HAVE A FUN THANKSGIVING AND A BLESSED CHRISTMAS.

Conitnuing our study of Romans chapter 10...
Brethren, my heart's desire and prayer to God for them is that they may be saved. 2 I bear them witness that they have a zeal for God, but it is not enlightened. 3 for, being ignorant of the righteousness that comes form God, and seeking to establish their own, they did not submit to God's righteousness . 4 For Christ is the end of the law, that every one who has faith may be justified. 5 Moses writes that the man who practices the righteousness which is based on the law shall live by it. 6 But the righteousness based on faith says, Do not say in your heart, "Who will ascend into heaven?" (that is, to bring Christ down) 7 or "Who will descend into the abyss?" (that is, to bring Christ up from the dead). 8 But what does it say? The word is near you, on your lips and in your heart (that is, the work of faith which we preach); 9 because, if you confess with your lips that Jesus is Lord and believe in your heart that God raised him from the dead, you will be saved. 10 For man believes with his heart and so is justified, and he confesses with his lips and so is saved. 11 The scripture says, "no one who believes in him will be put to shame." 12 For there is no distinction between Jew and Greek; the same Lord is Lord of all and bestows his riches upon all who call upon him. 13 For, "every one who calls upon the name of the Lord will be saved."

Paul is continuing to teach on the principle that only faith in God leads to righteousness.
He states that the Israelites had a zeal for God, but that they set up their own rules for what being righteous meant rather then learning and submitting to what God's rules were. Man- made rules will not cut it with God. We humans either tend to make the rules to suit our own ideas or to exclude certain classes of people.
God's rules are relatively simple and fair for every human on this earth. Each of us has the same opportunity to achieve salvation, no matter what we have done "right" or wrong in our lives.

This is the beauty of God's plan of salvation -it is *open to all equally*. God is just and righteous and his plan reflects his character. He gives us all the same chance, from the innocent child to the criminal.

God can forgive any of us for the mistakes, errors or intentional wrong doing that we have committed.
He can cleanse us of the effects of a sinful life and make us pure and righteous if we ask him.
He is truly the perfect father, loving and forgiving towards all his children.

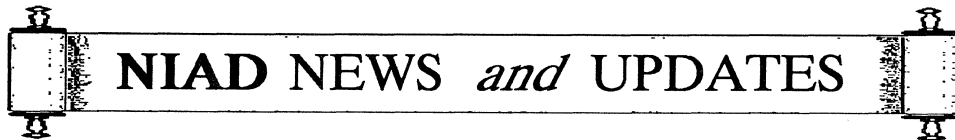In verse 9 Paul states the two key ingredients for receiving salvation from God:

1. **Verbally confess who Jesus is** - the Son of God and the Lord of your life (by confessing that Jesus is your Lord, you are saying that you agree to follow His teachings as stated in the Bible)

2.. **Believe in your heart (faith) that God raised Jesus from the dead**. This is stating that Jesus died for your sins and was raised from the dead to show that God has the power to raise all of us out of our sins and give us new life. The resurrection of Jesus is the hope of all mankind. **No other religion claims a personal saviour who died and was raised again - think about it.** Jesus fulfilled every claim he made. Did you know that the Jesus is the most researched person in history ? The events of his life have been challenged by historians for ages, but all that has been accomplished is furthur justification of the facts in the Bible.

Paul goes on to explain that God's plan of salvation is open and available to all. God has no favorites, we are all his children. Isn't this fact a comfort for all of us ? If you feel that life isn't fair and that you have all the "bad" breaks, isn't it great that God loves you and gives you the same opportunity for salvation as everyone else ?

"Christ" mas is a time to celebrate God's forgiveness and love for his creation through the birth of his Son Jesus.
Jesus didn't come into the world as a King on a white horse (as well he could have) but as a baby, the same way we all came into the world. Our God is truly a *PERSONAL* God, who loves us more than we will ever know. Jesus was sent to re-establish a relationship between man and God. He is reaching out his hand to you right now - please take it.
God bless you all.

NIAD NEWS *and* UPDATES

CONTRIBUTORS:
  S. McFarlane, W. Motel, J. Notini, P. Harris,
  L.C. Austill, D. Fraser, J. Lamb

From The Editor's Desk:

HAPPY THANKSGIVING and MERRY CHRISTMAS to all of you from all of us at NIAD.

We wish you the best at this holiday time of year when family togetherness and caring for others is a priority. We hope that the love for others will be paramount in your family this season and that the commercialism that is all to prevalent at this time of year will not overtake you !

Remember the real meaning of Christmas, **God's gift of His Son Jesus to be the saviour of mankind.** God's gift is the origin of Christmas gifts to this day, but we have forgotten about this. God freely gave us the most precious posession He had, as a sacrifice to pay the price for our sins. This is the real purpose of the baby Jesus' birth in the manger.

NIAD is moving into its FIFTH year, which in one way is hard to believe and in another it only seems like yesterday that our first issue was produced using a standard copy machine. We had only 42 members at that time -- *things are a lot different now.* As a famous slogan goes "You've come along way...".

I know what many of you are waiting for - **NIAD'S annual Christmas specials.** Well, this year will be the best yet for our members. We have our *usual free GIFT for those new/ renewal memberships received from 12/1/88 through 1/ 31/89.* The only thing we ask is that you **place a minimum $10 order in order to receive your gift.**

In **ADDITION,** for ALL MEMBERS we are offering many specials AND a FREE gift based on the size of your order. You can't go wrong in either renewing or placing an order. In fact if you renew AND place an order for at least $25 of products, you will get 2 free gifts !! These gifts include high quality software products and supplies.

We're very pleased to announce the release of two of the finest programs produced for the ADAM:

PRINTWORKS from Walter's Software *and* **TEMPLE OF THE SNOW DRAGON,** from Digital Adventures. These programs are not only professionally done and very sophisticated, but they are **on a par or better than similar products for the Apple or IBM.** This is quite a statement considering the fact that Coleco stopped supporting the ADAM three years ago. As many have said, "The ADAM will not die"! We were talking about this at our November local users group meeting - the reasons why the ADAM was a good home computer system are still the same today. We still have people calling us to purchase an ADAM system !

We are truly blessed to have so many loyal software developers who are producing high quality software for our orphaned ADAM. As we have observed before, the quality of ADAM software continues to improve and we as users are the benefactors. **ADAM LIVES ON...**
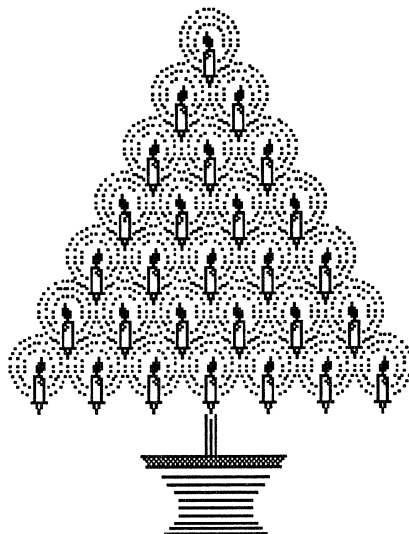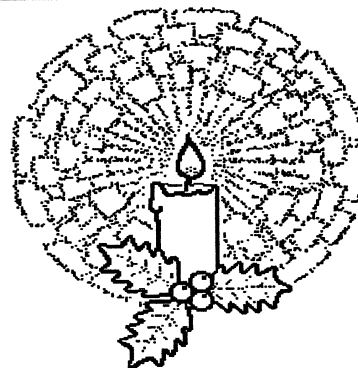
Best Wishes for a Merry Christmas

HAPPY HOLIDAYS

Notice

⇨ We're pleased to announce that we have had a very positive reponse to our "open letter" published in last months issue.
This is very encouraging and we look forward to more cooperation between all ADAM support groups and developers. We are certainly all in this together and the more we work together, the better off all ADAMites will be.

⇨ Pat Herrington of the Metro Orlando ADAM User's group expressed concern over people not giving appropriate credit to the originators of articles and information supplied to various organizations. NIAD strongly agrees that this should be done in all cases possible. We have missed doing this a couple of times and will try harder to include credits.

However, we do have a problem in that sometimes we are sent information or complete articles with no source indicated -please give us the original source for all submissions so we can give credit appropriately.

⇨ We are still waiting on the spell checker for the fantastic

SPEEDYWRITE word processing package. The author, David White indicates he still has some finishing touches to add.

⇨ We have reviews of some great new products in this issue -PRINTWORKS is a must for every dot matrix printer owner (and those that should be). TEMPLE OF THE SNOW DRAGON will amaze you graphics adventure game lovers. AFL FOOTBALL is right in time for the season. GHOSTZAPPER is a fun game for the entire family and the great LINKBUILDER lets you design and p lay your own golf courses.

⇨ We have a real nice Christmas music program that will give a true rendition of some of your favorite holiday songs. Also, another chapter in L.C. Austill's fine Basic programming course to sharpen your programming skills.

⇨ Remember that this is the last issue until our combined December/ January issue which comes out in January/ 89.

⇨ This issue contains all our Christmas specials so look it over and pick out your presents.
PLEASE GET YOUR ORDERS IN BY DEC 12TH TO GUARANTEE DELIVERY BY CHRISTMAS. IF YOU CALL IN YOUR ORDER, PLEASE CALL BETWEEN 11:00 AM AND 6:00 PM CHICAGO TIME MONDAY THRU SATURDAY.

NEW / RENEWAL MEMBER SPECIAL

Any **new or renewal memberships** postmarked between 12/1/88 and 1/31/89 will be eligible to receive **one** of the following **FREE GIFTS WITH AN ORDER OF AT LEAST $10** (i.e. you can not receive the free gift for just renewing, a minimum order is required)

1. **NIAD GOLD GAMES I** - 17 great color graphics games to challenge young and old. These are some of the best basic games we have seen.
2. **NIAD GOLD HOME & BUSINESS** - 18 professionally done programs including a database, inventory, maillist, labelmaker, calendar, shopping list.
3. **NIAD GOLD SCIENCE & EDUCATION** - 23 kids educational games for all ages. There is even a great preschooler's game to teach number and letters !
4. **NAID GOLD TEXT ADVENTURES** - 7 tough text adventures for those who like these challenging games.
5. **1 BLANK DDP or 5 DISKS**
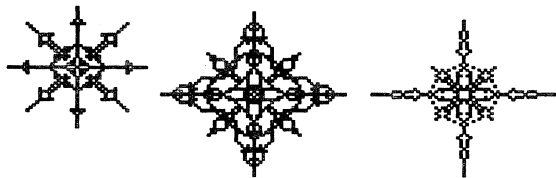
NIAD CHRISTMAS SPECIALS

(VALID FOR ALL ORDERS PLACED FROM *11/21/88 THRU 12/23/88)*

* 1. Buy 5 Public Domain volumes and get a 6th one of your choice free.
* 2. NIAD back issues - $2.00 each
* 3. ADAMLINK MODEM - $29.95
* 4. Disk drive head cleaning kit - $7.95
* 5. 10 Highest quality Coleco/ Loran Data Packs - $34.95
* 6. 50 diskettes with sleeves - $19.95
* 7. NEW ADAM Keyboards - $19.95
* 8. Your choice of *ONE* of the following **FREE with a** **$25.00** product order (not inlcuding membership price):
    a. SUPER SUBROC - one of the most challenging graphics arcade games created. The version for the ADAM matches the arcade !
    b. JEOPARDY - the great game show is available in full color graphics with 100's of challenging "answers".
    c. HOME BUDGET PLANNER - great program for planning and monitoring your expenses.
    d. One COLECO JOYSTICK
* 9. Your choice of *ONE* of the following **FREE with a** **$50.00** product order (membership price not included):
    a. SUPER ZAXXON ddp - one of the best graphics games for the ADAM, matches the arcade version.

b. GRAPHIXPIX I- A collection of 12 high resolution pictures with a viewing program and a program to capture Basic high resolution screens. NOTE: Dot matrix printer not required.
10. Your choice of *ONE* of the following **FREE with a** **$75.00** product order (membership price not included):
    a. HERO game cartridge - fast paced arcade game pits you in a flying suit against great odds as you attempt to free captives.
    b. Dr. SEUSS FIX UP the MIX UP PUZZLE cartridge -great puzzle game for ages 4 - 10. Teaches logic in a fun game format
    c. GORF game cartridge - great arcade classic pits you against the aliens of Gorf.
* 11. Your choice of *ONE* of the following **FREE with a** **$100.00** product order (membership price not inlcuded):
    a. TAPPER game cartridge - one of the best arcade games from the past. You must catch the glasses before they fall in some very strange bars ! Excellent graphics.
    b. R. SCARRY'S BEST ELEC WORD BOOK DDP - the premiere educational game for the ADAM. Graphics and sound are the best ever -kids from 3 to 9 fall in love with this game. It is literally a storybook on a computer.
* 12. Receive a **FREE ADAMLINK MODEM** with any **order of $200.00** of products (not including membership price).

