left and your current score.

The remaining of the screen is used to display the actual field setup. A brick wall (indestructible) surrounds the field, as you move your man around on the screen you will discover that there are some routes that you can take and some routes which you can't.

Other routes might lead you into a brick wall which can be destroyed by use of a bomb or others will only be a trap that will not have any diamonds in the area, but are there to trick you. If you do become trapped, you will have to press the right fire button and the pound sign at the same time to surrender a life.

As you progress through the different levels that are included on this media, you will become more and more engrossed in making it through all the levels to find out what awaits you after the 30th screen!

Just what does await everyone after the 30th screen, Steve?

As I said this game is mind-boggling and very addictive. It is one game that will never get boring or stale, the one thing that might occur is that you will become frustrated to the point that you will never want to play this game again, but this is a sign of a great game not a bad one.

**Bomb Designer** is loaded via the ADAM BOMB Main Menu. With Bomb Designer you can create your own screens for use on ADAM BOMB. Think of it, if you ever finish the 30 levels included on this media or just get frustrated in trying to make it through them you can design your own levels! Once again, all control is via CONTROLLER #1. From the Main Menu you have the option to:

- 1) CREATE SCREEN #1 - Takes you into the actual creation functions for creating different levels.
- 2) EDIT A SCREEN - Lets you edit/change certain levels or just one level at a time.
- 3) VIEW SCREENS - Allows for the viewing of all levels that you have started work on.
- 4) LOAD/DELETE A SET - Will allow for the loading or deleting of level files.
- 5) DONE-SAVE SCREENS - Will save all the levels that are in memory at the time.
- 6) INSTRUCTIONS - Will display the instructions on how to use the BOMB DESIGNER functions
- 7) EXIT- Will take you back to the ADAM BOMB Main Menu.

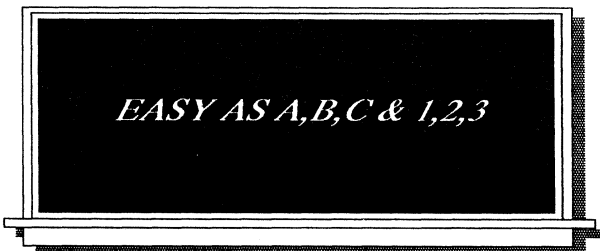
When you start design of the screens, the joystick will move the cursor box around the screen. Pressing the button will change the current item (man, diamond, bomb, boulder, etc.), this will also stamp the shape that is displayed in the cursor onto the screen. One of the shapes is a blank so you can erase mistakes. You can design up to thirty screens in each set. Each screen must have one man and at least one diamond.

Once completed on the screen design, BOMB DESIGNER will check the screen for any errors. If it finds any (and believe me, you cannot possibly make a mistake with the error checking Steve has in here), you will be told what is wrong along with how to fix it.

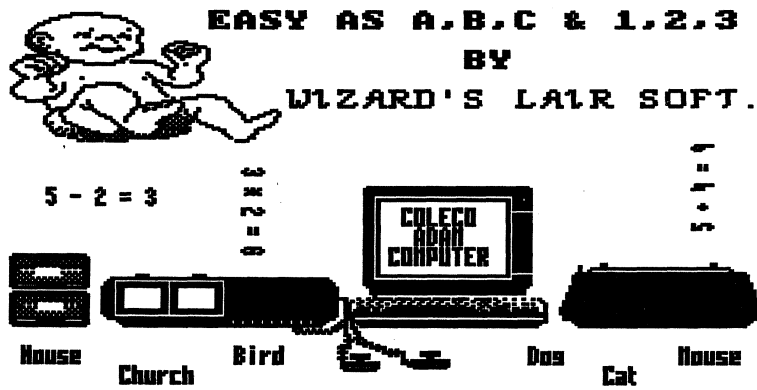
Once checked, you can choose the color for the screen (border and filler). When you are ready to save your work, you can choose which shapes you want to be hidden or unhidden.

As a whole, this game rates among the best ever released for the ADAM. It has fast become my favorite game, to give you an idea of the actual look and play mechanics, ADAM BOMB is like a combination of Boulder Dash, Dig Dug, Mr. Do! with the Lode Runner strategy and construction set rolled into one game. The sound effects and music that accompany this game add a lot of zest and flavor to the game, something that is overlooked by many software designers.

It is truly amazing to see a program of this quality come out for the ADAM, but believe it, ADAM BOMB is here! It is terrific and with this program, Steve Pitman has certified himself as one of the *top programmers* for the ADAM. This is one



EASY as A,B,C & 1,2,3 By L. Marschand  
OK, Apple and IBM, who have your sophisticated children's educational programs that teach the alphabet, simple number concepts and word-picture association with color graphics; move over because the ADAM now has it's own great educational program -



Yes, thanks to Wizard's Lair Software and the urging of a NIAD mother who wanted some quality children's software, we have this great program.

EASY comes on two disks/ ddps due to the extensive use of graphics for both the spelling and compare programs. Both color and sound are used to keep the little folks attention throughout the two separate games on the media:

**SPELLING**

A colorful grid is displayed with an open section in which a picture representing the word is presented. The word is first spelled out by ADAM, and then the child is asked to spell out the word using the keyboard while the word is still displayed on the screen.

Once this is successful, the child must spell the same word again, without the word on the screen, although the number of characters are indicated.

If the word is not spelled correctly, the child can try again or go on to another word. The words and pictures follow the same sequence in each session and have easy and more difficult words interspersed together- e.g. man and rectangle. The more difficult words orient the program more towards the 7 to 8 year old range, although there are several easy words in the list as well.

The program does a good job of word/ picture association, and helping the child learn the spelling words by giving them

the chance to first spell the word while the word is displayed on the screen.

