THE SAINT LOUIS ADAM™ USER GROUP

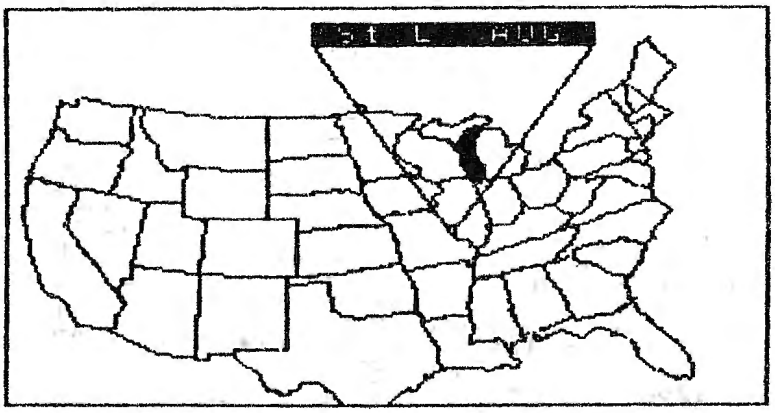
12967 Weatherfield Dr.
St. Louis, Mo. 63146

The ST. LOUIS ADAM USER GROUP NEWSLETTER is produced to keep our members up to date on new software and hardware for the ADAM computer. It is also our desire to pass along ideas, hints, and tips for programming, word processing, telecommunications, and gaming. Each of our members can help us in this task by sharing ideas with us.

We meet on the second Saturday of each month at the Thornhill Branch of the St. Louis County Library. This is located on Fee Fee Road across from Parkway North High School. We meet from 12:30 to 4:00 p.m. All of our members are urged to attend. We invite visitors to come and see if we can help each other.

This newsletter will be distributed at each of our meetings. For those members who have paid their dues, we will mail your newsletter to you if you are unable to attend the meeting. You can help keep our costs down by being at the meeting to pick up your copy. The postal rates have made mailing costs a serious matter.

SEE YOU AT THE MEETING!!



St. L AUG Newsletter
November 1988

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STLAUG

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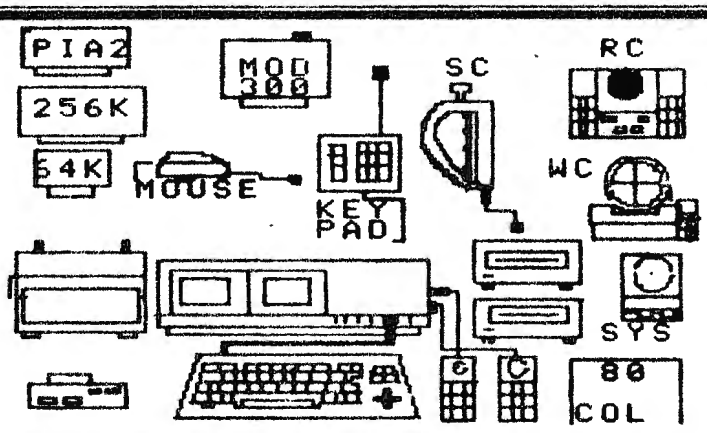

ADAMS USERS GROUP

ST. LOUIS AREA USER GROUP

(3/12/89)

B.B.S. Thur - Sun 9PM-6AM (Adam Default Settings) 773-1551

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JEFF WILSON	1167 Appleseed Ln.	St.Louis	63132	997-0014

MIKE'S NOTES

I want to thank everyone for their "well wishes" and for their understanding about the October issue. As you know, that issue never did get out. It was, of course, my fault. I was flat on my back for two weeks with my left leg straight out in front of me. According to the doctor, I had sprained it from the knee to the ankle. It was quite swollen and almost impossible to use. For those who want to know, I was playing catcher on a softball team and I stopped an opponent from scoring by blocking the plate. My son was quick to point out that my team was loosing by 12 runs at the time and my heroic effort was, according to him, just a little useless. At any rate, I am doing fine now and am back at it all.

I have received a new game from WALTERS SOFTWARE called THE VASE OF TURR. It is a great game. I have played it some but I am not ready to give a comprehensive review on it yet. As I said, it is great. It is fun and challenging, the graphics are excellent and the directions make the game easy to play. The review will be in next month's issue. I would highly recommend this as a Christmas purchase so get your order in to Walters Software now.

Do you have LABELWORKS by Walters? If you do you may have noticed that there is sometimes a narrow blank line toward the bottom of a clip when used on a label. A quick fix for this is to use the pressure roller as well as the tractor feed for the labels.

I'd like to welcome those of you who are reading this newsletter for the first time. Ihope that you will find some interesting articles here. I also would like to ask you to submit any articles to the STLAUG that you would like. You can write to me at 702 Wilkes Blvd., Columbia, MO 65201. Several people have advertised in this issue to help make this mass mailing possible. Look over their ads and consider purchasing from them for your Christmas gifts.

SAINT LOUIS ADAM USER GROUP

Subscription Form

The STLAUG Newsletter is written by and for everyone using the ADAM Home Computer. The cover, pages, typing, and graphics are all done on The ADAM Computer, using programs written specifically for our wonderful little machine, and using such ad-ons as disk drives and dot matrix printers. We would be glad to have you submit your own articles, reviews, questions, and graphics.

If you would like to subscribe to our newsletter the cost is $22.00 per year. This amount will get your 12 issues of the newsletter and our famous 1990 calendar. We need to know:

Name: _____

Street _____

City, State, Zip _____

Telephone Number _____

Please send this information and your check for $22.00 to our Treasurer, The Rev. Al Fitzgerald, 3310 S. Grand, St. Louis, MO 63118.

All subscriptions received by the first of the month will begin with that month. SPECIAL--if we receive your subscription by Dec. 1, you will receive the December 1989 issue AND all 12 issues for 1990.

THE BARRY PATCH; SPECIAL EDITION

ASSIGNMENT: ORLANDO ....DAY BY DAY AT ADAMCON 01.
ADAMCON 01 October 7 - 11, 1989, Orlando Florida.

******* Saturday, October 7, 1989:

Due to a mixup my plane landed in Havana, Cuba rather than Orlando, but I am told that the meeting room was decorated with blue & white balloons tied to chairs and set up in an arch over the front table & podium. An ADAM was set up with three monitors displaying a welcome. Two Original ADAM boxes were behind the speaker. ADCON 01 Chairman, Monte Neece introduced John Terry President of MOAUG. [My guard introduced an interrogator named Killer.] Jay Foreman, President of MW Ruth then made the opening remarks. A reception followed, with people looking at name tags to see if they could put a face with a voice or handwriting. A very busy first day I am told. [I had nothing to do but literally hang around my cell in Cuba.

