

OFFICE HOURS:
MONDAY - FRIDAY
PHONE 10am-5pm:
1 (281) 482-5040
5 pm - 7pm:
TECH HELP / 24 HR
FAX: (281) 997-6907

ADAM'S HOUSE

CATALOG #64
SEPTEMBER 1997

All sales are final!
 Prices are subject to change without notice.

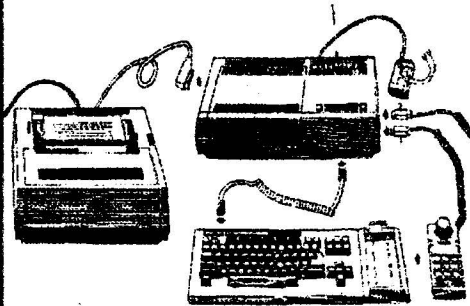
OVER 1000 PRODUCTS!

YOUR ONLY SOURCE FOR COLECOVISION AND ADAM COMPUTER SYSTEM HARDWARE, SOFTWARE AND SUPPLIES. ADAM'S HOUSE PURCHASED COLECO INDUSTRIES INVENTORY WHEN THEY WENT OUT OF BUSINESS YEARS AGO. WE CONTINUE TO SUPPLY NEW PRODUCTS FOR SUPPORT. SAME DAY SHIPPING AND SERVICE WHEN PAID WITH VISA/MC/AMEX OR MONEY ORDER PAYMENT!

INFORMATION KIT - \$5 70+ PAGES OF DETAILED PRODUCT INFORMATION TO HELP YOU MAKE INFORMED PURCHASE DECISIONS. ARTICLES, REVIEWS, ETC. ON GAMES, HARD & SOFTWARE!

ADAM'S HOUSE, 1829-1 COUNTY ROAD #130, PEARLAND, TX 77581-9503

HARDWARE



ADAM COMPUTER SYSTEM \$169.95
 - The Stand-Alone Adam Computer System, latest revision with Colecovision Game built in. Includes Memory Console (CPU) with One Datadrive tape unit, Keyboard, ADAM Daisy Wheel Printer with built-in power supply, complete manual set, all connecting cables and TV adapter switch box (for channel 3 or 4 use), one Hand Controller and one Controller Holder, and software (SmartBASIC and Buck Rogers Supergame tapes, plus one Blank Storage Digital Datapack Tape). 30 day warranty, or extended Service Policies available for a modest fee. Fully tested. Normal continental Shipping and Handling by UPS Ground - \$15, \$20 to OR & WA. # 266 **BONUS SOFTWARE PACKAGE valued over \$80 AVAILABLE FOR \$30** at the time of purchase. Includes: RecipeFiler, SmartLetters & Forms, FlashCard Maker, FlashBacks Flashcard Set, and SmartLogo.

ADAM SYSTEM (NO PRINTER) \$124.95
 - Same system as above, except no ADAM Printer is supplied. A Power Supply is substituted since the ADAM Printer contains the power supply. Same Shipping and Handling as above. # 221

SEPARATE ADAM SYSTEM COMPONENTS

ADAM MEMORY CONSOLE \$99.95
 - R80 CPU with one Datadrive tape unit (space for a second drive) to boot Tape Software and SuperGames, and save or load files on blank Digital Datapack tapes. Play Coleco Game Cartridges (virtually indestructible plastic plug-in software on MicroChips) using Game Controllers (two 9 pin ports available). Separate Game and Computer Reset Switches. Expandable console features three card slots under the top access cover (internal Modem or serial card, Aux Dot Matrix Printer Card, Expansion Memory Cards from 64K to 256K, and Hard Disk Drive interface Cards), plus external card slot on the right end, and disk drive port on the left end for a single cable connection to add a floppy disk drive (320K to 1.44 Megabyte Capacity). Other connectors: RF (TV) output, Monitor (Video) output, and combination Audio/Video output to a composite input monitor or TV equipped with A/V inputs. Continental U.S.A. shipping is \$10 30 day warranty. # 182



ADAM CONSOLE - NO DRIVE \$59.95
 - Same as above # 182, except a Digital Datadrive Tape unit is not supplied when customer has a unit already, or will be using a Floppy Disk or Hard Disk Drive exclusively. Same shipping as above.

ADAM PRINTER \$79.95
 - Daisy Wheel printer with built-in System Power Supply prints bi-directionally in letter quality PICA 10 font (print wheel may be easily changed for a different font). On/Off switch on rear. Includes one Snap-in Ribbon Cartridge. Latest revision printhead for quieter, more efficient printing. Connects to the ADAM Memory Console (left end) via supplied 9 pin connector and gray cable. 30 day warranty. Continental U.S.A. shipping is \$10. # 259

ADAM POWER SUPPLY \$49.95
 - Covered Power Supply unit for replacement of ADAM Printer. Unit runs cooler, and is much smaller (8 X 9 X 3.25 inch) taking up less space than the ADAM Printer. Useful when adding a Dot Matrix Printer. 30 day warranty. Continental U.S.A. shipping is \$8. # 121. Power Supply without cover for printer power supply replacement is \$39.95. # 199. Same shipping. Power Supply Case is \$12.95. # 180

ADAM KEYBOARD \$24.95
 - One of the best feeling (sensitivity) keyboards in existence features six SmartKEYS for Menu Control of many programs from the keyboard. Arrow keys and Home Key position cursor. Many special function keys that correspond with SmartWRITER Word Processor and other program functions. Allows attachment of Controller Holder to place one Hand Controller with numeric keypad at the right end of the keyboard. Operates with its own MicroProcessor chip to allow continued typing even during line-feeds, etc. 30 day warranty. Continental U.S.A. shipping is \$7. # 240. Coiled Keyboard Cable is \$4.95. # 176.

DIGITAL DATADRIVE UNIT \$49.95
 - New tape drive units for adding a second tape drive or replacement of worn out Digital Datadrive unit. High speed forward and reverse data location, two track read/write head, and fully automatic function. Easy connection - 3 screws and two plug in connectors. Tested prior to shipping. 30 day warranty. Continental U.S.A. shipping is \$6. # 115

HAND CONTROLLER \$19.95
 - High quality new (not rebuilt) Colecovision and ADAM Game Stick Controller has Stick for eight-direction control, two side Fire Buttons, and standard telephone type numeric keypad for game and program input. Six foot coiled cable. 30 day warranty. # 207 These are getting scarce!!!

CONTROLLER HOLDER \$9.95
 - Holder for Hand Control attaches to the end of the ADAM Keyboard. # 376

TV ADAPTER SWITCH BOX \$9.95
 - TV Adapter Switch box allows ADAM use with TV on channel 3 or 4. Switches between TV or Computer. 300 ohm Antenna connector. # 227.

CABLE TYPE SWITCH BOX \$9.95
 - For Newer TV Sets with Cable or Co-AX Connector Antenna lead. #406

RF CABLE \$7.95
 Ten foot shielded RF cable with RCA connectors on each end. #342

MONITOR/AV CABLE \$14.95
 - Din Connector cable attaches to rear of stand-alone ADAM Memory Console for both Video and Audio output via RCA connectors.

SMARTBASIC or BUCK ROGERS \$7.95
 - Original SmartBasic (#144) or Buck Rogers (#147) Digital Datapack tape. Specify which. 10 Buck Rogers Tapes - \$19.95. # 375

DUST COVER SET \$24.95
 - Perfect fit Dust Covers for the ADAM Memory Console, Keyboard, and Printer. ADAM Logo on brown covers. # 517
 - Disk Drive cover is \$7.95. # 518

ADAM SYSTEM SUPPLIES

RIBBON INSERT (PANCAKE) 3 PAK \$15
 - New black or blue multi-strike carbon film ribbon, pancake for use in Cartridges sold below. No returns or allowances. #162p.

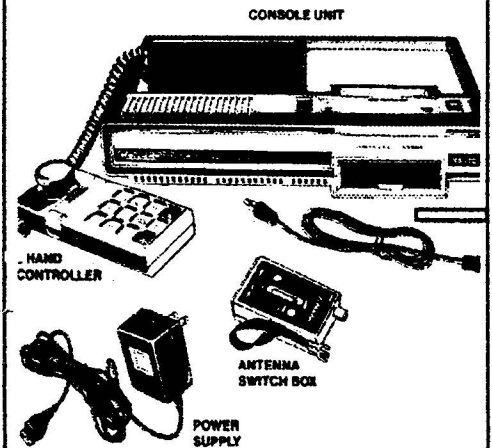
RIBBON CARTRIDGE 3 PAK \$35
 - Original Coleco Cartridge specifications in New black, blue or brown multi-strike carbon film ribbon. No returns or allowances. #506 Each for \$11.95 #505. Specify color.

PICA 10 PRINT WHEEL \$5.95
 - Replacement daisy wheel for the ADAM Printer. Also, Courier 72 or Emphasis available (specify). #455

10 DIGITAL DATAPACK TAPES \$29.95
 - Original Ten high quality LORAN Formatted Digital Datapack Tapes with 256K storage capacity. # 264.
 Each for \$3.50 # 263.

20 FOR \$29.95 DATAPACK SPECIAL
 - 10 Regular Datapacks, plus 9 Buck Rogers Datapacks, plus 1 SmartBasic Tape. You prepare these tapes for normal use with instructions provided and save \$. #402

THE ARCADE QUALITY VIDEO GAME SYSTEM



COLECOVISION GAME SYSTEM

GAME/COMPUTER SYSTEM \$99.95
 - The Colecovision Game System. Includes original black console with one hand controller, power supply, switch box and .10' RF Cable (viewed on a TV set to channel 3 or 4), and all instructions. Expansion port allows Modules listed below to expand the system. 150+ Game Cartridges currently in stock (20 are educational games - listing at end of catalog) plug into the console for two player games with excellent graphics and game play. As popular as ever. Shipping is \$10. 30 day warranty. # 344

EXPANSION

MODULE #1 \$49.95
- Atari 2600 Cartridge Adapter allows Colecovision or Adam Console play your favorite Atari 2600 cartridges. Plugs into expansion slot. #331 (While Available)

MODULE #2 \$49.95
- Driving Module is a steering wheel and foot pedal that works with both Colecovision and ADAM systems by plugging into the #1 Game Controller port. Includes Game Cartridge, TURBO, with exciting road racing. Uses your Hand Controller to shift gears. #332

MODULE #3 SYSTEM \$119.95
- Expands the Original Colecovision Game to the full ADAM Computer System with this plug in module. Includes the Memory Console (a connector on the back plugs directly into the front of the Colecovision Game expansion slot) with one Datadrive Tape unit and all the features, components and accessories of the Stand-Alone System (#266) except it does not have the ability to connect a monitor (the Colecovision Console only displays the video/audio on TV channel 3 or 4). See above. 30 day warranty. Continental U.S.A. shipping is \$15. #459

MODULE #3 LESS PRINTER \$99.95
- Everything in the Module #3 System except a covered power supply is substituted for the ADAM Printer. Same shipping. #467

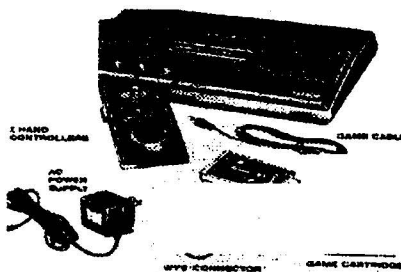
MODULE #3 CONSOLE \$49.95
- The Module #3 Memory Console replacement, with one Digital Datadrive tape unit. Continental U.S.A. shipping is \$8. 90 day warranty. #333. Console without Datadrive is \$19.95.

SUPERACTION CONTROLLERS \$49.95
- Two controllers with all the features of the Standard Hand Controller, plus finger controlled buttons and spinner that provides many Game Cartridges additional functions and superior control. Replaces standard controllers on ADAM or Colecovision Game Systems. Includes Baseball Game Cartridge, one of the finest baseball games ever made. #320

ROLLER CONTROLLER \$44.95
- The roller controller features a roller ball that permits very fast and precise control in many games. Includes Slither Game Cartridge. Permits standard hand controllers to plug into the Roller Controller console and switch to them for use with other games. For ADAM and Colecovision Game Systems. #321

ATARI 2600 JB \$69.95
- Includes Game Console, Hand Controller, Power cube, RF Cable and Switch Box, and instructions. New in the box. Continental U.S.A. shipping is \$8. #335 As Available!

HAND CONTROLLER #Atari \$14.95
TV SWITCH BOX #227 \$9.95
GEMINI & ATARI 2600 POWER SUPPLY —\$9.95



INTELLIVISION I GAME SYSTEM \$99.95
- The Intellivision Complete. \$10 shipping. As Available!

