

NIAD

Northern
/ Illinois ADAM
User's Group

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**MULTI - FUNCTION USER GROUP
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Editor: Lyle Marschand
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Continuing our study of Romans chapter 15...

We who are strong ought to bear with the failings of the weak, and not to please ourselves; ² let each of us please his neighbor for his good, to edify him. ³ For Christ did not please himself; but, as it is written, "The reproaches of thee who reproached thee fell on me." ⁴ For whatever was written in former days was written for our instruction, that by steadfastness and by the encouragement of the scriptures we might have hope. ⁵ May the God of steadfastness and encouragement grant you to live in such harmony with one another, in accord with Christ Jesus, ⁶ that together you may with one voice glorify the God and Father of our Lord Jesus Christ.

⁷ Welcome one another, therefore, as Christ has welcomed you, for the glory of God. ⁸ For I tell you that Christ became a servant to the circumcised to show God's truthfulness, in order to confirm the promises given to the patriarchs, ⁹ and in order that the Gentiles might glorify God for his mercy, As it is written, "Therefore I will praise thee among the Gentiles, and sing to thy name";

¹⁰ and again it is said,

"Rejoice, O Gentiles, with his people";

¹¹ and again, "Praise the Lord, all Gentiles, and let all the people praise him";

¹² and further Isaiah says, "The root of Jesse shall come, he who rises to rule the Gentiles; in him shall the Gentiles hope."

¹³ May the God of hope fill you with all joy and peace in believing, so that by the power of the Holy Spirit you may abound in hope.

HOPE - Have you ever thought about what hope is ? What is does and how it works ?

You may not even realize it, but hope is central to your spiritual well being. Hope keeps us going and stable in this mixed up world. Hope operates from your innermost being, without you even knowing it.

But, if you have ever been without hope you know it real fast !! A lack of hope results in severe depression, erratic behavior and may manifest itself in reliance on drugs, alcohol and if not corrected could result in tendencies to suicide.

Hope is central to human life. This is one of the distinctions between man and the animals. Man operates on both a physical plane as well as a spiritual plane. Animals operate only on a physical plane, usually by instinct, not needing hope to survive and motivate them to go on living.

Although some people think they can operate only on a physical plane, living their lives by rules and work, usually getting in a rut that they can't seem to get out of, they are only

temporarily fooling themselves. Eventually, attempting to live in this environment will result in some of the negative behaviors indicated above.

It is sad to see people who try to fool themselves into thinking they don't need God or spiritual things. They pursue activities throughout their life to substitute for this need that we all have, eventually finding themselves lonely and sad because their pursuit of happiness fails.

Hope comes out of man's spirit and is one of the unique characteristics of humans. God created man in His own image, thus giving us all a spirit that lives eternally. Hope and its corresponding attribute FAITH are two of these spiritual attributes that distinguish us from the rest of God's creations.

What is hope? Obviously it is not easy to describe. It is certainly not an emotion like love, hate, sadness, etc. However, if you have hope it can result in emotions such as happiness. I would say that hope is something that exists in our spirits at all times, although we can cover it up if we try. Hope is a positive assurance of blessings both currently and more importantly in the future.

Hope does not result from a tangible thing, rather it results from an inner assurance that may have no basis in reality. This is where hope and faith come together. Faith is the belief in something that is not there e.g. I have faith that I will go to Heaven. The bible says that "Faith is the substance of things hoped for, the evidence of things not see".

Hence, **faith is given to us by God to sustain us** - it is the spark of God that keeps our motors running !

There is a central focal point from which hope comes from - Jesus Christ.

Jesus is the reason that we have hope, even if we do not know it. God the Father gave us an eternal spirit that is linked with Him, through Jesus as our mediator. Hope comes from that link to God which gives us a purpose to live, love others and give of ourselves.

Hope is our reason for getting up each day, for believing that our problems will be corrected, our difficulties dealt with and our hurts healed.

It is God's way of communicating with us to give us a part of himself. Once we understand this and accept Jesus as the "author of our hope" our lives change dramatically. Hope is strengthened within us and overcomes the worst of circumstances. We can also pass this hope on to others and help them. Our faith is increased to believe for solutions to seemingly impossible situations.

Won't you accept Jesus today to have your hopes lifted to new heights ? God bless you all.

NIAD NEWS *and* UPDATES

THIS MONTHS INDEX

NIAD NEWS / UPDATES 1
 FOR YOUR INFORMATION 3
 SUPER BASIC + WORKSHOP 7
 SMARTBASIC WORKSHOP..... 9
 BLASTS FROM THE PAST..... 11
 USED/ SWAP CORNER 12
 REVIEWS..... 13
 (ADAMLINK III+, SCHOOL DAZE, LORD
 SIMON'S CASTLE)
 PRODUCT LIST 19

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From The Editor's Desk:

Hello, Hello again - hope you all are having a great summer !!

I find it amazing out fast the summer goes and how long the winter stays ?

I suppose you ADAMites in the sunbelt can't appreciate these comments, but try to understand, OK ?

This is our combined July/ August issue and let me tell you it is jam packed with new information of interest to all ADAM owners. Jim Notini has done a supper job gathering all this exciting information and laying it out in our newsletter.

Read about the ADAMCON convention in our last June/ 89 issue if you missed this news. Check out the news that Alan Neely uncoverd regarding the GOLIATH system on page 4. On this note, we will have some news next month on the potential of an ADAM expansion unit that will offer loads of new features!!

We have reviews on some great new programs including SCHOOL DAZE (by our own Jim Notini), ADAMLINK III+ and LORD SIMON'S CASTLE.

Our SMARTBasic workshop continues the series on graphics which everyone is interested in and we have added a workshop for the SUPERBASIC+ product.

We have a number of back to school **SPECIALS** that you will find enticing on page 4. **NOTE: These specials will only be available through 9/30/89.**

We have taken **30% off** the price of:

TEMPLE OF THE SNOW DRAGON - This is the premiere graphics adventure game for the ADAM which has received rave reviews.

RICHARD SCARRY'S ELEC WORD BOOK - The top rated children's (ages 3-9) educational game employing some of the best color graphics and sound seen on the ADAM.

NIAD GOLD SERIES - Four different volumes containing the best programs of their series in a self bootable, menu driven program - hours of play time in each volume.

Also, note that the price of the MEGARAM 256K memory expanders has **dropped** to \$149.95 due to a recent drop in the costs of the memory chips. Additionally, we are offering a limited time special where you will receive Walter's RAMBOOT program **FREE** with the purchase of the MEGARAM. RAMBOOT allows you to automatically load and execute several programs from the MEGARAM expander, making it like an internal hard drive. This hardware will greatly enhance the usefulness of your ADAM.

Take a look at our "BLASTS FROM THE PAST" on page 11 to see some of the older software products, that many of you newer NIAD ADAMites may not be aware of. We have so many great new titles for the ADAM that we sometimes forget the old timers that got the ADAM started. Many of these are "Classics" which are well worth having.

I am happy to announce that we finally received a Beta test copy of **GOBASIC**. Unfortunately, we have not yet received the infamous **GODOS**, although some of the features of **GODOS** are also in **GOBASIC**. We are quite impressed with the wealth of features in this new version of the Basic language for the ADAM. We will have a complete review of this product in the September issue, but we can promise you Basic lovers will be "blown away". All indications are that the production version will be available by this fall.

We have come across a great deal that we want to pass on to our NIAD members - a fully IBM compatible **LAPTOP** computer for only \$699.95. These systems have dual 3 1/2 disk drives, 640K of memory and a built in 2400 baud modem. If you have ever had an interest in a laptop, this is a deal too good to pass up - see our ad for more information. As we have consistently stated, IBM is the standard for business computers and we feel there is a place for **BOTH** the ADAM and IBM in our homes/ business'.

A VERY IMPORTANT ITEM IS THAT OUR AREA CODE WILL BE CHANGING EFFECTIVE NOVEMBER 1, 1989 TO 708. Hence, our new number will be (708) 961-3529.

This change is being made by the phone company to provide better service to the Chicago metropolitan area.

Please make a note of this for future reference.



Notice



=> **Reedy Software's** new catalog has recently been sent out which includes a new construction set program, *Mage Quest Construction Set*, for use with one of Reedy Software's more popular titles, *Mage Quest*. We will have a review of these two fine products in the next issue. They have also upgraded many of their earlier titles including *SmartTYPE*, which is now V2.2. Send a S.A.S.E. for a free catalog to: Reedy Software, 10085-60th St. S.E., Alto, MI 49302.

=> Thanks to Rich Lefko, we have info on the on-goings of **Eve Electronics**. Eve is now called E.E.S. and still offer the 80 Column Units, PS-1 Power Supplies, disk drive conversions, disk format conversions for CP/M and so on. For a free catalog, write to: E.E.S. Companies, 2 Vernon St., Suite 404, Framingham, MA 01701 or call (508) 650-1872.

=> *GoDOS/GoBASIC* is just about completed, the major hold-up now is the creation of what will be a HUGE instruction manual. GoDOS will be distributed by the newly formed **Softworks Factory**, Digital Express and Digital Adventures combined. GoDOS will require at least a 64K memory expander and should be available towards the end of summer. We have received a demo copy, which automatically defaults to GoBASIC, but want to spend sometime with it before we put together an article on it so we don't short change any of the vast amount of new features included. Send a S.A.S.E. for a free catalog to: The Softworks Factory, P.O. Box 732, Ocean Springs, MS 39574.

=> The **Image Scanner** project is still on hold at the current time. It is up to you, the ADAM owner, to voice yourself and persuade E&T to go into production. Wouldn't it be great to feed in a picture from a magazine or other source in your dot matrix printer that could be scanned by the image scanner and then displayed on the screen and finally saved for use with PowerPAINT, SmartBASIC and other programs! E&T is also finishing up work on their Serial Interface which will allow for the hookup of two serial devices (ie: 1200/2400 Baud Hayes Compatible Modems, Null Terminals for 80 Column output). Please write to: E&T Software, 1010 Westminster, Garland, TX 75040 or call (214) 414-8156.

=> **Hard Drive Interfaces** are still available from Big John Lingrel and the software drivers are constantly being updated by Tony Morehen and Guy Cousineau. So if you are in the market for a HD, don't waste any time and contact: John Lingrel, 5665 Myers Rd., Akron, OH 44319. You may also reach BJ on his BBS 24 hours a day at (216) 882-4720. *If you are worried about the installation process, Alan Neeley of ADAMLink of Utah has stated he will handle the installation for a small fee.* Contact Alan for further details at: ADAMLink of Utah, 2337 South 600 East, Salt Lake City, UT 84106, (801) 484-5114.

=> **ADAMCON 01** has fast become one of the most talked about subjects in ADAMLand. For more information on ADAMCON 01, see the registration form in the June issue or

write to Monte Neece at: ADAMCON 01, c/o MOAUG, 1048 Winter Springs Blvd., Winter Springs, FL 32708.

=> Due to the tremendous amount of work Tony Patterson is doing with Sol Swift on *GoDOS*, the second in the series of the DALARK TRILOGY has been delayed. Look for this next DALARK title, *Pit of Fleshus*, to be completed sometime in early fall. Likewise, other **Digital Express** projects, such as *PowerPAINT Executive Edition*, have been put on hold until the completion of GoDOS and the establishment of other GoDOS related packages.

=> **ADAM'S House** is still offering a *Summer Special* until August 31, 1989 on repairs of the Console, Printer or Disk Drive. A \$50 flat fee is offered (parts and labor, one condition) and they will pay the return shipping in the continental USA. ADAM'S House also have available 160K, 320K and 720K disk drives, specials on 160K Disk Drive MPI Mechanics (which will solve 90% of the problems a user may have with a disk drive) and other goodies. Write to: ADAM'S House, Rt. 2, BOX 2756, Pearland, TX 77581 or call (713) 482-5040.

=> Great news about the MegaRAM SIP Memory Modules. Due to the ever falling (hope it keeps falling!) prices on memory chips, each additional *SIP (256K)* that is now purchased for use with the *MegaRAM Expander* now only costs **\$59.95**, a reduction of \$20! Also, since one SIP comes with the MegaRAM Board, the price has now been reduced to **\$149.95!**

=> A new software developer, **Michael McGrath Software**, has recently completed their first commercial software release titled, *'Lord Simon's Castle.'* This adventure style game uses high resolution graphic screens to display the area the character is in, but is mainly a text adventure. The package is nearly 600K long with all the graphic files and promises to be a real tough adventure game to complete! It will be made available on 2 DDP, 4 160K disks, 2 320K disks or 1 720K disk. Two data drives are required for the tape version.

=> News out of **American Design Co.** is that they have decided to forego their plans on re-introducing the ADAM computer or a compatible and also any other hardware projects such as an 80 Column Color Unit, do the insufficient response (between 200-250 letters only) from the ADAM community. A side from this fact, keep writing to ADC to let them know their efforts are appreciated and just maybe they will change their mind. Write to: American Design Co., 815 Fairview Ave., P.O. BOX 220, Fairview, NJ 07002, 1-(800)-524-0809.

=> **Elliam Associates**, CP/M disk conversions, has recently sent out their new CP/M software catalog. If you would like to receive their catalog, write or call them and request one be sent to you: Elliam Associates, P.O. BOX 2664, Atascadero, CA 93423, (805) 466-8440.

=> **Gerlach Family Software** has recently released their first commercial program (they are known for their tremendous art work for use with PowerPAINT, Clipper and SmartLOGO), *'Learning Turkish with ADAM.'* Look for a review in an

upcoming issue. Other future projects include a German version, SAT Vocabulary Review and other educational packages. Send a S.A.S.E. for a free catalog to: Gerlach Family Software, P.O. Box 175, Ft. Campbell, KY, 42223.