⇒ It appears that there are no more ADAM disk drives to be found, so our hardware developers are working on ways to attach other drives to the ADAM. We'll just have to be patient and wait until this hardware work is completed.

⇒ Conversions of Coleco drives to double sided 5 1/4 or 3 1/2 are still available - see the last 2 issues for details.

⇒ See our specials on Panasonic printers and color monitors in the ad in last months issue. These are our lowest prices ever on these products which can expand your ADAM or be used with other computers.

⇒ Our Chicago local chapter meetings are a great way to learn more about your ADAM through one on one instructions, demos of new products and discussions with other ADAM owners and the NIAD staff. We will be having many additional specials at each meeting as well.
The December meeting will be on the 8th (Thursday) at 7:30 here at the store.
A special "used sale" will be held during the meeting with some great bargains available. Call for directions if you need them.

⇒ If 1188 are the first 4 digits of your member number as printed on your mailing label, this is your last issue. Take advantage of our renewal FREE gift described above.

⇒ We have exercised due caution 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.

For Your
Information
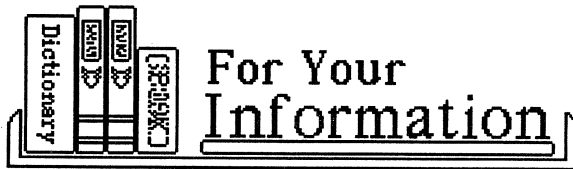
☞ Along with my membership renewal, I thought it would be instructive for fellow members to pass on some tips I've learned to use with NEWSMAKER when preparing some catalogs or sales flyers for Electric Image.

Although a slow word processor in the sense of the time it takes to prepare a page layout, NEWSMAKER offers the advantage of adding graphics to a page with the use of a standard ADAM printer many ADAMITES still use.

However, several bugs exist in this program that can be rectified with patience and forethought.

First of all, if we enter the graphics only when we think of them we cannot allow text to flow from one block to another. And secondly, because of the way the return command is implemented, often one or more lines will type over one another.

To solve this problem, all that is necessary is that we enter the page graphics before we type in the actual text, numbering them block 1, 2, and 3 etc. After that enter the text, and it will flow from one block to another, and the lack of a return symbol from the graphics will not cause a line to type over itself.

Another problem occurs with the use of text. When the blocks are entered, and the left hand text does not have a corresponding right hand text, no carriage return exists, and the left hand text will type over itself.

The solution to this is simply to ensure when preparing your page layout that where there is an empty space (as between blocks) on the right hand text, there is an empty space on the left. Then whether or not a carriage return is implied by your text, the printer can only print over a blank line.

Some suggestions for improving this excellent program is a reprint function (in the PRINT program) for those of us who use the program for production work rather than photocopying the original. Another is a CLEAR command in the PRINT program so we can print one page after another without resetting the program. In addition, a utility to use a dot matrix printer such as the FX series or Panasonics or Okimate 20 that are popular with ADAMITES. Also, for us who have the memory, a utility that allows printing of the GRAPHICS and the text at the same time without reloading the paper that, for those without fanfold paper or a tractor feed can lead to several poor copies before the printing is exact.

And finally, if possible the use of shading or color in the GRAPHICS. It is time that the ADAM is put on competitive

ground with other computers. With all the improvements in hardware and software made by dedicated ADAM manufacturers, programmers, user groups, and retailers, the time for STRATEGIC SOFTWARE to update her programs to meet this expansion of the ADAM's capacity for expanded functionality and fun is here!
Yours truly, Dan Fraser

Dan, thanks for the tips on NEWSMAKER. We agree that Strategic should consider updates and we will communicate this to them. It is even better if ADAM owners contact Strategic themselves.

☞ I have some things I thought might be of interest for the NIAD magazine, and also a question. First I have some changes that can be made to the tape-edit program from the Hackers guide disk. If you add the following lines to the program, you can search a tape (or disk if you change the 8 in the data to 4) for just about anything you want to find. I found it good to use on bsaved files, so that they could be changed right on the disk. Here are the lines to change:

```
41 bl=x
42 bl=bl +1
43 x=bl
147 gosub 1005
175 if y$<>" " then print y$:stop:y$=" ":cc=o:restore: for v=1 to 15:read q:next
178 a$="n":goto 200
275 a$="n":goto 290
300 if a$="n" then 42
1005 if cc=xxx then return:rem-xxx=# of data bytes in 1100
1006 read c
1010 if w=c then cc=cc+1:goto 1012
1011 goto 1020
1012 if cc=xxx then y$="MATCH!"
1015 return
1020 restore:for l=1 to 15:read f:next
1025 cc=0
1030 return
1100 rem- put data here
```

By putting in the ascii numbers for the thing you want to find, the program will search until it finds the whole sequence of numbers in the order they appear in the data statement. When this happens the program stops, and you can look at the screen and find the code to see if it is what you are after. You can then write the block and page #, and return to it later with the original tape-edit program to change it. It will continue until you stop it with cntr-c.
Sincerely, John Lamb

Thanks for the great suggestions, John.

☞ I came across one of your monthly newsletters from a fellow ADAMITE some time ago. It was issue #30 June 1987. I was thoroughly impressed with the quality of the articles and the wealth of information that they contained. The "REVIEWS" section was fantastic. Too many times you pay an outrageous price for bogus software that does not suit your needs or is not what it said it was. Your section on reviews helps all of us software shoppers by the ratings you

give and by the information you share with us.

I saw MULTIWRITE demonstrated by another person. I had been thinking of buying it because I wanted something more than Smartwriter. A total disappointment! The letters were so small I had to strain to see what I had typed. If I had paid for this program ($36.95) I feel that I would have wasted my money. I'm sure that not all people feel the same that I do about this program.
My hat's off to Lyle Marschand and all of those who contribute articles to NIAD. It was shocking to see that the ADAM was able to produce pictures with a dot matrix printer and now-available software. It would be nice to have a Desktop Publishing setup for the ADAM. (You probably already do.) My thanks to the many people writing software for the ADAM and keeping it alive. It is good to know that I haven't wasted my money on a dead computer.

I have come across a problem with my ADAM that hopefully you can solve for me. If this problem/solution has been addressed in a past newsletter, please refer me to it and I will be happy to purchase the issue. The problem is this: SmartWriter (in ROM of course) the printer advances 2 or 3 spaces too many after the end of a page. This causes the text to start farther and farther from the top after each page. As a result, it finishes closer and closer to the bottom of each page until it ultimately types over the perforation and onto the next page. VERY ANNOYING AND FRUSTRATING. Is there something that happened in the ROM? Is there some way to fix the problem? Any solutions? Is this a common problem with the ADAM? I hope that you can answer my questions on this problem. Any follow up would be greatly appreciated.
Sincerely, Bruce A. Morrison

Bruce, you are certainly correct in saying that the ADAM is far from a dead computer. There are so many high quality products now available, that very few people should be considering getting rid of their ADAM for any other computer.
In response to your question about line spacing on the ADAM printer, see our coverage of this problem in the March/88 issue of NIAD.

PUBLIC DOMAIN WORKSHOP

NIAD PUBLIC DOMAIN
SmartBASIC VOL.#BNDV 29
PROGRAM DESCRIPTION

☆ HELLO Loads and runs the MENU program.
☆ MENU Allows for the running of all BASIC file
☆ AppsCalndr Prints monthly appointment calendars.
☆ AshCans You are the captain of the destroyer USS ADAMS. An enemy sub has been causing trouble and your mission is to destroy.
☆ Citadel Pits you against a fantastic array of monsters and assorted deviant entities. More than 40 rooms and three levels.
☆ Darts Upto 20 people can play a friendly game of darts.
☆ Dolly Graphic design in HGR2.
☆ DoubleCAT DEI PD program which will display the catalog in two column format. GREAT!!
☆ Dropslots You have to shuffle the nine digits, 1-9 down through the layers of the board.
☆ Fireworks Graphic explosions in HGR2.
☆ Forest Fire Careless campers have started fires in the forest. Your task is to put out the fires and save as many trees as possible
☆ LissaJou Graphic display in HGR2.
☆ L-Game Simple strategy game played on a 4x4 grid. Trap

the other players 'L' before he traps yours. Very difficult.
☆ MatPuzzle Prints out matpuzzle word games. The will scramble the words entered and print them in a matrix.
☆ Orbit Somewhere above your planet is a Romulan ship. You have seven hours to find and destroy it.
☆ PAINT8in DEI PD patch for PowerPAINT which corrects the bug for printing a single screen at 8 inch width.
☆ PAINTdirSZ DEI PD patch for PowerPAINT which sets the INIT directory size limit to 9K.
☆ PParrow DEI PD patch for PowerPAINT which allows you to patch your own cursor for the draw foreground cursor.
☆ PPdisk3 DEI PD patch for PowerPAINT which allows for the use of three disk drives in PP.
☆ Rock The classic game of Rock, Paper, Scissor
☆ ScrollHGR DEI PD program which will scroll an HGR screen upward. (SmartPAINT also)
☆ SkyLines This program creates unique abstract pictures of big city skylines for print.
☆ Slot-Shot Hit as many targets as possible without hitting minus targets or the end of slot divider bars.
☆ SpaceLiner Journey into the spaceliner Isaac Asimov and battle all sorts of space creatures. Try to escape in the pod safely!
☆ Stars Graphic display of stars in HGR2.
☆ Textiles Uses ASCII char. codes to simulate textile patterns.
☆ Train An exercise in time, speed and distance.
☆ TurboCar Avoid the blue cars for as long as possible to wrack up points. Joystick #1
☆ TOTAL OF 30 FILES = 156K

SMARTBASIC WORKSHOP

BASIC PROGRAMMING
By L. C. AUSTILL

Chapter 9

A valid point is that entering data through DATA statements is a cumbersome process. If the data statement had to be altered each time to change some information, computers would lose a lot of their usefulness. Fortunately data files can be put on a disk or a tape.

From the membership list started in chapter 8, a data file can be created. There are commands that permit the computer to do that. The file system is patterned after the APPLE system. If chr$(4), a heart, is printed in the first column internally to the computer, it knows that the following command is directed at the Operating System. The command will be in quotation marks. The question is "How to get that heart printed?" It is done by first setting a string equal to chr$(4). If d$ is reserved for operating system commands, we will always recognize the situation.

