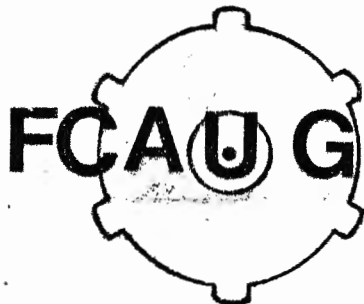


SYNTAX^{1.1}

MAR.
85

Table of Contents

Introduction.....	2
Editorial.....	3
List of Adam Software and Hardware.....	4
General Questions and Answers.....	5
Basic Parts.....	7
Modem.....	8
FCAUG Advertising Rates.....	10
Super Action!.....	11
Color Pokes.....	13
Game Reviews.....	15
.....Root Beer Tapper.....	15
.....Dam Busters.....	16
.....Dragon's Lair.....	17
List of Adam Service Centers (Dale Integrated).....	19
Program Reviews.....	20
.....SmartFiler.....	20
.....Tax Planner.....	21
.....Market Monitor.....	24
.....Basic Bonanza.....	25
Members' Programs.....	26



FIRST CANADIAN ADAM USERS' GROUP
P.O. Box 547 Victoria Station
Westmount, P. Q.
H3Z 2Y6

INTRODUCTION

Welcome to the first edition of SYNTAX, the official newsletter of FCAUG. We wish to thank you for supporting our group in such overwhelming numbers. This demonstrates your commitment to the Adam and gives just cause to our existence. Adam is at a turning point in its young life cycle and with Coleco dropping the line noone knows for sure what will happen next. Therefore, your continued support is essential in keeping it strong. Remember, there's strength in numbers.

You may be glad to know that in only two short months, FCAUG has grown to almost one thousand members and continues to do so at an accelerated pace. We are definitely a force to be reckoned with. We hope to be able to use this strength to get important people to listen to our views and concerns. So send your letters, programs, criticisms, local news to FCAUG because it really is up to us, the users, to keep our group healthy if we want to get the most out of our computer. Let SYNTAX be the voice of the Adam user.

And now that we've told you what we expect of you, it's only fair that we tell you what you can expect of us. Upcoming issues will incorporate readers' suggestions and articles hopefully. Current market developments affecting Adam will be reported. We also intend to get more into the programming side of things. In the next issue we'll teach you how to program sound. We'll try and piece together a memory map by talking about at least one poke statement per issue. We'll get into CP/M, Logo, word processing, Third party programs, books, magazines, educational software, and whatever else that is relevant to the Adam user.

In the current issue, we present some tips, program and game reviews, and the beginning of our FCAUG program library. We realize that we did not include everything that we would have liked to, but hopefully, we've touched upon something that will be of interest to you. Since we received a very large volume of mail, we thought it best to save individual letters for the next issue and to concentrate on what we perceived to be the most often asked user questions. We intend to use SYNTAX not only to answer your questions, but to share discoveries as well as frustrations and to bring us closer together.

FCAUG has set out a one year plan for SYNTAX and Adam. If we are successful in attaining our objectives and are still as strong and resourceful next year, we will certainly keep on going. For our first year we have decided to put out six issues of the newsletter from March 85 to March 86. All new subscribers will receive back issues as well as the balance of what is due up to March 1986. We hope that you enjoy the current issue of SYNTAX and will all stay with us for many more issues to come.

in putting together SYNTAX:
Pete Kopystecki
P. Belanger
Bob Kittle
J.D. Moore
Winston Smith
Ron Saunders

THE EDITORIAL (of sorts)

Some people have received a letter from Coleco Canada which states very clearly how they will be dealing with the Adam since they announced that they were dropping the line. Briefly, they say that the toll free number (1-800-361-2122) will remain in operation until September 1985. Dale Integrated, with their 15 outlets across Canada, will do repairs up until 1990. The 6 month warranty will be honored, although there is no indication how much repairs will cost after the warranty. Also disturbing is the lack of technical knowledge at Dale. When I've gone for repairs all that they've ever done is replace my faulty component with a new one. They don't even check it and in all probability ship it right back to Coleco. That means that Dale had better get some technical information and fast because soon there won't be any place to ship to!

In the same letter they send a brochure listing the available Adam software and peripherals. They then go on to tell us that we could find all these items in the same place that we bought our computers. Have they ever been to one of these outlets? I don't know about you but these products are hard to find even in Montreal. I shudder to think what it must be like in some of the more out of the way places. Come on Coleco we're not asking for much. From the letters that we've received I know that I speak for most of the users when I say that:

I've sunk a fair amount of money into the machine and I've stood by Coleco, supporting it's products and even defending the company from it's detractors when necessary. Why do I have to beg just to get things to use with my computer? I think that I've been pretty supportive of the computer but it is to no avail. Now you say that your products are available. Yet I look and find that they are nowhere to be found. Make good on your promises, Coleco! Make it possible to buy product because there are a lot of irate customers out here.

Here are a few constructive suggestions. Coleco could sell directly to the customers who have looked everywhere and still can't find anything. Orders could be taken directly like the parent company does in the States. Dale Integrated could be allowed to sell Adam products.

The situation is intolerable. I hope other FCAUGers can suggest solutions to this problem. If anyone has any other ideas don't hesitate to write in to FCAUG.

ADAM™

Adam Software

Programming Tools:

- Smart Basic
- Smart Logo
- CPM 2.2 & Assembler
- Adam Calc

Home Management:

- Smart Letters and Forms
- Smart Filer
- Recipe Filer
- Address Book Filer
- Market Monitor
- Tax Planner

Basic Programs:

- 32 Basic Programs (Rugg & Feldman)
- 15 Basic Bonanza (Martin Consulting)

Educational/Self Improvement

Cartridge Format:

- Brain Strainers
- Monkey Academy
- Fortune Builder
- Telly Turtle
- Smurf Paint 'N Play Workshop
- Dr. Seuss Fix Up/Mix Up Puzzle
- Cabbage Patch Kids Picture Show

Adam Hardware

-Disk Drive

- Adamlink Modem
- 64K Memory Expansion
- Extra Data Drive

Super Games:

- Buck Rogers
- Donkey Kong
- Donkey Kong Junior
- Zaxxon
- Dragon's Lair
- Dam Busters
- Grog's Revenge

Data Pack Format:

- Electronic Flashcard Maker
- Flash Facts Vocabulator
- Expertype
- Wacky Word Games
- Electronic Word Book

General Questions and Answers

Q. Why is it very hard to obtain some Adam software and peripherals products?

A. The question of availability of accessories, software and peripherals seemed to surface in almost every letter we received. All Canadian users should note that basic accessories such as data packs, printer ribbons and daisy wheels can be ordered directly through Coleco's Customer service department. Another source you can try is Dale Integrated Service centers. Hardware components such as the disk drive, the modem and the memory expansion card are available but are hard to find for two simple reasons. First of all, major retail chain stores such as Canadian Tire, Zellers, Consumers Distributing to name just a few have abandoned the computer altogether. They want nothing more to do with Adam and are just interested in unloading their present inventory. Secondly, these items seem to be in limited quantities since they were released in late 1984 just about when Coleco had already decided Adam's fate. Obtaining software packages can also be difficult especially if you live in rural areas but at least they are more plentiful. And Coleco is not the only one marketing and developing it. Third party software is presently available from Sydney, Victory, Image, Martin Consulting, and Westico. We have found that the best source for most Adam products are the electronics specialty stores. FCAUG members that are having great difficulty locating a particular existing software item in their area can drop us a line. We make no guarantees but we will do our best to put you in contact with a firm that will gladly welcome your business. We might even convince Coleco to sell some of its software directly to individuals.