ADAM ONLY EXPANSION HARDWARE

FLOPPY DISK DRIVES

Floppy disk drives may be 5.25" or 3.5" Disk sizes. Connection is easy using only one keyboard type cable plugged into the left end of the ADAM Stand-alone or Module #3 Memory Console (the port is labeled ADAMNET). A power cube supplies power for the drive, and keeps heat from components located inside the drive case. The case actually houses a high quality disk drive AND the controller board — making a disk drive cost seem higher priced than other computer drives. Our drives are New, and allow much larger capacities than the original Coleco 160K disk drive. Operation is the same as the Datadrive Tape Unit — insert a disk and boot software, save or load files and documents. The drives operate at least 15 times faster than a Datadrive, however, and disks are much more dependable than datapack tapes which wear out after 50 to 100 uses. Disks will rarely ever give problems if they are cared for properly. A second disk drive can be plugged into the first disk drive for a two disk drive system. No additional ADAM Memory is required. Commercial programs are available on 5.25" disks (as well as datapack tapes), but may be transferred to 3.5" disk using FILE MANAGER software.



USED 160K DISK DRIVE \$99.95
- Used original Adam Disk drive in excellent condition. Disk manager software, and manual Continental U.S.A. Shipping is \$10. 30 day warranty. #172U.

320K FLOPPY DISK DRIVE \$199.95
- New design, Micro Innovation 5.25" floppy disk drive with formatting software provided so you can purchase disks anywhere and format them for use with the ADAM System. Includes Disk Drive (with controller card built-in), Power Cube, cable, and formatting software. Continental U.S.A. Shipping is \$10. 30 day warranty. #172. Our most popular seller.

USED 720K DISK DRIVE \$119.95
- Used original Adam Disk drive with 720K Drive modification installed in excellent condition. Disk manager software and manual Continental U.S.A. Shipping is \$10. 30 day warranty. #720U

720K/1.44MBDISK DRIVE \$219.95
- The latest Micro Innovation floppy drive provides read/write operations on both standard 3.5" low (720K) and high (1.44 Megabyte) density disks. New technology. High capacity disks are great for collections of programs and applications on one disk. A great addition when backing up data on the Hard Disk Drive below. Same shipping and warranty as above. #539
Installed in ADAM Console \$249.95
- Includes 3.5 & Tape Drive. No slot #1 available. 539I

FLOPPY DRIVE ACCESSORIES

POWER CUBE \$39.95
- Power source for the Micro Innovation Hard or Floppy Disk Drives only. Specify Hard or Floppy MI Drive.

DISK DRIVE CABLE \$4.95
- cable to attach all disk drives to the Console. #176

DUST COVER \$7.95
- Brown disk or hard drive cover with ADAM Logo. #518

FILE MANAGER SOFTWARE \$14.95
- Utilities to transfer files from datapack tape or disk to disk, make image back-up copies, clean deleted or inactive files from directory space, print directory contents, edit the directory contents, edit blocks of data, format your own disks, or renew a disk or datapack to new condition. Very necessary to prevent waste of disks and datapacks, perform everyday computer functions. #272

FORMATTED DISKS

10 - 5.25" FLOPPY DISKS \$6.95
- Preformatted floppy disks, sleeves, and labels. #128
10 - 3.5" FLOPPY DISKS \$9.95
- Preformatted 3.5" floppy disks. #126
10 - 3.5" HD FLOPPY DISKS \$14.95
- Preformatted high density floppy disks. #561

160K DISK DRIVE CONVERSION KIT

- Conversion kit allows the original 160K Coleco Disk Drive to be converted to use our new 320K Disk Drive in the same housing, and using the same Coleco controller board. The kit includes the new modified floppy drive, EPROM microchip, wiring, and instructions to convert the 160K drive. Software is included for formatting your own disks. This kit can be installed in your 160K Disk Drive by our ADAM'S HOUSE Service Department for a modest \$25fee, \$50 in non-working drives, \$10 shipping - USA.

320K 5.25" CONVERSION KIT \$79.95

TRANSFORMERS

DISK DRIVE TRANSFORMER \$9.95
- Coleco Disk Drive Power Supplies are available for 160K or converted drives (from original Coleco Drives). #120

COLECOVISION TRANSFORMER \$24.95
- Replace original Colecovision Video Game Power Supply exactly. Simi-circle four prong connector. #339

HARD DISK DRIVE

Hard Disk Drives contain a permanently installed disk that spins at very high speed to save and retrieve data and boot programs. The Adam's House Hard Drive is installed under the top cover of the Memory Console. Hard Drives are very fast using Western Digital 70 Milli-second 3.5" drives and IDE 16 Bit Controller interface boards. The Slot #1 interface card provides Hard Disk Drive interfacing. Our optional Printer Interface card provides an auto-booting PROM Chip socket to set up the Hard Drive after power is applied, or you may quickly boot the hard drive using a tape or disk provided. The Hard Disk Drive is available in a capacities of 20 or 40 Megabyte. A wide variety of programs are provided in TDOS System format, and set-up boot files for EOS System Programs like SmartWriter, SmartBASIC, AdamCalc, etc. Space is divided equally on the Hard Disk for use with TDOS (the CPM alternative system) and EOS (the standard format of the ADAM computer). Programs can be transferred into the Hard Drive using the included utility program, FILE MANAGER V3.1. After the Hard Drive is quickly up to speed and brought on line, a Main Menu Screen appears that allows the user to move into any area of the drive to run programs, boot programs, or simply save and retrieve files and documents. Very little time is needed to become familiar with the operation and use of our new Hard Disk Drive.

INTERNAL HARD DRIVE IN NEW ADAM MEMORY CONSOLE

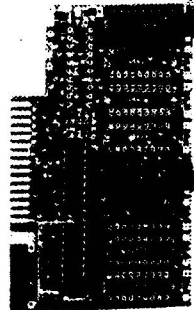
\$199.95

BONUS INCLUDED WITH EACH
HARD DRIVE:
ADAMCALC, SPEEDYWRITE2, VIDEO TUNES,
SMARTBASIC, FILE MANAGER, TDOS, AND MORE!

EXPANSION INTERFACE CARDS

MEMORY EXPANSION INTERFACE CARDS

ADAM has a built-in RAM Memory of 64K. Many programs now require additional Expansion Memory, easily accomplished by inserting a 64K RAM Expansion Card into Slot #3 under the Top Access Cover of the ADAM Memory Console. To add larger memory up to 256K requires installation of the desired memory card in slot #3 AND a card that will address the memory above 64K in slot #2. The Slot #2 Card can be our Printer Interface Card (#119), or the Multi-purpose interface Card - MIB3 (#468). A connection is made between the two cards to complete the circuit for the extra memory recognition. The larger memory card is also sold with test software for your use in testing the card from time to time. In addition, two versions of the 64K Memory Expansion Card are sold so that purchasers have the options to return the Expandable version for upgrade or exchange to our larger memory versions. All cards are new, and designed with the latest technology for long life. Utility Software, like ADAM'S DESKTOP, can also utilize the larger Expansion Memory as a RAM DISK - an electronic temporary drive that can save, load, and boot software instantly when it is installed in the RAM DISK. Programs like Adam's Desktop and others can make the ADAM a fast operating machine without addition of anything but an Expansion Memory Card.



- 64K MEMORY RAM CARD #117 \$29.95
- 64K EXPANDABLE CARD #543 \$39.95
- 256K MEMORY CARD #149 \$69.95

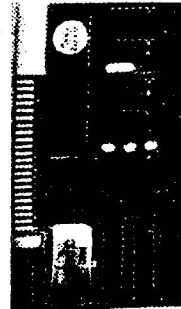
PRINTER INTERFACE CARD \$39.95

Our Printer Expansion Card allows the use of a Parallel Dot Matrix Printer on the ADAM System. It can co-exist with the ADAM Daisy Wheel Printer, or become the exclusive printer of choice when a Covered Power Supply is substituted for the ADAM Printer. A Dot Matrix Printer can print graphic pictures of high quality, and depending on the type of dot matrix printer it can print in color or numerous letter quality fonts. The Printer Card also features a PROM Socket for the installation of auto-booting software when the system is powered. These PROM Microchips are available to provide fast ADAM set-up for use of a Dot Matrix Printer and/or RAM Disk options. The Printer Card also serves to address memory on larger Memory Cards above 64K, making it a popular addition to the ADAM System. 30 day warranty. #119 Flat Printer Ribbon Cable is \$14.95. Shielded Printer Cable is \$24.95 and helps reduce interface on TV channels 3 and 4. ADAM'S DESK TOP EPROM or SMARTWRITER ELITE EPROM at \$29.95 each (see descriptions under Software in this catalog).



#119 PRINTER CARD AND #149 256K MEMORY CARD BOTH FOR ONLY \$99.95 #119/149

MIB3 INTERFACE CARD \$49.95
 - Our Multi-purpose expansion card allows the same functions of the Printer Interface Card above, plus it provides Two Serial Ports that can be used to attach an External Modem (300 to 9600 Baud), a Terminal (at 19,200 Baud) for display of 80 column text like found in CPM and TDOS, or other serial devices. The card installs in slot #2 under the ADAM Memory Console top access cover. #468 Each Serial Cable is \$14.95. Specify if you will be use the cable with a modem (serial port #1) or with a terminal (serial port #2). #469 (Subject to Availability)

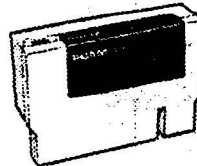


DUAL SERIAL CARD \$39.95
 - This interface card installs in Slot #1 and provides the serial port functions as explained in the Multi-Purpose interface card description above. #581



TELE COMMUNICATION

ADAMLINK INTERNAL MODEM \$19.95
 - 300 Baud internal modem installs in Slot #1 under the Memory Console top access cover to provide telecommunication with other computers and Bulletin Board Systems. New in the box. Includes ADAMLINK I connection software, and new version ADAMLINK II that allows file transfers. #161
 Also available. ADAMLINK III+ is \$19.95 and provides error checking, XMODEM file transfers, and more advance features than ADAMLINK II. #157



MODEM CABLE #453 \$9.95

MEMORY CONSOLE END EXPANSION INTERFACES

ADDRESSBOOK W/ AUTODIALER \$39.95
 - Interface Card plugs into the right side expansion port of the ADAM Memory Console. Telephone line plugs into the interface so that AddressBook Software can dial numbers directly from your database. AddressBook also will print labels, etc. #334

MIDI-MITE INTERFACE UNIT N/A
 -This interface connects to the right side expansion port to play high quality music through your synthesizer keyboard or instrument. A large selection of music is available to play eight channel music that utilizes the instruments within your synthesizer instrument. It will also play Video Tunes music. You can compose and save on the Adam, and edit your music. Midi-Mite will utilize your memory expander when installed. Includes cables #483 AS AVAILABLE ONLY

Also available, SEQUEL for advanced editing and features for use with Midi-Mite. \$14.95

DOT MATRIX PRINTERS

PANASONIC KXP1150 \$159.95
 - This dependable 9 pin printer has become the best selling printer of all time, and includes advanced built-in functions that ADAM Software can take full advantage of. Autojustification, Enlarged and compressed type, a variety of fonts and pitches, paper parking for quick back out of fan-fold paper for insertion



of single sheet paper or envelopes, and much more. Just connect to our printer interface or printer supporting interface cards using our printer cable. While most software (SpeedyWRITE 2, PowerPAINT, etc.) contains dot matrix print routines, software patches are provided that allow SmartWRITER, AdamCALC, SmartBASIC, etc., (Programs that existed prior to the ability of a dot matrix printer to be used with the ADAM Computer) to print using a dot matrix printer. Highly recommended. Price is subject to change. Continental U.S.A. shipping is \$10. #166 3 Black ribbon cartridges for all Panasonic Printers - \$16.95 #196. Each - \$5.95 #195. Reinking of Ribbon - Black - \$2.50 #475. Color Ribbon (Red, Green, Blue, Brown, Purple, Yellow) - \$11.95 #478. Reinking of Color Ribbon (all colors) - \$4.95 #480.

KXP 1150 PRINTER PACKAGE \$199.95
 - Includes Printer, Interface Card, Cable and patch software.

KXP2023 PRINTER PACKAGE \$259.95
 - Includes 24 Pin Printer, Interface Card, Cable and patch software.

STAR NX2450 RAINBOW \$219.95
 - 24 PIN color printing. Standard parallel interface. 55 sheet paper feeder. 360 X 360 dpi. Letter quality mode. Top and rear paper feed. Push and pull tractor feed. /SH \$10. #560.
 ■ Color Ribbon \$9.95
 ■ Black Ribbon \$5.95

STAR NX2450 PRINTER PACKAGE \$269.95
 - Includes 24 Pin Printer, Interface Card, Cable and patch software.

DOT MATRIX PRINTER PATCHES

Each printer includes Easy Printer Patch Software to select SmartWriter and SmartBasic for your Dot Matrix Printer. It is available separately for only \$7.95 #130

FAST PATCH is available to allow use of most EOS programs with your Dot Matrix Printer. Use with SmartFiler, SmartLetters, AdamLink, SmartWriter, Recipe Filer, and more #130A \$7.95

ADAMCALC PATCH #129 \$7.95
 - allows Adamcalc printing on your DM Printer

SMARTWRITER HELPER #537 \$12.95
 - Enhances SmartWriter, resolves bugs, and patches EOS to allow Dot Matrix printing choice.

