

NIAD

Northern
/ Iliana ADAM
User's Group

PO Box 1317, Lisle, Il. 60532
Ph: (708) 961-3529

**MULTI - FUNCTION USER GROUP
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Continuing our study of the Gospel of John...

¹⁹ And this is the testimony of John, when the Jews sent priests and Levites from Jerusalem to ask him, "Who are you?" ²⁰He confessed, he did not deny, but confessed, "I am not the Christ." ²¹And they asked him, "What then? Are you Elijah?" He said, "I am not." "Are you the prophet?" And he answered, "No." ²²They said to him then, "Who are you? Let us have an answer for those who sent us. What do you say about yourself?" ²³ He said, "I am the voice of one crying in the wilderness, 'Make straight the way of the Lord,' as the prophet Isaiah said." ²⁴ Now they had been sent from the Pharisees. ²⁵They asked him, "Then why are you baptizing, if you are neither the Christ, nor Elijah, nor the prophet?" ²⁶ John answered them, "I baptize with water; but among you stands one whom you do not know, ²⁷even he who comes after me, the thong of whose sandal I am not worthy to untie." ²⁸This took place in Bethany beyond the Jordan, where John was baptizing.

²⁹ The next day he saw Jesus coming toward him, and said, "Behold the Lamb of God, who takes away the sin of the world!" ³⁰This is he of whom I said, 'After me comes a man who ranks before me, for he was before me.' ³¹I myself did not know him; but for this I came baptizing with water, that he might be revealed to Israel." ³²And John bore witness, "I saw the Spirit descend as a dove from heaven, and it remained on him. ³³I myself did not know him; but he who sent me to baptize with water said to me, 'He on whom you see the Spirit descend and remain, this is he who baptizes with the Holy Spirit.' ³⁴And I have seen and have borne witness that this is the Son of God."

³⁵The next day again John was standing with two of his disciples; ³⁶and he looked at Jesus as he walked, and said, "Behold, the Lamb of God!" ³⁷The two disciples heard him say this, and they followed Jesus. ³⁸Jesus turned, and saw them following, and said to them, "What do you seek?" And they said to him, "Rabbi (which means Teacher), where are you staying?" ³⁹He said to them, "Come and see." They came and saw where he was staying; and they stayed with him that day, for it was about the tenth hour. ⁴⁰One of the two who heard John speak, and followed him, was Andrew, Simon Peter's brother. ⁴¹He first found his brother Simon, and said to him, "We have found the Messiah" (which means Christ).

⁴²He brought him to Jesus. Jesus looked at him, and said, "So you are Simon the son of John? You shall be called Cephas" (which means Peter).

The disciple John is relating the witness of John the Baptist, who was sent by God to prepare the way for the coming of Jesus and his teachings. Most of us have read stories of John the Baptist as children - he spoke of the need to repent from sins and of the coming of the messiah. John the Baptist said that he baptized people with water, but that the Messiah (Jesus) would baptize with the Holy Spirit, and that he was not worthy to even untie the sandal of Jesus. John the Baptist was a precursor to Jesus, one who announced his coming.

In verse 29, John states that Jesus is **"...the Lamb of God, who takes away the sin of the world!"** Here, John is speaking from knowledge of the future given to him by God that Jesus would die on the cross for the forgiveness of our sins. Isn't it amazing that this fact was known 3 years before it happened. It is amazing how God's plans are designed. He sent Jesus at just the right time in history, as a human baby to establish a personal relationship to his creation.

Our God is not an ethereal being who looks down on us from a lofty heaven, but a personal God who came to walk among us, learning of our problems, frailties and mistakes. **God truly loves us and treats us as his children.**

John the Baptist fulfilled God's plan as one who announced the coming and purpose of Jesus, much as one of our diplomats is sent to a foreign country to prepare and announce the coming of our president. Once Jesus arrived, the people who were following John the Baptist began to follow Jesus to here his teachings - this again was part of God's plan.

Today there are many people who are preaching about Jesus and attempting to "announce" the purpose of Jesus' death on the cross and God's plan of salvation. Open your hearts to them and listen - God loves you and wants you to have the opportunity to accept his gift of eternal life and salvation.

God bless you all.

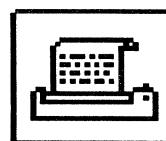
NIAD - A CHRISTIAN RUN BUSINESS

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CONTRIBUTORS: L.C. AUSTILL, M. GORDON, R. GERLACH, T. PATTERSON, R.D. SYMONDS, F. DEERE	



Input / Output



☞ N.I.A.D. is published monthly except for the months of December/January and July/August, which are combined issues by the Northern Illiana ADAM User's Group. Individual issues may be purchased for the current month or a backissue for \$3.00. The Dec/Jan issue of N.I.A.D. is the 59th issue published by N.I.A.D., there are 58 preceding issues. When ordering backissues, please specify the issue number.

☞ The standard membership rate for 10 issues is **\$19.00 USA Third Class** and **\$26.00 Canadian, USA First Class** and it's possessions. Contact us for membership rates outside of these areas.

☞ N.I.A.D. welcomes contributions of original reviews, programs, articles, questions, suggestions and comments. Please include a **SASE** (Self-addressed Stamped Envelope) if you want a written reply. Also, any contribution sent in on DDP or DISK will be available to receive a public domain program or volume in return at no charge!

☞ Your N.I.A.D. member ID number is on the first line of your mailing label (affixed to the newsletter). The first four digits are the month and year of the final issue in your current membership. Please check this number each month to make sure that issues are not missed.

☞ N.I.A.D. will not be held liable for any issues missed due to an address change which we are not informed of. Please get this information to us as soon as possible so as not to cause any type of difficulties. Also, include your member ID number.

☞ N.I.A.D. accepts advertising for ADAM related products and services. Cost is \$50 for a half page ad 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 may send in your ad in either SmartWRITER, SpeedyWRITE, PowerPAINT, PrintWORKS, other ADAM formats, IBM ASCII or PUBLISH IT! DTP format files or even supply us with a high quality printout for reproduction in the newsletter. NIAD reserves the right to not advertise certain products.

☞ If **1289 OR 0190** are the first four digits in your member number, it is time to renew your membership to insure that you do not miss an issue.

☞ N.I.A.D. welcomes software developers to submit their programs for us to evaluate for possible commercial sale. Send in your products for us to evaluate and to review in the newsletter. N.I.A.D. offers a 50/50 split of the royalties procured from the sale of items that we handle distribution of for all developers. You will find that this is one of the best offers around in the ADAM community. We will also publish a review on the product as soon as possible.

☞ Our Chicago Local Chapter Meetings are a great way to learn more about our beloved ADAM systems. You have the opportunity to meet fellow ADAM owners, ask us questions, see live demonstrations of hardware and software and also purchase products. We meet in our store, CompuKINGDOM, the second Thursday of each month at 7:30 PM. We also have surprise specials on many products at each meeting.

The meetings which will be held throughout the year will fall on the following dates (remember that there are no meetings scheduled for the months of June, July and August):

February 8, 1990
March 8, 1990
April 12, 1990
May 10, 1990

September 13, 1990
October 11, 1990
November 8, 1990
December 13, 1990

We have exercised due care in the preparation of this newsletter (that doesn't mean we're perfect!). No warranty, expressed or implied with regard to the information contained herein is given, either by interpretation, use or misuse. The opinions expressed herein do not reflect those of the editor or staff unless noted.

LYLE
M.



FROM THE EDITOR'S DESKS



JIM
N.

We hope you all had a great Christmas and wish you and your families the best in 1990 as we all enter a new decade!! I don't know if I like the idea of entering another decade -that concept seems to age me! Oh well, life goes on.

The ADAM goes on as well - going into it's 7th year and stronger then ever. Few people would have predicted the ADAM would last into 1990 when Coleco dropped it back in 1985.

The ADAM is supported by many fine hardware and software developers and users groups, but most importantly you, the ADAM OWNER, are the ones who are keeping the ADAM alive. You have shown your dedication to the ADAM, by sticking by it when times looked bleak and trusting the 3rd party developers as they came out with new products.

I think you will agree that it has been worth it - you have been rewarded with many great products that have made the ADAM even more useful as a home and small business system. The fine products that have been developed have expanded the utility of the ADAM in areas that many of us would not have thought of back in 1985.

We will be starting a series of articles next month doing a mini-review of the top ADAM software and hardware products released in the last 2 to 3 years.

ADAM support has been enhanced by the emergence of Milton-Bradley, who is now providing customer service for the Coleco products, including the ADAM. We have had many calls from ADAM owners who have been referred to us by Milton-Bradley, resulting in us being able to let them know of the support available for the ADAM. Many of these people have been totally dumbfounded by what they found out as far as products that are now available.

Take a look at this issue and you will see that the ADAM is far from dead - many new and exciting products are being developed even now for our orphaned system.

NIAD is going into it's 6th year and proud of it. We are the oldest (and best in my opinion) user group around. We have strived to constantly improve over the years and will do the same this year - our single objective is to provide the best in service and products for the widest range of ADAM owners.

Our premier issue of the NIAD newsletter for 1990 is packed full of the latest in ADAM news, hardware, software and education geared to help you in making the best use of your great little computer. Spend an hour or two reading over the various articles in this issue and you will be amazed at what is happening in the WORLD OF ADAM. Our product list and Public Domain Library is exploding with great new items.

We have many new members that have joined over the last few monthes, which is encouraging to see. There are so many ADAM owners out there that don't know that there are ADAM users groups around - it is gratifying to see when they find out what is available for the ADAM.

We should all be proud of how far the ADAM has come and as long as we continue to work together, the ADAM will continue -

ADAM LIVES IN 1990

The new year, and for that matter, new decade, is upon us. As we enter into our fifth year of supporting the ADAM computer, I have one thing to say, "Who said that the ADAM couldn't survive without Coleco and all the major software and hardware companies?". It is just amazing to see year after year more and more products being developed for use on our ADAM system. Not only are there more products available now than ever before, but the quality of the hardware and software is growing in leaps and bounds. The ADAM system was developed by Coleco to be a system that will grow as the owner's needs grew. Although Coleco didn't stick it out, many others have come to the fore-front to deliver the products to expand our systems. To these developers I say "THANK YOU!"

We, here at N.I.A.D., have come a long way in delivering support to our members also. It hasn't always been a piece of cake, at times we have had our problems, but nothing is perfect, and we continue to move on as I'm sure you do. We have also had rocky relations with other ADAM firms at times which has more or less been caused by what is known as "THE MAVERICK SYNDROME". This syndrome is not fatal, but it does cause misunderstandings between the parties involved. Hopefully, though, this syndrome is coming to an end with many of the developers and users groups opening up more to each other and lending a helping hand when one is needed.

It is amazing to me that almost two years have passed by since I first starting working for Lyle here at CompuKINGDOM. At the time, I was more or less a novice in the world of the IBMs, but an advanced user of the ADAM. Now I like to believe that I have advanced to a level which is comparable for IBM and ADAM, which means that I am better able to bring about a higher quality of support for our members. The ADAM will always be the number one system in my heart, but there are things which can't be achieved on the ADAM, so I use an IBM. There is one aspect of the ADAM which no system ever will be able to match again and that is the friendships which have formed because this system was orphaned. Where else will you find the kind of helpfulness and openness which is prevalent in the ADAM community? NO WHERE!

As we move on into the 90's, I would like to stress that N.I.A.D. is here to support you, and in order to support your needs, we first need to know what they are. In order for us to know what you want as far as the newsletter goes, we need your input. Let us know what you think of the newsletter, I can take criticism, especially if it has merit. Your input also helps us in putting together the newsletter by allowing us to concentrate on certain areas more so than others. One of the most important things to do as an owner of an orphaned computer is to write the companies which are out there developing products. They, too, appreciate input as to what kind of products you would be interested in purchasing and in many cases, products (especially hardware since costs run quite a bit higher) will only be developed if there is a good enough response. Don't be one to sit back, jump to the fore-front and let yourself be heard. The ADAM firms will listen to what you have to say.

Lastly, I would like to hear your views of the new look of the newsletter. Although not dramatically changed, it marks the end of something old and the beginning of something new. I have spent more time than I probably should have messing with different layouts and finally ended up with some minor changes to the page layout. The drastic change which has took place is in the product list software section. The commercial titles have been categorized as well as alphabetized to aid the user in finding the right product FAST! Also, the public domain section has been expanded in order to give more complete descriptions of the titles, again a time saver. I hope you like the new layout, but more importantly, I hope you stay with the ADAM and us for another 5 years!



NIAD NEWS & UPDATES

→ It seems that the phone company in our area is having a bit of a problem getting the new area code setup. For this reason, if you are having difficulty getting through to the (708) 961-3529 number, try (312) 961-3529. If you still can't get through, try our other line: (708) 961-5011 or (312) 961-5011. Our hours are Monday through Friday from 11-7 and Saturday from 9-5 Central Standard Time.

→ Due to new sales tax laws in Illinois, all orders from members in Illinois are subject to an additional charge of 6.75% on all items. Previously, Illinois tax only applied to hardware and supplies, now all items including commercial software is taxable for Illinoisians. No tax on public domain however.

→ Due to an oversight, two sales on the great new board game, PITY, were sent out without any instructions. If you were one of the unfortunate two, please contact us and we will send you out the instruction sheets for this great game.

→ Sales on the MegaRAM Memory Expander have been tremendous, but one thing that has been failed to be mentioned is the fact that the parallel interface that we currently sell (the one with the 8 selectable dip switches on it) previously was not supplied with the needed addressor chip. Without this addressor chip, your ADAM system will only recognize the MegaRAM as a 64K Memory Expander! To check if you have this chip on your parallel interface, look the bottom right of the parallel interface. If there is an open socket there, then you will have to contact us so that we may send this addressor chip out to you. Sorry for not passing this information on sooner, all parallel interfaces that we stock from now on will include this addressor chip.