Q. How can I use the Smartwriter word processor to produce documents in French?

A. All we can suggest in this area is purchasing and fitting a French character daisy wheel on the printer. In the Montreal area we have found two such daisy wheels: Prestige French and Diablo French. Both are readily available from office supplies stores. With a French daisy wheel fitted on your printer you will need to do a test run of every key on the keyboard in order to determine which ones have the new corresponding French characters. These keys can then be marked with small adhesive labels. Although not the ideal solution since the screen will still display the original characters, it will allow you to print French documents with the appropriate accents. As of this writing, we have not heard any news concerning the release of a complete French word processing program. If you can't find Diablo or Prestige French, any 96 character daisy wheel will work. Keep in mind that you can get daisy wheels for other languages and experiment.

Q. Will the FCAUG newsletter also be available in French?

A. As much as we'd like to, due to cost and time constraints we simply cannot afford to have it in the two official languages.

Nevertheless, we welcome correspondence in either language.

Q. Can I make backup copies of my important programs?

A. Many users have expressed concern over the need to protect or backup important programs. FCAUG recognizes this need and has been able to negotiate a deal with a free lance writer to use a program developed especially for such a purpose. Please note that we cannot distribute the program at large but we can use it to provide a backup service to our chartered members. Briefly, the procedure will work as follows: you send in your tape or disk that you want copied, a blank digital data pack or disk and \$15.00. (\$20.00 for non-members). All such requests must be fully prepaid preferably by money order or certified cheque. If you send an uncertified cheque you must wait 3 weeks more for the cheque to clear. Note we will not backup any super games whatsoever. We will only make backups of your software. There is one exception - Basic, if you want an extra copy of Basic send a blank tape or disk and the \$15.00 service fee. Since everyone has a Basic and you probably will need your original, we do not require you to send it along. We also recommend that you insure and register your package to us as we take no responsibility for items "lost" in the mail. We guarantee the copy procedure. We guarantee that the copy will work. We do not guarantee anything else so make sure that your tapes or disks are reliable and that your parcel is adequately protected.

Q. I have a data pack which will not allow me to access any of my files. All I get is the dreaded, "CANNOT ACCESS THIS FILE" message. What can be done to retrieve the information?

A. Those of you who have used their Adam for some time now will recognize this problem or its equivalent, "I/O ERROR" in the programming mode. If you get this nasty message first check to make sure that you have properly inserted the data pack in the drive. If removing and re-inserting it does not solve the problem try rewinding some of the tape on one spool with the end of a pencil. If this still doesn't work don't panic yet! There appears to be a way to recover the files in the W/P mode. First you need to bring up the directory screen using another tape containing a few files. Once this is done remove the good tape and insert the I/O ERROR bearing tape. Now that you have the directory of the error-free tape on the screen and the problem tape in the drive, press the GET key as if you were trying to get the file. What this does is force Adam to search the tape and since the file is actually stored on the other tape to display the "CANNOT ACCESS THIS FILE" message. But performing this tape switching routine a number of times will result in you being able to access the directory on the problem tape and to retrieve your files. It may then be a good idea to transfer these files to another data pack making appropriate backups as well. If this procedure fails and you are ready to sacrifice the information you have stored on it, you can always initialize the tape using the SmartBasic INIT command. Note, this will delete all file name entries on your data pack.

Basic Parts

In this section we will take a look at some of the fundamentals of programming in BASIC. Since most of our readers are quite new to programming we will try to explain some of the techniques used to make it simpler.

Use the question mark symbol <?> to replace the word PRINT. Not only does it save you time but it also avoids errors due to spelling mistakes. Note when you LIST your program the word PRINT will automatically be substituted wherever you used the symbol <?>.

Another short cut is to use the symbol <&> in place of a REMark statement. Using <&> and <?> in place of the fully written out statements will make your program writing more error free and you'll spend less time entering programs and more time running them. So get in the habit of using them.

Always in the interest of minimizing lost time, learn to move the cursor on the screen. For example after you have done a CATALOG of a data pack and you wish to LOAD and/or RUN a program from this tape, simply move the cursor up to the left of the file name using the arrow keys. You can now type the LOAD or RUN command over the characters appearing to the left of the file name making sure to blank out any gaps between the command and the file name. Then just pass the cursor under the complete file name and hit the <return> key. You can use this method with other OS commands such as DELETE, LOCK, RECOVER, RENAME, etc.

To quickly edit lines in your programs use the control key and arrow keys. Lets say for example you've written a 50 line program and after LISTing it you've discovered an error in line 30. To make the necessary correction you can go about it two ways: (1) you can retype the complete line, or (2) you can first LIST line 30 (type LIST 30) and then bring up the cursor under the 30 and slide it past everything that does not need to be modified. At the appropriate points make your corrections. If the balance of the line is alright just slide the cursor all the way to the end of the line and hit the return key.

Another thing to remember when editing is that when you press the <return> key everything to the right of it is cut off. So if you are editing a line slide your cursor past your last character and then press <return>. If you have used other computers you may have noticed that some of them accept the whole line regardless of where you hit return. Just remember that this is not the case with Adam.

Smartbasic does not have an editing system as sophisticated as Smartwriter's. However, in addition to the above tip there are two other short cuts you should know about. They involve using the control bar in conjunction with one of the normal character keys. This is done by holding down the control key and pressing the character key required (hold the control key down, then press

the character key, just as you would hold the shift key down in order to get an upper case character).

Use CONTROL-N (abbreviated ^N) to insert a character anywhere in your program. If only one insertion is required press ^N at the point where you want to insert. Repeated uses of the ^N key shifts the balance of the text one space times the amount of ^N's pressed to the right. You then move the cursor back with the left arrow key and insert the desired character(s).

Problems arise if your line is longer than the screen width. Do not insert if some part of your line will go off the screen because it will not wrap around.

^O can be used to delete a character. Just put the cursor under the offending character and hit ^O. If multiple deletions are required you have to repeat this procedure as often as it takes, one character at a time.

^O moves text to the left when depressed but as with ^N no text is wrapped around. So just remember that if your line is longer than one screen width, the remainder of your line will not wrap backwards around but remain where it is.

Modem: An Introduction

Modem is short for modulator/demodulator. Modems permit computers to communicate with other computers or remote systems by translating the digital data of the computer into analog data (modulation) necessary for phone lines and then translating it back to digital form (demodulation), hence the term modem.

There are different types of modems. Acoustic modems have rubber cups that fit over a phone handset to establish communication. The Adalink modem is of the direct connect type which plugs directly into your phone line with a standard modulator jack. It offers the advantages of increased reliability and lower cost.

A modem brings modern telecommunication service right into your home. Not only can you communicate with other computers around the world provided you can afford the long distance charges of course, but you can gain access to information services that range from reading material to weather reports. Conducting business, doing research and on-line shopping are other things you can use the modem for. The databanks which you can call are numerous and varied. Some store information that is of general interest while others are specialized. One thing they all have in common is that they hold a library of lots of information which is at your disposal for free or for a small subscription fee. To find out more about on-line data services check the on-line service directories in libraries. To get the telephone number and name of bulletin boards in your area check with computer retail outlets and popular computer-oriented publications. Most of the time calling up one such bulletin board is all it will take to

get the complete list of other boards in your area.

A word about Parameters

Parameters are used to insure compatibility between your Adam and another computer so that they can communicate. Six preset or default parameters are displayed on the screen after the Adalink program is loaded. These include: duplex, data bits, stop bits, parity, auto line feed and word wrap. Sometimes you will need to change the settings of one or more of these parameters in order to successfully establish communication. But you don't need to understand how these parameters work to use them. All you need to know is the values the host computer you want to call is expecting and set them accordingly using the smart keys. In Adam-to-Adam communication the duplex must be set to half because the computers must alternate between sending and receiving messages.

Using the Adalink modem

The modem resembles an oversized game cartridge and is connected in expansion port #1 inside the memory console. The modem shell has a notch at the base so that it cannot be inserted incorrectly. Included with the modem are a duplex connector (allows you to have your phone and modem connected to the same jack), a connecting wire and the Adalink program data pack. Once connected, the modem fits discretely under the lid of the memory console. The only thing that you see is the wire that connects the modem to the duplex connector.

