

NIAD

Northern
/ Iliana ADAM
User's Group

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Continuing our study of the Gospel of John, chapter 2.

On the third day there was a marriage at Cana in Galilee, and the mother of Jesus was there; ²Jesus also was invited to the marriage, with his disciples. ³When the wine failed, the mother of Jesus said to him, "They have no wine." ⁴And Jesus said to her, "O woman, what have you to do with me? My hour has not yet come." ⁵His mother said to the servants, "do whatever he tells you." ⁶Now six stone jars were standing there, for the Jewish rites of purification, each holding twenty or thirty gallons. ⁷Jesus said to them, "Fill the jars with water." And they filled them up to the brim. ⁸He said to them, "Now draw some out, and take it to the steward of the feast." So they took it, ⁹When the steward of the feast tasted the water now become wine, and did not know where it came from (though the servants who had drawn the water knew), the steward of the feast called the bridegroom ¹⁰and said to him, "Every man serves the good wine first; and when men have drunk freely, then the poor wine; but you have kept the good wine until now." ¹¹This, the first of his signs, Jesus did at Cana in Galilee, and manifested his glory; and his disciples believed in him.

¹²After this he went down to Capernaum, with his mother and his brother and his disciples, and there they stayed for a few days.

¹³The Passover of the Jews was at hand, and Jesus went up to Jerusalem. ¹⁴In the temple he found those who were ³selling oxen and sheep and pigeons, and the money-changes at their business. ¹⁵And making a whip of cords, he drove them all, with the sheep and oxen, out of the temple; and he poured out the coins of the money-changers and overturned their tables. ¹⁶And he told those who sold the pigeons, "Take these things away; you shall not make my Father's house a house of trade." ¹⁷His disciples remembered that it was written, "Zeal for thy house will consume me." ¹⁸The Jews then said to him, "What sign have you to show us for doing this?" ¹⁹Jesus answered them, "Destroy this temple, and in three days I will raise it up." ²⁰The Jews then said, "It has taken forty-six years to build this temple, and will you raise it up in three days?" ²¹But he spoke of the temple of his body. ²²When therefore he was raised from the dead, his disciples remembered that he had said this; and they believed the scripture and the word which Jesus had spoken.

The turning of water into wine was the first of Jesus' miracles that is recorded in the Bible, or other ancient history books. It is known by most children from early Sunday school lessons.

I often wondered why this miracle was recorded in the Bible since it was not of great significance when compared with Jesus' other miracles of healing, etc. Is it just because it was his first miracle or is there some other significance? I believe it is the later.

Each of Jesus' miracles was done for a specific purpose and to teach us about an aspect of God's kingdom, the plan of salvation or one of His qualities. We will see this as we progress through the Gospel of John. Read verse 2:11, this miracle helped "... his disciples believe in him."

You see, as Jesus went about teaching, the miracles were used to amplify his verbal explanations in much the same way he used parables to help people understand his teachings. This is not to say that the miracles done by God through Jesus weren't practical - God's compassion for his children was the motivation for the 1000's of healings accomplished during the three years of Jesus' ministry. However, the timing of these miracles was used to make people aware of Jesus and add credibility to his teachings.

The recount of this miracle is interesting. It first shows that Jesus' mother Mary knew there was something special about her son in that she expected him to somehow correct the problem of running out of wine - she must of known that Jesus could perform some miracle because she asked him to and then went away, probably confident that the problem would be taken care of. This was a very embarrassing situation, especially in a culture where hospitality is so important.

The second interesting thing is how Jesus performed the miracle. Mary told the servants to do whatever Jesus instructed (how did she know Jesus would even need the servants?). Jesus certainly could of just filled the current wine containers back up, but he chose to have different containers first filled with water, which he then turned to wine! Why didn't he just fill them with wine? I think Jesus was showing the creative power of God - the ability to take something ordinary and turn it into something special. (continued on page 2)

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N.I.A.D. PROCEDURES



→ N.I.A.D. is published monthly except for the months of December/January and July/August, which are combined issues by the Northern Illinois ADAM User's Group. Individual issues may be purchased for the current month or a backissue for \$2.00. The February issue of N.I.A.D. is the 61st issue published by N.I.A.D., there are 60 preceding issues. When ordering backissues, please specify the issue number and month.

→ 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-Addresses 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. N.I.A.D. reserves the right to not advertise certain products.

→ If **0290** 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 developers to submit their programs for us to evaluate for possible commercial sale. Send in your products for us to test and to review in the newsletter. N.I.A.D. offers a 50/50 split of the sale price on all 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. If you need directions getting here, just give us a call.

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):

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.



(continued from front page)

Remember Genesis, God made Adam from the dust, not out of thin air. This is what God can do for each of us - take a human being who has made mistakes of various degrees and **turn him into a new, sinless child of God through the miracle of salvation.** This is the significance of the water to wine miracle - making something new and special out of something plain and ordinary. **God can do this miracle for you as well if you ask him!**

The cleansing of the temple is also a well known story and represents one of the few times we read of Jesus' anger. Jesus is correctly portrayed as a kind and gentle person, with great compassion and understanding of others. Here, however, he borderlines on being violent - why? The Jewish temple was the equivalent of the main church of God in Israel. It was a place where the Jews went to worship, pray and make sacrifices to God. It was God's house, just as every church is today. Jesus was outraged because people were exploiting the temple grounds to make money by selling the animals used for sacrifices. This says something to all of us, Church should have as its priority the worship of God.

God bless you all.

Happy "Almost Spring" to all of you !! I hope all of you have had the great, mild winter that we have had here in the Chicago area. This makes two mild winters in a row - I can't believe it, but will take it any time ! Chicago can be real mean in January and February.

We here at NIAD are working hard to continue to bring you the best in ADAM news and information. This month's issue is again jam packed full of great new information that we hope you find useful and informative. By the way, if you want to see something different in the newsletter or don't feel we are covering subjects of interest to you, please do us and your fellow NIAD members a favor and write us with your suggestions and ideas. We want to give you what you need, but can't if you don't tell us !

I want to let you local ADAMites know that our monthly meetings here at the store in Lisle are a great way to learn more about your ADAM and meet other NIAD members. We are changing the format of the meetings at the suggestion of our attendees to focus each meeting on providing training on some of the key software programs - SMARTWRITER, SPEEDYWRITE, SMARTFILER, ADAMCALC, etc. This will be a great way to learn how to make more use of your ADAM and have fun doing it. See page 1 for the dates of the meetings. Call us if you are new and need directions on how to get here.

By the way, thanks to Milton Bradley, who are now providing customer service for the ADAM and Colecovision, we have many new members - welcome to NIAD all of you !

WHERE IS GODOS ? This is a question that we get from many of you older members, many of whom have purchased this phantom product. My honest, best guess answer is "I DON'T KNOW". This is unfortunately true. Based on some recent input, I would say that GODOS is not a new operating system as advertised, but rather a greatly enhanced BASIC interpreter. Based on what I've seen and heard, this GODOS BASIC is fantastic, but it is BASIC. GODOS has been constantly delayed for one reason or another - I say **"So, release GODOS NOW!"** You owe this product, with whatever limitations, to those who purchased it.

Once again, I am way behind schedule in getting this newsletter completed and into your hands. I apologize for being so late with this issue and hope to get back on track with the March issue. I started out putting together this issue back in the middle of January and thought I would have this issue ready by the first week of February, but to no avail. Here we are entering the last week of February and I am just now writing this editorial.

This all steams from a syndrome which is becoming very common all over North America and for that matter, the world, known as being a "Coach Potato!" I think I have seen every movie which has been on cable the past two months twice. Frightening thought, isn't it, to become so lazy as to sit and watch a movie, not once, but twice! And my biggest challenge still lies ahead of me in that the beginning of the month of March will usher in a whole new lineup of movies on the cable stations. Dread the thought, but once again my attention, and many hours, will be devoted to sitting in front of a television instead of in front of a monitor learning all kinds of wonderful things about the computer systems that I own. Just when you think you have licked the coach potato syndrome by seeing every new movie premiere, all the college and pro sports action starts to heat up and your watching tape delayed games into the wee hours of the night! Lucky for me I have room next to my systems to place a television set so I can work on the computers at the same time I watch those great new movies and exciting basketball and hockey games. Anyone have a sure fire cure?

Onto better, and more sane matters, THE ADAM. It looks very bright for the ADAM now that many of the announced hardware add-ons have finally made it to the market or are just about ready to hit the market. The POWERMATE has been available for about a month now and early reports are very inspiring about the performance of this hard drive turnkey system. The ADAM IMAGE MAKER is due out very shortly and if it performs as advertised, we ADAMites are going to be in for some truly outstanding graphics products which will be used in conjunction with the A.I.M. (current software will operate as it does now unless it is patched to recognize and utilize the A.I.M.'s features). The DYNAMITE SOUND DIGITIZER and SMARTCLOCK hardware have been ready to go for sometime now, but the software has been dramatically upgraded since I saw it in Florida. We should have reviews of these two products ready for the March issue if all goes well.

As far as software goes, more and more people seem to be taking up the challenge of programming commercial software for the ADAM. Although many of the titles are ho-hum, it seems that the number of good titles are starting to out-weigh the bad ones. Something that couldn't be said back in '85 and '86. It is really a good sign to see this turn around in the release of more high quality and comprehensive software packages and I hope this trend continues on for years to come. There will always be software packages released which are not worthy of commercial sale, but this is a problem with all computers, not just the ADAM. What you, the consumer, have to do then is carefully study software reviews and decide if a product is for you or not. Don't be afraid to call up and asks questions either, sometimes this is the best way to find out whether a program is for you or not.

The last tid-bit I would like to pass onto to you hear is that we failed to inform you that the new public domain title, "COLECO GRAPHICS PROCESSOR", also known as "PROJECT NAME BY LINE", requires a 64K memory expander in order to work. I apologize for the oversight, but have grown so accustomed to the memory expanders being in our systems, that I never bothered trying to load C.G.P. without one.



NIAD NEWS & UPDATES

→ Contrary to reports in a few ADAM newsletters, N.I.A.D. does accept non-member orders for any of the vast amount of products we have available for the ADAM. However, if you are a member of N.I.A.D., then you will save money due to the member discount pricing. We have accepted non-member orders for a couple years now and will continue to supply any ADAM owners with products and services.

→ New word from Oasive Pensive Abacutors slates the release of the **ADAM IMAGE MAKER** at the end of February or beginning of March. The unit has a video processor with 192K video memory and comes with a 3 button mouse. It also comes with demo software and an 80 column patch for CP/M, also a tutorial program for assembly language and SmartBASIC. The A.I.M., which plugs into the side expansion port, also comes with an RGB port as well as the ADAM Composite port and an analog device port for such possible additions as a light pen, digitizer, scanner or tablet. The color palette is a whopping 512 colors which can be further expanded. The A.I.M. has a suggested retail tag of \$250 Canadian, but no price is set for the American market yet.

→ Pitman Software has just released their fifth entertainment package for use on the ADAM called **BRAINSTORM**. This new game promises to be another super hit for Steve Pitman especially for the low price of only \$16.95. See our review on yet another amazing ADAM software addition by Steve Pitman.

→ The **POWERMATE HARD DRIVE** is readily available through Micro Innovations and also ADAM'S House. See part 1 of the review by Terry Fowler to get a better understanding of what this hard drive turnkey system can do for you. If you have further questions which need to be answered about the PowerMATE, please direct them to one of the above mentioned companies since we do not have a unit on hand yet: Micro Innovations - (703) 620-1372 or ADAM'S House - (713) 482-5040.

→ The **NEXUS BULLETIN BOARD SYSTEM**, operated by Sol Swift and Tony Patterson, is back on-line. This BBS was one of the busiest ADAM only boards back in it's hey days and is a blessing to have up and running again. To contact the NEXUS BBS dial: (601) 875-7146. The BBS operates at 300 or 1200 baud and you should set your parameters at 8-N-1. Hours of the BBS are 5 PM - 9 AM weekdays and 24 hours on the weekends. These times are were passed onto me, so they could be wrong.

