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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 9...

19 You will say to me then, "Why does he still find fault? For who can resist his will?" 20 But who are you, a man, to answer back to God? Will what is molded say to its molder, "Why have you made me thus?" 21 Has the potter no right over the clay, to make out of the same lump one vessel for beauty and another for menial use? 22 What if God, desiring to show his wrath and to make known his power, has endured with much patience the vessels of wrath made for destruction, 23 in order to make known the riches of his glory for the vessels of mercy, which he has prepared beforehand for glory, 24 even us whom he has called, nor from the Jews only but also from the Gentiles? 25 As indeed he says in Hosea,

"Those who were not my people I will call 'my people,' and her who was not beloved I will call 'my beloved.'"

26 "And in the very place where it was said to them, 'You are not my people,' they will be called 'sons of the living God.'"

27 And Isaiah cries out concerning Israel: "Though the number of the sons of Israel be as the sand of the sea, only a remnant of them will be saved; 28 for the Lord will execute his sentence upon the earth with rigor and dispatch." 29 And as Isaiah predicted, "If the Lord of hosts had not left us children, we would have fared like Sodom and been made like Gomorrah."

30 What shall we say, then? That Gentiles who did not pursue righteousness have attained it, that is, righteousness through faith; 31 but that Israel who pursued the righteousness which is based on law did not succeed in fulfilling that law. 32 Why? Because they did not pursue it through faith, but as if it were based on works. They have stumbled over the stumbling stone, 33 as it is written,

"Behold, I am laying in Zion a stone that will make men stumble, a rock that will make them fall; and he who believes in him will not be put to shame."

Paul is continuing his discussion of God's mercy and justice.

He uses the example of the Egyptian Pharaoh, indicating that God "hardened his heart" so that he would continue to refuse to let the Israelites go from

their bondage in Egypt until God's power was shown through the great miracles he performed (you all saw the Ten Commandments).

Paul uses this example to emphasize the fact that God can choose to have mercy on mankind or not. Pharaoh is the exception, in fact God does have mercy and compassion on all of his creation.

Again, this is only said to make the point that it is **not man's doing** that determines salvation, but *God's mercy* towards all his children.

God's perfect plan is to redeem all of us through his love and mercy by the sacrifice of his Son Jesus Christ. Oh, if man's pride would only let them see God's plan for them - His love for us, as his children. God is offering every human being on this earth the chance to have eternal life and salvation. But, so many of us won't let our pride fall - we hold it up in front of us, which makes us blind to God's plan. We are too "stuck on ourselves", thinking that we are self sufficient, we "can do it ourselves" and that we don't need God's help.

How wrong we are if that is our thought process! God has a master plan for all of creation. That plan is in the process of being carried out, whether we like it or not. Their will be a judgement day as part of that plan. God is giving all of us a chance **right now** to determine what will occur when that day comes, BUT what occurs will not be based on WHAT WE DO OR HOW WE DO IT. This is the great fallacy that Paul is explaining here. Our pride and our culture teaches us that we need to strive to accomplish anything, that what we DO determines whether we will make it and turn out **good or bad**.

God doesn't work that way, however. Remember the Ten Commandments - well this was God's way of saying:

"Ok, if you kids think you can do it on your own, here are just ten rules to follow - let's see how you do!"

We didn't do too good. God, of course, knew we wouldn't and had his gift of mercy all ready. God's plan is like the Governor's pardon of the man on death row, but even better because we will be given total freedom AND the opportunity to spend eternity with Jesus in Heaven. This is God's perfect plan for YOU - all you have to do is ask for it and receive it!

Do it today. God bless you all

# NIAD NEWS *and* UPDATES

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## From The Editor's Desk:

Hello again to all my friends and fellow ADAMites...

We have another jam packed issue for your pleasure and to increase the usefulness of your ADAM.

This is what NIAD has been about for the four years we have been publishing our newsletter and providing products and services to the ADAM community.

I occasionally have to back up and remember our meager beginnings and what the original objectives of NIAD were. The ADAM community was made up of a band of people who were dependent on each other for support, information and products when Coleco dropped ADAM support. I would classify most of the ADAMites as friendly and loyal to our little orphan system. The User groups and mail order firms were supportive and cooperated with each other. I think that we have lost some of that original intent and need to move back to our original goals. There have been a number of problems of late that are very disturbing to all of us. Hence, I write the following:

### **An open letter to all ADAM software/ hardware developers and User Groups...**

I was talking with a long time ADAM owner recently and he expressed what I believe is on the mind of many ADAMites right now - "Why is the ADAM community in such an uproar and at each others throats?" He explained that this situation is tearing the ADAM community apart and forcing people to move on to other systems. I thought long and hard after our

discussion and begin to explore his ideas. I found that there were many people that felt the same way. All the consternation and in fighting is wearing on all of us and reducing the motivation to cooperatively support the 1000's of ADAMites that are trying to make the best use of their systems. This current situation is totally counter productive and is hurting everyone involved - it must be stopped now or we will end up killing the very system we are trying so hard to support.

Why is it happening? I'm really not sure, but it appears that pride and competition are at the heart of it. Don't get me wrong, competition is good as long as it is healthy. NIAD strongly supports competition in the ADAM market because it helps keep prices down and improves the quality of the ADAM products (spoken like a true capitalist). However, when competition gets so fierce that everyone is suspicious of everyone else and are constantly at each other, it has gone too far. Suspicion can lead one to assume devious motives on the part of others, which have no basis in reality. This then leads to hearsay, rumors and all kinds of problems. We all (NIAD too) need to nip these kinds of things in the bud and insure good communication between the parties involved to avoid these problems.

NIAD is calling for an end to this infighting amongst the various software/ hardware developers and user groups. It must stop or it will end up in the destruction of everything we are trying to work for. I am not pointing fingers at any one group, we all have some guilt to shoulder in this area.

We specifically request the following of all ADAM software/ hardware developers and user groups:

1. *Recommitt our support of the ADAM.*
2. *Pledge to cooperate with each other, even if there are competing products and services involved, for the mutual good of the ADAM community.*
3. *Aree to open, one to one communication and discussion with each other to resolve problems/ grievances.*



I think that if we follow these simple rules we can all continue to actively support the ADAM community.

Sincerely, Lyle Marschand

NIAD obviously signs on to this agreement and we are requesting a response from each of the hardware/ software companies and User Groups to our suggestions. We strongly feel that if this feuding doesn't stop it will result in the end of ADAM support.



## Notice



⇒ We seem to be back into the condition we were at last year when it appeared that the Coleco disk drives were all gone. There are no new ones to be found and the used ones are very rare. This is a problem for those that are looking for their first disk drive or a second as well as those who want to buy a converted 720K or 320K drive. We are doing our best to find some more drives.

⇒ Conversions of Coleco single sided 160K drives to either 3 1/2 720K (\$155) or double sided 5 1/4 (\$125) are going hot and heavy. Send in your drive for conversion to: NIAD DISK CONVERSION; 1010 Westminister; Garland, TX 75040 NOTE: You must send in your order form and payment to NIAD's PO Box here in Lisle, IL.

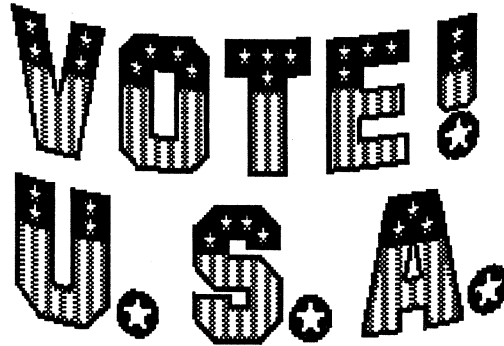


⇒ See our special on PANASONIC printers in this issue. We have never offered these fine printers at this low a price. Remember that this printer can be used with any computer, not just the ADAM.

⇒ We also have a special this month on the Magnavox CM 8502 color composite monitor. Adding a color monitor to your ADAM will significantly improve its usability. Note that a special ADAM monitor cable is required and a monitor can not be used with the Expansion Module version of the ADAM console.

⇒ We are doing some testing of the French version of SMARTBasic that has recently surfaced and have found several problems with it. Sharon McFarlane has started working on it and promises to have a revised version for our Public Domain library later this year.

⇒ E & T is now offering improved EPROM chips for the Coleco disk drives. The EPROM for those of you that have the double sided 320K drive is \$19.95 and provides significantly faster formatting and read/ write times. The EPROM for the regular 160K single sided drive is \$17.95 and reduces formatting time significantly. A \$3.00 rebate for your old EPROM is available. Order from NIAD or E & T.



⇒ Response to our USED CORNER has been more than we anticipated, so we will be working to add more items to the list.

⇒ *E & T Software is considering a project to modify the Coleco disk drive controller board to allow the attachment of a second, NON ADAM disk drive to the ADAM! This would be a great way of adding a second drive economically (especially since the Coleco drives are so scarce. Please let us know if you would be interested in this product.*

⇒ ADAM'S HOUSE (publisher of GHAAUG) has added a full time ADAM SERVICE DEPARTMENT to supplement the fact that Honeywell is no longer providing service. They also have a complete supply of parts for those wishing to do their own servicing. See their ad in this issue.

⇒ ADAM LINK OF UTAH, a newsletter published by a long time ADAMite, Alan Neeley is a fine newsletter. His July/ August issue (41 pages) is available for \$3.00. Write to him at: 2337 South 600 East; Salt Lake City, Utah 84106.

⇒ The RAM memory chip prices are still quite unstable and have recently gone up again. Hence, we are holding up on 256K memory boards until we can get chips at a more reasonable price. We will also be evaluating In House Service Reps memory expanders in the near future (can't do everything).