**COMPARE**

This program displays a beautiful color graphics play screen. The child is presented with three windows, each displaying a picture or problem. The task is to select which item doesn't belong.

This is a logic and visual discernment game, that can be very challenging for the child.

Some of the differences are subtle and may require mom or dad to help. As an example, a seahorse, a fish and a horse !

Simple math problems are also included, with the wrong answer being the one that is to be selected.

All work is done via the joystick which makes the game easy to use and fast. The cumulative score is displayed at the bottom of each screen as well.

After each screen, the child must select to continue or not. If "not" is chosen (by moving the joystick down) an option to quit the entire game or return is given.

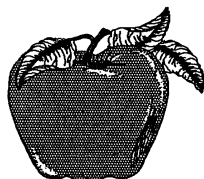
Many of the pictures displayed are common with the SPELLING game, so the child will recognize them.

After 20 problems a summary screen is displayed with the number right, wrong a score.

Over 75 graphics pictures are used in the SPELLING and COMPARE games within EASY AS A,B,C. The use of color and sound make this an educational game that will be fun for children.

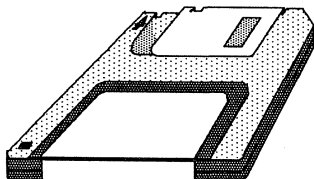
Based on the response to this program, Wizard's Lair will offer additional features to EASY as well as more educational software. If you have children, the use of your ADAM for educational purposes is something you don't want to pass up. I strongly encourage you to support good educational software so more will be developed.

**RATING - A+**



**FORMATTER II**  
*Reviewed by Jim Notini*

Formatter II is the newest disk formatting program to be released by Walters Software Co.



Yes, another disk formatter, but easily the best one that is on the market to date.

For years, Walters Software has been bringing us some of the best utility programs around and you can add Formatter II to

that list. Formatter II was written to format disks and verify them completely. The user has the option to format one or two disks at the same time (if you have two disk drives), a *read verify format* can be done automatically after the format.

Three verify options are included: read, write or both read and write.

The read is all you need to perform on a disk if you plan to copy another disk of the same size to the freshly formatted one. If you don't then both verifies should be done to insure that the disk is formatted correctly. If the disk is not checked and a block is not formatted correctly, than when you start writing to the disk you will get errors and could lose valuable data.

Formatter II is written entirely in Z80 machine code. It is Coleco SmartKEY driven and uses dialog boxes for messages. Screen colors can be one of five different colors, a system status lets you know how many disk drives are on line and the amount of ram contained in your ADAM computer. Formatter II automatically checks the size of your disk drive(s) and formats them correctly. Upon boot, you are presented with a title screen as the program loads into memory. Once loaded, you will be presented with six SmartKEYS at the bottom of the screen with the top portion of the screen used for displaying information.

Pressing SmartKEY I will display the system status which tells you how many disk drives are on-line and the total amount of memory that the system has.

Pressing SmartKEY II will bring up the disk status menu where you have the choice to init disk or read disk. If you choose to init disk than you will have to choose which disk drive, catalog name, number of catalogs (up to 8), and then a caution comes up on the screen warning that all data on the disk will be lost. Choose continue init or previous menu to escape. If you choose to read disk, then the number of the drive will be displayed along with the volume name, # of catalogs and the disk size.

Pressing SmartKEY III from the main menu will take you to the verify disk option. Here you have the option to read verify, write verify or both.

- > Read Verify will do just that, read the format on the disk.
- > Write Verify will write to the freshly formatted or initialized disk and verify the format.
- > Walters Software recommends that if you are going to be using the disk for storing data, that you use both verify options.

Pressing SmartKEY IV from the main menu will take you to the format disks options. Here you can change the default catalog name and size settings, choose to format on more than one drive at the same time. When you choose to format, one or two sprites will be displayed at the top of the screen depicting how many drives are being used, and when the format is complete, you will be notified of the size of the drive.

Pressing SmartKEY V from the main menu will allow you to change the screen colors for cyan to either gray, blue, green, or yellow. SmartKEYS display the colors available with a bar at the top of the screen displayed to show what the colors look like.

Pressing SmartKEY VI will take you to the exit option screen where you can choose an EOS START which will boot whatever is in the disk drive, exit to SmartWRITER or return to Formatter II.

This is the first formatting program which will do a write verify and for this one option I would have to recommend you purchase it.

Also, the whole setup is so professionally done, you would think your using an IBM software package.

The screen displays are very sharp and moving from one screen to another is executed dramatically faster than any other SmartKEY driven program available for the ADAM to date. One of the best functions in Formatter II is that the size of the drive is automatically calculated when formatting (whether it be 5 1/4 160K, 5 1/4 320K or 3 1/2 720K).

*I am truly amazed at Walter's workmanship over the past couple of months, with such releases as SpellingAID, PrintWORKS and now Formatter II, they have proven to be one of the most prolific developers of software for the ADAM.* I just can't wait to see what they come up with next, and just realize how lucky we ADAMites are to have the Walters providing us with high quality software.

NOTE: If you have previously purchased Double-Disk Formatter, another Walters Software disk formatting program, you can send it back to them for any upgrade to Formatter II for \$7.50.

RATING - A+

### ***MEGACOPY III Review by Mel Ostler***

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



I'm not

going to write a review of the same device as I reviewed before. Now, I have since obtained the latest version of that device, and it is really impressive, and that is what I wish to discuss. The ease of use, and trouble free operation are my motivation for taking time out of my writing endeavors to tell all interested about it. Now don't feel that I have stock in the company, or anything like that. I don't. It is just that on occasion I am greatly impressed with something, and that is when I feel it only fair to the creator(s) thereof, that I share my feelings with others inasmuch as it may be within my ability to do so.