→ L.O.F. Communications has available 12 different volumes of high resolution picture files for use with PowerPAINT. The volumes are broken up into SmartPAINT format files (\$3.99@) and PowerPAINT format files (\$4.99@). The PowerPAINT volumes contain three picture files which are each 80K long! L.O.F. also is offering a service in which you can send them any photograph and they will convert it over into a SmartPAINT or PowerPAINT format picture file.

L.O.F. COMMUNICATIONS
P.O. BOX 587
YORK, PA 17405-0587

→ Barry Wilson of the St. Louis AUG started the **ADAM NEWS NETWORK** last year as a way to help newsletter editors and BBS's obtain ADAM information. Barry created a distribution chain where he mails disks to several people, they each mail to several, etc. The distribution now reaches about 45 newsletters, user groups and BBS's. Barry is now offering the A.N.N. disks to individual ADAMites on a

subscription basis. Each month, at least 250K is distributed, usually on two disks. The cost is \$35 per year and shorter terms may be available. There is something for the novice and expert alike; articles, reviews, product information, programs, workshops, etc. If you want to know more contact:

ADAM NEWS NETWORK
c/o BARRY WILSON
12967 WEATHERFIELD DR.
ST. LOUIS, MO 63146

→ GJMG Enterprises has released **QUICKCOPY V5.0** into the public domain. What happened to V4.0? Not quite sure, but V5.0 sounds tremendous with such features as any size memory expander recognized, disk drive support of the 160K, 320K and 720K formats and also the added capability to setup a ramdisk to copy programs to and boot off. Quickcopy V5.0 will also perform the same functions which made it one of the best selling utility programs over the years (file copy and block copy). As soon as we receive a copy, we will have a review for you.

→ M.W. RUTH CO. has recently informed us that they have moved from their previous offices and are now located at a different address. The phone number, however, remains the same at (609) 667-2526. They may also be reached through their fax number at (609) 678-5766. Ask for a catalog from them, they carry many products which we no longer support. To contact M.W. Ruth Co. through the mail, write to:

M.W. RUTH CO.
510 RHODE ISLAND AVE.
CHERRY HILL, NJ 08002

→ Another ADAM software dealer has been brought to our attention recently by it's founder, Richard A. Salvati. The name of the company is R & R Software and they deal mainly with public domain titles as well as specializing in locating hard to find Coleco titles. If you are interested in the products which are available through R & R Software, send a SASE to them. Also, if you are looking for some specific Coleco titles, let them know which one(s) so that they may notify you of the status.

R & R SOFTWARE
P.O. BOX 2081
HANOVER, MA 02339

→ Arrangements for ADAMCON 02 are already starting up. The planned site for the second (ANNUAL?) ADAM Convention is Toronto during the middle to end of August. Already elected to help setup this convention is Terry Cairns. If you are interested in finding out more details of the on-goings, you can find the most up-to-date information on Terry Cairns' bulletin board system:

TAPPS MUSIC BBS

SYSOP: Terry Cairns
HOURS: 9 PM to 8 AM Weekdays, 24 hours on Weekends
PARMS: 7-E-1 at 300 or 1200 Baud
PHONE: (416) 741-4022

⇒ GoDOS with GoBASIC, has it been released? Will it ever make it to market? These are some of the questions which we have been fielding the last year and a half and unfortunately, we don't have an answer. Many planned release dates have come and gone while ADAMites patiently wait. I am sorry to say that we are no better informed than anyone else on the availability of GoDOS and therefor will have to recommend that any planned orders of this new operating system be put on hold until definite word is published in our newsletter or one of the other many fine ADAM publications. We can only sit and wait and hope that all goes well for Soloman Swift in completing this package.

⇒ If you are looking for hard to find cartridges, contact TeleGAMES USA. They have acquired the rights to many of the Colecovision titles and have been distributing them for years. TeleGAMES also has available cartridge titles on disk or ddp as well as a Colecovision compatible game system, The Personal Arcade System. Also, they are the only company in the world still developing cartridge games for our systems, not remakes of old games, but brand new titles. Word out of TeleGAMES has it that they are also working on some hardware projects. Contact them at:

TELEGAMES USA
ATTN: TERRY GRANTHAM
BOX 901
LANCASTER, TX 75146
(214) 227-7694

⇒ Vulcan Computer Buyer's Guide has relocated since the article we had by Faye Deere in the Dec/Jan issue. To receive information from this computer publication, which will be carrying ADAM related articles (page 71 of their first publication), write to:

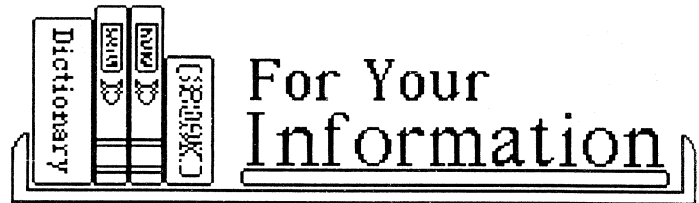
VULCAN PUBLICATIONS
COMPUTER BUYER'S GUIDE
c/o DOUG KILARSKI, EDITOR
#2 RIVERCHASE OFFICE PLAZA, SUITE #208
BIRMINGHAM, AL 35244
(800) 366-0676

⇒ A new source for ADAM hardware and supplies has been located on the west coast, ALLIED BUSINESS MACHINES, INC. They are said to carry as much or more products for the ADAM than American Design and at better prices. For more information on the products which are available through A.B.M. write to:

ALLIED BUSINESS MACHINES, INC.
c/o OTTO FULDE
9281 EARL ST.
LA MESA, CA 92042-1445
(619) 461-6361

⇒ No further news has been released about the long awaited release of TDOS V4.0. As soon as we have received a copy, we will let everyone know. Likewise for the Dynamite Sound Digitizer, software modifications are underway which will improve the sound quality tremendously.

⇒ We apologize for the long delay on some backordered items (IE: From Basics to Basic, Super Action Controllers, Driving Modules, PowerPAINT and ADAMCON 01 Video. We should have all these items out to those who have them on backorder by the time you read this. Also, on page 18 in the Product List, the ADAMCON 01 Video should have read "2 hour video tape", not "2 video tape".



EXTEND ADAM PRINTER RIBBON LIFE

Many times when your ADAM Printer Ribbon seems to be used up, if you look at the ribbon case, you will find that only about 1/2 of the ribbon has been used. This problem is caused by a spring located inside the ribbon cartridge. By inserting a knife blade or some other object at the seam along the top side of the cartridge you can pry the top off. Be careful as there are a few small parts that can fall out. Lift the spool on the left side as you load down into the cartridge and under it you will find a spring. This is the culprit. Gently spread the spring to reduce the tension and then replace the ribbon and top cover. Most of the time you will find that you have doubled your ribbon life. The spring is located under the right spool. Try this on a ribbon which you plan to replace.



SmartWRITER IS INCOMPLETE

As many of you have already found out, the SmartWRITER Word Processor was never completely finished by Coleco programmers due to the rush to get the ADAM on the market in time for the Christmas rush in 1983. Some of the more common bugs which are known are:

- 1) There is a 10 page limit for a document. Coleco never mentioned this fact in their manuals, but there is only enough free RAM to hold roughly 10 pages of text. Be careful, the system tends to lock-up.
- 2) Disk Drive 2 (drive D) can not be recognized by the ADAM in SmartWRITER since the routine to access the second disk drive was never implemented in the program.
- 3) Accidentally pressing the 'UNDO' and 'BACKSPACE' keys at the same time will sometimes lock-up the system.
- 4) Continuously saving a file to the same disk or ddp under the same name can and will sooner or later cause the system to garble the directory of the media, therefore causing you to lose access to all the files on the media permanently. To avoid this problem, save the new edited file under a different name.
- 5) To check the Revision number of the motherboard in the Memory Console, turn on the system and press the 'CONTROL' and 'R' simultaneously. A new SmartKEY will be displayed, if the contents of the SmartKEY are R-80, you have the most current board revision and SmartWRITER ROM chip. If the SmartKEY contains R-79, R-59 or anything lower than R-80, you have the old board revision and old SmartWRITER ROM chip, which contains many more bugs. To upgrade the motherboard in the Memory Console, contact either ADAM'S HOUSE or KOSOWSKY'S ADAM REPAIR.
- 6) Remember, always keep a backup copy of all your important files on a separate media. We say this over and over and still people call up asking if we can repair damaged media. Sometimes we can!



BASIC HARDWARE OPTIONS

by Jim Notini



So, you have an ADAM Family Computer System and you want to add to this great little systems capabilities. You have been thinking of upgrading certain aspects of the system, but don't now wear to start! Don't be concerned, you're in the same boat as many other ADAM owners around the country and for that matter, around the world. First things first, you have to sit down and plan carefully what you wish to do with your ADAM as you would have to do with any other system, because the addition of hardware options is more costly than software. More importantly, there is always the possibility that you could outgrow certain hardware items as your level of computer expertise grows. Luckily for us ADAM owners, the hardware market is not flooded with different devices as say an IBM market which can, in effect, offer hundreds of similar hardware products (a nightmare to say the least when trying to decide what product is the best). I, for one, am the type who likes to make his own decisions when it comes to any computer related purchase and with the ADAM, the choices are tremendously simpler.

Probably the most required addition to the ADAM is a memory expander, but what size memory expander will you require is the major question. The 64K Memory Expander has been available for almost as long as the ADAM and generally is considered as the standard amongst expander boards. With a 64K Memory Expander installed into Slot #3, the user is afforded far greater luxury in using SmartWRITER (25 pages of text can be held in memory versus only 10 without), ADAMCalc uses the expander as a print buffer which will free up the computer almost instantaneously after pressing the print SmartKEY, CP/M 2.2 will setup the expander as a ramdrive (drive M:). Where the memory expander will truly be utilized is in the use of third party software, such as Walters Software Co.'s set of ramdisk packages (SmartDSK I, SmartDSK II, SmartDSK III and SmartDSK Cart), Digital Express' ramdisk and graphic design programs (PowerPAINT, SwiftDISK, TurboDISK, MegaDISK, etc.) along with the much anticipated release of their graphic-oriented DOS system known as GoDOS, White Software's SpeedyWRITE Spell for use with SpeedyWRITE V2.0 and not to forget all those tremendous entertainment packages developed by Pitman Software and Digital Express which require a memory expander to operate.

The 64K expander will perform admirably, but for those who plan on heavy use of such programs as PowerPAINT, SmartDSK(s) and CP/M, a 256K memory



expander would be the wiser choice. Currently, there is only one 256K expander available, the MegaRAM Expandable Memory Board from E&T Software, so this makes your decision a whole lot easier. The MegaRAM comes standard with 256K on board with 3 open sockets which can be used to add additional 256K SIP modules as your needs grow (starts at 256K and grows in increments of 256K to 512K, 768K and finally 1024K, a whopping 1 MEG!). The advantage to a 256K expander is mainly realized with utility programs the likes of File Manager V2.0 which recognizes any size expander and sets up the copy buffer accordingly. With a 256K expander, the user has a copy buffer of 282K, therefore making copying a ddp or 160K diskette a single pass ordeal. In PowerPAINT, your workspace area grows from 4 cells (half of a 8 1/2 x 11 sheet of paper) with a 64K to 8 cells (full page) along with giving the user roughly 160K for a ramdisk. Some other great features that you will find in a lot of the newer software releases

like Temple of the Snow Dragon, The Vase of Turr and The PrintWORKS, is the ability to copy the program onto the large expander and run the program entirely from the ramdisk. This option speeds up load time over a disk drive tremendously and just imagine what that will mean for those of you who are still using data drives! Once again, the option is yours, you have to figure out what you will be using your ADAM for over the next few years. A 64K board is sufficient for most purposes and a 256K board is truly a dream to own. Anything over 256K might be a bit of a waist right now, so if you do go with the MegaRAM, start with the 256K version, and if more memory hungry and powerful software programs come out in the future, simply buy another SIP and plug it in to double the size of your expander to 512K! An added note on the 256K expander is the fact that either an addressor card or a parallel interface is a required addition also. This is so because when the ADAM was designed, a 256K expander was unheard of, therefore your ADAM will only recognize the 256K board as a 64K board without a lead wire running from the MegaRAM and connected to the addressor card or parallel interface in Slot #2. This leads us into our second possible hardware addition, but first you have to decide if you will later be adding a dot matrix printer, if not, an addressor card is all you need. If you are unsure right now, then go with a parallel interface since it costs only \$20 more than the addressor card.