SOFTWARE

FOR ADAM ONLY

NOT ALL SOFTWARE WILL BE AVAILABLE
DISK OR DATAPACK ONLY

ADAM MAP: U.S. ATLAS \$9.95

- Now you can view or print (on a 9 or 24 pin dot matrix printer in three ways) state maps with detailed road information and close up view. Intended as educational software for students, many frequent travelers have found it very useful. # 585. Select the State Volumes (1-9) at \$6.95 each: Vol #1 - NE, MN, SD, ND, IA. Vol #2 - OR, WA, ID, UT, MD. Vol #3 - CA, NV, UT, AZ, CO. Vol #4 - TX, MO, NM, KS, OK. Vol #5 - AR, LA, TN, AL, MS. Vol #6 - GA, FL, NC, SC, VA. Vol #7 - WV, OH, MD, DE, KY. Vol #7 - WV, OH, MD, DE, KY. Vol #8 - AK, VT, ME, NH, MA. Vol #9 - PA, NY, NJ, CT, RI. Vol #10 is self-booting for 5 islands of HI - \$10.00

ADAMCALC \$24.95

- Popular and powerful SpreadSheet program will keep your Financial and Inventory Records, Journals, Accounts, Budgets, plus much more. Uses all Math formulas to compute rows and column totals, averages, etc. Sort columns alphabetically and numerically. SmartKEY Menu Labels (I - IV) correspond to the keyboard SmartKEYS and guide you easily in using AdamCALC. A thorough manual provides an introduction to using AdamCALC, along with sample spreadsheets for a Budget, IRA Plan, Balance Sheet, Inventory, Loan, and Break-Even Analysis. SpreadSheets can be printed with the ADAM Printer. Optional patch software allows printing a spreadsheet file, or patching AdamCALC to allow Dot Matrix printing directly from the program. # 129 - \$7.95. If you have a 64K Expansion Card installed in slot #3, AdamCALC uses it as a Printer Buffer to continue printing while you continue work on the next spreadsheet you load into memory. A PATCH! # 159 AdamCalc Dot Matrix Printer Patch Software #129 \$7.95

ADAM CONNECTION (IBM) \$29.95

- This is an IBM program and disk that works with any IBM compatible with a 360K 5.25" Low Density Disk Drive. You must have a 5.25" Adam Compatible Disk Drive that is either 160K or 320K in size. The ADAM Connection will read the ADAM Disk files. These can be SmartWRITER, SpeedyWrite, or other ASCII EOS document or data files. The data is ready by file name on the ADAM Disk and written to another drive or hard drive on the IBM compatible system. The file can then be used in Word Processors and Desk Top Publishing programs. Files produced by Word Star and other Word Processor programs can also be read and transferred to an ADAM Disk in SmartWriter, SpeedyWrite, or other forms. With the aid of OPEN FILER below, even SmartFILER database files can be transferred to the IBM compatible for import into most DataBase Programs. HIGHLY RECOMMENDED. #314

ADAMLINK III+ \$9.95

- Improved version of software for the XdamlLink Modem and external Modems to 2400 baud. XMODEM file transfers assures error checking protocol. #157

ADAMLINK V \$24.95

- Serial modem/terminal speeds up to 19200 baud. RLE viewer, keyboard macros, file catalog, 7 or 8 bit ASCII file transfers, ability to use any character in filenames and any filetype, ability to use RAM DISK, compatible version for MIB3 and MI Dual Serial Card (specify). #304

ADAM'S DESK TOP on Cartridge or Eprom

- A new way to control all the devices and set ADAM up for ultra-fast use. Larger Memory Expansion Cards are initialized and made ready for use (with or without a 64K bank of undisturbed RAM needed by some programs), and then programs are transferred into the Expansion RAM where they can be executed, altered, or created as a function of running the program. Being in an Electronic State, the speed that programs operate is many times faster. Finish running ADAMCALC, bring up the MENU Screen to change to another program already in memory. Utilities are also provided to perform initial setup. You can also boot programs using the disk or tape drives. And SmartWRITER now includes the option of a Ram Disk and Dot Matrix Printer from the SmartKEY Label Menu.

ADAM'S DESK TOP CARTRIDGE \$24.95

- The Game Cartridge load version of ADAM'S DESK TOP. Just install the cartridge in the game slot and pull the Game Reset switch. Instantly you see a SmartKEY MENU that guides you in quickly setting up and loading your favorite programs. Anytime you pull the Game Reset, you'll be back to the Menu Screen without changing anything previously loaded into Expanded RAM. Just choose and load a new program or SmartWRITER. #527

ADAM'S DESK TOP EPROM \$19.95

- The same program on a Microchip that plugs into our MICRO INNOVATION PRINTER CARD or MIB3 CARD. Anytime you power up or Reset ADAM you instantly get the ADAM DESK TOP Menu Screen. Once stocked with programs, pulling the RESET Switch will not alter the RAM content. #562

ADAM'S TOOLKIT \$14.95

- A programmer's tool that allows a file or blocks of a file (up to 32 blocks) to be placed into memory where it can be altered. The program recognizes your memory expander, handy for temporary file placement. Move up to 3K from one location to another. Modify ASCII or Decimal views of Buffer Contents represented in its correct memory location. Print the Buffer screen contents on ADAM or Dot Matrix Printers. Search options. Erase options. Block copy portion of the contents to other media and block locations, or save the entire buffer back to the original drive. A TOOLKIT is included to initialize media and format disks. #563

ADAM'S POST-IT \$9.95

- Now you can quickly save a note on Disk or Datapack tape for later reference using SmartWriter or Post-It. The note can be a reminder, too, when you use a date as the file name. Edit and Print quick notes, and use a memory expander card as an electronic Drive where you can temporarily save and retrieve files. #305

ADAM'S SCREEN SAVER \$14.95

- Screen Saver prevents damage to your TV or Monitor screen when something remains on screen for a long period of time. It does this in two ways: by displaying the image in different colors every 5 or 10 seconds, and blanking the screen (turning off the color). Pressing ESCAPE key will boot an optional program cartridge (like Adam's Desktop, SmartWriter Elite, or SmartBasic). Otherwise simply reset ADAM to boot a new program. #309

ADDRESS BOOK \$39.95

- Includes interface card that installs in the right end expansion slot of the ADAM Console. Connects to telephone line to dial number as entered in a database of name, address, phone number, etc., information. Print labels. #334

APPOINTMENT BOOK \$10.00

- If you have a clock card or chip, this program reads in the date and time. Otherwise, enter the information and create an appointment log, calendar, notes, invoices, and use the word processor for letters. For daily and future use. #554

AUTOBACKUP \$10.00

- Copy files from a disk or datapack to the ramdisk, and save contents of your ramdisk back to disk or datapack. First use SmartDSK II or III to set up the ramdisk on your 64K or larger Memory Expansion Card (best suited for 256K cards). SmartDSK III includes utilities to set up a disk of programs. If you have PRBOOT, and a disk of programs that boot from a menu screen when you reset the PRBOOT Media, you can transfer the entire disk to your 256K RamDisk and use all the features of PRBOOT's Menu from your RamDisk. #340

BACKUP + 3.0 \$10.00

- Primarily a Copy Program capable of using only internal ADAM Memory or a 64K Memory Expander Card, if installed. It will copy single-sided disks and datapack contents in entirety, or by selecting files or blocks to be copied. It will copy non-EOS media (like CP/M and TDOS) and right directory SuperGame Tapes. The best feature is the Status Check option to read each block on your disk or datapack, and display if it is Used, Empty, or Bad. #553

BOLD GLORY CLIPS, ETC \$12.95

- Pre-drawn art (Flags, Eagle, stars, etc) for use with PowerPaint and other art programs. #547

BORDERSPLUS \$12.95

- Additional Borders, Font sets, and small Clip-Art pictures for use with THE PRINT WORKS in making Cards, Signs, Banners, etc., printed on a Dot Matrix Printer. #261

BUSINESS PAK I \$19.95

- Keep Address Information, Mailing Lists, and Inventory Records. Program keeps files on disk or datapack, and allows editing to keep records current. Prints on ADAM or Dot Matrix Printer. #110

CLIP ART VIEWER \$14.95

- Allows you to view (in entirety or by selection) and print

clip-art on your media (all or individually). Transfer IBM PrintMaster and Print Shop Clip-Art for use with ADAM. Sets up a RamDisk for temporary use where Clips can be modified. #494

CLIPPER \$10.00

- Create Clip-Art Pictures yourself, save them for use. Capture clip-art from other pictures. Edit, Draw, Add Text. #108

COLECO GRAPHICS DESIGN CART \$24.95

- The original program used by Coleco Programmers to create the artwork in Cartridge and Super Games. Capable of capturing full screen pictures from other games and programs. Edit, draw, and much more. #474

COPYCART+ 2.0 \$14.95

- Cartridge Copy Program that will save a copy of most cartridge games on any size disk or datapack for your own personal use. You must own a Game Cartridge to legally make and use a copy of it, but having all 142 Game Cartridges on TWO 1.44 Megabyte Disks takes a lot less space. A menu allows you to choose a game using the hand controller. Only 7 or so games cannot be copied and played! #308

DBASE 2.41 \$14.95

- Database filing system configured for ADAM CP/M 2.2 with SmartKEY Menu Labels. Requires scrolling or screen wrap unless user installs 80 column display device. #317

DECIMAL DISASSEMBLER \$14.95

- In computers, programs can be disassembled - broken down into machine code and commands, or data that can be text - and understood. This program will reveal how a program works by reading it directly from ADAM's Memory or from a disk or datapack in one of ADAM's devices. It can be viewed on screen or printed on ADAM or Dot Matrix Printers on single or fanfold paper. #355

EASY COME, EASY GO \$10.00

- Amortization, Loan Payment and Totals, Savings and Loan Calculations. The best all around Financial Calculation and Compare program in fast Machine Language. #525

EOS PROGRAMMING KIT \$14.95

- Opens up a completely new outlook on the ADAM's EOS (Elementary Operating System - a collection of command routines that make ADAM operate). With this "kit" you receive a SmartKEY Menu (Labels on the bottom of the screen) to control functions like Devices, Errors, Sound, Text Entry, Screen fill and Clear, File Card Catalogs, Line and Box Plotter, and more. This makes program development much easier with these provided routines added to the EOS System. The manual reveals how to write routines with quite a lot of information provided. While it does not teach programming, it is the best assist programmers could ever hope for. #323

FILE MANAGER V3.0 \$14.95

- Every computer needs Utility Programs that assist in using the computer and software. File Manager will make copies of Commercial and Personal Software and Files. Quickly make a copy, and put your original copy aside in a safe place. Copy individual files or block ranges. Read or Print SmartWRITER and SpeedyWrite Files on ADAM or Dot Matrix Printers (set margins, size font, type paper, etc.). Edit files and resave to media. Edit directories and filenames. Format Disks - two at a time if you have two disk drives. Tests format on Datapacks. Initialize directories with up to 8 blocks (256 file names), for 5.25" single-sided (160K), double-sided (320K), and 3.5 inch (720K) disks. If you have a Memory Expansion Card of any size, File Manager will use all or a portion for a copy buffer. Very Necessary. Fast. The Best! #272

FLASHCARD MAKER \$7.95

- An original Coleco Program that allows you to use FlashCard Sets (available below) to educate yourself or children on different subjects. Keep track of correct answers and scores. Shuffle and retry in a different way, or load a different "deck of cards." Make your own flashcard sets, simply, and save on a blank Digital Datapack Tape. Manual. #293

FLASHFACTS: HISTORY \$ 6.95

- Twenty two Flashcard Decks that cover American History from 1490 through 1984. #294

FLASHFACTS: TRIVIA \$ 6.95

- 23 Flashcard Decks include Kid Literature (2), Geography (2), Sports (2), Olympics (2), ShowBiz (2), Beasities (3), Bible (2), Big Ideas (2), Yesterday (3), Rock-On (2), and Music. #296

FLASHFACTS: VOCABULARY \$ 6.95

- 25 Flash Card Decks cover places that originate words, Meanings of First Names, Foreign terms, Overseas words frequently used, Toughies, Everyday expressions, Scrambled (match mixed up word and definitions), Roots (2), Echoes (7) - Homonyms, HeadStart, Pick-It, Synonyms (4), and Opposites. Multiple-choice questions and Usage in sentences. #295

FONTPOWER \$10.00
- Easy to use program that lets you create your own Font Set. Includes eight sets of popular fonts, too. Use the fonts in PowerPAINT to provide variety and originality. #106
one or two disks (if you have two disk drives) a

GoDOS WITH GoBASIC \$14.95
- A Macintosh-looking program that runs Basic Programs you create or load from our public domain program library (Volume 36). Pull down Menus and Dialog Boxes in full color that operate with the arrow keys to position a pointer on the screen. Text and Graphics intermix onscreen to create some exciting visual effects (e.g., bouncing, rotating soccer ball). Full featured with routines that make programming much easier. Fully documented. #168

GUY'S EOS UTILITIES \$10.00
- Three Utilities that are absolutely necessary when you can no longer Access a Tape or Disk. Disk Doctor helps you recreate a directory and transfer all the documents and data files to a new media. File Indexer is handy for reading, sorting, and printing EOS directories. Directory Sorter is similar in respects to File Manager (above) and has the ability to Sort files alphabetically to improve visual access. It can format disks and Initialize Directories, and it can exclude deleted and backup files. HIGHLY RECOMMENDED. #575