→ EYEZOD GRAPHICS, a new ADAM support firm, has just released an incredible assortment of graphic design tools for use with PowerPAINT, called **PowerTOOLS**. PowerTOOLS is distributed by Reedy Software and the NIAD member price is only \$12.95. See the review in this issue.

→ AJM SOFTWARE, operated by Tony Morehen, is in the final stages of writing the massive DOC files for their super CP/M enhancement system known as **TDOS V4.0**. We will pass on details to you as soon as TDOS V4.0 is officially completed and released into the public domain. **File Manager V3.0** is also due out anytime know, the major enhancement to this terrific media utility will be the additional support of both the OBS Hard Drive and Micro Innovations Hard Drive as well as fixing some minor bugs that are present in V2.0. We will let you know as soon as V3.0 is released.

→ Howard Pines of the Emerald Coast AUG, who runs Oscar's Computers, is offering FREE hardware repair assistance over the phone. For info, call him and "Just say 'HELP HOWARD'!", his number is (904) 862-1007.

→ Two other firms which offer hardware repair and are highly recommended if you are experiencing difficulties in operating your ADAM are: Kosowsky's ADAM Repair - (315) 699-6456 -available 6PM-10PM EST Mon-Fri and 10AM-10PM Sat-Sun. The second company is ADAM'S House - (713) 482-5040 - available throughout the day.

→ Trisyd Video Labs is on the verge of releasing the **Dynomite Sound Digitizer** and **SmartCLOCK**. Both hardware items are available through NIAD. The D.S.D. retails for \$69.95, D.S.D. with SmartCLOCK is \$99.95 and the SmartCLOCK alone is \$39.95. We don't not have the items in stock yet, but will accept orders for these hardware additions on a backorder status.

→ The Softworks Factory (TSF) has now made available Digital Adventure's **Temple of the Snow Dragon** on one 5 1/4" 320K disk. Just send in your registration number and \$5.00 for this single disk version that runs on a double-sided drive (it should also work from a 3 1/2" 720K disk? Check with TSF.). TSF, P.O. Box 732, Ocean Springs, MS 39564, (601) 875-2414.

→ **Pictorial Graphics Library**, by TSF, has finally been released. This 50+ page volume contains nicely organized printouts of all the public domain graphic volumes for use with PowerPAINT - clips, full screen pictures, sprites, fonts, and workspace designs. Just \$14.95 for this manual. This is a must have book for deciding which P.D. volumes of graphics to buy. Currently available from T.S.F.

→ Z-DELTA SwiftWARE has released three new software packages: **Super Parrot** (\$12.95) a Simon type game; **U-Match-Em** (\$12.95) a concentration game, the commercial version of Ez-Match; and **Swift Bookkeeping System** (\$24.95) a full featured specific spreadsheet package. We should have reviews of these products in the next issue.

→ ADAM'S House has completed the testing of all components purchased recently from In-House and a number of other suppliers. For more information about the numerous products they now have in stock, contact Terry Fowler at the phone number listed previously.

→ **MegaCopy Type III** will soon be available with software that will enable 320K block formatting of 65 minute tapes. The advantage will be that a full 320K disk can be copied to the data pack. No additional hardware or modifications are needed to use these extended format DDPs. Software upgrades are available periodically.

→ Computer Shopper's new management has announced that the ADAM columns would be dropped after the December 1989 issue (they were telling the truth, the January '90 issue has nothing about the ADAM). Apparently, ADAM does not fit into the world of IBM support and the decision was made to eliminate the less popular OTHERS. A note to C.S. surely could not do any harm, and perhaps the matter could someday be brought back up and ADAM news once again printed in this primarily advertisement publication. See the article by Faye Deere concerning this matter.

→ A problem has arisen with **ADAMLink III+** for those using external modems connected to the ADAM via a serial interface and cable when trying to use autobaud detection. For autobaud detection to work properly, you have to first send the 'ATX4' command to the modem. The 1200e defaults to basic messages so it does not distinguish 1200 baud from 300 baud messages in the default settings.

→ **ADAMLink IV** is now in it's beta testing stage. This new version of ADAMLink, by Tom Clary, will offer many new options to the EOS telecommmer including: ability to view RLE pictures while on-line before downloading, Keyboard Macro definition files will support both regular ASCII as well as SmartWRITER type files, the ability to redefine any key on the keyboard to output any other character or string of characters, precise handling of all data at speeds up to 19200 baud (no more lost characters) although 2400 baud is as fast as an external modem can operate at on the ADAM and Disk Catalog capabilities (possibly disk/ddp format, init options, etc.). A phone library at this time is doubtful, but a possibility down the line. Combine these new features with ADAMLink III+ and you have the most advanced telecommunications software package ever written for the ADAM. Tom certainly has brought ADAMLink I a long way.

-> Micro Innovations, operated by Mark Gordon, has completed work on the **Powermate Hard Drive** turnkey system and are currently shipping these units. The base unit with 2 drive slots and a 10 MEG HD retails for \$399, 20 MEG is \$499 and 30 MEG is \$599. An additional 360K Floppy Disk Drive or 720K Disk Drive costs \$100. We hope to have a review in the next issue of this unit, but in the mean time if you have any questions about this products, please contact: Micro Innovations, 12503 King's Lake Drive, Reston, VA 22091, (703) 620-1372 during the hours of 6 to 10pm, Monday through Friday.

-> Some clarification needs to be made in reference to an editorial comment made a couple months ago. The editorial was talking about cheap hardware add-ons and in no way, shape or form was the comment including the OBS Hard Drive Interface made available by John Lingrel. We apologize for the mix-up and hope that no harm was done on sales of this fabulous product. It all comes down to a lack of communication between the two parties due to the ill-will which had plagued the ADAM community a couple of years ago.

-> No further news on the **ADAM Image Maker** has been released by Oasive Pensive Abacutors. As soon as we hear anything about the progress of this system, we will pass the news onto you. Please understand that Gary Bowser is a major developer of T1-99/4A hardware and has previous commitments for hardware on this computer and is working as fast as possible to make available the A.I.M. product.

-> S.M. VIDEO in association with Mihn Ta has completed the **ADAM MOUSE II**. This mouse plugs into joystick port #1 and is 100% compatible with all ADAM software, plus new products from Walters Software Co. will take advantage of this mouse. The mouse retails for \$65 and requires a 9-volt battery. A **MOUSE A.C. ADAPTER** is also available to power the mouse for \$5 so that batteries are not needed. For information on how to get in touch with S.M. VIDEO, see the ad in this issue.

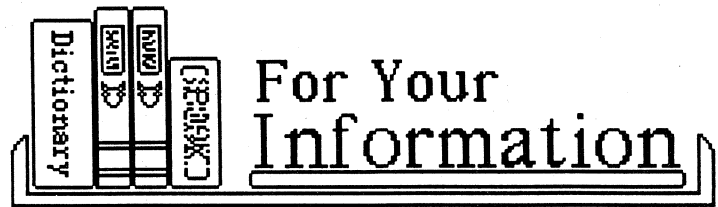
-> The upgrade policy that we passed along on Practical Programs a couple of months ago was incorrect. Practical Programs only offers free upgrades to people who have bought a program which was going to be upgraded within the next 30 days of the purchase. However, free upgrades will be available for the length of the warranty (90 days). Of course, there is also a shipping and handling charge of \$2.50 and the original media must be returned. If you are uncertain about the status of a program that you own from Practical Programs, write to them for the most current information at: Practical Programs, 4318 Monroe Ave., Kalamazoo, MI 49002-2063. Sorry for the mix-up!

-> The MIDI-Interface, by Chris Braymen, is just about completed. This interface will allow for the hook-up of any MIDI ready musical device, such as a keyboard or drum pads, to the ADAM. Along with the MIDI Interface, a modified serial interface is included with the needed software to use these devices. A retail price has not been set yet and as soon as any further news is released, we will pass it on to you.

-> Walters Software Co. has informed us that they can supply any version of SmartBASIC on a cartridge! Imagine that, no longer having to wait while SmartBASIC boots from tape or disk, all you have to do is plug the cartridge in and pull the **CARTRIDGE RESET**. When we say any version, we mean any version from SmartBASIC V1.0, V2.0, V2.1, V2.0-40 Col, French Basic, Super Basic and SuperBASIC Plus. For more information, write to: Walters Software Co., Rd. #4 Box 289-A, Titusville, PA 16354 or call (814) 827-2776 from 10am to 1pm EST.

-> We have reviews of some fine new products in this issue (surprising after reviewing so many products in the November '89 issue), including **FRANCAIS POUR LES CHIC** and **THE BILLY SAGA VOL. 1** by Hal Weber Software, **PowerTOOLS** by Eyezod Graphics, **SMARTTAX V2.0** by JDK & S Software and **ZAP-ADAM** by ADAMzap Software.

-> **The next newsletter will be mailed in the middle of February.**



Advanced Uses of Elect. Flashcard Maker from George Kuhns

I have owned an Adam computer for just over a year. As we all know, it is an amazing entertainment package. But it also can be used for education enhancement, if you make proper use of Coleco's Electronic Flashcard Maker. I have a son, in 6th grade, who was having trouble in school. After looking at the manual for E.F.M, I came to realize my son could put all the review questions at the end of the chapters in almost all of his subjects on E.F.M. It worked, his first test after using E.F.M. was an A! I don't think parents have realized the potential of this program. Believe me, I never realized what an improvement can result. One might ask, "What about the limited space for asking questions?". Well this actually can be a challenging aspect of E.F.M. This limitation makes you think about the subject intensely. You have to take the text questions and reword or divide them into more than one question. What a way to get your children thinking about the subject he or she is studying.

After using it to improve my son's grades, I decided to use E.F.M. for my job rating exam, which involves a timed multiple choice test once every 6 months. I took the three rate training manuals and made questions for every italicized, underlined, and important subject in the book. My grades improved greatly. I have almost 1200, that's right, 1200 questions on disk about music theory.

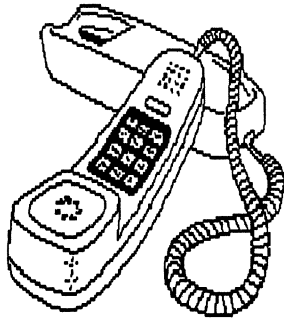
I have found one bug that every one should know. If you are using a 5 1/4" Double-Sided 320k Disk Drive, you can only write 13 files on one disk. It seems that E.F.M. sets up a certain amount of memory for each set of questions. If you store to the 14th file you will hear that audible beep of your double-sided disk drive flipping over to the other side of the disk. The problem arises when you want to GET the 14th file. Apparently, E.F.M. recognizes the "beep" as a glitch and gives you an error message "CANNOT READ FILE".

Thanks Niad for being such a great Adam resource. You can contact me through Niad.

EDITORS'S REPLY: Yes, George, the Electronic Flashcard Maker program is a tremendous utility program for advancing the learning development skills of a child having difficulty in certain areas in school or even for those who are looking for a better way to study. As you have already found out, it can be limiting as far as the amount of space that is available for the creation of questions, but this can be a positive as you point out since the subject that the question is covering will have to be thoroughly thought out before a sensible question may be inputted into the flashcard.

Many ADAM owners have complained about a lack of good educational programs, but many have overlooked the untapped potential of Electronic Flashcard Maker. I know I used to use actual flashcards with my friends and in classrooms throughout my days in grammar school and they were a tremendous aid and we all know how much younger children love to play with computers, so this just may be the perfect program for those parents looking to get their children into other aspects of a computer instead of just playing games.

George has volunteered to do workshops on E.F.M., if you are interested, please let us know and we will get him started right away!



We recently purchased a large amount of used ADAM hardware, software, supplies and ColecoVision cartridges. All equipment has been tested and is in good working order. We only have one of each item listed so we will require that you phone in your order. Mail orders will be refused so please call first to check if an item you are interested in is still available. Many of the cartridges that we have are in their original boxes and most, if not all, have the original instruction manuals!

COLECO CARTRIDGES

- o Antarctic Adventure by Coleco.....\$15
- o B.C.'s Quest for Tires by Sierra.....\$10
- o B.C. II: Grog's Revenge by Coleco.....\$15
- o Burgertime by Coleco.....\$15
- o Cabbage Patch Kids: Adventures in the Park by Coleco.....\$10
- o Cabbage Patch Kids: Picture Show by Coleco.....\$10
- o Congo Bongo by Coleco.....\$15
- o Dam Busters, The by Coleco.....\$20
- o Decathlon by Activision.....\$10
- o Donkey Kong by Coleco.....\$5
- o Donkey Kong Jr. by Coleco.....\$5
- o Dr. Seuss' Fix Up the Mixed Up Puzzler by Coleco.....\$10
- o Facemaker by Spinnaker.....\$10
- o Frenzy by Coleco.....\$15
- o Fortune Builder by Coleco.....\$10
- o Gateway to Apsah by Epyx.....\$15
- o Gorf by Coleco.....\$10
- o Gyruus by Parker Brothers.....\$15
- o Heist, The by MicroFun.....\$10
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- o Coleco/ADAM User's Handbook.....\$5
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- o ADAM Daisy Wheel Printer.....\$69

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Due to United Parcel Services raising shipping charges, we are forced to raise the shipping charges for UPS shipping. We have, however, come up with another category for the order amount breakdown so as not to over-charge those who are placing smaller orders. Effective immediately is a \$1.00 increase for each of the previous breakdowns. We are sorry to have to raise the prices for shipping, but are forced to in order to cover our own costs for delivering packages to you.

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On all the above listed items we have limited quantities. Because of this fact, when ordering, please inform us of a replacement program from the above list if one of your chosen titles is out of stock.