******* Sunday, October 8, 1989:

[I spent the day trying to explain to the guards that the American Embassy should be called; hard to do when they speak CP/M and you only EOS.] I am told that after a fine breakfast, Monte introduced Faye Deere. The morning general session was on Adam Basics and upgrades. Phil Kosowski displayed the different parts of the Adam and explained their functions. [Three guards jumped up & down on me and explained nothing.] Tony Morehen talked about hardware upgrades. Smaller groups went to three workshops changing after one-half hour; CP/M Basics-John Vilillo & Ron Collins; Developing New Hardware-Mark Gordon; Telecommunications; Alan Neeley & Terry Cairns.

The afternoon general discussion was of AdamCalc by Ed Snow. [The guards tired of jumping, kicked me instead for the afternoon]. The afternoon was wrapped up with a number of product demonstrations: Syd Carter wowed the crowd with the unveiling of a sound digitizer for the Adam. Jim Walters and his Twin Brother Bruce confused and amused the crowd by making them guess who was who. They also demo'd their cart version of SMARTDSK; showed labelworks and the new game VASE OF TURR. Mark Gordon, to the ladies pleasure, showed off his Powermater-2. Alan Neeley demo'd his BBS, again to the pleasure of the ladies present.

******* Monday, October 9, 1989:

The morning session concerned how to start & maintain a User Group. On the panel were Howard Pines (ECAUG); Terry Cairns (MIAG); Jim Notini(NIAD) and David Colby(VISA). Master Card demanded equal time. [My morning session concerned more questions on the United States Defense Network.] Workshops included: PowerPaint by Pat Herrington & Tony Patterson, who painted interesting designs on each other's persons. ADVANCED CP/M-Ron Collins and John Vilillo, utilities by Jim & Bruce Walters. Monte wrapped up the day, [while I showed Castro how to boot EOS on his Hard drive using a modified IDOS and he let me go]. Next year's convention is scheduled for Toronto, Canada and not wanting to get hijacked to Cuba again, I have started walking and hope to make it in time. Wave as you drive by me.

DON'S DIGGINGS- THIS COLUMN IS DESIGN ED TO MAKE YOU AWARE OF THE THINGS THAT OTHER ADAM USER GROUPS ARE DOING AND WHAT IS AVAILABLE IN OUR EXTENSIVE NEWSLETTER LIBRARY.

JUNE 1989 AWAUG NEWSLETTER - More information on the ADAMCON 01. [A review of a program called 22DISK. s program is designed to transfer files from CPM to DOS and vice versa. It will display files, erase files, format disks, 200 different formats are supported.][An article on upgrade s by John Lingrel.John describes the modifications that are required to install a hard disk on the ADAM.] [Programming tips in Smartbasic][Key board tips. This is a very handy warning to clean out your keyboard if it is doing strange things][A great and very humorous article by Ron Collins on burning the midnight oil.

MTAG METROPOLITAN TORONTO ADAM GROUP MAY/JUNE 1989
This is an excellent newsletter which is very well written. I have not seen too many issues until last month well worth reading.[Some excellent tips on finding your way around the game 2010][Some detailed instructions on reloading ribbon cassettes with repla cement ribbons][Some good instructio ns on giving your ADAM a good housecleaning and keeping it running] [A three page article on Basic Programming][A review on DBASE II for the ADAM. This is the ultimate in Data Base programs for the ADAM - CPM required]

ADAM'S BYTES AUGUST 1989
[Reviews on ADDICTUS, Super Sketch, Super Cobra and The Label Works][A program listing for a game called Break-out][An article on the Metro Orlando User Group]

ADAM-LINK OF UTAH APRIL/JUNE 1989
[Another article on a successfulinsta llation of a hard drive][An article on Davinci a new Graphics package that rivals Power Paint however it is free-see article for details. New serial interface software for the CANON Thermal Printer.][New ADAM games Schooldaze, Pinball games calle d the "Excellent Arcade", Galactic Bounty Hunter][Part 2 of an article by Ron Collins on the installation of a hard drive. This is a very complete 3 page article][A 10 page article on programming in SmartBasic including a listing of a program] [An article on the Sydmodem 1200 and how to control it][Two pages of hints and a map of the Temple of the Snow Dragon and how to complete the game. This is excellen t for those of you like me who have never completed the game.][Reviews on The PRINT WORKS, Formatter II, ADAM Memory Expander, ADAM Bomb]

INLAND EMPIRE ADAM USERS GROUP (IEAUG) JULY 1989
[A 7 page article on CPM for the beginner and how to use it][Some descriptions of some excellent CPM Programs for the ADAM. There are word processing programs, search programs , file maintenance programs]

PUGET SOUND ADAM NEWSLETTER (PSAN) JULY 1989
[A review of the program Easy as ABC. A program for children designed to help them with spelling and to aid in the development of their reasoning skills]

ADAM"S HOUSE AUGUST 1989
[Reviews of GoDOS with Basic, Groovy Graphics, and School Daze]
METROPOLITAN ORLANDO ADAM USERS GROUP AUGUST 1989

[A review of GoDOS Basic commands and a brief description of their function and a sample program list showing the use of multiple windows][An article on a new Data Pack that will hold 306K initiallywith the ability to hold even more. This product will be demonstrated at the ADAMCON]

CAN'T FIND IT??
HAVE YOU TRIED THE—

ADAM CONNECTION

Tired of looking for that one program you need to finish that all important paper, newsletter, or graphic ????

Why not give THE ADAM CONNECTION a try? We've got all that great software your looking for, easy to find it, in 1 catalog. Just flip thru our pages to what you need. Word Processing, Graphics, PD, Hardware... It's all there for you to find FAST!

We carry all the top quality software and hardware from The Softworks Factory, Walters Software, Renegade Software and lots of others, all at great prices.

****** BONUS ******

As a special bonus for this Newsletter, THE ADAM CONNECTION is offering 15% off any purchase -OR- $5 off anything in our PD library. Fill out the coupon on this page.

This coupon entitles YOU to 15% off any product -OR- $5 off anything in our PD library. (limit one per family).

