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This will be the final study of the book of Romans...

<sup>14</sup> I myself am satisfied about you, my brethren, that you yourselves are full of goodness, filled with all knowledge, and able to instruct one another. <sup>15</sup> But on some point I have written to you very boldly by way of reminder, because of the grace given me by God <sup>16</sup> to be a minister of Christ Jesus to the Gentiles in the priestly service of the gospel of God, so that the offering of the Gentiles may be acceptable, sanctified by the Holy Spirit. <sup>17</sup> In Christ Jesus, then, I have reason to be proud of my work for God. <sup>18</sup> For I will not venture to speak of anything except what Christ has wrought through me to win obedience from the Gentiles, by word and deed, <sup>19</sup> by the power of signs and wonders, by the power of the Holy Spirit, so that from Jerusalem and as far round as Illyricum I have fully preached the gospel of Christ, <sup>20</sup> thus making it my ambition to preach the gospel, not where Christ has already been named, lest I build on another man's foundation, <sup>21</sup> but as it is written,  
"They shall see who have never been told of him, and they shall understand who have never heard of him."

Paul is explaining here what his purpose is in writing to the Romans - the preaching of the Gospel of Jesus Christ. He emphasizes that his preaching is not based on his beliefs but what God has instructed him to preach, which is a very important point. The preaching you hear must be checked against the word of God - the Bible, to verify its accuracy and truthfulness.

The history of Paul's conversion is very key to the entire New Testament of the Bible, which consists mostly of Paul's letters. Paul was a devout Pharisee and was violently opposed to the preaching of Jesus Christ. Paul was one of the leaders who persecuted the Christians after the death and resurrection of Jesus, so his conversion to Christianity was a dramatic change that could only be done by God. Furthermore, Paul became the main preacher of the Gospel to the Gentiles (people other than the Jews) over the entire European continent. His extensive travels are usually depicted on maps in the back of most Bibles.

**Why did God choose Paul to be such an important part of His plan to spread the Gospel when he was a persecutor of the Christians ?**

Why didn't God choose to use one of the disciples who had walked with Jesus for almost three years ? Well, I think that God wanted to give us all an example of the dramatic change that can occur in the lives of people who have never heard the Gospel of Jesus Christ and who in fact may be totally opposed to the concept. Furthermore, Paul was chosen to write the majority of the New Testament in the Bible because the audience could identify with him - someone who did not know Jesus, but who came to know him through revelation knowledge from God. Paul represents each person who does not know God through Jesus Christ, but needs to. His books in the Bible are teachings and explanations of God's plan of salvation for mankind, written by a person who was far from perfect and one who personally experienced God's forgiveness for his sins. The book of Romans is an excellent one to read for the person who wants to understand God's plan for salvation. Romans is a roadmap that we can follow to understand the concepts of sin, judgement, faith, righteousness, God's forgiveness and mercy. It also explains the role of the Jews and the Gentiles in God's plan, giving a great overall picture that is an excellent way to understand the entire plan of God.

Romans is especially good for those who are just beginning to read the Bible since it is such a good overall introduction to God's plan. Romans also speaks to each of us as individuals, with our specific backgrounds and problems but also addresses our common problems and needs as people who do not know God the Father and His Son Jesus.

Won't you spend some time and read the book of Romans to gain this understanding and learn about the wonderful plan of salvation that God has provided to all His creation?

God bless you all.

# NIAD NEWS *and* UPDATES

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 Harrington, S. Swift, R. Gerlach



### From The Editor's Desk:

**Greetings everyone from NIAD and Chicago.**  
Hope this finds you healthy and happy.

*I am very excited to report that there are more and more and more positive things happening in the ADAM world!!*

Not just a few new pieces of software, but some major new developmental products to enhance even more the utility of our orphaned system. I guess we shouldn't even use that term anymore because the ADAM is far from orphaned based on the excellent support available from so many companies and groups.

We have reports on these many new items in this issue to keep you up to date. As an example, we just received information on yet another expansion unit for the ADAM - **POWERMATE 2/4** has been developed by Micro Innovations and will provide 2 serial, 1 parallel interfaces and a **HARD DISK DRIVE** ! More information on this potentially great new product next month.

See the next 2 pages for information on the other great new products like the **ADAM Image Maker**, **The Vase of Turr**, **Galactic Bounty Hunter** and many more.

**Who said the ADAM IS DEAD ??**

ADAMCON 01 is coming up beginning October 7th in Orlando. The agenda and sessions that have been set up look great. Our thanks to Monty Neece and the others who have made this ADAM conference possible.

I greatly regret that I will be not be able to attend this national ADAM conference due to a work conflict that I can't get out of. However, **Jim Notini**, by number 2 man will be their representing myself and NIAD. There are rumors that I may make a special video appearance as well !!

NIAD will have complete coverage of ADAMCON 01 in the October issue so all of you can get the flavor of what went on!

In conjunction with the occasion of ADAMCON 01, NIAD is **lowering prices** on selected hardware products as an incentive for ADAMites to expand their ADAM. See the product list for specific reductions on complete ADAM Systems, drive upgrades, memory expanders, digital data drives and many more.

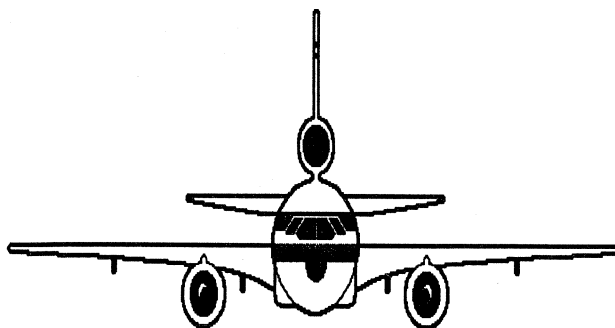
We are glad to welcome back the Nibbles & Bits newsletter from the Softworks Factory. The ADAM can use all the good newsletters it can get and this is certainly a fine one.

GODOS and GOBASIC are starting to take shape. Our Jim Notini has done some investigation into GOBASIC and his results are on page 7 of this issue. The most exciting aspect of GOBASIC is the capabilities it will provide to the ADAM software developers which will result in much more sophisticated ADAM programs. This will be a great benefit to the entire ADAM community. GOBASIC will be a great boon to all the Basic hackers out their because it will make it so much easier to develop programs, especially in the area of graphics. Another great advance for the ADAM.

Dan Pease, a long time ADAM supporter and programmer has completed **BIBLE JEOPARDY**. This game uses the excellent Coleco developed Jeopardy program with 8 rounds of challenging questions covering many different aspects of the Bible. We will have a full review in the next issue.

In summary, things are going great for you ADAMites.

**The ADAM is taking off into a new era**





## Notice



⇒ As mentioned in the July/August issue, we have received a demo of **GoDOS with GoBASIC** and this month we have a review of GoBASIC for you along with hardcopies of actual screens from a couple of public domain demo programs. GoBASIC is truly an amazing Basic Interpreter that will make programming a dream.

⇒ The *Softworks Factory*, parent company to Digital Express and Digital Adventures, has recently started the mailing of the *Nibbles & Bits* Newsletter. All subscribers to the N&B Newsletter are assured of receiving the proper number of issues that were remaining when N&B ceased publication a few months ago. The August issue is jammed with 35 pages of pure ADAMania. Contact T.S.F. for details on how to subscribe at: The Softworks Factory, P.O. Box 732, Ocean Springs, MS 39564, (601) 875-2414.

⇒ As mentioned in previous issues, OBS has been reorganized into *The Classic ADAM* under the guidance of John Lingrel and Ron Collins. One of their first products will be an **internal clock chip**, instead of the normal PC boards which were available from EVE and OBS. They currently still have available Hard Drive Interfaces for \$145, the price also includes drivers for CP/M and greatly enhanced drivers for EOS based programs. Contact: The Classic ADAM, 5665 Myers Rd., Akron, OH 44319 or call their BBS 24 hours a day at (216) 882-4720.

⇒ Joe Quinn of the *Gulf Coast AUG*, whom has been instrumental in the aid of Sol Swift, is completing his first commercial graphic adventure entitled 'The Abominable Snowman', which is geared for novice adventurers. Planned release is late September with a retail price tag of only \$11.95. Watch for a review.

⇒ Still the most talked about event is **ADAMCON 01**. The convention starts Oct. 7th and ends Oct. 10th. Four action packed days of nothing but ADAM, sunshine, ADAM, theme parks, ADAM, beaches and more ADAM! Don't pass up the opportunity to meet the people behind the scenes of your favorite AUG or software company. Many great specials will be made available also and the unveiling of some very exciting software and hardware projects. See the article on page 5 for more details.

⇒ *ADAMZONE Publishing*, operated by Eric Danz, has recently completed their latest **Network ADAM News/INFO Letter** and are sending them out free of charge if you send in a SASE. Some new software items from ADAMZAP are also unveiled. We hope to have a review of these in an upcoming issue. In the meantime contact: ADAMZONE Publishing Co., 17 Capstain Rd., West Milford, NJ 07840-4816.

⇒ *American Design Co.* has recently contacted us to let everyone know of their discount pricing on almost all remaining stock of ADAM hardware and software (10 or more

of a product most be ordered) for a limited time. If you or your group is interested, contact: A.D.C., c/o Amy, 62 Joseph St., Moonachie, NJ 07074, (800) 524-0809.

⇒ Unfortunately, *E&T Software* has ceased research into the development of the Image Scanner due to lack of response from ADAM owners. Other projects are nearing completion such as the **Dual Serial Interface** and the **1.44 Mb 3 1/2 Disk Drive Conversion**. The 1.44 Mb disk drive will also allow for the reading of 720K 3 1/2 diskettes with the flip of a switch. Write to E&T Software and let them know there is an interest in the development of an Image Scanner at: E&T Software, 1010 Westminster, Garland, TX 75040, (214) 414-8156.

⇒ A new ADAM hardware developer, *Oasis Pensive Abacutors* (OPA) operated by Gary Bowser, has announced an Expansion Module system called the **ADAM Image Maker**. See page 17 for a detailed list of what this amazing hardware add-on will offer (the ADAM will rival the Apple IIGS computer with this expansion module). Tentative plans have the A.I.M. being on display at ADAMCON 01 with a release date of November. This expansion module sounds truly revolutionary and I for one can't wait to get my hands on one to test out!

⇒ *Trisyd Video*, operated by Syd Carter, and famous for the creation of the MegaCopy Tape Maker has recently developed a new DDP format which will allow for 306K of storage space on a normal C-60 formatted audio cassette. Trisyd Video is also working on a DDP format for over 400K of storage on a C-60 or C-90 tape. The great thing about this enlarged storage capacity format is that it will be 100% compatible with any EOS software on the market to date (CP/M will need to be patched) without the need for any modification. Watch for further details.

⇒ The *AWAUG* group has long been a leader in hardware as well as CP/M development and support. Now a prominent member, Minh Ta, has developed a **speech synthesizer** which includes two serial ports as well as a parallel port. The synthesizer is said to speak as you type or speak from a stored text. Minh has also developed software to drive a Radio Shack home appliance control/security system on the ADAM. For further details on these items contact: AWAUG, c/o Bob Blair, 7814 Worthing Ct., Alexandria, VA 22310 or call their BBS at (703) 922-5497 24 hours a day.

⇒ Recently received word from Keith Marner, editor of the U.K.A.S. Journal that *Elliam Associates* still have available many ADAM CP/M format programs including: WordStar 4.0 \$125, Turbo Pascal \$64.95, SuperCalc 2 \$99 and dBASE II \$150. Write to Elliam for your CP/M needs at: Elliam Associates, P.O. Box 2664, Atascadero, CA 93423, (805) 466-8440.

⇒ Chris Braymen, author of the terrific A-Chess graphic public domain game, is in the final developmental stages of a **MIDI Interface**. Not too many details have been released on the interface, but currently VideoTunes is being used for output through the MIDI interface to a MIDI compatible device such as a keyboard. We will pass on details as soon as we come across them.

→ *Walters Software*, known for some of the best commercial software around, has recently started their own newsletter which deals with many of their own products and policies for upgrades and copy protection. Also included are details on upcoming software titles and general ADAM info. If you have purchased any of the Walters Software titles in the past 6 months and sent in the owner registration card, you will receive the newsletter free. Otherwise send a SASE to: Walters Software, RD #4 Box 289-A, Titusville, PA 16354 to receive the newsletter.