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POWERMATE Background & Information

by Mark Gordon of Micro Innovations

EDITOR'S NOTE: Since this article was written, the Powermate has gone through some design changes. The Parallel Slot is compatible with every program on the market be it CP/M or EOS, 256K and larger memory expanders can be addressed properly through the HD interface, TDOS V4.0 is included with 40 or 80 column screen drivers, up to 7 different ways to format disks depending on the drive size, File Manager V3.0 bundled with the Powermate (V3.0 supports the HD), as well as the possibility of some of the best EOS and CP/M utilities being setup on the HD. Don't forget, this is a complete turnkey system, so everything you will ever need to operate this device is already included!

I developed the hard disk interface in response to the urging of my teenage son. He bought an ADAM Computer several years ago when he decided that he wasn't satisfied using our PC computer for his purposes - it didn't have enough games for him. After using the ADAM for a while, he concluded that using the tape system wasn't fast enough for him and bought a floppy drive. It didn't take him long after that to realize that there were faster storage peripherals available for other computers - so why not for the ADAM?

He had been briefly involved with AWAUG several years ago but didn't join because he didn't drive and I wasn't crazy about driving him. Finally, after a significant amount of coercing from him, I agreed to develop a hard disk drive add-on product for the ADAM. I began designing the hard disk interface for him this last spring. We didn't know about other hard disk interfaces until just recently when we discovered one. By that time, I had the wire wrap version up and running. When I found out about it, I felt that I had too much time and effort invested to abandon the project. So we decided to proceed.

One of the things that Scott didn't like about the design I had developed was that it occupied the center expansion slot in the ADAM. He had a parallel printer interface in that slot and didn't want to give it up. So I agreed to put a printer interface on the board so he wouldn't have to. He was also not enthralled with the underwhelming performance of his internal 300 baud ADAM modem and asked for an RS-232 port to control an external modem. Okay, I said. I'll see if I can fit a serial port on the interface board also. We had all of that up and running in wire-wrap form when we went to the AWAUG meeting that BJ attended. Not knowing how BJ would respond to a potential competitor, we decided not to mention the product to him.

However, at that meeting we discovered that most of the ADAM hackers were connecting both an RS-232 80 column terminal and an external modem to the ADAM. Knowing of a dual UART chip, we decided that we would further expand the interface board to handle two RS-232 ports, a parallel printer port, and a hard disk interface. About the same time, I discovered a source of hard disk controllers that also had a floppy disk controller port on them. It took a while, but I finally got both the hard and floppy disk controller ports working. We can now attach IBM-style floppy disk drives (360K/720K) to the controller as well as two hard disk drives. So much for the history. Now let me try to satisfactorily answer the questions that have been asked.

1) Can memory expanders be used with the hard drive interface, since they also need to occupy expansion slot #2 to function (256K and larger memory expanders only)?

I was not aware of the memory expander products when I designed the Powermate products. Obviously, if they need to occupy the center expansion slot at the same time the user wants to run the Powermate, we have a basic conflict - both can't occupy the same physical space simultaneously. The Powermate interface board can function in either the first or the second slot - all of the signals that it needs are available at

either connector. However, since Scott did not want to give up his internal modem, we decided on the middle slot. I could redesign the board for the first slot (and will investigate the possibility), but I would need some significant amount of user feedback as to which slot is preferable. This would also delay delivery of the product about two months.

2a) Are we using a PC or PC-XT type of controller?

We are not using a PC-type controller. I considered it, but did not want to attempt to write drivers for one. There was also no good place to mount it and I did not want to extend the bus by the several feet it would take to mount it in an external enclosure.

2b) Will the serial and parallel ports be compatible with existing ADAM ass-on products such that ADAM software designed for those products will be useable with our board?

I assigned the Powermate ports so that they would not interfere with any existing ADAM products. That way the Powermate could be added to whatever the owner had already. I provided drivers in the Powermate BIOS of the ports on the board. I do plan, however, to make bit and address assignments known so that existing software can be patched to work. I also would consider developing specific drivers or patches for a few key programs that need to know how to drive the ports.

3) Are we using surplus boards or custom designed boards to achieve the low price?

The Powermate design consists of three circuit boards. The interface board that plugs into the ADAM (in expansion slot #2) was designed completely by me and contains the 2 serial ports, and a hard disk controller interface port.

An interface converter board (which I also designed) is installed inside the external disk chassis and allows the ADAM board to interface with the disk controller board, also installed inside the external chassis. The interface converter board provides two benefits - it allows me to use a 25 pin ribbon cable to connect the external chassis to the ADAM, and it allows the external chassis' power supply to send plus and minus 12 volts to the interface board inside the ADAM to run the serial ports.

The disk controller board is a commercially manufactured product made by a large reputable hard disk controller manufacturer. It has the ability to control 2 hard disk drives and 2 IBM-style floppy disk drives. I buy the controller boards in quantity from a reputable purveyor of new and used computer parts. Some batches are made up of entirely new boards. Other batches consist of a mixture of new and used products while others are entirely used. However, no matter what the status of the boards are, they all come tested and guaranteed to work. I then add a new product warranty to the overall Powermate product such that the user need not worry about a malfunction in the first 90 days.

I have tried to price the Powermate products as aggressively as I can so that it is not outside the reach of the serious ADAM computer buff. I make a modest profit on each sale and probably cannot go any lower on price or I won't make anything at all.

The most important aspect of the product, I believe, is that it is a complete turnkey system for about the same total price that you would pay for the hard disk components. It also does not require any modifications to the ADAM Computer to install it. Bundle that with all of its functionality (two serial ports, a parallel printer port, and a hard disk) and expandability (up to 2 hard disk drives and 2 floppy disk drives) and I don't see how you can beat its bang per buck with anything else available

CONQUERING THE DALARK CHALLENGE

by Tony Patterson

MORE ON THE DALARK STORY

"WAKE UP YOU LAZY SCUM!" shouted the guard master. The haze from the revelry of today still clouded my thoughts. Every township had their own celebration today in honor of the wedding of the crowned prince David of Drumeria to princess Lydia of Kroden. This bond will officially end the hostilities between the two countries.

I could use several more hours of sleep, but such is the lot of those who draw the nightwatch at Castle Gromwell. Through bleary eyes I watch as our "fearless leader" shakes the bunks of those in worse shape than myself. The guard master continued shouting... *"WE MUST BE ESPECIALLY ALERT TONIGHT! The news has just now arrived, the Overlord of Dalark raided the wedding ceremony mounted on that fiendish dragon of his. The entire aristocracy of Drumeria is dead, all save the cousin of the queen who we guard this very night. On the morn' we will have a new ruler. Should we be lax in our duties tonight, Drumeria will have no ruler with ties to the royal blood. There is rumor that he will attempt an abduction tonight, so BE ALERT! AND... I WILL HAVE THE HEAD OF ANY WHO FALL ASLEEP AT THEIR POSTS TONIGHT!"*

With that he stormed out leaving an unsettling silence in his wake. We quickly donned our armor and headed toward our respective posts. It is amazing how the threat of death will wipe away every trace of a drunken stupor. My mind is crystal clear as I meander down the garden path to the small gate that will be my post for the evening. The stars shine brightly and the moon casts it's light along the path to the garden.

The Overlord is said to be a powerful wizard and have many terrible demons at his disposal. The thought of meeting up with the Dalark dragon or the Devastator of Souls, he who can destroy a man's soul with a glance, sends chills up my spine. No normal man would have a chance against such foes. Should there be trouble, I must first sound the alarm so that we might together overcome the attempt, or die in the trying.

The evening is almost half over now... The Overlord must be busy elsewhere this eve, most likely gloating over his triumph at the wedding ceremony. I am told that powerful men are known to do such things. The mist from the bogs begins to creep into the fields like an old familiar friend. Soon it will make it's way up to the garden terrace; I welcome it. The mist is a certain sign that the night watch is drawing to an end. I will be glad when this night is done.

As the mist closes in I begin to smell the sweet scent of honey. The cooks must be beginning breakfast. But wait! It is MUCH too early for the cooks to be up and about... and the mist seems to have taken on a sickly bluish tint. As I struggle to see through the thickening fog, I spot a pair of glowing eyes. I try to call out to the other guards, but no sound escapes my lips. Then I see him... moving steadily toward me. Could this be the Devastator of Souls? He moves fast for such a huge antagonist; I remain steadfast. His eyes glow as if lit from within...

Where did he go? Ahhh... the sweet smell of honey... This terrace is sooo high. Ahhh... the sweet smell of honey... golden honey. Had I wings, I could fly. Sweet golden honey, golden like his eyes... who needs wings anyway...

Next month, the saga continues... with a map this time!

THE SAGE SPEAKS

EDITOR'S NOTE: The following questions are excerpts from mail received by Digital Adventures regarding "Temple of the Snow Dragon".

Q: Yes, I've obtained the silver and gold keys and gained access to the Timber, Dead End and the Pit Rooms, but now I'm stumped. I know there must be a way to 'Span' the pit...HELP!

A: To 'Span' the pit, you will need to find some well hidden 'supplies'.

Q: How do you defeat Mondrel? He always escapes!

A: MONDREL is truly a crafty nefarious fiend. No one has yet defeated him and it would not surprise me if he shows up yet again in another adventure of the DALARK TRILOGY.

Q: Where is the potion?

A: The blue potion may be found within the close confines of the Slave Pens.

GAME HINTS

- > Some objects are hidden within the room graphics. They do NOT appear in the contents section of the screen.
- > When you need some supplies, they are seldom close at hand.
- > Some doors ALWAYS lead to sudden death. To avoid these, be sure to draw a map.
- > The potion will add greatly to your strength when you "DRINK" it. Do so as soon as it is found.
- > What are for falling items, they are quite messy and smell terrible!
- > Only carry things which are needed so as not to wear yourself out faster then you normally would.
- > Along with having a map of the *Temple of the Snow Dragon*, we will also have room by room descriptions, but there will not be any solution. That would take all the fun and challenge out of the game!

PIT OF RESHUS NEARS COMPLETION!

Yes, you read that right! After over a year since Temple of the Snow Dragon's initial release, the much awaited sequel, in the Dalark Trilogy, to this fabulous graphics / adventure game is nearing completion. Watch for more information in the February 1990 issue of N.I.A.D.

ADAM NEWS by Faye Deere

As you all know, The Computer Shopper is going to stop carrying the ADAM articles. The word is that they will no longer be supporting ANY Classic Computers, so we aren't the only ones being given the heave, ho! That's the bad news.

On the up side, The Computer Shopper will be carrying my articles until they run out. I'm not sure how many they still have, but I believe they should be running articles at least through January.

Continuing on the up beat...a new computer magazine called the Vulcan's Computer Buyer's Guide has bought my article on ADAMCON 01, and has agreed to continue to run my ADAM articles on a trial basis. If you can't find this new magazine on your newstand shelves, request that it be stocked. After reading it, if you would write a letter to the editor asking that the articles be continued, it may make a difference. Address your letter to:

Computer Buyer's Guide
Doug Kilarski, Editor
P.O. Box 2705
Titusville, FL 32781

If you can't find the magazine anywhere, write the editor requesting that it be distributed in your area. Let them know you are out there, and you are interested. This is the only way we are going to continue to have a place to air our grievances, problems, solutions, and joys.

In the meantime, I have a couple of other irons in the fire, and if any of them turn out, I will let you know. If you have any suggestions, let ME know. If you haven't written that letter to The Computer Shopper, do it now. If they change their minds about dropping the ADAM articles, I'm sure we can come up with enough articles to satisfy both magazines.

←—————→

Computer Shopper
Bob Lindstrom, Editor
1 Park Place, 11th Floor
New York, NY 10016

Dear Mr. Lindstrom,

I am writing this letter to let you know how disappointed I am with your decision to discontinue the Coleco ADAM articles in the Computer Shopper. I received this news at ADAMCON 01, the First International ADAM Convention held in Orlando, FL.

I am an ADAM owner, and intend to continue using my ADAM for years to come. Many ADAM owners, like myself, are also owners of other types of computers (IBM, and MS-DOS), but our first love is the ADAM. I read magazines that support my needs. If the Computer Shopper will no longer carry the ADAM articles, then I no longer have a reason to purchase and read your magazine.

I am sorry you feel that ADAM owners are no longer worth your while. Remember that many ADAM owners are either current MS-DOS computer owners, or potential MS-DOS computer owners.

Sincerely yours,



USED & SWAP CORNER

→ SEGA Master System for sale. Includes Hang On/Safari Hunt, Two Control Pads, Light Phaser Gun, Sega Control Stick, 3-D Glasses, all hook-up cables and accessories in original boxes, Alien Syndrome, Astro Warrior, Double Dragon, Gangster Town, Golvellius, Poseiden Wars 3-D, Quartet, Rambo III, Space Harrier, Teddy Boy, Thunder Blade, Parlour Games and Enduro Racer. All games include original boxes and instructions and are in mint condition. Must sell as one package for \$350. I will pay for shipping - Jim Notini. Contact me here at N.I.A.D. anytime Mon-Fri from 11-7.

→ Two ADAM Systems for sale, one with Printer \$170, one without \$100. 160K Disk Drive \$130, 320K Disk Drive \$200, 256K Expander \$100, 64K Expander \$25, NEC Color Monitor \$150, many excellent software titles which are all negotiable! Contact: Bob Kologe, 56 Woodruff Ave., Thomaston, CT 06787, (203) 283-9631.

→ Complete ADAM System with Tractor Feed hook-up to Printer and all original parts for sale. Contact for a price: Mrs. Waunettah Bartkowiak, 710 W. Maude St., Arlington Hts., IL 60004, (708) 255-4534.

→ Complete ADAM System for sale plus 34 tapes and 2 expansion modules and miscellaneous software. Package minus shipping -\$385. Contact: Mrs. E. Pickens, 10275 Saigon Dr., El Paso, TX 79925, (915) 591-4430.