Please Sign Your Name:

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THE ADAM CONNECTION

Start shopping smart today

Write for your free catalog

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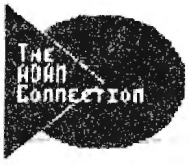
1600 East Washington Boulevard
Fort Wayne, IN 46803
MODEM CALLS: (219) 422 - 6091
(BBS Now has latest A-NET and On-Line Training!)



LEARNING WITH LOGO IS A REGULAR COLUMN OF RICKI GERLACH WHICH APPEARS IN THE MOAUG newsletter. [See MOAUG newsletter for earlier lessons]

LEARNING WITH LOGO
PART 4

BY: RICKI J. 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 largestone, 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.

REEDY SOFTWARE
New catalog from Reedy Software, 10085 60th St. Alto MI 49320 includes: New for MageQuest Players, MageQuest Construction Set.
UPGRADE POLICY: For $1.00 copy charge & shipping of $ 2.50 when you return your original older version disk or DDT they will upgrade you to the current version. Their catalog (send stamped addressed envelope to above address, ask for catalog) indicates which of their items have been upgraded. They also carry PD software, Coleco software, ADAM supplies including ribbons and much more.

NEWS FROM PRACTICAL PROGRAMS
New version of Basic Manager Package and FASTRUN due out shortly. As per their excellent policy, PRACTICAL PROGRAMS will upgrade FREE upon returning your purchased earlier version. This is one of the very few companies that upgrades without charge.

COMING SHORTLY:
FASTRUN v3.0. Works just like the SAVE command. No more typing over the BSAVE command.

Colors V.2.0. Now written in machine language to allow you to run this program (to change screen colors0 without disturbing the program you currently have in memory.

Pro-Copy v1.0. This program replaces the copyFR or copy MS programs previouslly issued. Pro-copy will copy single or mutliple files to datapacks, flippy datapacks or disks with single or multiple block file directories. Allows you to copy user files, system files or the boot block (Block 0). Pro-Copy uses column selection and ring menus for option selection.

REVIEWS TO BE AVAILABLE AS SOON AS WE RECEIVE OUR DEMO COPIES.

MMSG NEWS
COMING SOON !!!!!!
It's 2150 A.D. & you're a mercenary from the Interplanetary Commerce Commission. Your job is to protect interplanetary merchant trade from space pirates (WHICH ARE AS BAD AS SOFTWARE PIRATES) and other alien craft. Bounty, earned from the destruction of unfriendly vessels must be used to keep your ship going. Energy for shields, hyperspace travel and weapons can be purchased at several landbase locations in the galaxy.
This is to have Arcade Action, Realtime Graphics, etc.
We hope to be able to review this as soon as it is released.

ADAMite PROFILE

Name: Dean Roades

Hometown: Munster, IN

Age: 38
Wife: Lynn
Children: Eric - 12, Marjorie - 10

ADAM SYSTEM CONFIGURATION:
Base ADAM w/ 2 Tape Drives
2 - 5-1/4" 160K Disk Drives
Parallel Printer Interface
Panasonic KX-P1080i Printer
64k Memory Expander
ADAMLink 300 baud Modem
ADAM Autodialer
Power Supply from ADAM Printer

USER GROUPS:
Started 463 ADAM User Group - AUGust 1987
Member - St. Louis User Group
Member - NIAD (Northern Illiana ADam)

Newsletters:
NIBBLES & BITS
ADAM's ALIVE
PSAN (Puget Sound ADAM Newsnet)

Other ADAM Activities:
Member of Barry Wilson's A. N. N. (ADAM News Network)

I purchased my ADAM in the summer of 1986 at Kay-Bee toy store for $300.00. I knew at the time that it was orphaned, but I wanted to get a computer "for the kids". They use it of course, when they can get it away from me. I subscribed to Family Computing magazine and to a newsletter, AUGment. These helped me use my ADAM a little. It wasn't until Nibbles & Bits came along that I started to use ADAM more and more.

Lyle Marschand supplied me with a list of NIAD members in our area. I used this list to start a small user group - 463 ADAM. (All the original members were in the 463__ zip code) A mention of our group in Nibbles & Bits caused Barry Wilson of St. Louis AUG to contact me. We have traded PD volumes and he has assisted me in running our AUG in many ways.

I will be attending ADAMCON 01 in October (it may be over when you read this) and hope to meet many of the people I have heard of and corresponded with.

Computer Support

TRISYD VIDEO GAMES

26 FLORENCE CRES., TORONTO, ONT.
CANADA M6N 4E4
(416) 769-6446

Established 1984

Special Product release:

Trisyd Video Games announces two new items ready for the 1989 Christmas season.