→ *Walters Software Co.* is also starting work on a utility cartridge for the ADAM. This will give the user the ability to pull the Cartridge Reset switch and instantly have a complete set of utilities available such as the features found on the SmartDSK series, Pr-Boot and AutoBackup. The utilities cartridge will be operated through the use of SmartKEY displays and once plugged into the cartridge slot will never have to be removed! Another project which is drawing to a close is their first adventure title called 'The Vase of Turr'. We should have a review of it in the October issue, but to hold you over check out the ad on page 18. Yes, those are actual screens from the game! Suggested retail will be \$29.95 and a contest will be held until March 31st, 1990 to see whom can get the best score with the winner receiving a \$50 cash prize!

→ *ADAM'S House* has recently finished up **Software Demonstration Video #2** (for those of you with a VCR). The video captures the many functions of GoDOS as reviewed herein. If you want the next best thing to a first hand look, Video #2 will enlighten you. You will also see over 20 other software programs demonstrated, excellent programs that are very popular. This VHS tape runs approximately 2 hours and is available through ADAM'S House for \$19.95. We hope to have reviews of #1 and #2 next month.

→ For those of you who have purchased the **ADAMOUSE** from *Thomas Electronics*, they will soon be releasing a graphic utility in the very near future. As soon as we find out more about the program we will let you know. Thomas Electronics has also come up with a simple way to alter the fire buttons on the mouse so that they work independently. For more details contact: Thomas Electronics, 151 Devonshire Cres., Saskatoon, Sask., CAN, S7L 5V6.

→ A new printer patch program has been developed by Shawn Merrick for serial printers only. Called **S-Patch**, the program is designed to take advantage of a Canon Thermal Printer hooked up to an ADAM through any of the serial interfaces available to date. The Canon Printer can be found for around \$50 which makes the addition of a new printer a lot more affordable than some of the parallel dot matrix printers. The major drawback is that all third party software that supports a printer other than ADAM's is setup for parallel output and currently only SmartWriter and SmartFILER are known to work through the serial hookup. Contact for more details: Shawn Merrick, 6413 Briscoe Lane, Louisville, KY 40228-1641.

→ Late breaking news has it that a new ADAM software company has been started by a former Atari 8-Bit

programmer. Their first release will be a **Flight Simulator** program which is said to operate and look better than Sublogic's own flight simulator programs for other 8-bit systems. Additional **Scenery Disks** will also be made available after the initial release after which they will go to work on a machine language assembler which will be supplied on cartridge. Who said that ADAM couldn't play with the big boys!

→ *E&T Software* has just discovered that the **SQUEEZE** program that is offered on their utility disk with their 720K drives and conversions will not work with a multiple block directory 720K disk. A patched version is ready and if you want this new version, send a blank 720K disk to E&T Software for the latest version free.

→ *MMSG* is working steadfastly toward the completion of their new action/adventure game called 'Galactic Bounty Hunter'. Written in superfast 100% machine code, this game is being promoted as one of the most sophisticated games yet available for the ADAM. E&T Software will soon be offering a data pack or disk demo for \$3. If you like the game, simply return the demo to them and they will deduct the demo price from the total charge. If for some reason you don't like the game, just return the demo for a \$2 refund (\$1 is kept to help cover shipping cost). Hopefully we will be able to offer the same service in the near future.

→ *E&T Software* has also recently updated their **SoftPack I** package to work with a ramdisk. The user can now access the files directly from the memory expander card. NOTE: SmartDSK III by Walters Software is highly recommended. Send E&T your original SoftPack I media along with \$5 for an upgrade. If you are using SmartDSK II, you will not need to upgrade since it sets up tape drive #2 as the ramdisk even if you only have one tape drive.

→ If all this news isn't exciting enough, we have reviews of some more high quality software packages for use with our little orphaned ADAM including 'StratoZAP' by *Allied Creative Engineers*, 'Mage Quest' and 'Mage Quest Construction Set' by *Reedy Software*.

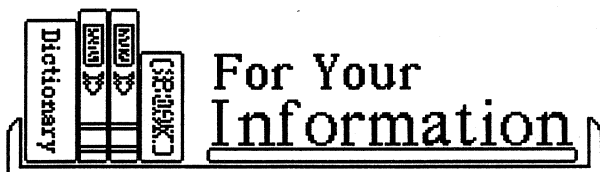
→ Don't forget that we are offering a free public domain volume/program for any articles (written by yourself) contributed to the newsletter. Send in your article on DDP/DISK and we will return the media to you with your public domain selection on it. What a great way to get software for free and see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

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

→ If **0989** are the first four digits in your member number, it is time to renew your membership to insure that you don't miss an issue. Third Class renewal is **\$19 (USA)** and First

- *Walters Software*, known for some of the best commercial software around, has recently started their own newsletter which deals with many of their own products and policies for upgrades and copy protection. Also included are details on upcoming software titles and general ADAM info. If you have purchased any of the Walters Software titles in the past 6 months and sent in the owner registration card, you will receive the newsletter free. Otherwise send a SASE to: Walters Software, RD #4 Box 289-A, Titusville, PA 16354 to receive the newsletter.

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\* In case you're having trouble finding ribbons for your ADAM daisy wheel printer, here are some compatible models. This is from an article by Paul Pappas that appeared in *Computer Shopper*. Carousel 310, Digital 310W, LQP-01, LQP-8E, Diablo 1200 (1340, 1641 and Hytype I also), MDS 2300 and 2307, Multiterm T300, Trend Data 4000 and Xerox 122 (124, 126, 128, 151, 152, 800, 850, 860, 1550, 3010 and 3010WP).

\* Upgrades on *Walters Software Co.* items include: print drivers for the *Print Works* are available for the Epson FX-80, Epson MX-III and IBM Proprinter. The IBM drivers have been upgraded, 6/15/89. All *SmartDSK* programs upgraded 11/8/88, operating system. *SmartDSK III utilities* upgraded 4/26/88. *The Label Works* (#1-#14) 6/28/89, few bugs in the program. *Double Disk Formatter* upgraded to *Formatter II*. Some upgrades can be done with a block editor like *SmartDSK III's Toolkit*, but most require you to send original media to *Walter's Software Co.* Contact them for instructions to upgrade your software.

\* From Dean Roades, editor and founder of *463 ADAM*:

I have been searching for years to come up with a good way to print out catalogs from disks and tapes. I have seen the double and triple column catalog programs, but you can't edit these. A very simple solution has been in front of my face for quite some time, but I didn't see it until now. *SpeedyWrite* has the capability to capture anything on the screen to the current workspace.

All you have to do is: 1) catalog the disk or tape. 2) Press SHIFT + SmartKEY IV. 3) Press ESCAPE. Now your catalog is in the workspace and can be edited, printed, stored, etc.

I have been capturing similar catalogs into one file; 'PD Clips', 'PaintFORMS', 'N&B issue vol'. I can add new volumes at any time and printout all or any portion for labels or pages to keep in a book. I can keep my file books up-to-date without patching or scribbling!

\* There has been some confusion over the procedure for the ADAMLINK III+ upgrade from ADAMLINK III. The upgrade price of \$5 listed in the product list includes only the upgrade and not return shipping & handling. If you do not place an order at the same time you have AL III upgraded to AL III+, then there is an additional \$1.50 charge to cover return shipping & handling. If, however, you do order other items at the time of the upgrade, use the shipping breakdown on the order form to figure out what the shipping cost will be. Sorry for not better explaining this in the last issue.

**NEW PRODUCTS / SPECIALS**  
VALID FROM 9/15/89 THRU 10/15/89

**HARDWARE SPECIALS**

- 256K MegaRAM Expandable Expander.....\$149.95  
with Temple of the Snow Dragon by Digital Adventures
- 256K SIP Memory Module .....\$59.95
- 64K Memory Expander.....\$44.95
- Complete ADAM System (includes S/H).....\$209.95
- Exp. Mod. #3 ADAM System (includes S/H).....\$159.95
- New Tan Hand Controller.....\$3.00
- 10 Buck Rodgers Right Dir. DDP's .....\$10.00
- New ADAM Keyboard.....\$10.95
- NIAD/Loran 10 Pack of DDP's (supplies limited) .....\$24.95

**SOFTWARE SPECIALS**

- ADAMCalc.....\$15.95
- SmartLOGO.....\$21.95
- Flashcard Maker w/ Flash Facts: Vocabulary.....\$15.95
- Flashcard Maker w/ Flash Facts: History.....\$15.95
- SpeedyWrite II w/ SpeedyWrite Spell.....\$57.95
- Temple of the Snow Dragon.....\$18.95
- Richard Scarry's Best Electronic Workbook Ever.....\$17.95
- Cabbage Patch Kids: Picture Show Cart.....\$16.95
- Dr. Seuss' Fix-Up the Mix-Up Puzzler Cart.....\$16.95
- Dance Fantasy Cart.....\$9.95
- ADAMLink III+.....\$24.95
- School Daze.....\$16.95
- Lord Simon's Castle.....\$24.95
- FontPOWER.....\$14.95
- Diablo.....\$15.95
- G.A.M.E. Vol. II.....\$12.95
- Mage Quest.....\$14.95
- Mage Quest Construction Set.....\$14.95



## ADAMCON 01 UPDATE

*By Pat Herrington*  
*Editor of the MOAUG Newsletter*



**NO DEADLINE.** That's right, NO deadline for registration! We will continue to accept deposits as long as there is room at the inn. BUT... it's very difficult to plan without a reasonably accurate count of registrants; so please, PLEASE send your \$50 (per adult... not necessary for kids staying with parents) to Monte Neece. **IF YOU ARE WAITING BECAUSE YOU ARE NOT SURE YOU WILL BE ABLE TO MAKE IT,** don't worry about cancelling later. You will get a FULL refund of your deposit.

To refresh your memory, ADAMCON 01 will be held in Orlando, Florida from October 7 to October 11.

Door prizes will include a Hard Disk Interface, a Type III Tape Formatter, a Serial Interface, a pair of airline tickets to next year's convention (or any city in the US or Canada serviced by American Airlines), hotel accommodations, Disney tickets and an incredible amount of software, some of which will be released for the first time at ADAMCON. MMSG, Elliam Associates, Pitman Enterprises, The ADAM Connection, David White Software, Gerlach Family Software, The Softworks Factory, Wizard's Lair, ADAM'S House, E&T, NIAD... those are just a few of the retailers contributing software; more contributions come in every day. We also have newsletter subscriptions, PD volumes, CompuServe packets and even certificates for free hardware repairs!

Showcased at the convention will be unheard of items such as Syd Carter's new extended datapacks, Chris Braymen's MIDI Interface and many other projects which are being kept under wraps, but promise to knock our socks off. We believe we will even have a working video expansion module which is not due to be distributed until November by a Canadian enterprise. This item alone would be well worth the trip! Big John and AWAUG seem to have some tricks up their respective sleeves, too... it gets more and more exciting!

Bargains galore: **30% off EVERYTHING IN THE M.W. RUTH CATALOG,** and that's just for starters. Other retailers are working on their own special offers and it looks as though there are going to be some VERY attractive surprises.

Meet the legendary Solomon Swift, Big John Lingrel, Ron Collins, Tony Morehen, Syd Carter, Alan Neeley, Tony Patterson, Eric Danz, Steve Pitman, Jim Marshall, Chris Braymen, Dave McIntosh, Bob Blair, Faye Deere, David Coble, Ricki Gerlach, Paul Pappas, Philip Kosowsky, Ed Jenkins and we hope dozens of other well-known ADAMites (myself included-JN).

If you can POSSIBLY make it, please DO! And if you belong to a group, investigate the possibility of sending just one member of the group to represent you and carry back the news. If you are into photography or video recording, please volunteer to help us capture the event for prosperity.

Again, please help us to firm up our plans by making a commitment. As soon as Monte receives your deposit, he will mail you a very nice information pamphlet. Monte has

worked hard to get us the best accommodations at very reasonable rates, including some meals; the closing dinner is going to be a knockout (If you've never heard of Church Street Station, just wait!). Special deals are also available on car rentals, air fare via American and extended visits.

There are many attractions to tempt your family, including the Wet'N Wild water park just across the street. The weather should be perfect. For some people, this will be a 3-day weekend anyway and both Canada and the US have a holiday that week.