I wrote in the previous review about my impressions concerning the creator of this device, so I'll not go through that again, other than to say that further communication with

Mr. Carter have done nothing but strengthen my previously described feelings concerning his character and his dedication to ADAM users.

But perhaps something which I did neglect doing, which seems to be a bit of a habit of those of us who on occasion review ADAM software/hardware, was that I failed to adequately describe the system to those who might want to know a little more about it physically. The device consists of a small box measuring 1"X2"X4". (Sounds like the builder of the box was definitely into binary numbers doesn't it)? This box contains the circuits which are the heart of the device, and externally there are four leads coming from the left end of the box, (two are 8 conductor ribbon cables and two are 9 conductor cables).

On the front of the box are two small LED's and to the right of them is a tow position push toggle switch, (push for "on", push again for "off"). The four ribbon cables are supplied with male and female connectors so that the device can be placed electrically between the second tape drive and the ADAM. that is, two of the cables attach to the cables running from the drive, (which otherwise are attached to the ADAM), and two of the ribbon cables attach to the ADAM in place of those ordinarily there from the second drive. The two lights light up when the unit is operating. The light nearest the switch lights when the unit is activated manually by the user. The light on the left of the box is lighted by the circuitry within whenever the actual format operation is taking place.

In that sense then, both lights are for the convenience of the user, although the one nearest the switch would be difficult to live without. What the little box does is that it just sits there while ADAM is being used for whatever ordinary use the user makes out of his computer. As Elmer Fudd used to say in the good old days "Th-th-that's All Folks".

But don't be deceived by such simplicity! The box has a few tricks of its own! You see, when the switch is pressed to "on", and the power light comes on, that little box allows the "Sydsoftware", (which was loaded into the ADAM), to control the second drive in relationship to the first drive.

Ah! I perceive that I have lost a few of you! Perhaps a short "run through" would eliminate confusion at this point. A tape and excellent instructions accompany the delivery of the little box. The documentation (instructions), include hard to fail instructions on how to connect the little box, as well as Syd's personal phone number if you would rather have him personally "walk" you through it.

Once connected, the wires just fit in the little opening in the crack between the ADAM cover, (which most of you know from experience, just lifts off), and the top of the ADAM. This is done so that the little box can just sit on top of the ADAM forever. (However, one does not yet close the cover).

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

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

Once the speeds are adjusted to close proximity to one another, about 5 minutes or less to perform if the speeds are

seriously different, the user may close the cover forever, and may go to the format choices.

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

Now at one point here the user is instructed to insert a master tape, preferably an original Coleco tape, and a tape to be formatted, and then to turn on the little white box. a quick push of the switch illuminates the "power on" light. From there the device just goes on doing the formatting.

No more buttons need to be pushed at all, the little format light comes on when formatting is taking place, the screen has what Syd has humorously called the "microspy activity" which mesmerizes the user as he watches which block number is being formatted.

This version is a definite improvement over the first and second models. When done, the program rings a bell to wake up the user, who then decides if he wants the tape initialized, then if he wants to format another tape. "That" really "is all folks!" What a snap! When all finished he turns the power off, and goes about doing that which he is good a going about doing. And the next time he runs the program, he need not be bothered with the tape drive speeds, although it would be good to set them once a year or so anyway so as to assure that they are reading and writing correctly. This function was not able to be done at home prior to the advent of this device.



**Now let me say a bit about quality.**

The box allows the second tape to become slave to the first or to operate independ

ently of the first, according to the instructions within the program. The second drive tape receives the format from the first drive tape. For this reason the tape in the first drive should be one of good quality, perhaps of original Coleco manufacture, without too much mileage. I use the original BASIC tape that came with my ADAM, inasmuch as soon after purchasing it, I put it onto disk, and don't use it all other than for formatting.

I use a new Buck Rogers tape for right directory tapes, since I don't rely much into playing games, and can use one of the other two here if I do get the inclination.

Several users here in Las Cruces have used me to supply them with data tapes as friends, although it is not one of my occupations to supply ADAM users with supplies. I have never had a complaint. One critic friend from El Paso said that it wouldn't work, so I found the physical end of the formatted section of a Megacopy tape and cut it out. Then I

put that tape, reels and all into a BASIC case, the tape of which has been ruined by one of my two sons who have the other two ADAMs here at home (the other three boys are envious, but I am broke), and delivered it to the critic.

He has had it over a year, and still thinks it a Coleco tape, (until he reads this newsletter). I have with subtility checked with him from time to time to see if he has had any problem, and all he says is that it runs quieter than his other Coleco tapes, and can I tell him what I use to lubricate the hubs. (I haven't even read that yet, Sony HF 60 tapes are just quieter, even in Coleco cases for some reason). Now that tape was created on the number two version, with the blue box. I have no reason to believe that Syd's work would degrade, so I have all of the confidence in the world in his tapes.

**My recommendation? Get one!** If you don't have the cash, get at least a version 2 from one who has one and talk him into getting the version three. There is nothing like the security that one feels when he can back up his own system. I wish I had the security for my disk drive repair needs. If big John quits, where are we?

EDITOR'S NOTE: We will be getting the new version in soon.