INTRODUCING the new

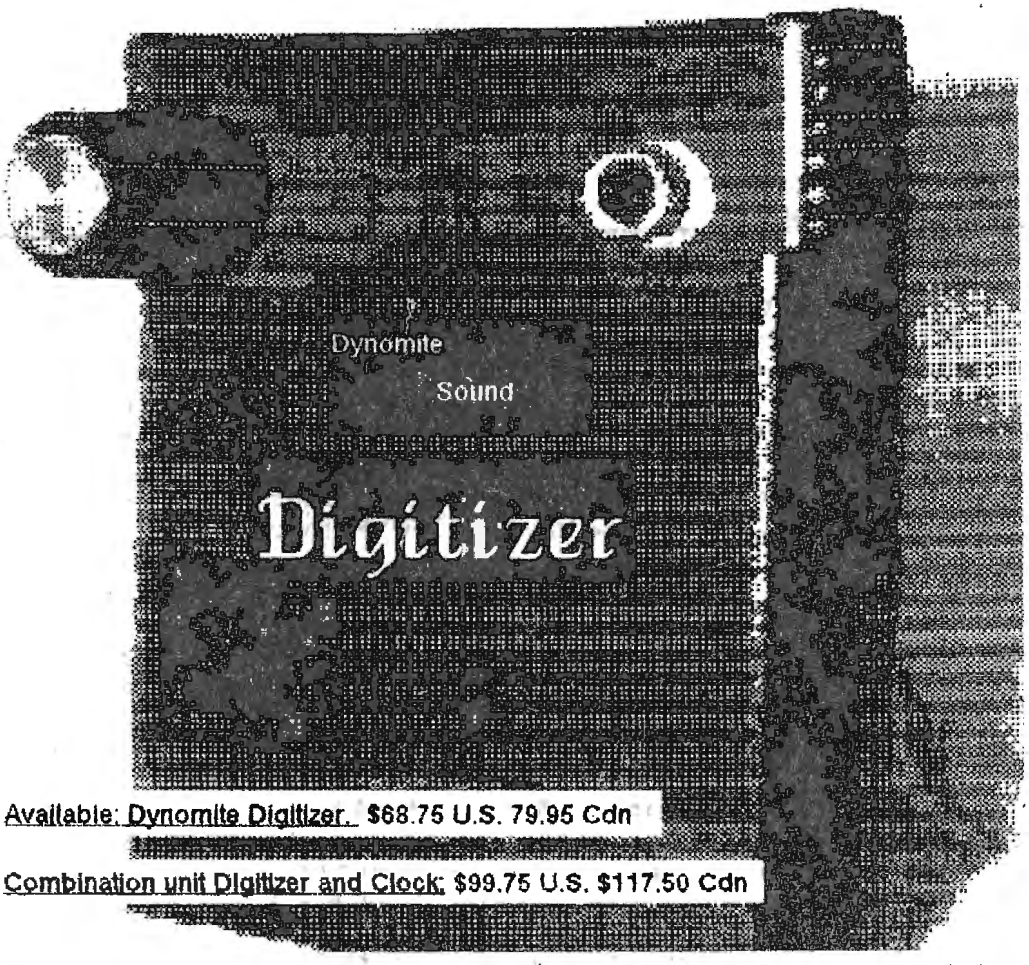
DYNOMITE Sound Digitizer

which offers the utmost in customized audio programming. Plugging into your cartridge port, this unit will capture almost any sound you can feed it whether it is your voice, music or that impossible special effect.. The result is then savable as a file which can be called upon within a users program as often as they wish.

Digitized sounds are played back through Adam's own sound chip without need of the dynomite sound digitizer !!

A combination digitizer with onboard clock chip installed is also available. ☞ ☞

●●●●●●●☞☞☞

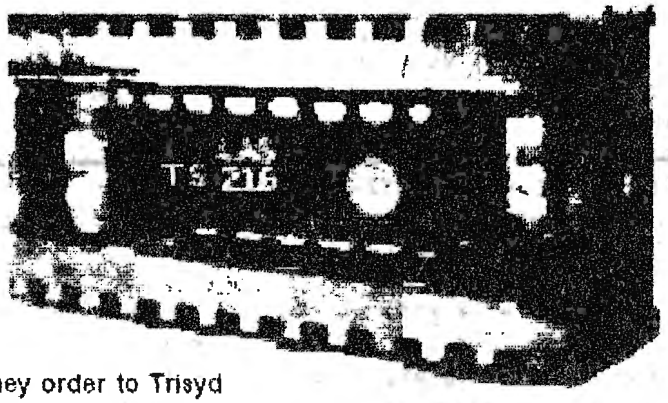


Available: Dynomite Digitizer. $68.75 U.S. 79.95 Cdn

Combination unit Digitizer and Clock: $99.75 U.S. $117.50 Cdn

Smart Clock Stand Alone Version:

$40.00 U.S $47.00 Cdn



NOTE: --

All product orders require an additional 10% to cover shipping charge.

✓ Send Cheque or Money order to Trisyd Video Games letterhead address. Visa accepted.

On the left we see a photo of the Smart Clock. It keeps track of hundreds of seconds, seconds, minutes, Hours, Days, Day of week, Month, Year.

Full 12/24H modes along with leap year correction. Dating feature labels Smartwriter and a host of other application files. This provides effecient file catagorizing

Smart Clock can be sold separatly or with Dynomite Sound digitizer. It installs inside Adam in the stand alone application thereby requiring technical skill to follow directions.

GAME HINTS

DEADLINE---Part One

Here is the solution for solving Infocom's mystery game, Deadline. All commands which should be typed in exactly as you see them are in quotes. Directional movements are in brackets. E.g., "OPEN DOOR" and [N,N,E].

From the front path of the Robner's estate, go [N] to the front door of the house. Type "OPEN DOOR" and go [N] into the Robners' house. From inside the door, go [N,E] and type "CLIMB STAIRS" twice (or you can just go [U,U]) to get to the second level of the estate. From there, go [W,W,W,W,N] to the library where you will start the first of a series of Sherlock Holmes-type activities. In Deadline, you need to establish the motive and method for the murder beyond all reasonable doubt before you can arrest the guilty party. If you don't have an air-tight case, the jury will acquit the defendant. It is here in the library where we go about establishing the method by which poor Mr. Robner was done in.

First off, type "EXAMINE RUG" (or just "LOOK RUG"). You will find some mud spots which is your first clue. Now, "GET THE CUP, PAD, CALENDAR AND PENCIL" and "RUB PENCIL ON PAD" and then "TURN PAGE OF CALENDAR." Aha! Perhaps a clue as to the motive? Let's see if we can substantiate the method a little more...that mud on the rug was very interesting. Type "OPEN BALCONY DOOR" and go [N] onto the balcony. Check out the railing by typing "EXAMINE RAILING" and you will see some scratches, lending credence to the theory that perhaps the murderer climbed up the balcony from the ground below where he (or she) got mud on his shoes. Let's have a look below and check for some indication that the murderer was indeed below the balcony.

DEADLINE---Part Two

To leave the balcony, go [S,S,E,E,E,E,D,D,W,S]. Type "OPEN DOOR" and go [S] back to the front door. Now go [E,E,SE] to the shed where you will see a ladder. Type "EXAMINE LADDER." Hmmm! This ladder- and-balcony theory is looking good! Let's see if we can prove the ladder was below the balcony. This will have to wait a while, though, because it's getting late in the morning and we have to do some more checking in the house before the reading of the will takes place. And besides that, we need to talk to Mr. McNabb and he doesn't seem to be in the mood right now.

Go back to the house by heading [N,S,N] and head back upstairs with [N,N,E,U,U]. Let's see what else we can findupstairs. Go [S,S] into Dunbar's bathroom. Type "OPEN CABINET" and "EXAMINE LOBLO." Aha, again! Now we go back downstairs and see if we can find Mr. McNabb to see if he knows anything about a ladder under the balcony. Go [N,N,D,D,W,S,S]. Let's take a break for a while.
pe "WAIT UNTIL 11:30."