Placing a call is simple as all prompting is done at the bottom of the screen. Adam keeps you posted as to the status of your call with on-screen messages such as Dialing, Waiting for Carrier, Busy Try Again in a Few Minutes, etc. Since Adam stores the last number dialed, placing the same call again is easy with the automatic re-dial feature. When you have finished your call it's very important to hangup especially if you are calling an on-line data service. If you don't you can tie up your phone for a while as well as earn yourself a hefty phone bill for the next month. The people who run the service may not be too impressed either.

If you get on-line but fail to establish communication, its probably because one or more of your parameter settings are wrong. AdamLink has a very convenient feature built in. Just press the Wild Card key and it will return you to the entry level screen (Command mode). When you make the necessary changes you then return to the on-line (Terminal) mode.

If you buy the modem with the intention of accessing DataPak, you will have some problems. Using the procedure outlined in the manual, it is impossible to stay on-line. The reason is due to the internal construction of the Adam modem. Let me explain. When Adam calls another computer, it sends its carrier signal out first. To complete the "hand shake" the host computer answers

with one of its own. This works well for most systems but some (like DataPak) work differently. DataPak sends its carrier out first but Adam doesn't listen, its busy sending out its own signal. What you get is a situation where both computers are "talking" to each other but none of them are listening. Eventually the host computer gets tired of all this fooling around and hangs up. Thus you connect for a short time but are very quickly kicked off line.

Since you can't change how the host computer works, what the user has to do is try and work something out at his end. You must shut Adam up for a short time so that the host's signal can get out uninterrupted. This is done by pulling Adam's connecting wire out of the wall jack. Then insert and dial any number just to activate Adam's carrier signal. Quickly dial DataPak with your telephone and when you hear it sending out its high pitched carrier, re-connect Adam to the phone jack and hang up the phone. You will now be connected. If you plan to use DataPak with AdamLink make yourself a switch box that connects or disconnects the modem from the jack every time you call the service. This is not necessary, just more convenient.

Now we come to the biggest problem with AdamLink: its inability to upload or download. This means you can neither save information that you get from a service nor can you send something from your storage media to someone else. Everything has to be either typed in by you or printed out while on-line. If you are accessing an expensive service, the modem is for all practical purposes useless to you.

Apparently Coleco will soon be releasing a revised program that can upload and download. Until then I would advise that you hold off on buying AdamLink. You soon get tired of chit-chatting with other users (use the phone!) and accessing bulletin boards that are not for Adam users. Even if they have compatible programs, you can't download them so it gets to be a rather frustrating experience.

PCAUG
Advertising Rates

Ads will be in b/w.
Page size is 8 1/2 by 11 inches.
You must pay for the ad within a week of having seen the newsletter, unless some other arrangement has been made by both parties involved.
Cheques should be paid to "First Canadian Adam Users' Group" and sent to the Westmount address (ie no cheques written to R. Saunders, P. Kopystecki, etc.)
Amount paid for ad is for one issue only, unless some other arrangement has been made by both parties involved.

The following prices are as Feb. 15/85. We'll try and let you know if they change.

page size	cost
full page	\$200
half page	\$175
third page	\$125
quarter page	\$100

Super Action!

Super Action games (Baseball, Football, Frontline) can only be played with a special hand controller. The problem is that not everyone has one. You may not feel like spending the extra money for one on top of the price of the cartridge just to play one game. Or maybe your s-a controllers are on the blink. Or maybe you do have a set but have gotten so good that you no longer find your s-a cartridges interesting.

In any event this article should keep you entertained for a while. Maybe even give those games you thought you'd perfected a new lease on life because I'm going to show you how to play s-a games with a regular hand controller. For purposes of illustration I refer to the action battle game "Frontline" since that is the game I am most familiar with.

In "Frontline", the player starts off as an infantryman surrounded by an advancing army on all sides. You are able to hurl grenades or fire your gun in the direction your arm points. Hiding behind obstacles, running and firing, you advance forward (avoid the land mines!) until you reach your tank. You promptly hop into your tank, where you continue the battle against the enemy's tank force. The object is to get to the enemy's main gun nest, hop out of your tank, and lob a grenade at it to end the game. Not as easy as it sounds, even with s-a controllers, as there will be two machine gun nests and tanks converging on you as soon as you leave your tank.

The s-a controllers allow you joystick movement as well as the 4 fire button options: turn firing arm clockwise (c), counterclockwise (cc), fire gun, and fire grenade. The grenade button is also used as a toggle to hop in and out of the tank when you are near it. If you try playing this game with regular controllers you find that the left fire button fires the gun and the right fire button rotates the arm clockwise. You can get up to the tank but you can't get in. Even if you got to the enemy's main machine gun nest you couldn't blow it up because you can't activate the grenade button.

Playing "Frontline" with regular controllers got me thinking that there must be some way to activate the other functions. Through experimentation I found that if you press the numbers 3 and 9 simultaneously on the keypad you are able to rotate the arm cc. Numbers 6 and 7 activate the grenade and tank toggle button. In addition to this I also found that numbers 3 and 5 launches a grenade as well as turning the arm cc.

Technically speaking, s-a controllers plug into the 9 pin "male" on the console just like the regular controllers. This means that they both use the same means to enter their commands to the computer. The special s-a buttons must activate a pin or series of pins that are common to both but

not normally activated by the regular hand controllers. This is why you can use regular hand controllers in place of s-a's. (see table 1 for a comparison between s-a and regular hand controller functions and table 2 for alternate number combinations that you can use with the regular hand controllers in place of the numbers listed in table 1.)

I'm going to continue experimenting with other games and controllers and see what I can come up with. The above should work with "Rocky" but (because of the s-a roller) may give you some problems with "Baseball" and "Football". Till next time dust off your old s-a games and have a go at them with your regular hand controllers. It's a little more difficult at first but can extend the lifetime of a s-a cartridge for you experts out there.

table 1
s-a and regular hand controller comparison

motion	s-a button	regular button
turn arm c	orange	3 and 9
turn arm cc	purple	right fire button
fire gun	yellow	left fire button
grenade/tank toggle	blue	6 and 7
arm cc & gr/tank toggle	-*	3 and 5

* = no corresponding s-a button

table 2
alternate keypad number combinations

grenade	cc & grenade	cc	pause
2&3	1&4	1&0	1&9
3&7	3&4	3&0	*
6&7	3&5	3&9	
1&#	3&8		
3&#	4&7		
7&#	4&8		
	6&8		
	7&0		
	8&0		
	8&#		

Color Pokes

A great many users have written in asking how they can get color in Basic. The screen color can be very easily changed while word processing, in logo and also in CP/M. So why not in Basic, they ask.

Well, here's one way to do it. Poke at memory location 17115. The syntax is <POKE 17115, x: text>, where x is a number between 0 and 255.

The x value changes the color of both background and foreground. So you have to know what number corresponds to the background/foreground combination that you want. The computer will take all real numbers and truncate the fractions (number rounded to the next lowest integer), so it's neater to stick with using integers. You should also note that, the color changes do not go into effect until you enter <text>. Write it into the first line, seperating it from the poke statement by a colon, exactly as shown.

To get the color combination that you want you must poke the correct number (x) into memory location 17115. So next we'll eliminate all the numbers that you shouldn't poke in. Any value of x under 0 or over 255 should be avoided because it will give you an "illegal quantity error" message. Adam only accepts numbers between 0 and 255.

Some numbers give you rather strange results that can be quite confusing at first. If you chance upon a number that tells the computer to write in the same color as the background you'll see what I mean. For example, you should stay away from using 0 or 1 because they will turn the screen dark and make the cursor disappear. Nothing is wrong with the computer even though you can't get the keyboard to respond, you are simply writing black on black. If you do this you can get back to the normal screen without resetting the computer by typing <POKE 17115, 240:text>. Any other similiar color combination (red on red, green on green, etc) will give you the same problem so the solution is also the same. Table 1 gives you a list of what numbers give you this result and what colors they correspond to.