IBM CLIP-ART FOR ADAM \$10.00
- Includes Converter Program and first volume (of over 30 volumes in our ADAM PROGRAM LIBRARY) of clip-art files. View and print clip-art, alter and re-save it in various forms for use in PowerPaint and other Printing programs. High Quality IBM Clip-Art is not cropped or distorted. Can be inverted or color changed. #546

INTEL-LOAD 1 OR 2 \$7.95
- Load SmartBASIC v1.0 or v2.0 first, then load Intel-Load into memory. Load programs as usual, but execute Intel-Load to transfer and re-save the program in a fast-run format called Binary. The next time you want to use a program you have saved in Binary, BRUN the program and it will load up to 15 times faster. (For use in SmartBASIC v2.0 in Standard Memory Only). #324

INVOICER V3.2 \$10.00
- A full function Invoicing and Inventory Tracking program that will also keep a Customer Database of names, address, and Telephone Number information for recall during Invoicing, etc. Up to 490 Inventory Items can be held for immediate recall of name and pricing information, and immediate alteration of the quantity in stock. Prints an inventory listing (alphabetically or by Item Number). Keeps a record of each transaction for printout at the end of the month. Allows input of Company information, tax information, shipping minimum and/or percentages, plus other optional charges, fees or discounts. The inventory data can be entered or altered during the invoicing process. Inventory is re-saved to media after invoicing or alteration, addition, etc. ADAM'S HOUSE's own full function program. Requires at least a 64K Memory Card installed. #242

LIBRARIAN \$10.00
- Organize your many SmartBasic, Adamcalc, etc. EOS files and programs into a database that can be read by SmartFILER. Print an alphabetical list of names and location (media Volume Names) for easy locating. Simple to use. Just put the media in the drive and it reads your catalog directories and stores the information in your database medium. #111

MBASIC \$14.95
- Microsoft Basic for use in running many games and programs in our CPM 2.2 public domain program library. #325

MACADAM MANUAL \$14.95
- Complete details of this popular Macro Assembler, including the Assembler program and demo programs. New assembly language programmers will find Subroutines and programs for methods of using the commonly available hardware associated with the ADAM computer's EOS system and SmartBASIC. #460

MEDIA-AID-PLUS 1 OR 2 \$10.00
- Utilities for most of the tasks encountered when using the ADAM Computer. Included are programs to Initiate a disk, tape, or ram disk; a patch program for SmartBASIC; a program to allow modification of directories; a copy program; a program to modify or view data; a purge program that removes deleted files; a format and verify program; and programs to convert files for sending over a modem. #326

MEDIA-HELPER \$10.00
- Utilities not available anywhere else. Includes programs to Search or Compare a media or two media; sort an EOS Directory; Clean a media of all data; list the variables used in SmartBASIC programs and where located; copy program; and to provide copied cartridge listings and editing. #542

MEGADISK \$10.00
- Creates a Ram Disk in your Memory Expansion Card. Allows 64K to be reserved for programs using expansion memory. Up to one megabyte memory expanders supported. Use XRAM PAK to easily transfer programs into and out of

Ram Disk and provide Menu booting of bootable programs. #103

MISSPELLER \$10.00
- Use with SpellingAid below to provide an additional 15,000 word dictionary for the most commonly misspelled words. #206

M & M GRAPHICS for Signshop \$10.00
- Graphic pictures pre-drawn for use with SignShop or NewsMaker that print on the ADAM printer. #512

NEWSMAKER \$14.95
- Create your own newsletter with graphic pictures that print using Character Generated graphics on the ADAM printer. #112

OPENFILER V3 \$10.00
- Automatic conversion of SmartFILER or RecipeFILER databases to a file that can be accessed by SmartWRITER or other Word Processors, SmartBASIC, or CPM program databases like DBASE. Can also then be transferred to an IBM Computer using the ADAM CONNECTION program above, too, for use in database programs. #280

PAINTAIDE \$7.95
- Additional fonts, sprite sets, and clip art pictures for use with POWERPAINT below. #187

PERSONAL CALENDAR UTIL \$10.00
- Print professional calendars using a dot matrix printer. Stamp clip art pictures and add text. 64K Ram Card is required, but larger memory cards allow program transfer into memory for instant access and function. #481

POWER PAINT \$14.95
- Professional art program that allows you to create and draw artwork for printing on a dot matrix printer. Requires a 64K Memory Expansion Card. Larger Ram Cards allow a full page to be created and printed at one time, and provide a Ram Disk. Import Sprite sets, Clip Art, Font Sets. Copy or Move portions of a picture. Change colors, paint brushes, borders, etc. Powerful, but SmartKEY Menu Labels make easy use. Thousand of pictures, clips, fonts and sprites are available in our Public Domain library, plus many professional Commercial Artwork Titles. Highly recommended. #105

POWERSIGNS \$10.00
- High resolution Banner printing program for Dot Matrix Printers. Comes with System Set 1 fonts, a Roman type. System set 2 (Outline) and set 3 (Filled) are available as options for \$6 each set. #701

POWERTOOLS CLIPS, ETC \$10.00
- Professional artwork. 17 Sprite Sets, 55 Clip Art pictures, and more. #322

PRBOOT \$10.00
- A program that allows you to transfer your popular bootable ADAM programs onto one medium. Once set up, insert PRBOOT in your drive and get a Menu instantly. Then choose SmartBASIC V1 or V2, AdamCALC, SmartFILER, AdamLINK, or SmartLOGO. If you have a large memory card, ADAM'S DESK TOP or SmartDSK III will allow you to transfer the PRBOOT Medium to your card and Ram Disk for instant program boots, too. #217

RAMBOOT \$14.95
- Creates a Ram Disk on your Memory Expansion Card where you can transfer AdamCALC, and SmartBASIC V1 and V2. Then press to keyboard keys to bring up a menu that allows instant transfer to these programs or SmartWRITER. #256

RECIPE FILER \$7.95
- A database of recipes that you can choose. Each includes directions, and a list of ingredients that can be printed on your ADAM printer. Add your own favorite recipes, too. Choose from other recipe collections. Recipes are grouped for easy selection, or you can choose according to specific ingredients. #215

SECRETARY \$7.95
- Word Processor that operates with CPM 2.2 or TDOS 4.59 operating systems. Includes printed manual. Requires user to own 80 column display device or use screen wrap to see full text screen without scrolling left and right manually. #189

SHOWOFF II \$10.00
- An enhancement to the built in word processor, SmartWRITER, that allows text justification and insertion of codes to turn dot matrix printer functions on and off. #102

SIGNSHOP \$14.95
- Design and print Signs and pictures using your ADAM Printer. Character generated graphics are produced using this unique program. Many pictures are included, and pre-drawn commercial offerings are also available (see M & M Graphics above). #151

SMARTBASIC V1 \$7.95
- The original SmartBASIC included with the ADAM Computer System on Digital Datapack. SmartBASIC is necessary to run programs included on numerous volumes in our Public Domain library (see ADAM PROGRAM LIBRARY volumes 1, 3 - 12). Create your own programs, too. #144

SMARTBASIC MANUAL \$14.95
- A comprehensive tutorial and reference Book that was originally included with the ADAM Computer System. See other helpful books and manual available to supplement and teach SmartBASIC programming. #329

SMARTBASIC CARTRIDGE \$24.95
- Popular SmartBasic V1 (improved) that boots instantly when the Game Reset Switch is pulled. Two versions are available: the Disk version boots a HELLO program on your Disk Drive #1, and the DataDrive version boots a HELLO program on Datadrive #1. Specify which version when ordering. #491

SMARTDSK I FOR SMARTWRITER \$10.00
- Enhances the SmartWRITER Word Processor by adding a Ram Disk to your memory expansion card, and allowing printing on your Dot Matrix Printer. #154

SMARTDSK II \$10.00
- Replaces the Second Tape Drive with a Ram Disk function in most software when you have a memory expansion card. SmartBASIC V1 and V2, AdamCALC, and FlashCARD Maker can access this Ram Disk by selecting the second Tape Drive label or device code. #218

SMARTDSK III \$12.95
- Provides SmartBASIC V1 or V2 a Ram Disk on your memory expansion card with the option to reserve 64K for other program usage in any size larger memory cards. Includes utilities (see Media-Aid Plus) to copy programs, edit them, modify them, etc., for any size drive. Allows programs like INVOICER v3.2 to operate from your Ram Disk, plus many others. One of our Most requested program. #216

SMARTFILER \$14.95
- Our most popular Coleco Database program is useful for access and printing of up to 1000 records that can be a Name and Address database, Inventory, Library of books and authors, and anything you desire. Simple to set up and use SmartKEY Label operation. Selectively Search and Sort records. Search up to four fields in each record (by zip code or state or a coded entry, etc.). Include a Text portion for notes. Use with the SmartWriter Word Processor to type personalized letters using SmartFiler database names and information. All you need is a blank Lorain Digital Datapack tape for each database you create. #160

SMARTLETTERS/FORMS \$7.95
- A comprehensive collection of specific letters and forms for use in numerous occasions. Saves you time in composing letters, resumes, and proper forms and letters. SmartKEY Labels group forms and letters for selection. Simply change name and address information and print on your ADAM printer, or Dot Matrix Printer (when you run FAST PATCH to boot SmartLetters and Forms). Very useful. #192

SMARTLOGO W/MANUAL \$7.95
- A popular programming language that introduces you and your children to Turtle Graphics. LOGO is popular throughout the computer world to learn simple programming steps that create pictures, music and sound, and programs that perform many helpful functions. Programs are also available from our Public Domain library in volumes that each include numerous SmartLOGO programs created by programmers and donated for your enjoyment. #163

SMARTPRINT PLUS \$10.00
- A Graphic Printing program that does not require expansion memory to print on your dot matrix printer. Allows you to load SmartPAINT, PowerPAINT, HGR, Adam Clip Art, or standard RLE and IBM ClipART format pictures from our Public Domain Library and commercial sources. Perform editing functions that move, flip, or reverse pictures. Print in standard or double density formats, light to dark shading. Change line spacing and margin settings, background or foreground color. Save in SmartPAINT, HGR or Standard RLE formats for use in PowerPAINT and other Graphic programs. #354

SMARTWRITER ELITE Cartridge or Eprom
- Improves and adds many features to the SmartWRITER Word Processor: Ram Disk on Memory Expansion Card, use of Second Disk Drive, Line Spacing fix, and can be used with both 9 and 24 Pin Dot Matrix printers or the ADAM Printer. Key presses allow dot matrix printer functions to be accessed, and Codes may be inserted into documents that provide changes in pitch and fonts: Emphasis, Double Strika, Italics, Compressed, Elite, Pica, NLQ or Draft, Expanded, and form feeds.

SMARTWRITE ELITE CARTRIDGE \$24.95
- All the functions of the above version. Boots instantly to the set up screen when the Game Reset Switch is pulled. #143

SMARTWRITER ELITE EPROM \$19.95
- Install this MicroChip in the socket on our MI Printer Card and the SmartWRITER ELITE program will boot automatically when power is applied to your ADAM computer. #564

SPEEDYWRITE 2 \$19.95
- A full-featured Word Processor that allows printing on either the ADAM or a Dot Matrix Printer. There are so many features that we can't list them all here. Autojustification of lines is fully supported, and you can preview your document or letter prior to printing to see how it looks. Has HELP screens option, optional on-line Spell Checking program that checks each word as soon as you type it, and handy pocket database for personalized printing of letters. Separate the screen into two windows. Chain documents when printing. Never have a freeze up or other bugs that plague the SmartWRITER Word Processor. You don't even have to scroll page by page through your document because you can go instantly from front to back or reverse in your document with a simple key press. No waiting for moving text, insertions or deletions either like in SmartWRITER. A truly great addition to the ADAM Computer. #188

SPEEDYWRITE SPELL \$10.00
- An excellent companion to SpeedyWrite 2 when you have a Memory Expansion Card. After SpeedyWrite loads, you can load this Spell Checking and Synonym program that will instantly let you know if each word you type is not in the 10,000 word dictionary as soon as you type it! Make a typo or incorrect spelling and the screen blinks and beeps to let you know. A look-up feature gives you the correct spelling, or another choice of words in the synonym dictionary. You can even automatically create your own dictionary of commonly used words using the spell checking feature. There is no need to save the document and boot a separate Spell Checking program, so it is fast and convenient, and you can go ahead and print your document without delay. Highly recommended. #265

SPELLINGAID \$12.95
- Now you can Spell Check your SmartWRITER Word Processor document files with this 12,000 word dictionary. This program will suggest alternate spellings and allow correction, saving the corrected file for printing. If you have a memory card, you can add additional dictionaries (such as the Misspeller companion program above), and create your own dictionary of commonly used words automatically. With a 256K memory expansion card, you can have over 20,000 words in dictionary files available for fast spell checking, but no memory expansion is required for use of this excellent program. #205

SPRITE POWER \$10.00
- Includes three sets of Sprites - small pictures that can be stamped or used in animation in other programs or PowerPAINT art creation. Create your own Sprite Sets of 32 individual pictures easily, and save them for your own use. #107