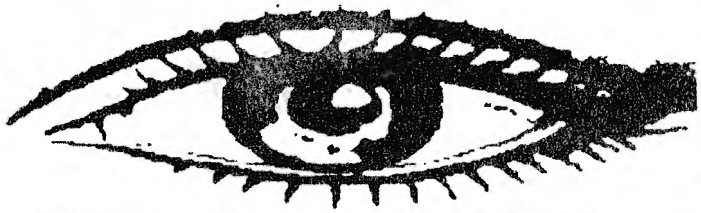
And now for Mr. McNabb. Let's try the garden path first with [E,NE,E,W]. If McNabb is not around, just wait for a while or snoop around the area and he will soon show up. Deadline is very unpredictable when it comes to the various characters moving around the scenario. Once you spot McNabb, go to him and say "HEY MCNABB" followed by "WHAT IS WRONG." He will tell you about some holes he found in his garden so, naturally, you say "SHOW ME THE HOLES." He will take off and you "FOLLOW HIM." When he stops, type "EXAMINE HOLES." Eureka! The ladder was here and the depth of the holes proves somebody climbed it up to the balcony!

To make sure we cover every angle, type "EXAMINE GROUND" and "DIG AROUND HOLES." Hmmm...wonder what this could be about? To find out, type "ANALYZE FRAGMENT FOR LOBLO." Oops, it's later than we thought! Back to the house for the reading of the will. Go [N,SW,SE,E] to the house and [N,N,W] into the living room. Now just "WAIT" for the will to be read.

DEADLINE---Part Three

After the will is read, you decide to see if you can roust some of those present into giving you some clues as to the guilty party and, perhaps, the motive for the crime. Let's start with George. Type "SHOW GEORGE THE CALENDAR." He will get very nervous and start heading out of the room. Type "FOLLOW HIM" until he finally goes to his room. He will keep telling you to leave him alone, but just keep following him until he enters his room. At this point, you decide to see if George knows more then he's telling. You aren't going to get anything from him here, so let's go to the balcony and wait to see if he does anything. Go [W,N,N] to the balcony and type "WAIT 10 MINUTES." Voila! Here he comes! Wait until he goes behind the bookshelf and then type "WAIT 4 MINUTES" to give him time to really get his hands into the cookie jar.

PRODUCT REVIEWS



SCHOOL DAZE
by WIZARD'S LAIR

Another GREAT educational package from Wizard's Lair. I sure hope they continue to develop more software of this quality. SCHOOL DAZE is a math skills program. You can choose between MATH DRILLS and MATH CLIMBER.

MATH DRILLS gives you the choice of practicing Addition, Subtraction, Multiplication, or Division tables. This drill is fully documented on disk and can be read on screen by selecting "Instructions" on the main menu. Smart keys are used extensively in this program, making it very easy to use. After choosing the type of drill you wish to practice, you choose which math table you wish to work with (from 0 to 12). To move between math tables you press Smart Key I to increase, Smart Key II to decrease, or Smart Key III to accept current math table. Next, you can choose your text screen color by pressing the appropriate Smart Key. The drill screen is divided into four areas. On the left are happy and sad faces which react in response to the answers you enter. In the middle of the screen are the four math signs. The math table you chose to work with will be displayed on the left side of the math sign (+,-,*, or /) that you selected. On the right side will be the number (0 to 12) that you must add, subtract, etc, to the current math table number. On the right of the screen is information, such as how to quit. Below these sections is the scoring area. It will be necessary to explain the younger children how to skip division and fraction problems and how to type the negative numbers sometimes needed in the subtraction problems.

These drills are attractive and very well done. They are not anywhere as difficult as the instructions sound. They are just what my oldest son needs to practice on for fourth grade. My preschooler and first grader have had a lot of fun with the addition and have had some success with the subtraction.

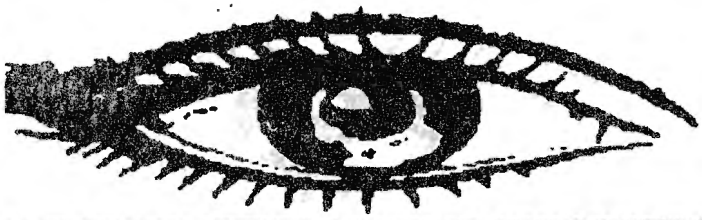
MATH CLIMBER is the entertaining part of the program. It is by far the most popular around my house. It is also documented in the "Instruction" selection on the main menu. The graphics are great. The player must correctly answer math problems to climb the ladder up the castle wall. It takes 16 steps to climb the wall. For every correct answer, you move up one step. For each incorrect answer you move down one step. After five incorrect answers, the game is over.

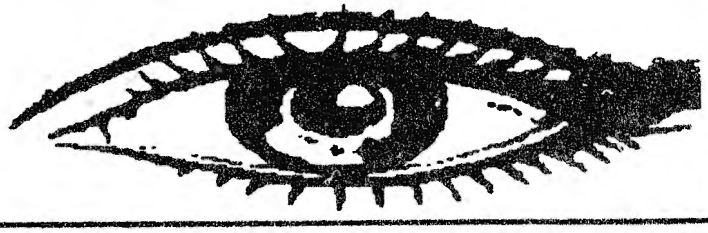
As in MATH DRILLS, you can choose the text screen color. Youcan also skip division or quit as in Drills. If you quit, you can select the appropriate Smart Key to reload the main menu, continue the game from where you are, or restart the game. At the bottom of the screen is the talley of the high score, your score, number right, number wrong, and percentage correct. The sound effects and music used in the program enhance it as do the the colors, sprites, and graphics.

Also included on the disk and accessible from the main menu is a database of ADAM Support. This can be viewed on screen or printed out. It is an extensive list of Adam companies and User Groups including their addresses and phone numbers.

I feel this is a must buy program as it has something for everyone. Even I really enjoyed climbing the castle wall. Thanks Wizard's Lair for another superbly done educational package.

PRODUCT REVIEWS





Easy As A,B,C & 1,2,3

(C) Wizard's Lair Software

Wizard's Lair has created a large number of high quality pictures for use with most ADAM formats. (SignSHOP, NewsMAKER, PowerPAINT, PrintWorks) They have combined this expertise with a software package for children to make an excellent 'study' program. (The kids will be having to much fun to notice they are learning)

There are 2 sections to this package: EA.COMPARE and EA.SPELL. Easy Spell has finally solved the problem of using the computer to study spelling. Without speech capabilities, how can the computer prompt the user for the word to be spelled? Wizard's Lair solved this by using pictures. The Easy Compare section takes input from the controller, and both sections use the same pictures.

Easy As A,B,C & 1,2,3 is on one tape or two disks. I reviewed the disk version, a program disk and picture disk. Music plays as the start-up program loads. You are then asked to select Easy Spell or Easy Compare and after it loads you put in the disk with the pictures. Small children will need help with this set-up, but after it is done, they should be able to work with it on their own.