Note that if you are really lost, you can type in <gr>. The screen will turn into a normal low resolution graphics screen enabling you to see what you're typing on the last 4 lines of the screen. <Text> puts you right back to the last mess that you were in. It seems that poke 17115 affects only the text screen. It will not tint your graphics.

The x value 240 that you poke in to get back to the white on black screen is known as the default value. This is the normal number at location 17115. It can be determined by PEEKing at 17115 <? PEEK (17115)>. Since our object is to change this color combination, this value must also change. Let's try it: poke in 131. You should get medium red writing on a light green colored background.

Altogether there are 16 colors that you can use in the foreground and background. Multiplying 16 by 16, we find that there are a total of 256 possible color combinations. Computer buffs know what a nice round hexadecimal number this'is.

By running the program in figure 1, I found that the 16 colors always repeated themselves in the same pattern. The foreground color starts at the first hue and stays like that until all 16 background colors have run off. The cycle is then repeated but this time the second color is used as a foreground color. The pattern repeats until all the color combinations have been run through. Table 2 shows the color chart produced from this program.

Using hex numbers and the chart it is very easy to figure out any color combination. You simply use the number of the color that you want in the background on the right side and the left side of the number represents the foreground color. Let's try the medium red on light green example again. Light green is 3 so 3 is on the right. Medium red is 8 so 8 is on the left. Our number in hex is, 83h (h for hex). To convert to the pokable decimal form we multiply 8 by the base (h = 16) and then add 3 $[(8*16^1) + 3*16^0]$. The answer is 131, just as we expected. Using the programs and charts provided you should be able to find something you like.

Using Basic, you can get the widest range of color combinations on Adam. You can use this feature to personalise your programs, adjust the color to your liking, or just fool around with.

P.S. If you don't know hex yet, you should. Pick up any computer intro book and learn how to convert between binary, hexadecimal, and decimal. It's hard at first but you soon get the hang of it. If that doesn't help and enough people ask for it we might have a short article on it in the next newsletter. And if it's all still Greek to you look at the conversion chart in the ASCII section at the back of your SmartBasic manual.

			table 1.	Blind Spots
color	hex	number decimal	number	color combination
black.....0.....	0	0	0	black/black
black.....1.....	1	1	1	black/black
black.....2.....	2	2	16	black/black
green.....3.....	3	3	17	black/black
light green...3.....	3	3	34	green/green
blue.....4.....	4	4	51	lt green/lt green
light blue...5.....	5	5	68	blue/blue
dark red.....6.....	6	6	85	lt blue/lt blue
aqua.....7.....	7	7	102	dk red/dk red
medium red...8.....	8	8	119	aqua/aqua
light red....9.....	9	9	136	med red/med red
yellow.....A.....	A	10	153	lt red/lt red
light yellow..B.....	B	11	170	yellow/yellow
green.....C.....	C	12	187	lt yellow/lt yellow
purple.....D.....	D	13	204	green/green
grey.....E.....	E	14	221	purple/purple
white.....F.....	F	15	238	grey/grey
			255	white/white

note: 17 added to previous number each time after 17.

Game Reviews

Title: Root Beer TAPPER from Coleco
Format: Cartridge

Interest Level: Fun at first but fails to maintain the same intensity with each play.

Difficulty Level: Easy to understand and play although the action can get rather frantic.

Poor Sam the soda jerk, he's all alone working the taps in a soda fountain full of thirsty customers. Play begins in the Western soda fountain where you must hustle to make him fill mugs from his taps and slide them down to incoming customers demanding to be served at four counters. Lucky for you and for Sam that there are also four root beer taps nearby. Sam must hop from one counter to the next in order to keep up with the thirsty crowd. Don't allow any customer to go without a drink and reach the end of the counter or else your Sam will be dragged over the counter and tossed out of the bar. The faster you make Sam serve that root beer, the better are the chances of closing up and moving on but in your haste you must be careful not to slide extra mugs to a counter that has been cleared of customers.

Sounds refreshing doesn't it? For the drinkers maybe but not for poor old Sam who must also retrieve the returning empty mugs before they fall off the counters. But his hard work does not go unnoticed by his clientele as he is rewarded with tips. When you make Sam pick up his tip which although desirable is not always possible, entertainment starts and you must then be extra careful not to slide a mug to anyone whose back is turned and is enjoying the show. Additional screens include a Stadium soda fountain, a new version of the Western soda fountain and a futuristic Space soda fountain. Sam must reach down for that little extra effort as business activity really takes off with each successive soda fountain screen. When the bonus root beer screen appears Sam takes a bit of a breather. Here Sneaky Pete shakes up five of six root beer cans on the counter which he then mixes up. You must move Sam to the can you think wasn't shaken to earn bonus points.

What make TAPPER an interesting and amusing game are the detailed colorful graphics, the zany music, Sam's humorous gestures and the uniquely designed instruction sheet which is written and printed in the form of a menu card. One major weakness I found is that after playing the game five or six times one tends to find the action rather monotonous. The element of challenge involved is not very stimulating beyond the first few games, but it's an excellent game for refining basic skills of eye and hand coordination nevertheless. Warning! Excessive play of TAPPER can cause "Trigger Finger".

Title: Dam Busters

Your mission will help break the back of Germany's war effort. Your modified Lancaster bombers, flying at low altitudes, will drop specially designed bombs on very select targets. You will destroy the dams that supply power for Germany's vast war-time industry.

This game is the most complicated game on cartridge yet. (Which reminds me - why is the game also released on tape? The 2 versions are the same except that the tape is slower, can not be used on the Colecovision game player, and is more prone to wearing out. Doesn't make sense.) Dam Busters simulates all the aspects of a WW2 bomber. There are no points tallied and just one goal - to blow up a dam. Since so many people have a lot of trouble figuring this one out, we've decided to focus mostly on playing tips in this review of the game. Just remember, stick with this game. It's a winner and will provide you with many more hours of fun than most other games will. This game grows on you and is, in our opinion the best we've yet seen (in terms of playability, not action or speed) for the Coleco game cartridge system.

Some useful pre-flight tips:

- 1) Be careful to shoot the attacking airplanes, especially the ones attacking from the rear of the plane (screen 3).
- 2) When there is a fire in one of the engines, go to the appropriate extinguisher and pull down on the button. Once the fire is out, try to restart the engine. (Note: evidently either engines one or three are the only ones that will ever catch on fire and out of these, the only one that can be restarted is engine #1.)
- 3) If one of your engines is on fire and you have already used the extinguisher, to keep up the airspeed, sometimes decreasing the pitch of the propellers and increasing the engine speed slightly will increase your airspeed. If engine #1 is on fire and you have used your extinguisher, it's possible, for a temporary airspeed increase, to bring the #1 throttle to zero and then raise it to maximum engine speed. The engine will slowly die off but this is helpful when you need a little more airspeed to increase your altitude.

Starting Off

->Setting Parameters.<-

The first thing to do is to increase the airspeed and set your course. Go to screen 6 and raise all 4 throttles until the tachometers show a reading of about 10 o'clock. Go back to screen 1. The air speed indicator should be reading about 9 o'clock. Next go to screen 5 and place the navigational marker over the dam which you are going to bomb. (Note the dam closest to the top of the screen (#5) is the easiest to bomb because the length of the lake is longer thereby giving you more time to set up the bombing parameters.) Once you have chosen a dam, return to screen 1 and line up your compass with the red navigational indicator.

->Getting to the Destination.<-

Now the trick is to get to the dam without being shot down, catching on fire, or just plain crashing. As you fight off the enemy planes, periodically check your compass (screen 1) to make sure that you are still on course and also check your map (screen 5) to see where you are in relation to the dam.