Here is a nice program that uses the Basic graphic command "HPLOT" to draw some nice large letters that you may want to put at the start of some of your programs !

```

10 REM *****
20 REM * OPENING SCREE
30 REM *****
100 IF PEEK(260) <> 79 THEN 13
110 POKE 25431, 15: POKE 25471
120 GOTO 140
130 POKE 24695, 15: POKE 16783
140 HGR: HCOLOR = 4
150 FOR j = 25 TO 34
160 k = INT(j/2)
170 m = INT(j/3)
180 HPLOT 42-j, j TO 32+k, j
190 HPLOT 94-j, j TO 94+k, j
200 HPLOT 154-j, j TO 144+k, j
210 HPLOT 208-j, j TO 188+k, j
220 HPLOT 181+m, j TO 193+m, j
230 HPLOT 231-m, j TO 243-m, j
240 HPLOT 229, j TO 241, j
250 NEXT
260 HPLOT 244, 25 TO 248, 25:
246, 25 TO 246, 29: HPLOT 249,
249,
29: HPLOT 253, 25 TO 253, 29
270 HPLOT 250, 26: HPLOT 251,
PLOT 252, 26
280 FOR j = 35 TO 55
    
```

```

290 k = INT(j/2)
300 m = INT(j/3)
310 HPLOT 37-k, j TO 52-k, j: HPLOT 17+k, j TO 32+k, j
320 HPLOT 71, j TO 83, j: HPLOT 101, j TO 112, j
330 HPLOT 149-k, j TO 164-k, j: HPLOT 129+k, j TO 144+k, j
340 HPLOT 183, j TO 195, j
350 HPLOT 181+m, j TO 193+m, j
360 HPLOT 231-m, j TO 243-m, j
370 HPLOT 229, j TO 241, j
380 NEXT
390 FOR j = 56 TO 65
400 k = INT(j/2)
410 m = INT(j/3)
420 HPLOT 37-k, j TO 32+k, j
430 HPLOT 71, j TO 83, j: HPLOT 101, j TO 112, j
440 HPLOT 149-k, j TO 144+k, j
450 HPLOT 183, j TO 195, j
460 HPLOT 181+m, j TO 193+m, j
470 HPLOT 231-m, j TO 243-m, j
480 HPLOT 229, j TO 241, j
490 NEXT
500 FOR j = 66 TO 75
510 k = INT(j/2)
520 m = INT(j/3)
530 HPLOT 37-k, j TO 52-k, j: HPLOT 17+k, j TO 32+k, j
540 HPLOT 71, j TO 144-k, j
550 HPLOT 149-k, j TO 164-k, j: HPLOT 129+k, j TO 144+k, j
560 HPLOT 183, j TO 195, j
570 HPLOT 181+m, j TO 193+m, j
580 HPLOT 231-m, j TO 243-m, j
590 HPLOT 229, j TO 241, j
600 NEXT
620 FOR i = 1 TO 5000: NEXT
680 TEXT: END

```

## AUG REVIEW

*By Jim Notini*

To start out, I would like to thank Solomon Swift for his hard work in putting together the following list of the many different ADAM User's Groups around the country. Since we here at NIAD only correspond with a few other AUG's, Dr. Swift's compilation on the different groups was very informative for us and hopefully it will aid you in deciding what other groups you would like to become a member of in the future. Also, for a lot of you, you will find that there are ADAM users in your area. I had previously planned on developing my own list, but Sol did such a thorough job as

usual, that I decided to use his and give him credit.

### **WHAT IS AN AUG?**

An AUG is a group that specializes with a certain computer, in our case the ADAM. The main objective of AUGs is to pass information on to it's members so that the people that own the ADAM can utilize it to the best.

Since Coleco dropped production of ADAM in January of 1985, many different AUGs have come and gone. Some of which had the sole purpose of trying to rip-off as many people as possible by advertising a certain product/newsletter and then disappearing from sight after providing



the people with nothing at all. I'm sure many of you out there were taken by GARDEN OF ADAM as I was, but generally speaking, most of the groups that are in operation today are very trustworthy.

Some other services which AUGs provide is to get people who live in the same area in contact with one another, distribute public domain or copyrighted programs, offer replacement services for software that has somehow been wiped out, sales of supplies such as ribbons, tapes, print wheels, etc., and probably the most important aspect of a user's group is to supply information on where one can find places to repair their computer.

Write to these groups, let them know that you are thankful for there support, and by all means consider joining some of these groups also.

I would highly recommend joining at least 2 or 3 other groups besides NIAD just to get a few different perspectives on what is going on in the ADAM WORLD.

One more note of importance, there is a major difference between joining a user's group that sends a newsletter to it's members and a company that accepts subscriptions. When you subscribe to a publication, the law requires that you recieve the full term or a pro-rated refund. With a user's group, however, if the editor decides to cut down the number of issues published a year, the group is under no legal obligation to reimburse you in any manner. You are still a member of the group, which is what you paid for, and that fact did not change with any missed issues of the publication the group happens to sponsor.

One further note that I would like to pass on to you. A few months ago, a certain retailer named HERITAGE was found to be distributing illegal copies of software. They were run out of the state which they had been operating in, but seem to have found a new home. I recommennd that you do not do business with this company and also if you do come across any information as to their were abouts, PLEASE CONTACT US. This sort of company is only going to ruin everything that we ADAMites have going for us, and in the long run will cause software/hardware developers to forgo the ADAM entirely!

### ***ADAM'S ALIVE***

This newsletter is published by **E&T Software**, one of the leading mail order houses supporting the ADAM. The concentration of the paper is in product reviews. Also included are a news section and a BASIC programming workshop with at least one list per issue. Subscribers also get discounts on many of the products carried by E&T Software.

FREQUENCY: Monthly/Every 6 weeks  
ANNUAL RATE: \$18 in the USA/\$21.50 in Canada  
EDITOR: Ed Jenkins  
PUBLISHER: E&T Software  
# of Pages: 24  
STARTED: December 1987  
# of ISSUES: 8  
ADDRESS: E&T SOFTWARE  
1010 Westminster  
Garland, TX 75040 (214) 414-8156

### ***ADAM'S BYTES***

This monthly newsletter is published by the **Gulf Coast ADAM Users Group**. Although it is geared primarily to local members, they do accept national memberships. Most issues have a program listed and the group also distributed public domain software. I'm not certain when the first issue of this newsletter was, but the group has been publishing for at least a couple years.