→ Here is the number of yet another BBS supporting ADAM: **Power House**, (413) 536-9250, SYSOP: Joe Occhiuzzo. Give'em a call using standard ADAMLink parameters.

→ A drastic oversight occurred in the review of *ADAM Connection* by **SpeedyWRITE Software**. The review, by Preston Harris, states that SmartFILER databases can be transferred to the IBM without any mention of the need to modify it first. In all actuality, the user will also need *OpenFILER V3.0* (includes OpenRECIPE) by **Acolyte Software** first in order to convert the SmartFILER database to an ASCII format file first. The ADAM Connection may then be used to transfer the ASCII file to the IBM. Sorry for the mistake.

→ **TCR Software** has recently upgraded *Super Basic Plus* to Revision 90. To check what version of Super Basic Plus you have type: 'PRINT PEEK(260)' and press <RETURN>. If the number that is displayed is less than 90 then you have an older version. According to the developer, there are only a few minor changes along with a couple added demo programs which help in clarifying the RAMPOKE command. If you wish to upgrade, all you need to do is send in your media with sufficient return postage to: Computer Quorum of America, Route 2, Box 14-B, Spring Mills, PA 16875-9720.

→ A serious bug has been found with *ADAM BOMB*, only on data packs, in the BOMB DESIGNER program. Since the ADAM BOMB game is distributed on right directory tapes, the computer looks for a right directory tape when one tries to save there own designs to tape. So if you have been trying to save your own designs to a center directory tape, the program would crash and reset to SmartWRITER! To get a corrected copy, send your original back to: E&T Software, 1010 Westminster, Garland, TX 75040.

→ Did we mess-up! The *TDOS: New CPM System* that was lightly touched upon in the June issue still has not been completely finished for commercial sale. For all those who have ordered TDOS, we will hold onto your order until we receive the final distribution copy unless you notify us otherwise. Sorry for the mistake. We should have TDOS by the time you read this.

→ We have reviews of some exciting new products for use with our little orphaned ADAM including *'ADAMLink III+'* by **TC Software**, *'School Daze'* by **Wizard's Lair**, *'Lord Simon's Castle'* by **McGrath Software** and mini-reviews of *'StratoZAP'* by **A.C.E.**, *'FontPOWER'* by **Digital Express**, *'Diablo'* by **Image MicrCorp** and *'GAME II'* by **Digital Express**.

→ Don't forget that we are offering a free public domain volume/program for any articles (written by yourself) contributed to the newsletter. Send in your article on DDP/DISK and we will return the media to you with your public domain selection on it. What a great way to get software for free and see your name in the spotlight!

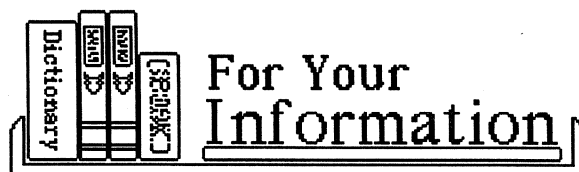
→ NIAD accepts advertising for ADAM products and services. Cost is \$50 for a half page and \$75 for a full page ad for one month. Contact us for multi-issue discounts. Well over a thousand ADAM owners receive our newsletter each month and many more get to see it second hand. You can send in your ad in either SmartWRITER, SpeedyWRITE, PowerPAINT or other ADAM formats, IBM ASCII or DTP formats or even supply us with a high quality printout for reproduction in the newsletter.

→ If **0789** or **0889** are the first four digits in your member number, it is time to renew your membership to insure that you don't miss an issue. Third Class renewal is **\$19** (USA) and First Class renewal is **\$26** (Canadian, USA First Class).

→ NIAD welcomes software developers to submit their programs for us to evaluate for possible commercial sale. Send in your products for us to evaluate and to review in the newsletter.

→ Our Chicago Local Chapter meetings are a great way 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. We also have surprise specials on products. The next meeting will be held on September 14th. Don't miss this one! We will have demos of over 15 new ADAM products including the long awaited GoDOS/GoBASIC package!

We have exercised due care in the preparation of this newsletters. 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 reflect those of the editor or staff unless noted.



TOP 10 SELLING PROGRAMS

FROM 6/1/89 thru 7/31/89

- 1) SUPER BASIC PLUS - TCR Software
- 2) ADAM CONNECTION - SpeedyWrite Software
- 3) DISK DOCTOR - GMC/AJM Software
SPEEDYWRITE SPELL - SpeedyWrite Software
- 4) DINOSAUR DIG - Pitman Software
FILE INDEXER - GMC/AJM Software
- 5) ADDICTUS - Reedy Software
- 6) LABEL WORKS - Walters Software Co.
SPEEDYWRITE V2 - SpeedyWrite Software
- 7) ADAMBOMB - Pitman Software
POWERPAINT - Digital Express
- 8) CLIPPER - Digital Express
- 9) CLIP-ART VOL. I - Wizard's Lair
- 10) ADAMLINK III - Tom Clary Software

* Alan Neeley (ADAM-LINK of UTAH) reports in his Jan-Mar newsletter that MP Technologies (P.O. BOX 4461, Omaha, NE 68104) apparently built several prototype hardware projects for ADAM involving a Hard Disk Drive. A fellow Adamite, Mike Queen, actually managed to buy one of these prototypes (which connects via port #2) after surveys revealed that the ADAM community would not pay the projected price of \$700 or so (20 Meg). It is supposed to work with the EOS programs and also comes with it's own OS and BASIC (which may or may not be APPLE compatible). What we have learned is that Coleco contracted MPI (the maker of the disk drive mechanics) to develop many such devices for ADAM and the next generation ADAM, called GOLIATH. The main board was a Language Card which inserted into Slot #2 and contained ports for expansion, including both an 80 Column and Hard Disk controller cards. Howard Eagleston wrote most of the Operating System changes (contained in Eproms) that allowed these devices to work in ADAM! In addition, the first thing to happen when ADAM or GOLIATH was turned on was a survey of this port for the presence of the language card which when found asked the user whether the ADAM printer or a parallel printer were desired for use! Whether all the bugs were corrected before Coleco backed out on support of ADAM and GOLIATH we can't say, but from Alan's findings, it appears that success was achieved for the hard disk!

GOLIATH was fully developed! An overseas company purchased the rights and it was marketed. It also allowed compatibility with the ADAM, but required the language card in Slot #2 to use other devices. Language cards are used overseas where GOLIATH can currently be found. The screen display is presented in forty columns, however, not 80. 80 column expansion is said to be available, however! GOLIATH was to use a new prototype 3 1/4 disk drive, too, but the European version uses 5 1/4 and 3 1/2 drives and cassette player. Other features: voice chip, expandable to 512K RAM, RS232 interfacing, clock card and mouse! It also will operate on either 120 or 220 AC 60 HZ. WOW!

So why was GOLIATH never marketed in the USA? Is it still available for sale in Europe? Was the price too high to compete with IBM clones? Did the need for a language card prohibit use in the USA? We don't know, but we have been trying for some time to gain more substantial information without success. But we can substantiate that some HONEYWELL Service Centers in the USA had at least 80 column cards similar to these mentioned here, but due to licensing agreements will REFUSE to admit ANYTHING! And for the same licensing reasoning others refuse to touch the development of these devices or prototypes for use or marketing here in the USA. And still, Coleco will offer no help to the ADAM community in search of such development or manufacture.

* Dear NIAD,
Several of my new printer ribbons only printed very light. I followed the instructions for adjusting the spool spring tension as given in NIAD issues July/August 1987 page 4 and February 1988 page 8. Upon trying them out, I found that the ribbon would move out of printing position due to too much reduced tension on the spool. I found that the spring loop that goes around the spool had opened up when I bent the spring arms to decrease the spring tension on the ribbon roller. I would suggest that a note be published

cautioning people to be sure to only bend the spring arms at the spool loop and not cause the spool loop to open which allows the ribbon spool to turn too freely, resulting in the ribbon jumping out of typing position while printing. The February 1988 issue pretty well covers this, but does not suggest bending the arms only at the junction with the loop.

Marvin L. Davis

* Dear NIAD,
Periodically you solicit ideas as to what to include in the publications. Perhaps you would consider the following. One feature on which there is little available information in the matter of the interfacing of machine language programming with the ADAM and with SmartBASIC. Whilst there are several good books on programming the Z80, these cannot be completely applied to the ADAM because of it's specific peculiarities. I find that although the Hacker's Guides do provide considerable assistance, examples are almost non-existent. Furthermore, they contain nothing on interfacing a machine language program with Basic. Discussions for several issues of NIAD could well be devoted to explanations and examples of the various routines and their usage. A start on what I'm driving at is given in an article by Wayne Motel in issue #22 of NIAD (although he doesn't go into interfacing with Basic), but, of course, I would hope that most of the routines would eventually be covered with examples and explanations. In summary, I believe this subject matter is one on which very little information is available to the novice programmer (such as I). The challenge, of course is to find someone to undertake the work. J.W.L. Duncan

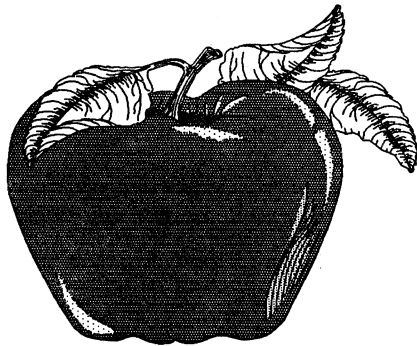
NEW PRODUCTS / SPECIALS
VALID FROM 8/15/89 THRU 9/30/89

- 256K MegaRAM Expandable Expander with RamBOOT by Walters Software (D/DP) - \$149.95
- SIP Memory Module for MegaRAM Board - \$59.95
- 64K Memory Expander with Chips - \$49.95
- Complete ADAM System - \$249.95 (includes S/H)
- Exp. Mod. #3 ADAM System - \$199.95 (includes S/H)
- New Tan COLECO Hand Controller - \$5
- 10 Buck Rodger (Right Dir.) DDP's - \$10
- New ADAM Keyboards - \$10.95
- ADAMCalc by Coleco - \$15.95
- Flashcard Maker w/ Flash Facts: Vocab - \$19.95
- Flashcard Maker w/ Flash Facts: History - \$19.95
- SpeedyWrite II w/ SpeedyWrite Spell - \$57.95
- ADAMLink III+ by TC Software - \$24.95
- School Daze by Wizard's Lair Software - \$16.95
- Lord Simon's Castle by McGrath Software - \$24.95
- FontPOWER by Digital Express - \$14.95
- Diablo by Image MicroCorp - \$15.95
- G.A.M.E. II by Digital Express - \$12.95
- ADAM Connection by SpeedyWrite Software - \$24.95
- Temple of the Snow Dragon by Digital Adv. - \$18.95
- Richard Scarry's Best Electronic Workbook Ever - \$17.95
- NIAD GOLD SERIES - 1 of the 4 volumes for \$7.00

**ADAM TO APPLE
COMPATIBLE KEYBOARD**
Article submitted by Tony Wong

To all our faithful ADAM computer owners, you better hang on tight to your ADAM Keyboard, if you don't, it will probably run away from you and become an APPLE KEYBOARD. Thats right! ADAM's keyboard turned into an APPLE KEYBOARD. That is what I've read in one of the Apple Computer Magazines recently.

Apparently, there is a company in the U.S. converting the ADAM KEYBOARD into the ones for use with the APPLE II Series Computer, because I saw the picture in the advertisement featuring our famous ADAM KEYBOARD, (Who said ADAM is dead?). Out of my curiosity, I sent a letter to that company and requested more information about the said product. I got the reply back in a short time, they did send me a detailed sheet of this enhanced KEYBOARD for the APPLE II Computer. As we all know, our ADAM Keyboard has a very professional look, (in my opinion) it is better than the Commodore, Atari or the Texas Instruments. That is exactly what this company praising the New APPLE Keyboard said.



What they did is they use the same ADAM KEYBOARD, and apply a couple of stickers with the APPLE LOGO on the WILDCARD and UNDO Keys, also placed a DEL sticker over the BACKSPACE Key, and a Diamond Shape sticker over the HOME Key, the rest remains unchanged. Also they supplied the interface card with another MPU to convert the keyboard's serial output to the proper outputs to plug into the keyboard socket. It also comes with a 4 ft. coiled cord and carries a 90 day warranty. The Assembled unit is selling for \$89.00 plus \$11.00 Shipping, that makes a \$100 even. By the way, they did mention the KEYBOARDS are over-runs from a discontinued computer which is the ADAM. *They also printed some of the comments from their customers saying how good this KEYBOARD is.* It seems they are all delighted to have it. Doesn't that make you feel good about our good old ADAM Computer.