->Setting Up for the Dam.<-

As you start approaching the dam, reduce your airspeed. (You may find that it is sometimes necessary to increase the pitch of the propellers as well as decreasing the engine speed to get the proper airspeed.) Your speed is good when the airspeed indicator reads about 7 o'clock. Continue to fly over the dam and past the end of the lake. After you have given yourself adequate room, make a U-turn towards the dam. Aligning the navigational indicator is critical at this time. Keep on checking the map to see how far the plane is from the dam. Once you reach the tip of the lake, go to the bomb room (#4), turn on the altitude lights, start the bomb spinning and adjust the altitude with the joystick until the edges of the circles just touch. Return to screen one. The dam should be in sight at this time. Try to keep the dam in the middle of the screen. Go to the front gunners' room (#2) which is now the 60 mm aiming sights. If the dam isn't in the middle of the sights, return to screen one and realign the plane with respect to the dam. Return to screen 2 and if the sights are aligned properly, drop the bomb. If you pass over the dam or cannot line up the sights, you may turn around for another run at the dam.

Note: Once the dam is seen, the game switches into another mode. The plane can't turn as quickly and the enemy planes don't attack. This must be taken into consideration if you plan to make a second attempt at hitting the dam.

Good Luck.

Title: Dragon's Lair

The long awaited "Dragon's Lair" is finally out and has, in fact, been out for quite some time now. Of course that doesn't mean you necessarily have one - or have seen one for that matter. It's the same old problem - distribution. But if you do see this one, grab it. The graphics are the best we've seen to date. I think that those of you who already have D-L know what I mean. Don't expect to see the type of graphics you get in the arcades (or in the booklet!). Graphics are the highlight in this version, as they are in the original but this is only on tape or floppy disk and not on laser disk. With its 9 good graphics screens, you can't hope to see a more visually stunning game at this level of resolution.

As a game, you may not find it difficult but it is engrossing. It's the kind of game that you can lose yourself in. There are 4

skill levels in the game. You get 5 Dirks per game and after 2 fatalities, you are automatically transported to the next one. When a Dirk is killed, the Dirk to skeleton to Dirk screen is loaded. This can get a little redundant especially when you are eagerly anticipating the next screen. There is also a pause button and a hall of fame screen to record your top scores. Here's a brief look at the nine screens.

-> The Falling Disk (1st and 7th screens) - There's more than one way to get to the Dragon's lair. In this version it's not down the rapids for Dirk but down a long, narrow shaft on the top of a falling disk. Dirk must jump from his rickety ledge before it gives way. Once on, the Air Genies try to blow him off. After a wild ride Dirk jumps onto another rickety platform and enters the dungeons. Dirk meets this screen later to go even deeper into the dungeons. Jump with the left fire button and move with the joy stick.

-> Skeletal Hallway (2nd screen) - Dirk jumps and slashes his way through giant skeletal hands, green goo, and malicious bats. Move with the joy stick and slash with the right fire button. (see jump chart for screens 2, 4, and 6)

-> The Burning Ropes (3rd screen), How fast can a stone enclosure become a firey inferno? You may want to know but Dirk sure doesn't as he swings between ropes and stone platforms, gradually rising out of reach of the flames. This screen and every second one after it uses the same buttons to move as the falling disk (joy stick and left fire button).

-> The Weapons Room (4th screen) and the Tentacle Room (6th screen) - Both screens are similiar to the Skull Hallway: Dirk jumps and slashes his way through either flying axes, anvils, and hammers or tentacles with a crushing personality. Hand controller movements are also the same.

-> Ramps and Giddy Goons (5th screen) - Jumping from ledge to ledge, Dirk must avoid the Giddy Goons. Dirk has a sword (right fire button), jumping ability (left fire button) and can run (joy stick) in order to get himself out of trouble and into the next screen.

-> The Deadly Checkerboard (8th screen) - Dirk's last battle before the Dragon's Lair is with the Phantom Knight. He has the same weapons as he had in the Giddy Goons screen but this time his opponent attacks him. Dirk must jump out of his attacker's way and slay him at just the right time if he wants to see the Dragon's Lair.

-> Slaying the Dragon (9th screen) - This time Dirk has no defenses but his wits. He must run and hide from Singe's firey breath. Then Dirk must run along the winding cliff in order to get to the sword that will finally release the princess, Daphne. Once the dragon is vanquished, Dirk and Daphne are reunited in a dazzling animation sequence and Dirk is ready to do battle with Singe once again.

figure 1

D-L Jump Chart

move #	screen #2	screen #4	screen #6
1	^	r	r
2	r	r	<
3	^	<	<
4	r	r	r
5	r	>	r
6	v	>	>
7	>	r	r
8	<	^	>
9	r	<	^
10	^	r	
11	r	r	
12	>	<	

legend

r = right fire button
arrows indicate direction to point joy stick

Dale Integrated

head office	(416)-292-3334
Maritmes (Halifax)	(902)-455-8312
Quebec City	(418)-653-1134
Montreal	(514)-337-3404
Ottawa	(613)-749-2701
Toronto (east)	(416)-292-1146
Toronto (west)	(416)-661-2522
Hamilton	(416)-560-0161
Kitchener	(519)-886-0840
London	(519)-685-3311
Winnipeg	(204)-783-6185
Regina	(306)-543-9955
Calgary	(403)-252-6988
Edmonton	(403)-454-1265
Vancouver	(604)-734-7606
Victoria	(604)-383-1311

Program Reviews

SmartFiler by Coleco Industries Inc.

One of the first software packages to be released by Coleco for the Adam was SmartFILER. However, you should be aware that all of the early product is problematic. The program works fine with the first 256 records entered but after that any additional entries are scrambled. The program cannot sort properly after 256 records, making the tape useless for anyone who tries to get anywhere near the 1000 record capacity. To make sure that you have a revised version (ie one that works properly) of the program you should check the revision number. This is done by holding down the control key and pressing the letter R (^R) immediately after the program loads and arrives at the main screen. If you have revision 21, 6/13/84, you should have your data pack or disk replaced by Coleco. A good version should say revision 25, 7/23/84 but these are a rarity. It seems that Coleco is still shipping revision 21's.

Once you get a working copy of the program you'll find that this program incorporates some handy features. These include the ability to search for records with partial information and the ability to merge forms created in Smartwriter with selected information from your database. You can use it to print mailing labels, to create personalized form letters, or just to store important files electronically.

In additon to SmartFiler, you require a blank data pack or formatted disk to hold the database you create. You must use at least one tape or disk to store your database and no other programs can be used on it. There are three types of fields that you can use (character, numeric, or text) when designing your database. The length of each field and whether it is to be searchable or not must also be entered. You are allowed four searchable fields but only character or numeric fields can be searchable. Once the form has been designed it is saved on tape or disk. While SmartFILER is storing your form, it will also tell you the maximum number of records that you can store on that tape. Once created you cannot change the form without destroying all your data so choose your form carefully.

Whenever you enter records the form you created appears on the screen. Retrieving records can be done using either the search or index method. With index the entire database is sorted by one of the search fields you specify. The records are then listed by that field plus the primary field. Using the search method gives you more flexibility. Not only can you retrieve every record in alphabetical order if so desired, but you can search for one or a group of records using any combination of the four search fields. If you are not sure of a record you can search for it with only partial information. For example, if you only knew part of a name you would enter the part you knew followed by 3 dots. The program would then find all records that complied to that search criteria. Dav... would find Davis, or Davies, or Davenport, etc.

SmartFiler allows you several print options. You can print from a list, print records or you can create or use a print format previously done in Smartwriter. Some of the limitations of the printing option are: printing is done in one direction only, auto page numbering is not possible and you can't select the fanfold paper option. Also since it ignores blanks within your file entries it's impossible to design a record listing with straight columns.

