



101st Airborne Division (Air Assault)
Division Central Office of Record
Fort Campbell, Kentucky 42223

HIGH SCORE ON THIS
WAS 5370

Barry,

I am returning the Program
ADAM WARS II. (SORRY, I ADDED ONE
LITTLE MODIFICATION - A BOOT Pic.) There
IS A Bug IN IT, BUT THE <CLEAR> KEY
seems to correct it. Love the way he
uses this key.

IF I were to improve on this
(it is good as is) I would most likely add
the ability to use a game controller in
place of SmartKeys. (Just Fussing is all!)

Another comment - might add a game booklet
as most folks (me!) try the game first, then look
for instructions. Other than that, would welcome
this addition to my line of software for
distribution. If I sold this, would
route 20 profits through you, unless other-
wise requested not to.
Best to ya.

Rich

PS - I also changed the First Picture by removing Blue on
Left side (PowerPAINT TITLE AREA).

→ to change PICT1, I used
PIX.MGR, loaded PICT1
Then changed TOTAL BACKGROUND to
COLOR 1 (BLACK),
SAVED AS PICT1 AGAIN.

→ TO USE AS BOOTPIC,
load PICT1 USING PIX.MGR
EXIT PIX.MGR, LEAVE HGR PICTURE ON
SCREEN,
RUN BPdeluxe
Follow instructions, save Picture.

IMPORTANT

ALWAYS SAVE BOOTPIC TO BLANK FORMATTED DISK.
Then use EZFileXFR2 TO COPY ALL OTHER
PARTS OF PROGRAM ONTO NEW DISK. BEST TO
PLACE SmartBASIC behind BootPic.

AFTER ALL ARE COPIED, PULL RESET AND TEST
YOUR DISK. IF BOOTPIC BOOTS, Then system
crashes to word processor / Electric typewriter,
Block 0 is bad. Use Blockcopy Program
(FileMGR2) COPY Block 0 From A Good B&R
HANDYMAN TO Block 0 OF YOUR DISK. NOW
DISK

Your Disk will boot from any drive. (DDP 1, 2, or
Disk Drive 1, 2, 3 or 4)