→ Two Complete ADAM Systems, 160K Disk Drive, Parallel Interface, 64K Expander, Roller Controller, Exp. Mod. #2, Super Action Controllers, Covers, ADAMLink Modem, Tons of software (public domain and commercial) as well as 24 cartridges and miscellaneous supplies. The asking price is \$977.50 or best offer. Contact: Dale G. Smith, P.O. Box 302, Lawtey, FL 32058-0302, (904) 782-3792.

→ ColecoVision cartridges, ADAM Software and Atari 2600 cartridges for sale. Prices range from \$2 to \$8 on these used items. 64K Expander \$10. Contact: Harvey J. Arnold, 1086 Barstow Ave., Eugene, OR 97404, (503) 688-3510 after 3:00 PM.

→ Complete ADAM System for sale with two tape drives, 64K Expander, Parallel Printer Interface and separate power supply (also original ADAM Printer), lots of software and all original manuals. Asking \$350. Contact: Mr. & Mrs. William Lavicka, 1520 W. Jackson Boulevard, Chicago, IL 60607, (312) 829-5562.

N.I.A.D. RESERVES THE RIGHT TO REFUSE TO ADVERTISE USED PRODUCTS IF THERE IS REASON TO BELIEVE THE PRODUCTS ARE NOT ORIGINAL ITEMS. PLEASE, FOR THE SAKE OF THE ADAM COMMUNITY AND DEVELOPERS, DO NOT PASS OFF PIRATED PRODUCTS AS USED ITEMS.

TO PLACE AN ADVERTISEMENT IN THIS COLUMN, SEND US A LISTING OF THE PRODUCTS YOU HAVE WHICH ARE FOR SALE AS WELL AS PRICES FOR THE SAID ITEMS AND DETAILS ON HOW PEOPLE CAN REACH YOU (ie: NAME, ADDRESS, CITY, STATE, ZIP CODE AND ALSO IF AT ALL POSSIBLE, A PHONE NUMBER). WE PLACE ADVERTISEMENTS IN THE NEWSLETTER IN THE ORDER WE RECEIVE THEM, SPACE PERMITTING!



"YOU'RE A MADAM?" by Captain R.D. Symonds



"No," I answered hotly. I said "I be a Madam."

"I don't care about your kinky hobbies," my friend retorted, "I asked what kind of computer you owned."

"And I answered: 'I be a Madam,' spelled I-B-M-slash-A-D-A-M: IBM/ADAM."

"First you give me a weird answer and now you tell me about a weird computer. What's an IBM/ADAM? Never heard of it."

So I told him.

I told him of the economy of the unit today. In fact, I think I used the word "cheap," but explained that I was speaking of monetary considerations, not the quality of the ADAM. I told him that the price allowed most folks to have an additional unit or two to keep at their most frequently visited places...Mom, cabin, wherever. I told him how I'd found an old underseat airline carry-on bag into which the ADAM and an additional power supply would fit, sans printer of course, and so had been able to build my own portable. I told him of the economy (again, I think I used "cheap") of the software and the hardware; how the unit came complete, and that it would hook up to any TV set you might find; of the user and support groups available; of how the ADAM has more support today than it did the day it was orphaned; of SMARTWRITER, the built-in word processor, and CP/M, which is available to one if one could learn to use it; of SPEEDYWRITE 2 and THE ADAM CONNECTION; of the Megaram card that can give you up to one megabyte of RAM; of the plans of Trysid Video to provide a format that would allow over 400k on a digital data pack; of cabbages and kings.



And I told him of those things that were not so great: software piracy, the reluctance of some ADAM owners to let developers know what they're interested in and to commit to a purchase; of the lack of a good color 80 column device. But I also let him know that none of these things detracted from the ADAM being the winner that it is.

And I told him of my XT clone: the cost of the basic unit and all the add-ons that were required to make it run; the difficulty learning to work the system; software variation and cost, etc.

And then I told him how to use the IBM/ADAM: to use the machine that you prefer at the time--or the one available, and the ability to transfer the file to the other machine, when you need or want to, by using THE ADAM CONNECTION.

I also shared with him something that I just learned, although it's so obvious I feel stupid even bringing it up. But I'll pass it along here for

those of you who might, like me, sometimes demonstrate the IQ of a toad:

→ When you transfer a file, in ASCII format, from ADAM to an IBM XT or clone, you end up with all these line returns placed by whatever. These little carrots clutter up the screen and do things that aren't nice to your sensibility. These carrots prevent the text from conforming to the dimensions of the horizontal margin settings as they exist in your XT word processing program, and the text just doesn't look right when printed.

→ The usual settings, at least in my XT word processing program, are 5 left and 75 right. ADAM default settings are 10 left and 70 right.

→ Solve the problem by changing your ADAM settings to 5 left and 75 right (or to whatever your default settings are in your particular XT word processing program) before you transfer the file...and hanged be the carrots; far fewer of them have to be removed to reformat the document.

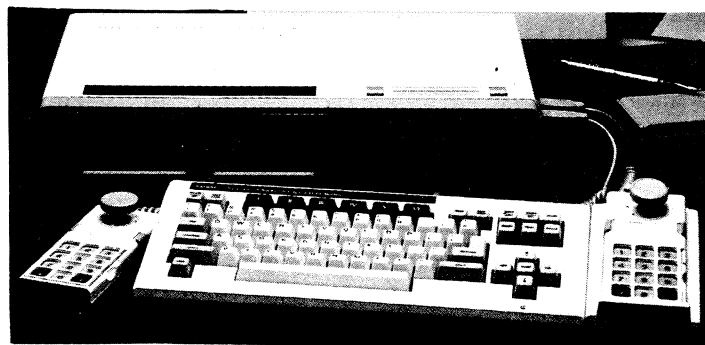


I suggest you save the pearl described above: it's a major pc breakthrough (or so I'm told by Teddy the Toad)!

I finished up my praise of the IBM/ADAM by telling my friend that in one sense one could consider the ADAM as an extension of the IBM XT, although I personally preferred to think of the XT as an extension of my ADAM(s). I had to shake him gently, until his teeth rattled, since he had fallen asleep during our discussion which, admittedly, had been a little one-sided.

I asked: "Well, what do you think? What computer do you think would be right for you?"

"Frankly, Scarlett," he said in his best Rhett Butler voice, "I think I be a Madam."





PUBLIC DOMAIN WORKSHOP

5 SCREEN DONKEY KONG JR.

This is Coleco's In-House version of the supergame arcade conversion of Donkey Kong Jr. The version that Coleco released commercially back in 1984 was to be this five screen version, but for one reason or another, Coleco decided to stay faithful to the coin-op game. This version is identical to the commercially released version (which is no longer available) with the addition of MARIO'S BAKERY (the fifth screen). Hall of Fame option still available as well as all the cartoon intermissions between levels.

SmartLOGO VOL. # LNDV-5

The fifth volume in the SmartLOGO public domain library. This volume contains Ricki Gerlach's, of Gerlach Family Software, LEARNING WITH LOGO SERIES in SmartWRITER format text files. Also included on this volume are demonstration programs that are to be used in SmartLOGO (SmartLOGO is required). If you are interested in LOGO programming, then this is a great way to get started in this fabulous version of LOGO.

COLECO PRESENTS: SOFTWARE

This is a self-booting Coleco database program which lists many of the planned titles that Coleco was to produce before they dropped the ADAM back in January of 1985. The program is setup similar to SmartFILER and has the software titles divided up into categories such as; business, education, entertainment, etc. This is a great way to find out what might have been produced and what unreleased software might be floating around in the ADAM Community. Coleco Presents: Software is only available on DDP.

COLECO GAME COPY

This is a self-booting Coleco cartridge and media copy utility. Features include; Copy cart to ddp/disk, Play cart, Display directory, Create new directory, load program onto ddp/disk, Selective file copy of games, Duplicate ddp/disk, Verify ddp/disk, Write 00s to all blocks (reformat), Make a backup directory/Get a backup directory, Print directory on printer, Delete, and Convert old ddp/disk format to new format. Make a backup copy of this media immediately and use the backup to save the copied cartridges too!

ADAMCALC VOL. # ANDV-4

This is the second in a series of tutorials and ready to use spreadsheet formulas by Nick Lukach. These tutorials offer to the beginner, intermediate and advanced ADAMCALC user's many tips, tricks and secrets in using the vast amounts of ADAMCALC's features. If you are just getting started with ADAMCALC, this volume as well as ANDV-3 are truly a tremendous aid. Also included are some SmartBASIC demo programs as well as an INDEX file containing descriptions of all the files.

SHAPEMAKER & UTILITIES

A volume of SmartBASIC utility programs that were developed by Guy Cousineau of AJM/GMC SOFTWARE. Included on this volume are: a utility to create shapes which can be implemented into your own programs (like sprites), numerous font files which can be displayed on the HGR or HGR2 screen, a font design utility, a VCR tape header program and much more. This package is highly recommended for

those of you who develop commercial or public domain software with SmartBASIC V1.0. Documentation files on media in SmartWRITER files.

COLECO GRAPHICS PROCESSOR PROJECT NAME BY LINE

This is Coleco's in-house Graphics Design Utility that they used to create all the graphics screens, sprites, fonts and music for their cartridge games as well as supergames. This media is auto-booting and also includes numerous other features such as, HEX/ASCII Editor, text entry on the graphic screen, ability to access a hardware device hooked-up to an RS-232 (Serial) port, full graphic design capabilities and so much more that we aren't even sure what this program CAN'T do. Currently, there is no documentation available for C.G.P., but Walters Software Co. is working with Jim Casey to develop a comprehensive manual explaining the vast features of C.G.P.

C.G.P. PIX VOL. 1

A collection of picture files which were created by Coleco with the Graphics Processor program. Pictures include scenes from Dragon's Lair, Congo Bongo, Rocky and B.C. II: Grog's Revenge. These picture files will allow one to see the potential of the C.G.P. program as well as have some pictures to edit once you get C.G.P.

GRAPHICS CONVERTER

This volume contains two programs which will allow the owner of daVINCI or the C.G.P. to convert the picture files they have for those two graphic design programs to a GraphixPAINTER format picture file which then can be loaded by GraphixPAINTER or PowerPAINT for further editing and printing.

M.A.S.H.

This is an unreleased cartridge developed by CBS Software back in 1984. Help the M.A.S.H. characters to pickup injured soldiers on the battlefield in your helicopter. Once all the soldiers are picked up, return to M.A.S.H. and remove the shrapnel from the soldiers before time runs out and another life is lost. Good graphics and sound effects. No instructions yet.

SUPER COBRA

Brush off your ace piloting skills because you're about to take off on a hair-raising adventure: air surveillance of enemy territory. This means an 11,000 mile obstacle course through ever-changing terrain... over craggy mountain tops, around tall city buildings, through long jagged tunnels. And that isn't all! The course is just rigged with chopper-stopping weapons like igniting rockets, heavy ground artillery, flobbynoids, and flying saucers. Every 1,000 miles of terrain brings ever-certain... danger. But a handsome payoff lies at the end of the course for anyone who's got what it takes. Originally released by Parker Brothers in cartridge form.

NOTICE: We now have TEMPLE OF APSHA! available on DDP. Also, if you have purchased MARKET MONITOR from us, you already have noticed that there isn't any documentation files! Sorry for the problem, we had hoped to have these ready last month, but to no avail. Send in your copy and we will update it with a new improved version with docs!



BASIC PROGRAMMING by L.C. Austill

CHAPTER 11C SHAPE TABLES

Several new concepts are going to be introduced in this sub-chapter, but we will end up having generated a Shape Table and some exercises in using it in the immediate mode. The order of material presentation is as follows:

- RAM Memory Limits
- Storing Numbers in RAM
- Binary Numbers (briefly)
- How SHAPES are Defined
- Generating Definition Numbers
- The SHAPE Table
- Example
- Demonstration in Immediate Mode

That is a lot of material to cover, but it will all be tied together before we are done (I hope!).

RAM MEMORY LIMITS

RAM in ADAM consists of a 64K memory bank. One K of RAM consists of 1024 bytes, thus there is a total of 65536 memory locations in RAM. Each of these might be thought of as an address, or mail box.

Information in the form of a number ranging from 0 to 255 may be put into each of these addresses. Likewise, the command CLEAR will "empty" all of the boxes -- the information would be lost.

SmartBasic, when it is loaded into RAM by pulling the Computer Reset switch, is installed in RAM. For reasons best known to other than me, some of it is installed in addresses 0 to 27406 and the balance is stored from 53632 to 65536. Now it would be awkward if these areas were "emptied" each time a NEW or a CLEAR was used. Therefore, these areas are protected by the computer. Further, programs, variables, etc. that are used during the operation of the computer are stored between 27407 and 53631. The computer keeps track of where it puts things and manages the data very nicely between these limits.

There are occasions where, we as the user, want to save some information and not let the computer throw it away or to have the commands NEW or CLEAR destroy it for us. We do this by changing the location of the memory limits. LOMEM defines the bottom of the available space and HIMEM the top.

There is considerable debate whether one should save space for their own use at the top of available memory or at the bottom. The authors of "ADAM's COMPANION" recommend that the lower area always be used. The Hinkles in "HACKER'S GUIDE" tend to use the top area although they are not consistent in the practice. The problem rests in the event of your not properly estimating your needs. If you have reserved 1K at the

top, but should have had 2K, some of your information will be stored in place of some of ADAM's operating system. While you are processing a program, you may suddenly find ADAM has gone off on tangents of its own. You have lost all your work in the computer and you have to reboot SmartBASIC. On the other hand, you do the same thing at the bottom of available RAM, some of the data you wanted to save will be wiped out and you will have to start your work again. The only thing you have saved is the reboot step. I have used both without difficulty. The main thing, is to be sure you have saved enough space.

There is a difference that may influence your choice. When LOMEM is changed, it is reset again only if the computer is reset or LOMEM changed. HIMEM, on the other hand, is reset each time a new program is installed.