File commands are OPEN, WRITE, READ, CLOSE, APPEND. Using the program called NAMES, a file MEMBER can be created from that data. The information was put on the seven members in an array we called me$(100,5). Start by assigning d$ = to chr$(4), that's how to get the heart signal. After the data is in the me$-array, OPEN a file. The OPEN command must be in the same print statement as the heart. It tells the computer to get the file known as MEMBER ready. Tell it to WRITE information to that file (put information in to the file). After the WRITE instruction, the computer knows that it will send all print statements to the file rather than the monitor. When the data has been transferred CLOSE the file. If the file is not CLOSED the balance of the TAPE or Disk will not be useable -- the computer will think that it is full of MEMBER information. Make the following additions to the program for membership list:

➡ 15 d$ = chr$(4): n = 7
➡ 200 ?d$; "OPEN MEMBER"
➡ 210 ?d$; "WRITE MEMBER"
➡ 220 ? n: REM puts number of entries on the tape
➡ 230 for i = 1 to n: for j = 1 to 5
➡ 240 ? me$(i,j): REM the data are being printed onto the medium
➡ 250 NEXT:NEXT: REM All data now transferred
➡ 260 ?d$; "CLOSE MEMBER"

Now when the program is RUN, the computer will transfer the data to the tape (or disk). The computer can be used for other tasks, or turned off and the data is safe.
SAVE the above program as keepfile.

Put ADAM in the SmartWriter mode and have it GET the file MEMBER. It can be seen like any other note, letter, etc. on the monitor.

A program is needed that will get the data back out of the MEMBER file and enable it to be utilized. First, get the data back into the computer. Here the order is different. READ the file and INPUT the data into an array. When the computer finds the heart in the first column and then the word READ in the print statement, all INPUTS, until further notice, will come from the tape or the disk rather than the keyboard. After finishing, the file must be CLOSED. The program would look something like this:

➡ 10 REM getting data from file
➡ 20 dim me$(100,5)
➡ 30 d$ = chr$,4)
➡ 40 ? d$; "OPEN MEMBER"
➡ 50 ? d$; "READ MEMBER"
➡ 60 Input n
➡ 70 for i = 1 to n: for j = 1 to 5
➡ 80 INPUT me$(i,j)
➡ 90 NEXT:Next
➡ 100 ? d$
➡ 110 ? d$; "CLOSE MEMBER"
➡ 120 speed = 50: REM demonstrate that data now in RAM
➡ 130 for i = 1 to n: for j = 1 to 4
➡ 140 ? me$(i,j): next: ? : next
➡ 150 speed = 255
➡ 500 end

There are some important points in this program. Note in statements 60/70, first a value for n was obtained and then used in the next statement. This is a time saver as it is not necessary to look through the whole 100 possible entries that the array provides for if that many have not been made.

Second, statement 100 contains nothing but an instruction to print d$. That instruction is necessary, in the first column, in order to get the computer to quit looking at the storage medium for future inputs. IF THE PROGRAM DOES NOT HAVE IT AND HAS ANOTHER STATEMENT WITH INPUT OR GET, AN ERROR MESSAGE WILL BE RECEIVED.

Now RUN the program. A heart will be seen. To some, these marks are a sign that everything is going well and the data is being input. To others, they are a nuisance. There are two ways of eliminating these characters on the screen. LIST statements 60 and 80 and make the following changes:

➡ 60 INPUT " "; n
➡ 80 INPUT " ";me$(i,j)

In the discussion of the INPUT command, there was a note that a question mark would be returned if a prompt was not used. While a space does not print out, the computer still looks at it as a prompt. Make those changes and RUN the program again.

The second way is to revise 60, 80 and 100 to read:

➡ 60 INPUT n: ? chr$(8);
➡ 80 INPUT me$(i,j):? chr$(8);:?
➡ 100 ? d$: ? chrs$(8)

Chr$(8) is the backspace character and in the process, it erases anything that was displayed in the previous space. Type those changes and RUN again.

SAVE the above program as RETRIEVE. It will used again.

There is a CATCH 22 in these filing systems -- not just ADAM's. The first time a program that calls for retrieving data from a file, where is the file? There is none yet unless steps have been taken to create one. In this exercise we have solved the problem by first writing and RUNning a program that created the file MEMBER.

With ADAMCalc, the problem may be solved by first putting data in a single column in the spread sheet (or in a block of cells if the data are symmetrical). Now STORE the data with ADAMCalc using the VALUES ONLY MODE and calling it the same name to be used in the SmartBasic program. SmartBasic can call and use the file and it will pick up the data in the order it was in the spread sheet. Look at the file in

the SmartWriter mode to see how it was formatted. If a block format was used, the data will be in the file starting with the first row, leftmost column and reading to the right. After completing the first row, it drops to the second row, left column and repeats. This will be familiar as it is the nested loops in an array statement.

There is still another way. In a multiple purpose program, ask if data is available on tape or disk. If the answer is, "No" skip the part of bringing data from storage and start adding data in a manner similar to the addname program. This route also provides for using different media in the future and gives a more self contained program.

Now, a short program will be prepared so that a name can be added to the file. Flexibility is needed if the file is to be increased. The reasoning behind this operation is to get the names into RAM from the file. That can be done by using the program RETRIEVE except delete statements 120 through 150. Now add these statements:

➡ 120 HOME: ? "Add new member.": n = n+1: REM we have increased membership by one
➡ 130 Input "Family Name? "; me$(n,1)
➡ 135 INPUT "Given Name or Initials? "; me$(n,2)
➡ 140 Input "Street Address? "; me$(n,3)
➡ 150 Input "City? "; me$(n,4)
➡ 160 Input "State? "; me$(n,5)
➡ 170 ?:? "So you wish to add another - y/n?": get q$: if q$ = "n" then goto 200
➡ 180 ?: n = n+1: goto 130
➡ 200 ? d$; "OPEN MEMBER"
➡ 210 ? D$: "WRITE MEMBER"
➡ 220 ? n
➡ 230 for i = 1 to n: for j = 1 to 5
➡ 240 ? me$(i,j): next:next
➡ 250 ? d$; "CLOSE MEMBER"

Try running this program and add two or three more members from the directory.

Files can be created with numbers, strings, etc. Sometimes it is beneficial to convert all numbers to strings through use of the command me$(i,j) = str$(x) using variables as appropriate. This gives better control on the number of bytes used and the number can be conditioned without getting all the 999999s etc.

To utilize this information on files and arrays, alphabetize the membership list and then save that. Part of the program, you should ($) write, but some steps will be suopplied to do the sorting. First, get the data from the MEMBER data file and put it in the array me$( ). Don't forget to get the value of n.

There are several programs and theories on sorting. The following one is direct and quick in that it only has to massage the list n - 1 times regardless of the original order.

Since sorting is to be done on the basis of name, or columns 1 and 2 in the array, set a variable equal to the first name on

the list. Work down the list.

If the next name is greater than the first, just skip to the third. If it is less, then reset the variable and remember the line number where the lower order name was found then go to the third etc. After going all the way down the list, the lowest valued name, or the one that should come first in our list will have been identified. If the sixth name down was the lowest, the name, and all other information will be put in the zero row of the me$(array). The first name and address information will be moved down to the sixth row, and then the information in the zero row will be moved to the first row.

Repeat the process starting with the second name on the list -- the first by definition is already the least! Repeat this process for n-1 times and then the list is sorted.

Since both the data retrieval and data storage steps are being written, assign the sorting to a subroutine beginning at 5000. At the appropriate time, place the instruction GOSUB 5000 in your program.

```
➡ 5000 REM name sorting
➡ 5010 for c = 1 to n-1
➡ 5020 st$ = me$(c,1)+me$(c,2): kx = c
➡ 5030 for xy = c to n
➡ 5040 if me$(xy,1) + me$(xy,2)< st$ then st$ =
     me$(xy,1)+me$(xy,2):kx=xy
➡ 5050 next xy
➡ 5060 for j = 1 to 5: me$(0,j) = me$(kx,j): next j:
     REM stores lowest in zero row
➡ 5070 for j = 1 to 5: me$(kx,j) = me$(c,j): rem
     makes room for the lowest
➡ 5080 for j = 1 to 5: me$(c,j) = me$(0,j): rem
     puts lowest remaining in the appropriate place.
➡ 5090 next c
➡ 5100 RETURN
```

After that has been typed, go to a slower speed, say speed = 25 in the program and have the names in their new order printed out on the screen. After that is done, create a pause by using the GET command and a "Hit any key statement", bring the speed back up to 255. Having done all that, now write the steps to restore the data in the file MEMBER on the disk or tape.