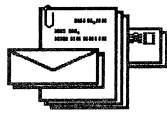
If you would like more information, you can write to the address: **MARTEK ELECTRONICS, PO BOX 24, NOVI, MI 48050.**

**** GAME TIPS ****

By Keith Jefferson

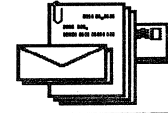
Submitted by Barry Wilson, Co-Editor of the St. Louis AUG Newsletter

- ⇒ **TARZAN:** To get rid of the crocodile just run and jump on top of him. You will also gain extra energy for this. If you are low on energy and at the campsite just keep punching the hunter until you are at full strength again. It is easier to kill Histah by jumping on him & punching him at the same time when he hides in the undergrowth. You dont have to dodge or stun Bolgni to get past him, just run at him and jump when you are close to him, Tarzan will go thru him. Tarzan can destroy a bullet fired at him by a hunter by punching it.
- ⇒ **STAR TREK:** If enemy vessels are chasing you from behind...then warp away from them, then turn around and return fire. This is so you won't waste precious shields.
- ⇒ **TIME PILOT:** Never attack ANY enemy head on. It could mean sure death.
- ⇒ **FORTUNE BUILDER:** Build as many lodges and skilfts as you can even if you have to borrow a little. You will quickly get your money back for they make big profits in the winter months. In the mean time do keep the beaches filled with tourist by having hotels, boardwalks and other places to go to for your summer income.
- ⇒ **ZAXXON:** Instructions say to kill ZAXXON you have to blast at the robots, then at the missile in Zaxxon's side, a quicker way is to just shoot the missile. To do this simply place your fighter 3 levels high, using the altitude indicator and shoot at the missile.
- ⇒ **VENTURE:** Move Winky into a room, move him back out, then in; keep doing this to see what happens.
- ⇒ **POPEYE:** On round 3, position Popeye on the far right. You can do this on any of the 3 levels (bottom to up). Brustus will pass you & not kill you.
- ⇒ **PITFALL:** It is possible to walk thru a wall. To do this you have to make Harry jump at a wall. Yo will have to try this many times before you get it right. Don't stand right next to the wall when trying. I think one underground scene passes three on the top.
- ⇒ **FRENZY:** When you get killed you may have a gap in the wall behind you. If you move back before the action starts the Commando will run backwards. If you let OTTO chase you, not killing him, another will appear. If you have not shot Otto on the feature cell -Big-Otto do it and run like hell.
- ⇒ **SUBROC:** When you get to the Command plane dodge everything it fires at you. Wait till the bonus gets to 1000. Then destroy it for 1000 extra points.
- ⇒ **HARD HAT MACK:** As soon as you are able to move your man, you press the "#" on the controller and you should get an endless supply of men. IF this does not work try the "***". The note sent to me was hard to read but I think it is the #. If after you drop the last block on screen three, you immediately follow it thru the hole, you may become stuck on that level for ever or until you reboot.



WHY ADAM?

By Captain R.D. Symonds



"Why ADAM?" you ask. Many of my friends have, too. When asked what kind of computer I own, I invariably answer: "ADAM, of course." Maybe it's a bit of the maverick that lurks within all of us that prompts my response, since I also own an XT clone—but my wife, Marilyn, and I both love ADAM...for several reasons:

COST: I agree that ADAM would not be much of a bargain today at the original \$700.00 price tag that Coleco appended, but it sure is a bargain at the going prices, used or new. You can buy an XT clone for less than \$700.00, but you'd still have to buy a printer which would cost a couple of hundred extra. I've bought several used ADAMs for less than \$150. I even bought one for my office for \$100.00. I recently purchased another for a good friend who, in the interim, had managed to obtain one for himself, so he had no need for the one I had obtained for him. Will I sell it? **NO!** We have a small cabin in the boonies and I intend to use it out there. That gives me one at work, one at home, and one at our cabin. At the price you can buy one for today, most folks can afford more than one. The spin-off to having more than one ADAM is that if and when one breaks...IF repair is hard to come by...I have an ample supply of back-ups that should last for years to come.

SIMPLICITY: The ADAM is the most easy to operate of all the computers I've come across. My XT clone was a real bear to learn. *At first I was convinced that DOS was a four letter word.* In contrast, the first night I hooked up my ADAM, over four years ago, I typed a letter...and I was grossly computer illiterate at the time (I still can't put myself in the well-versed category, but I get along). Kids can use it right off the bat, for either fun or school papers. I have suggested to others that they buy an ADAM and I've never had one regret it. Yeah, they see the advantages of more sophisticated computers, but as an introductory computer for the kids, or for general home computing, I quote: *"It's paid for itself time and time again."* And it's a super computer to develop some computer savvy. It also comes in a single package. All you need is a TV and whatever additional software you choose. With my XT, after getting the printer, memory expander, EGA, graphics, 20 meg hard drive, etc., I still had to learn the system. ADAM is easier...by far.

AVAILABILITY OF SOFTWARE: Sure, it's easier to buy a program for Big Blue, Commodore, Apple, etc. and there may be more variety. But everything you need to operate a computer is available for ADAM. It's also true that a lot of the earlier software programs for ADAM had bugs, froze, or just didn't work as advertised. But the most recent programs I've seen are very reliable. Yes, you have to learn them, too, the same as any other computer, but you can always fall back on the basic ADAM system to produce whatever you need. And the cost of ADAM software is far less than for most other brands of computers. Just look around and see.

PRODUCT DEVELOPMENT: There's a lot of stuff being developed for computers. But ADAM is the only computer that has actually increased its line of products after

becoming an orphan: one megabyte memory capability, improved disk drives, hard drive, software, etc. The list goes on. Now there's the *ADAM CONNECTION* which allows you to interface with an IBM PC or Clone. Combine that with *SPEEDYWRITE V2*, the improved word processing system, add some memory, and you've increased the utility and value of your ADAM by lightyears. One of the reasons I bought an XT clone was because I wanted the additional workspace to allow me to write short stories. Now I not only have the power of the clone, but the versatility of what ADAM offers allows me to work on whatever I want, wherever I am, and then load it into my clone. I haven't tried the *ADAM CONNECTION* yet, but if the quality of *SPEEDYWRITE* is an indication of the utility of the programs put out by David White, then I'm very optimistic.

PRINTER: Sure, the ADAM daisy wheel is noisy and slow...but it's letter quality, and it works. Admittedly it doesn't come equipped with a tractor for pin-feed paper, but they are available. I tried one and had no success, but others swear by them. Also, you have the option of adding a dot matrix printer if you desire, so you've got as much speed available to you as you're willing to pay for...PLUS...the ability to revert back to TRUE letter quality correspondence whenever you want. And for basic business correspondence, you can't beat a daisy wheel. Term papers and the like are usually short, and when done in true letter quality are generally more impressive to the teacher or professor than dot matrix submissions.

SUPPORT: This was alluded to above, but support appears in guises other than hardware or software. The field of ADAM supporters has grown immensely over the years. Sure, some newsletters go under, are poorly edited, etc., but the information you need is available. But remember that support, like loyalty, is a two-way street. To continue to receive the support for ADAM that we enjoy, we have to support our supporters. That means we have to join the user groups, subscribe to newsletters, etc. We have to talk ADAM to others. For example, I personally ensure that at least four other people see my newsletters and catalogs. Through this effort, I've had several people join user groups, and get an ADAM. It doesn't take me much time, but it sure helps get the word out...and recruit new ADAMites. We also have to let the developers, or would-be developers, know what we want. For example, the current crisis is that **ADAM desperately needs good, cost competitive, 80 column color capability.** American Design Components has offered to develop this IF enough interest is shown. So far, it hasn't been enough to persuade them to go ahead with a very expensive project. I urge you all to write and express your interest. We need it...show them you're interested and they'll do it. **Write today!**

VERSATILITY: Although this whole tone smacks of versatility, there are a few other points I need to make. I was enthralled with the concept of a portable ADAM to carry with us on trips. So I made one. I found an old airline carry-on bag which just held the CPU, wires, and the keyboard. I had

an extra power supply, which I enclosed. It all comes in one small bag and is easily carted around. The extra pockets allow me to carry blank tapes and software. I can't print until I get home (but I don't know of any portable system that has built-in printing capability), but I can work on the road. The tape drives made by Coleco are very reliable. Data can be transferred to disk when I get home and then, if I choose, to my clone using the ADAM CONNECTION.

So, why ADAM?...**Versatility, Support, Printer, Product Development, Availability of Software, Simplicity, and Cost. WHY NOT?**

SuperBASIC PLUS WORKSHOP

65,536 Memory Locations to Store Data

By Jim Notini

SuperBASIC PLUS has quickly become one of the best selling commercial products available for the ADAM. The main reasons being the tremendous enhancements included in the package (built into the BASICPGM file, not separate programs which have to be loaded after basic is booted) and the *incredibly low price of \$9.95*. Although there have been some complaints as far as the **RANDOM ACCESS FILE** bug not being fixed, mainly because it would take a total re-write of the basic interpreter, SuperBASIC PLUS still stands head and shoulders above all of the previous modified versions of SmartBASIC V1.0. I can surely attest to this fact since I have already released a commercial package, *SCHOOL DAZE*, which was developed in the SB+ environment. With all the new commands and features which are at your hand, high quality commercial software should now be a breeze for programmers to develop!

Another problem that has occurred with SB+ is the lack or void of information that was available on earlier versions of SB+ on the **RAMPOKE** command, not anymore. *TCF Software* has recently updated SB+ to revision 90 which includes a few cosmetic changes along with superb demo programs on accessing the memory expander as a means of saving valuable data (variables, strings, screen color codes, user input replies, calculations, etc.) to a location on the memory expander which therefore may later be brought back off the memory expander. **NOTE: The RAMPOKE command/feature does not setup your memory expander as a ramdisk. In order to setup a ramdisk, one will need either MegaDISK 1.0 by Digital Express or SmartDSK III by Walters Software CO. I have tested both of the above listed programs with no problems as far as the ramdisk setup and access, but I have run into a compatibility problem with the utility programs available on SmartDSK III. If you run one of the utilities and try to abort, the program will automatically return to the starting menu of that certain utility program.**

But back to the **RAMPOKE** command. As I was getting around to, the **RAMPOKE** command is perhaps the most powerful feature included with SB+ (at least in my mind). The **RAMPOKE** command allows a programmer to poke data into a certain location on the memory expander, the location can be anywhere from 0 through 65535, and then later recall

the data from the memory expander with the **RAM** command. What this will basically do is to free up standard Random Access Memory for your programs or allow one to use data from one program in another since loading another program or typing **NEW** will not disturb the data stored on the memory expander.

```

-> 5 TEXT: REM * DEMO PGM #1 *
-> 10 ? "ENTER MEMORY LOCATION TO SAVE A VALUE
ON AND PRESS <RETURN>. VALID LOCATIONS ARE
FROM 0 TO 65535 -> ";input lo
-> 20 ? "ENTER A VALUE TO SAVE ON THE MEMORY
EXPANDER AT THE LOCATION PREVIOUSLY ENTERED
AND PRESS <RETURN>. VALID VALUES ARE FROM 0 TO
255 -> ";input va
-> 30 REM * the proper setup for the RAMPOKE command
is: RAMPOKE location, value *
-> 40 RAMPOKE lo,va
-> 50 REM * to recover the value stored on the memory
expander the proper setup is: RAM location,value *
-> 60 a = loc: b = RAM(a)
-> 70 ?:"RETURNED VALUE FROM MEMORY EXPANDER
OF LOCATION ";a;" IS ";b
-> 80 ?:"TRY DEMO AGAIN?": GET k$
-> 90 IF k$="Y" or k$="y" THEN 5
-> 100 IF k$="N" or k$="n" THEN 120
-> 110 GOTO 80
-> 120 END

```

So if I were to enter this line: **RAMPOKE 35000,100**

I would, in effect, be storing the value 100 in memory location 35000 on the memory expander. Now, to get this value back from the memory expander, use: **VAL = RAM(35000)**

This would make the variable VAL equal to 100!

The **RAMPOKE** and **RAM** commands perform basically the same task as **POKE** and **PEEK** do, but instead of changing a value that is stored in standard Random Access Memory (**RAM**) and taking a chance that the location you put the value into doesn't conflict with the basic interpreter or the program you have in memory at the time, you are storing the (**RAM**)**POKED** value on the memory expander. To give you an idea of how harmful a misplaced **POKE** can be, enter the following program and **RUN** it:

```

-> 5 REM * DEMO PROGRAM #2 *
-> 10 FOR A = 0 to 65535
-> 20 POKE A , 0
-> 30 ? "POKE ";A;" , 0"
-> 40 NEXT

```

After typing **RUN**, the program will start to work, but in a short time will cause SuperBASIC PLUS to crash because you are replacing the **RAM** locations that contain the basic interpreter with zeros. A 0 poked into a location will erase anything that was stored, in this case the basic interpreter. Since basic has now crashed, you will have to insert your SuperBASIC PLUS media into a drive and reboot it. Now enter the following program:

```

-> 5 REM * DEMO PROGRAM #3 *

```


- ```

-> 10 FOR A = 0 to 65535
-> 20 RAMPOKE A , 0
-> 30 ? "RAMPOKE ";A;" , 0"
-> 40 NEXT

```

This program will RAMPOKE 0 in all memory locations on the memory expander, but will not cause any harm to the contents of standard Random Access Memory or any program that is in memory at the time. It will, however, erase any data that you have stored on the memory expander or destroy a RAMDISK if you have previously set one up.

To put it in as simple terms as possible, the previous two programs are like using the command FORMAT on a disk or data pack. *Everything that was stored on the disk/data pack will be forever lost likewise the same goes for standard RAM or the memory expander RAM.*



One final note, if you have a memory expander larger than 64K (128K onto 1 MEG), SuperBASIC PLUS will only recognize it as a 64K memory expander through the use of the RAMPOKE and RAM commands (memory locations 0 through 65535). However, if you using a ramdisk program such as MegaDISK's shortdisk or fulldisk programs or SmartDSK III, the ramdisk size will depend on the size of your memory expander.

#### SOFTWARE FOR SuperBASIC PLUS REV. 90

**DISKtoRAM** (\$14.95) - This program requires that the purchaser already has MegaDISK V1.0 by Digital Express Inc. in order for it to work. The DISKtoRAM program will copy a disk or data packs contents to the already setup ramdisk. You can copy any size disk/data pack to any size memory expander. This program is great if you have a lot of utility programs that you switch between all the time. Also included on this package is a PHONE DIRECTORY program for storing up to 100 names and phone numbers in a file. Printing options are also available as well as searching for common names. The last program included is a slide-show program which demonstrates how to load and display PaintMASTER picture files.