FREQUENCY: Monthly  
ANNUAL RATE: \$12 in the USA  
EDITOR: Joe Quinn  
PUBLISHER: Gulf Coast AUG  
# of Pages: 6-10  
ADDRESS: Gulf Coast ADAM Users  
6665 Timbers Drive  
Mobile, AL 36695 (205) 639-1368 (after 9)

### ***ADAMLink of UTAH***

This is an information packed, bi-monthly newsletter. It features in-depth news, detailed programming workshops, and truly objective product reviews. Also, ALU has a retail mail order business and an electronic BBS.

FREQUENCY: Monthly  
ANNUAL RATE: \$15 in the USA  
EDITOR: Alan Neely  
PUBLISHER: ADAMLink of Utah  
# of Pages: 28-42  
STARTED: November/December 1986  
# of Issues: 12  
ADDRESS: ADAMLink of Utah  
2337 South 600 East  
Salt Lake City, UT 84106 (801) 484-5114

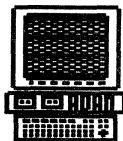
### ***AUGER***

This is the bi-monthly newsletter of the **Emerald Coast ADAM User's Group**. A variety of topics are covered with reprints from many of the national newsletters. This one concentrates on it's local members, but they will accept national members too.

FREQUENCY: Bi-Monthly  
ANNUAL RATE: \$15 in the USA  
EDITOR: Faye B. Deere  
PUBLISHER: ECAUG  
# of Pages: 20  
STARTED: October/November 1985  
# of Issues: 25  
ADDRESS: Emerald Coast ADAM User's Group  
P.O. Box 4934  
Fort Walton Beach, FL 32549-4934

***WE WILL CONTINUE OUR REVIEW  
OF AUGS NEXT MONTH***

**CLIP ART**  
from: PaintMATES02



**NO  
EL**



# PRODUCT LIST

**EFFECTIVE 2/15/89 & SUBJECT TO CHANGE WITHOUT NOTICE**

## ***HARDWARE/ ACCESSORIES***

- **SINGLE SIDED ADAM DISK DRIVE \$CALL**  
160K Coleco disk drive for the ADAM
- **SINGLE SIDED DISK DRIVE EPROM CHIP**  
..... **\$17.95**  
Greatly reduces disk formatting time. User must install.
- **DBL SIDED DISK DRIVE EPROM CHIP \$19.95**  
For use with older double sided drive conversions, reduces read/ write time of most operations - user must install.
- **DBL SIDED ADAM DISK DRIVE ..... \$259.95**  
Modified Coleco disk drive provides 320K of storage using 5 1/4 disks. Comes with all software.
- **3 1/2 In 720K ADAM DISK DRIVE....\$289.95**  
Modified Coleoc drive provides use of new 3 1/2 inch diskettes and giv 720K of storage. Comes with software and utilities.
- **UPGRADE SINGLE SIDED DRIVE TO:**
- **320K 5 1/4 ..... \$125.00**
- **720K 3 1/2 ..... \$155.00**  
Send in your Coleco single sided drive to be upgraded to either a 5 1/4 inch double sided 320K or 3 1/2 inch 720K drive.  
Send payment to NIAD, but send drive to:  
NIAD DRIVE UPGRADE  
1010 Westminster  
Garland, TX 75040
- **DIGITAL DATA DRIVE ..... \$29.95**  
Replacement or additional second data drive for the ADAM console.
- **64K MEMORY EXPANDER**
- **(WITHOUT 2 MEMORY CHIPS ..... )\$27.95**
- **(WITH MEMORY CHIPS ..... )\$69.95**  
Provides an additional 64K of memory for specified programs. Card that is easily installed in the memory console. If purchased without memory chips, all other components are supplied, inc sockets for 2 4464 memory chips.
- **PARALLEL PRINTER INTERFACE.. \$44.95**  
Interface card that provides ability to print text/ graphics on any standard dot matrix printer. NEW version has user DIP switches for addressing 8 ADAM ports. Installs in the memory console - requires parallel printer cable below.
- **PARALLEL PRINTER CABLE ..... \$15.95**  
Attaches to printer interface card and any parallel printer.
- **SHIELDED PARALLEL CABLE ..... \$24.95**  
Same as above, but with shielding to prevent interference.
- **MEGACOPY TAPE MAKER.....\$59.95**  
Hardware device with software to create ADAM compatible cassette tapes using the ADAM itself.

- **MONITOR CABLE .....\$9.95**  
Allows attaching of a composite monitor to the ADAM memory console, providing both audio and video.  
NOTE: Not available for the ADAM Expansion unit that attaches to the Colecovision game unit.
- **DISK DRIVE POWER SUPPLY..... \$19.95**
- **ADAM PRINTER POWER SUPPLY. \$24.95**  
"Bare" Power supply from the ADAM printer.
- **ADAM POWER SUPPLY W/COVER \$49.95**  
Standalone power supply that can be used in place of ADAM printer power supply. Metal cover with power on light included.
- **COMPUSERVE STARTER KIT ..... \$29.95**  
Includes ID, password, CIS information guide and reference book and \$25 credit towards usage of online time.
- **MAG'VX 8502 COLOR MONITOR... \$199.95**  
Composite color monitor provides superior picture compared to television. Use ADAM monitor cable above to obtain both audio/ video.
- **MAG'VX 8762 COLOR MONITOR... \$299.95**  
Same as above but provides higher resolution and RGB input for compatibility with IBM PC and other RGB color computers. 80 column display in RGB mode.
- **SURGE PROTECTORS**
- > **3 OUTLET .....\$ 12.95**
- > **6 OUTLET STRIP .....\$ 24.95**
- **POWER CENTER /5 OUTLET ..... \$99.95**  
Monitor stand with 5 integrated outlets and switches, including master switch. Full surge and noise protection. Anti static pad included.
- **NEW ADAM KEYBOARD..... \$19.95**
- **NEW TAN HAND CONTROLLERS .. \$9.95**
- **ADAMNET CABLES ..... \$2.95**  
Flat, 7 foot cables for either keyboard or disk drive.
- **NIAD PRODUCT REVIEW BOOK.... \$19.95**  
Contains detail reviews of over 100 ADAM products. Save money by knowing products before you buy.
- **SMARTBASIC PD DESCRIP'S ..... \$5.00**  
Manual contains descriptions of all the programs in over 30 volumes of SMARTBASIC PUBLIC DOMAIN. Use to determine which volumes of PD to buy.