⇒ 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. The November meeting will be on the 10th. Note: We always have surprise specials on products as well.

⇒ If 1088 are the first 4 digits of your member number as printed on your mailing label, this is your last issue. Send in your renewal of \$19 for Third class/ \$26 for 1st class/ Canadian.

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

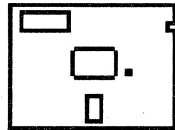
## SOFTWARE/HARDWARE UPDATES

\* Al Roginsky has released LAS VEGAS CRAPS, a high resolution color graphics game that replicates all the options in the real game of craps. This is an excellent game - see our review in this issue.

\* Walter's Software has released RAMBOOT, a program that you heavy ADAM users will really love (assuming you have a memory expander, especially a 256K). I only wish I had this program 3 years ago - the time I could have saved !! See our review herein.

\* MMSG has released COPY CART+ D2.0, a much upgraded version of their original program. See our review.

\* See our review of SUB RAIDERS, by Strategic Software in this issue. This is a good game that is very similar to the popular GATO by Spectrum Holobyte.



\* Wizard's Lair software has released BASEBALL STATISTICIAN for you baseball fans. This is a comprehensive (that may be an understatement) compilation of player and team statistics -see our review.

\* Work continues on GODOS, from Digital Express. As I understand it, a few ALPHA copies have been released for testing and the revised release date is November.

\* Walter's Software will have their new PRINT WORKS program completed by mid November. This program looks fantastic ! It will give any dot matrix printer owner the ability to print signs, banners and cards just like the various programs for Apple, IBM and Commodore. See their advertisement in this issue (if you don't have a dot matrix printer, this may be the reason you have been looking for).

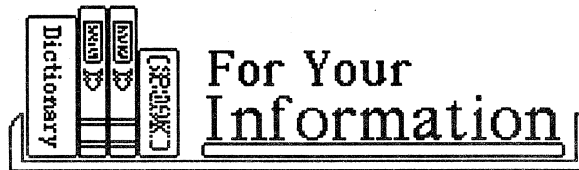
\* D. White, the author of the popular SPEEDYWRITE word processor has indicated there will be a delay in the completion of his spelling checker. More next month.

\* Steve Pitman (MIND OVER ADAM) has released GHOST ZAPPER, an arcade "shoot em up" utilizing high res color graphics and music. We will have a review next month.

\* Digital Express is finalizing their first adventure game -TEMPLE OF THE SNOW DRAGON. This will be a text/graphics game that promises to be very good.

\* We will have reviews on LINKBUILDER (for making your own golf courses for the PRO GOLF CHAMP program) and AFL FOOTBALL in next months issue.

\* MW RUTH is carrying the ADAM mouse, from Thomas Electronics. The price is now \$109.95 if you install your own mouse port (requires some work) or \$129.95 which includes a mouse interface card.



☞ I really enjoyed the last issue, especially your editorial on the ADAM. I was in this position last year, I felt the ADAM was not good enough for me and that I should move up to a Tandy or an Amstrad. I talked to one of the fellows in my user's group and he convinced me that there wasn't anything I wanted to do with the new computer that the ADAM could not do. He wa right! Now that I have the 720K disk drive and Speedywrite, I have everything I currently want except a spelling checker. I am waiting for you to review D. White's Speedywrite spell checker.

I am requesting you send me a copy of the Speedywrite tips that you advertised in the September newsletter. Speedywrite is really a good package but the documentation is difficult to follow. I still haven't figured out how to use the pocket data base. I love being able to lock in the directory in the copy screen and the keyboard macros.

Sincerely, D. Buelmann, St. Louis AUG

Thanks for the comments Don. Your SPEEDYWRITE tips are on the way. See Preston's article on the Pocket Data Base in this issue.

☞ For you LOGO programmers there is a very good series of books for you by Brian Harvey. The first book makes the ADAM sound like a great LOGO computer. Brian condenses quite a few styles of LOGO so it woul work for quite a few computers. With a few missing procedures the ADAM is the perfect LOGO computer. The titles of the books are "Computer Science Logo Style Vols 1,2,3" If someone figures out how to include these procedures volumes 2 & 3 will be great !

☞ I have purchased an In House Service Reps 512K memory board. It is as great as is their service! At first by board didn't work. I thought I was taken (again)! I called their phone number in NJ. They linked me up with the manufacturer in Maryland. They had me try a couple of things. They told me to send it cod, next day air and they would take care of it. The board was quickly back in my hands and it worked great! It didn't cost me a cent! They even called me and asked me how it worked. They made me feel important! All that was wrong was that someone forgot to take a test lead off it. It is very fast and even expandable to 1 meg. The board is in a nice little box that plugs into the slot on the side of the ADAM and it sits on top of the ADAM console.

Yours truly, R. Glase

Thanks Mr. Glase for your tips on LOGO (by the way the version of SMARTLOGO that is available for the ADAM was rated one of the best of any computer !) I am very pleased to hear about your positive experience with the In House board

☐ The following was sent to us from one of our members, J. Bonavita.

**TELEGAMES USA**

Telegames USA made quite a splash last year with their release of three new ADAM titles. One, Boulder Dash, has become one of the most popular titles in ADAM'S history. This year TG USA, (Telegames USA) has caused a lot of excitement with their release of a ColecoVision compatible game unit. I contacted them to see what they were up to and what this new unit would mean for the ADAM community. You may find some of their answers quite surprising... The interview below is with Terry Grantham, Director of US operations.

*J.B.:* What is Telegames USA?

*Terry Grantham:* TELEGAMES USA is an American subsidiary of Telegames United Kingdom which is the largest direct mail software supplier in Europe and the UK. TELEGAMES USA operates as a direct mail software retailer as well as manufacturer and distributor of its licensed software and hardware products.

*J.B.:* Recently TG USA has been releasing titles that have never before been available for the ADAM/ColecoVision units. Also, titles that have been out of circulation for years. How are you achieving this?

*Terry Grantham:* Over the past several years we have not only acquired large lots of manufactured goods, but have also purchased exclusive, worldwide manufacturing and marketing licenses on approximately forty Adam/ColecoVision programs by major publishers such as Activision, Imagic, First Star, Xonox, Interphase, etc. Additionally, we hold licenses to products for the Atari 2600, 5200, C-64, and Atari computers.

*J.B.:* Will we be seeing new programs for our systems? Does Telegames USA have staff programmers?

*Terry Grantham:* TELEGAMES USA contracts with independent programmers to develop new products for the ColecoVision such as Skiing, Amazing Bumpman, etc. Our plans are to release two new products per quarter.

*J.B.:* You are marketing a new ColecoVision compatible unit in America. Can you tell us a little about it? Also, will the new system be compatible with the ADAM expansion unit?

*Terry Grantham:* We have begun marketing the TELEGAMES USA PERSONAL ARCADE which is a ColecoVision compatible video game machine (it will play all the ColecoVision cartridges).

The PERSONAL ARCADE comes complete with two joypads (similar to the NINTENDO joy sticks), and an "onboard" game built right into the machine, which has been downsized significantly. The game METEORIC SHOWER is an arcade-style, space shoot-em up product that will only be available with the PERSONAL ARCADE.

The PERSONAL ARCADE will not be compatible with any of the Coleco expansion units.(NOTE: This means that you can't use the Super Action controllers, Driver module, etc. with the PERSONAL ARCADE).

*J.B.:* Being that this is a ColecoVision unit did you obtain the rights for its manufacture from Coleco?

*Terry Grantham:* The PERSONAL ARCADE is a completely proprietary device therefore no licensing from Coleco has been required.

Telegames USA is definitely a supporter of the ADAM community. One only has to look through their catalog over

100 ColecoVision titles to find out.

But, a point ADAM owners should be aware of. There really has not been a new titles released. Careful research through old software magazines show that many of be released years ago. Many never made it because they were bumped off schedule, (remember that term in 1984) or dropped when Coleco pulled the plug. This is a picky point but one that is important to remember when getting your hopes up for new games. We should all thank Telegames USA for supporting what the competition claims is a dead system.

They should be applauded for realizing that ColecoVision is a great system that should not have been discontinued.



☐ ZAXXON: Is says in the instructions that to kill Zaxxon you have to blast away at the robots, then at the missile in Zaxxon's side. A quicker way is to just shoot at the missile. To do this simply place you fighter "three levels" high, using the altitude indicator, and shoot at the missile.

☐ COSMIC AVENGER: When flying, it's possible to get some missiles in front of your fighter. The missiles(s) are the diagonal rockets from the launch pad. To do this fly fast, you will see them launched at you, pull back (left) up or down. The missile(s) should be in front of you. This may take time to master. The big advantage of doing this is to destroy the pesky UFOs, especially on higher skill levels when there are a few on the screen at the same time. If you want the rockets to fly closer to you just move towards them and they will fly back toward you.

☐ SMURF: On ADAM, skill 3 or 4. If you go two screen out from the house go to the end of a screen. Go onto the next screen and back by moving the joystick back and forth. Do this without stopping Smurf. On skill 3 you go back to the title screen. Skill 4 the screen goes funny, to restart press \* or #. For some unknown reason doing this just on the Coleco, the game freezes and you get a high score!

☐ MR. DO! If you clear a path right round one cherry, gently move in each side you get a high score!

☐ 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 three levels (bottom to up.) Brutus will pass you & not kill you.

☐ MINER 2049er: To get onto any level press the following on keypad: #64453#3, takes to the third level; #64453#7,

onto the 7th level. 64453### takes to the 11th. To get to any other level just change the last number (except 10). Each time you want to change or make a mistake press the reset button. Again for some unknown reason this only works on Coleco.