How do you save space? By the command LOMEM or HIMEM. If you wish to save 2K of space at the bottom, you either enter in the immediate mode, or have a program step as follows:

LOMEM: 29455 (27407 + 2*1024)

The space from 24407 to 29454 is yours to do with as you please. At the other end, the command would be:

HIMEM: 51584 (53632 - 2*1024)

You now have the space from 51585 to 53632 to do with as you please. We will be saving space in RAM for a SHAPE TABLE.

STORING NUMBERS IN RAM

Any number from 0 to 255 may be stored in any address in RAM. Unfortunately, there are times when numbers bigger than 255 are needed. These times are taken care of by using two bytes of memory (two addresses) to store the number. By this mechanism, numbers from 0 to 65535 may be stored.

How is this done? The number is broken into two parts. If x equals the number we wish to store, we first divide x by 256. The integer of that number is one of the numbers that is saved. The remainder is the second number that is saved. As an example, let's store the number 28000:

256 will go into 28000: 109 times with a remainder of 96. The two numbers then are 109 and 96.

This may also be expressed as follows:

$$\begin{aligned} \text{Integer of } 28000/256 &= 109 \\ (28000 - 109*256) &= 96 \end{aligned}$$

Now let's store 28000 starting at locations 16766 and 16767 in RAM. The REMAINDER is stored in the lower numbered address and the INTEGER in the higher numbered address. (This is a widely recognized convention and it takes some getting used to). The commands are:

Poke 16766, 96: Poke 16767, 109

It should be noted that FLOATING POINT numbers are used in arithmetic work. This system permits handling numbers bigger than

65535 and handling decimals. The mechanics of this subject are beyond the scope of this treatise.

BINARY NUMBERS

Several Chapters could be written on binary numbers and their associated arithmetic. We will just touch very briefly in order to understand how SHAPE instructions are coded into the computer.

Fundamentally, ADAM is a so-called 8-bit processor, each memory address can handle a combination of 0's and 1's totaling eight numbers. The number 0 is represented by "00000000" while 255 is "11111111".

The eight-bit bytes are often broken into 4-bit nibbles for purposes of evaluation. The leftmost 4-bits are known as the high nibble while the rightmost are called the low nibble. The decimal equivalent of an 8-bit binary number can be determined by the value of 16 times the decimal equivalent of high nibble plus the decimal equivalent of the low nibble. The values of a nibble are shown on page C-19 in the instruction manual. The binary number 00010010 could be evaluated as follows using that table:

High Nibble 0001 = 1 Decimal

Low Nibble 0020 = 2 Decimal

Equivalent Decimal = 1*16+2=18

HOW SHAPES ARE DEFINED

Visualize a piece of graph paper. SHAPES are made by starting at a square on the paper and either plotting that point and moving in one of four directions (up,down,right,left) or just moving in one of the four directions without plotting. We therefore have eight instructions which handle the movement and plotting. Each of these instructions is represented by a 3-bit binary number. These instructions are as follows:

Direction	With Plot	Without Plot
Up	100	000
Right	101	001
Down	110	010
Left	111	011

(Actually, there are four more two-bit instructions for move only, but these just complicate things more and can be safely ignored without using up very much additional RAM)

When drawing a SHAPE, the computer takes the binary equivalent of the number, gets the three rightmost bits (like the Orientals, it reads from right to left) literally looks them up in the above table and then performs that operation. Then it takes the next three bits from the right and repeats the process. Since we have ignored the two leftmost bits, they are by definition 00 which is NO Move. The computer then takes the next number and repeats the process. It continues in this manner until it has used all of the SHAPE definition numbers. Let's try a number as an example. Say that definition number is 53. The 8-bit binary number is determined (using the table on C-19) by dividing the number by 16 which gives three plus a remainder of 5. The binary for 3 is 0011 and for 5 is 0101. For 53, combining the two, the binary is 00110101. Breaking that into SHAPE directions we have the rightmost three bits of 101. That binary instruction is plot and move right. We would now have a plotted point in the first square and the invisible cursor would be in the first square to the right awaiting further information. The second rightmost three bits are 110 -- looking in the table, that is plot and move down. The last two bits are 00 which is no move. We are now ready to look at the next number.

Hopefully, you have not thrown up your hands in dismay by now because you think the process is complicated. Tedious, maybe, but there are prewritten programs available that help in getting the definition numbers. These programs are easy to use and quick.

GENERATING DEFINITION NUMBERS

The instruction manual describes a totally manual way of generating the numbers. It makes use of a piece of graph paper (or similar aid) and determines the various moves to create the desired SHAPE. The binary equivalent for each move is determined. After two moves, the binary number for the total is assembled and then converted to a decimal number which is ready for use in a BASIC program.

The program "shapemaker" on Library Distribution Tape #1, automates the process for you and is a clever program. It utilizes the high resolution graphics screen and starts you off in the center of the screen. Through the use of the game controller, you move the dot around plotting those points that you wish. When you are done, the computer then prints out the data statement that you need to describe the SHAPE. This program works well where the intention is to draw a shape that covers a large enough portion of the screen so that the detail is sufficiently clear.

Included with this Tape (Disk) is a program AROWSHPE which makes use of the ARROW KEYS, ESCAPE, and UNDO to define the numbers, but it does not show the graphic result on the screen. You still should use some type of graph paper or some other aid to set up your move directions. The program has proved useful in defining small shapes such as characters. Remember that the SCALE command gives you the option to draw small and print large. The choice of programs is up to you, but I would use one or the other rather than do the whole thing manually. (You might do a simple one manually to understand the method).

THE SHAPE TABLE

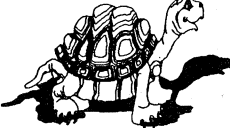
In my view, the instruction manual left us completely out in the cold when it came to the SHAPE table itself. They left out a very important key in the construction of the table.

First off, it is a series of numbers. Depending on a number of factors, numbers will differ in meaning. The first two bytes of the SHAPE Table contain the number of SHAPES that are defined. Remember the drill of two bytes to store a number, the remainder in the first byte, the integer from dividing by 256 in the second. If we are going to define and store three SHAPES, the first two bytes would be 3 and 0 (both decimal numbers).

The length of the next area of the SHAPE table is a function of the number of SHAPES that are defined. Each SHAPE takes two bytes in this area. Since we are going to have three SHAPES, the next six bytes are needed. These bytes contain the number of bytes from the beginning of the table to where each of the SHAPE definitions begins. Let's say that our first SHAPE requires 7 bytes for definition, the second 11 and the third 14. The first two parts of our SHAPE table would look like this:

Byte No.	No.	
1	3	Three SHAPES
2	0	High byte of number
3	8	No. bytes before first SHAPE
4	0	
5	15	Bytes before second shape
6	0	
7	26	Bytes before third SHAPE
8	0	
9		Beginning of SHAPE 1

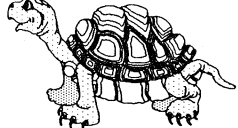
Chapter 11C will be concluded in the February '90 issue of the NIAD Newsletter.



SmartLOGO WORKSHOP

LEARNING WITH LOGO PART 3

by Ricki J. Gerlach



Once we understand how to move the turtles around, we can do some simple but nice displays. The easiest one would be to draw a tree. In order to do this, we first decide that we want to draw a branch. To do this, we write the procedure:

```
TO BRANCH :SIZE
  RT 90
  FD :SIZE / 2 BK :SIZE FD :SIZE / 2
  LT 90
END
```

What we have done here, is define the procedure BRANCH. When you run the procedure, you have to input a number SIZE so that BRANCH will know how far to draw the branch.

Now we add another procedure, TR2, to add to the tree by extending the trunk and adding another branch. It places the added branch on top of the tree, at half the size of the first one. Add another procedure TR2:

```
TO TR2 :SIZE
  IF :SIZE < 10 [STOP]
  FD :SIZE
  WAIT 30
  TR2 :SIZE / 2
  BK :SIZE
  BRANCH :SIZE
END
```

If we look at this procedure, we will notice several things. First, we are telling ADAM that if our number, SIZE, is smaller than 10, then stop the procedure. Second, the WAIT command, tells ADAM to stop for 30 before continuing the program. Last, we see that we are dividing the number we inputted by 2. This is seen by the line:

```
TR2 :SIZE / 2
```

We also see that the procedure BRANCH is being called from within this new procedure.

The last procedure we will write, is one called TREE. It will look like this:

```
TO TREE :SIZE
  IF OR :SIZE < 10 :SIZE > 110 [STOP]
  ST CS
  PU SETPOS [ 0 -80] PD
  TR2 :SIZE
  HT WAIT 180 CT
END
```

Now, you have to save this program under the name TREE. In order to do this, enter:

```
SAVE "TREE
```

Make sure that you have a disk or data pack in the drive before you do this. To run the program, now you have to enter the name and a number, for example, try this:

```
TREE 50
```

and see what happens. This program draws a very crude tree, but show

very clearly how complex recursion works. By calling back on itself, the program could go on and on forever. To prevent this, we added a test condition to stop the recursive calls going on indefinitely. The test condition is the IF OR found in the TREE procedure, line two. We've added a half second pause to let you see the turtle draw each of the trunks first, then draw each branch. One important factor, in recursive calls, is that the turtle must return to its previous position, hence the turtle goes back to the bottom of the trunk, facing up.



Below is listed a nice graphic display SmartLOGO program. This is a perfect program for us Northerners during the winter. This program is included on the LNDV-5 SmartLOGO volume that was contributed by Ricki Gerlach of Gerlach Family Software. If you are interested in LOGO programming, this volume is a must have for it's wealth of instructionals. Don't pass it up!

```
TO SIDE :SIZE :LEVEL
  IF :LEVEL = 0 [FD :SIZE STOP]
  SIDE :SIZE / 3 :LEVEL - 1
  LT 60
  SIDE :SIZE / 3 :LEVEL - 1
  RT 120
  SIDE :SIZE / 3 :LEVEL - 1
  LT 60
  SIDE :SIZE / 3 :LEVEL - 1
END
```



```
TO SNOW :SIZE :LEVEL
  ST CS
  REPEAT 3 [SIDE :SIZE :LEVEL RT 120]
  HT WAIT 180 CT
END
```

```
TO BEGIN
  CS TELL ALL HT
  PR [
  PR [ GERLACH FAMILY SOFTWARE]
  PR [
  PR [ \ \ PRESENTS]
  PR [
  PR [ \ \ THE SNOWFLAKE MAKER]
  PR [
  PR [
  PR [ TO RUN THIS PROGRAM]
  PR [
  PR [ ENTER < SNOW > WITH]
  PR [
  PR [ 2 NUMBERS. THE BEST ARE:]
  PR [
  PR [
  PR [ \ \ SNOW 70 2]
  PR [
  PR [
  PR [ TO RUN THIS PROGRAM AGAIN]
  PR [
  PR [ ENTER THE WORD < BEGIN > .]
END
```



```
MAKE "STARTUP [BEGIN]
```



FRANCAIS POUR LES CHIC

Review by Jim Notini

Francais Pour Les Chic is a new language tutorial program developed by a new ADAM support firm, Hal Weber Software. The tutorial is designed to help those who are interested in learning the language of love, French. It will also be a tremendous aid for children who are taking French classes in high school. What separates this program from the other language tutorials that have been available is that instead of simple text screen displays, the user is treated to a game atmosphere where they have to correctly answer questions about words to restore either the Eiffel Tower or the Notre Dame Cathedral.

Once loaded, the user will have the option to use one of three premade vocabulary files: 1) Numbers, Days, Months, Colors, Adjectives, Verbs, 2) Conjunctions, Prepositions, Adverbs, People & Parts, 3) Nouns, Animals, Nature, Living Needs, or to use a custom file which the user can make by themselves. The vocabulary file will contain both the English word and the French translation. Upon vocabulary choice, a second menu will be displayed containing the following options: 1) **Review Vocab Lists** - Allows the user to study the vocab list by their categories, 2) **Start the Game**, 3) **Exit for a Commercial** - Loads an advertisement for some of Hal Weber's other software packages, 4) **Exit for DataChecker** - Loads the utility program used to create new vocabulary lists, 5) **Change Vocabulary File** - Allows the user to change the vocab file which is in memory.

Upon choosing to play the game, the screen will clear and the contestants will be asked to enter their name. This is where the fun starts. If two people are playing, then both joysticks are used, or else one person may play this alone by not entering a name for the second contestant. The computer will start the game off by asking what a certain word or phrase in French means in English or to translate a word or phrase in English to French. The first person to press their left firebutton gets the chance to answer the question. If the question is correctly translated by player #1, then part of the Notre Dame Cathedral is drawn on the screen, if player #2 translate correctly, then part of the Eiffel Tower is drawn on the screen. This procedure continues on until one of the structures is completely rebuilt. If a question is incorrectly translated, then part of the structure will be removed from the screen as a penalty.

Francais Por Les Chic is a great little language learner package. The program abounds with terrific musical scores to place you in the proper MOOD (for love!) and terrific animation of sprites. Some other nice built-in features are the capability to print out lists of the vocabulary files to your printer or the screen for study purposes, although a dot matrix print driver is not built-in, you will have to load your print driver first in order to print the list on a dot matrix printer.

The program as a whole isn't the most polished package to come along, but it does provide a good game theme, race to build a famous French landmark while you practice French, as well as including an outstanding instructional for using data statements in your own programs. Hal Weber has brought to the ADAM community a sorely needed educational/tutorial package. For years now there have been Spanish tutorials available, but finally someone has covered French. This should really come to the aid of high school students, since French and Spanish are usually, if not always, the only languages offered to the high school student.

RECOMMENDED: B+

Zap-ADAM!

Review by Jim Notini

Zap-ADAM is the newest entertainment package developed by ADAMzap Software. Zap-ADAM is a revolutionary attempt to bring about a new way to have fun with your computer by combining something out of the past, a suction gun with rubber darts, with something from the future, a computer. The theme of this product is to shoot the included darts at the screen targets, all of which are stationary, and to add up the points marked on the targets. Included are six premade screens which may be displayed on the screen and used for target practice.