## ***SERVICES***

- **SUPERGAME CONVERSION TO DISK \$4.00**  
We will convert your supergames to disk version for faster game play. Send in the title card from your supergame ddp case and \$4 for each game.
- **SMARTFILER FIX..... \$4.00**  
Send in your SMARTFILER ddp/disk and we will upgrade it

## PRINTERS

- **PANASONIC 1080i-2** ..... \$199.95  
(with ADAM printer interface & cable) ..... \$239.95  
9 by 9 dot matrix printer with 1K buffer and parallel interface.  
Draft speed 144 CPS; Near Letter Quality speed 28 CPS  
Two year limited warranty
- **PANASONIC 1091i-2** ..... \$229.95  
(with ADAM printer interface & cable) ..... \$269.95  
Same as 1080i-2 above but draft speed is 192 CPS and NLQ speed is 32 CPS.
- **OKIMATE 20 COLOR PRINTER**..... \$199.95  
24 pin thermal printer capable of black/ white and full color printing. Parallel "Plug 'N Print" module supplied.  
Includes 8K buffer, special thermal paper required.  
Draft speed 80 CPS, 40 CPS NLQ mode. Special software required for ADAM to print in color.
- **RIBBONS**
  - Genuine Panasonic brand for 1080/1091 .....\$9.95
  - Generic brand for Panasonic .....\$5.95
  - Okimate 20 Color ribbon .....\$5.95
  - Okimate 20 Black ribbon .....\$4.95

## TRAINING MANUALS/ BOOKS

- **Basic Basic Programs for ADAM** ... \$8.25
- **Discovering Science on the ADAM w/ 25 Programs**..... \$9.95
- **The Coleco ADAM Entertainer** ..... \$12.95
- **Hacker's Guide to ADAM Vol 1** ..... \$11.95
- **Hacker's Guide to ADAM Vol 2**..... \$11.95  
\* Disk/ DDP of all the programs in both Volume 1 and 2 of Hacker's Guide .....\$5.00
- **Using & Programming ADAM** ..... \$7.95
- **ADAM Manuals**..... \$15.00  
(Ones originally supplied with the ADAM computer)

## SEGA GAME SYSTEM

- **MASTER GAME SYSTEM** ..... \$109.95
  - ↳ 2 HAND CONTROLLERS
  - ↳ LIGHT PHASER GUN
  - ↳ 2 GAMES - HANG ON/ SAFARI HUNT
- **BASE GAME SYSTEM**..... \$79.95
  - ↳ 2 HAND CONTROLLERS
  - ↳ 1 GAME - HANG ON
- **3D GLASSES**..... \$39.95  
TRUE 3D PROVIDED VIA HIGH TECHNOLOGY LCD SHUTTER SYSTEM
- **SEGA CARD SOFTWARE** ..... \$24.95
  - ↳ MY HERO
  - ↳ TEDDY BOY
  - ↳ SUPER TENNIS
  - ↳ SPY VS SPY
- **SEGA MEGA CARTRIDGES**..... \$29.95
  - ↳ FOOTBALL
  - ↳ VOLLEYBALL
  - ↳ FANTASY ZONE
  - ↳ WORLD GRAN PRIX
  - ↳ SOCCER
  - ↳ GHOSTBUSTERS
  - ↳ GOLF
  - ↳ GANSTER TOWN
  - ↳ KUNG FU KID
  - ↳ SHOOTING GALLERY
- **3D GAMES** ..... \$39.95
  - ↳ MAZE HUNTER 3D
  - ↳ ZAXXON 3D
  - ↳ BLADE EAGLE 3D
- **NEW GAMES**
  - ↳ MIRACLE WARRIORS \$46.95
  - ↳ SHINOBI \$41.95
  - ↳ PHANTASY STAR \$59.95
  - ↳ RAMBO III \$41.95
  - ↳ FARLOUR GAMES \$29.95
  - ↳ PENQUIN LAND \$41.95