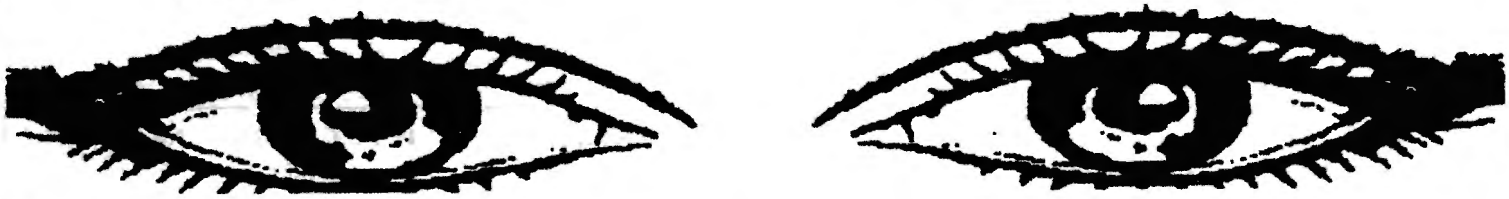
EASY SPELL
Easy Spell presents a picture and spells the word below it. You are asked to spell the word. If you are correct, you are prompted to spell the word again, this this time with no help from ADAM. Each time you are correct, you are rewarded with winning sounds and encouraging words. If incorrect, you can try again or go to the next picture.

EASY COMPARE
Easy Compare loads three pictures onto a colorful screen. Two are related in some way, the third does not belong. Using the joystick, you select the one that doesn't belong. Again, correct answers are rewarded.

Both sections include scoring to keep track of right and wrong answers. As a child 'plays' with Easy As A,B,C & 1,2,3, he or she is becoming familiar with the keyboard, and developing cognitive skills. The instructions are well written and easy to understand. Recommended ages are 6 - 9 yrs, but my daughter, who is 10, enjoys Easy As A,B,C & 1,2,3 very much and uses it often. Are your kids "bored!" and have "nothing to do!"? This is a good package to have on hand. If Easy As A,B,C & 1,2,3 becomes as popular as it should, Perhaps Wizard's Lair will release additional picture packs.

Rating - A
Dean Roades
463 ADAM User Group

PRODUCT REVIEWS



ILLUSIONS

by Nice Ideas for Colecovision

This game is one of the most unusual games I've played on the Adam. It has one/two player options and has four skill levels. The instructions come in the form of a poem and gives clues on how to play the game. The game consists mainly of two different screens. The first screen is an angled maze that looks like the ramparts of a castle. In this screen you must merge all your Gleeb's into one in order to pass through the mirror to the other screen. Occasionally, you will need to avoid roaming lizards and birds depending on the level you have selected to play. If you run into either the birds or lizards you will either lose time or gain more Gleebs.

When you pass through the mirror to the second screen, you enter a cube-like girder design. Here you reverse your actions of the previous screen. You must now separate your Gleeb into four individual Gleebs in order to pass through the mirror back to the other side.

The fire buttons control the merge and separation moves (this is the hardest part to learn). My younger sons and I had a hard time trying to maneuver through this game, but my nine year old did quite well. It is very important to learn when to press the fire button for merging or separating. There are only certain points on the screen that this can be done. Remember this--when you press the buttons, the action is "saved" until the point is reached. Over zealous pressing can cause delayed action with unpredictable results, therefore try to identify the points as quickly as possible. This is an interesting game, but not one I feel my family will enjoy until they are older.

MONTEZUMA'S REVENGE

by Parker Brothers

This is a one player game which you can start on one of three levels. As you descend down the rope into the fortress, you enter a world full of deadly traps and untold wealth. This is a game similar to Pitfall and Miner 2049'er. Your objective is to guide Panama Joe through the fortress to the Treasure Room. As you travel, you will pass through up to 100 different rooms. Among the hazards you'll encounter are: laser gates, killer skulls, snakes, conveyor belts, disappearing floors, doors, ladders, spiders, fire pits, poles, and chains.

Besides the jewels you'll collect, you will also need to pick up amulets, keys, swords, and torches to help you on your way.

This game is different from most other games I've played. In other games, the scenes were virtually the same regardless of level and the only difference was in the degree of difficulty in overcoming the hazards. In this game, all levels seem to be equally hard and the rooms are different on each level. The escapes on the rooms that look the same may change drastically from one level to the next, as well as the dangers and rewards.

One bonus: on level one, after losing all six of your men, you may continue with zero points right where you ended. This option is not available on the other levels.

If you make it to the Treasure Room, you must leap blindly from chain to chain trying to collect all the loot you can before your time runs out. Montezuma's Revenge actually has nine levels, although noe of us have gottan anywhere near that many yet. My four year old gets the greatest kick out of jumping Panama Joe into the nearest fiery pit. Enjoy.

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PRODUCT REVIEWS

GOBASIC REVIEW
By HARDNOSED HARRY**

First there are NEW COMMANDS that you will have to learn. I would have liked it better if they made less commands, maybe cut it down to one or two. Who wants all those commands.

GOBASIC has 28 BUILT IN ICONS (or little figures or symbols) that you can call just be typing PUTICON X at h,v (X is # of icon, h is horizontal and v is vertical). BUT WHAT if I wanted to have my icons play foot ball. Well with 11 icons on a side, 2 more for each side for punting & field goals,that makes 26 and ONLY leaves 2 icons for officials and you need more than 2 officals for a football game. Only 28 icons is very impractical.

Then there is the PULL DOWN MENUS, well what about liability insurance. What if some user pulls a menu down on top of a letter or worse an incon. They could sue. No I don't want pull down menus.

Dialog boxes. All you do is type startdialog and you get a dialog box and exitdialog and it disappears. Seems simple enough but then you must put some dialog in it. Well thats the catch, you have to think of some dialog to put in the dialog box. If I could think of dialog, I would write novels or screen plays or something, so there, again a totally useless feature.