Upon boot, a title screen will be displayed, followed by a musical score, after which the main option board is displayed. This option board allows the user to either escape the program, load additional target screens from Screen Disks which will soon be made available, print the instructions to the screen or printer (dot matrix print driver will have to be loaded first to print on a dot matrix printer). Other options accessible from the nicely drawn option board are to load one of the six premade target screens which are chosen through the SmartKEY display.

The six target screens which are available are: 1) **Coke Cans** - a display of three Coke cans to shoot the suction gun darts at, 2) **Dart Board** - a picture of a dart board with areas separated for different point values, 3) **Decision Maker** - make executive decisions by shooting at specially designated boxes which contain the words Fired, Hired, Yes and No, 4) **Football Field** - a picture of a football field with different point values, 5) **Circles** - a display of circles with varying point values and 6) **Coyote** - Shoot at Wily Coyote and earn points depending on where the dart hits. All the game screens are very sharp in detail, color and are very pleasant to look at.

Overall, Zap-ADAM is an ingenious attempt to give the gamer a new angle on the arcade/entertainment software theme. The included suction gun brings back a lot of memories of when I used to sneak up on my brother and sister and shoot them with the suction darts (the dog was the beast!), but as far as a computer game where you shoot the screen with darts? Sorry to say, it just doesn't cut it. What was so fun about shooting the family members with these darts was too see their reaction. With a computer screen, there is no reaction except the cold display of the computer screen probably trying to figure out why the heck you are shooting darts at it!

Shooting games have become a real hot seller on other games system like the Nintendo and Sega where you actually have a light gun to shoot the moving targets on the screen and when you shoot them, you get some kind of whimsical reaction, as if you were really shooting a duck or a gangster. The only problem here is that Coleco never developed a light phaser gun for the Colecovision, so we have to get by with what's available. Don't get me wrong, the idea behind Zap-ADAM is novel, but the game as a whole isn't appealing at all. I spent a little over 15 minutes going through the different target screens and not once did I become entertained about shooting suction darts at the monitor screen and if someone who loves games as much as I do doesn't get any enjoyment out of this product, I doubt anyone else will. The only part of this package which I had fun with was the suction gun, which I have already nailed a couple of my family members. If you are looking for a good target shooting game on the ADAM, try Ghost Zapper by Pitman Software, otherwise I would recommend saving your money on this one.

NOT RECOMMENDED: C



PowerTOOLS



Review by Tony Patterson

The much awaited new title by EyeZod Graphics finally arrived in my mailbox. As I ripped open the package, I quickly noticed that there was no power cord connected to the disk. So I popped it into the drive and pulled reset, nothing happened... if at first you don't succeed, try the manual! Leaping through the 20 page manual, I soon understood why I was having no luck thus far. PowerTOOLS is an assortment of PowerPAINT 10K files, Clip-art files, Sprite sets, Font sets and Paint Brushes for use with PowerPAINT. In fact, the medium contains **OVER 90 FILES!!**

There are two PowerPAINT files that will be very useful to beginning artists, these are layout grids drawn in the background. This should make copying from paper much easier, just draw a grid on the paper picture and draw the contents of each square on the screen. There is also a screen with a Christmas tree on it, ready to be decorated.

There are two new font sets in two different sizes. Two of the sets are regular font sets and two are Sprite sets (for larger size). Another font set is included called Detail.fnt that is not really a font set at all, it is a set of different designs that can be used to make all sorts of patterns, borders and shades.

There is a set of sprites that are Old English fonts with scrollwork pieces that can be used to make a border. Others can be used to make very detailed frames, borders and headers. Shadowbox sprites will give you a 3-D look, Ribbon and Streamer sprites let you get fancy "folded ribbon" designs. Sprite sets for Arrows, Hollow boxes, Banners (large ribbons), Parquet (looks like parquet tile), Gingham (looks like quilting fabric), and Footprints (yes little footprints to scatter about your page). There is one called Ornament that can be used to decorate the Christmas tree mentioned above and one that looks just like rope, in two different textures!

There are 55 clip clip files, 39 of these are called "Gothem" Clips and consist of LARGE capital letters, numbers and punctuation. These are Headline size letters for special emphasis. The other clips are mostly examples of what can be done with PowerTOOLS. There are several clips of birds that are of excellent quality.

All of this so far is GREAT and the design possibilities are endless, but the REAL power of PowerTOOLS is in the paintbrush files. Remember that paint brushes CAN be moved one pixel at a time and OVERLAY any other graphics on the screen. The brushes that are built into PowerPAINT do not seem very flexible, mostly because they are so large. They fill the entire 16 x 16 pixel matrix. No matter what you do with them, you will end up with squarish corners. The brushes on the PowerTOOLS medium are much more versatile because they consist of

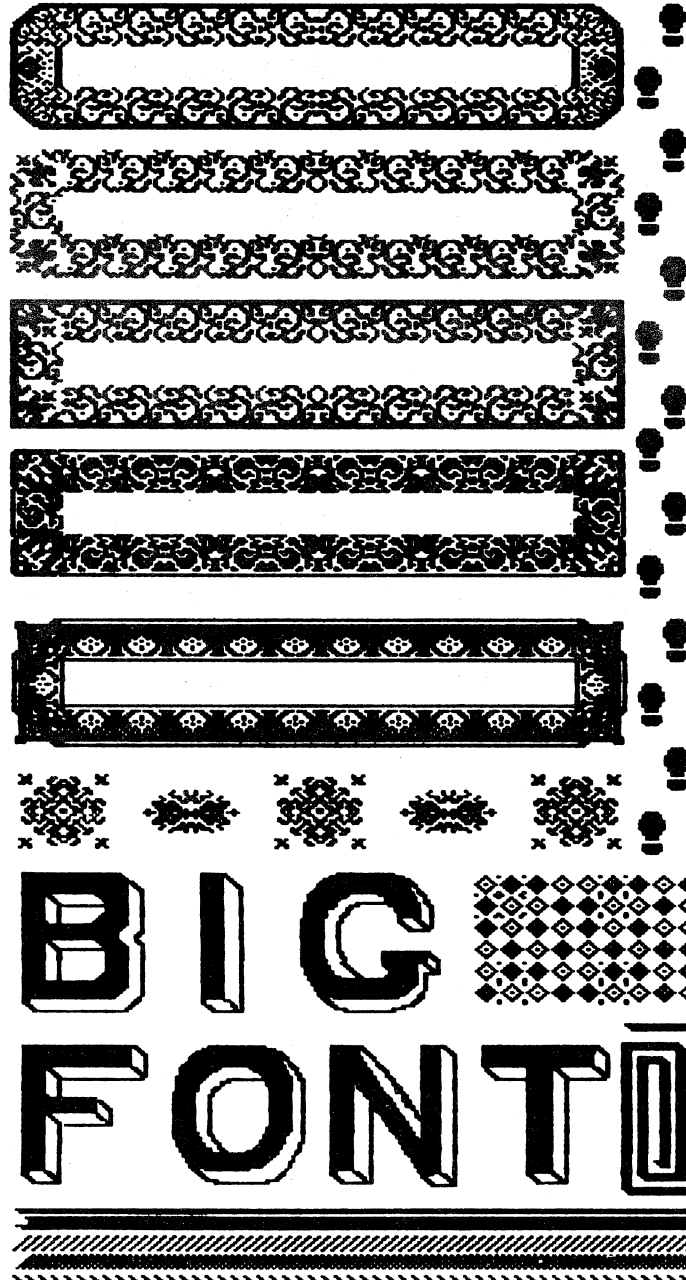
many different sizes and shapes. There are even TWO different matrix sizes. Besides the 16 pixel matrix you now have access to an 8 pixel matrix that allows for up to 50 brushes per set! None of the brushes fill the matrix, so the square corners are gone.

There are brushes for making trees, leaves, bushes, wreaths, garlands, Christmas tree ornaments, and birds in flight. Of the ten sets of brushes, the three called Airbrush are the most versatile. Most of these brushes are the same shapes as the Detail font set. The difference is that these shapes can be moved one pixel at a time and can OVERLAY themselves and other graphics. The most POWERFUL set of brushes on the PowerTOOLS medium are called the Speedball brushes. This set of simple shapes can actually be used just like a real paint brush. The shapes themselves do not look like much; but, when you set the pixel increment to one and start drawing with them, you will see why these are my favorite. You can easily draw "neon" looking letters and calligraphic effects just by changing brushes. For people that are not familiar with paint brushes this may sound complicated, it is not. Quite the contrary, using a paint brush is extremely easy!

This has got to be the most useful package ever designed for use with PowerPAINT. The design possibilities are limited ONLY by your imagination. This package is a **MUST HAVE** for every serious graphics artist or

for anyone who wants to get serious. PowerTOOLS is available from most ADAM mail order vendors. **PowerPAINT is required.**

HIGHLY RECOMMENDED: A+



SMARTAX V2.0

Review by Lyle Marschand

SMARTAX by Jack Scatena is back with the 1989 tax year version and some improvements that were requested by the purchasers of the 1988 tax year version. The major enhancement is that the program automatically saves the results of your entry (in the previous version, once you printed the tax data all entered data was deleted). The saved tax file can then be printed at any time and saved as a historical record. Only the latest version of the tax data is saved on the tape / disk, however, if you wanted to have multiple versions you can make copies of SMARTAX and have a different version on each copy. One limitation is that you can not recall a previously saved file to modify it.

Other modifications include saving of full name, address and social security data. Also, more inputs are allowed for subtotal data so that you do not have to add up numbers outside of the program.

Here is the review I wrote for the 1988 version of SMARTAX which covers the basic functions of the program:

What do they say about the only certainties in life - well, taxes is one of them as I recall. There have been other income tax programs for the ADAM, but they were not really very good. SMARTAX is a welcome addition to the available ADAM Home Productivity software.

Jack Scatena has done a very nice job on this comprehensive tax program for both home and small business use. The program is simple to use and really does the job of calculating for the 1040, 1040A, Schedules A, C & SE (including the self employment schedule).

Let's talk about what SMARTAX does not do first. It does not represent the actual tax form on the screen or print out the form itself (it takes a powerful computer to do this).

What SMARTAX does do is pose individual questions, just as the tax form does. It takes all the data, does the calculations, looks up the tax (or you can enter the tax amount yourself) based on the calculated taxable income and allows you to print the results. The print indicates each amount that needs to be entered on each tax form by line number so you can easily transfer the calculations to the required forms.

A essential feature is that once you have done all the entry of the data in a particular section, you are given an opportunity to return to the questions in that section and reenter the data.

All entry is in whole dollars (except for W2's), a "0" is entered if the item does not apply. You are asked to confirm entries of key items and options. The user interface is not fancy and could be cleaned up to look a little nicer. Jack is not a professional developer, but he has done a nice job on SMARTAX.

Overall the program does the job and can save you time in all your calculations. It is an excellent way to double check your individual work. These programs are a great way to estimate your tax before you have all the data together. You can also use it to see how much different you would come out if you itemized.

The program is self loading, but you must enter run and continue between programs based on the way Jack has the files set up. Again, this is not a fancy program, but does get the job done. Jack is making the 1989 tax year version available to purchasers of the 1988 version for only \$ 9.00 - just send in your 1988 disk/ddp to NIAD or Jack (originals, no copies of disk or tape) and \$9.00 and you will be sent the 1989 version. The cost to first time purchasers is only \$17.95.

RECOMMENDED: B

CLIP-ART from: PaintMATES VOL. 7



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**** HUGE MANUALS \$5.00 ****

***** CARTS ARE \$24.95 *****

- * JEOPARDY - Exactly the same as on T.V. Contains 27 games already on the program. This is a bug free version. Jeopardy game packs and a gamemaker are available now for use with this excellent game.
- * SUBROC THE SUPERGAME - Bug free arcade game.
- * BUCK ROGERS THE SUPERGAME - Disk version has one bug.
- * DONKEY KONG THE SUPERGAME - Bug free arcade game.
- * DONKEY KONG JUNIOR THE SUPERGAME - REVISION 14 has never been available.
- * DAMBUSTERS THE SUPERGAME - Bug free world war II simulator.
- FRONTLINE THE SUPERGAME DEMO
- TUNNELS AND TROLLS DEMO
- * TROLL'S TALE - Bug free version.
- ** TEMPLE OF ASPHAI - Requires super action controllers.
- ** ALL NEW GAME CARTRIDGES COPIED - ONLY 3 1/2" Disk.
- * COLECO VIDEO CATALOG - Only 3 1/2" Disk or Digital Data Pack.
- ** THE BEST OF ELECTRONIC ARTS - Bug free version.
- PINBALL GAMES - Need above program to use this software.
- * THE BEST OF B.C. - Contains two bug free supergames.
- X-10 - Minh Ta's Home Appliance Control/Security System. SMARTKEY DRIVEN! Serial Interface, Serial Cable and X-10 Hardware required.
- M.I.D.I. - Minh Ta's ELECTRONIC KEYBOARD PROGRAM. SMARTKEY DRIVEN! Serial Interface, Serial Cable and MIDI device required.
- DAVINCI - A few bugs, has manual to print out on printer.
- * PERSONAL CP/M - Has a few bugs.
- MACADAM - NEW bug free with manual you can print out.
- FORTH - New COLECO Programming Language. Very powerful, bug free.
- * ELECTRONIC FLASHCARD MAKER - Unreleased version with ALEGBRA FLASH FACTS.
- *** COLECO GRAPHICS ASSEMBLER - A lot better than PROJECT NAME BY LINE.
- *** COLECO MUSIC DEMO
- *** ADAM DIAGNOSTIC
- DISK DRIVE ALIGNMENT TESTER - Test your Adam drive, to insure it works.