There is one last program that might be wanted -- one that will let the program delete a member. Once again, get the data out of the file and put it in RAM. Slowly print out the number and the name of the individual so it can be determined which row the person is in that the program is to delete. Starting from that row number, move all in the information in the row immediately below the one wished to be deleted into the row being deleted. Continue down the list until all have been moved up one. (If number 7 is being deleted, number 8 moves up to 7, 9 up to 8, 10 up to 9, etc.). This can be done with a FOR/NEXT series statements where the first number is the one to be deleted and the last the number n. When this is finished, subtract one from n. Now print out the names slowly to see if the program accomplished what it set out to do. Also see if the addresses are right. If they are, restore the data again in the MEMBER data file.
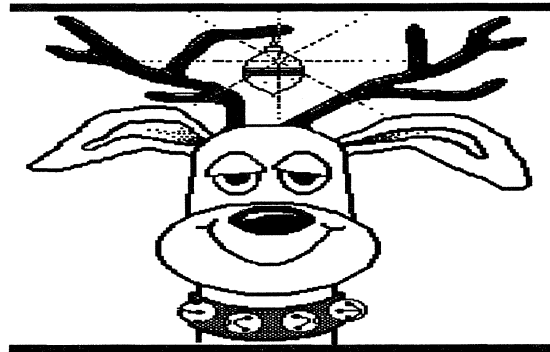
Here is a very nice program that you can type in to generate some of your favorite Christmas holiday songs. Don't be afraid of typing in Basic programs - it is really easy and can give you some more uses for your ADAM. If you have any questions on how to do this, drop us a note and we will send you some helpful hints.

```
    0 & NIAD PUBLIC DOMAIN
        VOLUME # BNDV 19

    5 LOMEM :29000
   10 POKE 17059, 4: TEXT
   11 DIM b1(80), b2(80), d(80)
   12 POKE 28000, 58: POKE 28001
, 102: POKE 28002, 109: POKE 280
03, 211: POKE 28
004, 255: POKE 28005, 201
   15 HOME
   16 VTAB 3: HTAB 6: PRINT "The
 Adam Caroller": PRINT: PRINT
   20 HTAB 2: PRINT "1) We Three
 Kings": PRINT: HTAB 2: PRINT "2
) Silent Night":
 PRINT: HTAB 2: PRINT "3) The Fi
rst Noel"
   25 PRINT: HTAB 2: PRINT "4) O
 Come All Ye Faithful": PRINT: H
TAB 2: PRINT "5)
 End"
   26 VTAB 20: PRINT "  Enter nu
mber of choice ";
   30 GET z
   40 ON z GOSUB 100, 200, 300,
400, 500
   45 RESTORE: GOTO 30
   55 STOP
   100 FOR x = 1 TO 31: READ b1(x
), b2(x), d(x): NEXT
```

```
   110 nn = 31
   120 GOSUB 10000
   130 RETURN
   200 FOR x = 1 TO 31: READ bl,
b2, d: NEXT
   210 nn = 46
   220 FOR x = 1 TO nn: READ bl(x
), b2(x), d(x): NEXT
   230 GOSUB 10000
   240 RETURN
   300 FOR x = 1 TO 77: READ bl,
b2, d: NEXT
   310 nn = 77
   320 FOR x = 1 TO nn: READ bl(x
), b2(x), d(x): NEXT
   330 GOSUB 10000
   340 RETURN
   400 FOR x = 1 TO 154: READ bl,
 b2, d: NEXT
   410 nn = 62
   420 FOR x = 1 TO nn: READ bl(x
), b2(x), d(x): NEXT
   430 GOSUB 10000
   440 RETURN
   500 HOME: VTAB 8: HTAB 6: PRIN
T "Merry Christmas!!": PRINT: FO
R de = 1 TO 3000
: NEXT
   510 VTAB 12: PRINT "   uh...":
FOR de = 1 TO 2000: NEXT: VTAB
15: PRINT " is t
he hot cocoa ready yet??": END
   999 REM     we 3 kings
  1000 DATA    135,8,600,135,9,300
,136,10,600,136,12,300
  1010 DATA    130,11,300,136,10,3
00,130,11,300,136,12,600
  1020 DATA    135,8,600,135,9,300
,136,10,600,136,12,300
  1030 DATA    130,11,300,136,10,3
00,130,11,300,136,12,600
  1040 DATA    136,10,600,136,10,3
00,135,9,600,135,9,300,135,8,600
,135,8,300
  1050 DATA    128,7,300,143,7,300
,135,8,300,135,9,300,135,8,300,1
35,9,300
  1060 DATA    136,10,600,130,11,3
00,136,12,900
  1099 REM      silent night
  1100 DATA    136,10,900,135,9,30
0,136,10,600,136,12,1800
```

```
  1110 DATA    136,10,900,135,9,30
0,136,10,600,136,12,1800
  1120 DATA    128,7,1200,128,7,60
0,135,8,1800
  1130 DATA    143,7,1200,143,7,60
0,136,10,1800
  1140 DATA    135,9,1200,135,9,60
0,143,7,900,135,8,300,135,9,600

  1150 DATA    136,10,900,135,9,30
0,136,10,600,136,12,1800
  1160 DATA    135,9,1200,135,9,60
0,143,7,900,135,8,300,135,9,600
  1170 DATA    136,10,900,135,9,30
0,136,10,600,136,12,1800
  1180 DATA    128,7,1200,128,7,60
0,143,5,900,128,7,300,135,8,600,
143,7,1200
  1185 DATA    132,6,1200,143,7,90
0,136,10,300,136,12,600
  1190 DATA    136,10,900,142,11,3
00,130,14,600,142,15,1800
  1199 REM      the first noel
  1200 DATA    131,21,300,140,23,3
00,138,26,900,140,23,300,131,21,
300,128,20,300
  1210 DATA    140,17,1200,142,15,
300,130,14,300,132,13,600,130,14
,300,142,15,600

  1220 DATA    140,17,1200,142,15
,300,130,14,300,132,13,600,130,1
4,600,142,15,600
,140,17,600
  1230 DATA    142,15,600,130,14,
600,132,13,600,140,17,600,128,20
,600,131,21,1200

  1240 DATA    131,21,300,140,23,
300,138,26,900,140,23,300,131,21
,300,128,20,300

  1250 DATA    140,17,1200,142,15
,300,130,14,300,132,13,600,130,1
4,300,142,15,600

  1260 DATA    140,17,1200,142,15,
300,130,14,300,132,13,600,130,14
,600,142,15,600,
140,17,600
  1270 DATA    142,15,600,130,14,6
00,132,13,600,140,17,600,128,20,
600,131,21,1200
```

```
   1275 DATA    131,21,300,140,23,3
00,138,26,900,140,23,300,131,21,
300,128,20,300,1
40,17,1200
   1280 DATA    132,13,300,130,14,3
00,142,15,1200,142,15,600,140,17
,1800
   1285 DATA    132,13,300,130,14,3
00,142,15,1200,142,15,600,140,17
,1800,132,13,600
,130,14,600,142,15,600
   1290 DATA    140,17,600,142,15,6
00,130,14,600,132,13,600,140,17,
600,128,20,600,1
31,21,1800
   1299 REM     o come all ye faith
ful
   1300 DATA    128,10,600,128,10,1
200,132,13,600,128,10,600,143,8,
1200
   1310 DATA    132,13,1200,143,7,6
00,143,8,600,143,7,600,134, 7,60
0,143,7,1200
   1320 DATA    143,8,600,128,10,60
0,128,10,1200,136,10,600,142,11,
600
   1330 DATA    136,10,600,128,10,6
00,143,8,600,143,7,600,136,10,12
00
   1340 DATA    142,11,900,132,13,3
00,132,13,2400,139,6,1200,134,7,
600
   1345 DATA    143,7,600,134,7,120
0,143,7,1200,143,8,600,143,7,600
,128,10,600,143,
8,600
   1350 DATA    136,10,900,142,11,3
00,132,13,600,128,10,600,128,10,
600
   1355 DATA    136,10,600,128,10,
600,143,8,600,128,10,1200,132,13
,600,143,7,600
   1360 DATA    143,7,600,143,8,60
0,143,7,600,134,7,600,143,7,1200
   1365 DATA    143,8,600,143,7,60
0, 134,7,600,143,7,600,143,8,600
,128,10,600
   1370 DATA    136,10,1200,128,10,
600 ,134,7,600,143,7,1200,143,8,
900,128,10,300,1
28,10,1500
```

```
10000 FOR x = 1 TO nn
10010 POKE 28006, b1(x): CALL 28
000
10020 POKE 28006, b2(x): CALL 28
000
10030 POKE 28006, 144: CALL 2800
0
10040 FOR d = 1 TO d(x): NEXT d
10045 IF (x = 8 OR x = 16) AND z
 = 1 THEN  de = 300: GOSUB 11000
10046 IF (x = 17 OR x = 19 OR x
= 21) AND z = 1 THEN  de = 10: G
OSUB 11000
10050 IF z = 2 AND (x = 9 OR x =
 12 OR x = 15 OR x = 18 OR x = 2
2) THEN  de = 10
: GOSUB 11000
10060 POKE 28006, 159: CALL 2800
0
10070 NEXT x
10080 POKE 28006, 159: CALL 2800
0
10090 RETURN
11000 POKE 28006, 159: CALL 2800
0
11010 FOR d = 1 TO de: NEXT
11020 RETURN
```

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 ADAM owners.

First off, we here at NIAD would like to thank everyone who made our Used Adam Sale on July 21 such a great success. There were many bargains for you ADAM owner's to take advantage of and like the smart shoppers you are, you did. Since sales were restricted to the store only, many of you loyal members were unable to take advantage of the great bargains that local members had. So know we are going to extend this offer to all of our members. Since we only 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 recieve 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 recieve any orders through the mail, we will promptly return your order.

CARTRIDGES

Blockade Runner	$10
Brain Strainers	$10
Bump'N Jump	$15
Campaign'84	$10
Carnival	$7
Chuck Norris: Superkicks	$10
Cosmic Avenger	$10
Decathlon	$10

Defender	$7
Donkey Kong Jr.	$5
Fraction Fever	$10
Frenzy	$15
Frogger	$10
H.E.R.O.	$10
Learning with Leeper	$7
Logoc Levels	$10
Looping	$10
Mouse Trap	$10
Omega Race	$15
Popeye	$10
Q*bert	$10
Rocky: Super Action Boxing	$20
Slither (Roller Controller)	$15
Smurf Paint'N Play Work.	$10
Space Fury	$10
Squish'Em with Sam	$10
Star Wars	$15
Super Action Baseball	$20
Super Action Football	$20
Turbo (Driving Module)	$10
Venture	$10
Victory (Roller Controller)	$15
WarGames	$20

SOFTWARE

2010: The Text Adventure	$12
ADAMCalc	$12
Best of Broderbund	$10
CopyCART V1.0	$10
CP/M 2.2 & Assembler	$15
Demons'N Dragons	$10
Dragon's Lair	$10
ExperTYPE	$10
Flashcard Maker	$10
Flash Facts: Trivia	$6
Flash Facts: Flashbacks	$6
Flash Facts: Vocabulator	$6
Fortune Finder (Text Adv.)	$10
MageQuest	$8
Personal Accountant	$7
SmartLOGO	$15
Solar System	$10
Stellar-5 Astronomy	$10
Super Donkey Kong	$10
Intel-LOAD V1.0 (DISK)	$6

HARDWARE

Colecovision/Exp. Mod.#3 without Tape Drive	$60
R80 Memory Console without Tape Drive	$79.95
Amdek Amber Monitor	$60
Magnavox Monochrome	$75

Tan Hand Controllers	$3
Keyboards	$10
Wico Command Joystick	$7
Exp. Mod. #2 Driving Con. with Turbo cartridge	$35
32 Basic Programs for the ADAM w/ DDP Software	$10

ATARI 2600

Empire Strikes Back	$5
Spiderman	$5
Pac-Man	$5
Venture	$5
Super Challenge Baseball	$7
Warlords	$5
Cosmic Ark	$5
Star Raiders w/ Keypad	$10
Sea Quest	$5
Asteroids	$5
Atlantis	$5
Riddle of the Sphinx	$7
Home Run	$5
Pitfall II	$7
Star Voyager	$5
Time Pilot	$7
Bowling	$5
Fire Fighter	$5
Haunted House	$7
Spitfire Attack	$5
Spider Fighter	$5
Defender	$5
Pitfall	$7
Dig-Dug	$5
Grand Prix	$5
Smurf Rescue	$7
Title Match-Pro Wrestling	$7
Missile Command	$7
Robot Tank	$7
Boxing	$5
Yar's Revenge	$7
Demon Attack	$5
Ice Hockey	$5

**** SUPER SPECIAL ****
Atari 2600 Expansion Module #1 with Paddles and 10 pre-selected games: Empire Strikes Back, Kaboom, Asteroids, Bowling, Grand Prix, Yar's Revenge, Combat, Home Run, Breakout & Tac-Scan $75

REVIEWS

RamBOOT
Reviewed by Jim Notini

RamBOOT is the newest utility program developed by Walters Software Co. and let me tell you, IT IS GREAT!

RamBOOT allows owners of the 256K XRAM (or larger) boards to *load four different programs (SmartWriter, SB 1.0, SB 2.0 and AdamCalc) into the XRAM boards memory.* This is done by simply inserting the RamBOOT media and pulling the computer reset: Note that you must file copy AdamCalc over to the RamBOOT disk yourself due to copyright laws. Once loaded you will be presented a menu were you can load the aforementioned programs, load the utilities which will be offered as an enhancement by Walters Software in the near future. The utilities were not included on with demo copy, so as soon as we find out more about them we will inform you in our newsletter. To load a certain program all that is needed to do is press the corresponding SmartKEY. If you try to load AdamCalc without having previously file copied it over you will get an error message.
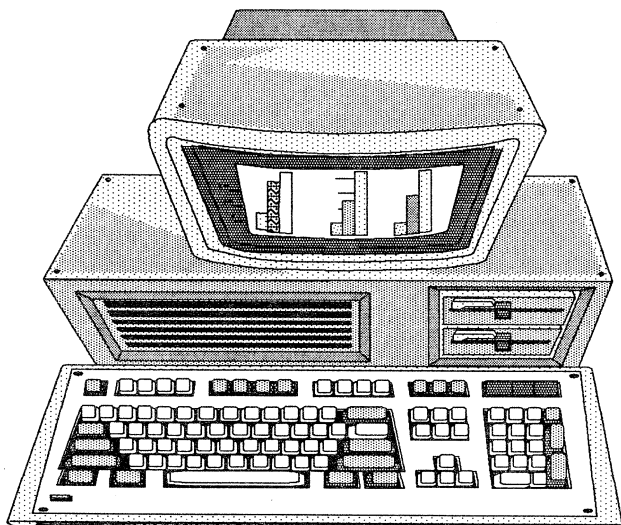
Once you have chosen the program you wish to load, hold on to your seat because you will be going to warp speed. The program will take approximately 2 seconds to be accessed, give or take a milli-second. You can easily return to the menu of options by simply pressing the CONTROL+DELETE keys at the same time, it's as simple as that to switch between the four programs that can be accessed with RamBOOT. What RamBOOT is doing is giving you an internal hard drive, although the contents of the ramdisk will not stay in memory permanently you will have this hard disk capability for as long as you have your system running.

Other additions of RamBOOT include print drivers for dot matrix printers that can be used with SB 1.0, SB 2.0 and SmartWriter. In order to have the capability to use a dot matrix printer with AdamCalc you will have to purchase Calc & Fastpatch (distributed by Orphanware) and patch you AdamCalc program as described in the instructions for that program and finally file copy AdamCalc over to the RamBOOT media.