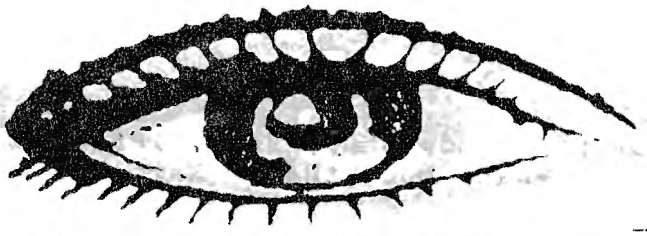
Changing the foreground color by using FCLOR = X or the Background color to be painted by using PCLOR = X, or the border color by using OUTERCOLOR X or even the window color by WDWCOLOR f,b is simple. BUT I have a green monitor and I will assure you that all these color changes didn't do much for me on my green monitor. MAYBE THEY SHOULD HAVE INCLUDED, FREE, A COLOR MONITOR WITH EACH GOBASIC SOLD. YAA, THATS A GOOD IDEA.

Also while I think of it you only get one kind of window. What if I wanted a bay window, or picture window, or full lenght floor to ceiling window. No very much of a choice is given you.

NOW THIS ONE WILL REALLY MAKE YOU ANGRY, THEY ONLY GIVE YOU A CHOICE OF SIX DIFFERENT FONTS. What if you want a different font for each day of the week, well what about that guys. You either have to design a 7th font (they do give you that option) or use one of the 6 build in fonts twice in one week. I mean, they make underwear for each day of the week. Come on guys, get with it.

As far as being able to underline fonts, make horizontal mirror images of fonts, vertical mirror images, rotate fonts, reverse fonts, and even more. Well its just going to make the fonts dizzy or upset or something and next thing you know we will have a strike on our hands.

Another flaw in GOBASIC is while you can put the windows up, down, left or right, what if you have them up and it rains. What about that. Maybe it



would be safer without any windows at all. Also what about screens for the windows and what about storm windows. There is no option for storm windows. (Unless you paint the storm in grapics mode yourself, I guess).

GOBASIC can handle Disk drives ONE THRU SIX, a HARD DRIVE, TWO TAPE DRIVES & A RAMDRIVE. Well where are you going to get the money to buy 6 disk drives and even if you do, where will you put them. You can only stack about 4 on top of each before they all fall over. Another flaw.

Then they give you the ability to calculate Cosines, arctangents, logs, square roots, tangents,etc. Well I thought I was finished with all that when I flunked trigonometry or was it solid geometry. Anyway, who needs to be reminded of all those bad memories, anyway.

I am just hitting those points that upset me the most. Take output settings. Now here is where they really stick it to you. The go from PR#0 all the way to PR#15. Thats just too many choices. I like it simple, yes or no, black or white. Giving you 15 output choices, I mean to screen, Adam printer, other printer, 80 col. terminal (either EVE or OBS), etc. That means I have to buy an 80 col. terminal to be able to use all 15 outputs. Maybe the reason GOBASIC is so cheap is that they are going to make money selling 80 col. terminals so you can use PR#8 & PR#9. Who knows.

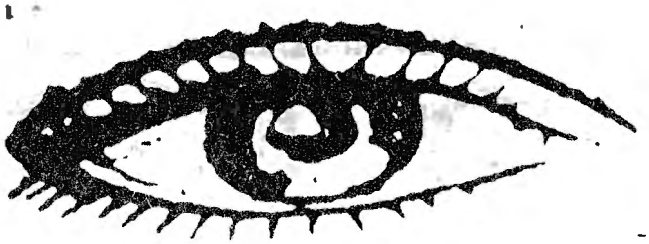
NOW ANOTHER BUMMER. You can draw a circle by typing RADIUS = x, CIRCLE h,v, thats it, it draws you a circle. If you use FCIRCLE you get a filled in circle. For a SQUARE all you need is LENGHT = X, SQUARE h,v. Also FSQUARE is a filled square. You can do rectangles just as easy.
BUT WHAT IF YOU WANT A PENTAGON OR HEXAGON OR 99 SIDED FIGURE. Well they don't automatically give you those. You can still get them but not with an automatic command. They should have gone from 1 sided to 99 sided figures at least.

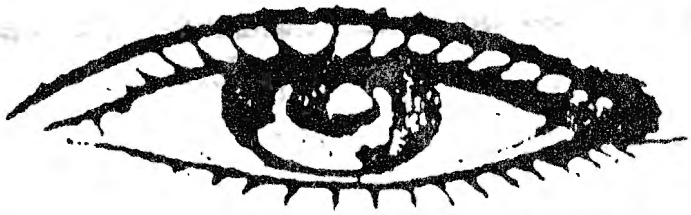
I won't even tell you what they do to sprites as it is too horrible to imagine, (rotation, coloration, hiding, finding, mirroring,reversing,etc.) . Its enough to give a sprite a nervous breakdown. They even STAMP those poor fragile sprites. Just inhuman.

Then you get choices like 30 column, 40 column, 60 column screens. Who wants to have to count all those characters to see if you are really getting them. For all I know, I might have 29, 39, and 59 columns.

These are only some of the things I don't like about GOBASIC. There is also its price. if you don't pay at least $99.99 for a program, it can't be worth much can it???

PRODUCT REVIEWS





GROOVY GRAPHICS

Review By Jim Duffy

David Seaman has come out with 3 rather complex programs on one disk/ddp called GROOVY GRAPHICS selling for $19.95. The first thing you should do (after making your backup copy of course) is to print out the readme file and then the 3 doc files through SmartWriter before booting the disk. Now after sitting down, reading the documentation and feeling totally confused by words you might not of ever heard before, don't worry it is not really as complicated as it appears.

Here is a brief description of the three programs included in this package.

CELLS-This program is the easiest of the three and is an adaptation of John Conway's "Game of Life". Alot has been written about it in Scienctific American's "Mathematical Games" and "Computer Recreations" columns. This program displays an 88 x 127 array of cells at about 2-3 generations per second. I tried draving my name and then I viewed and printed it in the first 4 or 5 generations with some nice results.

LISSAJOUS-First of all a Lissajous figure is a type of curve made by plotting points whose position in one direction is determined by a sine vave, and whose position in the other direction is determined by another sine wave, usually of a different frequency and phase. These figures are usually made with a frequency generator and an oscilloscope. A few advantages of this program over the traditional method is that it allows the curves to be saved and printed out; it allows two different sine waves to be mixed on each axis; and it allows a third axis to be represented by color. This program can make some stunning pictures with different color pulsating sine waves.

IFS-This is a technique for making fractals and stands for "Iterated Function System". With this program you can make shapes and textures that you can save and then use with different painting programs. I made triangles, leaves ect... with this program and then printed them out with twice the resolution in each direction as is displayed on the screen using my dot matrix printer. David says there is a good article on this technique in BYTE magazine, January 1988, called "A Better Way to Compress Images".