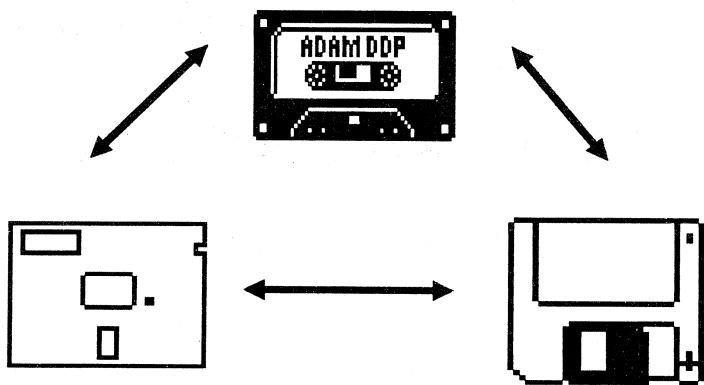


Just about every ADAM owner received the SmartWRITER Daisy Wheel Printer with their system and as we soon found out, the printer was great for letter quality output (probably one of the best selling points of any computer system ever developed), but also has many drawbacks. The two major drawbacks are slow print speed and the noise level when printing, especially when printing long documents. Another drawback was the inability to print out high resolution pictures. These inabilities were quickly realized by many users and have since been overcome by the addition of a parallel interface and cable, which allows the user to add a high speed Dot Matrix Printer to their system. Not only does a dot matrix printer allow for the printing of high resolution pictures through the use of such program as PowerPAINT and The PrintWORKS, but you may also use it with just about every piece of ADAM software that outputs to the SmartWRITER printer through the use of an included software patch program called EASY PRINTER PATCH by Walters Software Co. For overall value, I would have to recommend the Panasonic KX-P1180i. This dot matrix printer offers print speeds of 192 Characters Per Second in standard draft mode and 38 CPS in Near Letter Quality mode, a far cry from the SmartWRITER's 2 CPS! The 1180i module has quickly risen to the top of the low end DMP printer market mainly due to its low cost and numerous built in print styles which can be selected from an option panel on the front of the printer.

You may be saying, "Why should I throw 200 or so dollars into this printer for use on the ADAM?," but a DMP is not only for use on the ADAM. If you latter upgrade or add another computer system, you can use this printer on that machine also with, in most instances, the

additional purchase of only a parallel cable. With the advent of SpeedyWRITE V2.0, the ADAM's word-processing powers were truly realized through the ability to imbed print codes to change the print style of certain text. This can only be done using a DMP and really adds to your documents professional look. For overall compatibility with existing ADAM software, value and performance, I strongly recommend the Panasonic KX-P1180i. This is a solid machine and Panasonic is one of the most reputable companies around. Not only will you have the added security of knowing there is a Panasonic repair shop only minutes from your house, but also the problem of finding ADAM replacement ribbons will be something of the past. Panasonic ribbons are carried in virtually any computer or office supply store, something that can't be said about the ADAM Diablo Hytype I Film ribbon which can only be purchased through one of the many ADAM dealers and groups.

The purchase of a DMP also brings about another hardware question, "Do I leave my ADAM Printer hooked up to power my system?". To this question I strongly say "NO, buy an additional power supply and store your ADAM Printer away!". I say this for many reasons, the most obvious being that you should avoid wear and tear as much as possible on your computer equipment. If you decide to power your system with the ADAM Printer still, you will only decrease the life expectancy of that printer and who knows when you might want to have a letter quality document for some special occasion. Also, the ADAM Printer causes quite a bit of over-heating problems which will cause the system to lock-up! We have all experienced this problem at one time or another and we all know it is no fun losing hours of work due to this over-heating problem. So why take the chance, buy a power supply as soon as possible. When you need to print something out on the ADAM Printer, pull it out, plug it in, print out your document and then hook your power supply back up. This goes for owners of a DMP as well as those who only own an ADAM Printer.



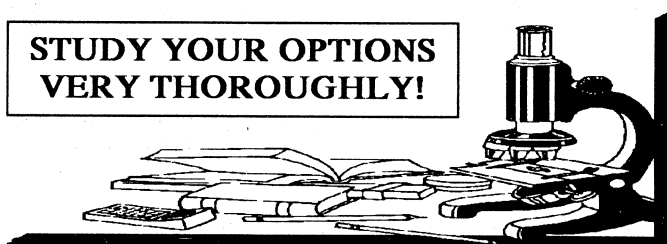
Storage units have always been a major part of any users upgrades to a system. The ADAM was supplied with what is called a Digital Data Drive, which resembles an audio cassette deck, but operates many times faster and more reliable than the cassette decks used on older computer systems. Although these data drives are more reliable, they are still very slow and tapes are tapes. The more you use them, the more wear and tear takes it's toll until a bad block develops, the tape gets eaten or the tape just snaps. If do not have the money to upgrade to a disk drive, you better be making backup copies of every piece of important software, because sooner or later either your data drive will malfunction or the data pack will wear out. Data Drives and tapes are easily replaced with new ones, but your hard work will not be as easily replaced. For those who do have the money to burn, a disk drive (standard size is 5 1/4" 160K) will in all likelihood be the most welcome hardware addition to their system. Not only does a disk drive operate over 100 times faster than a data drive, but they are tremendously more reliable. Also, disks are disks are disks, you can go into any computer

store and buy disks for use with the ADAM Disk Drive. All that will be required is that you format the disk using the included Disk Manager program or one of the many programs which will format disks for use on the ADAM. Disks can generally be found at a price of 30 cents each or higher, a considerable difference over paying \$2 each for data packs, so over the long haul a disk drive could end up saving you money and will definitely cut down on the number of headaches inflicted by using data drives.

One question that arises when looking to purchase a disk drive is which size should I go with. To start, your best option is to either go with a 5 1/4" 160K Single-sided or a 5 1/4" 320K Double-sided drive. I say this mainly because all software programs are only available on data pack or 5 1/4" disks. If you jump right to a 3 1/2" 720K disk drive, you will have to buy all your software on data pack and then copy the data pack over to a 3 1/2" disk. Overall, the 5 1/4" 320K drive might be the best option here since it will provide for double the storage of a 160K drive using the same disks, the 5 1/4" 320K drive also operates faster in reading and writing time then the 160K drive and most importantly, the mechanics which are used in the drive are easily purchased through computer stores and warehouses if anything should go wrong with it. Consider the 3 1/2" 720K drive as a second disk drive and a luxury to own. Myself, if I had to give up one of my disk drives, I would give up the 160K drive and keep the 320K and 720K drives. The 3 1/2" disks are very durable (enclosed in a hard plastic casing) and also come equipped with a write-protect slide switch. Cover up the exposed hole and you can write to the disk, slide the switch so that you can see through the hole and you can't write to the disk, a lot easier than having to place write protect tabs over the notch on 5 1/4" disks to prevent the accidental erasure or writing of data to the disk. Also, another consideration of the 3 1/2" 720K drive is the increased price of 3 1/2" disks, which can be found for roughly 50 cents each or higher. However, you can store considerable more on a 3 1/2" disk, so in all actuality the 3 1/2" drive will save you money.

In conclusion, plan your hardware purchases thoroughly. Figure out what your needs are or will be and then make a decision on what to purchase. Your ADAM system was built to accept expansion easily and it does so. Software packages are available to take advantage of all the mentioned products and will continue to be developed, so these hardware products will continue to be strongly supported. Next month, I will continue on into the world of ADAM hardware add-ons covering internal and external modems that cover the baud spectrum of 300 up to 2400, the addition of a monitor to the ADAM versus using a television, the addition of a hard drive as well as hardware, MegaCopy, that will allow the ADAM owner to make their own ADAM digital data packs out of ordinary audio cassettes. If you have any questions or reservations about a hardware product, please feel free to give me a call at NIAD anytime Monday through Friday from 11 AM until 7 PM and I will do my best to answer any questions. One final note on Basic Hardware Options, it is a good idea to purchase spare ADAM components such as; a keyboard, digital data drive, ribbons, print wheels, ADAMnet cables and money permitting, an additional memory console. You never know when your system might malfunction and it always seems to happen at the most inopportune time! The addition of added ADAM computer parts will give you added security and as has been pointed out by many of our members, a second system is great to have for the kids who seem to always want to use the system when you have important work to get done.

**STUDY YOUR OPTIONS
VERY THOROUGHLY!**



CONQUERING THE DALARK CHALLENGE

by Tony Patterson

THE SAGE MUMBLES

The Temple of the Snow Dragon and the Dalark Trilogy were conceived as a disk based graphic-text adventure series. A Data Pack version was developed due to popular demand and is just as full featured as the disk based version plus neither version requires the use of a memory expander, but the DDP version is slower due to the media access time involved. The series was designed to start off as a beginner level adventure (TEMPLE) and progress into an intermediate level adventure by the last installment. After " TEMPLE " and " PIT " will come the " SHRINE of TAMCHAL " and " DARK OVERLORD, The Final Confrontation ". I am sorry for the long delay on the PIT of RESHUS (this has been an eventful year for me), but I am in hopes that you will be very happy with the finished product. " PIT " should be finished very soon.

The TEMPLE of the SNOW DRAGON has been available for over a year now. It was a huge success, both in sales and in the number of favorable comments. Many of the more experienced gamers have solved it's mysteries. However, many more of the less experienced are still wandering around the great halls. That is the reason for this article, to give a hand to those who ARE fighting bravely, ARE filled with courage, ARE striving valiantly and most of all... ARE at the point where they feel they are stumped. So dig out your copy of TEMPLE (or your backup if you destroyed the original in frustration), dust it off, remove all traces of coffee stains or cigarette ashes and come along with me...

On this page I will try to prod you down the path to victory. The NEXT PAGE contains a map to the TEMPLE at the top and some very specific details on how to solve many of the most challenging puzzles that the game has to offer down at the bottom. This way you can determine yourself just how much help you need in your quest to retrieve a viable egg from the lair of the fierce Snow Dragon. Now... onward with some good hints involving every major obstacle.

THE LOCKED DOORS

There are two doors that are locked within the TEMPLE. One is the western most door of the Priests Room and the other is the southern most door of the Oracle Room. The key for the door in the Priests Room may be found in the lair of the evil wizard Mondrel, but may not be retrieved as long as Mondrel is there. The other key can be found in the room with the fallen ceiling which can only be accessed by getting through the first locked door.

THE WIZARD MONDREL

As you enter the evil lair of this fiend, you find him floating above the cold stone floor. His arms stretched out toward you as he mumbles some obscure chant. QUICKLY you must try to stop him before he can finish his evil spell. You must attempt to destroy him before you do anything else, or he will finish that spell and seal your doom. You could

hurl yourself upon him, but it might be wiser to find something else to throw. Perhaps some object or weapon that you have happened upon in your wanderings.

THE BOTTOMLESS PIT

The bottomless pit is situated between the Omen Taking Room and the southern Timbered Corridor. Traveling west from the Omen Taking Room will send you plunging forever (well almost forever) into the blackness. The only way to get past this obstacle is to find some method of getting over it. To do so will require some supplies, possibly found in the Supply Room. Remember, not everything that can be gotten will show up in the contents section of the screen. Some items will be hidden in the room graphics, but will still be retrievable.