There is another group (not ADAMites) gathering at the Las Palmas Inn during the same time. Monte is concerned that if we don't reserve enough space to accommodate everyone who wants to come, there may be a conflict, especially with the convention rooms. Do we need one room or two, or what? We can't really tell until we get your reservations!

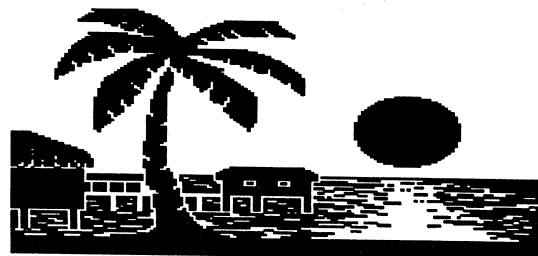
**Send to: ADAMCON 01 - c/o Monte Neece - 1048 Winter Springs Blvd. - Winter Springs, FL 32708 - (407) 695-9199**

**Jack Tilson is collecting photographs. Send to: ROGUE'S GALLERY - c/o Jack Tilson - 1091 Abigail Drive - Deltona, FL 32725 - (407) 574-7024**

You may send items for distribution, door prizes or any other material for the convention to either of the above addresses or to **MOAUG President John Terry: John Terry - 4901 Camberlane Drive - Orlando, FL 32812-1608 - (407) 380-1400**

**Or write to the MOAUG Newsletter at: MOAUG - Editor: Patricia Herrington - 1003 Oak Lane - Apopka, FL 32703 - (407) 788-6396**

**IF YOU KNOW FOR SURE YOU CAN'T ATTEND,** you can still participate. Send photos of yourself, your setup, your family, whatever, and be here in spirit. If you belong to a group, send group photos or photos of activities your group is involved in. Send newsletters, PD programs or whatever you can share. If you sell an ADAM product, send flyers, catalogs, product descriptions, pictures, even video tapes to reach the people who will be at the convention. Send products on consignment if you wish. Send door prizes to be distributed to conventioners.





## HERRRE'S GoDOS

*by Solomon Swift*



### HERRRE'S GoDOS

*Four score and seven years ago our forefathers brought forth to this land...*

Well, it wasn't quite that long ago when I first got started on GoDOS, but it has been quite a while. Now it also includes GoBASIC so that the typical programmer can sit down with it and start writing programs right away. As it enters the very final stages, you may have already read reviews in other newsletters and on various BBS's and CompuSERVE regarding the special pre-release version we sent to some dealers and beta testers a few weeks ago. Much to my surprise, several of the testers have already written and starting distributing GoBASIC programs. WOW!! Thanks!!

### THE BIRTH OF GoDOS

Early this past winter GoDOS was entering what at the time seemed like it's final stages. It was booting and going directly to the system control much the same way that CP/M does (but with the graphics and icons). Then for months it just sat there locked away collecting dust.

Late this spring I pulled it out and wondered if people would even consider it worth having until there was some support software. Picture CP/M with no support programs--virtually useless. It looked good on the screen and it could do some interesting things that hadn't ever been done on ADAM before. But, that's about where the 'usefulness' stopped until there was something you "could sink your teeth into".

After much deliberation, I concluded that the best course of action was to include GoBASIC with GoDOS. This way any BASIC programmer could jump right in and start making GoDOS "DO THINGS". But I was still faced with a major task. As many of you know, everything that I program is done directly from BASIC using DATA statements and POKEing values into RAM blocks and then writing them to the program disk. This is the way I've written all my Z80 programs including PowerPAINT and GoDOS. And, until the final stages of a major Z80 project I can run the program with BASIC still in memory at the same time -- I find this to be a powerful convenience that no assembler can even come close to.

But, GoDOS was already in it's final stages. This meant that GoBASIC would have to be encoded entirely external to my standard method. Instead of tackling the project this way, I opted to just relocate the major routines of GoDOS for facility. This only took a week or so and now I was able to operate (the revised) GoDOS and SmartBASIC at the same time. And, as I began encoding GoBASIC, I'd just overwrite sections of SmartBASIC replacing old routines with new GoBASIC ones. Sounds like a simple task, but it has taken many, many weeks of careful encoding to make the transition from GoDOS with SmartBASIC to GoDOS with GoBASIC. As I write there are still some final routines to add

to GoBASIC, but enough is finished that reviewers could get a good idea of what the finished project would be like. And, judging from the comments received thus far, you should find the package to be both powerful and easy to use.

### GoBASIC FEATURES

The finished GoBASIC has a little over 300 commands. COMMANDS are BASIC words that execute specific GoDOS routines. There are a little over 500 GoDOS routines -- the additional routines are reserved for use by other support applications software. The GoDOS routines are called FUNCTIONS.

I've received many comments on the various GoBASIC commands. For example, there are 15 sprite commands and 26 music/sound commands. One command which has received loud praise is GRPRINT. This command lets you print hi-res graphics on your dot matrix printer. You can set the left margin on the paper in half inch increments. And you can set the number of passes (boldness) from one to fifteen. Plus, you can print any portion of the screen from a single 8x8 pixel square to the entire 255x192 pixel screen.

There are 16 PR# vectors. PR#0 is for screen only printing. PR#1 is for the ADAM printer. PR#2 is for the screen and ADAM printer. PR#3 is for you dot matrix printer only. PR#4 is for your DMP and screen. PR#5 prints double length fonts (of your selected typeface) on the GRAPHICS screen. PR#6 prints double sized fonts on the GRAPHICS screen. PR#7 writes ASCII data to your specified address in memory. PR#8 prints on the OBS 80 CVU. PR#9 prints on the EVE 80 CVU. PR#10 prints normal fonts in your specified color on the GRAPHICS screen. The last five PR# vectors are user defined.

### ORDERING GoDOS

If you've ordered GoDOS and have not sent the requested index card, please do so soon. Also, we are now selling GoDOS with GoBASIC for \$34.95. Most ADAM retailers will also be stocking this innovative piece of software.

### GoDOS/GoBASIC UPDATE

A final release date for GoDOS with GoBASIC still has not been established due to the tremendous amount of work that needs to be completed in putting together the owner's manual and also in further testing. A good estimate of release would probably be the middle to end of September so that it will be available for a couple weeks before the ADAM Convention in Orlando, Florida. Also, along with GoBASIC being included and the optional TECH MANUAL, at least one commercial package (might be a game or a new database program) should be available shortly after the initial release so as to give the non-programmer software to use with it right away. Also look for a tremendous amount of public domain software to become available right off the bat!

# EXPLORING GoBASIC by Jim Notini

Over a year and a half ago, a revolutionary new disk operating system was first announced by Digital Express founder Soloman Swift. Now, one and a half years later, GoDOS (Graphics Oriented Disk Operating System) is in it's final stages of development and should be reaching the many hungry hands of ADAMites very soon. But, as it's creator has mentioned, GoDOS just won't be worthwhile enough until application programs and such are developed for it. Hence, the inclusion of GoBASIC, perhaps one of the finest versions of the Basic interpreter to be found on any system!

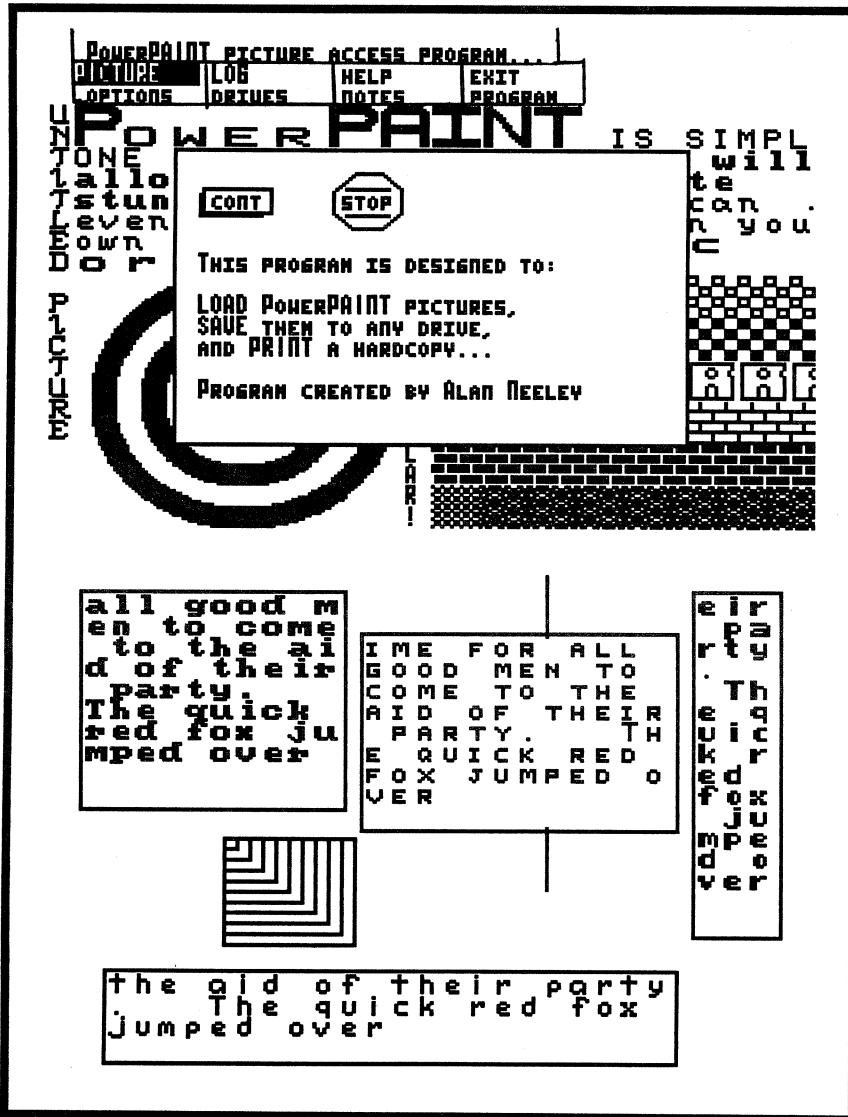
With GoBASIC being included with GoDOS, the ADAM world is sure to see hundreds of commercial and public domain packages spring up in no time at all. GoBASIC will also give those Basic dabblers the opportunity to hone their programming skills and to develop some first rate software. Don't get me wrong, a lot of time and effort will still need to be devoted to learning all the new commands, etc. but, compared to SmartBASIC V1.0, GoBASIC should be a breeze to learn due to the use of actual English commands to perform tasks instead of having to POKE, PEEK and CALL routines to and from memory and also the many bugs that are prevalent in SmartBASIC V1.0 have been fixed.

Upon boot-up, a sharp graphics screen is displayed while GoDOS loads and then finally defaults into GoBASIC (the finished product will display the GoDOS menu with an option to enter GoBASIC). Included on the second demo disk were a number of demonstration programs which showed off some of the tremendous potential of GoBASIC including

windowing, SmartKEY displays with pull down menus, dialog boxes, display of the 6 built in fonts along with PR# fonts, etc. Three different modes are available in GoBASIC: text, text40 and graphics which is like a combined text and hgr mode. Instead of the bracket at the beginning of each line, the current default drive is listed much the same way as in CP/M, keyclick is also used for input and this feature may also be turned off. Macros are also made available for some of the more common Basic functions such as CNTR-C is ESCAPE, CTRL-S is WILD CARD, other built in Macro commands keys include such commands as RUN, LIST, TEXT, TEXT40, LOAD, SAVE and so on. All six SmartKEYS are used in shifted and un-shifted modes along with the other special function keys.