☞ **PITFALL:** It is possible to "walk through a wall". To do this you have to make Harry jump at a wall. You 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.

☞ **SUBROC:** When you get to the Command Plane dodge everything it fires at you. Wait till the bonus gets to ). Then destroy it for 1000 extra points.

☞ **FRENZY:** When you get killed you may have a gap in the wall behind you. If you move back before the action start, the Commando will run backwards. If you let Otto chase you, not killing him, another will appear. If you have not shot an Otto on the feature cell - Big Otto -do it and run like hell! On the option screen \* or # takes you back to the title.

☞ **CABBAGE PATCH KIDS IN THE PARK:** Plug in your Roller Controller or Super Action Controllers (if you have them.) Spin or roll the ball while moving Anna Lee -it's quite funny!

☞ **TARZAN:** It's easier to kill Histah by jumping on him and punching him at the same time when he hides in the undergrowth. You don't have to dodge or stun same time when he hides in the undergrowth. You don't have to dodge or stun Bolgani to get past him, just run at him and jump when you are close to him. Tarzan will "go through" him. Tarzan can destroy a bullet fired at him by a hunter by punching it!

## PUBLIC DOMAIN WORKSHOP



### NIAD PUBLIC DOMAIN SmartBASIC VOL.#BNDV 28 PROGRAM DESCRIPTION

- ★ HELLO Loads and runs the menu program.
- ★ MENU Allows for the running of all BASIC file
- ★ Avalanche You are the major of a Swiss Alpine village which lies directly in the path of avalanches. You are in for 20 years?
- ★ Bingo Print upto 40 bingo cards and then have ADAM randomly call numbers. No cheating!
- ★ Camel You have to cross a desert before pigmies catch you. Don't exhaust your camel or the pigmies will eat well tonight.
- ★ CHR\$ Display the table og numeric ASCII decimal codes and the character symbols they represent and also provides demos on their use.
- ★ DemonLair Search for gold in a maze of caves. During the course of the adventure you will encounter monsters, demons and poisons.
- ★ Fishing You are going on a fishing trip. Try to catch as many pounds of fish as possible Be careful that you don't sink.
- ★ Golf-I A single player golf game. Choose your handicap, area of difficulty and one of 29 clubs including a putter.
- ★ Gorky Your car has broken down and you have found a

map to hidden treasure. Can you survive the many perils or will you die.



- ★ GrandPrix Simulates driving a lap around a race coarse. If you feel brave, Put the pedal to the metal.
  - ★ Island You are trapped on a deserted island. Find the hidden treasure but don't fall into the shark-infested waters. Joust Mount your horse, then choose your offense and your defense to do battle with the other knight.
  - ★ Judo You are Freshly San and must face Compu-ter Sam on the Judo Mat. 6 off. & 6 def.
  - ★ TutsTomb A friend is trapped within the Pharoah's Tomb and has a small supply of air. Can you find him in time.
  - ★ WallCalndr Prints 8 1/2" by 11" monthly calendars with large block numbers.
  - ★ Wumpus-II Armed with a bow and limited arrows. You must hunt the feared Wumpus in his lair.
  - ★ NiadBNDV28 Contains short descriptions of files.
  - ★ README Docs on Bingo and WallCalndr.  
TOTAL OF 19 FILES =158K
- On the next page is a listing of the BINGO program contained on this volume. This is rather short program, but it contains several nice options that you will enjoy.
- Why don't you hackers take a crack at adding some more to the program ?

```

4 HOME: POKE 17059, 14: POKE 17115, 31: POKE 17126, 246: TEXT
5 REM      - BINGO PROGRAM
6 REM      - Basic Computer Programs for the Home
7 REM      - by Charles D.Sternberg - 1980
8 REM      - modified for ADAM by H.M.Guill - 1987
10 PRINT
11 INVERSE: PRINT "
12 PRINT "  ****  ***  *  *  ****  ****  "
13 PRINT "  *  *  *  **  *  *  *  *  "
14 PRINT "  ***  *  ****  *  **  *  *  "
15 PRINT "  *  *  *  *  **  *  *  *  *  "
16 PRINT "  ****  ***  *  *  ****  ****  "
17 PRINT "                                     ": NORMAL: PRINT
20 GOSUB 1500
30 REM      - data initialization *****
*
40 y = 1: ln = 0
50 DIM c(2, 75)
60 DIM a$(5)
70 READ a$(1), a$(2), a$(3), a$(4), a$(5)
80 DATA "B", "I", "N", "G", "O"
90 HOME: INVERSE: PRINT "                                     ": NORMA
L
92 PRINT: PRINT " DO YOU WANT BINGO CARDS "
94 PRINT: PRINT " PRINTED? ";
100 INPUT " ( y or n >>> "; g$: PRINT
110 IF g$ = "N" OR g$ = "n" THEN 160
112 IF g$ = "Y" OR g$ = "y" THEN 120
114 GOTO 100
120 GOSUB 590
130 PRINT
140 PRINT
150 PRINT
160 PRINT " PRESS <RETURN> FOR THE NEXT"
162 PRINT " CALL - OR - ENTER 'BINGO' "
170 FOR io = 1 TO 75
180 PRINT: INPUT " >>> "; b$
190 IF b$ = "BINGO" OR b$ = "bingo" THEN 220
200 GOSUB 1020
210 NEXT io
220 HOME: INVERSE: PRINT "                                     ": NORMA
L
222 PRINT: PRINT " NUMBERS CALLED:"
230 PRINT: PRINT " ";
240 FOR i = 1 TO 75
250 IF c(1, i) = 0 THEN 270
260 PRINT a$(i/15+1); " -"; i,
270 NEXT i
280 REM
290 REM      - termination point *****
300 GOTO 2000
310 REM      - line printing routine *****
***
320 FOR j = 1 TO 2

```



```

330 PRINT " :-----:-----:-----:-----:-----:      "; : ln = ln+1
331 IF n = 8 OR n = 16 OR n = 24 OR n = 32 THEN 340
332 IF ln = 56 OR ln = 112 OR ln = 168 OR ln = 224 THEN 1200
340 NEXT j
350 PRINT
360 RETURN
370 REM      - random draw of cards *****
**
380 LET z = (RND(y)*((h-1)/100)+.01)*100+1
390 LET x = INT(z)
400 IF c(k, x) <> 0 THEN 370
410 LET c(k, x) = c(k, x)+1
420 RETURN
430 REM      - array clears and fills
440 FOR l = 1 TO 2
450 FOR k = 1 TO 75
460 LET c(l, k) = 0
470 NEXT k
480 NEXT l
490 FOR l = 0 TO 60 STEP 15
500 LET h = l+15
510 FOR t = 1 TO 5
520 FOR k = 1 TO 2
530 GOSUB 370
540 NEXT k
550 NEXT t
560 NEXT l
570 RETURN
580 REM      - card print routine *****
*
590 HOME: INVERSE: PRINT "                                ": NORMA
L
592 PRINT: PRINT " HOW MANY CARDS SHOULD I PRINT"
594 PRINT: PRINT " (prints 8 cards per sheet)": PRINT
600 PRINT: INPUT " (even # 0 to 40 >>> "; n
610 IF n = 0 THEN 1010
620 PRINT: PRINT: FLASH: PRINT " PREPARE PRINTER ": NORMAL
622 PRINT: PRINT " PLACE PAPER IN PRINTER NOW &"
624 PRINT: PRINT " PRESS <RETURN> WHEN READY": PRINT
630 INPUT g$
640 FOR i = 1 TO n/2+.5
650 HOME: PR #1: PRINT: GOSUB 430
660 GOSUB 310
670 FOR j = 1 TO 2
680 PRINT " | "; a$(1); " | ";
690 PRINT a$(2); " | "; a$(3); " | "; a$(4); " | "; a$(5);
" | ";
700 NEXT j
710 PRINT
720 GOSUB 310
730 FOR k = 1 TO 5
740 FOR j = 1 TO 2
750 LET s = 1
760 FOR l = 1 TO 5

```



```

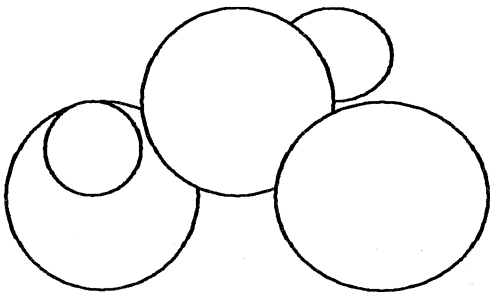
770 FOR m = s TO s+14
780 IF c(j, m) = 0 THEN 890
790 IF m < 10 THEN 860
800 IF k <> 3 THEN 840
810 IF l <> 3 THEN 840
820 PRINT "|*FREE";
830 GOTO 870
840 PRINT "| "; m; " ";
850 GOTO 870
860 PRINT "| "; m; " ";
870 LET c(j, m) = 0
880 GOTO 900
890 NEXT m
900 LET s = s+15
910 NEXT l
920 PRINT "| ";
930 NEXT j
940 PRINT
950 GOSUB 310
960 NEXT k
970 REM
980 PRINT
990 REM
1000 NEXT i
1010 HOME: PR #0: RETURN
1020 REM - random draws for calls *****
****
1030 LET z = (RND(y)*.75+.01)*100
1040 LET x = INT(z)
1045 IF x >= 75 THEN 1030
1050 IF c(1, x) <> 0 THEN 1030
1060 LET c(1, x) = c(1, x)+1
1070 LET j = INT(x/15)+1
1080 PRINT " "; a$(j); "-"; x
1100 RETURN
1200 HOME: PR #0: INVERSE: PRINT "
: NORMAL
1210 PRINT: FLASH: PRINT " INSERT MORE PAPER ": NORMAL
1220 PRINT: PRINT " IF USING SINGLE SHEETS AND"
1230 PRINT: INPUT " PRESS <RETURN> TO CONTINUE "; zx$
1240 GOTO 660
1500 PRINT " BINGO ALLOWS THESE OPTIONS:"
1520 PRINT: PRINT " 1) Automatic printing of up"
1530 PRINT " to 40 BINGO cards - *"
1540 PRINT: PRINT " 2) Random number calling"
1550 PRINT: PRINT " 3) Review of called numbers"
1560 PRINT " to verify BINGO"
1570 PRINT: PRINT " 4) Resume game if NO bingo"
1580 PRINT: PRINT " 5) Start new game or quit"
1590 PRINT: INPUT " <RETURN> "; zx$
1600 HOME: PRINT: INVERSE: PRINT " * NOTE ": NORMAL
1610 PRINT: PRINT: PRINT " ADDITIONAL CARDS MAY BE"
1620 PRINT: PRINT " PRINTED IF THE <CONTROL S>"
1630 PRINT: PRINT " COMMAND IS USED TO PAUSE THE"