**EOS DISK CLEANER DOS** (19.95) - This program will ask the user to input a drive number and the length of time that one wishes to have the disk drive try to access the disk cleaner in the drive (you supply disk cleaning kit).

Order through: Computer Quorum of America, Rt. #2, Box 14-B, Spring Mills, PA 16875-9720 or call (814) 422-8339.

## PUBLIC DOMAIN WORKSHOP

### MacADAM

MacADAM is a macro assembler for creating your own assembly language and assembling it into a machine language program. Macros can be used, they are small subroutines that can be used several times in your programs by just using a label. In reading over the manual, it looks like a very nice little program. I would not recommend it to anyone that isn't experienced in Z80 machine code. The program has very little error protection, except in assembling the program. It assumes that you know what you are doing, but it's the only macro assembler the ADAM has. When I find time, I will write a small program with it and do a review - Jim Walters. Over 20 page manual in SmartWRITER format will be added very shortly.

### ADAM SUPPORT

This is a data base compiled by Hector Sanchez for use with SmartFILER or Address Book Filer. It contains names, addresses and phone numbers to lots of ADAM software and hardware suppliers, as well as user's groups, newsletters, BBS's and other ADAM owners. All one has to do is enter the name of the entry you are looking for or enter a category. If you have Address Book Filer, you can automatically dial the phone number. If you enter Ver... as the last name, you will see the version # and the date this data base was revised.

### MULTIWRITE ENHANCEMENTS

This medium contains several public domain enhancements for MultiWrite by Strategic Software which were contributed by Jim Guenzel and Digital Express. You can read Jim's notes via MultiWrite with the files 'notes1', 'notes2' and 'notes3'. Added features include: keyclick, merging of short files within the MultiWrite program, added screen color choices, merge of chain files to be printed in 'PRINTFILE', dot matrix printer support, print multiple copies and incorporation of headers or footers into your document before printing.

### TEMPLE OF APSHAI

This is a never released adventure/role playing game which was developed by Epyx a few years back for the Commodore 64, Apple and Atari 8-bit machines. Unlike the cartridge, Gateway to Apshai, this is not an action/arcade game. The gamer has to worry about hit points, armor, weapons, healing potions, etc. in order to explore all the many levels of this game. Graphics and sound quality are very good, the only detractor from this public domain program is that we don't have the instructions for it yet. But for \$4 or \$6, this adventure game is a steal and who reads instructions anyway.

### SUPER FRONT LINE DEMO

This is a short demo of the never released Super Front Line game. The demo constantly switches between the title screen and an animated assault on a beach with helicopters flying by and tanks moving into position as your amphibious assault vehicle moves it's way onto the beach. Too bad this game never made it out, it looks great!

# SmartBASIC WORKSHOP

Now, let's use the information on low resolution graphics to draw initials on the screen. I will use mine, since I'm not sure what yours are. First, we will create a little picture of what we want. If you have graph paper, this is the place to put it to good use. Since this is on word processing, we will make do with a near representation:

```
012345678901234567890123456789
0
1
2
3 X XXXXX X
4 x x x x x
5 x x x x
6 x x x x
7 x x xxxxxxx
8 x x x x
9 x x x x x x
10 xxxxx xxxxxx x x
11
12
```

The above little plot represents rows and columns and the X's represent blocks that will be "lit" or plotted by the program that we are going to write.

If you will remember, we started off way back in Chapter 1 noting that there is no correct program. It is just the approach that the programmer chooses that will make it different, but they will all reach the same objective. We are going to illustrate the principle by writing several different versions to illustrate commands.

Enter the following program:

```
-> 5 REM PGR2 on Medium
-> 10 GR
-> 20 COLOR = 11 Select light red color
-> 30 PLOT 3,3
-> 31 PLOT 3,4
-> 32 PLOT 3,5
-> 33 PLOT 3,6
-> 34 PLOT 3,7
-> 35 PLOT 3,8
-> 36 PLOT 3,9
-> 39 PLOT 3,10
-> 40 PLOT 4,10
-> 41 PLOT 5,10
-> 42 PLOT 6,10
-> 43 PLOT 7,10
-> 44 PLOT 7,9
```

Stop at this point and RUN the program. The first letter "L" should be plotted on the screen. We could continue on, but it will take nearly 35 steps to complete the little task at hand. You may wish to continue to assure yourself that you understand the system.

A second way of getting to where we want to go is by writing

a program using DATA and READ statements. Studying the previous example, each of the program steps beginning with 30 is the same except for the numbers used. This type of a situation is ideal for DATA/READ type statements. Let's start again using that principle. We will just do the "L" again to illustrate. Don't forget NEW before starting.

```
-> 5 REM PGR3 on Medium
-> 10 GR
-> 20 COLOR = 11
-> 30 FOR i = 1 to 13 There are 13 X's in the letter L
-> 40 READ c,r
-> 50 PLOT c,r
-> 60 NEXT
-> 70 DATA 3,3,3,4,3,5,3,6,3,7,3,8,3,9,3,10,4,10,5,10,
6,10,7,10,7,9
-> 80 restore
-> 90 end
```

If you examine the data statement, the pairs of data are the same as found in the PLOT statements of the previous program. It certainly was easier to write this program. Try running it.

Still another way to skin this cat is through the use of FOR/NEXT statements. A little side tip at this point, the statement

```
-> FOR i = 2 to 2
```

is a valid statement. What will happen is that the value of 2 will be the initial value for i. When the first pass through the FOR/NEXT loop is completed, i will be increased by 1 to a value of 3 and then compared with the last number in the FOR statement. Since it is now bigger than the end limit, the computer does not return to the FOR statement.

Start with NEW again to clear out RAM.

```
-> 5 REM PGR4 on medium
-> 10 GR
-> 20 COLOR = 11
-> 30 FOR i = 3 to 10: PLOT 3,i: next
-> 40 FOR i = 4 to 7: PLOT i,10: next
-> 50 PLOT 7,9
-> 60 END
```

Step 30 plotted the vertical leg of the "L". Step 40 plotted the horizontal base and then the little tip was applied by step 50. Try running this program. You still should be getting the same "L" that we got before.

The format of the last program did not fit the use of DATA/READ statements very well as each of the action steps was different. Looking at all three letters, it becomes apparent that one could draw the vertical lines, then the horizontal lines followed by plotting the few odd points individually. That approach would permit the use of data statements.

Studying the diagram for the initials, a little table as follows could be made:

| Vertical Lines |     |     | Horizontal Lines |     |     | Individual Points |     |
|----------------|-----|-----|------------------|-----|-----|-------------------|-----|
| Start          | End | COL | Start            | End | ROW | ROW               | COL |
| 3              | 10  | 3   | 10               | 13  | 3   | 9                 | 7   |
| 3              | 10  | 9   | 16               | 18  | 7   | 4                 | 13  |
| 5              | 10  | 15  | 4                | 7   | 10  | 9                 | 13  |
| 5              | 10  | 19  | 10               | 13  | 10  | 3                 | 17  |
|                |     |     |                  |     |     | 4                 | 16  |
|                |     |     |                  |     |     | 4                 | 18  |

Call the START numbers S, the END numbers E, ROW numbers R, and the COLUMN numbers C. We are now in a position to write some DATA statements that will plot all three of the initials (I hope!)

- > 5 REM PGR5 on medium
- > 10 GR
- > 20 COLOR = 11
- > 30 REM Vertical Lines
- > 40 data 3,10,3, 3,10,9, 5,10,15, 5,10,19
- > 50 FOR j = 1 to 4      **There are four vertical lines**
- > 60 READ s,e,c
- > 70 FOR i = s to e: PLOT c,i:NEXT
- > 75 NEXT j
- > 80 REM Horizontal Lines
- > 90 data 10,13,3,16,18,7, 4,7,10, 10,13,10
- > 100 FOR j = 1 to 4      **Four horizontal lines to plot**
- > 110 read s,e,r
- > 120 FOR i = S to E: PLOT i,r: next
- > 130 NEXT j
- > 140 REM individual points
- > 150 data 9,7,4,13,9,13,3,17,4,16, 4,18
- > 160 for i = 1 to 6      **6 points to be plotted**
- > 170 read r,c:plot c,r
- > 180 next i

**RUN** that program. It ran well and is reasonably straight forward.

A variation employs the commands HLINE and VLINE to do the plotting of lines. The program is the same except for steps 70 and 120. Change those steps in the above program to read as follows:

- > 70 VLINE s,e at c
- > 120 HLINE s,e at r

These are simpler statements and easier to follow when trouble shooting the program for bugs. Try **RUN** with those changes.

The program could have been written using only the VLINE command along with DATA/READ statements. There may be some merit in using such an approach if the figure to be plotted consists predominately of one type of line.

Look at the vertical leg of the letter "L". It consists of a vertical line starting at 3 and ending at 10 in column number 3. The data points for the line would be 3,10,3 where the last 3 is the column number and the first two numbers are the s

and e convention we started in the previous program. The next vertical line (column 4) consists of only one point thus it would start at 10 and end at 10. The data points would be 10,10,4. Following these principles, let's rewrite the program.

- > 5 REM PGR6 on medium
- > 10 GR
- > 20 COLOR = 11
- > 30 REM -Letter L
- > 40 data 3,10,3,10,10,4,10,10,5,10,10,6,9,10,7
- > 50 REM -Letter C
- > 60 DATA 3,10,9,3,3,10,10,10,10,3,3,11,10,10,11,3,3,12,10,10,12
- > 70 DATA 3,4,13,9,10,13
- > 80 REM -Letter A
- > 90 DATA 5,10,15,4,4,16,7,7,16,3,3,17,7,7,17,4,4,18,7,7,18,5,10,19
- > 100 REM -22 vertical lines required
- > 110 for i = 1 to 22
- > 120 read s,e,c
- > 130 VLINE s,e at c 140 next

**RUN** that program.

Now try your hand writing a program that uses the HLINE command to write the three initials.

Write a program that displays your initials.

So far, we have put the initials in one specific place on the screen. To put them in a different place would require us to go back into the program and modify it. Let's see if we can get some freedom. First, counting the number of columns needed to get the initials on horizontally reveals that 17 columns are needed. Likewise 8 rows are needed, therefore, we can not start any further to the right than column 22 or any lower than row 31 or we will have complications.

We could represent each individual letter by eight five digit numbers consisting of 1's and 0's. **DO NOT GET CONFUSED -- WE ARE NOT USING BINARY NUMBERS!** If a block is drawn around the letter L, there are 8 rows and five columns in the letter. For each row, assign a number that is determined by placing a 1 in each position where there is an X in our diagram of the initials. If there is no X, then assign 0 to that position. The top row of L then would be 10000 while the bottom row would be 11111. The second row from the top for C would be 10001, etc. The top row for A would be 00100.

We must preserve the 0's in our representation of the letters thus we must retain them as strings rather than decimal numbers. 00100 would come back to us as 100 if it were kept as a decimal number. We could recover from that, but it would take some program steps. We are also going to use a midstring function thus we will just go directly into a string variable and stay there.

**CHAPTER 11A WILL BE CONCLUDED  
IN THE SEPTEMBER ISSUE OF THE  
NIAD NEWSLETTER !**

# BLASTS FROM THE PAST

**Item:** SmartGames Pack    **Manufact:** Bob Lennes  
**Type:** Game    **Price:** \$9.95 (D/DP)  
**Descript:** 3 professional SmartBASIC action games using the hand controller. MAZE ESCAPE (up to 1000 variations), TREASURE SEARCH (like Gateway to Apsal) and SPACE CHASE (2 player).

**Item:** Royal Ambassador Ed. Pack    **Manufact:** Dan Pease  
**Type:** Education    **Price:** \$9.95 (D/DP)  
**Descript:** A collection of educational programs dealing with the BIBLE and other subjects and also some programming teachings.

**Item:** Address Book/Calendar    **Manufact:** Mr. T Software  
**Type:** Management    **Price:** \$9.95 (D/DP)  
**Descript:** Allows you to organize future engagements and reminds you of coming events.

**Item:** Jeopardy Writer    **Manufact:** Walters Software Co.  
**Type:** Game Supplement    **Price:** \$24.95 (D/DP)  
**Descript:** Allows one to create their own question packs for use with the public domain program Jeopardy.

**Item:** Family Feud Writer    **Manufact:** Walters Software Co.  
**Type:** Game Supplement    **Price:** \$24.95 (D/DP)  
**Descript:** Use this to create your own question packs for use with Family Feud.

**Item:** Easy Come, Easy Go    **Manufact:** MMSG  
**Type:** Business    **Price:** \$19.95 (D/DP)  
**Descript:** Self booting program that supports the ADAM or Parallel printer. Menu lets one select either Amortization schedule, Loan payment, Loan total, Savings calc or Loan calc.

**Item:** Wizard's Pinball Arcade    **Manufact:** Wizard's Lair  
**Type:** Game    **Price:** \$19.95 (D/DP)  
**Descript:** 17 pinball games created with and does not need Pinball Construction Set. One game has a World War I plane drawn over the bumpers with the wheel being the catch, another has a depiction of a baseball field with fielders.

**Item:** ADAMTalk V1.1    **Manufact:** Bob Lennes  
**Type:** Utility    **Price:** \$19.95 (D/DP)  
**Descript:** Needs the EVE Speech Synthesizer and contains the phonemes and allophones required to drive the synthesizer. Can store a 1300 word dictionary and a sentence mode.