**OTHER SOFTWARE**

*Specify DDP or DISK*

VIDEOTUNES	\$ 26.95	
FANTASY GAMER	\$ 22.95	
BASIC BONANZA	\$ 22.95	
SOFTPACK I	\$ 18.95	
LVAC ARCHIVE I	\$ 9.95	
REEDY SOFTWARE LIB	\$ 15.95	
BUSINESS PACK	\$ 18.95	
QUICKCOPY	\$ 15.95	
ELECTRIC GAME PACK (DISK)	\$ 17.95	
Specify I or II (DDP)	\$ 19.95	
NUMBER BUMPER	\$ 15.95	
REEDY (DISK)	\$ 15.95	
ENTERTAINMENT PACK (DDP)	\$ 17.95	
JEOPARDY QUESTION PACK	\$ 14.95	SPECIAL
FAMILY FEUD QUESTION PACK	\$ 14.95	SPECIAL
TRIVIA PACK I	\$ 12.95	
KIDS TRIVIA	\$ 12.95	
PRO FOOTBALL	\$ 18.95	
BACKUP 3.0 (COPY ONLY)	\$ 16.95	DISK ONLY
SMARTGAMES PACK	\$ 9.95	
ROYAL AMBS. EDUC PCK	\$ 9.95	
(Christian pgms)		
CPM NEVADA BASIC	\$ 39.95	
SP-1 CUSTOM SOFTWARE for	\$ 7.00	
Smartwriter/Filter (Specify printer)		
ADDRESS BOOK/CALENDAR	\$ 9.95	
JEOPARDY QUESTION MAKER		
FAMILY FEUD QUEST MAKER		
Each of Quest Makers	\$ 24.95	
EASY COME, EASY GO	\$ 19.95	
WIZARD'S PINBALL ARCADE	\$ 19.95	
ADAMTALK	\$ 19.95	
Interpreter for EVE Speech Synthesizer		
SOLAR SYSTEM Quiz (DDP)	\$ 9.95	
AMERICA AT WAR Quiz (DDP)	\$ 9.95	
WORLD GEO. Quiz (DDP)	\$ 9.95	
HOME FILE MANAGER (DDP)	\$ 9.95	
PERSONAL CHECKBOOK (DDP)	\$ 9.95	
HOME BUDGET (DDP)	\$ 9.95	
BASIC SYSTEM MGR/FASTRUN	\$ 18.95	
LAB MOUSE	\$ 12.95	
STATES and CAPITOLS (DDP)	\$ 9.95	
WORLD CAPITOLS (DDP)	\$ 9.95	
GREAT INVENTIONS (DDP)	\$ 9.95	
BASICAIDE	\$ 9.95	
SMART TYPE 2.0	\$ 17.95	
PROOF READER (DDP)	\$ 34.95	
NIAD GOLD SERIES		
GAMES 1	\$ 9.95	
TEXT ADVENTURE	\$ 9.95	
HOME/BUSINESS	\$ 9.95	
SCIENCE/EDUCATION	\$ 9.95	
STAGE FRIGHT	\$ 19.95	
ADAMCALC Dot Matrix PATCH	\$ 9.95	
ADAMLINK Dot Matrix PATCH	\$ 9.95	
BEYOND TREK (64K Req)	\$ 16.95	
AUTO WRITER	\$ 14.95	
FILE MANAGER	\$ 17.95	
CHESS CHAMPION (64k req)	\$ 15.95	
ADAMLINK III	\$ 18.95	
SPEEDYWRITE V2.0	\$ 39.95	
PRO GOLF CHAMP	\$ 14.95	
MR. T SEARCH	\$ 12.95	
MR. T SEARCH GAME PAK 1	\$ 9.95	
SMARTDSK I (For Smartwriter)	\$ 18.95	
SMARTDSK II	\$ 16.95	
(For Basic 1.0/2.0, Adamcalc, Flash Maker)		
SMARTDSK III	\$ 24.95	
(For Basic 1.0/2.0 With Cmpl. Utility)		
TRIVIA SEARCH	\$ 7.95	
(Requires Mr. T Search)		
PHRASE CRAZE	\$ 19.95	
PHRASE PAK 1 or 2	\$ 9.95	NEW
PHRASE PAK CONSTRUCTION	\$ 9.95	NEW

**OTHER SOFTWARE**

*CONTINUED*

PR BOOT	\$ 17.95	
SPELLING AID	\$ 26.95	
MISSPELLER	\$ 18.95	
DBL DISK FORMATTER	\$ 8.95	
AUTO BACKUP	\$ 17.95	
MIND OVER ADAM	\$ 11.95	
SMART TERM 1.0	\$ 15.95	
LAS VEGAS CRAPS	\$ 16.95	NEW
COPYCART+ D 2.0	\$ 19.95	NEW
LINK BUILDER	\$ 24.95	NEW
AFL FOOTBALL	\$ 14.95	NEW
SUB RAIDERS	\$ 24.95	NEW
PRINT WORKS	\$ 27.95	NEW
BASEBALL STATISTICIAN	\$ 12.95	NEW
GHOST ZAPPER	\$ 11.95	NEW
TEMPLE of SNOW DRAGON	\$ 21.95	NEW
RAMBOOT	\$ 19.95	NEW
SPEEDYWRITE SPELL	\$ 24.95	NEW
OPENFILER V3.0	\$ 19.95	NEW
G.A.M.E. VOL. 2	\$ 11.95	NEW
ADAMBOMB	\$ 19.95	NEW
FORMATTER 2	\$ 12.95	NEW
EASY as A,B,C & 1,2,3	\$ 11.95	NEW
SMARTAX	\$ 17.95	NEW
ADDICTUS	\$ 15.95	NEW

**COLECO SOFTWARE**

*(DDP unless noted)*

SMART LOGO	7600	\$ 29.95	SPECIAL
SMART FILER	7813	\$ 15.95	
RECIPE FILER	7814	\$ 10.95	SPECIAL
SMART LTRS/FORMS	7805	\$ 15.95	
FLASHCARD MAKER	7662	\$ 15.95	
FLASHFACTS (TRIVIA 2902, HISTORY 2901,VOCAB 2900)		\$ 11.95	EACH
CP/M 2.2	7832	\$ 29.95	
ADAMCALC	7831	\$ 24.95	
R. SCARRY WORDBOOK	7658	\$ 20.95	
DONKEY KONG		\$ 19.95	
SUPER ZAXXON	2632	\$ 9.95	SPECIAL
SUPER ACTION CONTROLLER/With Baseball		\$ 49.95	SPECIAL