The true power of GoBASIC however, will be realized in the GRAPHICS Mode. This mode is what really sets GoBASIC apart from any other modes in previous SmartBASIC versions. Just about any type of function can be performed in this mode. The user can set up windows which may contain text or graphics, set the screen at either 30 or 60 column display, load PowerPAINT pictures, display SmartKEYS at the

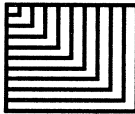
top of the screen which may or may not have the ability to use pull down menus for giving options, also much like HGR, you can use sprites and shapes for animation or even use one of the 28 built-in icons on the screen. A really tremendous demo program is displayed which bounces a ball off four walls, but the amazing part is that the ball is actually rotating or should I say spinning which is performed by a simple command. Easily the most note worthy feature I have run across is the GRPRINT command. This command



all good men  
to come to the aid  
of their party.  
The quick red fox  
jumped over

TIME FOR ALL  
GOOD MEN TO  
COME TO THE  
AID OF THEIR  
PARTY. THE  
QUICK RED  
FOX JUMPED O  
VER

air party.  
The quick  
red fox  
jumped over



the aid of their party  
The quick red fox  
jumped over



allows the user to printout the current window to a dot matrix printer and also control the number of passes for each line and the left margin on the page. Depending on how the current window is setup will determine what is printed out. Dialog boxes are yet another tremendous addition which allow for opening up a window above the GRAPHICS screen to allow for any type of instructions or program branching, etc. The nice part of Dialog boxes is that the screen below it does not get damaged in anyway. Once the dialog box is closed, the screen that was displayed before the opening of the dialog box will remain in tack. The icons mentioned earlier are used in association with the dialog boxes to create a simple environment of point and click. Also, text within the dialog box may be displayed in 30 or 60 column text and catalog lists may be broken up into single or double columns. I truly expect to see some of the best quality software coming out through the use of GoBASIC's graphics mode.

For each and every new command in GoBASIC, there is a routine built right into GoDOS which will make programming tremendously simpler. One can now move sprites on the screen, load PowerPAINT pictures, clip-art files, icons, open and close dialog boxes, open windows and control the window color, draw circles, rectangles or just about any type of polygon with very simple commands. No longer will there be the need to right machine code routines in basic to perform different tasks such as load a PowerPAINT file, just set the name in memory and enter PAINTLOAD. The picture will load and be displayed! There is just so much that is involved with GoBASIC that it would literally take an entire issue to explain it vast amount of

features. You may also format disks, log devices even if they weren't on when you first turned on your system, merge programs with a command, display deleted files in a catalog, built in ramdisk routine, support for the speech synthesizer's, 80 column EVE and OBS units, etc., etc., etc.

There is just so much to be taken advantage of with this new Basic interpreter that for a programmer to use each and every single command would produce a gargantuan

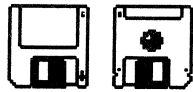
program the likes of which no one has ever seen on the ADAM! This will also mean that the purchaser of GoBASIC programs will be treated to some of the best graphics, animation, feature packed programs around with a very simple user interface. Already planned by The Softworks Factory is a new line of business type software to replace ADAMCALC, SmartFILER and SmartWRITER along with the addition of a Desktop Publishing package the likes of which ADAMites have only seen on IBM systems! Hard to believe? Well, just give it a little time and you will see what I mean! Can you believe this is all being done on the ADAM?

**28 BUILT IN ICONS/SPRITES**

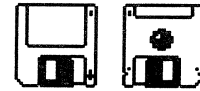
**GoBASIC'S EASE OF USE AND VAST AMOUNT OF NEW COMMANDS AND FEATURES WILL USHER IN A NEW ERA IN SOFTWARE DEVELOPMENT**

GoDOS/GoBASIC DEMO OF CHARACTER SIZES...			
TEXT NODES	GRAPHICS NODES	HELP NOTES	EXIT PROGRAM
This is the SYSTEM font set.			
Thi			et.
Thi			set.
THI	THIS IS AN EXAMPLE OF A DIALOG BOX. IT OVERLAYS THE ACTIVE SCREEN TO DISPLAY MESSAGES AND WARNINGS.		SET.
Thi			et.
Thi	DOUBLE-CLICK ON THE ICON OF YOUR CHOICE.		set.
DE			
<b>Double-Length</b>			

With the near release of GoDOS with GoBASIC, there will literally be an un-exhaustable amount of information, articles and workshops being written on it. For this reason we will not only give you our own feelings on it, but also the feelings of many other programmers, dealers, newsletter editors and contributors, etc by reprinted articles that appear in other newsletters for the sole purpose of enlightenment because basically everyone will be starting at ground level with this package and all will benefit from this shared knowledge.



## SmartBASIC WORKSHOP



### BASIC PROGRAMMING

*By L.C. Austill*

#### Chapter 11A Completed

Let's start out with our program. There will be some discussion between some of the statements. Obviously that material is not entered into the program.

- 1 REM digital representation PGR7 on medium
- 2 DATA "10000", "10000", "10000", "10000", "10000", "10000", "10001", "11111"
- 3 DATA "11111", "10001", "10000", "10000", "10000", "10000", "10001", "11111"
- 4 DATA "00100", "01010", "10001", "10001", "11111", "10001", "10001", "10001"

Data statements 2, 3 and 4 contain the "digitized" representations for the letters L, C and A respectively. In the graphical diagram earlier, each of the 1's corresponds to an "X" or plotted block.

- 10 dim a\$(8,3)

A string array a\$(r,c) having eight rows and three columns is created. The first column will contain the numbers representing L, the second column C and the third column A. The eight numbers are stored in the appropriate rows.

- 20 for c = 1 to 3: for r = 1 to 8
- 30 read a\$(r,c)
- 40 next r: next c

Steps 20 through 40 fill the array from the data statements. Notice that the eight numbers from data statement 2 are stored in the first column and then statement 3 in column 2.

- 50 TEXT **Clears graphics just in case**
- 60 INPUT "X Start (0-22)? "; x: if x<0 or x>22 then goto 60
- 70 INPUT "Y Start (0-31)? "; y: if y <0 or y > 31 then goto 70

Statements 60 and 70 request where you want to start the upper left hand corner of the initials. Recalling the discussion of the limits on where we can start, the balance of the statements check for the appropriate range and ask for a new value if the first one does not comply.

- 80 GR: COLOR= 11
- 100 for r = 1 to 8: x1 = x - 1
- 110 for c = 1 to 3
- 120 for j = 1 to 5: x1 = x1+1

- 130 if mid\$(a\$(r,c),j,1) = "1" then PLOT x1,y
- 140 next j

Statements 100 through 140 take the strings and examine for plotting. The first row of the first column is examined digit by digit. If the character is "1", the block is "plotted". This process continues until the first number of each initial is examined then the program moves to the second row and on down through all eight rows.

- 150 x1 = x1 +1: next c: y = y+1
- 160 next r
- 170 RESTORE
- 180 CLEAR
- 190 END

#### Try RUNning this program.

Create a program using your own initials and the digital approach.

Obviously there are other ways of obtaining flexibility in moving things around. Why don't you experiment with some of your own ideas.

One last command in low resolution graphics -- SCRN -- this command returns the color code for the block specified. The proper syntax for the statement is:

- SCRN(r,c)

I am sure you are wondering what this is all about. All you have to do is look at the screen and you can tell what color one of the blocks is. That is true to a point, but are you are sure you can identify a specific block? More importantly, however, is the use in a program. Let's say that there is a red (color = 11) target area in the middle of the screen and you are shooting a missile at it. How do you know when you have hit it? If the missile is at the coordinates x,y then have the following statement in the program:

- IF SCRN(x,y)=11 then PRINT "Ouch"

If the number is anything other than 11, you have not hit the target area yet!

## PaintMASTER Printer Patch

*By John Lamb*

For all you ADAM users out there that have purchased PaintMASTER by Strategic Software and really like the program as I have, but would really like to be able to print the creations you make, there is hope. I purchased PaintMASTER quite a while back because my wife was working with an APPLE MAC at work with a similar program and enjoyed using it. PaintMASTER is a good program, but



after I aquired a dot matrix printer, I really wanted to be able to print the pictures out.

As a result, I sat down and made up the two following programs. The printer program requires that the printer driver be put into the OS as well as in the PR#1 command. The first program converts the file so that it can be sent to the printer. The program is in basic so it takes quite a while, but once converted, they print pretty fast. The printer program was made for my Star NP-10 printer, but I don't see why it won't run on others. The first I call PMconv:

```

-> 10 LOMEM : 45000
-> 20 HOME : g=0
-> 25 ba=35000 : GOSUB 950
-> 30 VTAB 6
-> 40 INPUT "INPUT FILE TO CONVERT.(This MUST be a
PaintMaster file, but do not add the 1 or 2 on the end.)"; f$
-> 60 f2$ = f$ + "2"
-> 70 ? CHR$(4); "bload "; f2$; ",a30000"
-> 100 HOME 110 VTAB 8:? "CONVERTING FILE (THIS
TAKES QUITE A WHILE)....."
-> 200 p = 30000
-> 210 op = p
-> 215 FOR x = 1 TO 27
-> 220 p(7)=PEEK(p):p(6)=PEEK(p+1): p(5)=PEEK(p+2)
-> 250 p(4)=PEEK(p+3):p(3)=PEEK(p+4):p(2)=PEEK(p+5)
-> 280 p(1)=PEEK(p+6):p(0)=PEEK(p+7)
-> 300 FOR z=7 TO 0 STEP -1
-> 305 FOR e=7 TO 0 STEP -1
-> 310 IF p(e)/2^z >= 1 THEN p(e)=p(e)-2^z:
bit(e)=2^e:GOTO 330
-> 320 bit(e)=0
-> 330 NEXT e
-> 400a=bit(7)+bit(6)+bit(5)+bit(4)+bit(3)+bit(2)+bit(1)+bi
t(0)
-> 450 IF a=3 THEN a=2
-> 460 POKE ba, a : POKE ba+1, a : ba=ba+2
-> 495 NEXT z
-> 500 p=p+168
-> 510 NEXT x
-> 520 POKE ba, 3: ba=ba+1
-> 620 GOSUB 950
-> 800 p=op+8
-> 810 IF g=20 THEN 1000
-> 820 g=g+1
-> 830 GOTO 210
-> 950 POKE ba, 27:POKE ba+1, 76:POKE ba+2, 176:POKE
ba+3, 1
-> 960 ba=ba+4:RETURN
-> 1000 HOME : VTAB 8:? "INSERT DISK YOU WISH FILE ";
-> 1020 ? f$; ".P TO BE SAVED ON-PRESS ANY KEY"
-> 1030 GET z$: fc$=f$+".P"
-> 1040 ? CHR$(4); "bsave x,a35000,110000"
-> 1045 ? CHR$(4); "rename x,"; fc$
-> 1050 END
    
```

The next one does the actual printing. I call it PMprint:

```

-> 10 LOMEM :40000
-> 20 HOME: g=0 : VTAB 6
-> 40 INPUT "INPUT FILE TO PRINT. (This MUST be a
PaintMaster file)"; f$
    
```

```

-> 60 f2$=f$+".P"
-> 70 ? CHR$(4); "bload "; f2$; ",a30000"
-> 75 GOSUB 1000:HOME
-> 80 PR #1:FOR vt=1 TO v?:NEXT vt
-> 90 ? CHR$(27); "A"; CHR$(8)
-> 100 p=30000
-> 120 GOSUB 650
-> 200 FOR x=1 TO 21
-> 205 lf=0
-> 210 op=p:POKE 29103, INT(p/256):POKE 29102,p-
(PEEK(29103)*256)
-> 212 FOR sp=1 TO h:? CHR$(32);
-> 213 NEXT sp
-> 220 CALL 29100
-> 230 IF lf=0 THEN ? CHR$(27); "J"; CHR$(1); CHR$(27);
CHR$(10): lf=1:GOTO 212
-> 500 p=op+437 : ?
-> 510 NEXT x
-> 520 HOME:PR #0
-> 530 VTAB 8:? "PRINT ANOTHER? (Y)ES OR (N)O."
-> 540 GET z$:IF z$="Y" OR z$="y" THEN
g=0:RESTORE:FOR q=1 TO 33:READ a:NEXT:GOTO 75
-> 610 PR #0:END
-> 620 REM
-> 650 DATA 229,33,48,117,205,99,252,225,201
-> 660 FOR z=29100 TO 29108
-> 670 READ d:POKE z, d
-> 680 NEXT z
-> 690 RETURN
-> 1000 HOME
-> 1010 HTAB 8:INVERSE:? " "
-> 1020 FOR b=1 TO 18:HTAB 8
-> 1030 ? " "; :NORMAL:? " ";
-> 1040 INVERSE:? " "
-> 1050 NEXT b
-> 1060 HTAB 8:? " "
-> 1070 NORMAL
-> 1080 ? "USE ARROW KEYS TO POSITION CURSOR
WHERE PICTURE IS TO BE PRINTED- PRESS <RETURN>"
-> 1083 c=0
-> 1085 REM * POSITIONING OF PICTURE *
-> 1086 get k$: k=ASC(k$)
-> 1087 IF k=161 THEN c=c+1:POKE 17002, c:?
CHR$(161)::GOTO 1085
-> 1088 IF k=163 THEN c=c-1:POKE 17002, c:?
CHR$(163)::GOTO 1085
-> 1100 IF k=160 THEN ? CHR$(160)::GOTO 1085
-> 1110 IF k=162 THEN ? CHR$(162)::GOTO 1085
-> 1130 IF k=13 THEN h=c : v=VPOS(0):GOTO 1200
-> 1150 GOTO 1085
-> 1200 h=INT(((h-8)*5.7)-14):v=(INT(v*3.3))-10
-> 1220 IF h<0 THEN h=0:IF v<0 THEN v=0
-> 1240 IF h+27>80 THEN h=51:IF v+21>66 THEN v=45
-> 1300 RETURN
    
```

As you will see, I have added a subroutine to position the picture on the paper. While not too accurate, it does get it in the general area. I hope these two programs will help you get more enjoyment out of PaintMASTER.