SWIFTDISK \$10.00
- A Ram Disk creation program for your larger memory expansion card that allows a simple key press to bring up a Menu instantly for booting of SmartWRITER, AdamCALC, SmartLOGO, and SmartBASIC V1. Directions are provided to transfer these programs once, and then set up ADAM for instant switching of these programs. #193

SWIFTPRINT \$10.00
- Prints in Color on Okimate 20 printers. Requires a 64K or larger memory expansion card. All other means of printing color pictures requires that the paper be reinserted and printed for each color (yellow, red, blue, and black). #204

SWIFT LABEL PRINTSHOP \$10.00
- Print address labels on the ADAM or a Dot Matrix printer. Clip Art can be included on labels printed with a Dot Matrix printer for a more professional look. Also prints labels for 5.25" and 3.5" Disks. 64K or larger memory expansion card is required. #482

TDOS 4.59 \$12.95
- A friendly form of CPM 2.2 operating system that works more like EOS and accesses all the latest devices (Ram Disk, large disk or hard drives, 80 column devices or terminal displays, and up to 19,200 Baud Modems). Includes a full compliment of support programs and documentation, unquizzed or uncrunched and ready to use or print. #676

THE LABEL WORKS \$10.00
- Print address labels on your Dot Matrix Printer and include Clip Art pictures to add a professional touch. Select clips and font size. Create and access a database of names for automatic printing. #288

VIDEO TUNES \$12.95
- A versatile music program that allows you to create and play music, including songs from our public domain program library. As simple as placing notes on the scale from a song book, or being really creative and writing your own song. Notes are individually displayed as the song plays. Editing of songs allows notes and rests be inserted or deleted, duration

changed, or complete song deletion. Either the keyboard or controller can be used. A general discussion of music is helpful for the novice. Excellent sound quality. #328

VISI-SPRITE V6.5 \$10.00
- Create or capture Sprite Sets from other software. Animate, overlay, create a negative or multi-color sprite set, or bulk copy sprites. Flip sprites, edit, magnify, and save new set. Print the image or image data on either ADAM or Dot Matrix printers. #511

WORDSTAR 3 \$14.95
- Word Processing system adapted for use with ADAM in the CPM 2.2 environment. Requires 80 column display device or screen wrap to see complete text screen without manually scrolling left and right using arrow keys. 80 column TDOS version is also available. #276

XRAM PAK I \$10.00
- Provides an easy means to set up a disk or datapack with SmartBASIC and favorite programs that can be automatically transferred to a Ram Disk created using MegaDisk. Allows instant switching between SmartBASIC, AdamCALC, or AdamLINK software. Includes a copy utility program. #104

ZIP-CODES, ETC \$10.00
- An address label printing program for both ADAM or Dot Matrix Printers that has a Zip Code or City look-up feature for all 50 states and D.C. Create and access a database of names and addresses. Available on datapack tape, 5.25", 3.5" or 3.5" High Density disk. Specify your choice. No additional memory is required. #530

SOFTWARE REVISION UPGRADES

Some of the available software may be older revision or earlier versions for which we offer upgrades. Send the original datapack or disk and \$5 to ADAM'S HOUSE for the following program title upgrades:

DRAGON'S LAIR 32 LIVES \$5.00
SMARTBASIC V1.1 \$5.00
SMARTFILER 27D \$5.00

CONVERT PROGRAMS ON DATAPACK FOR DISK USE

Some Datapack tape programs cannot be copied directly to disk. The following conversions are available when the original datapack (or insert title card) is sent in:

2010 TEXT ADVENTURE GAME
BUCK ROGERS
DONKEY KONG SUPERGAME
DONKEY KONG JR
SUPERGAME
DRAGON'S LAIR
RECIPE FILER
SMARTLETTERS AND FORMS
ZAXXON EA \$5.00

EXTENDED LIFE SUPER/ CARTRIDGE GAMES

BOULDERDASH 50 LIFE VERSION \$24.95
HEIST 50 LIFE VERSION \$24.95
MINER 2049ER \$24.95
DRAGON'S LAIR 32 LIFE VERSION \$19.95
- Upgrade Dragon's Lair from original version with proof of purchase for only \$5.00 by sending original datapack or disk to ADAM'S HOUSE.

SPEEDYWRITE 2 MODIFICATION

This outstanding Word Processor Program can be modified to accept an extended length directory capable of storing many more files and documents on one large capacity floppy disk. Send the original media or proof of purchase with \$5.00 and specify the size disk desired (360K, 720K, or 1.44 Megabyte capacity).

GAMES

FOR ADAM ONLY

2010 TEXT ADVENTURE \$14.95
- This game is similar to the cartridge version, 2010 GRAPHIC ACTION GAME, in that you are aboard the Discovery orbiting above the moon IO. SmartKEY Labels help you make selections to repair and power up Discover before it falls out of orbit. Graphic pictures show your location, and the arrow keys move you about the ship. In this version, however, you may store the game and resume it where you left off. Excellent music and sound effects, graphics. #113

ADAM BOMB \$10.00
- This game is something like Boulderdash in concept except that the boulders are NOT visible, nor do they drop as you dig under them while collecting diamonds and door keys. You throw bombs to open walls. Keys open doors. Traps may be crossed once, sometimes twice, before being sealed forever. Get trapped and you may use a man (of 5 to begin with) to replay the screen. There are 30 screens in the game, but you can design your own screen for storage on another disk or datapack tape. Excellent graphics and sound. Requires a 64K or larger memory expansion card to operate. #273

ADAM BOMB 2 \$15.00
- Here's a new game from a game software programmer with many previous games (Adam Bomb, Ghost Zapper, Mind Over Adam, Robothief, all still available) under his belt. This sequel to Adam Bomb is based on being abducted by aliens and taken to their home planet. Your mission is to rescue 400 other abductees which you must find, and collect 1800 power crystals to get you home. Along the way you will meet people who will give you clues or trade you valuable items to help you complete your mission. Their world covers 180 screens and has many different types of areas to explore: dungeons, forests, ice lands, the alien prison, etc. As you move along in each screen, you will expose the hidden areas and come across the hints and help you need to complete the mission. Some people will be well known Adamites! If an Abductee gets out of control the aliens freeze them solid, and they must be carried to a place where they can be thawed out. Some people will talk to you. Envelopes will provide important information, too. Four boxes will collect the items you are pick up and carry with you. Bombs will open the way for you. Bomb shields protect you from explosions. Some things can be blown up, others can't. Skeleton keys open treasure chests. Colored keys open doors of the same color. When you encounter arrows, you can only cross in the direction they point. There are dozens of items to find in the game that will help you solve the game, but avoid the snakes and spikes unless you are wearing the special boots. Adam Bomb. The Rescue is played using the Coleco Hand Controller. The game may be saved and continued, or restarted. Hard drive users can play the game from their hard drive. The top of the screen shows the number of people rescued, diamonds collected, number of bombs, the item boxes, and a continue counter. Each time you die or continue, the continue counter goes up by one. You have unlimited lives. 64K memory expander or larger. #777

ADAM HOME SOFTWARE LIB \$12.95
- 32 Basic programs that run after you install SmartBASIC V1. Application programs: Biorhythm, Checkbook, Decide, Loan, Mileage, Quest/Exam. Education programs: Arithmetic, Flashcard, Metric, Numbers, Tachist, Vocabulary. Games & Graphics: Decode, Groen, Jot, Obstacle, Roadrace, Wari, Kaleido, Sparkle, Squares, Walloons. Mathematics & Misc.: Curve, Diffequation, Graph, Integrate, Simeqpn, Stats, Birthday, Pi, Powers, and Pythag. On disk or datapack. #271

ADDICTUS \$10.00
- A game like Tetris, the player manipulates falling blocks to fit them at the bottom of the screen in such fashion that a completed wall is created. Once there is a full row, the row disappears, leaving space for more rows that are incomplete or being completed as possible. The arrow keys move the blocks left and right during the descent, and increase the speed or slow it down with the up and down keys. The Home key rotates the block. Blocks are not uniform in shape, however. The game ends when no more space is available for rows. Pause feature. Ten difficulty levels and sound effects. Good graphics. #299

BEYOND TREK \$10.00
- An adventure game in which you command the U.S.S. Enterprise. Four skill level determine the number of Klingon warships you battle. The screen shows your ship and their ship(s), and you use the hand controller to fire weapons and control position. Star base docking provides energy and weapons. Many additional features. Those with the Eve Speech Synthesizer hear Capt. Kirk say his soliloquy that begins each TV episode. Odds are you will never play the same game twice. Age 10 and older. 64K memory expander card or larger is required. #109

BEST OF BRODERBUND \$10.00
- A.E. and CHOPLIFTER. A.E. is a space invader type game in which bird-like invaders swirling in and fire at your gunship. You can move left and right and return fire. Choplifter is the same game as available on cartridge in which you pilot a helicopter to rescue captured soldiers and return them to base. You must evade tank fire and occasional diving jet aircraft. Excellent graphics and sound effects. #114

BIBLE JEOPARDY \$10.00
- A full 26 rounds of Jeopardy using Biblical topics. Fun and educational. One to three contestants - the computer assumes the role of unused players. Incorrect spellings are more readily accepted. #318

BRAINSTORM \$10.00
- A game like ADDICTUS but with the additional object of solving a Hangman-like phrase. As irregular shaped blocks fall, letters may be revealed. As rows are completed and disappear, matching letters are added to the phrase blanks at the top of the screen. When a letter is added, you have ten seconds to guess the phrase before the game continues. A pause feature stops the game, but the screen is blanked during the pause. There are 25 stages, four skill levels, and three categories of phrases from which to choose - each category having hundreds of phrases which ADAM does not repeat. A second version of the game omits the phrase window for the basic Addictus type format. Sound effects and color enhance game play. Standard ADAM configuration. Highly recommended. #348

BUCK ROGERS SUPERGAME \$7.95
- Like the Cartridge Game except additional screens and Hall of Fame make it even more exciting. Terrific sound effects and graphics. Instruction manual available separately for \$3. #147

CHESS CHAMP \$10.00
- A graphic version of Chess more for the beginner. Requires a 64K or larger memory card addition to operate. Good graphics and sound effects. #184

DAM BUSTERS, SUPERGAME \$14.95
- This version is similar to the Cartridge Game version except that it has more screens and a Hall of Fame scoreboard for a permanent record. Excellent graphics and sound effects. Feels like really flying an airplane! #116

DIABLO \$10.00
- A game in which you move tiles round to complete a maze-like track intact so that a rolling ball does not derail. As the ball rolls through each tile, that section disappears. The controller or keyboard moves one of four tiles surrounding a blank space to begin the game. Requires strategy, planning and control. Excellent graphics and sound effects. #343

DINOSAUR DIG \$10.00
- The object of this game is to find all 18 bones needed to construct a Tyrannosaurus Rex. Using either the controller or keyboard, one or two players begin the game by spinning - squares surround the sides of the screen forming a game board and flash in random sequence until you keypress. The chosen square will indicate your next action, in effect allowing you to obtain a portion of property, dig on your property, earn money to buy property, or lose a turn. On the dig screen, you are pictured digging some portion of your property. If a bone is found, the dinosaur skeleton screen appears and the bone is placed in its proper location. The game uses SmartKEY Menu labels to make choices. In one player games, you play against the computer. A 64K or larger memory expansion card is required for the game to operate. Excellent graphics and sound effects. Recommended. #292

DONKEY KONG SUPERGAME \$14.95
- Like the original Donkey Kong Game Cartridge version, this game has some surprises and additional graphic animation, plus a Hall of Fame screen to keep your scores permanent. #502

DONKEY KONG JR SUPERGAME \$14.95
- Like the Game Cartridge version, this game has additional surprises and screens, animation, and a Hall of Fame screen to keep your scores permanent. #142

DRAGON THE CHINESE \$10.00
- A game of challenge based on the Chinese game, Mah-Jongg or Shanghai, the object is to match 144 tiles stacked up to five tiles high, having only 96 revealed at the beginning of the game. When a pair is found, the match is removed and any tile there under is revealed. However, the matched tile cannot be surrounded by tiles of greater height. The three dimensional

nature of the stack shows when tiles are stacked, and how high. Tiles are selected using either controller or keyboard input. SmartKey Menu labels allow many options, including backing up a move or show all moves. Dialogue boxes help communicate instruction or questions during the game. There are several ways two players can compete. Highly recommended. #316.