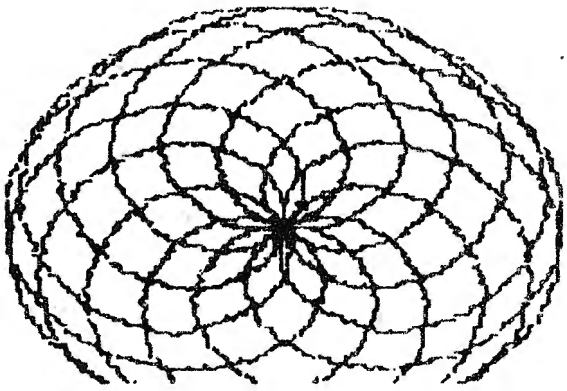
Some of the nice features of these programs are the use of SMARTKeys (S-key I gives you one full help screen in all three programs and S-key VI is used to finish what you are doing or to switch modes) and if you press the print key you better make sure you have paper in your printer because itprints right after you touch the key. I might add that you must have a dot matrix printer to print out with this program. You can also make full use of your controller pad in various parts of the programs. Another nice feature is when you try to save a picture in the RLE format and forget to take the program disk out of the same drive you are writing to you get an I/O error and then you just put in the other disk and it works fine.

I don't see hov you can go wrong with these programs even if you just used CELLS which is the easiest program to learn considering you get all three for $19.95. I am sure once you learn hov to use all the programs within /GROOVY GRAPHICS/ you will realize all the different shapes and pictures you can create.

GAME HINTS

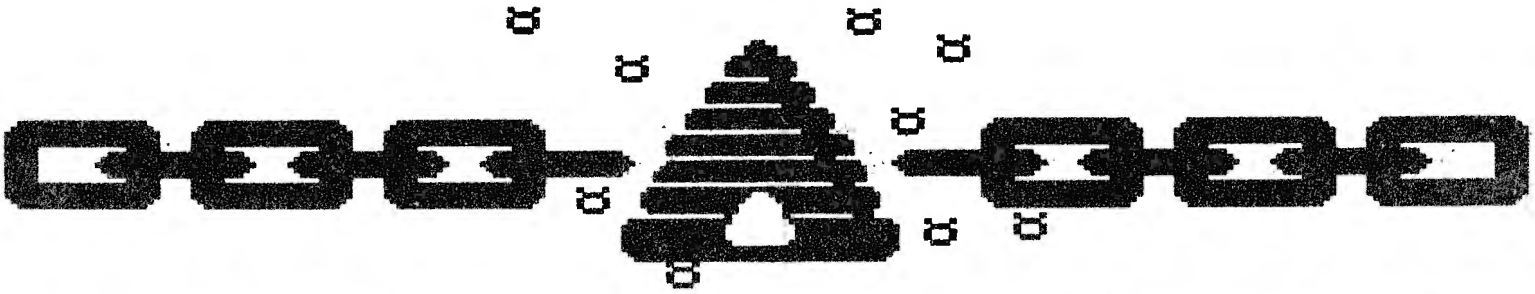
When your 4 minutes are up, go [S], "EXAMINE BOOKSHELF," "PRESS BUTTON," and go [E]. Ha! Caught him red-handed!! Type "GET WILL," "LOOK SAFE," "GET PAPERS," and "READ PAPERS." Things are beginning to look up! Let's see if we can substantiate some of this stuff. Go back to the living room with [W,S,E,E,E,E,D,D,W,W]. My, isn't this cozy! Type "HEY BAXTER," "WHAT ABOUT FOCUS." You know he's lying so you "SHOW PAPERS TO BAXTER." Ah, that's better! Now for some clever psycho-detective work. Type "SHOW LAB REPORT TO DUNBAR" and "SHOW LAB REPORT TO BAXTER." Whip around and"ACCUSE DUNBAR." Hmmm...a tad nervous, isn't she? Perhaps we should go off and wait to see what develops. Go [E] to leave the room and "WAIT FOR DUNBAR." Just as we suspected! When she passes you, type "FOLLOW HER." Once outside the house, she will drop a ticket. Type "GET TICKET" and "READ TICKET." WOW! This is getting good! Type "SHOW TICKET TO DUNBAR." You know you've got her on the run now so head off to the shed to wait and see what develops. Go [E,E,SE] and "WAIT FOR BAXTER." When they both show up, "SHOW TICKET TO BAXTER" and "ARREST BAXTER AND DUNBAR." You didn't believe them for a minute, did you?

Due to the dynamic nature of Deadline, there are several ways to end up accusing Baxter and Dunbar of the murder. There are also more puzzles to solve, but this is all that is necessary to put together an air-tight case against them. If you have other methods of solving Deadline, let us know!



JIM

The designs on this page were done using GROOVY GRAPHICS! See the review on the next page



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November 11, 1989
December 9, 1989

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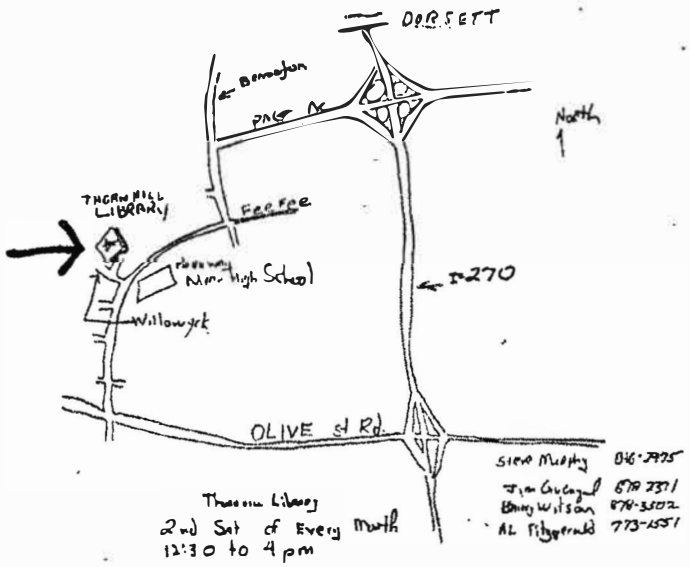

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St Louis ADAM USER'S Group
Meeting Place + time

IMPORTANT !! PLEASE TRY & BRING THE FOLLOWING TO THE MEETING:

1. BLANK Media (disk or tape) so that new PD programs can be copied for you.
2. Software to demonstrate for other members.
3. HARDWARE SO WE CAN GET AT LEAST 2 ADAM SETUPS RUNNING. More would be helpful.

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