Accessing a record on data pack can take as long as two to three minutes from a database that is quite full. If you plan to work with large databases you should consider putting them on disk. But despite the printing weaknesses already outlined and the rather slow retrieval time with tape, SmartFILER will do a more than adequate job in most home management applications.

NOTE: We use this program to print out the mailing labels for our correspondence. We find that the program works well but label printing can be slow due to the speed of the printer. As well, we have to continually adjust the labels every 10 names or so because the addresses cannot be made to stay in synch with the fanfold labels that we use. Unfortunately, there does not seem to be any way to adjust for this because the spaces between the addresses cannot be changed.

Tax Planner by Coleco Canada Ltd.

Since this time of year usually brings on the anxieties of filling out your tax returns, I thought it would be a fair idea to review Coleco's Tax Planner. It sells for approximately \$100.00; wherever it may be found. Now I presume the individuals who would buy this program have either a private business, a multitude of children and require every known deduction, or someone who does not want to visit the folks at H & R Block. However, regardless of your position, it can show the layman the rudiments of the tax system. (But...so can the federal tax forms that you pick up at the post office and that you have to fill out anyways, for that matter.)

REQUIREMENTS: i) Tax Planner cassette
ii) Smart Basic cassette
iii) Your tax slips (procured from your place of employment)

Tax Planner is loaded in Basic by typing in <LOAD tax.planne>. Then begins the long wait for the program to load; as long as 7 minutes. While waiting, you may consider the wonders of a disk drive which is definitely much faster than the tape drive system.

Once this is completed, the program will ask for the PROFILE ID. A valid ID consists of any combination of up to 3 characters or numbers such as RON, ron, RN1, etc. This all depends on you. Since your profile ID once saved appears in the CATALOG, the

password is necessary to keep your tax file private. Note that a valid password is any combination of up to 6 characters or numbers. It is important that you remember your password, since it never shows up on the screen or catalog. So make them simple and easy to remember since without the password you cannot access your file.

Once the above has been completed, a MENU will appear giving you 6 options using the Adam SMART KEYS. These being:

- I Personal Profile
- II Deductions
- III Interest/Dividends/Capital
- IV Special situations
- V Reports
- VI Change password

Utilising the appropriate Smart keys will bring you to the DATA PANELS where you begin to enter your earnings, deductions, etc. Just go step by step filling in the required data. Note that number entries may be in either of these forms: 100.00 or 100.

Some problems encountered while using TAX PLANNER:

i) EMPLOYMENT EXPENSES

I presumed this entry would be built into the program since it is a STANDARD DEDUCTION. If your income is above \$2500.00 (Box C), then you automatically deduct \$500.00. If below you would take 20% of Box C. This is a matter of 2 or 3 lines in the program. At first, I wasn't entering anything, assuming the above. However, my output said differently, so enter it yourself on line 11, SMART KEY II.

ii) OUTPUT RECEIVED ONLY ON PRINTER

This frustrated me beyond no end. I quote from the guide, "'what if' experimentation is easy to perform simply by changing numbers around and checking the results, . . .". So for my 'what if' experimentation, I tried two things. I changed the province I lived in to see the differential in Provincial tax paid across Canada. And I tried to get the output only on the screen. However, all the output goes to the printer. That meant that I had to make 11 entries (provinces) and obtain output 11 times from the printer. A very tedious operation. I had to keep on telling myself that this "'what if' experiment was easy"; maybe if I say it enough times.... It would have been quicker and less frustrating if I could have gotten the results on the screen only. I solved the problem by revising the Tax Planner program in the following way. First I listed line 203. All I had to do was delete out HGR2 and change pr#1 to pr#0. Hence the report will now appear on the screen.

Since the output for this report (Detailed Report) is longer than one standard size page, the above change is useful. I would

really like to see the output appear page by page. That is 1 page appears, I read it, press return and the next page appears and so on. If anyone has found a way to do this, please let me know.

iii) THE PROBLEM OF QUEBEC

If you live in Quebec and have bought TAX PLANNER, then you have a major problem on your hands. Quebec has an entirely different tax system than other provinces, ie. different exemptions, deductions, etc. This means that TAX PLANNER cannot be used to its full capacity in Quebec. Concerning Provincial tax payable, well, you'll have to develop another program. How unfortunate.

You can, however, use TAX PLANNER to calculate your Federal tax payable. Just keep in mind that Quebecers are heavily taxed and so the Federal Government gives a rebate from the Federal Tax owed. Therefore, this makes the Federal tax paid incorrect in the readout. Therefore, Quebecers can use any province to calculate Federal taxes paid since it is the same across the board. This was found by doing returns province by province, as mentioned before. Once done, the Quebecer subtracts 16.5% of his basic Federal tax, that is:

$$\begin{aligned} & \text{NET FEDERAL TAX PAYABLE} \\ & = (0.165 * \text{Basic Federal Tax}) - 200.00 \end{aligned}$$

These terms can be found on the detailed report output. You should insert this line into your program and have your federal taxes calculated automatically. Try inserting this line at the end of the program.

iv) TAX PLANNER IN THE YEARS AHEAD

After working with the program, I began to wonder if the 1984 Tax Planner will be useful next year if exemptions or tax laws change. Well, if there are only minor changes, then there is no problem since we can always modify the program to meet our needs. For example, if the personal exemption changes from \$3960 to \$4200 next year it will be necessary to change all lines in the program containing 3960 to 4200. This can easily be done using the SEARCH function of the Adam Word Processor.

v) ONE LAST PROBLEM

Since Tax Planner is a basic program, it can easily be transferred from cassette to disk. This solves the frustrating problem of waiting 7 minutes for Tax Planner to load.

You first list line 109. You then change d1 to d5. This tells the computer to send information to the disk and not to the tape as it would like to do. If you don't do this you will continually have a problem with saving files.

Since the people who have a disk will inevitably transfer the program, I will describe what happens if you don't make the right

change and then try and save your tax file. When you press the SMART KEY to save your file, you hear the data pack drive whirr. The file heads for the data pack and not the disk drive. Break out of the program and make the change, when you've made the right one you won't hear the whirr anymore. In conclusion, the Tax Planner seems to be a program rushed into the market to add to Coleco's software line. I am very surprised at Coleco's attitude towards its market. That is, Coleco did not provide any provisions or guide to Tax Planner's restrictions on how to correct the program for the upcoming years. Hopefully, this review will be helpful in solving some of these problems. However, I do have one positive comment: Tax Planner, along with a tax return form, will provide you with a clear and neat report of your tax status. The question that you must answer for yourself is is it worth the price of admission.

A FINAL WORD: If things go wrong, such as the tape getting stuck, or the program does not execute but leaves you in limbo, RESET everything and begin again. On occasion the tape keeps butting up against the left hand side until it quits and says, "I/O ERROR".

Market Monitor by Coleco Canada Ltd.

The manual claims that the program is a "management system designed for the personal investor" that it "keeps track of investments" by "maintaining 50 buy or sell transactions on 15 securities". Too bad it doesn't claim this on the outside of the box, but anyways, the program does just what it says it does. If you are interested in following stock market trends and developments, this program is for you.

Like Tax Planner, this is another Canadian made Basic program. The package is very complete and the manual is well written. It contains an index and an error message listing so that helps to make the program easy to use and understand.

Some of the package's features include:

- calculation of realised capital gains. At the end of the year your balance can be forwarded.

- valuation report.

- list of securities.

- list of transactions.

These can be displayed either as detailed or brief reports on screen or paper.

The program is menu driven and the enclosed menu map helps you to follow the logic of all its possibilities. Smart keys are used, as well as the escape key which brings you back to the previous menu. A system maintenance section allows you to make deletions and changes to your data. But since there is a chance to re-check your data and make changes before you store it, you may not have to go to the system maintenance section all that often. And last of all there is even a helpful hints section.