DRAGON'S LAIR \$14.95
- This Coleco SuperGame uses high quality graphics and animation, along with music and sound effects, to allow you to role play as the king's champion and bravest knight. Using the controller, Dirk the Daring must use his sword, agility, and swiftness to complete each scene. The object is to rescue Princess Daphne, who has been kidnapped by the evil dragon, by going through the enchanted castle. Dirk must overcome the Air Genie, snapping skulls, flaming ropes, the weapons room of whirling death, the ramps and giddy goons, the tentacle room, the deadly checkerboard with the Phantom Knight, and finally slay the fire breathing dragon. If Dirk dies, you'll see him disintegrate into a skeleton, but you have five Dirks on all four skill levels and can earn a bonus Dirk. Hall of Fame screen, and Pause features. Highly recommended. #311

ELECTRIC GAME PAK I \$10.00
- Includes these games: Backgammon, Battleship, Master Mind, 3-D Tic-Tac-Toe, and Miners. #118

ENTERTAINMENT PAK \$10.00
- Three games: Connect Four is a strategy game played by two players or one against ADAM stacking blocks on poles to get four in a row. Blockade is a fast action breakout type game in which colored blocks do different things when hit. One or two players, pause, and multiple skill levels. Slide Puzzle challenges you to sort the tiles back into order. All with great graphics and sound effects. #127

FAMILY FEUD \$14.95
- Just like the TV Game of the same name, Family Feud allows two families to compete for the right to play the Bonus Round. Excellent graphics and sound effects, music. When you've played the 26 rounds in this game, purchase the game pack below to keep playing fresh rounds. As good as it gets! #496

FAMILY FEUD QUESTION PAK \$10.00
- More rounds for the Family Feud Game above. #289

FAMILY FEUD WRITER \$10.00
- Now you can write your own Family Feud Question Pack using this software. #210

GHOST ZAPPER \$10.00
- As the Ghost Zapper your job is to watch closely as ghosts appear briefly at various points on the screens, and use the hand controller to quickly touch and zap them. Let one get away and it costs you one of your Zappers (you begin with five). Later, you'll have a bonus screen where you can try to win more Zappers. At the end of the game you can record your name and score in the Hall of Fame. Fast paced game has excellent graphics and sprites, music and sound effects. Pause feature. 64K card required. #235

JEOPARDY TV GAME \$10.00
- Play Jeopardy with 26 Rounds of Question and Answers for three players - just like the TV Game. Choose your player characters. Play by yourself, two or three people as the computer assumes the role of players when only one or two people play. Hall of Fame score keeping. Keep playing when all 26 rounds of questions are revealed by using question packs available below! #495

JEOPARDY QUESTION PAK #1 \$7.95
- 26 more rounds of questions for the popular Jeopardy Game above. #477

JEOPARDY QUESTION PAK #2 \$7.95
- 26 more rounds of questions. #243

JEOPARDY WRITER \$10.00
- Write your own Question Pack using this software. #211

KID'S TRIVIA PAK I \$10.00
- A trivia game for up to four people or teams. Six categories are available, and one is picked at random each time it is another player's turn. Most questions are multiple choice or True and False. Children must be able to read. 120 questions in nine randomly selected question packs means that duplications of questions is rare with over 1080 questions. Very well done. Keeps scores and percent correct on a scoreboard. #555

KLONDIKE \$10
- The game of Solitaire played in Hi-resolution graphics with sprites, clip-art, and sounds like you would expect. Utilizes TV/Monitor or Midi-mite interface for background music. Sound effects include shuffling the deck, dealing the cards and lots more to make this game a real value. No expansion is necessary, but the game can take advantage of expansion, even playing on the Hard Disk Drive. #888

LAB MOUSE \$10.00
- In this game you are the mouse looking for that special piece of cheese somewhere in a maze. Your perspective of the maze is a view much like a corridor with doors shooting off to the left and right 3 dimensionally. At the bottom of the screen is the number of moves and distance from the cheese counters. Using the arrow keys on the Keyboard, you move through the maze looking for the shortest path. Every game is different, and you can choose five skill levels to make the maze larger and more difficult. #567

LAS VEGAS CRAPS \$10.00
- The popular Las Vegas game. Colorful graphics and sound enhance this game, as dice bounce across the screen when rolled. A variety of wagers can be placed, and you can check the status of your bets and winnings. SmartKEY Menu Labels guide you in making bets, etc. #281

MAGE QUEST \$10.00
- Your quest is to recover powerful weapons used to preserve peace that were stolen and taken to a dark castle. As a mage, you have taken a vow that forbids you to use physical weaponry, however. Using only various spell written on scrolls scattered through the dungeons, you must confront creatures and find the weapons. The hand controller is used to move your character and keep track of the spells, etc. In this nine level adventure, you begin in level one with three lives, but if you lose all three lives you may select replay and continue where you left off with three new lives. Three more adventures are contained to give you new adventures, and you can create even more adventures with the construction set below. #565

MAGE QUEST CONSTRUCTION SET \$10.00
- Design New adventures using this program. The map grid contains a maximum of 196 rooms. You can pick from built in sets of monsters and weapons, or design your own. Edit and save as you go. #566

MICRO-CHIP \$10.00
- Use logic to reveal hidden pictures on the playing grid. Each row and column is 15 squares. The number of used blocks is given beside each row and column to help determine which blocks are part of the picture. 100 rounds. Save feature. #702

MICHIGANA JONES \$10.00
- In the text adventure, you enter the old haunted house in search of the valuable Golden Idol hidden somewhere within. But monsters abide there, too, and you must use weapons and resourcefulness to overcome them. #214

MIND OVER ADAM \$10.00
- A game somewhat like Mastermind, you get 8 chances to guess the four hidden colors. Guess correctly and you get 500 points and go to the next level where you get 7 chances. There are five levels. When you take more guesses to finish a level, you receive fewer points. Use the arrow keys or controller to make selections. A Hall of Fame keeps the scores permanent. #209

MYSTERY & YACHT \$10.00
- Two program package. Mystery invites you to solve a murder by determining where it happened, what weapon was used, and who the murderer was from the available rooms, weapons, and suspects. Directions prompt you in making your choice. Yacht is a very old game in which you have five dice. Each player has 13 turns to make the best roll as explained in the game. Up to four players can compete. Scores are recorded. #381

PHASE CRAZE \$10.00
- A very popular Wheel of Fortune type game in which up to three players compete to figure out the phrase in each of three rounds. Animated graphics and sound assure countless hours of fun. And when you have played the hundreds of phrases included, there are Phrase packs below that extend your enjoyment. Recommended. #568

PHRASE PAK ONE \$7.95
- 150 more phrases for Phrase Craze! #569A

PHRASE PAK TWO \$7.95
- 150 more phrases for Phrase Craze! #569B

PHRASE PAK CONSTRUCTION SET \$10.00
- Make your own phrase Paks for use with Phrase Craze. Easy to use. #570

PINBALL MAKER/HARDHAT \$10.00
- This two game package includes PinBall with two premade layouts that you can immediately play, or you can design your own pinball machines using the available icons, etc., and save them for future play on a disk or dastapack tape that will self-boot for layout selection. SmartKEY Menu Labels are used to guide you in using this program. There is lively action and sound effects, making Pinball an exciting game. Hard Hat Mack is identical to the Apple version except it has better graphics on the ADAM. The object is to place the chunks of girders into holes and then use the jack hammer to seal them in place, or get all the lunch buckets on the various levels, or capture all the boxes without dying. Excellent graphics and

sound effects. Latest improved version. Includes forty page instruction manual. #236

PITY \$10.00

- A game like Sorry or Aggravation. up to four players move four pieces each around the board from start to home base by flipping graphic cards. Using the controller, a piece is selected and will move according to the card number. The game is very colorful and has nice sound effects. The computer can assume the roll of a player in one, two or three player games. There are two skill levels. Recommended. #319

PRO FOOTBALL STRATEGY \$10.00

- The game of football in which two players can compete, one player can compete against ADAM, or ADAM will play against ADAM in short or long game versions. There are 27 actual pro plays that you can call. Sound and graphics keep play more realistic even though players are not shown. The football marks the spot on the field, and all data is shown at the bottom of the screen. Whether a play works or not depends on statistical data gathered for a period of years, and luck. Keeps you interested for many hours, and it is always a different game. #244

PRO GOLF CHAMP \$10.00

- The game of golf in full graphics. You choose the club, determine the angle and distance based on wind factors, etc. Avoid the hazards - trees, sandtraps, water, etc. The greens are not flat. This view is magnified by eight times, and small hills and bumps are indicated. Using the keyboard you read instructions by pressing numbers 1 through 8, then begin play by pressing 9. There are 18 holes, so there is lots of action. But, if you tire of these 18 holes you can build your own golf course using the Link Builder program. Graphic animation. #497

PRO GOLF LINK BUILDER \$10.00

- Add to the 18 holes in Pro Golf Champ using this Link Builder program. #498

REEDY LIBRARY \$10.00

- This software assortment includes Michigan Jones (see above), plus four more programs. Video Paint is an easy to use low-resolution paint program. ADAMadding is an educational program with math drills for children (multiple skill levels). Hi-Res TextEditor prints text in High Resolution screens. Plus a program to display pictures. More. #574

ROBOTHIEF \$10.00

- In this game you must simultaneously maneuver three radio-controlled robots through 30 screens while avoiding walls, security alarms, and disintegrating slime blocks while collecting money, dropping bombs to expose crystals hidden in floors, and avoiding the enemy. Warp doors allow you to skip ahead or back in the game. Quit the game and take back up where you left off next time. Use the joystick for control. Improved version. #528

SMARTGAMES PACK \$10.00

- Three games include Maze Escape, Treasure Search and Space Chase. A new Maze that gets harder and harder with every round, one or two players. In Treasure Search you must gather objects and escape before you are zapped. Space Chase is for one or two players as you chase and avoid space ships. #257

STAGE FREIGHT \$10.00

- A mammoth text adventure in which you are an actor trapped in an abandoned theater. Three levels of play. Music, text animation, and function keys for ease of use. #571

STRATOZAP \$10.00

- A game of space invaders in which your defense is to zap the invaders before they destroy the city below. #277

SUPER PARROT \$10.00

- A colorful memory exercise game similar to Simon. The keyboard or controller selects menu options using a point and click method. #458

SUPER SUBROC \$10.00

- Action game similar to the Game Cartridge version of under water, on the sea, and in the air combat. Extra screens, plus a Hall of Fame scoreboard to keep a permanent record. Animation and graphics are terrific. Great sound effects and music. Recommended. #258

TEMPLE OF SNOW DRAGON \$14.95

- A text/graphics adventure game in which objects, weapons and treasures are hidden in the nineteen rooms. Keyboard keys all you to quickly make choices. Fight sequences are quite different. Messages may be written on the walls to help you solve the adventure. You may save the game and resume where you left off later. Excellent graphics. #237

TROLL'S TALE \$7.95

- A text/graphics adventure more for children age 5 and older. Selection is made by using the controller to select one of three options at the bottom of the screen. Excellent graphics. #274

U-MATCH-EM \$7.95

- A colorful memory exercise matching game for one or two

player. Two tiles are flipped of the forty. Remember where a match is and select using the hand controllers. Three types of tiles can be selected for the game: Alphabet shapes, Object shapes, or Abstract shapes. A preview option can be used to see the board uncovered for 20 seconds. Good use of sound and graphics. #457

WACKY WORD GAMES \$14.95

- Learn to use the Word Processor and have fun, too. As you practice SmartWRITER functions you are playing games that include crack secret codes, unjumble scrambled sentences, write funny stories, and even create your own zany games. Onscreen instruction. From Coleco.

ZAXXON SUPERGAME \$14.95

- A stunning 3-D Space Game that takes you across alien asteroid fortresses. Like the Cartridge Game version, except added screens, animation, and Hall of Fame Score Keeper. Face the evil robot Zaxxon and his fierce armies trying to enslave the galaxy. Save game and restart at same point. On disk or datapak tape (specify). #310

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BIBLE JEOPARDY \$10.00

- Bible fun and facts to challenge up to three players or teams just like TV Jeopardy. #318

EASY AS A, B, C and 1, 2, 3 \$10.00

- A program on datapak or disk that provides alphabetical and numerical drills for children of school age. Number concepts and picture association provide hours of fun. Pictures are used to compare and find the one that does not belong using the joystick. Spelling reveals a figure and correct spelling which the child is asked to repeat, and repeat again from memory. The screens are colorful and sound effects keep the child's interest. #279

EL ESPANOL \$10.00

- The perfect way to learn Spanish and have fun, too. #578

EXPERTYPE \$9.95

- Expertype is a typing tutor program on datapak or disk that allows the entire family to individually learn to type at ones own pace. Each person can pick up where he or she left off in the learning process. This allows young and old to learn properly as ADAM controls the speed and pace. #169

FLASHCARD MAKER \$7.95

- Create a set of flashcards of questions and answers on any subject, or select the premade sets listed below. Once created these flashcards can be shuffled and used by the child of reading age for educational purposes. #293

VOCABULARY FLASHCARDS \$6.95

HISTORY FLASHCARDS \$6.95

TRIVIA FLASHCARDS \$6.95

FRANCAIS POR LES CHIC \$10.00

- Learn French in a fun way instead of a boring lecture! #579

KID'S TRIVIAPAK \$10.00

- Up to four people or teams, junior high through high school age, may play in categories that include Science & Nature, Sports & Games, Music & Stage, People & Places, The Movies, and Television. A time limit is imposed. Most responses are True/False. Music accompanies play responses. The computer chooses the category for each contestant, and keeps track of responses and percentages right. There are nine Question Paks included containing 120 questions each that provide 1080 new questions for hours of fun. Once you answer at least one question in each category correctly, you get to choose your "Winning Category." A correct answer then wins the game and the winner's score is recorded and displayed in the Hall of Fame. No two games

will be the same since Question Pak, Questions, and Categories are randomly selected. #555