ED. NOTE: SimplePAINTER on BNDV-32 will load a PaintMASTER picture file and print it on a dot matrix printer also. This is the method I would recommend to take.



## PUBLIC DOMAIN WORKSHOP

### --- SmartBASIC VOL. # BNDV 35 --- --- PROGRAM DESCRIPTIONS ---

**HELLO** - Loads and runs the menu program.  
**MENU** - Allows for the running of all Basic files.  
**4-Mat** - A DEI PD format program that allows for the formatting of up to 4 disks simultaneously if you have modified drives.  
**Analyzer** - Boots the Football Analyzer program.  
**Football** - Keep track of your favorite football team stats and compare two teams to have a winner picked.  
**steelers, cowboys, bears, bills, saints, rams, chiefs, colts** - Data files for the Football Analyzer.  
**Boot-Pic** - Allows for the creation of a boot pic file to be displayed while SmartBASIC loads into memory.  
**C&D-Change** - Changes the CATALOG and DELETE commands so all you have to type is C or D.  
**Command** - A simple program that lists all available commands in Basic.  
**Compare** - Will let you compare blocks on two separate drives. It will check to see that every byte matches.  
**Data-Mem** - Lets one take any section of memory and create data lines. This is helpful if you have a routine in memory that you want to be in your programs.  
**Data-Mod** - Let's one modify Basic from memory. Just give the start and ending addresses and it will change everything on the media.  
**DriveCheck** - Checks the status of all data and disk drives hooked up. Returns status codes whether the drive is occupied, non-existent, bad block, empty or denied.  
**E.V.I.L.-3** - E.V.I.L. once again is bent on gaining control of all the world's computer systems. You must stop them!  
**Ez-Filer** - Run this to boot ezFILER.  
**ezFILER** - A simple but very powerful database created by DEI. 30 names, addresses and other misc. info can be held in memory at once and labels can be printed for mailing. Other options include sort, edit, delete, enter or scan records. Output to SmartWRITER or Dot Matrix Printers.  
**FontMake** - Allows one to change/design FontPOWER fonts without leaving Basic. First you must load a font file into the usual memory location 56320.  
**G.T.M.** - A short demo of graphics text mode.  
**Poker** - Object of the game is to have the twelve best poker hands possible.  
**c** - Used to load font set for Poker.  
**alltime** - High score data file for Poker.  
**spare** - Spare high score data file for Poker.  
**Oki20Color** - Runs a test on the Oki-20 printer using all available colors. Printer must be on-line when this is run.  
**XRAMsizeCK** - Checks Slot #3 for the presence of a memory expander, if one is found, the size is reported back to you.  
**EVIL3doc** - Documentation file for E.V.I.L.-3.  
**POKERdoc** - Documentation file for Poker.  
**BOOTPICdoc** - Documentation file for Boot-Pic.  
**NiadBNDV35** - Brief description of all the files on this media.

TOTAL OF 35 FILES WITH SmartBASIC V1.0 = 135K

### daVINCI

The Graphics Design Package For the Coleco ADAM

daVINCI creates graphic files in Basic, works quickly, and exhibits the finest handling of colors. It is possible to redefine the display of alphanumeric characters of the ADAM. daVINCI also adds the power of turtles in SmartLOGO (31 sprites), usable within the Basic program.

The menu is presented in the form of an icon display. The left most and right most sides of the screen contain 6 separate boxes with icons displayed. The top icon is a pencil which allows the user to draw in the foreground in any of the over 16 colors. The brush icon when chosen allows for the drawing of the background. When one is drawing in either the foreground or background, one is actually filling in a 16x16 grid rather than a full screen. This is one way in which daVINCI can get around the color bleeding problem ADAM has with it's video chip. Once the 16x16 grid (called Vignette) is completely filled, you may stamp it onto an entirely blank screen and on goes work of you creation.

Other icon choices include a compass for rotating the vignette 90 degrees at a time, an arrow facing down to flip the vignette over, an arrow facing left to flip the vignette sideways and a picture of a man. When the man is clicked on, the user will be able to display 1 of 32 sprites on the screen and also move it around. A vignette can become a sprite. By clicking the trash can you may erase anything from memory, literally throw it out. The tape icon allows for the loading or saving of a vignette, an album page (which is 100 vignettes), a graphic screen which is the entire HGR2 and is 13K long. The next icon is a picture of a television which allows the user to display the full screen graphic that is being worked on. The next icon is a book/album which is used after loading an album file full of vignettes that you wish to place on the screen. Finally, the last icon has displayed in it the letters A,B,C & D which allows you to modify the normal and inverse character/font sets. This final option is very impressive.

daVINCI is all and more that I heard it would be. The graphic file that came with the program, fleurs, is truly unbelievable. Every little detail of the flower pot and flowers is down right astounding and best of yet, not even one trace of color bleeding with many different colors right on top of each other! There are a few bugs yet to be ironed out, but nothing that will cause any harm and since it is public domain, you cannot go wrong. My hats off to the programmer, Christian Minie' who is a part of a French AUG which also did French SuperBASIC, Ron Collins and Mark DeSure for their hard work in getting a hold of this great graphics utility and converting the docs to English and also to Sol Swift for coming up with a basic program that will convert daVINCI picture files into GraphixPainter picture files which then can be loaded into PowerPAINT for further work or printing. **daVINCI was downloaded from CompuSERVE Data Library 10 and is contained in a CP/M ARK file.**



## SmartLOGO WORKSHOP

### LEARNING WITH LOGO: PART 1

*BY RICKI GERLACH*



**WHAT IS LOGO?**

LOGO has been described as being both a computer language and a philosophy of learning. The major theme of LOGO's philosophy is to learn by doing, to learn by trial and error, to learn by exploring and discovering. Errors do NOT reflect failure, but simply 'bugs' that can be analyzed and fixed.

The language itself was designed to reflect this philosophy by being easy to use and powerful enough for sophisticated applications. Logo achieves these two seemingly opposing goals by incorporating several major design characteristics.

The most important LOGO feature is its ability to respond to new user-created words or programs in the same way LOGO responds to its built-in words. Every computer language has certain 'reserved' words called PRIMITIVES. In LOGO, the 'primitives' include such commands as MAKE, AND, IF, REPEAT, FORWARD and RIGHT. For example, the command FORWARD 50 will cause the turtle to draw a line 50 steps long on the screen (going in the same direction as it was already facing) while the command RIGHT 90 will turn the turtle 90 degrees to the right. We can create some rather interesting programs using these primitives. Here is one of the easiest programs to visualize:

```
TO BOX
  REPEAT 4 [ FORWARD 50 RIGHT 90 ]
END
```

Remember to push SmartKEY VI after typing this, so that ADAM will store it in the memory for later recall. Think of it as ADAM remembering what a BOX is. Now the key point here is that we can run this program, called a PROCEDURE, in LOGO just by typing its name, the same as we run a LOGO primitive. We can even include this newly defined procedure into other procedures. For example, here is a simple procedure that uses our new BOX procedure:

```
TO STAR
  REPEAT 20 [ BOX RIGHT 18 ]
END
```

Press SmartKEY VI to save!

Now just enter the command STAR, and watch what happens!

The primitive TO is used to enter the LOGO editor in order to define new 'vocabulary' words. When a language used new words just like it uses its built-in words, we say the language is 'extensible' and uses the same 'syntax' for procedures as for primitives. Some words may be abbreviated, such as:

- |            |               |
|------------|---------------|
| RIGHT = RT | FORWARD = FD  |
| LEFT = LT  | BACKWARD = BK |

Therefore, our procedures could be written in this shorter form. For example:

```
TO BOX
  REPEAT 4 [FD 50 RT 90]
END
```

...and the procedure for STAR could be entered as:.....

```
TO STAR
  REPEAT 20 [BOX RT 18]
END
```

Ricki Gerlach is the graphic WIZ that operates Gerlach Family Software. His 'LEARNING WITH LOGO' series appeared in the June 1989 issue of MOAUG and has continued every month since.

Below is listed a public domain SmartLOGO program which allows for the formatting or initing of a disk in disk drive #1. To use first type in and save it as FORMAT. Then enter LOAD "FORMAT. Once loaded, place your disk into the drive and type FORMAT to format the disk or INIT to initialize the disk. If you wish to change the volume name that is given to the disk after initialization, just change the name 'HECKERT 1' in the INIT procedure to whatever you wish with a maximum of 10 characters.

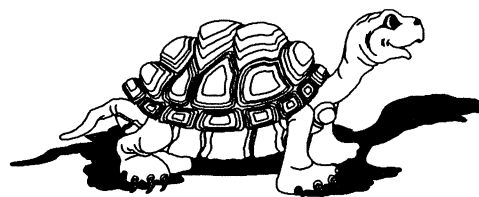
```
TO QUIT.FORMAT
  ERN "DEVICE
  ERASE [INIT INSTALL.FORMAT FORMAT QUIT.FORMAT]
END
```

```
TO INIT
  INITIALIZE "HECKERT 1
  CATALOG
END
```

```
TO INSTALL.FORMAT
  PR [IF YOU DO NOT HAVE AN ADAM PRINTER]
  PR [TYPE N]
  PR [OTHERWISE PRESS < RETURN >]
  IF EQUALP RC "N [MAKE "DEVICE 65241] [MAKE
    "DEVICE 65262]
END
```

```
TO FORMAT
  .DEPOSIT SUM :DEVICE 5 206
  .DEPOSIT SUM :DEVICE 6 250
  .DEPOSIT :DEVICE 3
END
```

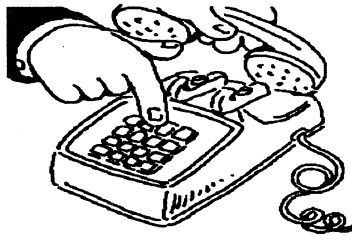
```
MAKE "DEVICE 65241
```



# USED / SWAP CORNER

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

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



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Turbo	\$10
Victory	\$10

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Flash Facts: Trivia	\$6

Packcopy	\$6
Recipe Filer	\$7
SmartLETTERS & FORMS	\$8
Strategy Strain (DISK)	\$8

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\* requires Paddle Controllers

## FOR SALE

\* 2 Complete ADAM Systems for sale, one with two data drives, PIA2 Parallel Interface for DMP, two 5 1/4 disk drives, ADAM-Link 300 Baud Modem, 64K Memory Expander, software on disk or ddp. 2nd ADAM, one data drive, one 5 1/4 disk drive and PS-1 Power Supply. All books and software for both. Contact: Robert Davis, 108 Parker St., Gardner, MA 01440, Home & Bus. # (508) 632-8657.

\* Expansion Module #3 ADAM System with all original manuals, software, etc. Contact: Kaye Ellington, 102 Hillcrest Ave., New Britain, CT

06053, (203) 827-9725.

\* Complete ADAM with 5 1/4 disk drive, 64K Memory Expander, Tractor Feed, 2nd Data Drive, Commodore Color Monitor #1702 plus software. Contact: George Buckley, 4332 W. 176th Pl., Country Club Hills, IL 60477, (312) 799-2515.

\* OBS 3 1/2 720K Disk Drive for sale. Hardly ever used - \$300. ADAMLink 300 Baud Modem - \$20. Contact: Carl Andrews Jr., 2620 Lincoln Ln., Indianapolis, IN 46208, (317) 257-8749.