Another nice feature is that you will have ramdisk capability with all the programs so you can save a program you are working on in basic to the ramdisk and then switch to SmartWriter and load up the program you were just working on in basic.

For those members that have either the 64K XRAM or 128K XRAM board you can still purchase this program even though it is setup for the 256K XRAM board, however you will have to do a little work in order to get the program to properly work. First, you will have to delete the SmartDSK II file along with either the one of the other files (SB 1.0, SB 2.0 or SmartWriter), more than likely you will want to delete the SmartBASIC 2.0 file since this is the least used by most people. Once you have deleted the two files, you will have to purge the disk/ddp to clear those files permanently. Walters Software is also planning to release a version of RamBOOT that will be already setup for the owners of the 64K XRAM board in case you are not sure that you want to try to configure the 256K version by yourself.

Another option that can be done if you have SmartDSK III & Utilities is to copy the utility programs over to the RamBOOT disk along with the 'HELLO' file so that when you SB 1.0 or SB 2.0 from the RamBOOT main menu the 'HELLO' program will automatically be loaded and you will have access to the great utility programs from the ramdisk.

NOTE: Refer to your owners manual for SmartDSK III prior to file copying any files over to the RamBOOT disk/ddp. This is so because there are two sets of utility programs on SmartDSK III, one for SB 1.0 and the other for SB 2.0, and depending on which version of SmartBASIC that you are using you will have to file copy the appropriate files.

Overall my impression of this package was shear astonishment. I only wish that I had this program a few years ago, it would have saved me considerable time and agony. *For those people out there with the 256K XRAM board this program is highly recommended.*

The possibilities on the different setups for SmartBasic are virtually limitless and the program as a whole makes ADAM operate on the level of a PC Clone with a harddrive. Once you use this package for the first time you will wonder how you ever got along without it.

RATING: A+

Ghost Zapper
Review by Jim Notini

Ghost Zapper is the newest software release by Steve Pitman (Mind Over Adam), and once again **Steve has out done himself!**

His newest creation is a fast paced target game where you control a zapper gun and must shoot the ghosts and other assorted demons which appear and disappear (if you don't shoot them in time) on the screen.

There are seven different screens, *including a bonus screen* where you can earn an extra zapper by shooting the four ghosts that are hiding the letters A,D,A, and M in proper order to spell ADAM, which must be cleared and after clearing a screen you will be awarded a bonus for the number of zappers you have remaining. If a ghost/demon does manage to elude your zapper then you will lose one zapper, lose all zappers and the game is over. When you do successfully zap a ghost/demon a zap sprite will replace it to let you know you got it, you will be awarded 100 points, and another ghost will appear randomly on the screen. To play the game you can use either joystick and at any time may pause the game by pressing both buttons at the same time. Get a high score and you can enter it into the **Hall of Fame.**

Upon boot-up you are presented with a nice graphics screen while the program loads into memory (**NOTE: THIS GAME REQUIRES AT LEAST A 64K XRAM BOARD**). Once completely loaded you will no longer need the tape/disk unless you want to save your high scores to the Ghost Zapper Hall of Fame. The screen setup is nicely done with all the different rooms displayed at the top of the screen and the stats displayed at the bottom. Among some messages that might be displayed are: Area Cleared, Out of Zappers, Too Late!, etc.

When you first start the game you will be prompted to choose one of three skill levels, once done the first screen will be displayed and a musical tune will play until you press either joystick button. All the instructions that are needed are self-contained in the program. All the screens where created with PowerPAINT by Digital Express and are truly great, considering the color bleeding problem that occurs when you plot two colors next to each other. Steve has found a way around this problem by using foreground and background so as not to run into this problem. The game play is very smooth and will be very easy for any youngster to play and for you old fellows out there, this is the perfect game to test your reflexes with.

Overall, I feel this is a **must have game** for all Adamites especially for the *very reasonable price of only $11.95.* One thing that I found to be a problem with the game is that it becomes repetitious, but that is a problem which all arcade games have. Also, the Hall of Fame screen is once again great, but I will leave it up to you to see it.

RATING: HIGHLY RECOMMENDED - A+

America's Cup
Review by Jim Notini

America's Cup is the newest release by Hoeper Software. It is a **test of sailing skills and strategy in head-to-head racing.** In playing the game, you may race both boats or you may test your skills against someone else. To sail your boat, simply enter your heading in ordinary compass degrees (i.e. 45 for 45 degrees - closed hauled to the northeast, a beamreach to the west, etc.). Your sailboat will respond just like most real sailboats--Slowest close hauled and fastest by a beam reach. The wind also plays a role in this game. At startup of t he simulation the wind will be blowing from the north at variable speeds. By watching messages at the bottom of the screen, you can adjust your tactics for oncoming puffs or lulls in the wind.

Some of the common hazards sailing that are built into this program are the following:

1) **Getting Knocked Down** - A strong gust of wind will sometimes capsize your boat and knock you down for downwind. Avoid capsizing at all risk by making the proper maneuvers.

2) **Getting Into Collisions** - When you collide with a buoy or another boat, you will be penalized by being blown down wind substantially.

3) **Getting Into Irons** -If you try to point too far upwind or if you lose too much headway in tacking, your boat will go into irons and begin drifting downwind.

4) **Getting Blanketed** - A boat that is upwind of you will partially block your wind and make you sail slower.

After the program has loaded you are treated to a nice tune of "Blow, Ye Winds, Blo", which is rather appropriate, and then you given the option to load one of two files (fast loading Binary 'H' file or Basic Code 'A' file), or escape to SmartBASIC II. Upon your choice the program is loaded and

you are asked for the coordinates of the three buoys which are going to define the course on the HGR screen. The background screen display, unlike the description in a flyer I received, is non-existent; only two sprites are shown representing the ships. From here you begin your race against the other ship.

Overall, *I was rather disappointed by the game as a whole. While the actual game was very realistic as far as sailing goes, there were no graphics at all, besides the two sprites.* The reason I purchased this game was mainly due to the description of it having great graphics. Of late I have come to expect hi-res graphic screens due to the fact that PowerPaint pictures can be used in SmartBASIC 1.0 programs. Rather, the programmer has decided to use SmartBASIC 2.0, which allows for very easy sprite manipulation, and hence forth, has for gone making this program really interesting. Another complaint I have is that sometimes one of the boats will disappear even though it has not moved off of the screen (into the fog).

Another problem is that there is no end to the game, you just continuously sail around the coarse until you get bored (there should have been at least a timer on how long you are given to complete the coarse).

My last complaint is that it is a two player game and if you do purchase this program, you will have to control both ships. For the price of $19.95 (M.W. Ruth), it is truly not worth it.

RATING: C-

LinkBUILDER for PRO GOLF CHAMP
Reviewed by Jim Notini

LinkBuilder by Superior Software is here and believe me it is **WORTH THE WAIT!**

LinkBuilder (LB) if the *hole construction set for Pro Golf Champ.* Included in the package are all the utilities that will be needed to build your own golf courses to add to the original 18 which were included with the Pro Golf Champ package. Right off the bat you will notice that the **graphics for the holes have been modified DRASTICALLY** to make the program even more pleasing to the eyes (included in the modifications to the graphic screen is the green area, the water and out of bounds area).

These altered graphics will be present when you play new courses, build your own or even when you play the 18 holes already on Pro Golf Champ thru LB. These altered graphics

are also a reminder to you so that you will know that you are playing Pro Golf Champ from LB. What LB actually is doing is making Pro Golf Champ a self-sustained package so that you will be able to create your own courses as you see fit, which is an area which a lot of software developers tend to forget about. Well, Superior Software has not forgone this vital area of support and they should be justly rewarded.

Right from boot-up of a nice graphic screen you will be treated to a very professionally done program. Once completely loaded, you will be able to format a pre-formatted disk/ddp to allow for the saving of your own creations with option 3 'Make hole disk'. With option 2 'Play Golf', you will be able to play the courses which you have made yourself or be able to play the golf courses that are already available on the Pro Golf Champ package all with the enhanced graphics. By choosing option 1 'Build Courses', you will be able to start work on your own holes.

All operations from this point on are controlled via joystick input. You will be prompted to enter a choice of either:

1. **Cup** - Where you set the location of the cup on the green;
2. **Tee** - Where Fred tees off;
3. **Green** - Where the small green is located in the full view;
4. **Text Window** -Where golf displays (info) will be;
5. **Par** -Where you set the actual par for each hole.

Also, you will be able to work on six different holes at once. Once completed with the aforementioned options you will be able to go onto further work on the actual setup of the screen graphics. Included in this part of the construction is the setup of the fairway, placement of trees, sandtraps, and water hazards. Once again, all editing is accomplished through the use of the joystick, two fire buttons and the 12 keypad buttons. When work is finished on creating the holes, you can save your work to disk/ddp. LB also allows for the clearing of memory in case you decide that your creation is NOT UP TO PAR and wish to restart construction (BE CAREFUL USING THIS OPTION).

One other minor enhancement of note is that the hall of fame has been changed to keep track of exactly which level of difficulty you have been playing. This allows for radically different courses on the same disk. Under the old system, low par courses would possess an advantage over the tougher course scores, and would eclipse them. Another item of interest is that due to a foul up, there are two different versions of Pro Golf Champ available, one of which does not have the "Are you using an extra hole pack?" prompt. Except for this, all differences between these versions are cosmetic and both should work fully with LB built courses.

As stated by the author of this program, "I look forward to seeing what kinds of courses will begin popping up here and there as LinkBuilder finds it's way into ADAM owner's hands." Since only the system files are copyrighted, the holes themselves are not. **You are free to trade LinkBuilder hole data disk/ddp or to distribute them as you please.** This is a tremendous addition to anyone's software library, be it that you already own Pro Golf Champ. It will take some work to get your own creations setup, but is **well worth the time and effort.**

RATING: A

Temple of the Snow Dragon
Mini-Review by Jim Notini

Temple of the Snow Dragon (Temple) is the first software release by Digital Adventures, with hopefully many more to come. **The game is based on the adventure genrie** where one has to venture through castles and overcome different foes, obstacles and traps while picking up items such as gold, gems, silver and also searching for weapons to use in the fights that you will encounter. Also, there are many *hidden clues and objects that you will HAVE TO DISCOVER in order to get through certain phases of the game.*

As the story goes, The Overlord of Dalark has spirited your bethrothed away to his mountain retreat. There to be kept imprisoned until the oath of servitude is freely given, as is prescribed in the holy book of Tamchal. For even though the soul can be destroyed...It can not taken. Persuasion may be used. But the soul must be freely given. Once this vile ritual is consumated with the sacred wine of Tal, the soul of your beloved will be forever bound to the service of the Evil Overlord.

News has spread throughout Drumeria that the Dark Overlord was responsible for the murder of the royal family. He has announced his intention to adopt your beloved and ascend to the throne of Drumeria, for it seems that you were to wed the last living person with blood ties to the royal family.

THE EVIL SHAMAN MUST BE STOPPED...

As you can see, the story line is very involved and I have only gone through a little bit of the actual story line. The actual game **contains phenomenal graphics screens (created with PowerPAINT by DEI), and also uses sprites to depict the certain weapons or objects which are in the room.** Upon boot-up, you will be presented with a title screen, the next screen begins the actual program. It is part of the description of the actual premise which you will soon encounter, after this screen the rest of the story line is displayed on a scroll, after which you are presented with a graphic screen while the rest of the program loads into memory. This is where the fun begins.

As stated in the heading, this is only a mini-review because this issue was almost completed by the time we got the demo in. I plan to have a more in-depth review in the Dec/Jan issue, this delay will also help you since I will have more time to actually use the program and find it's many

secrets. I can say one thing though, this is a very fine addition to anyone's software library (even for those CP/M users out there). YOU WILL NOT BE DISAPPOINTED AND MORE THAN LIKELY YOU WILL BE TRULY AMAZED BY THIS PACKAGE AS I AND ALL OF US AT NIAD WHERE.