```

```

1640 PRINT: PRINT " PRINTER AFTER THE FIRST 40"
1650 PRINT: PRINT " CARDS ARE PRINTED."
1700 PRINT: PRINT: INPUT " <RETURN> "; zx$
1710 RETURN
2000 PRINT: INPUT " SEE NUMBERS AGAIN? (y/n>>> "; yn$
2010 IF yn$ = "y" OR yn$ = "Y" THEN 220
2020 PRINT: PRINT " DO THE NUMBERS MATCH?"
2030 PRINT: INPUT " (y/n>>> "; yn$
2040 IF yn$ = "n" OR yn$ = "N" THEN HOME: INVERSE: PRINT "

      ": NORMAL: PRINT: GOTO 160
2050 IF yn$ <> "Y" AND yn$ <> "y" THEN 2030
2052 HOME: PRINT: PRINT " WE HAVE A ...": PRINT: PRINT: PRINT
2060 PRINT
2061 FLASH: PRINT " "
2062 PRINT " **** * * * * * "
2063 PRINT " * * * * * "
2064 PRINT " *** * * * * "
2065 PRINT " * * * * * "
2066 PRINT " **** * * * * * "
2067 PRINT " ": NORMAL: PRINT
2070 PRINT: PRINT: PRINT: INPUT " WANT ANOTHER GAME? (y/n>>> ";
yn$
2080 IF yn$ = "y" OR yn$ = "Y" THEN CLEAR: GOTO 30
2090 HOME: PRINT: PRINT: PRINT: PRINT " BYE!"
2100 END
    
```



**CIRLCES**

Here is a nice little program for drawing circlces. It is one of the better ones I have seen. There are many different routines used to draw circles, some good and some not so good. Study this program and try to modify it to improve it.

```

5 ONERR GOTO 5000
10 x1 = 139: y1 = 80: HGR
12 INPUT "HCOLOR="; a
13 HCOLOR = a
20 HOME: VTAB 22: INPUT "CIRC
LES: "; c: c = 6.28/c
    
```

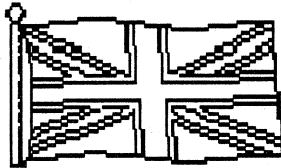
```

30 FOR z = c TO 6.3 STEP c: x
c = x1+COS(z)*35: yc = y1+SIN(z)
*35: FOR q = 0 T
0 6.28 STEP .05
40 x = COS(q)*35: y = SIN(q)*
35: HPLOT xc+x, yc+y: NEXT: NEXT
50 FOR t = 1 TO 3000: NEXT t
5000 TEXT: PRINT TAB(10); "EXIT
OPTIONS": PRINT TAB(10); "====
=====": PRINT:
PRINT
5010 PRINT TAB(8); "1-> EXIT TO
BASIC": PRINT: PRINT TAB(8); "2
-> REBOOT MENU":
PRINT: PRINT: PRINT "ENTER CHOI
CE-> ";
5011 GET k
5020 IF k = 1 THEN TEXT: END
5030 IF k = 2 THEN 5050
5040 IF k < 1 OR k > 2 THEN 500
0
5050 TEXT: PRINT CHR$(4); "RUN
HELLO"
    
```

# SMARTWRITER TIPS

## BEGINNER'S CORNER: USING YOUR WORD PROCESSOR

Keith Marner, the president of United Kingdom ADAM user group offers the following Smartwriter hints:



If you use your backspace key instead of the DELETE key you can get everything to line up again by pressing the INSERT key. Then, without entering anything else, hit SmartKey VI (DONE). SmartWriter will check to make sure that everything is where it should be, and you won't have those annoying gaps in text. (DELETE has exactly the same effect, but involves highlighting the text to be deleted.)

Keith also mentions that some folks find it easier to write or proofread by using the Moving Window mode and setting the right margin to 45. This will display several lines at a time and allow you to enter text anywhere on the screen, not just at the bottom of the screen. You will probably want to reset your margin to 70 to print your document.

Make use of your margins. If you have a letter that is just slightly too long to print on your page, set the margins a little wider. You can also use the widest settings (1 and 80) to get as many lines on the screen as possible when you want to scroll, highlight or delete large blocks of text in moving window mode. Remember that when you SAVE a document, the margin settings are saved with it; when you retrieve it, it will replace whatever margin setting is currently in memory.

Many new users find it difficult to enter a <RETURN> in the body of a text because they don't realize that you cannot put a return between characters. They find it confusing that a space entered by hitting the space bar is just like any other character to the computer. Even though you don't see it, the computer does! To enter a <RETURN> anywhere in your text, use the <INSERT> key.

→ Hit <RETURN> and then choose Smartkey VI (DONE.)

I noticed that I sometimes have trouble printing out any line that begins with an *underscored word*. It sometimes... not always... makes the text jump to the right, giving me an unwanted indentation that remains for the rest of the printout. My solution was just to avoid underlining in the extreme left margin. Jack Tilson noted, however, that seems to occur only if the previous line had no <RETURN>. So if you want that underscore, all you'd have to do is put a carriage return on the previous line. Maybe the bidirectional print head, which goes to underline BEFORE it prints the actual word, may get confused and try to go back too far. A <RETURN> would let it know to stop (?)

## Quick recap of previous hints:

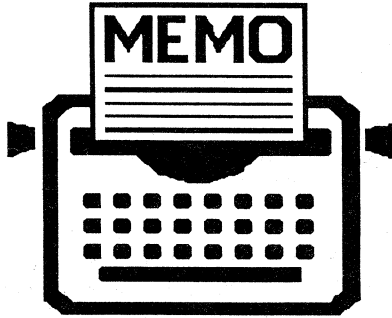
- \* Store a document early on, then clear the workspace and call it back up, to prevent the problem of having to rename your file every time you store it.
- \* **Store often** to prevent accidentally lost data due to a power surge or lockup. Do not try to print to the ADAM printer using a left margin of 1.
- \* Remember that a <RETURN> on a blank line will print out on the ADAM printer as a blank line and a half instead of just one blank line. This can cause problems in long documents. ADAMites have come up with several ways around this. One of them is to place a period on each "blank" line. Alternatively, you can shave off one seldom-used character on your daisy wheel... whichever you think you may not use... and type that character when you want a blank line. It will show up on your screen but not on your printout. Another way to eliminate that extra half space is to enter a Control 6 (hold down the Control key and press "6" at the same time) followed by a space. You will see a symbol on the screen like an upside down L. Don't forget the space!
- \* To speed up your typing, set your left margin to 10, the right margin to 45 and choose the MOVING WINDOW option by hitting SK II, then SK VI. When you're done, reset the margins prior to printing.
- \* NIAD also recommends NOT using the BACKSPACE key, but rather use the left arrow key to backup and retype over an error. The problem is that if you hit BACKSPACE and accidentally hit UNDO (which is easy to do), the system can lock up!



These are samples of the different print wheels that are available from NIAD for the ADAM printer. Price \$5.55 each. Specify the wheel you want by name.

Script text: abcdefghijklmn...  
 EMPHASIS TEXT: ABCDEFGHIJKL...  
 Gothic text: abcdefghijklmn...  
 URATOR TEXT: ABCDEFGHIJKLMN...  
 Elite text: abcdefghijklmn0...  
 Pica text: abcdefghijklmno...  
 Courier text: abcdefghijkm...

# SPEEDYWRITE WORKSHOP



## *CHAPTER 11: Using the Pocket Database Review by Preston Harris*

SpeedyWrite's database is a feature that truly puts SpeedyWrite 2.0 in a class of its own. Although SpeedyWrite database is only a "pocket database" (which means that the database has only limited functions) the provided functions will suffice for basic database applications.

The first step in using the SW2 database is to load the database that is already on the SW tape/disk. To access the SW2 pocket database select the PKDBASE on the Filer menu and press return. Next select the drive you wish to retrieve PKDBASE from and press return.

Most likely you'll want to create your own pocket database files. To do this you need to follow the following instructions. The first step in creating your own database is to get a tape or disk that has plenty of free storage place. The greater amount of storage space the better because the SW2 pkDBASE will allocate all the remaining space on your medium (tape or disk). Next start up the existing database (as described above) and press ^L (control L). After a few moments you will see the "DRIVE?" prompt. Simply insert the medium you've chosen to use for your pkDBASE, type the drive letter and press return. After the drive stops you've completed preparing your medium for use with the pkDBASE. You will now have a blank screen, which is the Pocket database menu screen.