THE HIDDEN ROOM

There is a grill in the center of the Dragon's Arena. Below this is a shallow pit where the waste of the arena can be swept and contained. There is a secret entrance to this room in one of the rooms adjoining the arena. The only way in is to pull yourself together and do something that by now you must consider to be the stupidest thing that you could do, think about it...

THE DRAGONS EGG

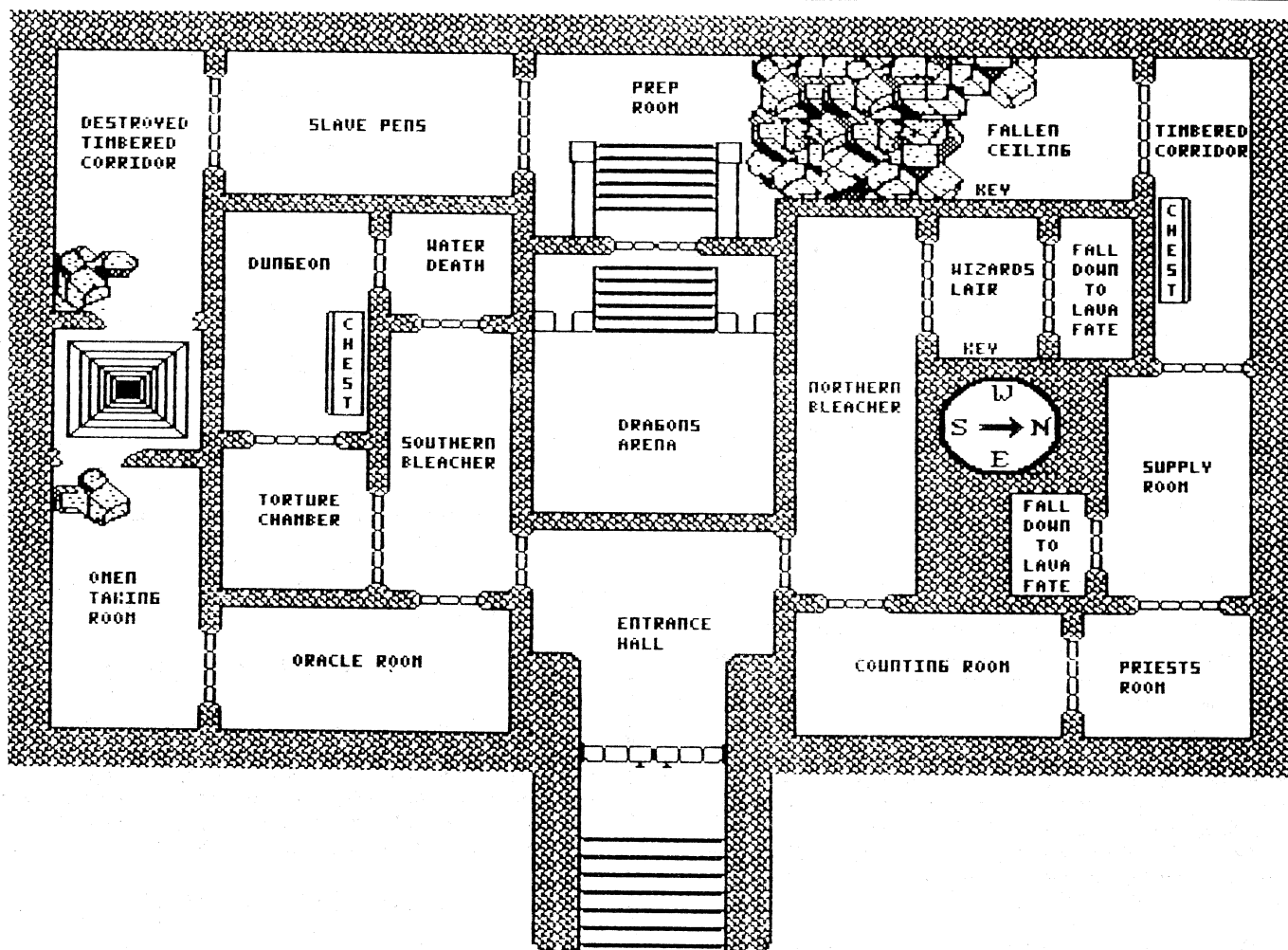
You must return with a viable egg of the Snow Dragon to have the materials necessary to construct a shield that you will need to fight the Dark Overlord. But what exactly does a dragons egg look like? Is it a beautiful golden sphere, or a small white oval shape, or is it a rather non-descript looking object? That is the true secret that must be uncovered within the TEMPLE. At first, only I knew what it looked like. Now a few more have hit upon it... but for the most part, we are not telling...

GOOD LUCK !!

DON'T FORGET that we will be happy to send out hints and try to help you out of your current problems for just a SASE and detailed letter about where you are and what has you stumped.

DIGITAL ADVENTURES
P.O. BOX 732
OCEAN SPRINGS, MS 39564

THE QUEST GOES ON.....



**TEMPLE of the SNOW DRAGON HINTS
READ AT YOUR OWN DISCRETION!**

THE WIZARD MONDREL

To get that nefarious fiend Mondrel out of your way so that you can get the silver key that is in his lair, you must throw the axe at him. This must be done as soon as you enter his room. As you come in, he is already casting a spell that will turn you to stone. If you dally or try to do anything else first, you've been had. As soon as you do this, Mondrel will disappear, never to bother you again... in this game anyway. Do not be surprised if he turns up yet again in another of the DALARK Trilogy.

THE HIDDEN ROOM

The Hidden or Under Room is situated directly under the Dragon's Arena. It is a stench filled place that is hard to get to, unless you know the secret. Throughout the TEMPLE, you have no doubt noticed that certain rooms have set into the wall a golden ring. You may have even pulled on these to see what would happen. In the Preparation Room (the room just before the Dragon's Arena with the golden staircase) is one of these rings. Pulling on it will open a secret stairway leading down and to the east, leaving you in the darkened foul smelling sewage pit.

THE BOTTOMLESS PIT

The bottomless pit is indeed one of the more formidable tests within the TEMPLE. To get past this obstacle you must find a way to get over it. In the Supply Room, on the shelves, you will find (in the graphics) a coil of rope. Typing "GET ROPE" will let you claim this handy helper. Now go back to the pit and type in "USE ROPE" or "THROW ROPE" and see what happens. Do not worry about the return trip because you can use it again whenever you need it.

THE DRAGON'S EGG

Ah... the dragon's egg. Such a noble quest for such an unknown object. But just what is it called? What does it look like? Surely you would not really want me to divulge this information publicly! Well, I will not do so, but if you are indeed at this point and give up... send me a SASE and a note requesting same and I will return the answer. But I will give you one more clue that has not been revealed before. If the dragon has been laying eggs and raising young, there should be several "eggs" or the remains of "eggs" lying around. What do you think? Give it some thought and see what you come up with.



USED & SWAP CORNER

⇒ Complete ADAM System with two digital data drives, SmartLOGO, CP/M and other miscellaneous programs. Also, many digital data packs that can be reused. Please contact me ASAP with a price if you are interested (by letter). I estimate about \$150.00 for the entire setup, but am open to negotiation seeing that I rarely use the system. Contact: John P. Kristek Jr. - 2018 Lake Ave. - Whiting, IN 46394.

⇒ New, never opened - original MARKET MONITOR program including instructions. Only 4 available for \$45.00 each. These will be collector items in the near future since so few were released. Contact: David Allen - 4551 Greenmeadow Blvd. - Beamsville, ONT., CAN. - (416) 563-8178.

⇒ Complete ADAM System installed with two data drives and 64K expander. 320K Disk Drive, lots and lots of software including SpeedyWRITE V2.0 & SW Spell, SmartDSK, CP/M 2.2, ADAMCalc and many games on either data pack or disk. This system was used for only one year by my son at the University of Michigan. Contact: Wayne R. Wissner, Magician - 582 Brooksboro Terrace - Nashville, TN 37217 - (615) 361-7566.

⇒ Expansion Module #3 ADAM System with ADAM Printer, 2 keyboards, 2 tape drives, blank data packs, controllers and miscellaneous software packages. If you are interested in purchasing the above system, please write or call me. Any reasonable offer will be considered. Contact: Anthony Dandola - 7 Lindabury Ave. - Bernardsville, NJ 07924 - (201) 204-9649.

PHONE ORDERS ONLY! USED COLECO CARTRIDGES

- BURGERTIME by Coleco\$15
- CABBAGE PATCH KIDS: ADV. IN THE PARK by Coleco.....\$10
- CABBAGE PATCH KIDS: PICTURE SHOW by Coleco.....\$10
- DECATHLON by Activision.....\$15
- DONKEY KONG JR. by Coleco\$10
- FACEMAKER by Spinnaker.....\$10
- FRENZY by Coleco.....\$15
- FORTUNE BUILDER by Coleco.....\$15
- GORF by Coleco\$10
- JUKEBOX by Spinnaker.....\$10
- LADY BUG by Coleco.....\$10
- LEARNING WITH LEEPER by Spinnaker\$10
- LOGIC LEVELS by Fisher Price.....\$10
- LOOPING by Coleco.....\$15
- OMEGA RACE by Coleco.....\$15
- PEPPER II by Coleco\$15
- POPEYE by Parker Brothers.....\$15
- Q*BERT by Parker Brothers\$15
- RIVER RAID by Activision\$10
- ROC'N ROPE by Coleco.....\$15
- ROCKY: SUPER ACTION BOXING by Coleco\$15
- SMURF RESCUE by Coleco.....\$10
- SPACE FURY by Coleco.....\$10
- TARZAN by Coleco\$20
- TUTANKHAM by Parker Brothers.....\$15
- VENTURE by Coleco\$10
- ZAXXON by Coleco.....\$10



PUBLIC DOMAIN WORKSHOP



FLASH FACTS: MUSIC STUDIES

This media is to be used for the serious study of music. Compiled by George Kuhns, the questions were inspired by his career as a U.S. Navy musician. In order to use the eight included files, you must have Electronic Flashcard Maker by Coleco. This media also contains a brief SmartWRITER documentation file on how to use this volume.

VIDEOTUNES SONGS VOL. 3

The third volume of song files for use with VideoTUNES by FutureVISION. All song files on this volume were created by George Kuhns, who also contributed the Flash Facts: Music Studies volume listed above. Included are 10 song files dealing with country and military songs: National Anthem, Honor March of Stars and Stripes, Hail Columbia, Eternal Father: Official Hymn of the U.S. Navy, Auld Lang Syne, Anchors Away, Hail to the Chief, Battle Hymn of the Republic, God Bless America and The Marine's Hymn. These are some great renditions of famous songs.

PAINTFORMS VOL. 4

The fourth volume in the series of PaintFORMS for use with PowerPAINT by Digital Express Inc. Included on this volume are 2 label forms, 1 letterhead, a four cell (workspace) picture of the Starchild from the movie '2001: A Space Odyssey', and also one of the largest pictures ever brought over to the ADAM, a 12 cell, 120K picture of an F-14 jet fighter contained in three 40K workspace files.

PAINTMATES VOL. 12

The twelfth volume in the series of PaintMATES for use with PowerPAINT by Digital Express Inc. Included on this volume are 20 clip-art pictures which can be used in your own creations. Once again, the quality of these pictures has jumped in leaps and bounds. The included clip-art files may also be used with The Label Works and The Print Works by Walters Software Co. (NOTE: you will have to use the CONFIG option in The Print Works in order to use these files).

COLECO CHECK LIST

Have you ever wondered what Coleco and other companies which supported the Colecovision Game System and ADAM did or didn't release for use on these two systems? Well, the following list should answer that question and maybe surprise you as well. The Coleco Check List was compiled by Richard A. Salvati through hard research and contains the Name or Title of the program, Released By, Designed By, if made as a cartridge - the cartridge size and also whether the program was ever released or placed into the public domain.