Taking 7 minutes to load is the most serious problem with Market

Monitor. Unfortunately, this problem cannot be overcome by transferring your program to disk because of the way that the program is designed. There are 5 inter-dependent programs on the tape. The first is market.mon. This program runs the initial graphics screen, sets the lomem, and runs the main program invest.bas. A program called comm.bas is BLOADED at the same time (BLOAD = load binary file, hence file type designated "H"). The 2 other files are MM, also a binary file and comm.bas. Although the "A" type files can be copied easily in Basic the binary files give me trouble. Maybe someone can tell me how to copy them by writing in to FCAUG. The file names follow CP/M syntax so maybe they can be read in assembler. But unless this problem can be overcome you can't make backups or transfer this intolerably slow program to disk.

An interesting feature of this program is its ability to provide the user with security prices automatically. You can of course enter the prices manually, but if you don't want to all you have to do is ask for automatic pricing. If you have a modem, the program will access the daily rates at the Financial Post. That the program can access and record through the modem may be of special interest to modem users who cannot perform this procedure yet (called downloading and uploading). Obviously, this program has a modem plus up and down loading features built into it. There's another reason to access the "H" files.

Programmers can also get a few useful ideas from this package. Within the program there are a few poke statements. Poke 17115 is the easiest to determine since its effects are immediate - it changes the screen color. The others are undetermined right now, hopefully we can find something for the next issue.

In conclusion, Market Monitor is a well written and well documented program. It is of value not only to the people who follow stocks, securities, etc but also to the Basic programmer. Note that the price is a little steep (over \$200) so this may influence your decision on whether to buy it or not.

Basic Bonanza (15 Programs) by Martin Consulting

There is an unknown gold mine of programs available to computer users just waiting to be found. What we are talking about are the programs written by small or independent developers. Small time programmers usually cannot afford the large advertising budgets like the large corporations can. Many times the basement programmer creates programs that are as good or better than the software put out by large companies. Case in point: Martin Consulting of Winnipeg.

They have come out with 15 basic programs for the ADAM covering a wide selection of topics. It is the best value we have seen in software for the ADAM. But since there are so many good programs to review, we have decided to look at 7 this issue, with the remaining 8 in the next issue.

i) OTHELLO

Othello is a board game played against the ADAM. It requires a great deal of strategy and thought. It is a remarkably good game and just like the one found in department stores.

ii) TYPER

Typer is an educational program which teaches you typing or bones up your typing skills. Typer can easily replace Coleco's ExpertType. It makes typing interesting and fun since it involves learning and typing games.

iii) SOUNDER

As the name implies Sounder gives you the basic knowledge on how to program sound. The program is easy to use since it is menu driven. It will teach you to program sound to the point where you can write a fugue, which leads us to...

iv) FUGUE

This program plays a Bach fugue for you. We certainly can't underestimate the complexity of this program. As well, you may utilise Fugue as a base for typing in your own music.

v) TENNIS

What can I say. This is the classic, the original, PONG.

vi) BREAKOUT

This is a one man pong game played against a destructible wall. The game is not very smooth and you cannot place spins on the ball, but all in all an excellent program.

vii) MANSION

Mansion is a word game whereby you must solve problems and find the treasure. It is a difficult game since the clues are before you yet you must interpret what is truly a clue or not. It will definitely test your powers of deduction for hours on end.

MEMBERS' PROGRAMS

Here's the beginning of the FCAUG program library. No programs are printed until we know that they work. So if you want to speed up matters, send a tape or disk, we'll test the program, list it, and then send the tape back to you. On the following two pages you will find 6 programs sent in by our members:

<u>PROGRAM #</u>	<u>CONTRIBUTER</u>	<u>FUNCTION</u>
1	J.E. Tessari Milk River, Alta.	Cost efficiency of cars or trucks
2	D. Lelievre	Spirals on screen
3	M. Ducharme, Que.	Centering for basic
4	G. Slade, N.S.	High resolution graphics
5	B. Crepeau, Que.	Game: Hangman
6	D. Lelievre, Que.	Another Poke

1

```

10 PRINT "THIS IS A PROGRAM TO DERRIVE A COST PER MILE OF DRIVING A VEHICLE!"
20 INPUT "WHAT WAS THE INITIAL PURCHASE PRICE?"; p
30 INPUT "WHAT IS THE YEARLY INTEREST ON THAT AMOUNT ?"; i
35 INPUT "HOW MANY YEARS DO YOU INTEND TO KEEP THE VEHICLE ?"; y
40 INPUT "HOW MANY MILES DO YOU DRIVE PER YEAR ?"; m
50 INPUT "HOW MANY MILES PER GALLON DO YOU GET ?"; g
60 INPUT "HOW MUCH DOES A GALLON OF GAS COST IN DOLLARS ?"; d
70 INPUT "HOW MUCH DO YOU SPEND ON TIRES PER YEAR ?"; t
75 INPUT "HOW MUCH DO YOU SPEND ON REGULAR MAINTENANCE (OIL,GREASE,TUNE-UPS,C
LEANING,ETC.) PER YEAR ?"; o
80 INPUT "HOW MUCH DO YOU SPEND ON REPAIRS PER YEAR ?"; r
90 INPUT "WHAT DO LICENCE AND INSURANCE COST PER YEAR ?"; l
115 PRINT "YOUR COST PER MILE IS- ";
120 PRINT (i+t+o+r+l+(p/y)+((m/g)*d))/m

```

2

```

5 & ADAM: SPIRALS
6 & D.Lelievre 02/24/85
10 TEXT: VTAB 10: INPUT " Degrees(0 to 360)="; d
12 IF d < 1 OR d > 360 THEN TEXT: END
15 HGR2: HCOLOR = 3
20 x% = 128: y% = 96
30 d = d/57.29578
40 FOR r = 0 TO 120 STEP d
50 x% = r*COS(r): x% = x%+128: y% = r*SIN(r): y% = y%*.7+96
60 HPLOT x%, y% TO x1%, y1%
70 y1% = y%: x1% = x%
80 HCOLOR = 5+INT(RND(1)*11)
90 NEXT r
100 FOR d = 1 TO 5000: NEXT
110 GOTO 10

```

3

```

10 PRINT "Centering": PRINT
20 INPUT a$
25 s = LEN(a$)
30 FOR i = 1 TO (76-s)/2
40 PR #1
41 PRINT " ";
50 NEXT i
60 PRINT a$
65 PR #0
70 GOTO 10



```

4

```

10 HGR2
20 & ARTSIE
30 & @1985 Fozzietron
40 h = 5: v = 1
50 g = 5: t = 191
60 c = 1
80 HCOLOR = c
90 HPLOT h, v TO g, t
100 g = g+10
110 IF g = 255 GOTO 130
120 GOTO 90
130 HPLOT h, v TO g, t
140 t = t-10
150 IF t = 1 GOTO 170
160 GOTO 130
170 GOSUB 10010
180 HPLOT g, t TO h, v
190 v = v+10
200 IF v = 191 GOTO 220
210 GOTO 180
220 HPLOT g, t TO h, v
230 h = h+10
240 IF h = 255 GOTO 260
250 GOTO 220
260 HPLOT h, v TO g, t
270 GOSUB 10010
290 HPLOT h, v TO g, t
300 g = g-10
310 IF g = 5 GOTO 330
320 GOTO 290
330 HPLOT h, v TO g, t
340 t = t+10
350 IF t = 191 GOTO 370
360 GOTO 330
370 HPLOT h, v TO g, t
380 GOSUB 10010
390 HPLOT g, t TO h, v
400 v = v-10
410 IF v = 1 GOTO 430
420 GOTO 390
430 HPLOT g, t TO h, v
440 h = h-10
450 IF h = 5 GOTO 470
460 GOTO 430
470 HPLOT g, t TO h, v
480 GOSUB 10010
490 GOTO 90
10000 END
10010 c = c+1
10020 IF c = 16 GOTO 10040
10030 GOTO 10050
10040 c = 0
10050 HCOLOR = c
10070 RETURN