The SpeedyWrite 2.0 pocket data base contains a total of ten screens; the first being a menu screen and the ones following being data screens. The only difference between the menu screen and the other nine "data" screens is that from the menu screen you can reach any database screen while with the data screens you may only reach the screens before and after the screen you are on. For example if you were using pkDBASE screen #5 you could only reach screen number four and screen number six. If you were on the menu screen you could access screen numbers five, six, or any other screen you wanted to get to.

Creating a menu system is the "suggested" first step. To do

this simply type in your menu screens. Most likely you would type the screen numbers and titles on the menu screen. The next step in constructing your pocket database is to access and use the data screens in the database. As was mentioned before there are a total of ten screens in the SW2 pkDBASE, nine of which are data screens. Each data screen has been assigned a number between one and nine. To access any data screen first make sure your on the menu screen and then press the "TAB" key and the number of the data screen you wish to reach.

Another very critical step in using the database is to *close* the database. This is done after you've finished using any database. The importance in closing the database is that what closing the database really does is saves your changes to the database medium. To close a database simply press control C. Loading another database file directly from the database is another feature you may wish to employ. This may be done by following a simple three step procedure. The first step in this procedure is leaving the disk or tape you were using before. The next step is to press CTRL-L and wait for the "Drive?" prompt (after a few moments you should see the prompt in the upper left-hand corner of the screen). The third and final step in loading another database file directly from the pocket database is to put in another database and select the drive it's in. Permanently closing the database is yet another feature of the pocket database at your disposal. What permanently closing a database does is closes the database and frees up any unused space on the disk or tape that the database is stored on. Below is a SpeedyWrite 2.0 pocket database quick reference chart I've constructed for your convenience.

*****SW2 pkDBASE Quick Reference Card *****	
* Keypress *	* Function *
CTRL-A	Turns inverse video on and off
CTRL-C	Closes pocket database
CTRL-E	Allows you to enter special characters
CTRL-K	Copy Window command to display data from the Pocket Database in the Copy Window
CTRL-L	Used in loading another database file directly from the pocket database
CTRL-U	Used to bring back the database screen you were working on
CTRL-X	Permanently closes the database
CTRL _	(underline) Can be used to copy lines of database
TAB N	Takes you to the "next" screen in the database
TAB P	Takes you to the "previous screen in database
Shift-IV and V	Can be used to copy entire database * screen *

\*\*\*\*\*  
 FOR USE WITH SPEEDYWRITE VERSION 2.0 EXCLUSIVELY  
 \*\*\*\*\*

Above all else one of the most important features of the database is that it can be copied into the SpeedyWrite

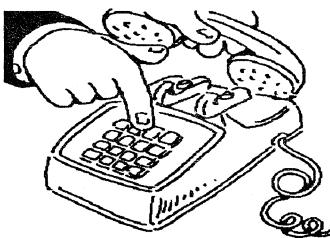
workspace. This can be done in one of several ways which are discussed below.

To copy an entire database screen the Shift-IV macro (if unchanged) should be implemented. To copy the database screen using the Shift-IV macro simply load the database, go to the screen you wish to copy, press Shift-IV, and press escape. The database text should now be inserted into the SpeedyWrite workspace.

If you wish to copy only half of the database screen simply load the database, select the database screen you wish to copy and press the shift key and Smartkey V simultaneously. Other copy options include using the CTRL-K copy window or copying line by line. To copy line by line simply select the data base screen you want to copy from and press the Control key and the underline key (shift + "6" key). Press return for every line you wish to copy and press escape. You should see that the lines you selected have been copied into the SpeedyWrite workspace. In conclusion, the SpeedyWrite 2.0 database is an incredibly powerful tool. The freedom it allows you in moving around the screen can be used in practical applications such as creating charts, graphs, etc. SpeedyWrite 2.0 is truly the best word processor ever made for the ADAM Family Computer System!

## USED / SWAP CORNER

*This column is new this month. 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.*



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

### Cartridges

Brain Strainers	\$10
Campaign '84	\$10
Carnival	\$7
Dance Fantasy	\$7
Defender	\$7
Donkey Kong	\$5
Dr. Seuss' Fix/Mix	\$10
Fraction Fever	\$7
Front Line	\$20
Illusions	\$15

Lady Bug	\$10
Looping	\$10
Make a Face	\$10
Pepper II	\$10
S.A. Baseball	\$15
Slither	\$15
Smurf Paint'N Play	\$10
Space Panic	\$10
Time Pilot	\$10
Turbo	\$15
Victory	\$15
Zaxxon	\$5

### ATARI 2600

Star Raiders	\$7
Empire Strikes	\$5
Trick Shot	\$5
Asteroids	\$5
R.S. Baseball	\$5
Missile Command	\$5

### Hardware

Colecovision Game Unit	\$50
Colecovision/Exp. Mod.#3	\$60
without Tape Drive	
R80 Memory Console	\$79.95 without
Tape Drive	
NEC Color Monitor	\$150.00
Amdek Amber Monitor	\$60.00
Magnavox Monochrome	\$75.00
Hand Controllers	\$3.00
Keyboards	\$10.00

### Software

2010: Text Adventure	\$11
Intel-LOAD	\$8
Morse Code	\$8
Mountain King	\$10
Quest for Quintana Roo	\$10
Best of Broderbund	\$10
CopyCART V1.0	\$10
PackCOPY	\$10
Stellar 5: Astronomy	\$10

Fortune Finder: Text Adv	\$10
Mr. T's PD Collection	\$5

### For Sale

\*\* For sale: Used carts, software (ddp), Colecovision Game Units, Expansion Module #3, R80 Memory Console, SmartWriter Printer, Keyboard, Exp. Module #1 and #2, Miscellaneous supplies, Super Action Controllers, ADAM books, etc.

Contact:

Ruthann Treleven  
63-11 Queens Blvd., Apt. B6  
Woodside, N.Y. 11377

\*\* For sale: Complete ADAM Computer System, Disk Drive, AL Modem, Super Action Controllers, Driving Module, assorted carts and software. Has all instruction manuals and most of the original packages or boxes. Contact:

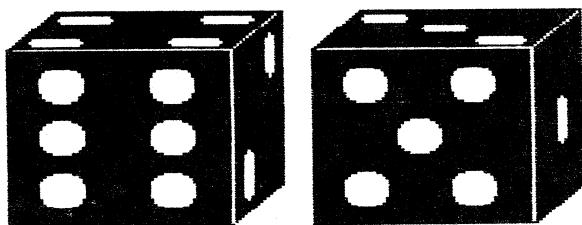
Mell Boretzky  
19155 W. Inez Dr.  
New Berlin, WI 53146



 **REVIEWS** 

**Las Vegas - Craps**  
By Al Roginsky

Real Dice Game for  
the **ADAM** Computer.



*Las Vegas Craps by Jim Notini/L.  
Marschand*

LAS VEGAS CRAPS is a new program released by Al Roginsky of the Las Vegas ADAM Club. Al and some of his club members were the ones who developed LVAC I, which still stands as a great set of educational and game programs.

Al has done a lot of work over the last 2 years to develop LV CRAPS. I am glad to say that it is well worth the wait !! LV CRAPS combines very detailed graphic screens, sprites and every kind of option you would be given if you were really in a hotel in Las Vegas, except that you will not have to worry about losing all your money.

Also, included with the game is a little tutorial which will display all the different bets that can be placed. I found this option most useful mainly because I had never played craps before in my life.

Last but not least, a 60 page booklet is included, CRAPS: Playing to Win written by Tony Korfman, which I would recommend that you sit down and read first if you have never played craps before.

Upon boot you are presented with an option screen where you can load in the instructions, load the game, view your status which tells you how many markers you have accumulated along with the markers cash value and also the cash on hand.

All choices are made through the use of the six SmartKEYS while your bet totals are entered via the number keys. At any time during the course of a game you may view how well or not well you are doing by pressing SmartKEY II (STAT). Also,

if you lose all your money, as I have done, you can start fresh by pressing SmartKEY III (\$) and then choosing not to quit. This is probably the option I use most due to the lack of experience in playing craps.

The screen setup is very professionally done, with a great depiction of a craps board and the SmartKEY labels one through six at the bottom of the screen.

When you choose a certain bet a sprite is displayed in the area of the bet (i.e.: if you choose a DON'T PASS BET a chip is displayed in that section of the board). When you finally have decided on what to bet on and you have a Pass Line or Don't Pass bet you can press SmartKEY I (ROLL) which will roll the dice across the screen and then display the results.

Overall, this program is very professionally put together, As I flipped through the booklet included I did not come across one option or bet that was not included in the game. This is perhaps one of the games best points - the comprehensive replication of the real game of craps. Now we can sit at our ADAM's and pretend we're in Vegas or Atlantic City !!

The actual control sequence for the game must have taken quite some time to put together and test. Additionally, a great deal of time and tedious work went into the graphic screens and sprite movement.

This review is really only scratching the surface of this program. Highly recommended for those of you crap players out there and if you have never played craps before in your life, this is the perfect program to learn how to play and even to master the game.

RATING: A

*CopyCart+ D2.0 Reviewed by Jim  
Notini*

CopyCart+ D2.0 is the updated version of the CopyCart V1.0 program that was released in 1985 by MMSG.

As with the earlier version of CopyCart+ D2.0 (CC+ D2.0), this program allows for one to copy cartridges onto a ddp or disk, may it be 5 1/4 SS, 5 1/4 DS or 3 1/2 DS.