- *** ADAM SYSTEM FINAL TESTER
- *** ADAM CPU TESTER - COLECO's testing program for the ADAM MEMORY CONSOLE.
- *** ADAM MENU TESTER - Another COLECO testing title, very easy to use.
- *** COLECOVISION FINAL TESTER - This software tests the components of ADAM.
- *** TAPE UTILITY (REV.22)
- *** BUCK ROGERS RESTORER PROGRAM - This program will restore defective bucks.
- *** BLANK DATA PACK RESTORER - This program will restore blank tapes.
- *** SMARTBASIC RESTORER - Use this program to restore smartbasic tapes.
- *** RAMTEST DIAGNOSTIC REV. 3 - Used by Honeywell Service Centers.
- COLECO GAME COPY - Bug free cartridge copy utility program.
- SPEEDTESTER - This a advanced version, a lot better than any other version.
- ** COLECO MARKET MONITOR - I HAVE THE BUG FREE VERSION.
- ** COLECO TAX PLANNER - I HAVE THE BUG FREE VERSION.

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COMMERCIAL PRODUCTS

- # 3 1/2" DISK BACKUP \$2
- @ 5 1/4" DISK BACKUP \$2
- o 64k MEMORY EXPANDERS.....\$29.95
- o NEW CONTROLLERS.....\$3.00
- o 5 1/4" DISK DRIVES.....\$199.95
- o 3 1/2" DISK DRIVES.....\$289.95
- o DIGITAL DATA DRIVES.....\$24.00
- o BLANK COLECO TAPES.....\$2.00
- o POWER SUPPLY FOR ADAM (white case with light).....\$34.95
- o COLECO 300 BAUD MODEM.....\$55.00
- o PARALLEL INTERFACE.....\$55.00
- o ADAM M-3 MOUSE.....\$79.95
- Adam Mouse that plugs into the joystick port and is 100% compatible with all ADAM software plus. All new software from WALTERS Software Co. will take full advantage of our mouse. Needs 9-volt battery.
- o MOUSE A.C. ADAPTER.....\$7.95
- Now you dont need any batteries to power the ADAM M-3 MOUSE.
- o MOUSE PAD.....\$4.95
- Protect your mouse so that it lasts longer and also gain more control.
- o # ZAXXON THE SUPERGAME (disk or data pack).....\$8.95
- o #@ FAMILY FEUD (data pack).....\$19.95
- Exellent program that is the same as on TV game show.
- o JEOPARDY QUESTION PACK (disk or data pack).....\$14.95
- o FAMILY FEUD QUESTION PACK (disk or data pack).....\$14.95
- o BIBLE JEOPARDY (3 1/2" Disk, 5 1/4" Disk, Data Pack).....\$17.95
- o ADAMLINK III+ - The best modem program available!.....\$19.95
- o MARKET MONITOR.....\$99.95
- FOR COLLECTORS ONLY! CONTAINS THE ORIGINAL CANADA RELEASED PROGRAM WITH MANUAL IN THE FACTORY SEALED BOX PLUS I ALSO WILL INCLUDE A COPY OF THE UNRELEASED VERSION OF THE PROGRAM ON DISK OR TAPE. CALL FIRST!

PRODUCT LIST

EFFECTIVE 1/15/90 & SUBJECT TO CHANGE WITHOUT NOTICE

- **ADAMCON 01 VIDEO** **\$14.95**
2 video tape covering product demonstrations and seminars that were held at the ADAM Convention in Orlando, Florida October 7-11, 1989.
- **EXPANSION MODULE ADAM SYSTEM** **\$209.95**
ADAM and Colecovision game system attaches together to make a complete computer system. 90 day warranty. Shipping / Handling !!
- **160K 5 1/4" DISK DRIVE EPROM** **\$15.95**
Greatly reduces disk formatting time along with fixing some bugs in the original disk drive EPROM. User must install in drive.
- **320K 5 1/4" DISK DRIVE EPROM** **\$17.95**
For use with older Double-Sided drive conversions (Eve Electronics), Reduces read / write time of most operations. User must install in drive.
- **UPGRADE SINGLE SIDED 160K DRIVE TO:**
- **320K 5 1/4"** **\$109.95**
- **720K 3 1/2"** **\$139.95**
Send in your Coleco Single-Sided Disk Drive to be upgraded to either a 5 1/4" Double-Sided 320K or 3 1/2" 720K Quad-Sided Drive. Shipping not included - \$5, don't send power supply. Repair charge for defectives.
- **DIGITAL DATA DRIVE (255K)** **\$24.95**
Replacement or additional second data drive for the ADAM console. Easy installation, read ADAM Owner's Manual.
- **MEGARAM MEMORY EXPANDER** **\$134.95**
Expandable memory board will hold up to 1 megabyte of memory !! Comes with 256k of memory installed. Requires a parallel printer interface or addressor board below, easily installs in memory console. Accessed by many of the new commercial programs.
- **256K SIP** **\$49.95**
256K memory modules used to expand the MEGARAM MEMORY BOARD. Easy user installation. Add 3 256K SIPS to obtain a full 1 MEG (1024K bytes) of memory !!
- **ADDRESSOR CARD** **\$19.95**
If you don't have a parallel printer interface, this board will be required for the use of the MEGARAM MEMORY Expander.
- **64K MEMORY EXPANDER**
- **(WITHOUT 2 MEMORY CHIPS** **)\$19.95**
- **(WITH MEMORY CHIPS** **)\$39.95**
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 two 4464-150ns 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. Specify DDP or Disk for software.
- **PARALLEL PRINTER CABLE** **\$15.95**
Attaches to parallel interface listed above and any parallel printer.
- **SHIELDED PARALLEL CABLE** **\$19.95**
- **MEGACOPY TAPE MAKER TYPE III** **\$49.95**
Hardware device with software to create ADAM compatible cassette tapes using the ADAM itself and two Digital Data Drives.
- **DYNAMITE SOUND DIGITIZER** **\$69.95**
Hardware / software to digitize any sound. Creates a digitized file that can be used in programs. Complete control via software provided. Also available with an onboard clock (listed below).
- **D.S.D. WITH SMARTCLOCK** **\$99.95**
- **SMARTCLOCK** **\$39.95**
Plugs into the U8 socket on the ADAM Logic Board. Keeps track of hundreds of seconds, seconds, minutes, hours, days, day of the week, month and year. 12/24 hour modes and leap year correction!

- **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 Module #3 Unit that attaches to the Colecovision Game Unit.
- **DISK DRIVE POWER SUPPLY** **\$19.95**
New, more reliable power supply for any size ADAM disk drive.
- **POWER SUPPLY COVER WITH 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/LIGHT ...** **\$35.95**
Standalone power supply to be used in place of ADAM printer power supply with Metal cover and power on light. ASSEMBLY REQUIRED.
- **COMPUSERVE STARTER KIT** **\$29.95**
Includes ID, password, CIS information guide and reference book and \$25 credit towards usage of online time.
- **MAGNAVOX 8702 COLOR MONITOR** **\$219.95**
Composite color monitor provides superior picture compared to television. Use ADAM monitor cable above to obtain both audio / video.
- **MAGNAVOX 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. Use ADAM monitor cable.
- **6 OUTLET SURGE PROTECTOR** **\$16.95**
- **POWER CENTER / 5 OUTLET** **\$99.95**
Monitor stand with 5 integrated outlets and switches, including master switch. Full surge and noise protection.
- **NEW ADAM KEYBOARD** **\$19.95**
- **NEW TAN HAND CONTROLLER** **\$5.95**
- **ADAMNET CABLE** **\$2.95**
Flat, 7 foot ADAMnet cable for either keyboard or disk drive.
- **NIAD PRODUCT REVIEW BOOK** **\$19.95**
Contains detailed reviews of over 100 ADAM products. Save money by knowing about products before you buy.
- **PUBLIC DOMAIN REVIEW BOOK** **\$5.00**
Manual contains descriptions of all the programs in SmartBASIC, Basic Utilities and SmartLOGO Public Domain libraries. Use to determine which volumes of public domain 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: Super Buck Rodgers, Super Donkey Kong, Super Donkey Kong Jr. Dragon's Lair, Super Zaxxon, Recipe Filer, 2010: The Text Adv, Recipe Filer, Richard Scarry's Best Electronic Workbook Ever (320K & 720K disk), The Best of B.C. and 5 Screen Super Donkey Kong Jr.
- **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.
- **INFOCOM CONVERSION TO CP/M** **\$4.00**
We will convert your INFOCOM titles to ADAM CP/M DISK format. Send in your Infocom disk and inform us whether to overwrite the original or to place the ADAM CP/M disk version on a seperate disk: Zork I, II, III, Planetfall, Deadline, Starcross, The HitchHiker's Guide to the Galaxy, The Leather Goddesses' of Phobos, Stationfall, Plundered Hearts, Ballyhoo. These titles can be purchased locally at any computer store for a very reasonable price. CP/M 2.2 is not included on these conversions, so the user must already own CP/M 2.2 to use these.

DOT MATRIX PRINTERS

- **PANASONIC KXP-1180i** **\$199.95**
- **(with ADAM Printer Interface & Cable)** **\$239.95**
- 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 included. One ribbon enclosed.
- **PANASONIC KXP-1191i** **\$249.95**
- **(with ADAM Printer Interface & Cable)** **\$289.95**
- Same as 1180i above but draft speed is 240 CPS and NLQ speed is 48 CPS. One ribbon enclosed.
- **RIBBONS:**
- GENUINE PANASONIC BRAND for 1080 / 1091 \$9.95
- GENERIC PANASONIC BRAND for 1080 / 1091 \$5.95
- GENUINE PANASONIC BRAND for 1180 / 1191 \$14.95
- OKI-20 COLOR RIBBON \$5.95
- OKI-20 BLACK RIBBON \$4.95
- ADAM REPLACEMENT RIBBON..... \$4.95

TRAINING MANUALS / BOOKS

- BASIC BASIC PROGRAMS FOR THE ADAM \$8.25
- HACKER'S GUIDE TO ADAM VOLUME 1 \$11.95
- HACKER'S GUIDE TO ADAM VOLUME 2 \$11.95
- HACKER'S GUIDE VOL. 1 & 2 PROGRAMS (DDP or DISK) \$5.00
- FROM BASICS TO BASIC \$15.00
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- DISASSEMBLY: SMARTBASIC V1.0 \$25.00
- DISASSEMBLY: EXTENDED OPERATING SYSTEM..... \$15.00

MISCELLANEOUS SUPPLIES

- 3 PIECE DUST COVERS FOR COMPLETE ADAM..... \$18.95
- 5 1/4" OR 3 1/2" DISK DRIVE DUST COVER..... \$8.95
- 3 PIECE DUST COVER FOR EXPANSION #3 ADAM \$23.95
- PRINT WHEELS \$6.55
- SPECIFY FONT STYLE FOR THE ADAM PRINTER: GOTHIC 12, SCRIPT 12, ELITE 12, EMPHASIS/ORATOR, COURIER 10, OR PICA 10
- TAPE DRIVE HEAD CLEANING KIT..... \$ 5.00
- 5 1/4" DISK DRIVE HEAD CLEANING KIT..... \$7.99
- 3 1/2" DISK DRIVE HEAD CLEANING KIT..... \$7.99
- 1000 SHEETS 9 1/2" X 11" 20# MICROPERF PAPER..... \$16.95
- 250 SHEETS 9 1/2" X 11" OKI-20 THERMAL PAPER \$9.95
- 5000 3 1/2" X 15/16" PIN FEED LABELS..... \$27.95
- 1000 3 1/2" X 15/16" PIN FEED LABELS..... \$6.95
- 5 1/4" DISK STORAGE CASE (holds 70) \$9.95
- 3 1/2" DISK STORAGE CASE (holds 50) \$9.95

DISKS / DIGITAL DATA PACKS

- 320K EXTENDED DDP..... \$2.50
- 10 320K EXTENDED DDP's..... \$24.00
- NIAD ECONOMY DDP \$2.00
- 10 NIAD ECONOMY DDP's \$19.00
- RIGHT DIR. DDP for Supergame copy \$1.50
- 10 RIGHT DIR. DDP's \$14.00
- BOX OF 11 FUGI DS/DD 5 1/4" DISKS..... \$9.95
- BOX OF 10 LORAIN DS/DD 5 1/4" DISKS..... \$9.95
- 50 5 1/4" DS/DD BULK DISKS \$19.95
- 25 5 1/4" DS/DD BULK DISKS \$14.95
- 25 3 1/2" DS/DD 720K BULK DISKS \$19.95

COLECO / ADAM CONTROLLERS

- EXPANSION MODULE #1: DRIVING MODULE..... \$39.95
- Comes with a free TURBO cartridge and manuals
- SUPER ACTION CONTROLLERS..... \$39.95
- Comes with a free SUPER ACTION BASEBALL cartridge and manuals
- ROLLER CONTROLLER \$39.95
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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
- 2 GAMES - HANG ON / ASTRO WARRIOR
- **3D GLASSES**..... **\$39.95**
- TRUE 3D PROVIDED VIA HIGH TECH LCD SHUTTER SYSTEM
- **SEGA LIGHT PHASER** **\$29.95**
- **SEGA CONTROL STICK**..... **\$18.95**
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- ALF \$34.95
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- MARKSMAN / TRAP SHOOTING (Light Phaser Required) \$28.95
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- Y'S: THE VANISHED OMENS \$52.95
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BEYOND TREK (64K)	\$15.95
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LAB MOUSE	\$12.95
LAS VEGAS CRAPS	\$16.95
LORD SIMON'S CASTLE	\$24.95
MAGE QUEST	\$13.95
MIND OVER ADAM	\$11.95
MOONSWEEPER	\$15.95
MR. T SEARCH	\$12.95
MR. T SEARCH: GAMEPAK I	\$9.95
MR. T SEARCH: TRIVIA WORD SEARCH	\$7.95
MYSTERY	\$14.95
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NIAD GOLD: TEXT ADVENTURES	\$9.95
NOVA BLAST (CART)	\$18.95
PHRASE CRAZE	\$17.95
PHRASE PAK I	\$9.95
PHRASE PAK II	\$9.95
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PITY	\$18.95
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SUPER ZAXXON (DDP)	\$9.95
TEMPLE OF THE SNOW DRAGON	\$21.95
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TRIVIAPAK I	\$12.95
VASE OF TURR, THE	\$29.95
WING WAR	\$18.95
WIZARD'S PINBALL ARCADE	\$19.95