MEMORY MANOR

This program was originally released by FISHER PRICE on a cartridge for the Colecovision Game System in 1984. Only a handful ever made it to shelves around the world, if even that many. MEMORY MANOR challenges children to improve their visual memory skills. In the game, a rain shower smudges the windows of two buildings and your child relies on memory to recall which windows hold prizes and which hold frowning faces. With the help of Wee Willie, your child sets out to wash the prize windows and avoid the frowning face windows before the window wash supply runs out and the sun goes down.



BASIC PROGRAMMING
 by L.C. Austill
Chapter 11C
 Concluded from Issue #59-#60

While the 0's may seem unnecessary, the system is set up to accept two-byte numbers and the convention must be followed. Further, in a longer SHAPE Table, you may encounter numbers bigger than 255, the maximum that a single byte can hold.

The definition of each SHAPE must end with the number 0. When we assumed that the first SHAPE would take 7 bytes, the last byte MUST be a zero. If not, the computer just keeps on going.

The trait of ending with a 0 can create a little problem. The instruction for move up (do not plot) is "000". A combination of moves up, either two or three consecutive moves up will create a 0 when you are not ready. You must guard against this. The program AROWSHPE guards against this and will tell you to try another path.

We must save space in RAM to hold our SHAPE table -- this is the use of either HIMEM or LOMEM. We must then get the data into that area of RAM through the use of POKES. Lastly, we must tell the computer where the table is. That is done by POKeIng the address of the start of the table into addresses 16766 and 16767

SHAPE EXAMPLE

Now we are going to put all of this information to use. Once again, I will use the initials LCA for purposes the example. Remember, a SHAPE can be anything. Each initial will set in a block of 7 pixels high by 5 pixels wide. Each initial would be as shown below where the X represents a plotted (or turned on) pixel.

```

X           XXXXX          XXXXX
X           X   X          X   X
X           X             X   X
X           X             XXXXX
X   X       X   X          X   X
XXXXXX     XXXXX          X   X
    
```

Call the L Shape 1 and starting in the upper left corner, the directions would be (where p stands for plot and m for move only):

PD PD PD PD PD PD PR PR PR PR PU PU

Running one of the software programs, the following would be the decimal numbers that represent L.

54 54 54 45 45 36 0

The computer came up with the 0 to end the SHAPE definition. Moving on to the C or SHAPE 2. Here we have a problem. We want to keep ourselves symmetrical so we can us the SCALE command, but we also must be aware of the problem with move up's -- they can create a zero to end the SHAPE. We still want to start in the upper left hand corner, however, so we can position the SHAPE later when it is displayed relative to the others. The path chosen was to start at the upper left corner and proceed to the right then down to the lower right corner thus avoiding 3 "move up" instructions that would produce a zero. The letter is completed by moving to the left and up to the starting point. The instructions are:

PR PR PR PR PD PD MD MD MD PD PL PL PL
 PL PU PU PU PU PU PU

Resulting numbers:

45 45 54 18 50 63 63 36 36 36 0

The A also represents a problem. Once again starting in the upper left hand corner, the chosen path takes us all the way down to the bottom of the left leg and then back up to the cross bar hence to the right leg. At the right leg, we move do wn to the bottom then back up the leg to the upper right corner then over to the starting point. The directions are:

PD PD PD PD PD PD PU PU PU PR PR PR PR
 PD PD PD PU PU PU PU PU PU PL PL PL PL

The results:

54 54 54 36 44 45 53 54 36 36 36 63 63 0

If you count, you will find that SHAPE 1 takes 7 bytes, 2 - 11 bytes, and 3 - 14 bytes, or the same as our previous discussion (amazing coincidence, eh what?). Thus by adding the numbers from the previous discussion to the numbers generated from the directions, we have our SHAPE table.

Now, where do we put it? Let's assign it starting at 28000 which is well above the lower portion of SmartBasic (we could have started it at 27407). Since there are only 40 bytes required, saving 1000 bytes will more than take care of our needs. The command LOMEM:29000 accomplishes what we want.

Lastly, we must tell the computer where our SHAPE Table is. We do that by poking the address into 16766 and 16767. Our program will look like this:

- 10 LOMEM :29000: REM PGR10 on medium
- 20 DATA 3, 0, 8, 0, 15, 0, 26, 0
- 30 DATA 54, 54, 54, 45, 45, 36, 0
- 40 DATA 45, 45, 54, 18, 50, 63, 63, 36, 36, 36, 0
- 50 DATA 54, 54, 54, 36, 44, 45, 53, 54, 36, 36, 36, 63, 63, 0
- 60 FOR i = 0 TO 39
- 70 READ x: POKE 28000 + i, x
- 80 NEXT

- > 90 POKE 16766, 96
- > 100 POKE 16767, 109
- > 110 END

Now RUN the program. Nothing will happen on the screen as we have no PRINT statements, but we will have installed our three SHAPES in a table starting at 28000. When we issue the command CLEAR or NEW or LOAD in another program, the SHAPE table will still be there! (Providing the next program didn't change our LOMEM assignment or write anything into the area we have used.)

DEMONSTRATION

At last, we get to see our handy work. I bet you thought we would never get to this point! In the immediate mode enter

```
HGR <cr>
SCALE = 1: HCOLOR = 7: ROT = 0 <cr>
DRAW 1 at 120, 80 <cr>
DRAW 2 at 128, 80 <cr>
DRAW 3 at 136, 80 <cr>
```

Now you have the three initials on the screen. You can erase them if you want to by issuing the command XDRAW etc. since they are in white. The only other way is to enter the command TEXT, but you will have to start again on the instructions.

Enter: ROT = 48

Now: DRAW 1, 2 and 3 at 10, 120; 18, 120; and 26, 120

These entered as separate commands. You may remember that one of our comments on graphics was that we couldn't get text into the graphics area. Obviously we can overcome that problem by resorting to SHAPE tables and our own character font. We can even orient the text or SHAPE any way that we want it.

Now, increase the scale number and try drawing one of the SHAPES.

Try changing the ROT value. Try changing the HCOLOR assignment

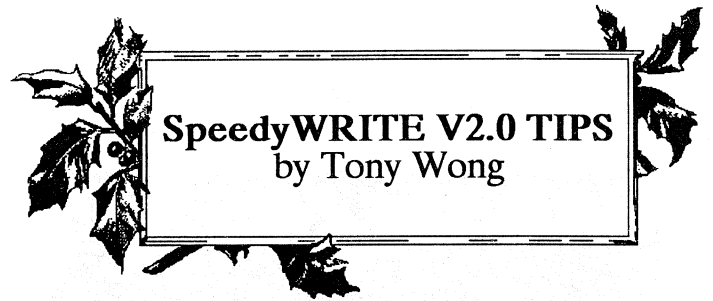
The color probably turned out a little disappointing for reasons referred to before. That can be improved as follows:

```
DRAW 1 at 120,80 <cr>
DRAW 1 at 121,81 <cr>
DRAW 1 at 122,82 <cr>
```

You will have to use a scale other than 1 in order to keep the characteristics of the letter, but that gives you an idea of how to make the best of the situation.

Now, the last exercise in this Chapter. Create SHAPES for your own initials and move them around on the screen into a pleasing arrangement!

You can even SAVE your SHAPE Table by going through the BSAVE routine and then recall it through the use of BLOAD. Have fun with SHAPES!



After hours and hours of studying the manual, and using the program, I think I am going to like this one, (but the ADAM SmartWriter Word-Processor is still one of my favorites because of the many years that I am accustomed to it).

There is no doubt, SpeedyWRITE V2.0 is faster than the standard ADAM Word-Processor in a lot of ways, especially in edit mode, like delete function, text scrolling, plus you can easily choose the printer you want to use, ADAM or Dot Matrix, talk about convenience, that is what I like.

On top of that, you can rename the files while you are in SpeedyWRITE V2.0 mode, you can't do that with ADAM Word-Processor, and that is a plus. Best of all, I especially appreciate and like the Pocket Data-Base features, you will appreciate this Pocket Data-Base a lot if you do what I did.

The Pocket data-base has ten screens which you can modify to suit your own needs, I set up mine as follows:


POCKET DATABASE

- > # Screen> 1. Main Menu (Hit Tab key with No. 1-9 to access.)
- > # Screen> 2. Coleco ADAM Software Library List
- > # Screen> 3. Coleco ADAM Cartridge Games List
- > # Screen> 4. ADAM Software Dealers Address and Phone no.
- > # Screen> 5. ADAM User/Member Name/Phone/Address
- > # Screen> 6. DMP (Panasonic) Software Commands
- > # Screen> 7. ShowOFF II (WP-Enhancement) Fonts Commands
- > # Screen> 8. SmartBASIC V1.0 Print Codes using Dot Matrix
- > # Screen> 9. Dot Matrix Printer Configuration Codes
- > # Screen> 10. SpeedyWrite2 Quick Reference Chart

I usually stored the Pocket Data-Base in the Ram Drive, so whenever I need a name or address of an ADAM software dealer to correspond with, all I need to do is hit the WILDCARD key, then press the TAB key with 4. All the dealer's addresses are instantly in front of me. No more searching for the catalog just trying to find an address. Now that is fast and easy.

You can easily make up your own pocket data base, but here is a little hint you might find useful. Before you try to create your own POCKET DATABASE, have in mind what you want it to be. Then create your Pocket-Database screen after screen, BUT with no informations put into it yet. Once you stored that screen, you can easily input the data. Reason for that is if you put in a lot of information and you accidentally press the wrong key, you may never recover the lost data, doing the other way around is a safe precaution, or until you absolutely know what you are doing.

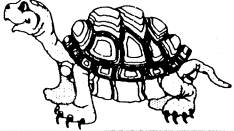
Always have a backup of your information made also, especially if you are working with data packs. Multiple loading and saving wears a tape out over time until a bad block shows up or the tape gets eaten!



SmartLOGO WORKSHOP

LEARNING WITH LOGO PART 4

by Ricki Gerlach



Now that we understand a little about moving the turtles around, in Logo, we can do some rather unique and pretty designs with Logo. We can write our own procedures, using the complex recursions to draw for us. This program will draw triangles inside of larger triangles (nested so to speak). We can better visualize how this process works if we first remove the recursive call. We enter the following procedure:

```
TO NEST.TRI :SIZE
  IF OR :SIZE < 10 :SIZE > 180 [STOP]
  ST CS
  PU SETPOS [ -30 -30] PD
  NTRI :SIZE
  HT WAIT 180 CT
END
```

Now we enter the procedure:

```
TO NTRI :SIZE
  NTRI :SIZE / 2 FD :SIZE RT 120
END
```

Now we enter the command:

NEST.TRI 60

First, we notice that if we remove the recursive call, NTRI draws a simple triangle, so long as the input :SIZE is larger or equal to ten. However, with the recursive NTRI buried in the REPEAT command, we see that it is called again (repeats 3 times) with new inputs, :SIZE/2, before the turtle takes even one step forward. Thus, the smaller, inside triangles actually are called at successively lower levels (and smaller sizes) until a STOP is reached. Then, as the procedures retrace their steps (at increasingly higher levels), the triangle part of each procedure is completed. The last triangle to be drawn is the largest one, done at toplevel. To see this, enter the next procedure:

```
TO NTRI :SIZE
  IF :SIZE < 10 [STOP]
  REPEAT 3 [NTRI :SIZE / 2 FD :SIZE RT 120]
END
```

To run, enter a command, such as:

NEST.TRI 60

and watch what happens now to the single triangle.

Now, lets enter a program to draw other polygons. Before we do, we either have to save the above, by entering:

SAVE "NEST.TRI

or just erase the procedures, in which we would enter:

ERALL RECYCLE

If you decide to first save it to disk, make sure to erase the procedures after saving them. The next set of procedures will draw squares, pentagons, hexagons, circles, etc. The number of sides to the polygon is given by the variable N. It is possible (and often desirable) to draw

smaller polygons inside of the larger ones. Nested recursion makes this possible. The variable DEPTH controls the number of levels of recursion that takes place. If the value of DEPTH is one (1) the recursive process goes on indefinitely, with no drawings made. If the value of DEPTH is large, about 10, then only one polygon is drawn.