Unlike it's predecessor though, this new version will allow for the copying of cartridges of up to 32K in length. These cartridges could be copied to disk/ddp by CC V1.0, but when one would try to run one of these, the game would lock-up or sometimes the COLECOVISION title screen would be displayed. There is a solution to this problem for those of you who are still using CopyCart V1.0: a program called 'Patcher' which is in the public domain of many user's groups. This program will fix the media that you have cartridges copied to so that the longer (32K) carts will run properly. CC+ D2.0 is written entirely in machine language and is self-booting. Upon pulling the computer reset you are

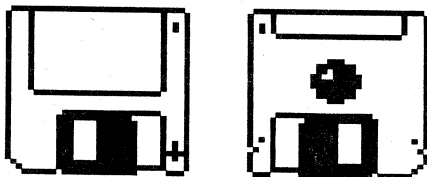
treated with a nice animated display of MMSG scrolling from the bottom of the screen to the center and then off the screen to the left, after which two brick walls converge on one another from the left and right side of the screen and then pull apart to display the title, revision and copyright. The main menu is then loaded with the option to either:

- 1) CREATE TARGET MEDIA
- 2) COPY A CARTRIDGE
- 3) DELETE A FILE

**CREATE TARGET MEDIA:** Allows for the initializing of ddp or disks (disks can be initialized at either 160K, 320K or 720K depending on the disk drive that you have) or for the formatting of disks on all the available disk drives which are on the market at the time. You can access any drive also when you are using this option (Tape Drive #1 or #2 or Disk Drive #1 or #2). These ddp/disks that are init/formatted with this option will become special self-booting media which will display a catalog of the cartridges that have been copied to this media. This media will also have a standard directory that can be displayed as a catalog by SmartBASIC, BACKUP+ and all other ADAM programs that access a catalog command.

**COPY A CARTRIDGE:** This option provides a method of copying cartridges to the target media. Once chosen you are asked to enter in the target drive and then a catalog of the contents of the target drive is presented, after which you enter the filename that you want the cartridge saved as. The cartridge is then copied to ddp/disk as a 'C' file extension. This feature is very nice due to the fact that you can file copy your cartridge files to another ddp/disk as long as the target media has been formatted or initialized with the CREATE TARGET MEDIA. Always remember never to insert/remove a cartridge when you have ADAM on, I personally switch cartridges with the power on and have not run across any problems, but this could cause permanent damages.

**DELETE A FILE:** This option does exactly what it says it will do. It allows you to selectively delete individual files and recover the media space used by those files. The target media can be booted from any active storage device. Once booted a catalog of all 'C' type files stored on the media will be displayed, preceded by a program number 0 through 9.



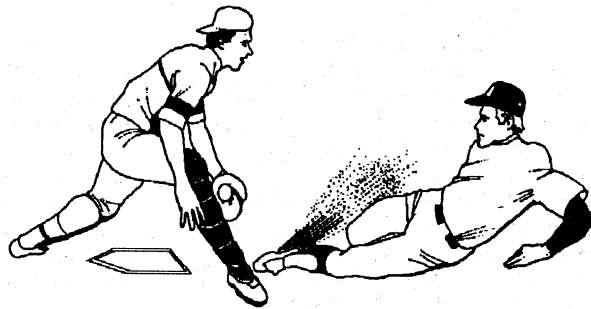
You are then prompted for the number corresponding to the cartridge to load. If you have more than 10 cartridges copied onto this media you can display subsequent directories by pressing the '#' key on the controller. For those of you with the new 320K, 360K, 640K or 720K disk drives this is probably the best feature that has been added. For example, if you have a 3 1/2 Disk Drive you will have 713K of cartridge

space or you can copy 44 - 16K cartridges on a single 720K drive!!

*Overall*, this program is very professionally done and lives up to the standards I have come to expect from all software releases from MMSG. I especially like the title screen animation upon boot-up, very nice job guys.

HIGHLY RECOMMENDED: A+

***THE BASEBALL STATISTICIAN  
FROM WIZARD'S LAIR SOFTWARE  
Review by Preston Harris***



The Baseball Statistician is a great new program just released by the Wizards Lair.

As stated in the manual "The Baseball Statistician is a comprehensive stat compiler that can be used to keep track of your favorite Major, Minor, Little or even Softball League team stats. In less than five to ten minutes team stats can be updated, sorted, and printed. Individual stats for batters and pitchers can also be viewed and printed.

The Baseball Statistician was written in Sharon MacFarlane's SmartBasic version 1.79 revision 6.0. This version of basic features features fixed SmartBasic 1.0 bugs, forty columns of text, and its own print driver (for printing on dot matrix printers), all of which are utilized in the Baseball Statistician. The Baseball Statistician is very user friendly program, it's completely menu driven. The main menu as seen below offers a host of options.

- 1-> New Team Data
- 2-> File Utilities
- 3-> Display Stats
- 4-> Total Team Stats
- 5-> Enter Player Data
- 6-> Sort Players
- 7-> Edit Stats
- 8-> Ens.Stats. Program

The New Team Data option allows you to name, select the number and name of batters and pitchers own your team. This is the first step in using the Baseball Statistician. The File Utilities selection has some great options. From its submenu you can catalog (two column format), load a team, save a team file or even delete a team.

Display Stats allows the viewing of accumulated team batting stats and accumulated team pitching stats.

The fifth option (Enter Player Data) enables you to enter the team stats and add players to the roster.

Calculations for batter's and pitcher's E.R.A. are computed by the program by the stats you enter. Sorting Players was an option that really impressed me. Players can be sorted in one of four ways. Batters can be sorted Alphabetically, or by average (from highest to lowest). Pitchers can be sorted either by alphabetical order or by Earned Run Average (from lowest to highest).

Stat Editing is yet another option that can be selected. Either team batters or team pitchers can be edited. Editing is made simple by entering values after your prompted for them. Pitchers can also be edited, all you have to do is answer the questions that are prompted.

The End Stats Program options allows you to exit the stat compiler to either SmartBasic 1.79 or to the Baseball Statistician printer program. The Baseball Statistician Printer program is excellent. It offers all the file options aforementioned except deleting files. Individual or team stats may be printed out on either dot matrix or Adam printer in great chart formats. Printing batters will display all the information you'd expect such as names, position, doubles, home runs, batting averages, and a great deal more. Either an entire teams batting average can be printed out or just selected individuals. When individuals stats are printed out they're much like printing out your own baseball cards. Printing out pitcher stats are the same as the batters except that different types of information is printed like the if the pitcher is a starter or reliever, his number of loses, save, hits, strikeouts, etc.

From the Baseball Statistician printer program you may exit to either SmartBasic or to the Baseball Stat Compiler.

***The Baseball Statistician is truly an impressive piece of work.***

It is menu driven, making it very user friendly and has an easy to read forty column display.

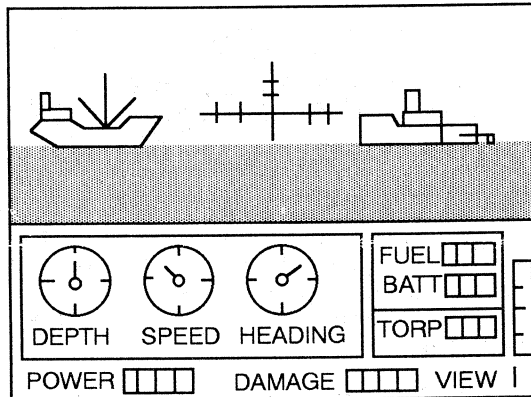
One area the wiz' at the Wizard's Lair truly excels in is that of documentation. The manual has great graphics in it and more importantly, its written on a level that is easy to understand. Often a mistake computer programmers make is that they tend to discuss the technical side of the program too deeply. The wizards at the Wizard's Lair did a great job of avoiding this. For the first time in a while I read a manual once and actually understood everything that was written.

In conclusion when at bat Wizard's Lair hit a home run. This program is so fluid it could be understood by a ten year old but could satisfy the needs of an adult. I recommend this to anyone from Don Zimmer, manager of the Chicago Cubs, to a little league baseball coach, to you the proud owner of an ADAM Family Computer System.

RATING A/A+

***SUB RAIDERS Review by Preston Harris***

Sub Raiders is "state of the art" World War II submarine combat simulation game from Strategic Software. High resolution graphics are utilized to display an exceptional 3-D perspective! Everything from radar, to charts and maps are utilized to display realistic combat simulation.



Below is the step by step procedure would follow if you were to play the game yourself. After booting the datapack you will first view a title screen and next the game control screen. This screen allows you to

- (1) select the difficulty level of the game,
- (2) select sound or no sound,
- (3) reset the mission.

From the game control screen you may start game play by pressing <return>.

Game play, is great!

From the game control screen you will exit to the **Patrol Area Chart**. This chart displays you and enemy vessels on a map composed of twenty quadrants. This chart may be used to check the position of islands, enemy vessels, your own submarine, and your sub tender (repair vessel). This chart is updated once every second!

The **Quadrant Chart** may be used to get a closer look at islands and other vessels in your quadrant. The great thing about this screen is that all the submarine functions remain active (you may steer, dive, etc. while on this screen).

The **Main Control screen** is where you, the captain, may view the sea and all your gauges and displays. Be careful not to swallow any of the sea water as you experience the thrill of watching (and hopefully sink) the enemy vessels zoom past your forward view. Sub Raiders allows you to check and control the depth, speed, heading, fuel level, and much, much more of your vessel from the Main Control screen.