**Item:** The Solar System    **Manufact:** A-Ware  
**Type:** Educational    **Price:** \$9.95 (DP)  
**Descript:** Learn fascinating facts about the solar system with 6 menu driven games.

**Item:** America At War    **Manufact:** A-Ware  
**Type:** Educational    **Price:** \$9.95 (DP)  
**Descript:** A multiple quiz game format provides an educational understanding of 6 wars involving the USA from the Revolution to Vietnam.

**Item:** World Geography    **Manufact:** A-Ware  
**Type:** Educational    **Price:** \$9.95 (DP)  
**Descript:** Try for a high score as you learn about oceans/seas, continents, islands/peninsulas, mountains/valleys/deserts, rivers/lakes and weather/climate.

**Item:** Home Files Manager    **Manufact:** Parallel Systems  
**Type:** Management    **Price:** \$9.95 (DP)  
**Descript:** Generate mailing lists, business or household inventory or design your own categories. Store records on tape. Print mailing labels or listing of your files.

**Item:** Personal Checkbook    **Manufact:** Parallel Systems  
**Type:** Management    **Price:** \$9.95 (DP)  
**Descript:** Keeps track of all checks, deposits and withdrawals. Balance your checkbook electronically.

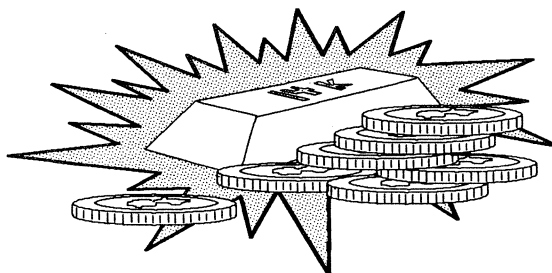
**Item:** Basic System MGR/Fastrun    **Manager:** Practical Prog  
**Type:** Utility    **Price:** \$18.95 (D/DP)  
**Descript:** A great utility package that contains an enhanced version of SmartBASIC, a program for organizing your disks/ddps and for running, deleting, lock, unlock and so on. Also included is a program to save your basic programs as a binary 'H' type file. One of the better utility packages.

**Item:** Lab Mouse    **Manufact:** Reedy Software  
**Type:** Game    **Price:** \$12.95 (D/DP)  
**Descript:** Machine language game in which you are a mouse stuck in a maze and the only way out is to find the cheese. The view is from the mouse's eyes.

**Item:** States & Capitals    **Manufact:** Parallel Systems  
**Type:** Educational    **Price:** \$9.95 (DP)  
**Descript:** 2 separate games. The first the computer gives the state, you give the capital. The second the computer gives the capital and you give the state. Study mode for beginners, clues given if you need them.

**Item:** World Capitals    **Manufact:** Parallel Systems  
**Type:** Educational    **Price:** \$9.95 (DP)  
**Descript:** Colorful graphics, clues available, study mode for beginners, computerized scoring.

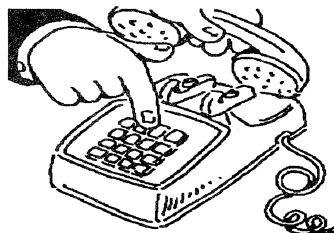
**Item:** Great Inventions Game    **Manufact:** Parallel Systems  
**Type:** Educational/Game    **Price:** \$9.95 (DP)  
**Descript:** Learn who invented what and have fun at the same time.



# 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.



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|-------------------------|------|
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| Brain Strainers         | \$10 |
| Campaign '84            | \$10 |
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| Dr. Seuss Fix Up/Mix Up | \$10 |
| Facemaker               | \$7  |
| Fortune Builder         | \$10 |
| Fraction Fever          | \$7  |
| Illusions               | \$10 |
| Logic Levels            | \$7  |
| Turbo                   | \$10 |
| WarGames                | \$10 |

## SOFTWARE

|                         |      |
|-------------------------|------|
| Best of Broderbund      | \$10 |
| Flash Facts: Flashbacks | \$6  |

|                        |     |
|------------------------|-----|
| Flash Facts: Trivia    | \$6 |
| Packcopy               | \$6 |
| Recipe Filer           | \$7 |
| SmartLETTERS & FORMS   | \$8 |
| Strategy Strain (DISK) | \$8 |

## HARDWARE

|                                             |       |
|---------------------------------------------|-------|
| Tan Joysticks                               | \$3   |
| Keyboard Attachment w/ Tan Joystick         | \$6   |
| Keyboard Attachment                         | \$3   |
| Keyboards                                   | \$10  |
| ADAMnet Cable (Coiled)                      | \$1   |
| Magnavox 80 Column Monochrome Monitor       | \$75  |
| ADAM Daisy Wheel Printer with Tractor Feed  | \$100 |
| Atari Disk Drive Dust Cover Fits ADAM Drive | \$3   |
| TV/Game A-B Switch-Cable                    | \$3   |

## ATARI 2600 CARTS

|                       |      |
|-----------------------|------|
| Asteroids             | \$5  |
| Cosmic Ark            | \$5  |
| Defender              | \$5  |
| Empire Strikes Back   | \$5  |
| Haunted House         | \$5  |
| Riddle of the Sphinx  | \$5  |
| Star Raiders w/Keypad | \$10 |
| Venture               | \$5  |
| Yar's Revenge         | \$5  |
| Warlords              | \$5  |
| TacScan               | \$5  |
| Kaboom!*              | \$5  |

## FOR SALE

\* Complete ADAM System for sale with Monitor (green screen), new printer, phone modem, ADAMCalc, one tape drive, EVE SP-1 Serial/Parallel Interface and assorted programs. Asking \$275.00. Contact: Harold R. Grundon, 1010 East Broadway, Centralia, IL 62801, (618) 533-1423.

\* Coleco/ADAM software and cartridges, Victory Software titles, Sunrise titles, Infocom text games, Atarisoft cartridges and Parker Brothers cartridges for sale for \$5.

Contact: Bob Gordon, 5021 Casa Loma Ave., Yorba Linda, CA 92686, (714) 524-1094.

\* 3 Complete ADAM Systems for sale, one with a second data drive, tractor feed and PIA2 parallel interface. Assorted books and CP/M software, 2 ADAM 5 1/4 160K Disk Drives, Eve SP-1 Serial/Parallel Interface, ADAMLink Modem, NEC Color Monitor with monitor cable and assorted supplies and software. Contact: Pastor Glen Prewitt, First Baptist Church, Division & Lockport St., Plainfield, IL 60544, (815) 436-2381 or (815) 436-3166.

\* Complete ADAM System with PIA-2 Parallel Interface, 64K Memory Expander, Exp. Mod. #1 for Atari 2600 games, Exp. Mo. #2 Driving Module, Roller Controller, ADAMLink Modem, tons of commercial software and cartridges - \$250 for everything. Panasonic 1080i - \$125, Samsung 14" Hi-Res Color Monitor - \$100. Contact: Greg McDaniel, 2332 S. Highland Apt. 1117, Lombard, IL 60148, work # (312) 571-1119 or home # (312) 691-8320.

\* Complete ADAM System, 2 5 1/4 disk drives, 64K Memory Expander, Modem, PS-1 Power Pack, Eve SP-1 Serial/Parallel Interface, covers for everything and extra print wheels. Contact: Mack Jackson, P.O. Box 280671, Dallas, TX 75228-9271, home # (214) 279-3373.

\* Complete ADAM System with extra Printer and Keyboard, Tractor Feed, Disk Drive, miscellaneous software and supplies. Contact: Vance Wilson, 4310 Wildwood Lane, Rockford, IL 61103, home # (815) 963-6130.

\* ADAM Printer for sale - \$45. Contact: Carl Honaker, 18146 Ridgewood Ave., Lansing, IL 60438, home # after 5:00 pm (312) 474-7649.

\* One OBS 256K Memory Expander with Parallel Cable for sale - \$160 postage paid. Contact: Carl Andrews, 2620 Lincoln Ln., Indianapolis, IN 46208, home # (317) 257-8749.



# REVIEWS



## **ADAMLINK III+**

*Reviewed by Jim Notini*

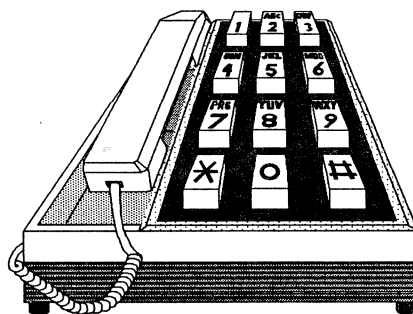
Tom Clary is back with his third commercial upgrade release of the ADAMLINK software that comes with the ADAMLINK MODEM. *ADAMLINK III+* supports the use of the internal ADAMLINK MODEM or any external HAYES compatible serial modems at baud rates up to 2400. For the first time, the option to select whether to use the ADAM printer or a dot matrix printer is given from within the program. Also supported is a video mode output (which is the normal ADAMLINK screen with Smart-KEYS), 80 column serial output (not sure if the EVE 80 column works with AL III+) and also output in both modes to two separate monitors can be achieved! AL III+ also supports transfer (upload or download) via either capture for text files or XModem for binary or text files. One also has the capability of saving the setup; ie: which printer, modem type, video display, baud rate, etc., permanently as a file which will be loaded automatically by AL III+ if found upon bootup (now that is a time saver!).

Upon bootup, the AL title screen is displayed followed by the main menu, from here the power of AL III+ can be accessed. As with AL, *AL III+ is very easy to use with SmartKEY prompts to guide you through each step that must be taken in order to accomplish a task.* For instance, to dial a number simply press SK-I DIAL and enter the phone/BBS number that you wish to call. Then press SK-V to dial or SK-VI to cancel the call and return to the main menu. Some nice features which have been added to the DIAL function for external modem owners is the ability to choose between pulse or tone dialing when setting up the modem parameters and the automatic step down of the baud rate if necessary to match the system that was called. Other options include HANG UP, which really isn't used except in cases that you wish to make sure the phone is on the hook, ANSWER which will cause your modem to attempt to answer and connect another computer and RE-DIAL, which will redial the last number entered.

During terminal mode (which is when you are connected to a BBS or another computer) the SmartKEY display will be replaced by a running clock that keeps track of how long one has been connected to another system. One will also have access to a couple special function keys. Pressing HOME will erase the graphics display of any text, but will not affect a serial 80 column terminal, WILD CARD switches between terminal and command (opening main menu) mode, UNDO stops printing to a dot matrix or ADAM printer, PRINT will print a selected portion of the graphics display which is chosen with the UP and DOWN arrow keys, SHIFT+PRINT will start or stop printing of characters continuously as they are received, CLEAR will erase all characters received but not displayed and INSERT will pause or restart characters being received from the host.

The SELECT OPTIONS choice will allow the user to configure AL III+ for the current session or semi-permanently. The user has the option to change the printer which will be used, setup output for either the OBS 80 CVU or similar 80 column terminal (all options such as the baud rate, stop bits or port address for the 80 column terminal may be selected at this time also), the standard graphics display or if you wish to get daring and you have two monitors and an 80 column terminal, you can have one monitor display in graphics and the other in 80 columns. In the options section is where you also choose the modem which will be in use whether it be the ADAMLINK 300 baud internal modem or an external 1200 or 2400 baud *HAYES compatible modem* hooked up to the ADAM via an RS-232 serial interface. From this section, one may also choose the character length, stop bits and or auto redial. Baud rate, port address and dialing method may be chosen at this time for the external serial modem. One nice feature about owning an external modem is the ability to send commands directly to the modem while in terminal mode. After the completion of the system setup, the user may save the settings as a file on

the AL III+ media which will automatically be loaded when AL III+ is booted. This is a great time saver since one will never have to worry about the system setup unless a BBS you are calling requires different parameters.



What's a telecommunications program good for without the ability to do up and downloading, **we all found out the hard way with the antiquated AL I software that came with the modem, eh!** Even AL II wasn't much good because it only allows for ASCII file transfer, but AL III and now AL III+ have brought us EOSers the ability to transfer and receive binary files with the XMODEM protocol. The XMODEM transfer routine seems to work a lot smoother with III+ than III since often the transfer would just seem to lock-up with III at times and works like a charm with III+.

As you can see from this review, **I am sold on AL III+.** The ability for an EOSer to have access to their 80 column unit and external modems is a tremendous addition which will be the main selling point of this software. The program runs flawlessly from all stand points and is very easy to use, there is 5 page documentation file saved in SmartWRITER format on the media which covers the modifications to the original ADAMLINK software. If you already own ADAMLINK III, you may send in your media along with \$5 and we will upgrade your software to AL III+! **ADAMLINK III+ is truly a must have telecommunications package, especially if you are still using the original ADAMLINK I software.**

## MINI-REVIEWS

FontPOWER, DIABLO, G.A.M.E. II, STRATZAP

*Reviewed by Jim Notini*

### FontPOWER

FontPOWER, by Digital Express, is a utility program for designing your own font sets for use with SmartBASIC or machine language programs which utilizes high resolution graphics and sound effects to make the program very user friendly. Also included are 8 custom font sets, 3 public domain files that allow the user to insert text on HGR and HGR2 screens. Additional programs include fntDEMO, shape DEMOs using the small, medium and large shape tables for HGR/HGR2 screen text and a 32 to 40 column text screen program. A 17 page manual comes with the programs explaining FontPOWER and the demo programs. If your looking for a very user friendly font creation program, this one fits the bill and best of all the font files created with FontPOWER can be used with PowerPAINT and PrintWORKS. Complete review in September 1987 Issue #33.