MATH MENTOR \$10.00

- Math Mentor is a program on datapak or disk that provides the child of reading age many fun games that develop his or her skills. It is not a dull lecture course, but a collection of interesting stories and valuable secrets that will hold attentions. Math Mentor presents the user with the opportunity to master math while viewing colorful animation and graphics with musical accompaniment. Games provide incentives to use the drills while being competitive with others or by oneself. Different skill levels are provided, and correct answers are rewarded. Math Mentor even provides the child or user with the history of how math evolved, and how it is really a group of manipulative tricks and procedures that various people invented to make it easier to keep accounts of their dealing and transactions. Even adults can learn. #466

RICHARD SCARY'S WORDBOOT \$14.95

- Wordbook provides children a learning experience from associating words to objects and sounds. The child uses the hand controller to drive a car through colorful graphic scenes full of objects. Pressing the side button at designated points provides the word and associated sounds. Collections of scenes (e.g., the Park) give a variety of sights and sounds. Different skill levels provide formats to continue to challenge the child for many years. Age 4 and up. #285

SCHOOL DAZE \$10.00

- Designed for children in grades 1 to 4 for basic addition, subtraction, multiplication, and division drills in a cheery environment. The program is divided into Math Drills and Math Climber. In Math Drills the screen provides areas for instructions, a work area where problems are given, and a score card. A happy or sad face reveals whether the answer is correct or not. A progress report provides the percent answered correctly. Math Climber presents random questions using the basic operations. A castle wall, complete with drawbridge is drawn, and a ladder with a little man at the bottom appears. As each question is answered correctly, the man advances up the ladder. Wrong answers take him down. Once reaching the top, the sound and visual effects are suitable rewarding. Some adult supervision is needed for lower grades, but children grasp the concept of the program quickly. #306

WACKY WORD GAMES \$14.95

- Once upon a time learning to use a word processor was boring! With this program you can practice SmartWriter word processing functions while playing some of the wackiest word games ever. You'll crack secret codes, unjumble scrambled sentences, write funny stories, even create your own zany games as you explore commands such as insert, print, and move. Every game is guaranteed to tickle your fingertips and your funnybone! Onscreen instructions provide all the information you'll need to complete each game, but a forty page manual is also provided. #594

EDUCATIONAL CARTRIDGE GAMES

- Play on either the ADAM Computer System or Colecovision Video Game System when plugged into the cartridge slot. More information on each game is contained in our CARTRIDGE REVIEW MANUAL - \$3.00.

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- The original New Manual Set including the SmartWriter Word Processor Tutorial/Reference Manual, SmartBasic Programming Tutorial/Reference Manual, Set-up Manual, Technical Manual, Easy Reference Guides, System Check-Out Guide and supplements, plus the Buck Rogers SuperGame instruction Manual. #238
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- ADAM PROGRAMMING GUIDE \$14.95**
- A complete reference guide containing program lists and media (specify disk or tape), SmartBasic information, ADAM Memory location information, Machine Language Information, conversion charts, and glossary of terms. 139 pages. #291
- ADAM'S UTILITY TREASURES \$12.95**
- A collection of original SmartBasic and machine language program lists with detailed documentation covering specific utilities needed when using many primary EOS programs. Many programs for use with a Dot Matrix Printer. Some of the programs included: Address Filing System, AdamCALC file printing on a Dot matrix Printer, SmartWriter Document printing on a Dot Matrix printer, and programs to remove deleted files from directories, read and interpret directories, copy media, compare media, and a range of "tools" to help in using the ADAM Computer. Includes media (specify disk or tape) with programs ready to use. 45 pages. #312.
- ARTWORK REVIEW MANUAL \$9.95**
- A printed copy of artwork contained in our ADAM PROGRAM LIBRARY Volumes 33,34, and 35. 50 pages. #351
- BASIC PROGRAMMING TUTORIAL \$14.95**
- Learn how to program using SmartBASIC step-by-step from the beginning. Contains valuable information not contained elsewhere, and a media (specify disk or tape) that contains programs ready to use. 64 pages. #350
- COLECOVISION GAME \$5.00**
- Set-up and troubleshooting manual for the Colecovision Video Arcade Game.
- DISK DRIVE MANUAL \$7.95**
- ADAM Disk Drive Manual for set-up and instructions on using the ADAM DISK DRIVES.
- E.O.S. PROGRAMMER'S GUIDE \$14.95**
- An advanced look at the Elementary Operating System - EOS used by ADAM's major programs like SmartWriter, SmartBasic, AdamCalc, SmartFiler, SmartLogo, Address Book, FlashCards, Expertype, and more. Explains in detail how the many program routines work together to produce the desired results. 113 pages. #352
- EXPANSION MODULE #1 \$5.00**
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- Instructions for the Gemini (Atari 2600 compatible) Game System.
- HACKER'S GUIDE VOL 1 \$12.95** - A beginning look at the ADAM Memory and EOS routines to explain how ADAM controls the many devices using machine language routines. System overview. Z80 language. Disassembler. Expansion connectors. Program lists show how to write simple programs with machine language routines. Lots of reference information, and more. 60 pages. #132

HACKER'S GUIDE VOL 2 \$14.95
- A continuation of information providing a description of every subroutine in SmartBASIC, and an overview of how SmartBasic works. Programs to modify SmartBasic to create commands for Sound Control, Sprite Control, Macros, fixes and more. Schematics. Glossary of computer terms. 110 pages. #133

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- LEARNING TO DRAW! An instructional book on the Texas Instrument Video Display Processor chip as used in the ADAM Computer. Teaches how to address the video screen via the Z80 microprocessor in all of the four standard modes of the ADAM VDP. 165 pages. #150

MACADAM ASSEMBLER MANUAL \$14.95
- Complete details of this popular Macro Assembler, including the Assembler program and demo programs. New assembly language programmers will find subroutines and programs for methods of using the commonly available hardware associated with the ADAM computer's EOS system and SmartBASIC. #460

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- Instruction manual for the Roller Controller.

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- A comprehensive tutorial and reference book that is included with the ADAM Computer System Manual Set. Teaches Basic Programming. #329

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- Tutorial and reference manual included with the ADAM Computer Manual set. Teaches users how to use the built-in SmartWriter Word Processor. #

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SOFTWARE DEMONSTRATION VIDEO 1
- Demonstrates the following programs: SmartWriter, SmartBasic V1, V1.1, and V2, CP/M2.2, SmartFiler, AdamCalc, SmartLogo, AdamLink, Disk Manager, BackUp+ 3.0, Packcopy, Easy Come Easy Go, Paintmaster, Graphixprinter, Showoff 1 and 2, IntelBest V1, TurboDisk V1, Inteload V1, Buck Rogers, Zaxxon, Dragon's Lair, Super Subroc, Jeopardy, Pinball, Troll's Tail, 2010, Speedcheck, Secretary, and various programs in SmartBasic. #122

SOFTWARE DEMONSTRATION VIDEO 2
- Demonstrates the following programs: SpeedyWrite 2, SpeedyWrite Spell, PowerPaint, PaintAide, GoDods with GoBasic, SwiftPrim, SwiftDisk, MegaDisk, XramPak, Clipper, SpritePower, FontPower, SmartDSK, PrBoot, RamBoot, The PrintWorks, The Label Works, Spelling Aid, Formatter, and Invoicer V1. #194

VIDEO GAME INSTRUCTIONS and Overlays

INSTRUCTION BOOKLETS \$3.00
- All cartridge game instruction booklets except Football, and Wiz Math (each \$5.00).

OVERLAYS \$2.00
- Each set of mylar overlays for the game controller.

SOFTWARE MODIFICATION INSTRUCTION SHEETS

EACH INSTRUCTION SHEET \$3.00
- allows datapack tape games to work correctly from disk when copied and modified using these instructions.

2010 TEXT ADVENTURE MODIFICATION
BUCK ROGERS MODIFICATION
DONKEY KONG MODIFICATION
DONKEY KONG JR MODIFICATION
DRAGON'S LAIR MODIFICATION
RECIPE FILER MODIFICATION
SMARTLETTERS & FORMS MODIFICATION
ZAXXON SUPERGAME MODIFICATION



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PART #	DESCRIPTION OF PART	PRICE	TOTALS
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	PRINTER RESTRINGING KIT TO REPLACE DAMAGED / LOOSE STRING	\$14.95	
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519	COLECOVISION CONSOLE COVER	\$9.95	
176	ADAM KEYBOARD CABLE	\$4.95	
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TOTAL ENCLOSED	\$

COLECOVISION GAME CARTRIDGES

Changing Information

APRIL 1997

NAME	PRICE	NAME	PRICE	NAME	PRICE
2010: The Graphic Action Game OL	\$24.95	Graphics Design Cart (Adam/DkDrive)	\$24.95	Sir Lancelot	\$24.95
Alcazar the Forgotten Fortress	\$24.95	Gust Buster	\$24.95	Skiing	\$24.95
Alphabet Zoo	\$24.95	Gyruss BX	\$19.95	Slither RC	\$14.95
Amazing Bumpman	\$24.95	H.E.R.O. BX	\$19.95	Slurpy	\$24.95
Antarctic Adventure (+SA)	\$24.95	Heist, The (50L Available, too)	\$24.95	Smurf Paint 'n' Play Workshop OL	\$24.95
Aquattack	\$24.95	Illusions	\$24.95	Smurf Rescue in Gargamel's Castle	\$24.95
Artillery Duel	\$24.95	It's Only Rock 'n' Roll	\$24.95	Space Fury	\$24.95
B.C.'s Quest for Tires	\$24.95	James Bond 007	\$24.95	Space Panic	\$14.95
B.C.'s Quest for Tires II: Grog's Revenge	\$24.95	Juke Box	\$24.95	Spectron	\$24.95
Beamrider BX	\$14.95	Jurpman Junior	\$24.95	Spy Hunter OL	\$24.95
Blockade Runner	\$24.95	Jungle Hunt	\$24.95	Squish'em featuring Sam BX	\$24.95
Boulder Dash (50L Available, too) CBS	\$24.95	Ken Uston Blackjack / Poker OL	\$24.95	Star Trek: Strategic Operations Sim OL	\$24.95
Brainstrainers	\$24.95	Keystone Kapers	\$24.95	Star Wars: The Arcade Game	\$24.95
Buck Rogers Planet of Zoom (+SA) BX	\$14.95	Kung Fu Superkicks (Chuck Norris)	\$24.95	Strike It	\$24.95
Bump 'n' Jump	\$24.95	Lady Bug BX	\$24.95	Subroc (+SA) BX	\$14.95
BurgerTime (+SA)	\$24.95	Learning with Leeper	\$24.95	Super Action Baseball SA OL	\$24.95
Cabbage Patch Kids Adventure in the Park (+SA) BX	\$14.95	Linking Logic	\$24.95	Super Action Football SA OL	\$24.95
Cabbage Patch Kids Picture Show OL BX	\$19.95	Logic Levels	\$24.95	Super Action Soccer SA OL	\$24.95
Campaign '84	\$24.95	Looping	\$24.95	Super Super Cobra	\$24.95
Carnival	\$24.95	M*A*S*H (CBS)	\$24.95	Super Controller Test Cartridge (Adam)	\$24.95
Centipede BX	\$14.95	Memory Manor	\$24.95	Super Cross Force	\$24.95
Choplifter!	\$24.95	Meteor Shower	\$24.95	Tank Wars	\$24.95
Congo Bongo	\$24.95	Miner 2049er BX (50L Available) CBS	\$19.95	Tarzan (+SA)	\$24.95
Cosmic Avenger BX	\$24.95	Mr. Do!	\$24.95	Telly Turtle	\$24.95
Cosmic Crisis	\$24.95	Mr. Do's Castle	\$24.95	Threshold	\$24.95
Dam Busters, The OL	\$24.95	Monkey Academy	\$24.95	Time Pilot (+SA)	\$19.95
Dance Fantasy	\$24.95	Montezuma's Revenge	\$24.95	Tomarc the Barbarian	\$24.95
Decathlon	\$24.95	Moonsweeper BX	\$19.95	Tournament Tennis	\$24.95
Defender BX	\$14.95	Motocross Racer	\$24.95	Turbo DM	\$14.95
Defender, Adam Version CBS	\$24.95	Mountain King	\$24.95	Tutankham	\$24.95
Destructor DM	\$24.95	Mouse Trap OL	\$24.95	Up 'n Down	\$24.95
Dr. Seuss: Fix-Up the Mix-Up Puzzler OL BX	\$24.95	Music Box Demo	\$24.95	Venture BX	\$14.95
Donkey Kong	\$14.95	Nova Blast BX	\$24.95	Victory RC BX	\$14.95
Donkey Kong Junior BX	\$14.95	Oil's Well	\$24.95	Video Hustler (CBS)	\$24.95
Dragonfire	\$24.95	Omega Race (+RC) BX	\$19.95	War Games (+SA) OL BX	\$24.95
Dukes of Hazzard DM	\$24.95	One-On-One	\$24.95	War Room OL	\$24.95
Evolution BX	\$24.95	Pepper II	\$24.95	Wing War	\$24.95
Facemaker OL BX	\$14.95	Pitfall! BX	\$19.95	Wiz Math	\$24.95
Fall Guy (CBS)	\$24.95	Pitfall II BX	\$24.95	Word Feud	\$24.95
Fathom	\$24.95	Pitstop (+DM)	\$24.95	Yolk's on You (p - CBS)	\$24.95
Final Test Cartridge (Adam/64K)	\$24.95	Popeye	\$24.95	Zaxxon BX	\$24.95
Flipper Slipper	\$24.95	Q*Bert BX	\$19.95	Zenji	\$24.95
Fortune Builder OL BX	\$24.95	Q*Bert's Qubes	\$24.95		
Fraction Fever BX	\$19.95	Quest for Quintana Roo	\$24.95		
Frantic Freddie	\$24.95	River Raid	\$19.95		
Frenzy (+SA) BX	\$24.95	Robin Hood BX	\$24.95		
Frogger	\$24.95	Roc 'n Rope (+SA)	\$24.95		
Frogger II Threedeep!	\$24.95	Rock 'n' Bolt	\$24.95		
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Gorf	\$24.95	Sammy Lightfoot	\$24.95		
		Sector Alpha	\$24.95		
		Sewer Sam	\$24.95		