Prepare to feel the power of your combat submarine as you dive, arm the torpedos, and speed to the heart of the battle. Speeding to the battle is actually an understatement of what your submarine can do. With *Rapid Submarine Deployment* you may direct your crew to cover hundreds of miles in just a





few seconds. Oh No, I'm hit. During the course of a battle you may wish to check your damage after being fired on by the enemy.

Sub Raiders has a damage report screen just for this occasion. Damage on everything from the control room to the fuel tanks to the periscope and a great deal more may be checked on from the **Damage Report Screen**. If you wish to repair your vessel turn the engines on full blast (the Rapid Submarine Deployment doesn't work once an enemy has locked onto you) and head for your sub tender (repair vessel). Boy, I know they're out there some where and they are close.

The **RADAR** screen may be activated. It displays anything - islands, ships, ect within near striking distance. The heading, speed, and depth of your submarine may be adjusted while using the radar screen as well.

Overall, Sub Raiders is an excellent game, however I do have a few criticisms. Although the graphics are good on the main control screen, the graphics on the other screens could be better. Also, when going from screen to screen I've noticed that each screen has to be drawn in using high resolution Basic graphics, which is slow. My final complaint is that the controls seem a bit sluggish as well.

SUB RAIDERS is almost exactly like the game GATO, for the Apple II computer. In fact the screens are almost identical.

RATING - B+

**Here is a well done graphics program that displays very nicely on your TV/ monitor. I think you'll enjoy the design that is produced.**

```

1 REM NIAD PUBLIC DOMAIN
  VOLUME # BNDV 26

5 POKE 16149, 255: POKE 1615
0, 255
10 REM THE MAYAN QUILT
20 REM By D.B. Jacksch
30 HOME: ONERR GOTO 60
40 PRINT: PRINT " Which quilt
# shall I weave?"
50 PRINT: INPUT " "; a1: a2 =
RND(-a1)
60 GR: ONERR GOTO 600
70 PRINT: PRINT " Expandabl
e Computer News": PRINT "
Presents:"
80 PRINT: PRINT " The
Mayan Quilt ";
90 a1 = 9: a2 = 9

```

```

100 b1 = 29: b2 = 9
110 c1 = 29: c2 = 29
120 d1 = 9: d2 = 29
125 POKE 64885, 0
130 d = INT(RND(1)*4+1)
140 c = RND(1)*16
150 COLOR = c
160 l = INT(RND(1)*15)
170 FOR i = 1 TO 1
175 IF PEEK(64885) <> 0 THEN 6
00
180 ON d GOSUB 230, 280, 330,
380
190 PLOT a1, a2: PLOT b1, b2
200 PLOT c1, c2: PLOT d1, d2
210 NEXT i
220 GOTO 130
230 a1 = a1+1: a2 = a2-1
240 b1 = b1-1: b2 = b2-1
250 c1 = c1-1: c2 = c2+1
260 d1 = d1+1: d2 = d2+1
270 GOSUB 430: RETURN
280 a1 = a1+1: a2 = a2+1
290 b1 = b1-1: b2 = b2+1
300 c1 = c1-1: c2 = c2-1
310 d1 = d1+1: d2 = d2-1
320 GOSUB 430: RETURN
330 a1 = a1-1: a2 = a2+1
340 b1 = b1+1: b2 = b2+1
350 c1 = c1+1: c2 = c2-1
360 d1 = d1-1: d2 = d2-1
370 GOSUB 430: RETURN
380 a1 = a1-1: a2 = a2-1
390 b1 = b1+1: b2 = b2-1
400 c1 = c1+1: c2 = c2+1
410 d1 = d1-1: d2 = d2+1
420 GOSUB 430: RETURN
430 x = a1: y = a2: GOSUB 480:
a1 = x: a2 = y
440 x = b1: y = b2: GOSUB 480:
b1 = x: b2 = y
450 x = c1: y = c2: GOSUB 480:
c1 = x: c2 = y
460 x = d1: y = d2: GOSUB 480:
d1 = x: d2 = y
470 RETURN
480 IF y < 0 THEN y = 39
490 IF y > 39 THEN y = 0
500 IF x < 0 THEN x = 39
510 IF x > 39 THEN x = 0
520 RETURN
600 TEXT: LIST
610 END

```

# NIAD SPECIALS

▷ **PANASONIC 108i - II PRINTER - \$199.95**

▷ **PANASONIC 1080i - II PRINTER with ADAM Parallel printer interface and special ADAM printer cable - \$ 239.95**

▷ **PANASONIC 1091i PRINTER - \$ 229.95**

▷ **PANASONIC 1091i PRINTER with ADAM Parallel printer interface and special ADAM printer cable - \$ 269.95**

**SPECIFICATIONS:**

The Panasonic line of printers are known for their reliability and quality.

The 9 pin dot matrix printhead supports both draft, near letter quality and high resolution graphics printing, emulation both the Epson and IBM standards.

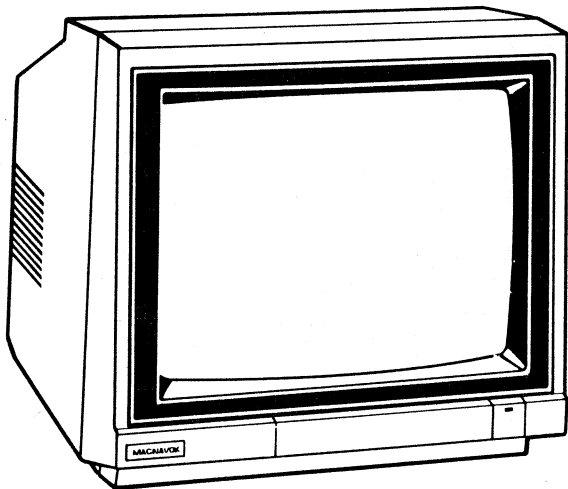
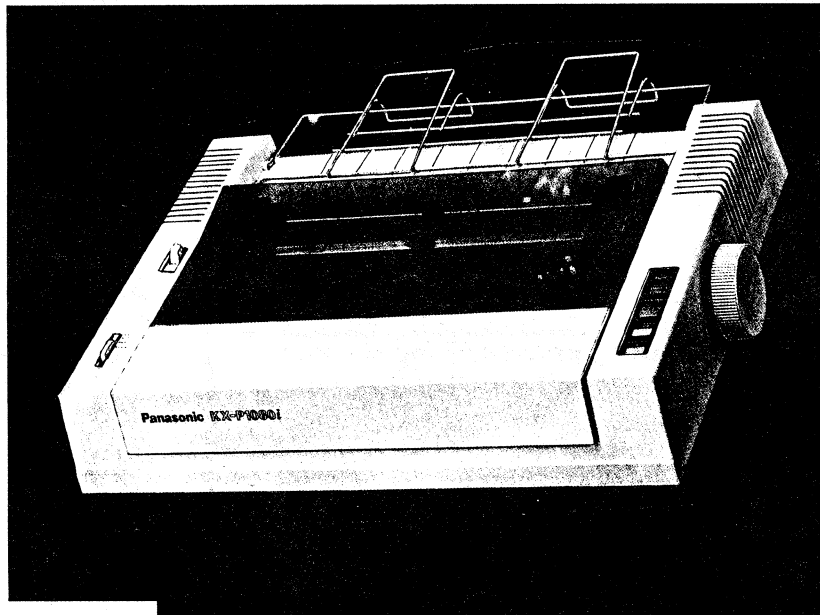
Draft, NLQ and Compressed print can be selected from an external control switch.

Full support for justification, centering, L/R alignment under software control.

Attachable to any standard parallel printer cable.

**SPEED (in characters per second):**

	1080i-II	1091i
Draft	144	192
NLQ	28	32



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330 BY 350 RESOLUTION

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40 COLUMN DISPLAY

GREEN TEXT DISPLAY SWITCH

SHARPNESS CONTROL

VERTICAL/ HORIZONTAL CENTERING CONTROLS

COMB FILTER

BUILT IN STAND

8572 ADDITIONAL FEATURES - RGB INPUT FOR IBM COMPATIBILITY, 80 COLUMN DISPLAY - 640 HORIZONTAL RESOLUTION

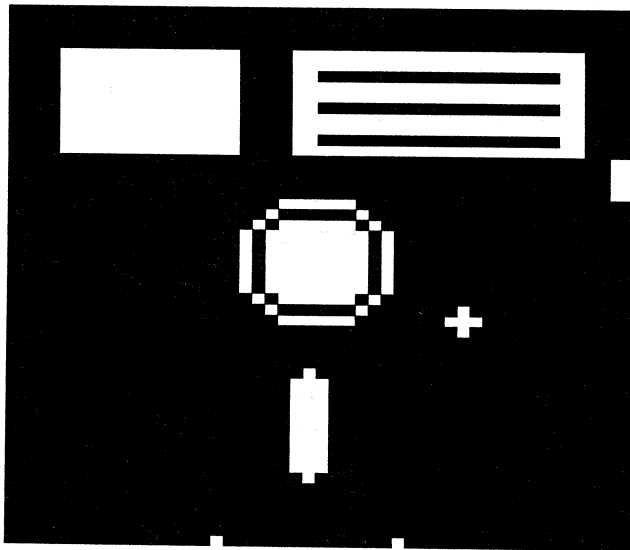
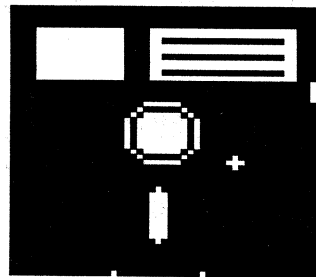
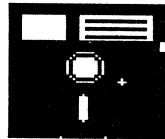
# "The Print Works"

By

## Walters Software Co.

Is a print shop program for the Adam computer and a dot matrix printer. Design banners, greeting cards, letter heads and signs. Clips and fonts can be three sizes. Several clips, fonts and borders included. Options include the ability to move system, clips, fonts and borders to the ramdisk. Graphic smartkey driven, clip and font works files, page layout, save and load print with "The Print Works" an Adam and dot matrix printer.