\* Complete ADAM for sale with 2nd Data Drive, 5 1/4 disk drive, modem, roller controller and driving wheel controllers plus most of Coleco issued software as well as others. Contact: Larry Holder, 11 Thompson St., Pawcatuck, CT 06379.

\* Complete ADAM for sale with two 5 1/4 disk drives, 300 Baud Modem, dot-matrix printer interface, Commodore Color Monitor #1702, all original manuals, 24 data packs full of software, 12 disks full. Contact: James Pratt, Stratmill Rd. Box 442 RD#6, Binghamton, NY 13904.

\* Many Colecovision cartridges as well as commercial data pack software from \$5 to \$10. Contact: Richard Salvati, 17 Acorn Circle, Hanover, MA 02339. CIS # 73367,2773.

\* Tons of Colecovision cartridges with original manuals for sale, 64K Memory Expander, Roller Controller, Driving Module, Super Action Controllers, Atari 2600 Expansion Module, commercial ADAM software with manuals, many Atari 2600 cartridges for sale - some with manuals, some without. Sega System cartridges for sale including some hard to find carts. Contact: Harvey Arnold, 1086 Barstow Ave., Eugene, OR 97404.

**IF YOU WISH TO PLACE AN AD IN THIS SECTION, MAKE SURE TO GET THE INFO. TO US BEFORE THE END OF THE FIRST WEEK IN EACH MONTH.**



# REVIEWS



## MAGE QUEST

*Review by Jim Notini*

**Mage Quest** was one of the first action/adventure third party software releases by *Reedy Software/Brian Miguel* back in 1987 and still stands as one of the most enjoyable dungeons and dragons variety games available for the ADAM to date. Mage Quest throws the adventurer into a terrible situation. Your mentor, the aged Wizard of Wer, has just informed you that his arch foe, Enteon Lord of Dire, has escaped imprisonment. Worse yet, he has stolen the nine Wards of Power from Guardian's Tower. The Realm that you and many others live in is now in dire trouble since the Wards are the most powerful weapons ever forged. These nine Wards were originally used by the ancient Guardians in the Entity Wars and helped to preserve the peace for countless centuries. Now that the Wards have been stolen, the Realm is at Enteon's mercy!

Your task, as the Wizard of Wer tells you, is to recover the nine Wards that Enteon has hidden in the catacombs of his dark castle and since the old wizard is near death, you have to take on the challenge, a meager mage, but luckily Enteon is in the Northern Regions assembling his Dark Legion so you will not have to go up against him. But as a mage, you have taken a sacred vow which forbids the use of physical weaponry. You will have to rely on cunning, luck and a few magic spells which you will find written on scrolls scattered throughout the dungeons to defeat some of the vilest creatures ever created by dark magic.

Upon boot the adventurer is presented with the options to either play the Mage Quest nine level adventure or to load a solo adventure (more on this option later). After the option screen, the first level is loaded into memory and your task begins. The graphic screen is divided into 5 areas: a compass for keeping your bearing correct, a display of the number of extra lives remaining, the current level indicator, a graphic display of the Ward that you are looking for and the room display. From here on it is very important for the gamer to start mapping every move they make if the adventure is to be completed. Control of the on-screen character is via joystick #1. One will also find different objects (spells, keys, the Ward) or creatures (there are four different creatures which move at varying speeds) which have to be dealt with. Since you are a mage and may not use any type of physical weapon, the spells which you find play a vital role in the successful completion of each level. Three different spells are scattered throughout the dungeon: **Death** which will kill any type of monster, **Freeze** will stop an enemy in it's tracks for a short time and **Fear** will cause an enemy to run away from you for a short time, which will aid you. To use a spell that you are currently in possession of, simply press the corresponding number key for the spell on the keypad and then press the right fire button, but think before you act. Some of the creatures move slow which means you can outrun it, others move fast so therefor you will have to use a

spell to make it out of a room. In other rooms you will encounter a locked door which you will need a key to unlock it and move onto the next room. One other difficulty which you may encounter are trap rooms, these rooms have a way in, but not out! Once the Ward is found in the first level, the adventurer is transported onto the next level and so on.

Overall, Mage Quest is yet another tremendous addition to anyone's software library. For the adventurer in all of us, Mage Quest will be yet another great addition to the growing line of this type of game for the ADAM. While the graphics aren't very detailed, the game play is tremendous and more than makes up for this.

Another great addition to Mage Quest is the ability to play Solo-Adventures. These are games much like the individual levels of



Mage Quest, but once you have completed the Mage Quest 9 level adventure, you may continue playing new Mage Quest Solo-Adventures with more challenging levels and new creatures. There are three extra Solo-Adventures included on this media which will take a great deal of time to conquer and will add hours of extra life to the original Mage Quest (read the review on Mage Quest Construction Set for details on how to create your own Solo-Adventures!). Included with Mage Quest is a very detailed instruction manual and a map of one of the Solo-Adventures included on the media to give you an idea of how to map each dungeon. A hint for level 1: the Ward that you are searching for is The Sword of Truth and the actual dungeon when mapped out is in the shape of a sword (think about it!). Are you up to the challenge!

**RECOMMENDED: A**

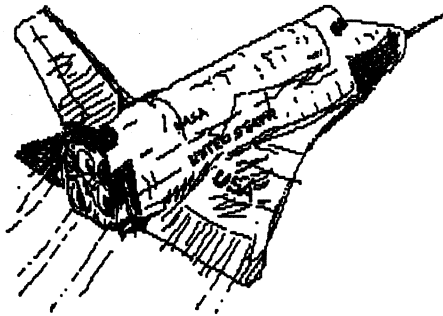
## StratoZAP

*Review by Jim Notini*

**StratoZAP** is the first and looks like the only software release by *Allied Creative Engineers*. StratoZAP combines pleasant, but simple graphics and extreme high speed action to create one of the better arcade action game releases for the ADAM. As the storyline goes, many alons have passed since the final actinic blasts of the third Galactic War, the nuclear waste has finally begun to rarefy the atmosphere of your home planet, Sartaysia. While most Sartaysians are hurriedly working toward the completion of subterranean

swellings, a select few, including yourself, have volunteered to man the experimental StratoZAPPERS until autosensors can be perfected. The new weapon will vaporize stellar debris as it plummets toward the Sartaysian surface. StratoZAP is the computer simulation utilized to train the brave elite who will protect those who still remain on the surface.

Upon boot, two title screens will be displayed as StratoZAP loads into memory (**NO MEMORY EXPANDER REQUIRED**). Once loaded, options for a one or two player game are given with each player being able to select his/her own skill level. All control is via joystick #1 or #2. Once these options are entered the main game screen is displayed which takes up the top 3/4 of the screen. At the bottom of the game screen are located the six cities which you will need to protect with your StratoZAPPER. Above the cities are 8 horizontal running partitions which represent different altitude levels in which you may move you SZ to destroy the ever falling debris from space. Movement of the SZ is strictly vertical along the outer left and right most edges of the play area. Outside of this play area are located the amount of shots the SZ can take at each level. Finally, at the bottom of the screen is located the information panel which displays the amount of cities the gamer has in reserve, the player's score and the current round score.



Once the game begins, debris will start to fall from space towards the cities at the bottom of the screen. Your task from now on is to position your SZ in the correct level and vaporize the debris before it can

move all the way down to the bottom of the screen and damage a city. If you succeed in destroying all the debris with at least one city in tack, another flurry of debris will start and you will have to continue vaporizing in order to continue. Three flurries make up a round and after completing the fifth round the gamer is rewarded with a Stellar Bonus. The Stellar Bonus is a chance to pickup bonus points which therefor will lead to bonus cities to replace lost cities. In the Stellar Bonus, different shaped and colored ships move at varying speeds horizontally across the screen from the left and right. Your task here is to destroy as many ships as possible by positioning your sights over the ship and shooting it before it can reach the opposite side of the screen. Some ships move fast, some slow, so some strategy will be needed in order to destroy all the ships by knowing which ones to go after first. *To have a perfect bonus, one will need to destroy all 40 ships!*

StratoZAP is a very challenging arcade action game. As you progress along in the game, the difficulty level will

automatically increase and also the debris will start to react as if it's being controlled by someone by moving up and down at random. This game is pure action, but a bit of strategy will also have to be used in that there is a limited amount of shots that can be fired on each level per round. Exhaust your reserves and the debris can pass through a level untouched (if it is the last level before the cities you are out of luck! **KABOOM!**). A city can take a total of two hits, after the first hit the city turns red from white to let the gamer know of the impending danger. The main purpose to concentrate on is to clear one round at a time (3 flurries of space debris) in order that your ammunition supplies are replenished and any cities that have been destroyed can be replaced if you have at least one city in reserve. For every 5000 points that is scored in the first two rounds, a bonus city is awarded. From the third round on, 6000 points is required. Also, for every 50000 points, 5 bonus cities are awarded. Points are also awarded based on cities in reserve, untouched (white) cities and damaged (red) cities. One final note, all space debris is not the same! Some debris may take a couple hits to be destroyed while other debris is destroyed by just one hit. Also, depending on what type of debris you hit and what level the debris is in will effect the score you receive.

All told, **StratoZAP** is another winning piece of software. The whole premise of the game reminds me of the old Atari classic *Missile Command*. Not a bad comparison since *Missile Command* is one of the all-time best games ever made. All screens are very appealing to look at and the addition of a Hall of Fame for storing high scores rounds off a very well conceived program. This is probably the fastest action game developed for the ADAM in a long time and if you are one for some fast paced joystick action, this is the game for you. For \$16.95, this game and the very well designed and illustrated manual is a great buy if not a must buy.

**RECOMMENDED: A**

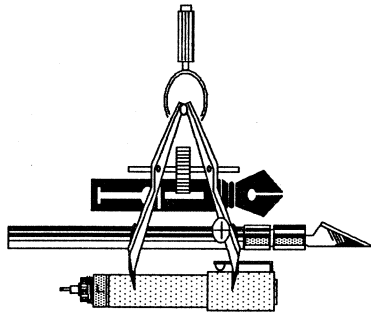
## MAGE QUEST CONSTRUCTION SET

*Review by Jim Notini*

**Mage Quest Construction Set** is *Brian Miguel's* follow up to the fabulous *Mage Quest* program released over two years ago under *Reedy Software*. With MQCS, the owner of *Mage Quest* is able to create their very own Solo-Adventures and play them with *Mage Quest!* Create original monsters and Wards or choose from a built-in set of each. Design the layout to a Solo-Adventure that may contain up to 196 rooms (most of the previous levels and solos weren't even half this large!). Other options include the ability to 'lift' monsters, Wards and even layouts from previously designed Solo-Adventures and put them to use in your own. One of the most amazing features of MQCS is the operation or way in which one goes about the construction of a solo-adventure. All options are chosen with the joystick by pointing a clicking. Simply point to a command and press the fire button and that task is performed. To place a monster or other item in a room, simply point to the desired sprite and



hold the fire button in and then drag the sprite to the position on the screen where it is to be placed and release the fire button causing the sprite to be stamped in the area (look out MAC and IBM!).



Upon boot-up, a menu is presented with the options to either Design a New Solo-Adv., which allows for the designing of the dungeon layout, monsters and the Ward, or to Edit or Save a Solo-Adv. The second option will load in a previously constructed Solo-Adv. or save one that is

being worked on. When loading a Solo-Adv. one may just load the dungeon layout, the monsters only or the Ward only allowing one to take certain parts of other Solo-Adv. and implement them into their own creations! This is a fabulous option that will be a tremendous time saver and also allow for the designer to put together Solo-Adv. which include their favorite monsters or Wards. The saving of Solo-Adv. also includes some nice features including the ability to save the current Solo-Adv. onto a media with other Solo-Adv. and also replace a Solo-Adv. on the media with the one in memory so as not to take up another catalog slot in the directory.