The procedures are as follows:

```
TO NEST.POLY :SIZE :N :DEPTH
  IF :SIZE < 10 [PR [SIZE TOO SMALL !] STOP]
  IF :N < 4 [PR [NEED AT LEAST FOUR SIDES !] STOP]
  IF :DEPTH < 2 [PR [DEPTH TOO SMALL !] STOP]
  ST CS
  PU SETPOS [ 0 0] PD
  NPOLY :SIZE :N :DEPTH
  HT WAIT 180 CT
END
```

```
TO NPOLY :SIZE :N :DEPTH
  IF :SIZE < 10 [STOP]
  REPEAT :N [POLY :SIZE / :DEPTH :N :DEPTH FD :SIZE RT 360 / :N]
END
```

Save this under the name:

NEST.POLY

Now, you can try some of the following for different designs:

NEST.POLY 100 4 2
NEST.POLY 30 13 2
NEST.POLY 60 7 2
NEST.POLY 40 6 4

Experiment with the inputs, to get different designs.



N.I.A.D. will be holding a contest for the month of February to find the most outstanding SmartLOGO graphic demonstration. To enter the contest, send in your SmartLOGO program (must be an original program, not modified from something in the Public Domain already) on DDP or DISK by 3/15/90. All entries in this SmartLOGO Contest will receive a public domain volume of their choice free, just inform us which public domain volume you want in return.

The winner of the contest will receive a FREE ONE YEAR MEMBERSHIP EXTENSION as well as all five free public domain volumes from our library on disk or ddp! Don't be shy, send your programs in.



TELECOMMUNICATIONS WORKSHOP



THE COMPUSERVE INFORMATION SERVICE

by Rob Friedman

CompuSERVE Sysop: ADAM CP/M

CompuSERVE is a national telecommunications network for any and all computer users. For ADAM users, it's a national meeting place and a central source of public domain software, both EOS and CP/M. We are located in the Computer Club Forum, one of the oldest forums on CompuSERVE. The ADAM is in Sections 9 and 10, and have Data Libraries 9 and 10. Section 9 is ADAMania, for SmartBASIC and SmartLOGO files, and anything that can be downloaded via ADAMLink II (More on that in a bit). Section 10 is the ADAM CP/M section... usually requiring a CP/M modem program such as Madam7, MEX114, or IMP (Also.. more on that in bit). As a meeting place, there are ongoing discussions in the message bases, and in the weekly Sunday nite (10:00 EST, 9:00 CST, etc.) CONference where we exchange ideas, tell about new items for ADAM users, and just make friends. Both Tim Nunes and I are there almost every night, and are available Sunday night in the CO. Also, in our Data Libraries, we have a wealth of PD software, including the latest PD CP/M files (also available in the CP/M Forum). We have amassed an impressive amount of software including no less than six CP/M programming languages (Ebasic, Eprolog, TinyPascal, Forth, Pilot, and Cobol) and we have the only place on CompuSERVE that the CP/M user (not just ADAMites) can download the Original Adventure Game known as the Colossal Cave. Our Basic section combined with our CP/M section constitute the largest Data Libraries in the Forum for any one computer. The Computer Club forum can be reached on CompuSERVE at any "!" prompt by typing "GO CLUB". We look forward to seeing you there.

But.. CompuSERVE isn't just a single Club for ADAM users. If you have other interests (which I hope we all do), you can find it on CompuSERVE. As I mentioned, ADAM users can also access the CP/M Forum (GO CPMSIG) and use almost any program on there. If your friends with their C-128s tell you that "They have a section there too..", well, they are right.. BUT ADAM runs CP/M much better than the C-128. Irv Hoff, the writer of most of the PD CP/M modem programs, is a Sysop on CPMSIG, and is a frequent visitor in the ADAM section in Computer Club. If you have an interest in other things.. like science

fiction, MIDI Software, religion, health, home business, and countless others.. you will probably find a section for you on CompuSERVE. There are also the online multi-player game like Mega Wars, YGI (You Gussed It), and Island of Kesmai. You can also talk to people all over the world, on the CompuSERVE CB (where I'm a frequent visitor). Or.. as in the film WarGames.. you can book flights or check on flights with the OAG (Official Airline Guide - Electronic Edition). If you're doing research and you need information.. there is also IQuest, an immense database that can send a file via modem for numerous topics and previously published sources (Who knows?? Maybe the paper you write will also end up in IQuest). Also.. there is the Electronic Mall, where you can purchase almost anything from your home. Your home banking and financial needs can also be helped on CompuSERVE (Just wait until April 13th and see how crowded the tax help service becomes). CompuSERVE is the largest online information service in the world with over 380,000 members.

To join CompuSERVE, you need **A)** a modem, **B)** a terminal program, and **C)** a CompuSERVE Starter Kit (from most computer stores and major bookstores). The hourly charge is \$6.00 per 300 baud and \$12.50 per 1200 baud. There is no longer any prime time and non-prime time. I hope to see you there.

As a service.. both Tim and I have been distributing the PD Modem programs; ADAMLink II, Madam7, and MEX. Our procedure has been a very reasonable one. We ask you to send a formatted CP/M disk (or DDP) or 2 or 3.. depending on what you want (ADAMLink II doesn't require a CP/M format), and also to send return postage, no fee other than that. We'll send you a copy of the program so you can access the entire Data Libraries. You can find us online:

Rob Friedman --- User I.D. > 73267,742

Tim Nunes ----- User I.D. > 73307,215

Also.. Some of the well known figures that can be found on CompuSERVE include: Tony Morehen of TDOS fame, Pat Herrington who runs MOAUG, Ron Collins, and numerous others. So.. come join the crowd.

Since this was published, we have 2 other Telecom Programs, one specifically for CompuSERVE, but currently for external 1200 baud modems only, and the new ADAMLink III (which is technically ADAMLink II patched by Tom Clary with an Xmodem downloading

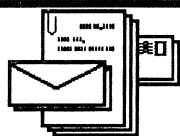
option). The PD program is called Csexec (for CompuSERVE Executive for CP/M). Csexec uses a scripting program (very easily made by the program itself) to run the control of connecting, and uses only CIS Type B protocol. This uses 512 blocks which makes it slightly faster than IMP (which on CIS uses 128 blocks). IMP does have the capacity for 1K blocks, but CIS doesn't allow for this. The other program, ADAMLink III, allows the non-CP/M user to download Binary files, which, up until now was a chancey business at best, using a hex-to-binary program. This makes things a lot easier. Please bear in mind, if you download a CP/M file with ADAMLink III, you will need CP/M to run it, along with a CP/M formatted media. ADAMLink III has been replaced commercially by ADAMLink III+ and can be purchased through NIAD and many other ADAM dealers for \$24.95. Csexec is PD and available on CompuSERVE in DL 10 of the Computer Club.

Rob Friedman
3814 Ocean Ave. T-2
East Rockaway, NY 11518



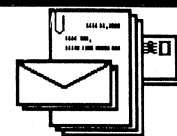
BBSing AROUND ADAM BBSs

- > **SLC ADAM-LINK** Sysop: Alan Neeley
300/1200 Baud / 7-E-1 / A-NET / PCP City
6PM-7AM (MT) Mon-Fri, 24 hours weekend
Phone Number: (801) 484-5114
- > **ST. LOUIS BBS** Sysop: Al Fitzgerald
300 Baud / 7-E-1 / A-NET / PCP City
9PM-6AM (CST) Thur-Sun
Phone Number: (314) 773-1551
- > **AKRON AUG BBS** Sysop: John Lingrel
300/1200/2400 Baud / 8-N-1 / OBS System
24 hours 7 days a week
Phone Number: (216) 882-4720
- > **UP'N ADAM BBS** Sysop: Bart Lynch
300 Baud / 7-E-1 / A-NET / PCP City
24 hours 7 days a week
Phone Number: (206) 859-2018
- > **AWAUG BBS** Sysop: Bob Blair
300/1200/2400 Baud / 8-N-1 / OBS System
24 hours 7 days a week?
Phone Number: (703) 922-5497
- > **TRADING POST** Sysop: Herman Mason
300 Baud / 7-E-1 / A-NET / PCP City
24 hours 7 days a week
Phone Number: (216) 791-4022



ADAMCalc WORKSHOP

by Jack Scatena



In my last article I talked a little about naming cells, rows, and columns. This is a great way to get you to that certain cell quickly. Once, you named the cell, you can use SK II to get you there in seconds. First, get to the command SK II called SEARCH. Press SK II, then press SK VI to search the whole sheet, then type the name you're looking for and (NOTE: If you used capital letters, type in capitals letters or else ADAMCalc will not find it) it will find it in a second. The nice part of this feature is you don't have to type the whole name. Suppose you have a row of names and one of the names happens to be "GROWTOKOWSKIADAM", simply use the above procedure and type "GROW" or just "GRO" and it will find it. However, if you misspell the word, ADAMCalc won't find it, so use the easy approach and use only 3 or 4 letters.

Another nice feature of naming cells, rows, or columns is that you can use them in your formula (yes, this small but useful computer understands English). Here's how to do it. Go to the SK V "NAMES", then press SK called "DEFINE", type in your name for that field and press done. Then cursor over to the cell that you want to choose and press the correct SK (in this case "CELL") and then press done. If you called cell [15,3] (ROW 15, COL 3) "TOM" you can now use "TOM" to do formulas. Example: $TOM * 4$ or $TOM / [3,3]$ or if you named another cell "BILL" you could do simply this BILL-TOM. Whatever the value of TOM is, it will be calculated. Try it you'll love it. As mentioned above, you can search for this named cell by using the above search procedures. You can use the SK II "NAME" just to remember what your names are, you can edit the names (SK IV ALTER) or keep the name and change it to a different cell. Your name can be up to 10 characters long and you can use as many names as memory will allow. Each name takes up 1 cell of memory and you can scroll the NAME DIRECTORY by using the arrow up / down key.

Let's now talk about the lookup table formula. What is it used for? How do you use it? Well, its use depends upon your needs, but for purposes of explaining it, let's say that you run a small business and you wanted to use ADAMCALC like an AUTOMATIC billing program. Here's how to do it:

First setup in "row 25", "column 1", catalog#. Let's say we're starting with catalog# 1100 to 1150. Make sure that the catalog#(s) are in numeric order. Use sort sub column SmartKEY for row 25 to row 75 to accomplish this if your catalog numbers are not already in numeric order (this also goes for catalog#(s) that have alpha characters such as ab2345). Then put in the corresponding prices starting at "row" 25, 'column 2'. Ok, now setup columns on the top in row 1, 2, 3 etc, with your titles like item#, catalog#, price etc. Now, of course, you'll want to have about 10 cells for catalog# and price so that you can input more than one catalog number. You'll also want a total field for price with another field to figure out the taxes if any on the total, you'll want to round that tax amount into dollars & cents (another topic for later) and add that to your total amount (NOTE: You could setup a cell and type in a 1 if the items are taxable or 2 if not and then use a conditional statement to have it automatically figure out whether to charge tax or not).

Whew, I hope I didn't lose you. Now for the formula. In the price field you type in "LKUP ([R,C-1];[25,1:75,1];1)". What does this all mean? By using just [R,C-1], I am using relative reference so that you can copy it to any row. What this calculation is saying is, stay in this row and go back 1 column to the left (C-1) and get the value in that cell. In this case it will be the catalog# you typed in. Then the second part of the calculation [25,1:75,1] is telling the computer to look (LKUP) in rows 25

to 75 in column 1 for a match. The last part of the calculation ";1", says now that you look at row 25 to 75 in column 1 go over 1 column to the right and return that value. For an example of this look at page 104 in your ADAMCalc book. It will also look up value that are close to the value inputed. In other words, if you setup a table for commissions based on certain sales volumes and someone sold 1200 while the table commission has a table with 1100 and the next sales volume number to give a higher commission is 1300; it will always pull the lower number, 1100. Therefore, that salesman's commission will be based on 1100 and not 1300, which would be correct.