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\*\*NOT COMPATIBLE WITH ADAM\*\*

ADAM DOUBLE SIDED (320K DISK DRIVE) \$275.00  
 Super high capacity double sided 5 1/4 inch drive. This is a modified coleco made drive with a new double sided drive unit installed. Provides 320K of storage on a floppy diskette.  
 Provides expanded capability for faster storage and retrieval and increased reliability. Requires standard diskettes.  
 \$125.00

DOUBLE SIDED DISK DRIVE UPGRADE \$125.00  
 Send in your coleco disk drive to be upgraded to a double sided, 320K drive. Includes all software for operating all Coleco programs.  
 \$155.00

3 1/2 INCH 720K DRIVE UPGRADE \$155.00  
 Send in your Coleco disk drive to be upgraded to a 3 1/2 inch 720K drive. Includes all software for operating all Coleco programs.  
 \$49.95

ADAM LINK MODEM 7818 \$49.95  
 Adam phone modem which provides capability, with included software, to interface with other ADM computers or large bulletin board systems such as Compuserve.  
 NOTE: Order ADAMlink II software from Public Domain list which will allow uploads/downloads of programs.  
 \$29.95

COMPUERVE SPARTAN KIT \$29.95  
 Includes account number, password and five free hours of connect time to the popular compuserve information system.  
 \$29.95

DIGITAL DATA DRIVE # 2409 \$29.95  
 800 (but not boxed) digital data drive which can be used as a replacement or as a second drive.  
 \$49.95

64K MEMORY EXPANDER ME-64 \$49.95  
 Provides additional 64K of memory for SMARTWRITER, CPM programs. Provides print buffer spooling for Amdekak.  
 \$169.95

256K MEMORY EXPANDER \$169.95  
 Provides 256K ram disk under CP/M 2.2 \*\*PRICED DEPENDS  
 Requires addresser card (add'l \$17) if ON CHIP config  
 you don't have PIA2 interface. Must send in PIA2 for modification if you have it.  
 \$139.95

EVE RS232/PARALLEL INTERFACE SP-1 \$139.95  
 Allows the connection of the ADM to any popular printer and other devices requiring either serial or parallel interface connections. Includes software for directing print to additional printers directly from SMARTWRITER, SMARTER, BASIC, CPM programs.  
 \$79.95

EVE SP-1 PARALLEL INTERFACE ONLY \$79.95  
 (Parallel cable required - see next item)  
 \$39.95

PARALLEL PRINTER INTERFACE \$39.95  
 PARALLEL OR SERIAL CABLE SP-1C \$15.95  
 Cable required to attach SP-1 or PIA2 interface to other printers.  
 \$24.95

SHIELDED PARALLEL CABLE \$24.95  
 Parallel cable containing extra shielding to prevent interference with TV sets.  
 \$19.95

DISK DRIVE EPROM - 320K 5 1/4 Dr \$19.95  
 - 160K 5 1/4 Dr 17.95

PANASONIC 1080I-2 \$199.95  
 TYPE: 9x9 DOT MATRIX  
 SPEED: DRAFT MODE - 144 CPS  
 NEAR LTR QUALITY - 28 CPS  
 COMPATIBLE W/ EPSON RX80,  
 IBM, FULL GRAPHICS  
 PRINT CHR: ADJ TRACTOR FEED  
 MEDIA HNDL: ADJ TRACTOR FEED  
 INTERFACE: CENTRONICS PARALLEL  
 FEATURES: 2 YEAR LIMITED WARRANTY  
 \$229.95

PANASONIC 1091I-2 \$229.95  
 TYPE: 9x9 DOT MATRIX  
 SPEED: DRAFT MODE - 192 CPS  
 NEAR LTR QUALITY - 38 CPS  
 COMPATIBLE W/ EPSON RX80,  
 IBM, FULL GRAPHICS  
 PRINT CHR: ADJ TRACTOR FEED  
 MEDIA HNDL: ADJ TRACTOR FEED  
 INTERFACE: CENTRONICS PARALLEL  
 FEATURES: 2 YEAR LIMITED WARRANTY

OKIMATE 20 COLOR PRINTER \$199.95  
 TYPE: 24 PIN THERMAL  
 SPEED: DRAFT MODE - 80 CPS  
 NEAR LTR QUALITY - 40CPS  
 LIMITED ADJ TRACTOR FEED  
 NONE STD - PARALLEL PLUG N  
 PRINT MODULE SUPPLIED THAT  
 ATTACHES TO EVE OR ORPHANWARE  
 PARALLEL INTERFACE  
 BLACK & WHITE OR COLOR PRINTING  
 8K BUFFER; SPECIAL PAPER REQ'D  
 \$5.95

PANASONIC RIBBONS - \$5.95  
 OKIMATE 20 RIBBONS - \$4.95 BLACK  
 - \$5.95 COLOR

TRAINING MANUALS/ BOOKS

NIAD PRODUCT REVIEW BOOK \$19.95  
 WORD PROCESSING WITH YOUR ADAM \$8.95  
 FIRST BOOK OF ADAM, THE COMPUTER \$8.95  
 TAB BOOKS \$8.95  
 BASIC BASIC PROGRAMS FOR THE ADAM \$8.25  
 BY KNIGHT, TIMOTHY ORR  
 DISCOVERING SCIENCE ON YOUR ADAM,  
 WITH 25 PROGRAMS BY TAL MOUNTAIN \$9.95  
 SCIENCE CENTER  
 THE COLECO ADAM ENTERTAINER BY BRIAN SAWYER \$12.95  
 HACKER'S GUIDE TO ADAM VOL I \$11.95  
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PROGRAMS FOR BOTH VOL I & II OF HACKER'S GUIDE ON 1 TAPE OR DISK \$3.00 DISK \$5.00 DDP  
 USING & PROGRAMMING ADAM BY KNIGHT \$7.95

SPACE HARRIER (TWO MEGA) >>>>> \$29.95 SALE  
 ROCKY BOXING (TWO MEGA) >>>>> \$29.95 SALE  
 OUTRUN (TWO MEGA) >>>>> \$34.95  
 FANTASY ZONE 2 (TWO MEGA) >>>>> \$34.95  
 AFTERBURNER (FOUR MEGA) >>>>> \$44.95 NEW\*  
 EPYX JOYSTICK W/ AUTOFIRE \$19.95 NEW\*

MY HERO \$24.95 NEW  
 ACTION FIGHTER \$24.95 SALE  
 BLACK BELT ALEX IN MIRACLE WRLD NEW  
 FANTASY ZONE GHOSTBUSTERS  
 WORLD GP SOCCER  
 PRO WRSTLING ZILLION  
 MARKSMAN/ TRAP GOLF  
 GREAT HOCKEY (SP) WONDERBOY  
 RAMBO BASKETBALL \*NEW\*  
 BASEBALL (NO SP) GANGSTER TOWN  
 QUARTET  
 SHOOTING GALLERY ( FOR USE WITH GUN) \$29.95  
 RESCUE MISSION ( FOR USE WITH GUN) NEW \* \$34.95  
 MISSILE DEFENSE 3D (REQ'S GLS) \$34.95 \*  
 ZAXXON 3D (REQ'S GLS) \$34.95 \*  
 MAZE HUNTER 3D (REQ'S GLS) \$39.95 NEW\*  
 THUNDER BLADE \$32.95 NEW\*  
 PARLOUR GAMES \$32.95 NEW\*

MASTER GAME SYSTEM \$109.95  
 2 HAND CONTROLLERS  
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 COMBO MEGA CARTRIDGE  
 HANG ON GAME  
 SAFARI HUNT GAME

SEGA SPORTS PAD CONTROLLER \$49.95  
 SEGA CONTROL STICK \$14.95 NEW  
 SEGA 3D GLASSES \$49.95 NEW

SEGA CARD SOFTWARE (256K) \$24.95  
 TEDDY BOY  
 SUPER TENNIS (sports pad not req'd)

CHOPLIFTER FOOTBALL NEW  
 VOLEYBALL \$24.95 SALE  
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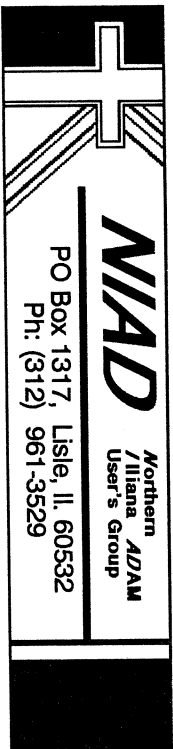
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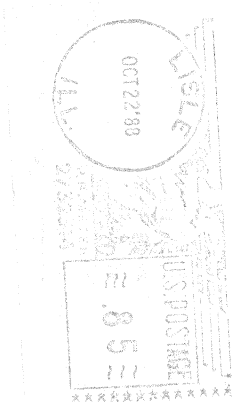
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" For God so loved the world that he gave his one and only SON, that who- ever believes in him shall not perish but have eternal life. For God did not send his SON to condemn the world, but to save the world through him. . . . John 3:16

NIAD NEWSLETTER FOR →

Member # ----- 202898sp1v912075  
Steve Pitman  
3705 Church St  
Cincinnati, OH  
45244 \*



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