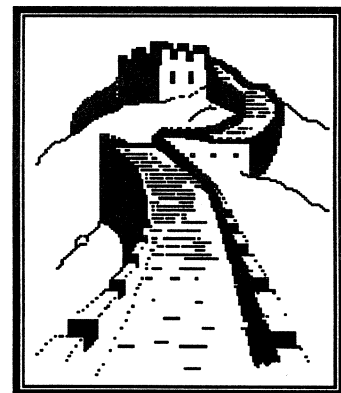
The actual design or editing portion of a Solo-Adv. is truly an amazing piece of programming. To start out with, a menu is given to either design a layout, the monsters or a Ward. When designing a layout, the items which can be used in a room are displayed on the far right column of the screen, these include a left/right/top/bottom open or locked door, a spell, a slow, medium or fast monster which are colored coded for easy recognition of their speed, a key, a Ward and an 'S' which represents the room in which the adventure will start. Except for the open doors, the remaining objects may only be placed in one room (*IE: if you place a fast monster in a room then the only other object you may have in the same room is up to 4 open doors*). To the left of the object depictions is a blown up view of the current room being worked on. To place an object in that room, simply move the arrow to the desired object and while holding in the fire button, drag the object into the room and let go of the fire button. When the design of the room is complete, the room may be placed onto a miniaturized representation of the layout area which is 14x14 and allows for a total of 196 rooms. From here simply move the room around in this area and select the place where you wish to stamp it then move onto the next room (a Solo-Adv. may be anywhere from 2 to 196 rooms big). Other options allow you to clear a room being worked on and Done, which will place the layout data into a portion of the computer's memory. One final note, you may also place trap rooms which have a way in but not out and once a room is placed on the 14x14 grid, it is color coded for easy recognition.

Designing a monster is just as easy. Included on the media are ten built-in monsters which the designer may use. All ten

monsters are displayed when this option is selected with the added options to display the name of a monster and or animate it. Animation is handled by the creation of two similar sprites, say a ghost, but one ghost has it's arms up while the second ghost has it's arms down. Then the program flips between the two. All told, four monsters may be selected or designed. If a monster is to be created from scratch, two 16x16 grids will be displayed and the designer will have to fill in sections of the grid to create the monster. Again, two like monsters will have to be created for each monster so as to create the illusion of animation. Other options include the ability to change colors, Use It to allow the designer to name the monster and to Test Animate to see how the monster will be animated by Mage Quest. If you have 'lift'ed a set of monsters or wish to edit, you may choose to Graph a monster which will take you back to the 16x16 grids. This whole setup is very similar to creating sprites with such programs as SpritePOWER or SpriteMASTER.

Designing a Ward takes the designer through basically the same procedure as the monster creation which the exception that only one sprite need be created for the Ward. There are also 10 built-in Wards which may be used if one does not want to create their own. When completed with the design of the Ward, a name has to be given to it before moving on. Also, any Ward may be graphed and therefor edited by the designer and Wards may be 'lift'ed from other Solo-Adv. and edited and used in your own creations.

To say the least, I AM **AMAZED**. MQCS is easily one of the most professional packages I have ever seen developed for the ADAM. From all the data being saved in the computer's memory until final completion (save wear and tear on drives) to the easy to use point and click method of operation, this program is a sure delight to operate.



Graphic displays are very clean and sharp which also makes for easy use and makes MQCS a joy to work with. Where in the adventure game Mage Quest, I couldn't wait to see what the next level was like, I found myself equally entranced with this construction program to finish the task and hand and move onto the next portion of the design phase to see what it looked like. Have you ever heard anyone say that about a construction set program? Mage Quest and MQCS will go down in my book as one of the top packages available for the ADAM. This is definitely a most have if you already own Mage Quest and a great reason to pick up Mage Quest if you don't already own it since you and many others will be able to create additional Solo-Adventures when old ones are conquered.

**HIGHLY RECOMMENDED: A+**

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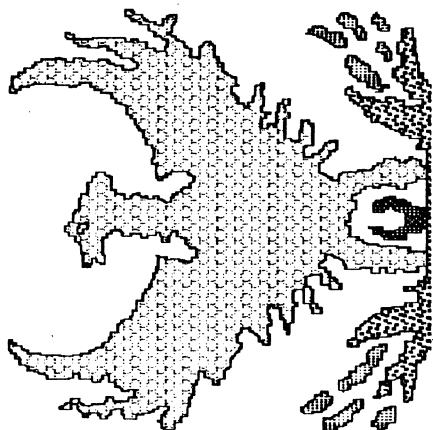
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ADAM'S HOUSE SERVICE	[327]
ADAM'S HOUSE SERVICE	[328]
ADAM'S HOUSE SERVICE	[329]
ADAM'S HOUSE SERVICE	[330]

WE BUY CARTRIDGES 4 COMPONENTS. PRICES SUBJECT TO CHANGE.



# Oasis Pensive Abacutors

*Specializing in 1990 based Software & Hardware  
Home of the Phoenix 2001 series of software*

GARY BOWSER  
(416) 960 - 0925

432 Jarvis St. #502  
Toronto, Ontario  
M4Y - 2H3

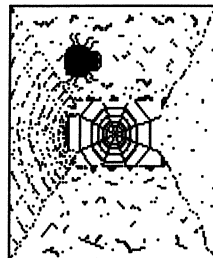
## ANNOUNCING THE ADAM-IMAGE-MAKER

The **ADAM-IMAGE-MAKER** is an expansion module designed for the ADAM/Colecovision Family Computer Systems to upgrade the video. The **A.I.M.** is based on the **19938 Video Display Processor** which is fully software-compatible with the **ADAM's** original **TMS9928 Video Display Processor**.

**OPA** expects to have the **A.I.M.** on the market by mid November or earlier. The selling price will be in the vicinity of \$300 dollars.

**A.I.M.** will come with complete documentation and software which will cover the following:

- User Installation Guide
- Software patches for **CPM** and **SMARTWRITER** to allow 80 column text.
- **Z80** Assembly Language Programming Guide for the new **V9938** chip.
- **SMARTBASIC** Programming Guide with complete software/hardware Tutorial.
- Graphic Demos displaying the power of **A.I.M.**
- Hardware guide explaining future possibilities.



### ACTUAL ADAM SCREENS!

\*\*\* 257 ROOMS \*\*\*

\*\* Available October 1, 1989 \*\*

This advertisement was done with The Print Works.

# PRODUCT LIST

EFFECTIVE 9/15/89 & SUBJECT TO CHANGE WITHOUT NOTICE

- **COMPLETE ADAM SYSTEM** ..... \$209.95  
New / reconditioned ADAM system in original box with all original accessories. 90 day warranty. Includes S/H!!
- **EXP MODULE ADAM SYSTEM** ..... \$159.95  
ADAM that attaches to ColecoVision game system to make a complete computer system. 90 day warranty. Includes S/H!!
- **160K DISK DRIVE EPROM** ..... \$15.95  
Greatly reduces disk formatting time along with fixing some of the original disk drive EPROM. User must install.
- **320K DISK DRIVE EPROM** ..... \$17.95  
For use with older double sided drive conversions, reduces read / write time of most operations. User must install.
- **UPGRADE SINGLE SIDED DRIVE TO:**
- **320K 5 1/4** ..... \$109.95
- **320K 3 1/2** ..... \$139.95  
Send in your Coleco single sided drive to be upgraded to either a 5 1/4 inch double sided 320K or 3 1/2 inch 720K drive. Shipping not included - \$5. Don't send power supply.
- **DIGITAL DATA DRIVE** ..... \$24.95  
UPGRADE, 1010 Westminister, Garland, TX 75040
- **MEGA RAM MEMORY EXPANDER** ..... \$139.95  
Replacement or additional second data drive for the ADAM console. Easy installation, read owner's manual.
- **MEGA RAM MEMORY EXPANDER** ..... \$139.95  
Expandable memory board will hold up to 1 megabyte of memory!! Comes with 256K of memory installed. Requires a parallel printer interface or addresser board below, easily installs in memory console.
- **256K SIPS** ..... \$59.95  
256K memory modules used to expand the MEGA RAM MEMORY BOARD. Easy user installation. Add 3 256K SIPS to obtain a full 1 MEG (1024K bytes) of memory!!
- **ADDRESSER CARD** ..... \$19.95  
If you don't have a parallel printer interface, this board will be required for the use of the MEGA RAM MEMORY Expander.
- **64K MEMORY EXPANDER** ..... \$19.95
- **(WITH MEMORY CHIPS)** ..... \$44.95  
Provides an additional 64K of memory for specified programs. Card that is easily installed in the memory console. If purchased without memory chips, all other components are supplied, including sockets for 2 4464 memory chips.
- **PARALLEL PRINTER INTERFACE** ..... \$39.95  
Interface card that provides ability to print text / graphics on any standard dot matrix printer. Installs in the memory console - requires parallel printer cable below.
- **PARALLEL PRINTER CABLE** ..... \$15.95  
Attaches to printer interface card and any printer.
- **SHIELDED PARALLEL CABLE** ..... \$19.95  
Cuts down on interference caused by electrical devices between Parallel Interface and Dot Matrix printer. Ground wire can be attached to data drive ground screw.
- **MEGACOPY TAPE MAKER** ..... \$59.95  
Hardware device with software to create ADAM compatible cassette tapes using the ADAM itself and two tape drives.

- **MONITOR CABLE** ..... \$9.95  
Allows attaching of a composite monitor to the ADAM memory console, providing both audio and video.
- NOTE: Not available for the ADAM Expansion unit that attaches to the ColecoVision game unit.
- **DISK DRIVE POWER SUPPLY** ..... \$19.95  
New, more reliable power supply for any ADAM disk drive.
- **POWER SUPPLY COVER W/ LIGHT** \$14.95  
Protect your system power supply (below) from dust, dirt and accidents with this cover. Includes power light hookup.
- **ADAM PRINTER POWER SUPPLY** ..... \$24.95  
"Bare" Power supply from the ADAM printer. Great to have if you own a dot matrix printer so you can unhook the ADAM Printer!!
- **ADAM POWER SUPPLY & COVER** \$35.95  
Standalone power supply that can be used in place of ADAM printer power supply. Metal cover with power on light included. ASSEMBLY REQUIRED.
- **COMPUERVE STARTER KIT** ..... \$29.95  
Includes ID, password, GIS, information guide and reference book and \$25 credit towards usage of online time.
- **MAG-VX 8702 COLOR MONITOR** ..... \$219.95  
Composite color monitor provides superior picture compared to television. Use ADAM monitor cable above to obtain both audio / video.
- **MAG-VX 8762 COLOR MONITOR** ..... \$299.95  
Same as above but provides higher resolution and RGB input for compatibility with IBM PC and other RGB color computers. 80 column display in RGB mode.
- **SURGE PROTECTORS**
- 3 OUTLET STRIP ..... \$14.95
- 6 OUTLET STRIP ..... \$16.95
- **POWER CENTER /5 OUTLET** ..... \$99.95  
Monitor stand with 5 integrated outlets and switches, including master switch. Full surge and noise protection. Anti static pad included.
- **NEW ADAM KEYBOARD** ..... \$19.95
- **ADAMNET CABLE** ..... \$2.95  
Flat 7 foot cables for either keyboard or disk drive.
- **NIAD PRODUCT REVIEW BOOK** ..... \$19.95  
Contains detail reviews of over 100 ADAM products. Save money by knowing products before you buy.
- **PUBLIC DOMAIN REVIEW BOOK** ..... \$5.00  
Manual contains descriptions of all the programs in over 33 volumes of SMARTBASIC PUBLIC DOMAIN, 4 volumes of SMARTLOGO P.D. and 2 volumes of UTILITIES P.D. Use to determine which volumes of PD to buy.
- **SUPERGAME CONVERSION** ..... \$4.00  
We will convert your supergames to disk version for faster game play. Send in the title card from your supergame (Buck Rodgers, Super Donkey Kong, Super Donkey Kong Jr, Dragon's Lair, Super Zaxxon, Recipe Filer, 2010; text Adv.)
- **SMARTFILER FIX** ..... \$4.00  
Send in your SMARTFILER ddp/disk and we will upgrade it to the latest 27D version which fixes all known bugs.