### G.A.M.E. Volume II

Two volumes (2 data packs or 2 disks) with a total of 14 entertaining songs with corresponding hi-res graphic pictures. Great entertainment, great for showing off the graphic and sound capabilities of your ADAM system. G.A.M.E. VII is also great for inserting video tape headers if you have a video recorder. Songs included are: Mr. Roboto, Batman, Mission Impossible, Pink Panther, Swift Special, Music Box Tune, Airwolf, Moon River, Battle Star Galactica, Hawaii 5-O, Close Encounters, Dr. Who, Star Wars and Brahm's Lullaby. Complete review in December/January 1989 Issue #48/49

### DIABLO

Diablo is easily one of the most original games to be developed in years. The game consists of tracks, panels and an every moving ball. Excellent high resolution graphics and sound support, a maze-like and arcade style game roled into one. This game demands substansial strategy, planning and decisive control. We can't compare it to anything you have ever played before. To put it simply it's addictive! Diablo offers a unique opportunity to combine strategic planning, quick thinking and computer dexterity under pressure. Simply put, Diablo is one of the finest games ever developed for any computer. So good that the ADAM version was translated to other computers! Complete review in October 1985 Issue #10.

### STRATZAP

The Third Galactic War has rarefied the atmosphere of Sartaysia. Stellar debris is plunging to the surface at an alarming rate. Sartaysians are rushing to construct subterranean dwellings just to survive. The brave elite will

stay behing volunteering to man the experimental StratoZAPPERS. Should you choose to join this select few, you must first train on the computerized StratoZAP simulator. StratoZAP is an action-packed game with simple, yet colorful graphics, quick animation and good sound effects. It's an addictive combination of careful thought and hand-eye coordination. Bonus screens for clearing levels and a Hall of Fame are also included. Complete review in Sept. issue.

All four of the above listed programs are very **HIGHLY RECOMMENDED** and will provide hours upon hours of entertainment and value. Don't pass-up any of these programs especially at the very reasonable prices of \$12.95 to \$16.95, they are a bargain for the programming quality.

## SCHOOL DAZE

*Reviewed by Bob Zimmerman*  
*Editor of the PSAN Newsletter*

Wizard's Lair Software has recently released an educational title called *School Daze*. This product will appeal to anyone having children who are learning basic mathematics and need a tool for math review. The program allows review of the four basic areas - addition, subtraction, multiplication and division. It is unique in that the program incorporates graphics and music to keep the subject interesting.

The program is simple to use. Just insert the media and pull reset. While the program loads, there is an interesting title screen along with an appealing melody. The main menu screen is a graphic of a school chalk-board. Choices are to do math drills, play the math climber game, read instructions, review a list of ADAM support groups or to reset the ADAM. Choices are made by pressing the appropriate SmartKEY.

Pressing SmartKEY III chooses "READ INSTRUCTIONS" and brings you to several well-designed help screens that explain in detail how to operate the program. A hard-copy of the instructions may be obtained by pressing the PRINT key (ADAM SmartWRITER printer only).

Pressing SmartKEY I brings up the MATH DRILL screen, an interesting graphic screen split into three topics: a report card, drill card and abbreviated instruction card. Again, program use is simplified by presentation of SmartKEYs for choosing either addition, subtraction, multiplication or division. After choosing a topic, you then choose the math table that you want to review. For example, if you choose multiplication to review, you can either increase, decrease or accept the math table number for review. If you were to choose math table #1, for instance, you would review the multiplication table for all the numbers from 0 to 12 times one. At any time during the review, you can return to the

starting menu by entering "999" as the answer to a question. Also, if you are reviewing division and the problem results in a fraction, the question can be skipped by entering "888". This option is included so that beginners do not become overly discouraged. The program also allows for negative numbers, so it could be a challenge to those further along in their mathematics.

The program displays the questions in the center drill card in large numbers. You type the answer from the keyboard and press RETURN. If the answer is correct, a smiley face drops down from the report card screen and adds one to the total correct responses. If a wrong answer is given, a sad face drops down the screen. Your current percentage of correct answers is shown to inform you of your progress and the correct answer is shown if you answered incorrectly.

Pressing SmartKEY II from the chalk-board main menu brings you to another interesting screen which is a picture of a castle wall with a ladder leaning against it. This is the



**M A T H  
C L I M B E R**  
game. The object of the game is to move your math climber up the ladder by correctly answering randomly chosen math problems. For each correct answer, the math climber moves up one rung on the

ladder. Incorrect answers result in the climber slipping a step. Five wrong answers result in the climber completely losing grip on the ladder and the game begins again. If you successfully answer sixteen questions, the math climber makes it to the top of the castle wall and a special song plays while a special graphic effect is shown. At this time you can either continue the game, play again or return to the main menu.

Choosing SmartKEY IV from the chalk-board main menu brings up a list of ADAM SUPPORT groups and suppliers. This is a wonderful addition to an already well done program. They are arranged in alphabetical order and can be printed on either the ADAM printer or a dot matrix printer. This feature alone makes the software worthwhile since it gives a comprehensive list of ADAM software developers, their addresses, phone numbers and descriptions (i.e.: vendor, developer, user group, or BBS).

I have only a couple of complaints which deal with the game design. First, the math drills program is not randomly done. For example, choosing an addition drill of table three would review addition from three plus zero through three plus twelve. Since the drill is done in sequence from zero through twelve, it becomes very easy to know what number comes

next without actually thinking about it. It would have been better if the user could choose a random review. Secondly, the program seems to run a bit slow during the math climber game. I understand that this is necessary so that the slower reader can read the information on the screen before it is replaced. Perhaps a better design would have been to put the report card information on the screen where it would be permanently seen and thereby allow the game to run more quickly. The children who played the game while I was reviewing it became somewhat impatient while the summary was displayed. Another improvement would be if the math climber game had a skill level so that more advanced players had a time limit. This would have made it more of a challenge. A final improvement would be for the game to store a summary of the user's progress and allow a printout of it. This would give the program more lasting value and would encourage repeated usage to improve the progress summary. Perhaps a future version of this program will incorporate a few of these improvements.

In summary, however, I feel this program is very well done. The program works flawlessly and the music and the graphics are designed to try to keep a difficult topic interesting. *If you are seeking an educational product to help children with mathematics, this would be a good choice.*

**RATING: B+**

## LORD SIMON'S CASTLE

*Reviewed by Aamir Malik*

*Lord Simon's Castle*, the name of the game itself helps create the eerie atmosphere which is apparent throughout the rest of the game. This atmosphere has helped McGrath Software in creating a medieval, magical, and interesting text-based adventure which evolves around the theme of exploring castles, battling different obstacles with both mind and body, and solving numerous mind puzzles. This game requires one to be patient, quick witted, and calm, if he is to master Lord Simon's Castle.

Upon loading the game, which is a simple process since the disk is self-booting, you are presented with one of the very many attractive graphics in the game. You are then prompted to select which type of disk drive you will be utilizing during gameplay. You have the options of single or double sided, or a 720K disk drive. After entering your preference, you are again provided with three options of which the first exposes the plot around which the game progresses. The next two options deal with whether you wish to load a saved game, or start a new one.

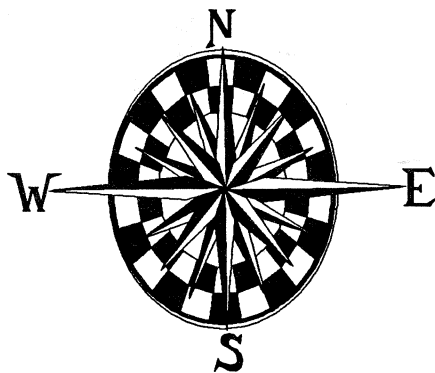
As the storyline of the game unravels, you learn that you are a brave and courageous knight who has been traveling many lands searching for a task worthy of your ability. You have been residing in a small town for a day when you learn that the lord, Lord Charles, is offering a large reward to a knight wishing to serve him with a insurmountable task. You



immediately respond and learn what task Lord Charles has in store for you. You are summoned to retrieve a powerful sword that has been stolen from Lord Charles' kingdom. It is a sword that was used in the First Crusade and has never failed its user, **EVER**. Lord Charles claims that an evil Lord Simon has stolen the sword and declared war on Lord Charles' land. The sword must be recovered. You agree to take on the task, and are later escorted to Lord Simon's castle by eight of Lord Charles best men. You are left alone staring at the dark, haunting walls of the castle that you must explore and find the sword in. Your adventure has just begun.

Now the actual game play begins. At first, I was a little uneasy with the game's interface, which I still feel could use several improvements. Unlike most adventure games, Lord Simon's Castle refuses to accept simple commands such as "talk," "go," "hit," "say" and N,S,E,W commands. One positive, though, about the interface is the fact that one can use the **arrow keys** to move N,S,E,W. Also you can save games easily by pressing the **STORE-GET** key, and by pressing the **PRINT** key you can get an inventory listing. After you adapt to the interface, you explore the huge castle looking and collecting numerous items ranging from an anvil, to armor, to weapons like a lance. You are also faced with

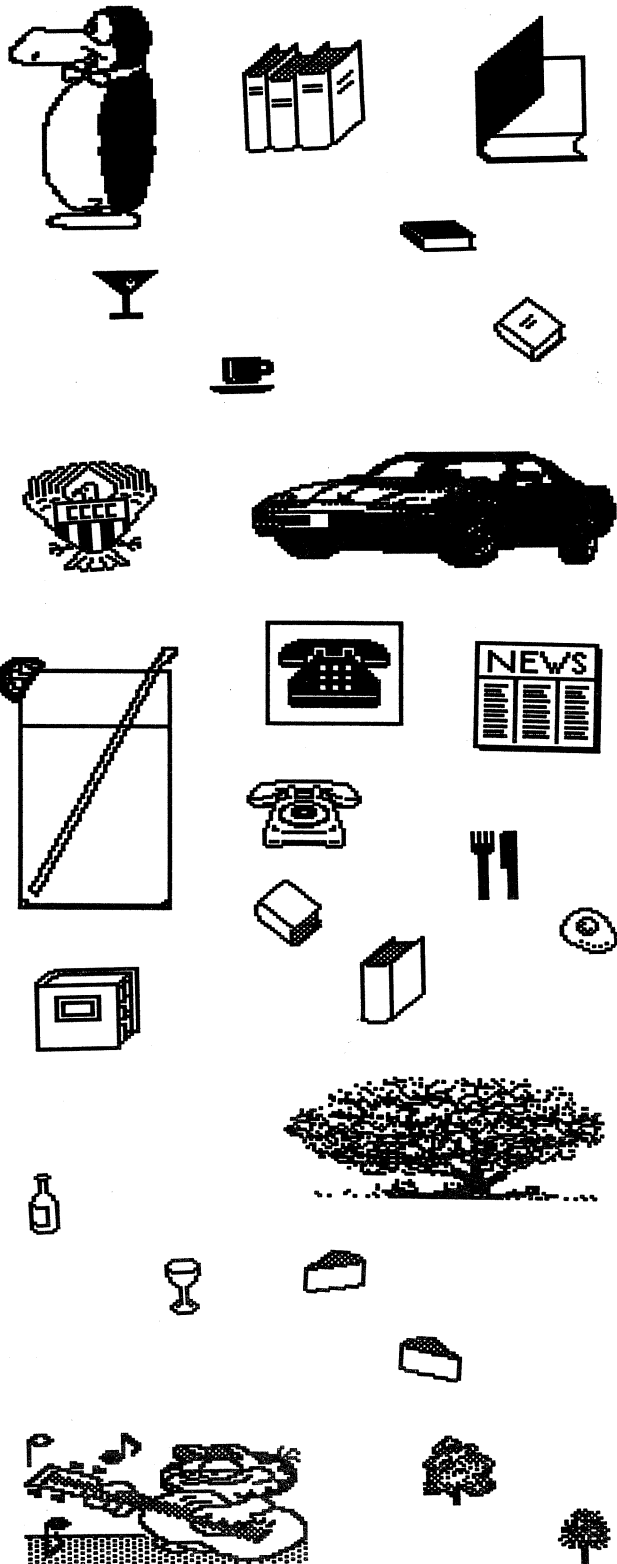
obstacles like secret doors, annoying guards, and much more. Mapping of the game area is of the upmost importance since it is very easy to begin moving in circles from area to area.



Lord Simon's Castle is a good text game for the patient ADAM user. It is not easy to master, in fact, it will take much time and effort to complete. The game is of acceptable quality, but I feel that it's use of limited graphics and sound as well as a poor interface leave it a step short of it's potential. Granted, the over 40 graphic screens are very well designed and are pleasant to look at, but they don't play that much of a factor as do the screen depictions in Temple of the Snow Dragon. As a whole, Lord Simon's Castle reminds me of an Infocom text adventure with the addition of over 40 graphic screens. It is a challenging game and will provide hours of enjoyment for the adventurers in all of us, but I am not a big fan of text adventures of this sort and therefore this review may be a little biased. Lord Simon's Castle is available on 3 1/2, 5 1/4 Single-sided, 5 1/4 Double-Sided diskettes or 2 data packs (the data pack version requires that the user has two data drives) and it is also copy-protected so the purchaser should purchase a backup copy as soon as possibly after the original purchase per the instructions.