A little hint for those who already have Temple. When you first enter a room, think about the move you are going to make, for in some room(s) you will only be able to accomplish the task needed on your first move in that room.

MINI-RATING: A++

I have to totally agree with Jim. This has TO BE SEEN. This has mapping, character attributes, clues, hidden objects, great graphics, sound, etc. Great gameplay and a terrific example of the *POWER of POWERPAINT.* The price makes it an even greater value. **This has to be one of the best games ever made for the ADAM.**
W.   MOTEL

PrintWORKS - In Depth!
by Jim Notini

Well ADAMites, thanks to Walter's Software we now have our own version of the famous "printshop" program for the ADAM. Yes, PRINT WORKS is a full function dot matrix print program for producing sophisticated signs, cards and banners. This fine program contains all the options (and even some additional options) that are contained in similar programs for the Apple and IBM PC. PRINT WORKS, combined with the multitude of clip art available since the advent of POWERPAINT by Digital Express, results in you not having to take a back seat to any of these other computers for sign, card or banner printing for school, business or just fun.

PRINT WORKS is completely written in Z80 machine language and hence is very fast. Additionally, the program is compact and efficient to allow plenty of room for clip art, fonts, borders, etc. Walter's has done a fantastic job on this program and we should all be greatful to them for this *superb contribution to the ADAM.*

The program is completely SMARTKEY driven and very easy to use. Walter's has done an excellent job on the fine points of this program to make it very productive for the user.

Where Lyle has given you a general review of the PrintWORKS (PW), I am gonna go onto a little **more detail on using the different designs which are possible** (signs, cards and banners). To start off with, I would like to inform you of what a great program you will be receiving when you purchase PW. There are programs similar to this one on other computers, but they do not even compare to the amount of flexibility that you are given in this program. Also, these programs, such as PrintMaster, are nearly double the price of PW. So you see, *our little ADAM computer is just as powerful and flexible as just about any other*

computer depending on the programmer.

SIGNS

The signs option will allow you to create a full page design or even depending on your tastes, virtually any size up to a full page design. To startup, choose the SIGN SmartKey label from the main menu. Then you will be given the option to load one of the border files on disk/ddp or to go without a border. When you do choose to load a border or for that fact, any other clip or font file from any part in this program you will be given an option to load the file from any active drive or if you have an XRAM board, from the ramdisk.

Once the drive is chosen a graphic index card will be displayed and you will be prompted to select a file. You can now choose to print your design, which will only be a border, or continue on creating your sign. Your next step will be in loading a font file (8 pre-made/configured on this disk/ddp). When you have a font file loaded you will be presented with another menu of chooses. You can have the text left aligned or auto centered (the one that is not showing is the one selected), invert the font so that the actual letter is white on black or leave the font normal so that the letter prints out black.

You will also have the option to **select the size of the font**: X1 (56 letters on one line), X2 (28 letters on one line) or X4 (14 letters on one line). One thing of note, you can overlay the border or any clip picture with the fonts. When finished entering a line, press continue SmartKey and then move the black line that represents your text to the area on the screen where you want to place it. With a little work you can setup the letters to read vertically and diagonally.

Next you can move onto **loading clip-art pics or printout** your design. When you continue onto the clip section, you will be given the option to load a clip file (12 to choose from). Once again, you can invert the clip so that the actual clip design prints out as white on a black background or use the normal setup. You can also change the clip size: X1 allows for up to 77 clip art pics on the sign; X2 allows for 8 double sized clips not overlaid onto one another. You can't however place a clip outside of the border, X4 allows for two quadrupled clips not overlaid and 3 clips overlaid. A nice feature included on the X1 feature is the **ability to create a border solely out of clips**, one option not included on other programs of this type. Once again, as with the fonts, you can have as many different clips on the screen as mentioned. To put it simply, THIS PROGRAM IS FLEXIBLE AND VERY FAST IN IT'S PROCESSING! When finished designing your sign you can print it out or choose quit and save the design to disk/ddp for later use. **A nice feature about the print routine is that it dumps the whole contents to the print buffer so that you can use a laser printer with a normal PIA-2 board as long as you setup the laser correctly.**

CARDS - Once again, upon choice of the card design
utility, you can select a border or no border for the card cover. Once chosen, you can print it out or continue where you will select the 'Card Center Border' or choose not to have one. Again you have the option for left alignment or auto-centering, you can also load a previously created card

or begin work on the card cover or card center. All **options are similar to the sign function** except that the number of letters you can get on the screen will be decreased: X1 - 26 letters, X2 - 13 letters, X4 - 6 letters. *You can have as many different fonts as you wish on the card or just stick with one font style,* you also have total freedom as to where the line of text is placed. Depending on what size font you are using will determine the actual number of text lines you can have on the card. With the clip option, you will be able to invert the clip, use different sizes: X1 - 24 non-overlaid clips, X2 - non-overlaid clips. The clip pics are moved one pixel at a time so you can be very concise as to where you stamp the clip, with X2 you will not be able to move the clip horizontally and you will not have the X4 option due to the size in correspondence to the card size. Once completed on the card cover, you can print it out or continue on to begin work on the card center which is the inside of the card when you fold it. All options are identical to the card cover design.

BANNER

As of know, the banner program is the weak link of this package, but there are already plans for development of an enhancement for this part of PrintWORKS. Once you begin design of a banner, you will be given the ability to load one of the eight font files already configured on the PW disk/ddp. The banner can be from 1 to 56 letters in length and the size is already preset to take up just about the whole page when printing out. When printing, two letters will be allocated to one page, so you see, the banner can be quite lengthy. As of 11/11/88, the enhancement to the banner program is only talk, but hopefully it will become reality very soon. A hint for those who are using the banner program, use the bold.fnt file.

Walter's has indicated they are working on some enhancements to the BANNER program. Here are my suggestions:

1) Letter printout placed closer together so as to make the banner smaller and not as spaced out as far as the letters go (select bold print for a better looking banner).

2) Ability to choose between different sizes, as in the card and sign programs. (fonts)

3) Ability to load clip-art to be printed on either left or right ends of the text or even to be placed within the text to be overlaid.

4) Have this enhancement as a separate file so we wouldn't have to replace the banner program already on the PW master.

As is though, the banner program is very useful and another great feature of the PrintWORKS. In this article, I have tried to be as thorough as possible, but if you find any mistakes or items I have left out, **PLEASE CONTACT ME at NIAD.**

Next issue I will go over the options you have if you already own PowerPAINT, CLIPPER or FontPOWER. As you can see, PrintWORKS is a self-sustaining program.

HEAD TO HEAD ACTION
Superior's AFL FOOTBALL
vs
Murdoc Games' PRO FOOTBALL
Review by Preston Harris

AFL FOOTBALL is on exciting new release from Superior Software. The question asked in this article is that when its fourth down and one yard to go can AFL FOOTBALL team get the first against the defense of the PRO FOOTBALL team. In other words which game is better, 1988's AFL FOOTBALL or 1985's PRO FOOTBALL.

Your the ref, who do YOU think will win this game? The purpose of this article is only to discuss the similarities and differences between the two games mentioned above. "Choose head or tails," the ref yells out; you choose tails. From this point the game begins.

Receiving the football is Superior's AFL FOOTBALL. The starting line up includes **utilities for creating leagues and keeping individual team records** on tape or disk, a great graphics. Murdoc sends his starters on his PRO FOOTBALL team out on the field. They include great graphics, background cheers, and a great selection of plays (offensive and defensive).

Before the AFL FOOTBALL game begins there are a few things that need to be taken care of, a league needs to be created. Upon booting AFL FOOTBALL you will be prompted by a menu that will have the following options:

1. **Edit/create league:** allows you to edit or create a league. You may edit the following statistics of your league's teams: wins, losses, points scored, points against, and win percentages.
2. **Edit/create teams:** allows you to edit or create your own teams. The names of team players such as running backs and quarter backs may be edited using this option.
3. **Init Records:** this option allows you to "wipe the slate clean." Initing records allows you to reset the statistical data stored concerning you league.
4. **Display league:** allows you to display or print win loss records of teams in your league.
5. **Display teams:** data such as most sacks, most

giveaways, most points scored against team in the league and almost any other function you need may be printed. The advanced menu options mentioned above are offered by AFL FOOTBALL only.

"But coach Murdoc, I know they have advanced menu options but we've got computer vs human action." Murdoc Game's PRO FOOTBALL **features an option that allows you to select either human vs. human or computer vs human action.** This option is not offered in AFL FOOTBALL. The computer plays well and the game is a real challenge. The variety of plays on Murdoc's PRO FOOTBALL is simply overwhelming.

At your fingertips you have a selection of twenty offensive plays; which include ten pass plays and ten defensive plays On defense more ten different defensive formations may be selected. Plays are selected in an easy to use menu driven format. This is a stark contrast with AFL FOOTBALL'S sixteen offensive plays and four defensive plays which have to be memorized and entered through the joystick keypad in a certain order with a specific timing.

In conclusion,

AFL FOOTBALL combines great league utilities that can both store and print records, great graphics, and realistic gameplay to provide a great football game simulation program. PRO FOOTBALL features great graphics, a host of plays, and realistic gameplay also.

YOUR THE HEAD COACH, YOU MAKE THE CALL. YOU DO YOU THINK WILL THE GAME, SUPERIOR'S AFL FOOTBALL OR MURDOC GAME'S PRO FOOTBALL; *CHOOSE YOUR TEAM!*

AFL FOOTBALL'S RATING - A
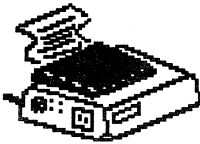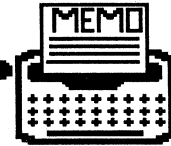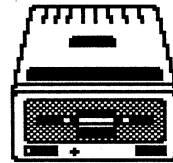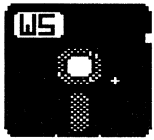
PrintWORKS

BY
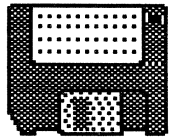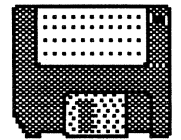
Walters Software Co.

Create Signs, Banners, or Cards
for printout on a Dot Matrix Printer
Create Clip-Art and Font files
with Clipper and FontPOWER and
then convert them to PrintWORKS

Watch for BordersPLUS which include
12 more borders, 3 move font files
and a whole bunch of clip-art files.

Terrific!