## DOT MATRIX PRINTERS

- **PANASONIC 1180i** ..... \$229.95  
(With ADAM printer interface & cable) ..... \$269.95  
9 by 9 dot matrix printer with 4K buffer and parallel interface. Draft speed 192 CPS; Near Letter Quality speed 38 CPS. Two year limited warranty. Bottom / rear tractor feed inc.
- **PANASONIC 1191i** ..... \$289.95  
(with ADAM printer interface & cable) ..... \$329.95  
Same as 1180i above but draft speed is 240 CPS and NLQ speed is 48 CPS.
- **RIBBONS**
- Genuine Panasonic brand for 1080/1091 ..... \$9.95
- Generic brand for Panasonic ..... \$5.95
- Okimate 20 Color ribbon ..... \$4.95
- Adam Replacement ribbon ..... \$4.95

## TRAINING MANUALS / BOOKS

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

## MISCELLANEOUS SUPPLIES

- 3 PIECE for COMPLETE ADAM ..... \$18.95
- Disk Drive Dust Cover ..... \$8.95
- 3 PIECE for EXPANSION ADAM ..... \$23.95
- PRINT WHEELS ..... \$6.55  
SPECFY FONT STYLE for the ADAM PRINTER:  
GOTHIC 12, SCRIPT 12, ELITE 12, EMPHASIS/  
ORATOR, COURIER 72, OR PICA
- TAPE DRIVE HEAD CLEANING KIT ..... \$ 50
- 5 1/4 DISK DRIVE HEAD CLEANING KIT ..... \$ 7.99
- 3 1/2 DISK DRIVE HEAD CLEANING KIT ..... \$ 7.99
- 9 1/2 X 11 20 # MICROPERF PAPER \$9.95 / 5000
- 9 1/2 X 11 OKI 20 THERMAL PAPER \$18.95 / 1000
- 3 1/2 X 15/16 PIN FEED ADDR. LABEL \$6.95 / 2500
- 5 1/4 DISK STORAGE CASE (holds 70) ..... \$ 9.95
- 3 1/2 DISK STORAGE CASE (holds 80) ..... \$ 9.95

## DISKS / DIGITAL DATA PACKS

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

## \* SEGA GAME SYSTEM \*

- **MASTER GAME SYSTEM** ..... \$109.95
- 2 HAND CONTROLLERS
- LIGHT PHASER GUN
- 2 GAMES - HANG ON / SAFARI HUNT
- **BASE GAME SYSTEM** ..... \$79.95
- 2 HAND CONTROLLERS
- 1 GAME - HANG ON
- **3D GLASSES** ..... \$39.95
- TRUE 3D PROVIDED VIA HIGH TECHNOLOGY LCD SHUTTER SYSTEM
- **SEGA LIGHT PHASER** ..... \$29.95
- **SEGA CARD SOFTWARE** ..... \$22.95
- TEDDY BOY
- SUPER TENNIS
- **SEGA MEGA CARTRIDGES** ..... \$28.95
- GREAT BASEBALL
- GREAT BASKETBALL
- GREAT FOOTBALL
- GREAT VOLLEYBALL
- FANTASY ZONE
- WORLD GRAND PRIX
- KUNG FU KID
- SHOOTING GALLERY
- FANTASY ZONE: THE MAZE
- ASTRO WARRIOR
- HANG ON / SAFARI HUNT
- MARKSMAN / TRAP SHOOTING
- PALEOLITH GAMES
- **3D GAMES** ..... \$39.95
- MAZE HUNTER 3-D
- ZAXXON 3D
- BLADE EAGLE 3D
- **NEW GAMES**
- MIRACLE WARRIORS \$46.95
- SHINOBI \$59.95
- PHANTASY STAR \$41.95
- RAMBO III \$41.95
- PENQUIN LAND \$41.95
- DOUBLE DRAGON \$41.95
- KING'S QUEST \$37.95
- ALEX KIDD: LOST STARS \$35.95
- ROCKY \$35.95
- WHERE IN THE WORLD IS CARMEN SANDIEGO \$35.95
- RAMPAGE \$42.95
- CALIFORNIA GAMES \$41.95
- SOLVELLUS \$41.95
- ALF \$35.95
- REGGIE JACKSON BASEBALL \$42.95
- VIGILANTE \$42.95
- TIME SOLDIERS \$46.95
- R-TYPE \$46.95
- ALEX KIDD: HIGH TECH WORLD \$34.95
- AFTERBURNER \$46.95
- ALTERED BEAST \$42.95
- REGGIE JACKSON BASEBALL \$42.95
- WANTED \$35.95
- WONDER BOY III: THE DRAGON'S TRAP \$42.95

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

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

PrBOOT		\$17.95
SPELLINGAIDE		\$26.95
MISSPELLER		\$18.95
AUTOBACKUP (64K required)		\$17.95
MIND OVER ADAM		\$11.95
SMARTTERM V1.2		\$15.95
LAS VEGAS CRAPS		\$16.95
COPYCART+ 2.0	(DISK)	\$19.95
LINKBUILDER (requires Pro Golf Champ)		\$24.95
AFL FOOTBALL		\$14.95
SUB RAIDERS	(DDP)	\$24.95
THE BASEBALL STATISTICIAN		\$12.95
GHOST ZAPPER (64K required)		\$11.95
TEMPLE OF THE SNOW DRAGON		\$21.95
RAMBOOT (256K required)		\$19.95
SPEEDYWRITE SPELL (64K required)		\$24.95
OPENFILER V3.0		\$19.95
ADAMBOMB (64K required)		\$19.95
FORMATTER II		\$12.95
EASY AS A,B,C & 1,2,3		\$11.95
ADDICTUS		\$17.95
INVOICER (64K required)		\$14.95
DISK DOCTOR		\$9.95
EOS FILE INDEXER		\$9.95
SUPERBASIC PLUS		\$9.95
ADAM CONNECTION (DISK ONLY - MS-DOS)		\$24.95
DINOSAUR DIG (64K required)		\$16.95
TDOS: NEW CP/M SYSTEM (64K req)	(NEW)	\$19.95
ADAMLINK III+	(NEW)	\$24.95
ADAMLINK III+ UPGRADE (\$1.50 S/H FEE)		\$5.00
SCHOOL DAZE	(NEW)	\$16.95
FONTPOWER	(NEW)	\$14.95
G.A.M.E. II	(NEW)	\$12.95
STRATOZAP	(NEW)	\$16.95
DIABLO	(NEW)	\$15.95
LORD SIMON'S CASTLE	(NEW)	\$24.95
MAGE QUEST	(NEW)	\$14.95
MAGE QUEST CONSTRUCTION SET	(NEW)	\$14.95

**COLECO SOFTWARE (DDP UNLESS NOTED)**

ADAMCALC		\$15.95
SMARTLOGO		\$24.95
SMARTFILER	(DDP OR DISK)	\$15.95
RECIPE FILER		\$10.95
SMARTLETTERS & FORMS		\$15.95
ELECTRONIC FLASHCARD MAKER		\$15.95
FLASH FACTS: TRIVIA		\$9.95
FLASH FACTS: HISTORY		\$9.95
FLASH FACTS: VOCABULATOR		\$9.95
RICHARD SCARRY'S BEST WORKBOOK		\$20.95
DRAGON'S LAIR	(DISK ONLY)	\$19.95
SUPER DONKEY KONG		\$19.95
SUPER ZAXXON		\$9.95
SUPER ACTION CONTROLLERS/S.A. BASEBALL		\$39.95
EXP. MOD. #2 DRIVING MODULE WITH TURBO		\$39.95

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

**ACTIVISION SOFTWARE:**

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

**IMAGIC SOFTWARE:**

TOURNAMENT TENNIS	\$19.95
MOONSWEeper	\$15.95

**INTERPHASE SOFTWARE:**

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

**GRAPHIC PRODUCTS - DOT MATRIX PRINTER**

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

**SPRITE DEVELOPMENT PACKAGES FOR BASIC:**

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

**ADAM PRINTER USED:**

SNAPSHOTS VOL. I (for SignShop/NewsMaker)	\$10.95
PAINTMASTER (DDP)	\$22.95

**CARTRIDGE SOFTWARE - COLECOVISION / ADAM:**

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

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

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

ZORK I	\$19.95
ZORK II	\$24.95
ZORK III	\$24.95
STARCROSS	\$19.95
ENDLINE	\$19.95
HITCHIKER'S GUIDE TO THE GALAXY	\$19.95
INVISICLUES HINT BOOK: ZORK I	\$9.95

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

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

SmartBASIC # 1 - 35 (35 different) # BNDV 1 - 35  
 SmartLOGO # 1 - 4 (4 different) # LNDV 1 - 4  
 ADAMCALC # 1 - 3 (3 different) # ANDV 1 - 3  
 BASIC UTILITIES # 1 - 2 (2 different) # UNDV 1 - 2  
 CP/M 2.2 # 1 - 54 (54 different) # CNDV 1 - 54  
 PD SIGNS # 1 - 2 (2 different) for SignSHOP/NewsMAKER  
 PINBALL CONSTRUCTION SET / HARD HAT MACK

New bug free version with 2 demo pinball games  
 Add \$2.00 for 40 page manual

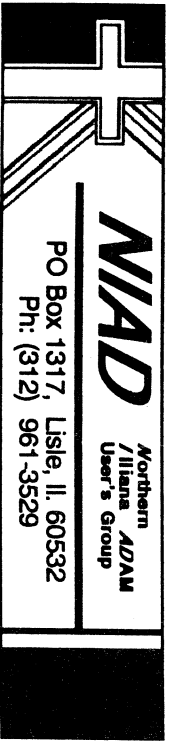
PINBALL GAMES # 1 - 2 (2 different) for PINBALL CON  
 SUPER SUB-ROC - Supergame version of the cartridge  
 TROLL'S TALE - Children's adventure game with graphics  
 JEOPARDY - Coleco's version of the game show. GREAT!  
 ADAM DIAGNOSTIC - Requires 64K Memory Expander  
 ADAMLINK II TELECOMMUNICATIONS SOFTWARE  
 SmartBASIC V1.0 - Replacement on DDP or DISK  
 SmartBASIC V2.0 with DOCUMENTATION file  
 NIAD BACK ISSUE INDEX - Requires SmartFILER  
 EOS DISK MANAGER - Replacement on DDP or DISK  
 SP-1 CUSTOM PRINTER SOFTWARE - Specify printer  
 VIDEOTUNES SONGS # 1 - 2 (2 different)  
 ONE-MINUTE FORMATTER (DISK ONLY)  
 UKAS MINI-REVIEWS - Requires SmartFILER  
 A-CHESS (SARGON) - Great graphic chess game  
 THE ANIMATOR - Sprite Development Package  
 DATA & DISK DRIVE SPEEDCHECK  
 CABBAGE PATCH KIDS ADV. IN THE PARK - 128K Ver.  
 FALL GUY / VIDEO HUSTLER - Unreleased cartridges  
 YOKE'S ON YOU / MATH WIZ - Unreleased cartridges  
 FRENCH BASIC - Great modification of SmartBASIC V1.0  
 SmartBASIC V2.1 - Great modification of SmartBASIC V2.0  
 SmartBASIC V2.0 40 - 40 Column Text  
 ADAM UTILITIES - 64K required for some utilities  
 AUSTRALIAN SmartBASIC  
 STRATEGIC SOFTWARE PRINTER PATCHES  
 MULTIWRITE PATCHES  
 SUPER FRONT LINE DEMO  
 TEMPLE OF APShAI - Revision 2 (no documentation)  
 ADAM SUPPORT - Requires SmartFILER  
 MacADAM - Macro-Assembler with SmartWRITER docs  
 daVINCI - Graphic design utility. (DISK ONLY)

**MISCELLANEOUS PUBLIC DOMAIN GRAPHICS:**

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

RLE PICS VOL. # 1 - 4 (4 different)  
 REEDY ART GALLERY VOL. # 1 - 2 (2 different)  
 PAINTMATES VOL. # 1 - 11 (11 different)  
 PAINTFORMS VOL. # 1 - 3 (3 different)  
 N & B PIX VOL. # 1 - 18 (18 different)





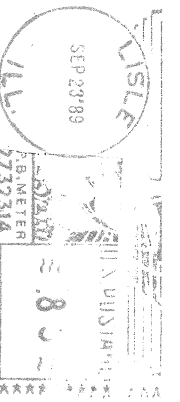
PO Box 1317, Lisle, IL 60532  
Ph: (312) 961-3529

**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 whoever believes in him shall not perish but have eternal life. For God did not send his SON to condemn the world, but to save the world through him. . . . John 3:16

NIAD NEWSLETTER For →

Member # 20290sp1v912075  
Steve Pitman  
3705 Church St  
Cincinnati, OH  
45244 \*



**POSTMASTER : DATED MATERIAL - PLEASE DELIVER**