```

<h1>ADAM™ USERS!</h1>		
<p>BONANZA!</p> <p>15 programs <i>Great Reviews:</i> "smartBASIC BONANZA is the best... You will never spend \$34.95 more wisely." — Expandable Computer News "... worth every cent." — ADAM Users Club "... fine programs... well written and appealing." — AUGment (ADAM Users)</p> <p>DESIGN: hi res figures SOUNDER: music and sound OTHELLO: the board game MANSION: adventure game FINANCE: budget, metric, interest projections FUGUE: 3 instrument music MAGIC: amaze your friends TRYME: 2 educational games MINIASSEMBLER: write machine code DISASSEMBLER: decipher machine code FILER: database LABELS: make labels from FILER files TENNIS: pong game BREAKOUT: video game +SURPRISES</p>	<p>ADAM THINKS</p> <p> <i>4 big programs FUN WITH ARTIFICIAL INTELLIGENCE</i></p> <p>THERAPIST: converse with ADAM — smarter than Eliza</p> <p>MENTALIST: amazing "clairvoyant" readings of your friends. A great illusion</p> <p>CHECKERS:</p> <p>THE CURSE OF ONDINE: Interactive fiction with animated graphics. Keep your not-too-bright companion awake long enough to find Ondine, the nymph who <i>might</i> lift the curse.</p>	<p>FANTASY GAMER</p> <p> <i>ROLE PLAYING FUN</i></p> <p>THE VISITOR: Interactive fiction with animated graphics. Your smart but odd companion must rendezvous with its mother ship.</p> <p>BOMB SQUAD: Graphic adventure. Find the terrorists' bombs in time.</p> <p>ADVENTURE CREATOR: Write your own adventure games. Instructions, "framework" program, graphics subroutines, fast machine language parsing routine.</p>
<p>EACH CASSETTE ONLY \$34.95 (US), \$43.95 (CDN) Money Order, VISA MasterCard (include expiry date)</p>		<p>Martin Consulting 94 Macalester Bay Winnipeg, Manitoba R3T 2X5 Canada (204) 269-3234</p>
<p>ADAM and smartBASIC T.M. Coleco, Inc.</p>		

```

5
1 HOME
2 INPUT n
3 n = RND(-n)
5 DEF FN d(n) = INT(1+n*RND(1))
7 HOME
10 IF k$ = m$ THEN 270
20 HGR: HOME
25 RESTORE
27 y = FN d(10)
30 FOR i = 1 TO y: READ m$: NEXT i
40 REM
50 HOME
60 m = LEN(m$): IF m > 25 THEN 20: REM
80 t = 0
90 HOME: PRINT "reste"; 7-t; "essai(s)."
```

100 PRINT k\$

110 PRINT "quelle lettre?"; : GET l\$: IF l\$ = CHR\$(3) THEN END: PRINT l\$

120 REM

130 REM

140 f = 0

150 IF LEFT\$(m\$, 1) = l\$ THEN k\$ = l\$+MID\$(k\$, 2): f = 1

160 REM

170 FOR i = 2 TO m: IF MID\$(m\$, i, 1) = l\$ THEN k\$ = LEFT\$(k\$, i-1)+l\$+MID\$(k\$, i+1): f = 1

180 NEXT i

200 IF f = 0 THEN t = t+1

210 ON t GOSUB 1000, 1100, 1200, 1300, 1400, 1500, 1600

220 IF t < 7 THEN 90

230 REM

240 PRINT: PRINT: PRINT "pendu!"

250 PRINT: PRINT "le mot etait:"; m\$

260 FOR i = 1 TO 2000: NEXT: GOTO 20

270 REM

280 PRINT: PRINT: PRINT m\$

290 PRINT "bravo !!"

300 FOR i = 1 TO 2000: NEXT: GOTO 20

1000 REM

1010 HCOLOR = 8

1011 HPLOT 20, 145 TO 70, 145

1012 HPLOT 20, 146 TO 70, 146

1013 HPLOT 20, 147 TO 70, 147

1020 RETURN

1100 REM poteau

1110 HCOLOR = 3

1111 HPLOT 44, 10 TO 44, 144

1112 HPLOT 45, 10 TO 45, 144

1113 HPLOT 46, 10 TO 46, 144

1114 HPLOT 47, 10 TO 126, 10

1115 HPLOT 47, 11 TO 126, 11

1116 HPLOT 47, 12 TO 126, 12

1117 HPLOT 123, 13 TO 123, 26

1118 HPLOT 124, 13 TO 124, 26

1119 HPLOT 125, 13 TO 125, 26

1120 RETURN

1200 REM tete

1210 HCOLOR = 9: pi = 3.141593

1215 FOR i = 0 TO 2*pi STEP .01

1217 HPLOT 125-COS(i)*14, 40-SIN(i)*14

1218 NEXT

1220 HCOLOR = 12: HPLOT 130, 35: HPLOT 120, 35

1225 HCOLOR = 2: HPLOT 130, 47 TO 120, 47

1230 RETURN

1300 REM cou

1310 HCOLOR = 3

1320 HPLOT 122, 55 TO 122, 63

1330 HPLOT 128, 55 TO 128, 63

1340 RETURN

1400 REM corps

1410 HCOLOR = 13

1411 HPLOT 114, 64 TO 136, 64

1412 HPLOT 114, 64 TO 109, 69

1413 HPLOT 136, 64 TO 141, 69

1415 HPLOT 109, 69 TO 109, 99

1418 HPLOT 141, 69 TO 141, 99

1420 HPLOT 109, 100 TO 141, 100

1430 RETURN

1500 REM bras

1510 HCOLOR = 13

1520 HPLOT 108, 69 TO 88, 76

1524 HPLOT 108, 70 TO 88, 77

1527 HPLOT 108, 71 TO 88, 78

1530 HPLOT 142, 69 TO 162, 76

1535 HPLOT 142, 71 TO 162, 78

1540 RETURN

1600 REM jambes

1605 HCOLOR = 11

1607 HPLOT 115, 101 TO 108, 135

1610 HPLOT 135, 101 TO 142, 135

1615 HPLOT 116, 101 TO 109, 135

1617 HPLOT 134, 101 TO 141, 135

1620 HPLOT 117, 101 TO 110, 135

1625 HPLOT 133, 101 TO 140, 135

1630 RETURN

2000 DATA ordinateur, adam, imprimante, clavier, memoire

2010 DATA programme, moniteur, cassette, modem, disquette

6

```

5 & ADAM:SCREEN WORK-OUT
6 & D.Lelievre 14/02/85
10 POKE 16953, 32: & CURSOR BLANK
20 FOR i = 1 TO 1000: NEXT
30 IF PEEK(64885) = 99 THEN 100
35 TEXT: VTAB 12
36 PRINT "PRESS c FOR WORK-OUT"
50 GOTO 20
100 TEXT: PRINT: PRINT: PRINT " YOU PRESSED c!!!!"
105 PRINT: PRINT " HERE GOES!!!!"
110 FOR i = 1 TO 1000: NEXT
115 TEXT
120 FOR i = 1 TO 1800
130 POKE 17001, INT(RND(1)*24)
140 POKE 17002, INT(RND(1)*30)
150 PRINT CHR$(31); : NEXT
160 &
170 HTAB 1: VTAB 24
180 PRINT "0 1 2 3 4 5 6 7 8 9";
190 FOR i = 1 TO 20: HTAB i
200 FOR j = 1 TO 800: NEXT
210 NEXT
220 FOR i = 20 TO 1 STEP -1
230 FOR j = 1 TO 800: NEXT
235 HTAB i
240 NEXT
250 POKE 16953, 95: & CURSOR UNDERLINE
260 PRINT " !!! FINISHED !!!"
```