PRODUCT LIST - MEMBERS ONLY
PRICES EFFECTIVE: 11/15/88 and SUBJECT to CHANGE without notice

OTHER SOFTWARE
Specify DDP or DISK

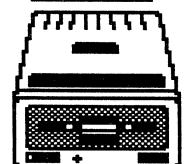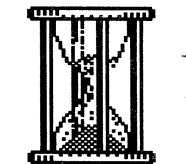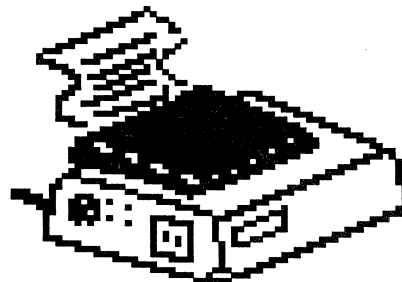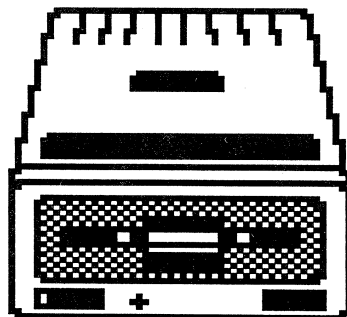|		
VIDEOTUNES	$ 26.95	
FANTASY GAMER	$ 22.95	
BASIC BONANZA	$ 22.95	
SOFTPACK I	$ 18.95	
LVAC ARCHIVE I	$ 15.95	
REEDY SOFTWARE LIB	$ 15.95	
BUSINESS PACK	$ 18.95	
TURBOLOAD (DDP)	$ 10.00	CLOSEOUT
QUICKCOPY	$ 15.95	
ELECTRIC GAME PACK (DISK)	$ 17.95	
Specify I or II (DDP)	$ 19.95	
NUMBER BUMPER	$ 15.95	
REEDY (DISK)	$ 15.95	
(Christian pgms) (DDP)	$ 17.95	
ENTERTAINMENT PACK	$ 17.95	
JEOPARDY QUESTION PACK	$ 14.95	SPECIAL
FAMILY FEUD QUESTION PACK	$ 14.95	SPECIAL
TRIVIA PACK I	$ 12.95	
KIDS TRIVIA	$ 12.95	
PRO FOOTBALL	$ 18.95	
BACKUP 3.0 (COPY ONLY)	$ 16.95	DISK ONLY
BACKUP +3.0 (COPY/UTILITY)	$ 24.95	DDP ONLY
SMARTGAMES PACK	$ 9.95	
ROYAL AMBS. EDUC PCK	$ 9.95	
(Christian pgms)		
CPM NEVADA BASIC	$ 39.95	
SP-1 CUSTOM SOFTWARE for	$ 7.00	
Smartwriter/Filer (Specify printer)		
ADDRESS BOOK/CALENDAR	$ 9.95	
JEOPARDY QUESTION MAKER		
FAMILY FEUD QUEST MAKER		
Each of Quest Makers (DDP)	$ 24.95	
MICROWORKS (DDP)	$ 29.95	
Filer, Calc, Graph, Text		
EASY COME, EASY GO	$ 19.95	
WIZARD'S PINBALL ARCADE	$ 19.95	
ADAMTALK	$ 19.95	
Interpreter for EVE Speech Synthesizer		
SOLAR SYSTEM Quiz (DDP)	$ 9.95	
AMERICA AT WAR Quiz (DDP)	$ 9.95	
WORLD GEO. Quiz (DDP)	$ 9.95	
HOME FILE MANAGER (DDP)	$ 9.95	
PERSONAL CHECKBOOK (DDP)	$ 9.95	
HOME BUDGET (DDP)	$ 9.95	
CP/M 2.2	$ 18.95	
BASIC SYSTEM MGR/FASTRUN	$ 12.95	
LAB MOUSE (DDP)	$ 9.95	
STATES and CAPITOLS (DDP)	$ 9.95	
WORLD CAPITOLS (DDP)	$ 9.95	
GREAT INVENTIONS (DDP)	$ 9.95	
BASICAIDE	$ 9.95	
SMART TYPE 2.0 (DDP)	$ 17.95	
PROOF READER	$ 34.95	
LIBRARIAN	$ 19.95	
NIAD GOLD SERIES		
GAMES 1	$ 9.95	
TEXT ADVENTURE	$ 9.95	
HOME/BUSINESS	$ 9.95	
SCIENCE/EDUCATION	$ 9.95	
MICROTALK	$ 19.95	
(Requires speech synthesizer)		
STAGE FRIGHT	$ 19.95	
ADAMCALC Dot Matrix PATCH	$ 9.95	
ADAMLINK Dot Matrix PATCH	$ 9.95	
BEYONDTREK (64K Req)	$ 16.95	
AUTO WRITER	$ 14.95	
NEWSMAKER	$ 26.95	
FILE MANAGER	$ 17.95	
CHESS CHAMPION (64k req)	$ 18.95	
ADAMLINK III	$ 29.95	
SPEEDYWRITE V1.0	$ 39.95	
SPEEDYWRITE V2.0	$ 14.95	
PRO GOLF CHAMP	$ 12.95	
MR. T SEARCH GAME PAK 1	$ 12.95	
SMARTDSK I(For Smartwriter)	$ 18.95	

OTHER SOFTWARE
CONTINUED

SMARTDSK II	$ 16.95	
(For Basic 1.0/2.0, Adamcalc, Flash Maker)		
SMARTDSK III	$ 24.95	
(For Basic 1.0/2.0 With Cmpl. Utility)		
PHRASE CRAZE (DISK)	$ 17.95	
(DDP)	$ 19.95	
PHRASE PAK1 (DISK)	$ 7.95	
(DDP)	$ 7.95	
GRANDMA'S RECIPES (DISK)	$ 7.95	
(DDP)	$ 7.95	
PR BOOT	$ 17.95	
TRIVIA SEARCH (DISK)	$ 7.95	
(Requires Mr. T Search)		
SPELLING AID	$ 26.95	NEW
MISSPELLER	$ 18.95	NEW
DBL DISK FORMATTER	$ 8.95	NEW
AUTO BACKUP	$ 11.95	NEW
MIND OVER ADAM	$ 11.95	NEW
SMART TERM 1.0	$ 16.95	NEW
LAS VEGAS CRAPS	$ 19.95	NEW
COPYCART+ D 2.0	$ 24.95	NEW
LINK BUILDER	$ 14.95	NEW
AFL FOOTBALL	$ 24.95	NEW
SUB RAIDERS	$ 27.95	NEW
PRINT WORKS	$ 12.95	NEW
BASEBALL STATISTICIAN	$ 12.95	NEW
GHOST ZAPPER	$ 11.95	NEW
TEMPLE of SNOW DRAGON	$ 21.95	NEW
RAMBOOT	$ 19.95	NEW

COLECO SOFTWARE
(DDP unless noted)

SMART LOGO	7600	$ 29.95	SPECIAL
EXPERTYPE	7602	$ 19.95	SPECIAL
SMART FILER	7813	$ 10.95	SPECIAL
RECIPE FILER	7814	$ 19.95	
SMART LTRS/FORMS	7805	$ 15.95	
FLASHCARD MAKER	7662	$ 15.95	
HISTORY (TRIVIA 2902,			
HISTORY 2901,VOCAB 2900)		$ 11.95	EACH
CP/M 2.2	7832	$ 29.95	
ADAMCALC	7831	$ 24.95	
R. SCARRY WORDBOOK	7658	$ 20.95	
DONKEY KONG		$ 9.95	SPECIAL
SUPER ZAXXON	2632	$ 9.95	SPECIAL
ADDR. BOOK FILER/AUTO DIAL.		$ 19.95	NEW

(Specify DDP or DISK)
ACTIVISION SOFTWARE

ALCAZAR	$ 14.95	REDUCED*
ROCK n' BOLT	$ 19.95	REDUCED*
BOULDER DASH	$ 26.95	REDUCED*
RIVER RAID	$ 17.95	REDUCED*
KEYSTONE KAPERS	$ 17.95	REDUCED*
PITFALL II	$ 17.95	REDUCED*
DECATHLON	$ 17.95	REDUCED*

IMAGIC SOFTWARE

TENNIS	$ 19.95	REDUCED*
MOONSWEEPER	$ 15.95	REDUCED*

INTERPHASE SOFTWARE

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

NEW PUBLIC DOMAIN ($6.00 DDP, $4.00 DISK)
CABBAGE PATCH ADV. IN PARK 128K version
FALL GUY and VIDEO HUSTLER
YOKES ON YOU and MATH WIZ

PRODUCT LIST - MEMBERS ONLY
PRICES EFFECTIVE: 11/15/88 and SUBJECT to CHANGE without notice

NIAD USER GROUP PRODUCTS
PUBLIC DOMAIN
PLEASE Specify VOLUME # and DISK/DDP
NOTE: COST per VOLUME:
 $ 4.00 DISK - $ 6.00 DDP

SMARTBASIC # 1 - 28   (28 Different)
 # BNDV1 - 28   (Vol numbers)
SMARTLOGO # 1 - 4   (4 Volumes)
 # LNDV1 - 4
ADAMCALC # 1 - 2   (2 Volumes)
 # ANDV1 - 2
BASIC UTILITIES # 1 - 2   (2 Volumes)
 # UNDV1 - 2
 (Vol 1 Includes backup utility)
CPM2.2 # 1 - 50   (50 Volumes)
 CPM2.2 # CNDV1 - 50
JEOPARDY
PINBALL/HARDHAT MACK
 New BUG FREE vers with 2 DEMO games
 Add $ 2.00 for 40 page manual
PINBALL GAMES (Volumes 1 and 2)
 Requires Pinball/Hardhat Mack
SUPER SUBROC
TROLLS TALE
ADAM DIAGNOSTIC
 Requires 64k expander
ADAMLINK II TELECOMMUNICATIONS
SMARTBASIC REPLACEMENT DDP
SMARTBASIC V2.0 with Doc. file
NIAD BACK ISSUE INDEX - Smartfiler file
EOS DISK MANAGER - (Replacement on Disk or DDP)
CUSTOM PRINTER SOFTWARE $ 7.00
VIDEOTUNE SONGS Volumes 1 and 2
1 MINUTE FORMATTER (Disk)
UKAS MINI REVIEWS

GRAPHIC PRODUCTS

DOT MATRIX PRINTER REQUIRED

GRAPHIXPAINTER		$ 19.95	
GRAPHIXPIX		$ 14.95	
POWERPAINT		$ 34.95	
CLIPPER		$ 14.95	
CLIP ART Vol 1 & 2	(Each)	$ 12.95	NEW
PAINTAIDE		$ 12.95	NEW
POWERPRINTS I		$ 12.95	NEW

BASIC SPRITE GRAPHICS PGM

SPRITEMASTER	$ 18.95
SPRITEPOWER	$ 16.95

ADAM PRINTER USED

SIGNSHOP		$ 22.95
NEWSMAKER		$ 26.95
SIGNS (Vol 1 & 2)	(Disk)	$ 7.95
	(DDP)	$ 9.95
SNAPSHOTS (Vol 1)	(Disk)	$ 10.95
PD SIGNS (Vol 1 & 2)	(DDP)	$ 4.00

MONITOR/TV ONLY

PAINTMASTER	(Disk)	$ 22.95
PAINTINGS (Vol 1,2,3)	(DDP)	$ 9.95

MISC PD GRAPHICS
NOTE: COST per VOLUME: $ 4.00 DISK - $ 6.00 DDP
 Can be viewed only or printed on Dot Matrix
RLE PICS (Vol 1, 2, 3)
REEDY ART GALLERY (Vol 1, 2)
PAINTMATES (Vol 1 - 11)
PAINTFORMS (Vol 1 - 3)
N & B PIX (Vol 1 - 18)

PRODUCT LIST - MEMBERS ONLY
PRICES EFFECTIVE: 11/15/88 and SUBJECT to CHANGE without notice

SUPPLIES

RIBBONS

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

COVERS

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

PRINTER WHEELS $ 5.55
 SPECIFY FONT STYLE for the ADAM printer
 Gothic 12, Script 12, Elite 12, Emphasis.
 Courier 72, Pica

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

DISK/DIGITAL DATA PACKS

COLECO/LORAN DDP		$ 4.75	EACH
	10 for	$ 39.95	
NIAD/LORAN DDP		$ 4.25	EACH
	10 for	$ 34.95	
NIAD (Non LORAN) DDP	10 for	$ 19.00	
BOX of 10 LORAN DS/DD Diskettes		$ 9.95	
GENERIC 50 Diskettes		$ 19.95	SPECIAL
RIGHT DIR. DDP for Supergame copy		$ 2.50	

PINFEED PAPER/LABELS

9 1/2 x 11 20# MICROPERF PAPER	$ 9.95	/500
	$ 16.95	/1000
9 1/2 x 11 20 THERMAL PAPER	$ 9.95	/250
3 1/2 x 15/16 PIN FEED ADDR LABEL	$ 6.95	/1000

CARTRIDGE SOFTWARE
Colecovsion/Adam

SMURF PAINT/PLAY	2697	$ 18.95
SUESS FIXUP PUZZLE	2699	$ 18.95
T.TURTLE LOGO/GRPHICS	2698	$ 18.95
TAPPER		$ 29.95
TARZAN		$ 22.95
BEAMRIDER		$ 22.95
HERO		$ 12.95
CABBAGE PATCH PICTURE SHOW		$ 18.95
HEIST		$ 18.95
LEARNING with LEEPER		$ 9.95
NOVA BLAST		$ 18.95
GORF		$ 18.95
CENTIPEDE		$ 12.95
DEFENDER		$ 12.95

CP/M 2.2 COMML SOFTWARE
INFOCOM PRODUCTS
Requires ADAM CP/M software
 DISK only

ZORK I	$ 19.95	SPECIAL
ZORK II, III	$ 24.95	
STARCROSS	$ 19.95	
DEADLINE	$ 19.95	
HITCHHIKERS GUIDE	$ 19.95	SPECIAL

PRODUCT LIST 11/21/88 MEMBERS ONLY

HARDWARE & ACCESSORIES

NOTE: SEE SPECIALS ON NEXT PAGE AS WELL

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.