SEE YOU NEXT MONTH!

ADAMCALC TIPS & TRICKS

by Nick Lukach

1. **ADAMCALC:** LKUP can be used in a lot of programs to find figures on either side of a column of figures that you are working with.

- Your base figure must be part of an area of ASCENDING sequential figures.
- That is, the next figure down must always be higher than the one above.
- EG: $LKUP(20;[2,6:30,6];-2)$ will look for number 20 in column 6 from row 6 to row 30.
- But the number in col 6 must be in sequence and the one below must be higher than the one above; IE: 12, 18, 20, 28 and so on.

2. ENTER DOWN

- I like to show the TEXT of any formulas in a separate column for reference and study purposes.
- I copy the figures and formulas from say col 3 to col 5. After making col 4's width 1 space and col 5's width 35 spaces.
- Usually I use names in formulas and then they take up only half the length because I do the same as in SmartBASIC. I use a one letter variable: a, b, c, etc. and not words.
- I then format col 5 to FREE FORMAT and LEFT adjust.
- I then press SK VI to get to EDIT and then press SK V ENTER DOWN so it lights up.
- I then set the hand (cursor) at 1,5 and press TEXT to light up and press RETURN
- The line prints text and the cursor goes automatically to the next row down.
- I press TEXT and DONE and keep on.
- It's quite fast then because I don't have to press DONE too many times to get a RETURN.



SOFTWARE DEMO VIDEO #1

Review by Jim Notini

Software Demonstration Video #1 is an ingenious idea developed by Terry Fowler of ADAM'S HOUSE. This VHS tape is geared towards the entry level ADAM owner who just wants an idea of what programs are available for purchase through ADAM dealers and also acts as a educational product by showing the viewer many of the vast amounts of features which are included in the programs being demonstrated.

Another helpful addition to Video #1 is the inclusion of an eight page help sheet which further explains what the program is that is being demonstrated in the video as well as listing out some of the functions which are being performed in the video.

The programs which are demonstrated in Video #1 are: Electronic Typewriter, SmartWRITER, SmartBASIC V1.0, SB V2.0, SB V1.1, CP/M 2.2, SmartFILER, ADAMCalc, SmartLOGO, ADAMLink, Disk Manager, Backup+ 3.0, PackCopy, Easy Come - Easy Go, PaintMASTER, GraphixPAINTER, ShowOFF I, ShowOFF II, Extended Basic Utilities, IntelBEST V1.0, TurboDISK V1.0, IntelLOAD V1.0, File Printer, Super Buck Rodgers, Super Zaxxon, Dragon's Lair, Super Subroc, Jeopardy, Best of Electronic Arts, Troll's Tale, 2010: Text Game, SpeedCheck, gHAAUG Public Domain Volumes 1-4 and Secretary: CP/M Word Processor.

SOFTWARE DEMO VIDEO #2

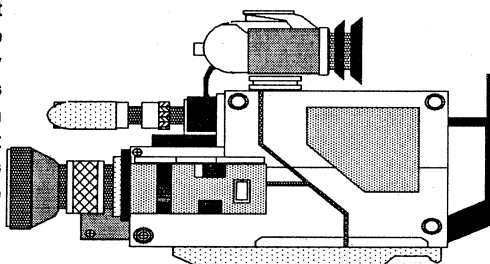
Review by Jim Notini

This is the second software demonstration video developed by Terry Fowler of ADAM'S HOUSE. Where Video #1 dealt with programs that were developed from the inception of ADAM to roughly the end of 1987, Video #2 demonstrates programs which have been released in the time frame from early 1988 to late 1989. This second video contains yet another wealth of information on the programs that are covered and will aid tremendously in the purchasing of software products.

Some of the best programs which have been developed by third party companies are demonstrated on this VHS tape, but more importantly, this video will show the viewers what direction the quality and comprehensiveness

of ADAM software is headed in. Their is no speech in the video, but pictures are worth a thousand words. If you are already knowledgeable about the programs in Video #1 and are looking to move on to more sophisticated programs, Video #2 is the perfect first step to take in order to decide what programs will best suit you needs.

The programs which are demonstrated in Video #2 are: SpeedyWRITE V2.0 with SW Spell, PowerPAINT, PaintAIDE, GoDOS with GoBASIC, SwiftPRINT, SwiftDISK, MegaDISK, XRAMpak I, CLIPPER, SpritePOWER, FontPOWER, SmartDSK, PrBOOT, RamBOOT, The Print Works, The Label Works, SpellingAID, Formatter II and Invoicer.



PRODUCT REVIEWS

TAX 1989

Review by Lyle Marschand

ADAM now has a second income tax program thanks to Roy M. Crawford, the programmer, and ADAM'S HOUSE distribution. TAX 1989 is different from SMARTAX V2.0, the other ADAM tax program in several ways.

TAX 1989 is more comprehensive then SMARTAX V2.0 in that it handles more of the exception federal tax forms - specifically Schedules B, C, D and E. This is the advantage of TAX 1989 and in fact, Roy recommends that TAX 1989 NOT be used if all you will be completing is the 1040A or 1040EZ.

TAX 1989 also requires that the user has experience with the tax forms they are going to use - the program is not designed to "walk" one through the forms and teach as it goes, it is designed to prompt the user for all the required data using the actual line numbers as a reference. TAX 1989 is also not designed for the novice ADAMite - the program is not self booting, requires that one know how to BRUN a basic program to operate it and does not have sophisticated error checking that novices may be used to.

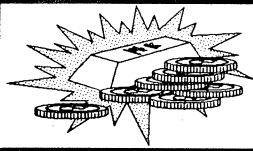
Now, in saying all this, I am not knocking TAX 1989, in fact, I think it is a great program. However, I want to make sure that you don't buy a program that is not right for you. TAX 1989 has many great features, including the ability to print directly on the tax forms that it supports!! Yes, an ADAM program that will print forms - Roy has put alot of work into this program and deserves congratulations for his efforts.

I am not a tax expert and can't vouch for the accuracy of his program relative to calculations, etc. This is something that you would have to check manually after TAX 1989 does it's thing. The program allows you to print all your entries and the calculations that the program does for you to validate your entries. You can save your data as well to a file for later recall and use. There is also an option to change / correct data already entered which could be used as a "what if" function to see how various changes would impact your resulting tax (i.e. if you don't know all your itemized deductions yet, etc.).

You are taken back to a main menu after each operation, where you can choose your next option. There are four individual programs - one for the 1040 and Sched A and one each for schedules B, C, D and E. As mentioned, the program is not sophisticated from a user standpoint and I would recommend it only for those who have some experience with Basic programs. Don't misunderstand me, the program does all it is advertised to, it is just that a novice user may have trouble using the program. However, anyone who has BRUN Basic programs and understands possible error conditions will have no problems with TAX 1989.

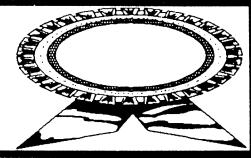
I am amazed at the amount of functions that Roy Crawford has provided in this program, especially the option to print your tax information directly onto the tax forms (although this calls for carefully lining up the sheet in the printer). If the user interface were more sophisticated for the novice user, I would rate it an A+, but as it stands, TAX 1989 is another welcome piece of business software and will aid tremendously in the completion of those dreaded tax returns.

RECOMMENDED: A



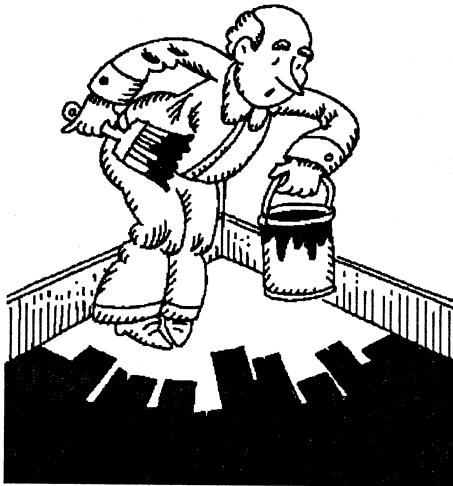
BRAINSTORM

Review by Jim Notini



Brainstorm, by Pitman Software, is the fifth entertainment program developed for the ADAM by Steve Pitman. The object of BRAINSTORM is to keep the seven different shaped blocks which are falling down the play area from piling up to the top of this area. This is done by moving the blocks left or right with controller #1 and even rotating the blocks clockwise with the left fire button as they fall. If you can completely fill in one horizontal line, that line disappears and the rest of the blocks above this line will slide down into the removed line's place. If the falling block is over the position that you wish to place it, then you can push down on the joystick to make the block speed increase so as to speed up the game. Sound familiar? It should, because the ADAM already has a similar game that was developed by Reedy Software called ADDICTUS, which in turn was inspired by the ever popular computer game developed by a Russian programmer called TETRIS. But what sets BRAINSTORM apart from these two games is the inclusion of phrases which have to be solved in order to move onto the next level. In order to solve the phrase, a completely filled in horizontal line has to contain a letter which is in the phrase so that you may take a guess at what the phrase is. The letters are contained in the blocks which are continuously falling, if a completed horizontal line contains a letter which is in the phrase then the letter is placed into the proper box at the top of the screen. When a letter is placed, the gamer is asked if they want to solve the puzzle or continue with the game. There are 25 stages, 4 skill levels and 3 categories of phrases to choose from (Normal Phrases, TV and Movie, or ADAM related phrases). Each category has hundreds of phrases and every time you play, ADAM will keep track of the phrases you have used so none of them will be repeated until you have used them all.

Upon boot, a colorful title screen will be displayed, followed by a menu. From the menu you may continue loading the game or display the game's instructions (they are also contained in a SmartWRITER text file). Once the game is loaded, the screen will display the alley in which the blocks will fall, surrounded by bricks on the left, right and bottom. To the right of the alley is displayed the player's score, below



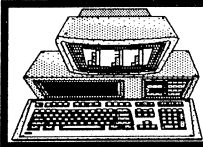
this is the number of lines which have been cleared and below this is displayed the next shaped block which will fall down the alley. This last area helps out tremendously since you can plan ahead depending on what the next shaped piece to fall will be. Above the alley is displayed in a window the current phrase which has to be solved in order to progress onto the next level and to the right of the alley is displayed the four skill level options, an option to play GAME B (will be described later) and an option to quit the program. Once the skill level is chosen, the gamer will be asked what phrase category to use, either Normal, Movie and TV or ADAM related. When all options are answered, the skill level will be displayed in this area and the blocks will begin to fall down the alley.

What makes BRAINSTORM even more complicated is that not every block which enters the alley contains letters, some of the blocks just contain graphic shapes which are of no use in solving the phrase, but still must be wisely positioned in order to keep the alley from overflowing. When a horizontal line is finally filled with blocks and one of the blocks in this horizontal line contains a letter in the phrase, the letter is placed into the corresponding box in the phrase and the gamer is asked if they want to take a guess at solving the phrase. If the gamer feels confident that the answer is known, then the alphabet is displayed to the right of the alley with an arrow cursor used to select the letter which should be placed into the space in the phrase which is currently being pointed to by another arrow. If the phrase is solved, then the gamer is awarded bonus points and moves onto the second level, but if incorrectly answered, the game is lost. Even if a correct answer is given, the alley is not cleared when the next higher level is started. The only way to keep the alley totally cleared of blocks is to become very proficient at placing the blocks.