*(Specify DDP or DISK)*

**ACTIVISION SOFTWARE**

ALCAZAR	\$ 14.95	REDUCED*
ROCK n' BOLT	\$ 19.95	REDUCED*
BOULDER DASH	\$ 19.95	REDUCED*
RIVER RAID	\$ 17.95	REDUCED*
KEYSTONE KAPERS	\$ 17.95	REDUCED*
PITFALL II	\$ 17.95	REDUCED*
DECATHLON	\$ 17.95	REDUCED*

**IMAGIC SOFTWARE**

TENNIS	\$ 19.95	REDUCED*
MOONSWEEPER	\$ 15.95	REDUCED*

**INTERPHASE SOFTWARE**

SEWER SAM	\$ 17.95	REDUCED*
AQUA ATTACK	\$ 17.95	REDUCED*
BLOCKADE RUNNER	\$ 15.95	REDUCED*
SQUISH'M SAM	\$ 15.95	REDUCED*

**NEW PUBLIC DOMAIN (\$6.00 DDP, \$4.00 DISK)**

CABBAGE PATCH ADV. IN PARK 128K version		
FALL GUY and VIDEO HUSTLER		
YOKES ON YOU and MATH WIZ		

**NIAD USER GROUP PRODUCTS**  
**PUBLIC DOMAIN**

PLEASE Specify VOLUME # and DISK/DDP  
 NOTE: COST per VOLUME:  
 \$ 4.00 DISK - \$ 6.00 DDP

- SMARTBASIC # 1 - 31 (31 Different)  
 # BNDV1 - 31 (Vol numbers)
- SMARTLOGO # 1 - 4 (4 Volumes)  
 # LNDV1 - 4
- ADAMCALC # 1 - 2 (2 Volumes)  
 # ANDV1 - 2
- BASIC UTILITIES # 1 - 2 (2 Volumes)  
 # UNDV1 - 2  
 (Vol 1 includes backup utility)
- CPM2.2 # 1 - 50 (50 Volumes)  
 # CNDV1 - 50
- JEOPARDY
- PINBALL/HARDHAT MACK  
 New BUG FREE vers with 2 DEMO games  
 Add \$ 2.00 for 40 page manual
- PINBALL GAMES (Volumes 1 and 2)  
 Requires Pinball/Hardhat Mack
- SUPER SUBROC
- TROLLS TALE
- ADAM DIAGNOSTIC  
 Requires 64K expander
- ADAMLINK II TELECOMMUNICATIONS
- SMARTBASIC REPLACEMENT DDP
- SMARTBASIC V2.0 with Doc. file
- NIAD BACK ISSUE INDEX - Smartfiler file
- EOS DISK MANAGER - (Replacement on Disk or DDP)
- CUSTOM PRINTER SOFTWARE \$ 7.00
- VIDEOTUNE SONGS Volumes 1 and 2
- 1 MINUTE FORMATTER (Disk)
- UKAS MINI REVIEWS

**SUPPLIES**

**RIBBONS**

- ADAM REPLACEMENT \$ 4.95 EACH
- PANASONIC 1080/1090I \$ 9.95 EACH
- OKIMATE 20 RIBBONS \$ 4.95 EACH  
 Black
- Color \$ 5.95 EACH

**COVERS**

- 3 PIECE for COMPLETE ADAM \$ 18.95
- DISK DRIVE ONLY \$ 8.95
- 3 PIECE for EXPANSION ADAM \$ 23.95

**PRINTER WHEELS**

- \$ 5.55
- SPECIFY FONT STYLE for the ADAM printer  
 Gothic 12, Script 12, Elite 12, Emphasis,  
 Courier 72, Pica

- TAPE DRIVE HEAD CLEANING KIT \$ .50
- DISK DRIVE HEAD CLEANING KIT \$ 7.95  
 Contains 2 cleaning diskettes/fluid

**DISK/DIGITAL DATA PACKS**

- COLECO/LORAN DDP \$ 4.75 EACH  
 10 for \$ 39.95
- NIAD/LORAN DDP \$ 4.25 EACH  
 10 for \$ 34.95
- NIAD (Non LORAN) DDP 10 for \$ 19.00
- BOX of 10 LORAN DS/DD Diskettes \$ 9.95
- GENERIC 50 Diskettes \$ 19.95 SPECIAL
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- \$ 16.95 /1000
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**DOT MATRIX PRINTER REQUIRED**

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NOTE: COST per VOLUME: \$ 4.00 DISK - \$ 6.00 DDP  
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- PAINTMATES (Vol 1 - 11)
- PAINTFORMS (Vol 1 - 3)
- N & B PIX (Vol 1 - 18)

**CARTRIDGE SOFTWARE**

*Colecovsion/Adam*

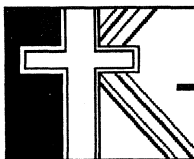
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*Requires ADAM CP/M software*  
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- ZORK II, III \$ 24.95
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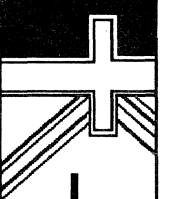
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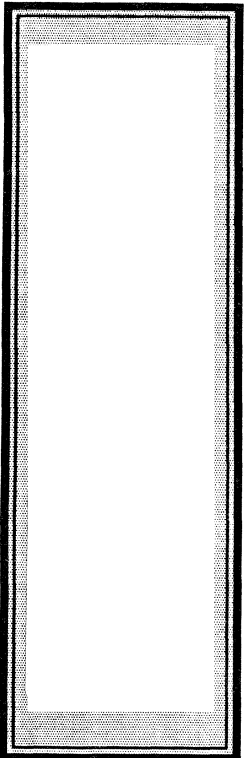
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" For God so loved the world that he gave his one and only SON, that whoever believes in him shall not perish but have eternal life. For God did not send his SON to condemn the world, but to save the world through him. . . . John 3:16

NIAD NEWSLETTER For →



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