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.

ADAM LINK MODEM 7818 $ 49.95
ADAM phone modem which provides communication capability, with included software, to interface with other ADAM computers or large bulletin board systems such as Compuserve.
NOTE: Order ADAMLink II software from Public Domain list which will allow upload/download of programs.

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

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

64K MEMORY EXPANDER ME-64 $ 49.95
Provides additional 64K of memory for SmartWriter, CPM programs. Provides print buffer spooling for ADAMCalc.

256K MEMORY EXPANDER $169.95
Provides 256K ram disk under CP/M 2.2 **PRICE DEPENDS. Requires addressor cct (add'l $17) if on CHIP card** you don't have FIX interface. Must send in FIX for modification if you have it.

EVE RS232/PARALLEL INTERFACE SP-1 $139.95
Allows the connection of the ADAM 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, SmartFiler, BASIC, CPM program.

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

PARALLEL OR SERIAL CABLE SP-1C $ 15.95
Cable required to attach SP-1 or PIA1 interface to other printers.

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

DISK DRIVE EPROM - 320K 5 1/4 Dr $ 19.95
- 160K 5 1/4 Dr 17.95
Speeds up formatting of diskettes.

ADAM PRINTER TRACTOR FEED $ 72.95
Books onto the ADAM printer as originally designed to provide for feeding of pin-fed continuous form paper. All metal design - guaranteed.

PRINTERS

PRINTER ON/OFF SWITCH $ 12.95
Relocates the on/off switch to the front of the printer for easier access when loading paper.

MONITOR CABLE 7830 $ 9.95
Required to hook complete ADAM console to a video monitor. Supports both picture and sound signals.

SPECIALS/ NEW PRODUCTS

* SPECIFY DDP OR DISK FOR SOFTWARE PROVIDED

64K MEMORY EXPANDER & SMARTDISK I $ 59.95
Provides full ability to use 64k expander from SMART- Writer as a ram disk. You can save and load documents super fast and save wear on your tape/disk drives.

POWER SUPPLY FOR COLECO DISK DRIVE $ 19.95
POWER SUPPLY FOR COLECOVISION $ 14.95

MAGNAVOX CM8502 COLOR MONITOR $199.95
Use with the ADAM for better color. Also compatible with any computer that uses a composite or RGB color input signal. 40 column display. Requires ADAM monitor cable above.

MAGNAVOX 8CM8762 COLOR MONITOR $299.95
Same as CM8502 above, but will display 80 columns on RGB computer. Can be used on the ADAM as well.

3 OUTLET SURGE PROTECTOR $ 14.95
Protect your hardware from power surges.

COMBO MONITOR STAND & 5 OUTLET $ 69.96
SURGE PROTECTOR W/ MASTER SWITCH
Integrated small unit organizes your computer, gives surge protection. Turn on virus and all components with one switch or individually.

NIAD PRODUCT REVIEW BOOK $ 19.95
Contains detail reviews of 100 ADAM products, organized alphabetically for quick reference.

SMARTBASIC PUBLIC DOMAIN DESCRIPTIONS $5.00
Provides written description of over 800 programs in all the PD volumes. Useful in picking Public Domain volumes to order.

NEW ADAM KEYBOARDS $ 19.95

ADAMNET CABLES FOR KEYBOARD/DISKDRIVES 2.95

NEW ADAM TAN HAND CONTROLLERS $ 9.95

SUPERGAME CONVERSION TO DISK $ 4.00 @
Convert your supergames from DDP to disk for fast running

SMARTFILER FIX OF OLD VERSION $ 4.00
Send in your SMARTFILER DDP and we will fix it, correcting all bugs in versions prior to 27D. Automatically fixes any

BACK ISSUES OF NIAD NEWSLETTER
A weaths of ADAM knowledge is contained in 40 back issues.

PANASONIC 1080I-2 $199.95/ $239.95 W/ADAM INT
* TYPE: 9x9 DOT MATRIX
* SPEED: DRAFT MODE - 144 CPS
  NEAR LTR QUALITY - 28 CPS
  COMPATIBLE W/ EPSON RX80,
* PRINT CHR: IBM, FULL GRAPHICS
* MEDIA HNDL: ADJ TRACTOR FEED
* INTERFACE: CENTRONICS PARALLEL
* FEATURES: 2 YEAR LIMITED WARRANTY

PANASONIC 1091I-2 $229.95/ $269.95 W/ADAM INT
* TYPE: 9x9 DOT MATRIX
* SPEED: DRAFT MODE - 192 CPS
  NEAR LTR QUALITY - 38 CPS
  COMPATIBLE W/ EPSON RX80,
* PRINT CHR: IBM, FULL GRAPHICS
* 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
* MEDIA HNDL: LIMITED ADJ TRACTOR FEED
* INTERFACE: NONE STD - PARALLEL PLUG N
  PRINT MODULE SUPPLIED THAT
  ATTACHES TO EVE OR ORPHANWARE
  PARALLEL INTERFACE
* FEATURES: BLACK & WHITE OR COLOR PRINTING;
  8K BUFFER; SPECIAL PAPER REQ'D

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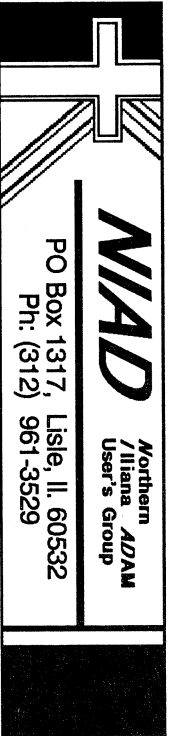**OKIMATE 20 RIBBONS- $4.95 BLACK**
- $5.95 COLOR

TRAINING MANUALS/ BOOKS

* NIAD PRODUCT REVIEW BOOK $ 19.95
* WORD PROCESSING WITH YOUR ADAM $ 8.95
* FIRST BOOK OF ADAM, THE COMPUTER
  TAB BOOKS $ 8.95
* BASIC BASIC PROGRAMS FOR THE ADAM
  BY KNIGHT, TIMOTHY ORR $ 8.25
* DISCOVERING SCIENCE ON YOUR ADAM,
  WITH 25 PROGRAMS BY TAL MOUNTAIN
  SCIENCE CENTER $ 9.95
* THE COLECO ADAM ENTERTAINER BY
  BRIAN SAWYER $ 12.95
* HACKER'S GUIDE TO ADAM VOL I $ 11.95
* HACKER'S GUIDE TO ADAM VOL II $ 11.95

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

SEGA GAME SYSTEM
NOT COMPATIBLE WITH ADAM

MASTER GAME SYSTEM $109.95
* 2 HAND CONTROLLERS
* LIGHT PHASER GUN
* COMBO MEGA CARTRIDGE
  - HANG ON GAME
  - SAFARI HUNT GAME

SEGA SPORTS PAD CONTROLLER $39.95
SEGA 3D GLASSES W/ ZAXXON3D $75.00 SPECIAL

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

SEGA MEGA CARTRIDGES (1048K) $29.95
* FOOTBALL NEW
* VOLLEYBALL $24.95 SALE
* ALEX IN MIRACLE WRLD NEW
* FANTASY ZONE : GHOSTBUSTERS
* WORLD GP : SOCCER
* PRO WRESTLING : RAMBO
* MARKSMAN/ TRAP : GOLF
* KUNG FU KID
* ASTRO WARRIOR : BASKETBALL
* BASEBALL(NO SP) : GANGSTER TOWN

* SHOOTING GALLERY (FOR USE WITH GUN)

MISSLE DEFENSE 3D (REQ'S GLS)	$ 34.95	*
ZAXXON 3D (REQ'S GLS)	$ 39.95	
MAZE HUNTER 3D (REQ'S GLS)	$ 39.95	
THUNDER BLADE	$ 32.95	NEW*
PARLOUR GAMES	$ 44.95	NEW**
MONOPOLY		NEW**
SPACE HARRIER (TWO MEGA) >>>>>>	$ 29.95	SALE
ROCKY BOXING (TWO MEGA) >>>>>>	$ 29.95	SALE
OUTRUN (TWO MEGA) >>>>>>	$ 34.95	SALE
FANTASY ZONE 2(TWO MEGA) >>>>>>	$ 34.95	NEW**
MIRACLE WARRIOR(TWO MEGA) >>>>>	$ 46.95	NEW**
SHINOBI (TWO MEGA) >>>>>	$ 41.95	NEW**
PHANTASY STAR (FOUR MEGA) >>>>	$ 51.95	NEW**
EPYX JOYSTICK W/ AUTOFIRE	$ 19.95	NEW**

NIAD Northern /Iliana *ADAM* User's Group

PO Box 1317, Lisle, Il. 60532
Ph: (312) 961-3529

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

BUYING SERVICE ORDER FORM

Your MEMBER # _____

Name	Name
Address	Address
Phone ( )	**(Shipping address - If different)**

Qty.	Item Name / Number	DDP / Disk	Price Each	TOTAL PRICE

SALES TAX	→ Illinois - 6.75% on all items except DDP/Disk Software → Wisconsin, Indiana, Ohio - 5% on all items → Minnesota - 6% on all items → Michigan - 4% on all items	*Sub Total*

Tax _____

Please do not forget SHIPPING/HANDLING. Use the chart Below

Sub Total Range		( ) US UPS	( ) US MAIL	( ) CANADA
1.00	50.00	$ 2.50	$ 4.00	$ 6.00
50.01	100.00	$ 4.50	$ 7.00	$ 10.00
100.01	200.00	$ 7.50	$ 10.00	$ 16.00
200.01	and up	$ 10.50	$ 15.00	$ 22.00

Ship / Hndl. _____

Initial ANNUAL Membership Fee required for Buying Service

New or Renewal Fee _____

PAYMENT METHOD

☐ Check or Money Order Enclosed   Charge my: ☐ **VISA**   ☐ **Master Charge**

Balance or Credit Due _____

$ 25   minimum   charge

Write Credit Card Number in Boxes

Exp. date: _____

Signature: _____

U.S. Funds Only

TOTAL INCLUDED _____

NIAD

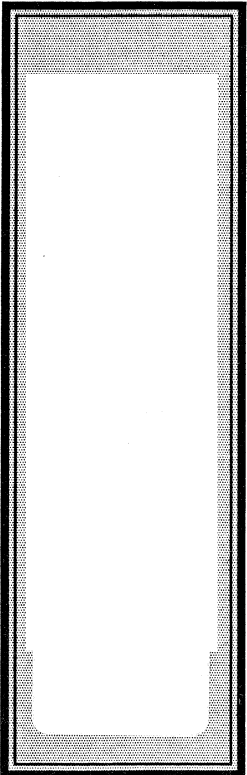**Northern /Illiana . AD/AM User's Group**

PO Box 1317, Lisle, Il. 60532
Ph: (312) 961-3529

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 ⟶