GAME B is the traditional version of TETRIS (or as we ADAMites know it, ADDICTUS). This version of BRAINSTORM eliminates the need to solve phrases and allows the gamer to get their hands dirty in a fast paced action / strategy game. The screen setup is identical as well as all other gameplay, except that the top of the screen is blanked out where the phrase is displayed. This is a very nice addition to an already fabulous game and gives those people who just like fast paced games to sit down and play one mean game without having to break every so often and try to solve a phrase. It also will allow for one to sit down and hone their play skills before setting off to conquer GAME A, which includes the phrases. In order to advance to the next stage (25 stages in all), 25 lines must be cleared, so it will not be a piece of cake to master this game either.

Overall, BRAINSTORM is another excellent entertainment package by Pitman Software. The graphics of the board layout and the falling blocks are truly outstanding and the many different sound effects which accompany what is happening at any given time add to the overall game appeal. The instructions are brief and to the point (the way all instructions should be written!). What BRAINSTORM offers is a tremendous action game with the features of a Wheel of Fortune or Hangman type of game in having to solve phrases in order to progress onto higher stages or levels. This option alone sets BRAINSTORM apart from ADDICTUS and TETRIS and therefore warrants praise for adding new twists to an already ingenious game and making it better. Not many programmers ever attempt to make an outstanding game better, but Steve has chosen to do so and he has come up with a real winner. Between the two versions, BRAINSTORM and ADDICTUS, I would have to recommend the purchase of BRAINSTORM over ADDICTUS due to the added play options as well as the better graphics, sound and game control (joystick versus keyboard). ADDICTUS is still a tremendous rendition of TETRIS, but it pails by comparison to BRAINSTORM even when compared only to GAME B, which does not include the solving of phrases. Keep in mind that both versions of BRAINSTORM, GAME A and B, also include a pause feature. This one addition to the game will be widely used and appreciated since every know and then you will be able to take a breather from the heated action which is taking place on the screen and it always seems that the phone rings when you are in the midst of your best game ever. Don't pass this one up, it is a real winner. Now if we can only get Steve to start work on the second version of Dragon's Lair, which would include all the levels that Coleco left off from the arcade game!!

HIGHLY RECOMMENDED: A+



PowerMATE HARD DISK DRIVE

Review by Terry Fowler

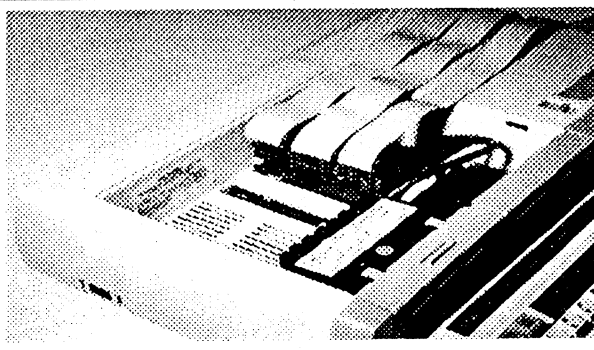
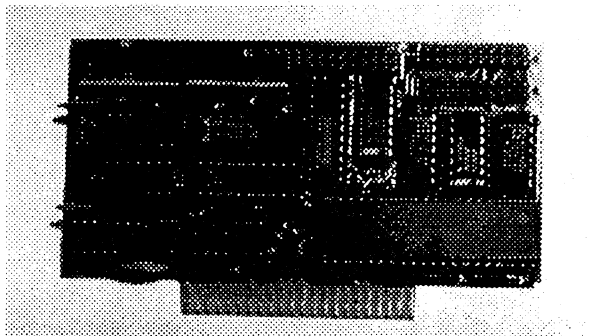
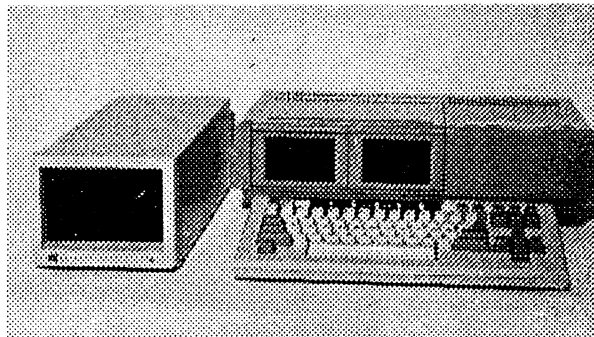
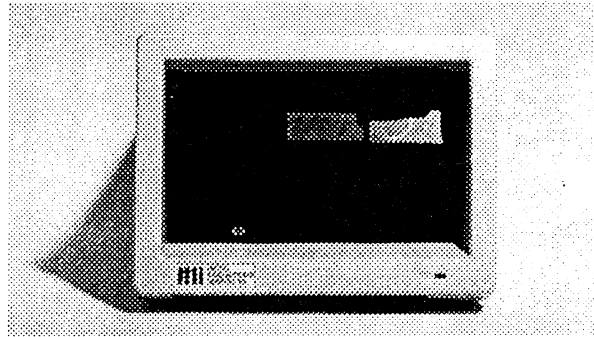


PowerMATE, the new 10 to 30 meg hard disk drive unit developed by Micro Innovations, is now available for ADAM from ADAM'S HOUSE (or Micro Innovations). ADAM'S HOUSE uses the 20 MEG HARD DRIVE with an additional 720K 3.5" Disk Drive, the configuration we feel will be the most popular for the cost. The installation of PowerMATE is simple, and the instruction manual is sufficient for getting the unit up and running quickly. Documentation usually lags the product, and this is not a special case since their are obvious areas where information is sparse. Hopefully this article will help as documentation catches up, but you have to admire the completeness and ease of use that PowerMATE allows with the present software.

The PowerMATE consists of the unit and drive(s), interface card, four ribbon cables, software, and instruction manual. The Interface Card plugs into the second expansion port under the console cabinet top cover. It faces to the left, opposite the PIA2 or PRINTER INTERFACE CARD. The PowerMATE Interface Card provides the normal use of a parallel dot matrix printer, and a cable is provided (if you have a dot matrix printer and cable already, you may simply plug in the cable to the interface card where directed). Two serial ports are provided along with cables that provide RS232 connectors. One port is set for a modem and the other for a terminal, but the software may be changed as you desire. The card also provides the necessary addressing for the 256K or MegaRAM Memory Cards, as usual by attaching one wire from the memory card to the post connector on the interface card. The fourth connector on the interface card connects via a cable to the PowerMATE Hard Drive Unit.

The PowerMATE Hard Drive Unit measures 5" X 7" X 15". The face plate is 5" tall by 7" wide in dimension. The ON/OFF switch is at the top left on back as you face the front of the unit (easily in reach). A power on light, hard drive RUN light, and floppy are visible on the front, the floppy is just above the Hard Disk Drive and drive light on the panel. The color matches the ADAM's perfectly.

Normal operation requires you to first turn on the ADAM system and drives, and then turn on the Hard Drive. We



tested the 20 MEG Unit with 720K 3.5" Floppy drive. It takes the hard drive about 5 seconds to come up to speed on the 20 MEG drive, self-testing itself. The instruction manual tells you how to setup boot-disks using the provided software disk. Installing the disk provides a TDOS system that is not configured for the Hard Drive System yet, but you quickly will create a boot disk. If you have the standard ADAM System, you use a version of TDOS that sets the screen for 40 columns. Answering the questions about your system drive sizes and choice of ports used will write the system to the hard disk and another drive you select. The disk you write your system to will from now on boot your Hard Drive right after you turn the system on. An 80 column version of TDOS is also on the provided disk, along with many programs. By getting the directory on A, B and D of your hard drive, you will find many more programs already transferred to the hard disk. TDOS provides four TDOS Volumes, and in our test configuration, we had 2 Meg available in A, and 4 Meg in B,C, and D. 15 Meg was devoted to TDOS.

Next we prepared an EOS Boot disk by following directions, cloning the latest EOS Version 34 to a disk by itself. This program will self-boot when the reset is pulled, and the EOS Menu will be displayed providing many options. Maintenance functions will allow you to install the system to your hard disk and a drive of your choice. This media now contains a boot block which when placed in your Coleco drive, will boot the EOS Menu from the Hard Drive after you first turn the system on. It takes less than five seconds to bring up the EOS Menu.

MI HARD DISK V 3.4 Copyright AJM Software

- I - Logical Drive 0
- NAME: Hard Disk 0
- II - Use MI Floppy 1
- III - Boot From Hard Disk
- IV - Boot Software
- V - Maintenance Functions
- VI - Install Parallel Printer
- sVI - Set Date

Press ESCAPE for SmartWRITER
WILCARD for MI TDOS

mi MICRO INNOVATIONS

12503 KING'S LAKE DRIVE, RESTON, VA (703)620-1372

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EFFECTIVE 2/25/90 & SUBJECT TO CHANGE WITHOUT NOTICE

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2 hour video tape covering product demos and seminars that were held at the ADAM Convention in Orlando, Florida - October 7-11, 1989.
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ADAM and Colecovision game system attaches together to make a complete computer system. 90 day warranty. Shipping / Handling !!
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Greatly reduces disk formatting time along with fixing some bugs in the original disk drive EPROM. User must install in drive.
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- **UPGRADE SINGLE SIDED 160K DRIVE TO:**
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- **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 Dynamic RAM 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** \$59.95
Hardware device with software to create ADAM compatible data pack tapes using the ADAM itself and two Digital Data Drives.
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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).
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- **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!

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Allows attaching of a composite monitor to the ADAM memory console, providing both audio and video. Monitor must have separate RCA Audio and RCA Video jacks. NOTE: Not available for the ADAM Expansior Module #3 Unit that attaches to the Colecovision Game Unit.
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New, more reliable power supply for any size ADAM disk drive.
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Protect your system power supply (below) from dust, dirt and accidents with this cover. Includes power light hookup.
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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 disk only), The Best of B.C.
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- **SOFTWARE DEMO VIDEO #1** \$19.95
Video tape by ADAM'S House covering 28 programs from 1984 to 1987.
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Video tape by ADAM'S House covering 15 programs from 1988 to 1989.

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- 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.
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- Same as 1180i above but draft speed is 240 CPS and NLQ speed is 48 CPS. One ribbon enclosed.
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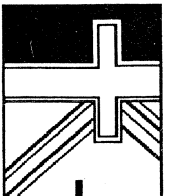
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- **PD SIGNS SNDV # 1 - 2:** 2 volumes of graphic files for use with either SignSHOP or NewsMAKER by Strategic Software, INC.
- **PINBALL GAMES PNDV # 1 - 2:** 2 volumes of pinball games that are for use with the PINBALL CONSTRUCTION SET program by Coleco.
- **VIDEOTUNES SONGS VNDV # 1 - 3:** 3 volumes containing many song 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 - 12:** 12 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 - 4:** 4 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. Was supposed to be released by Coleco.
- **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.
- **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 on disk or ddp: driving simulation and a pool game. Docs on media.
- **YOKE'S ON YOU / MATH WIZ:** Unreleased cartridges on disk or ddp: help the chicken collect her eggs and math skills arcade builder.
- **NIAD BACK ISSUE INDEX:** SmartFILER database detailing the contents of past NIAD Newsletters through 1987.
- **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 ADAM firms by Hector Sanchez.
- **ONE-MINUTE FORMATTER:** A DEI contribution which will format 160K and 320K 5 1/4" disks as well as 3 1/2" 720K disks with verify.
- **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, but fun to play with.
- **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 with SmartBASIC utility 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 by Coleco. 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 5th 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. Instructions on Graphics Converter public domain volume.
- **C.G.P. PIC VOL. 1:** Various pictures files for use with the Coleco Graphics Processor listed above, all taken from Coleco programs.
- **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.
- **FLASH FACTS: MUSIC STUDIES:** Eight flashcard files for use with Electronic FlashCard Maker by Coleco dealing with music theory.
- **COLECO CHECK LIST:** Comprehensive list of software and cartridges developed or not for the Colecovision and ADAM systems.
- **MEMORY MANOR:** Children's game that test the memory capacities of your child. Good graphics and sound. Documentation on media.

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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

NIAD NEWSLETTER For →

Member #	----->02905p14912075
Steve Pitman	
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Best Love

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