**RATING: B**

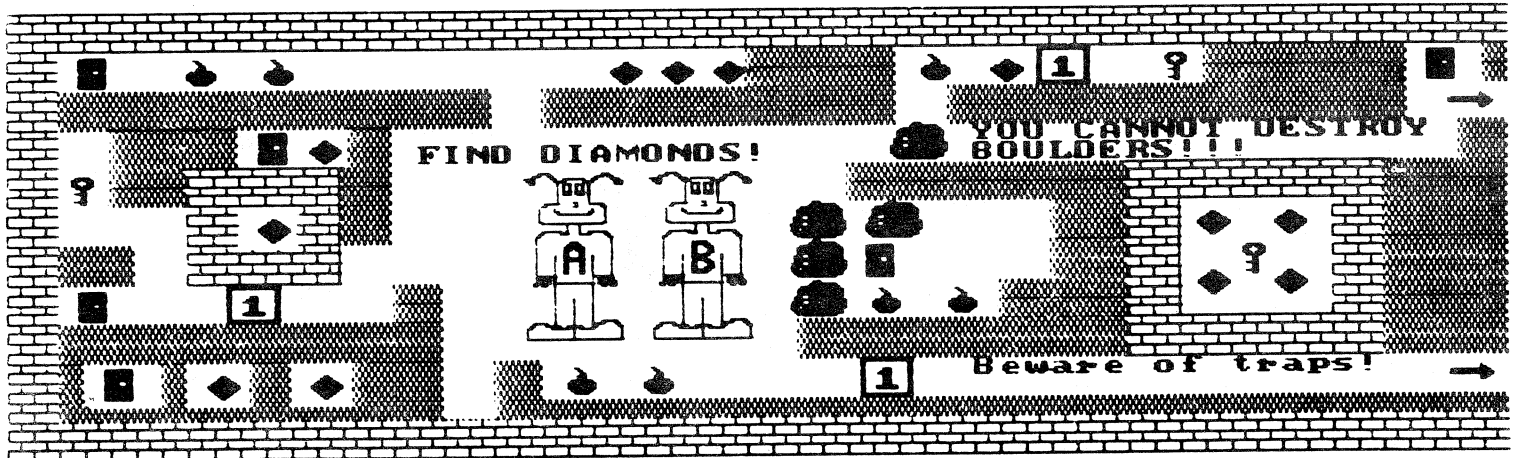
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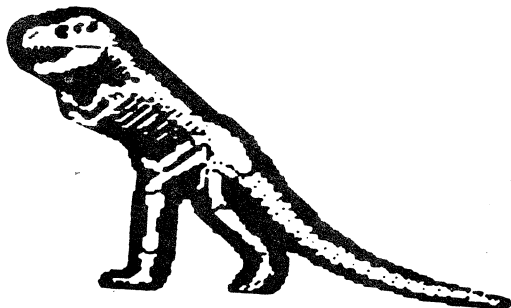
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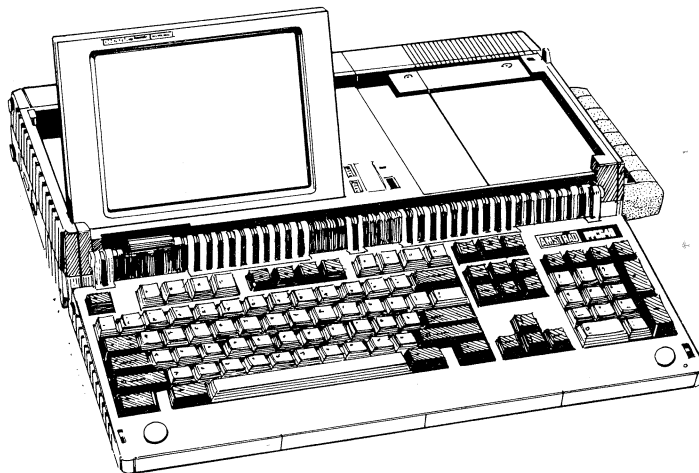
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- **ADDRESSER CARD** ..... \$19.95  
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- **64K MEMORY EXPANDER**
- **(WITHOUT 2 MEMORY CHIPS** ..... \$27.95
- **(WITH MEMORY CHIPS** ..... \$49.95  
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- **PARALLEL PRINTER INTERFACE** ..... \$44.95  
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- **PARALLEL PRINTER CABLE** ..... \$15.95  
Attaches to printer interface card and any printer.
- **MEGACOPY TAPE MAKER** ..... \$59.95  
Hardware device with software to create ADAM compatible cassette tapes using the ADAM itself and two tape drives.

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Send in your SMARTFILER ddp/disk and we will upgrade it to the latest 27D version which fixes all known bugs.

- **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
- **POWER SUPPLY COVER W/LIGHT** \$16.95
- **ADAM PRINTER POWER SUPPLY** ..... \$24.95  
Bare Power supply from the ADAM printer.
- **ADAM POWER SUPPLY W/COVER** \$39.95  
Standalone power supply that can be used in place of ADAM printer power supply. Metal cover with power on light included. ASSEMBLY REQUIRED.
- **COMPUSERVE STARTER KIT** ..... \$29.95  
Includes ID, password, CIS information guide and reference book and \$25 credit towards usage of online time.
- **MAG-VX 8702 COLOR MONITOR** ..... \$219.95  
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** ..... \$14.95
- **6 OUTLET STRIP** ..... \$16.95
- **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
- **ADAM TAN HAND CONTROLLER** ..... \$2.95
- **ADAMNET CABLE** ..... \$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.
- **PUBLIC DOMAIN REVIEW BOOK** ..... \$5.00  
Manual contains descriptions of all the programs in over 33 volumes of SMARTBASIC PUBLIC DOMAIN, 4 volumes of SMARTLOGO P.D. and 2 volumes of UTILITIES P.D. Use to determine which volumes of PD to buy.

## \* DOT MATRIX PRINTERS \*

- **PANASONIC 11801** ..... \$229.95  
(with ADAM printer interface & cable) ..... \$269.95  
9 by 9 dot matrix printer with 4K buffer and parallel interface. Draft speed 192 CPS; Near Letter Quality speed 38 CPS. Two year limited warranty. Bottom / rear tractor feed inc.
- **PANASONIC 11911** ..... \$289.95  
(with ADAM printer interface & cable) ..... \$329.95  
Same as 11801 above but draft speed is 240 CPS and NLD speed is 48 CPS.

## \* RIBBONS \*

- Genuine Panasonic brand for 1080/1091 ..... \$9.95
- Generic brand for Panasonic ..... \$5.95
- Okimate 20 Color ribbon ..... \$4.95
- Okimate 20 Black ribbon ..... \$4.95
- Adam Replacement ribbon ..... \$4.95

## \* TRAINING MANUALS / BOOKS \*

- **Basic Basic Programs for ADAM** ..... \$8.25
- **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  
(One originally supplied with the ADAM computer)

## \* MISCELLANEOUS SUPPLIES \*

- **3 PIECE FOR COMPLETE ADAM** ..... \$18.95
- **Disk Drive Dust Cover** ..... \$8.95
- **3 PIECE FOR EXPANSION ADAM** ..... \$23.95
- **PRINT WHEELS** ..... \$ 6.55  
SPECIFY FONT STYLE for the ADAM PRINTER
- **GOTHIC 12, SCRIPT 12, ELITE 12, EMPHASIS, COURIER 12, OR PICA**
- **TAPE DRIVE HEAD CLEANING KIT** ..... \$ .50
- **5 1/4 DISK DRIVE HEAD CLEANING KIT** ..... \$ 7.99
- **3 1/2 DISK DRIVE HEAD CLEANING KIT** ..... \$ 7.99
- **9 1/2 X 11 20 # MICROPERF PAPER** ..... \$9.95 / 500
- **9 1/2 X 11 OKI 20 THERMAL PAPER** ..... \$16.95 / 1000
- **3 1/2 X 15/16 PIN FEED ADDR. LABEL** \$6.95 / 1000
- **3 1/2 X 15/16 PIN FEED ADDR. LABEL** \$28.95 / 5000
- **5 1/4 DISK STORAGE CASE (holds 70)** ..... \$ 9.95
- **3 1/2 DISK STORAGE CASE (holds 50)** ..... \$ 9.95

## \* DISKS / DIGITAL DATA PACKS \*

- **NIAD / LORAN DDP** ..... \$ 4.25 each  
10 FOR \$34.95
- **NIAD (Non LORAN)** ..... 10 FOR \$19.00
- **BOX OF 11 FLUGI DS/DD 5 1/4 DISKS** ..... \$ 9.95
- **GENERIC DISKETTES 50 DISKETTES** ..... \$19.95
- **RIGHT DIR. DDP for Supergame copy** ..... \$ 2.50 each
- **BOX OF 10 PREMIUM 3 1/2 DISKS** ..... \$16.95

## \* 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 LIGHT PHASER** ..... \$29.95
- **SEGA CARD SOFTWARE** ..... \$24.95
- TEDDY BOY
- SUPER TENNIS
- SPY VS SPY

- **SEGA MEGA CARTRIDGES** ..... \$29.95
- GREAT BASEBALL
- GREAT BASKETBALL
- GREAT FOOTBALL
- GREAT VOLLEYBALL
- FANTASY ZONE
- WORLD GRAND PRIX
- KUNG FU KID
- SHOOTING GALLERY
- FANTASY ZONE: THE MAZE
- ASTRO WARRIOR
- HANG ON / SAFARI HUNT
- MARKSMAN / TRAP SHOOTING
- PARLOUR GAMES

- **3D GAMES** ..... \$39.95
- MAZE HUNTER 3-D
- ZAXXON 3D
- BLADE EAGLE 3D

- **NEW GAMES**
- SHINOBI
- MIRACLE WARRIORS \$46.95
- PHANTASY STAR \$41.95
- RAMBO III \$59.95
- PENQUIN LAND \$41.95
- DOUBLE DRAGON \$41.95
- KING'S QUEST \$37.95
- ALEX KIDD: LOST STARS \$35.95
- ROCKY \$35.95
- WHERE IN THE WORLD IS CARMEN \$39.95
- RAMPAGE \$42.95
- CALIFORNIA GAMES \$41.95
- GOLVELLIUS \$41.95
- ALF \$35.95
- REGGIE JACKSON BASEBALL \$42.95
- VIGILANTE \$42.95
- TIME SOLDIERS \$42.95
- R-TYPE \$46.95
- ALEX KIDD: HIGH TECH WORLD \$34.95
- AFTERBURNER \$46.95
- ALTERED BEAST \$42.95

**ADAM SOFTWARE --- SPECIFY DATA PACK OR DISK**

|                                                |        |         |
|------------------------------------------------|--------|---------|
| VIDEOTUNES                                     |        | \$26.95 |
| FANTASY GAMER                                  |        | \$22.95 |
| BASIC BONANZA                                  |        | \$22.95 |
| SOFTPACK I                                     |        | \$18.95 |
| LVAC ARCHIVES I                                |        | \$ 9.95 |
| REEDY SOFTWARE LIBRARY                         |        | \$15.95 |
| BUSINESS PACK                                  |        | \$18.95 |
| QUICKOPY V3.0                                  |        | \$15.95 |
| ELECTRONIC GAME PACK I                         |        | \$17.95 |
| ELECTRONIC GAME PACK II                        |        | \$17.95 |
| NUMBER BUMPER                                  |        | \$15.95 |
| REEDY ENTERTAINMENT PACK                       |        | \$15.95 |
| JEOPARDY QUESTION PACK                         |        | \$14.95 |
| FAMILY FEUD QUESTION PACK                      |        | \$14.95 |
| TRIVIA PACK I                                  |        | \$12.95 |
| KID'S TRIVIA PACK I                            |        | \$12.95 |
| PRO FOOTBALL                                   |        | \$18.95 |
| BACKUP 3.0 (COPY ONLY)                         | (DISK) | \$16.95 |
| SMARTGAMES PACK                                |        | \$ 9.95 |
| ROYAL AMBASSADOR EDUC. PACK                    |        | \$ 9.95 |
| ADDRESS BOOK / CALENDAR                        |        | \$ 9.95 |
| JEOPARDY QUESTION MAKER                        |        | \$24.95 |
| FAMILY FEUD QUESTION MAKER                     |        | \$24.95 |
| EASY COME, EASY GO                             |        | \$19.95 |
| WIZARD'S PINBALL ARCADE                        |        | \$19.95 |
| ADAMTALK V1.1 (EVE SS-CC REQUIRED)             |        | \$19.95 |
| THE SOLAR SYSTEM                               | (DDP)  | \$ 9.95 |
| AMERICA AT WAR                                 | (DDP)  | \$ 9.95 |
| WORLD GEOGRAPHY                                | (DDP)  | \$ 9.95 |
| HOME FILES MANAGER                             | (DDP)  | \$ 9.95 |
| PERSONAL CHECKBOOK                             | (DDP)  | \$ 9.95 |
| BASIC SYSTEM MANAGER/FASTRUN                   |        | \$18.95 |
| LAB MOUSE                                      |        | \$12.95 |
| STATES & CAPITALS                              | (DDP)  | \$ 9.95 |
| WORLD CAPITALS                                 | (DDP)  | \$ 9.95 |
| GREAT INVENTIONS GAME                          | (DDP)  | \$ 9.95 |
| BASICAIDE                                      |        | \$ 9.95 |
| SMARTTYPE V2.0                                 |        | \$17.95 |
| NIAD GOLD: GAMES I                             |        | \$ 9.95 |
| NIAD GOLD: TEXT ADVENTURES I                   |        | \$ 9.95 |
| NIAD GOLD: HOME & BUSINESS                     |        | \$ 9.95 |
| NIAD GOLD: SCIENCE & EDUCATION                 |        | \$ 9.95 |
| STAGE FRIGHT                                   |        | \$19.95 |
| ADAMCALC Dot Matrix PATCH                      |        | \$ 9.95 |
| ADAMLINK Dot Matrix PATCH                      |        | \$ 9.95 |
| BEYOND TREK (64K required)                     |        | \$15.95 |
| AUTOWRITER                                     |        | \$14.95 |
| FILE MANAGER V2.0                              |        | \$17.95 |
| CHESS CHAMPION (64K required)                  |        | \$15.95 |
| SPEEDYWRITE V2.0                               |        | \$39.95 |
| PRO GOLF CHAMP                                 |        | \$14.95 |
| MR. T SEARCH                                   |        | \$12.95 |
| MR. T SEARCH: GAME PAK I                       |        | \$ 9.95 |
| TRIVIA WORD SEARCH (requires Mr. T Search)     |        | \$ 7.95 |
| SMARTDSK I (for SmartWRITER 64K required)      |        | \$18.95 |
| SMARTDSK II (64K required)                     |        | \$16.95 |
| (for BASIC 1.0/2.0, ADAMCALC, FLASHCARD MAKER) |        |         |
| SMARTDSK III (64K required)                    |        | \$24.95 |
| (for BASIC 1.0/2.0 with Media Aid Utilities)   |        |         |
| PHRASE CRAZE                                   |        | \$19.95 |
| PHRASE PAK I                                   |        | \$ 9.95 |
| PHRASE PAK II                                  |        | \$ 9.95 |
| PHRASE PAK CONSTRUCTION SET                    |        | \$ 9.95 |