CONSTRUCTION SETS

FAMILY FEUD WRITER	\$19.95
JEOPARDY WRITER	\$19.95
LINKBUILDER	\$24.95
MAGE QUEST CONSTRUCTION SET	\$13.95
PHRASE PAK CONSTRUCTION SET	\$9.95

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AMERICA AT WAR (DDP)	\$9.95
BEST ELEC. WORKBOOK EVER (DDP)	\$20.95
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DANCE FANTASY (CART)	\$12.95
DR. SEUSS' FIX UP/MIXED UP (CART)	\$18.95
EASY AS A,B,C & 1,2,3	\$11.95
EXPERTYPE (DDP)	\$9.95
FRANCAIS POUR LES CHIC	\$15.95
GREAT INVENTIONS GAME (DDP)	\$9.95
LEARNING WITH LEEPER (CART)	\$12.95
NIAD GOLD: SCIENCE & EDUCATION	\$9.95
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ROYAL AMBASSADOR EDUC. PACK	\$9.95
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SMARTBASIC CONSTRUCTION SET	\$12.95
SOLAR SYSTEM, THE (DDP)	\$9.95
STATES & CAPITALS (DDP)	\$9.95
TELLY TURTLE (CART)	\$18.95
WORLD CAPITALS (DDP)	\$9.95
WORLD GEOGRAPHY (DDP)	\$9.95

MEDIA UTILITIES

ADAM CONNECTION (IBM DISK)	\$24.95
ADAMCALC DOT MATRIX PATCH	\$9.95
ADAMLINK II DOT MATRIX PATCH	\$9.95
AUTOBACKUP (64K)	\$17.95
BACKUP 3.0 (DISK)	\$16.95
BACKUP+ 3.0	\$24.95
BASIC SYSTEM MANAGER/FASTRUN	\$18.95
COPYCART+ V1.0 (DDP)	\$12.95
COPYCART+ V2.0 (DISK)	\$19.95
DISK DOCTOR	\$9.95
FILE MANAGER V2.0	\$17.95
FORMATTER II	\$12.95
PrBOOT	\$17.95
OPENFILER V3.0 with OPENRECIPE	\$19.95
QUICKCOPY V3.0	\$15.95
RAMBOOT (64K)	\$19.95
SMARTDSK I for SmartWRITER (64K)	\$18.95
SMARTDSK II for DEVICE #2 (64K)	\$16.95
SMARTDSK III for BASIC 1 & 2 (64K)	\$24.95
SMARTDSK CARTRIDGE (64K)	\$29.95

HOME / BUSINESS

ADAMCALC (DDP)	\$15.95
BUSINESS PACK I	\$18.95
EASY COME, EASY GO	\$19.95
FILE PRINTER	\$14.95
INVOICER (64K)	\$14.95
MISSPELLER	\$18.95
NIAD GOLD: HOME & BUSINESS	\$9.95
PERSONAL CHECKBOOK MGR. (DDP)	\$9.95
SMARTFILER REV. 27D (DDP)	\$15.95
SMARTTYPE V2.0	\$17.95
SOFTPACK I	\$18.95
SMARTAX 2.0	\$17.95
SPEEDYWRITE V2.0	\$39.95
SPEEDYWRITE SPELL (64K)	\$24.95
SPELLINGAID	\$26.95

PRODUCTIVITY

ADAMLINK III+	\$24.95
ADAMLINK III UPGRADE TO III+	\$5.00
ADAMTALK V1.1 (EVE SS-CC)	\$19.95
ADDRESS BOOK / CALENDAR	\$9.95
AUTOWRITER	\$14.95
BASEBALL STATISTICIAN, THE	\$12.95
BASICAID V2.0	\$9.95
BORDERSPLUS	\$15.95
E.O.S. FILE INDEXER	\$9.95
ELECT. FLASHCARD MAKER (DDP)	\$9.95
FLASH FACTS: HISTORY (DDP)	\$6.95
FLASH FACTS: TRIVIA (DDP)	\$6.95
FLASH FACTS: VOCABULATOR (DDP)	\$6.95
FONTPOWER	\$14.95
LABEL MAKER DELUXE (DISK)	\$9.95
LABEL WORKS, THE	\$24.95
MR. T LIBRARY	\$10.95
PRINT WORKS, THE	\$27.95
RECIPE FILER (DDP)	\$10.95
SMARTLETTERS & FORMS (DDP)	\$9.95
SMARTLOGO (DDP)	\$21.95
SMARTTERM V1.2	\$15.95
SNAPSHOTS VOL. I	\$10.95
SNAPSHOTS VOL. II	\$10.95
SPRITEMASTER	\$18.95
SPRITEPOWER	\$15.95
SUPERBASIC PLUS	\$9.95
VIDEOTUNES	\$21.95

GRAPHIC DESIGN

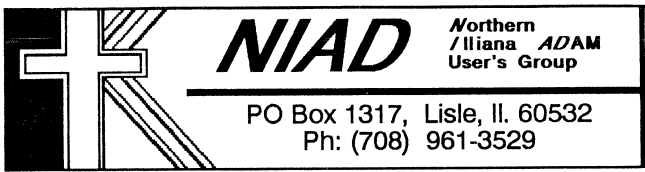
CLIPPER	\$15.95
CLIP-ART VOLUME I	\$12.95
CLIP-ART VOLUME II	\$12.95
GRAPHIXPAINTER	\$19.95
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PAINTMASTER (DDP)	\$22.95
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DDP**

- **SmartBASIC BNDV # 1 - 35:** 35 volumes containing assorted SmartBASIC entertainment, application, patch and misc. programs. Documentation included on most of the volumes in SmartWRITER files.
- **SmartBASIC UTILITIES UNDV # 1 - 2:** 2 volumes containing SmartBASIC utility programs such as file copiers, backup utilities, etc. Documentation included on each volume in SmartWRITER files.
- **SmartLOGO LNDV # 1 - 5:** 5 volumes containing SmartLOGO entertainment, music, graphic and misc. programs. SmartLOGO is required. Documentation included on each volume in SmartWRITER files
- **ADAMCALC ANDV # 1 - 4:** 3 volumes containing ADAMCALC spreadsheet formulas as well as instructionals which aid in using the vast amount of ADAMCALC's features.
- **CP/M 2.2 CNDV # 1 - 54:** 54 volumes containing CP/M 2.2 utility, application, games, interpreters and many more misc. programs. CP/M 2.2 is required to use these volumes.
- **PD SIGNS SNDV # 1 - 2:** 2 volumes of graphic files for use with either SignSHOP or NewsMAKER by Strategic Software, INC.
- **PINBALL GAMES PNDV # 1 - 2:** 2 volumes of pinball games that are for use with the PINBALL CONSTRUCTION SET program by Coleco.
- **VIDEOTUNES SONGS VNDV # 1 - 2:** 2 volumes containing 34 songs files each that are for use with VideoTUNES by FutureVision.
- **SOLO ADVENTURE PACK VOL. #2 - 3:** 2 volumes of solo-adventures for use with MAGE QUEST by Reedy Software. These additional solo-adventures contain the largest levels ever created.
- **RLE PICS VOL. # 1 - 4:** 4 volumes of RLE picture files which can be viewed in SmartBASIC V1.0 by the included CBPIC program. These RLE picture files may also be viewed with PowerPAINT by Digital Express.
- **REEDY ART GALLERY VOL. # 1 - 2:** 2 volumes of 13 SmartPAINT format picture files. Can be loaded in SmartBASIC V1.0, PowerPAINT and other programs which support the SmartPAINT picture format.
- **N & B PIX VOL. # 1 - 18:** 18 volumes of SmartPAINT format picture files. Each volume contains 13 picture files which can be loaded into PowerPAINT and other programs which support the SmartPAINT format.
- **PAINTMATES VOL. # 1 - 11:** 11 volumes of clip-art, sprite and font files for use with PowerPAINT and other programs which can load clip-art files, sprite sets and font sets.
- **PAINTFORMS VOL. # 1 - 3:** 3 volumes of assorted letterheads, labels and miscellaneous graphic files for use with PowerPAINT.
- **PINBALL CONSTRUCTION SET / HARD HAT MACK:** Two great games combined in one package. This is a new bug free version with 2 demo pinball games. Add \$2.00 for 40 page manual.
- **SUPER SUB-ROC:** This is the supergame version of the cartridge and is tremendous. Hall of Fame option included.
- **TROLL'S TALE:** This is a children's adventure game with graphics, but is very challenging. This game was created by Sierra On-Line, a leader in educational software.
- **JEOPARDY:** Coleco's version of the game show, fabulous game with great graphics, multi-player capability, load/save games, Hall of Fame.
- **ADAM DIAGNOSTIC:** Coleco cartridge for testing the components of the ADAM, requires a memory expander.
- **ADAMLINK II:** Advanced telecomm. software with all the features of ADAMLINK I and the added ability to up & download ASCII files.
- **SmartBASIC V1.0:** Replacement on DDP or DISK.
- **SmartBASIC V2.0:** Extended version of SmartBASIC V1.0 (49K), memory expander access, SmartWRITER documentation file included. Not completely compatible with V1.0.
- **EOS DISK MANAGER:** Replacement on DDP or DISK.
- **CABBAGE PATCH KIDS ADV. IN THE PARK:** Modified version of the cartridge with better graphics and added obstacles.
- **DATA & DISK DRIVE SPEEDCHECK:** Check drive speeds to assure the proper operation of the read / write heads.
- **ADAM UTILITIES:** Coleco In-House utilities and demo programs. 64K required for some of the system tester utilities.
- **SUPER FRONT LINE DEMO:** Never finished supergame of the cartridge version. Runs through two demo screens with sound.

- **MACADAM:** Auto-booting Z80/EOS Assembler written in machine code for the intermediate to advanced machine code programmers. Documentation included in SmartWRITER files.
- **MARKET MONITOR:** Management system for the personal investor. SmartWRITER documentation files included.
- **TAX PLANNER:** Creates a clearer and more complete picture of your tax situation. SmartWRITER documentation files included.
- **TEMPLE OF APSHAI Revision 2:** Role playing text adventure with graphics. Disk and DDP not compatible. No documentation.
- **FALL GUY / VIDEO HUSTLER:** Unreleased cartridges: driving simulation and a pool game.
- **YOKE'S ON YOU / MATH WIZ:** Unreleased cartridges: help the chicken collect her eggs and math skills arcade builder.
- **NIAD BACK ISSUE INDEX:** SmartFILER database detailing the contents of past NIAD Newsletters.
- **UKAS MINI-REVIEWS:** SmartFILER database with mini-descriptions of hundreds of software and hardware titles.
- **ADAM SUPPORT DIRECTORY:** SmartFILER database containing names, addresses, etc. of numerous ADAM support firms. Some old!
- **SP-1 CUSTOM PRINTER SOFTWARE:** Take advantage of your parallel printer's features through SmartWRITER. Specify printer.
- **A-CHESS (SARGON):** Great graphic chess game. Includes documentation file on how to use.
- **THE ANIMATOR:** Sprite development package for Basic V2.0. Some bugs in the program.
- **FRENCH BASIC:** Great modification of SmartBASIC V1.0 with demos. Must have version for the serious SmartBASIC programmer.
- **SmartBASIC V2.1:** Great modification of SmartBASIC V2.0 that adds macros for certain string inputs.
- **SmartBASIC V2.0 40:** 40 column text in STD MEM and EXT MEM modes. No longer do you have to deal with only 31 columns.
- **AUSTRALIAN SmartBASIC:** SmartBASIC V1.0 with SmartKEY display of some of the most often used SmartBASIC commands.
- **STRATEGIC SOFTWARE PRINTER PATCHES:** Dot matrix printer patches for SignSHOP, NewsMAKER.
- **MULTIWRITE PATCHES:** Great enhancements for Strategic Software's MultiWRITE Word Processor.
- **daVINCI:** Great graphic design utility from France. SmartBASIC utility included to convert daVINCI picture files into GraphixPAINTER files which can be loaded by PowerPAINT. (DISK ONLY)
- **X-10 SOFTWARE:** Home appliance control/security system. Requires a Serial Interface, Cable and the X-10 hardware.
- **COLECO PRESENTS: SOFTWARE:** Database containing lists of planned Coleco software for the ADAM. DDP only.
- **COLECO GAME COPY:** Coleco cartridge copy utility and media backup utility roled into one program.
- **5 SCREEN DONKEY KONG JR.:** Super Donkey Kong Jr. with an additional 5 play level, MARIO'S BAKERY.
- **SHAPEMAKER:** Great SmartBASIC V1.0 utilities for creating shapes and placing text on the HGR or HGR2 screen, includes DOC files.
- **COLECO GRAPHICS PROCESSOR:** Coleco's graphics design utility which they used to create graphics for their cartridges & supergames.
- **C.G.P. PIC VOL. 1:** Various pictures files for use with the Coleco Graphics Processor listed above.
- **GRAPHICS CONVERTER:** Two SmartBASIC programs which will convert daVINCI and C.G.P. picture files to GraphixPAINTER format.
- **M.A.S.H.:** Unreleased cartridge game developed by CBS Software. Help the M.A.S.H. characters perform their job properly.
- **SUPER COBRA:** Helicopter arcade action game in which it is your job to destroy the enemy ground installations.

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" 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

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