|                                                                                          |        |         |
|------------------------------------------------------------------------------------------|--------|---------|
| PrBOOT                                                                                   |        | \$17.95 |
| SPELLINGAIDE                                                                             |        | \$26.95 |
| MISSPELLER                                                                               |        | \$18.95 |
| DOUBLE DISK FORMATTER                                                                    |        | \$ 8.95 |
| AUTOBACKUP (64K required)                                                                |        | \$17.95 |
| MIND OVER ADAM                                                                           |        | \$11.95 |
| SMARTTERM V1.2                                                                           |        | \$15.95 |
| LAS VEGAS CRAPS                                                                          |        | \$16.95 |
| COPYCART+ 2.0                                                                            | (DISK) | \$19.95 |
| LINKBUILDER (requires Pro Golf Champ)                                                    |        | \$24.95 |
| AFL FOOTBALL                                                                             |        | \$14.95 |
| SUB RAIDERS                                                                              | (DDP)  | \$24.95 |
| THE BASEBALL STATISTICIAN                                                                |        | \$12.95 |
| GHOST ZAPPER (64K required)                                                              |        | \$11.95 |
| TEMPLE OF THE SNOW DRAGON                                                                |        | \$21.95 |
| RAMBOOT (256K required)                                                                  |        | \$19.95 |
| SPEEDYWRITE SPELL (64K required)                                                         |        | \$24.95 |
| OPENFILER V3.0                                                                           |        | \$19.95 |
| ADAMBOMB (64K required)                                                                  |        | \$19.95 |
| FORMATTER II                                                                             |        | \$12.95 |
| EASY AS A,B,C & 1,2,3                                                                    |        | \$11.95 |
| ADDICTUS                                                                                 |        | \$15.95 |
| INVOICER (64K required)                                                                  |        | \$14.95 |
| DISK DOCTOR                                                                              |        | \$ 9.95 |
| EOS FILE INDEXER                                                                         |        | \$ 9.95 |
| SUPERBASIC PLUS                                                                          |        | \$ 9.95 |
| ADAM CONNECTION (DISK ONLY)                                                              | (NEW)  | \$24.95 |
| DINOSAUR DIG (64K required)                                                              | (NEW)  | \$16.95 |
| TDOS: NEW CP/M SYSTEM (64K req)                                                          | (NEW)  | \$19.95 |
| ADAMLINK III+                                                                            | (NEW)  | \$24.95 |
| ** send in ADAMLINK III and \$5 for upgrade to ADAMLINK III+ plus \$1.50 return mailing. |        |         |
| SCHOOL DAZE                                                                              | (NEW)  | \$16.95 |
| FONTPOWER                                                                                | (NEW)  | \$14.95 |
| G.A.M.E. II                                                                              | (NEW)  | \$12.95 |
| STRATOZAP                                                                                | (NEW)  | \$16.95 |
| DIABLO                                                                                   | (NEW)  | \$15.95 |
| LORD SIMON'S CASTLE                                                                      | (NEW)  | \$24.95 |

**COLECO SOFTWARE (DDP UNLESS NOTED)**

|                                        |               |         |
|----------------------------------------|---------------|---------|
| ADAMCALC                               |               | \$19.95 |
| SMARTLOGO                              |               | \$29.95 |
| SMARTFILER                             | (DDP OR DISK) | \$15.95 |
| RECIPE FILER                           |               | \$10.95 |
| SMARTLETTERS & FORMS                   |               | \$15.95 |
| ELECTRONIC FLASHCARD MAKER             |               | \$15.95 |
| FLASH FACTS: TRIVIA                    |               | \$11.95 |
| FLASH FACTS: HISTORY                   |               | \$11.95 |
| FLASH FACTS: VOCABULATOR               |               | \$11.95 |
| RICHARD SCARRY'S BEST WORKBOOK         |               | \$20.95 |
| DRAGON'S LAIR                          | (DISK ONLY)   | \$19.95 |
| SUPER DONKEY KONG                      |               | \$19.95 |
| SUPER ZAXXON                           |               | \$ 9.95 |
| SUPER ACTION CONTROLLERS/S.A. BASEBALL |               | \$49.95 |

**ADAM SOFTWARE --- SPECIFY DATA PACK OR DISK**

**ACTIVISION SOFTWARE:**

|                 |         |
|-----------------|---------|
| ALCAZAR         | \$14.95 |
| ROCK'N BOLT     | \$19.95 |
| BOULDER DASH    | \$19.95 |
| RIVER RAID      | \$17.95 |
| KEYSTONE KAPERS | \$17.95 |
| PITFALL II      | \$17.95 |
| DECATHLON       | \$17.95 |

**IMAGIC SOFTWARE:**

|                   |         |
|-------------------|---------|
| TOURNAMENT TENNIS | \$19.95 |
| MOONSWEEPER       | \$15.95 |

**INTERPHASE SOFTWARE:**

|                 |         |
|-----------------|---------|
| SEWER SAM       | \$17.95 |
| AQUATTACK       | \$17.95 |
| BLOCKADE RUNNER | \$15.95 |
| SQUISH'EM SAM   | \$15.95 |

**GRAPHIC PRODUCTS - DOT MATRIX PRINTER:**

|                              |         |
|------------------------------|---------|
| GRAPHIXPAINTER               | \$19.95 |
| GRAPHIXPIX                   | \$14.95 |
| POWERPAINT (64K required)    | \$29.95 |
| CLIPPER (64K required)       | \$15.95 |
| CLIP ART VOLUME I            | \$12.95 |
| CLIP ART VOLUME II           | \$12.95 |
| PAINTAIDE (64K required)     | \$16.95 |
| POWERPRINTS VOLUME I         | \$12.95 |
| PRINTWORKS                   | \$27.95 |
| BORDERSPLUS (for PRINTWORKS) | \$15.95 |
| LABEL WORKS (NEW)            | \$24.95 |
| GROOVY GRAPHICS (NEW)        | \$19.95 |

**SPRITE DEVELOPMENT PACKAGES FOR BASIC:**

|                            |         |
|----------------------------|---------|
| SPRITEMASTER               | \$18.95 |
| SPRITEPOWER (64K required) | \$15.95 |

**ADAM PRINTER USED:**

|                    |         |
|--------------------|---------|
| NEWSMAKER (DDP)    | \$26.95 |
| SNAPSHOTS VOLUME I | \$10.95 |
| PAINTMASTER (DDP)  | \$22.95 |

**CARTRIDGE SOFTWARE - COLECOVISION / ADAM:**

|                                      |         |
|--------------------------------------|---------|
| DR. SEUSS' FIX UP THE MIX UP PUZZLER | \$18.95 |
| TELLY TURTLE LOGO / GRAPHICS         | \$18.95 |
| BEAMRIDER                            | \$22.95 |
| CABBAGE PATCH KIDS PICTURE SHOW      | \$18.95 |
| THE HEIST                            | \$18.95 |
| NOVA BLAST                           | \$18.95 |
| GORF                                 | \$18.95 |
| CENTIPEDE                            | \$12.95 |
| DEFENDER                             | \$12.95 |
| TIME PILOT                           | \$ 9.95 |
| BRAIN STRAINERS                      | \$17.95 |
| COSMIC AVENGER                       | \$19.95 |
| LEARNING WITH LEEPER                 | \$12.95 |
| DANCE FANTASY                        | \$12.95 |

**CP/M 2.2 COMMERCIAL SOFTWARE - INFOCOM:**

\*\*\* REQUIRES ADAM CP/M SOFTWARE - DISK ONLY \*\*\*

|                                 |         |
|---------------------------------|---------|
| ZORK I                          | \$19.95 |
| ZORK II                         | \$24.95 |
| ZORK III                        | \$24.95 |
| STARCROSS                       | \$19.95 |
| DEADLINE                        | \$19.95 |
| HITCHIKER'S GUIDE TO THE GALAXY | \$19.95 |
| INVISICLUE HINT BOOK: ZORK I    | \$ 9.95 |

**\*\*\* NIAD PUBLIC DOMAIN SOFTWARE \*\*\***

PLEASE NOTE: Specify VOLUME # and DISK OR DDP  
 \*\*\* COST PER VOLUME: \$4.00 DISK - \$6.00 DDP \*\*\*

SmartBASIC # 1 - 34 (34 different) # BNDV 1 - 34  
 SmartLOGO # 1 - 4 (4 different) # LNDV 1 - 4  
 ADAMCALC # 1 - 3 (3 different) # ANDV 1 - 3  
 BASIC UTILITIES # 1 - 2 (2 different) # UNDV 1 - 2  
 CP/M 2.2 # 1 - 54 (54 different) # CNDV 1 - 54  
 PD SIGNS # 1 - 2 (2 different) for SignSHOP/NewsMaker  
 PINBALL CONSTR. SET / HARD HAT MACK

New bug free version with 2 demo games

Add \$ 2.00 for 40 page manual

PINBALL GAMES # 1 - 2 (2 different) for PINBALL/HARD SUPER SUB-ROC

**TROLL'S TALE**

JEOPARDY - Coleco's version of the game show. GREAT!

ADAM DIAGNOSTIC - requires 64K Memory Expander

**ADAMLINK II TELECOMMUNICATIONS SOFTWARE**

SmartBASIC REPLACEMENT DDP/DISK

SmartBASIC V2.0 with DOCUMENTATION file

NIAD BACK ISSUE INDEX - requires SmartFILER

EOS DISK MANAGER - Replacement on DDP or DISK

SP-1 CUSTOM PRINTER SOFTWARE \$7.00

SmartWRITER/SmartFILER (Specify which printer you have)

VIDEOTUNES SONGS # 1 - 2 (2 different)

ONE-MINUTE FORMATTER (DISK ONLY)

UKAS MINI-REVIEWS - requires SmartFILER

**A-CHESS (SARGON)**

THE ANIMATOR: SPRITE DEVELOPMENT PACKAGE

DATA & DISK DRIVE SPEEDCHECK

CABBAGE PATCH KIDS ADV IN THE PARK - 128K ver.

FALL GUY / VIDEO HUSTLER - unreleased cartridges

YOKE'S ON YOU / MATH WIZ - unreleased cartridges.

FRENCH BASIC - great modification to SmartBASIC V1.0

SmartBASIC V2.1 - modification of SmartBASIC V2.0

SmartBASIC V2.0 40 Column Text

**ADAM Utilities**

AUSTRALIAN SmartBASIC

STRATEGIC SOFTWARE PRINTER PATCHES

MULTIWRITE PATCHES

SUPER FRONT LINE DEMO

TEMPLE OF APSHAI - revision 2 (no documentation)

ADAM SUPPORT - SmartFILER database of ADAM Co.

MacADAM - includes SmartWRITER instruction file.

**MISCELLANEOUS PUBLIC DOMAIN GRAPHICS:**

\*\*\* For use with PowerPAINT, CLIPPER, SmartBASIC \*\*\*

RLE PICS VOL. # 1 - 4 (4 different)

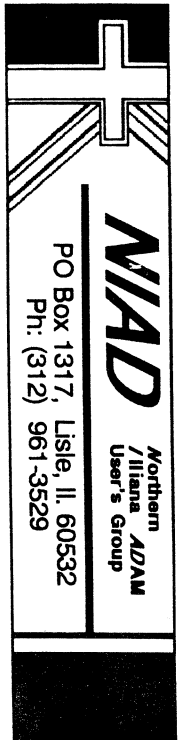
REEDY ART GALARY VOL. # 1 - 2 (2 different)

PAINTMATES VOL. # 1 - 11 (11 different)

PAINTFORMS VOL. # 1 - 3 (3 different)

N & B PIX VOL. # 1 - 18 (18 different)



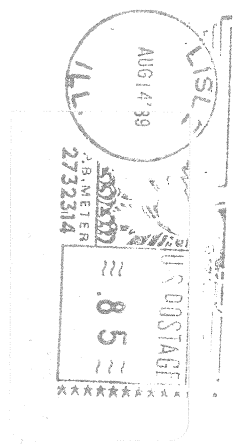


**MULTI - FUNCTION USER GROUP**  
**MONTHLY NEWSLETTER - PUBLIC DOMAIN LIBRARY**  
**DISCOUNT BUYING SERVICE FOR HDW & SFTW**

" For God so loved the world that he gave his one and only SON, that who- ever 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 →

Member # ----->0290SP16912075  
Steve Pitman  
3705 Church St  
Cincinnati, OH  
45244 \*



**POSTMASTER : DATED MATERIAL - PLEASE DELIVER**