BX = Games available in Box
DM = DRIVING MODULE GAMES
SA = SUPERACTION GAMES
+SA = Play with Standard or Super
RC = ROLLER CONTROLLER GAMES
OL = GAMES WITH OVERLAYS
(Separately for \$3.00 per set)
INSTRUCTION MANUALS INCLUDED
(Manual available separately for \$3)
CBS = Licensed Reproductions Only
50L = 50 LIFE VERSION AVAILABLE
PRICES ARE SUBJECT TO CHANGE
Collectors Must call for availability
ADAM'S HOUSE
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(281) 482-5040 / FAX 997-6907

EDUCATING THE CHILDREN AND FAMILY

ADAM/COLECOVISION CARTRIDGES

→ ALPHABET ZOO

This cartridge game (also on Datapack or Disk) teaches children letters by placing a picture of an object or animal in the center of a maze and scattering various letters about the maze. The child may select a different character icon which he or she moves through the maze to locate all the letters that begin the name of the object. Pressing the side button on the correct letter in the simple version solves the game. In other versions the entire word must be spelled by continuing find each successive letter in the maze. A time limit is imposed. Six levels of play are available for one or two players competing. Good color graphics and sound make learning fun for years. Age 4 up. See GAME CARTRIDGE price listing for Cartridge, Disk or Datapack Tape cost.

→ AMAZING BUMPMAN

This game provides math with an action packed game that will keep you heavily involved. On the right side of the screen is a place for either addition or subtraction of numbers that appear at the center of a grid. This grid is made up of an octagonal pattern in which the Amazing Bumpman moves while knocking down the wall of each cell as he goes. Once all the walls on the edge of the screen have been knocked down, the screen shifts that direction to reveal more of the grid. The numbers in the middle of the grid are green and indicate the numbers we are looking for. As the grid shifts on the screen, white numbers will appear that must be pushed to the green matching number. Bumpman can also throw erasers that will knock down cell walls and move a number one cell. Scattered about the grid are solid cells which cannot be moved or passed through, too. Once all the numbers have been found, the entire number moves to the first line of the math problem and more number will appear to be found for the Second Line of the problem. The answer may be revealed or hidden in the center of the grid, and you must find the solution numbers to complete the math problem. During this entire process there are pincers and Whirlies moving about the grid to seek you out and take your life. They must be avoided while you go about moving the grid and numbers during your quest for the correct answer. They can be eliminated by moving them off the grid during its movement, or by pushing a number into one of them. Erasers will not harm them, but may help move them off the grid by throwing and knocking down the walls of cells along the edge of the grid. An eraser can knock down a number into and kill a pincher or whirly. There are four skill levels, and easy has no pincers or whirlies to distract the younger player. Just finding the numbers and getting them to their destination is a challenge in itself. The problems are much harder in the hard and expert skill levels, too. Completing three problems is rewarded with an extra Bumpman. You begin with five. Points are scored for everything. The game may be paused. Good graphics and sound effects.

→ BRAIN STRAINERS

For one or two players, select from two games: FOLLOW THE LEADER and CLEF CLIMBER. The first game is a sound matching game (Like SIMON) that puts your visual memory to the test. Each time a note plays, an arrow points at one of four colored triangles. Move the control stick to match it and the sequence continues with the addition of a note. Forty different difficulty levels are available. In CLEF CLIMBER your auditory memory is challenged. The computer plays a note and after a few seconds you hear another note which you change to match the first. Many playing options are available that allow you to see the notes on a staff, to sound the notes like an electronic horn or a piano key, to time the round at different lengths, or to play both the note to be matched while the note you are changing is heard as well in alternation or only once. Test your ear! Notes display the key on the screen along with location on the staff to aid in learning to read music and recognize pitch. Lots of fun, full of graphics, and great sounding.

→ DR SEUSS: FIX-UP THE MIX-UP PUZZLER

This cartridge game provides favorite characters from the world of Dr. Seuss that scramble to provide hours of unduplicated play while providing problem-solving strategies, logic, pattern recognition, memory, and a variety of other early learning skills. Five levels of difficulty. Three characters are scrambled, and once reassembled the characters animate with sound effects. Pieces will be rotated in more difficult skill levels and are timed for higher scores. Excellent graphics and sound. Age 4 and up.

→ FACE MAKER

Face Maker is a cartridge game that, while not truly educational, children enjoy beginning at an early age. The program allows the child to 'build' a face, choosing the features and colors. Once the face is finished it can be animated -- causing the eye to wink, ear to wiggle, etc. The face can even be programmed to go through a series of animation with all the features. Animation is combined with sound effects to keep the child's attention for hours. Age 2 and up.

→ FRACTION FEVER

An exciting learning game that combines educational value with fun for the entire family. Fractions and their picture representation that matches are revealed as you pogo stick along. Once the proper picture for the fraction given is found, the side button selects it and correct answers provide an elevator up to the next available floor. Wrong answers are rewarded with a hole that drops you down. Higher levels produce higher scores. Fraction fever helps develop an understanding of what a fraction is using numerical and visual representations to demonstrate the relationship. There are good graphics and sound.

→ LEARNING WITH LEEPER

Learning with Leeper allows your child to begin learning at a very early age. Four games are tailored to meet the needs of the child who cannot read. These games provide a variety of basic skill levels including some into which your child can grow. In the spirit of fun, they help develop number concepts and reading and writing readiness skills. The games are DOG COUNT, BALLOON POP, LEAP FROG, and SCREEN PAINTING. In Dog Count, number concepts are developed by counting concrete objects, grouping by sight, and making associations with numerals. Balloon Pop is a six level game to match display shapes, helping the child learn to discriminate between letters and numerals. Leap Frog moves the frog through a maze, mastering hand-eye coordination. And Screen Painting lets the child color a variety of pictures, expressing creativity.

→ LINKING LOGIC

A Fisher-Price cartridge game that challenges children to improve their logical reasoning and planning skills, helping develop a child's ability to approach and solve problems. A child learns to identify different ways to approach a problem, plan actions to be taken, and evaluate the outcome of a solution. 'Tools' are placed along a path to guide Buddy or Betty down through five floors of a building. Along the way, your child helps the character collect the patterned tiles that are missing from the bottom floor. There are four skill levels and each level has four rounds. High levels challenge your child to place ladders, walls, double and single bridges, springs, and boxes more skillfully, and collect a greater variety of patterned tiles. Points are scored by skillfully using the tools (placing them in holes in the floor, or on floors under holes, or along the floors where there are no holes) and planning a path to help the child collect all the tiles that are missing from the bottom floor. When all the tiles are collected you go on to the bonus round where you can score extra points, then continue to the next round. Good graphics and sound effects.

→ LOGIC LEVELS

Fisher-Price Learning Software designed to make it easy for children to learn through creative play, needing little more than imagination and a joystick. Players are provided with the opportunity to exercise logic and planning skills in exciting and challenging ways. Players learn to position 'Tools' throughout the building to create a path that directs a rolling ball past numerous prizes. Careful and creative planning will get you to the highest score. The 'Tools' consist of the Bridge (for holes in the floor), Wall (to close off a section of floor), Spring (to bounce you back up a level), and Paint Can (changes the color of the ball). After tools are placed in the six level maze, the ball drops in and rolls to the bottom through holes, gates, and floor panels that disappear after being rolled over. Once the ball begins rolling, it is possible to open and close a bridge, or raise or lower a wall using the joystick. Springs can relay the ball up levels and keep the action going for as long as time (energy) exists. Finish the round when the ball exits the bottom of the maze, and before energy runs out, moving to the next screen maze. You are rewarded with more time when you use a spring. Good graphics and sound effects.

⇒ MEMORY MANOR

Fisher-Price Learning Software that challenges children to improve their visual memory skills. Prize objects are revealed in the 36 windows of two buildings. A rain shower comes along and smudges the windows and your child must rely on memory to recall which windows hold prizes. With the help of Wee Willie the window washer, your child sets out to wash the prize windows using his squeegee. Window wash solution must be located in six locations throughout the two buildings. You select them by flying a helicopter to six of twelve displayed containers and filling them with solution. The solution is soaked into Wee Willie's squeegee can wash five windows (the sound of the squeegee pitches higher as solution is used up). Refill the squeegee from a full container and continue cleaning until all prizes have been uncovered. The more solution left over, the more points are awarded. A new round begins with more prizes than before. In level 3, the sun rises and sets to end the round when you take too long. Three skill levels. Good graphics and sound effects.

⇒ MONKEY ACADEMY

A cartridge game in which math quiz is integrated with game play to teach addition, subtraction, multiplication and division. Like an arcade game, Monkey Academy allows the child to control the monkey with his or her joystick -- jumping and running to find the correct answer while avoiding the enemy and before running out of time. Colorful animation and graphics at different skill levels keep the child's attention during the selected type of math drills. Play is fast for up to two players.

⇒ SMURF PAINT 'N' PLAY WORKSHOP

A combination of the toys kids benefit from most: an electron Paint Set, Flannel Board, Puppet Theater and Movie Maker. The program is esigned to gently guide children as they embark on their own explorations into movement, color, animation, and imaginative play. Children can play, paint, place objects on blank or predrawn screen, stage and record plays, even create animated cartoons. A demonstration program introduces the workshop completely, starts automatically, and can be stopped by pressing #9 on the keypad. Select PAINT & PLAY, RECORD, or DEMONSTRATION after the program loads. Two children can each control a character (of four available) that is selected by pressing #6 on the keypad. Select a predrawn scene and add objects to the scene. Make your character walk through the scenes, leap and fall with presses of the side buttons. Select RECORD to make every action you take be recorded in real time. Select PLAYBACK to see what you recorded. Scenes can be extensive and animation can continue through each one. A special animation feature allows you to predraw four scenes and animate them with anything you want to choose or draw. You can bring up a screen of Objects for outside and inside scenes, plus characters and symbols that can all be selected and stamped anywhere in a scene. Free style drawing is possible in 16 colors. No matter whether the child is pre-school, nursery-school, or school-age, each will find Paint 'n' Play fun and enjoyable.

⇒ TELLY TURTLE

Teach Telly Turtle how to draw and in the process you learn the basics of computer programming. Turtle Graphics are popular in LOGO Language, and this cartridge version allows instant loading and loads of fun. Since Logo can be intimidating and frustrating to children who have not yet developed trying or spelling skills, Telly Turtle is designed to be a pre-LOGO experience that combines Turtle Graphics with Graphic Symbol Commands. Children give Telly a series of commands just as they would in LOGO, but those commands are represented pictorially by graphic symbols on the computer screen. Children use the control stick to select commands and the side buttons to execute them. The instruction booklet provides step-by-step lessons to guide children in learning how to draw and program Telly to do a complete drawing in the blink of an eye. Children enjoy free style drawing, and can add diffent sounds to enhance the fun.

⇒ WIZMATH

The Wizard of Id's Wizmath is a math game for ages 8 and up, but children four or five can easily play, too. This educational game teaches mathematics using Spook to move blocks into positions that form equations. Each block contains numbers or signs to create a proper equation, e.g., $1 = 1$. Once the equation is correct, the exit door opens and the next round begins. Spook escapes from the castle dungeon far under ground, but Turnkeys are eager to lock him

up again. The lower floors are easier and as dungeon cells are explored, Spook enters from the left to find many blocks just lying around. Spook can grab and move a block, or kick it across the cell. If a Turnkey should enter, Spook must avoid him while trying to create a proper equation and open the exit door. An elevator can take Spook up to higher levels where equations are harder or more advanced, and two or more equations may be needed to open the exit door. Adults can even find the equations a challenge. It may also be necessary to capture a Turnkey in the blocks. The lower floors help you understand concepts used in upper floors. Floors cover the following topics: Equality, Addition, Subtraction, Multiplication, Division, Exponentiation, Parentheses, Binary Numbers, Hexadecimal Numbers, and Boolean Algebra. Once in a cell, a time counts down and the quicker you can exit, the more bonus points you will score. For one or two players. Excellent graphics and sound effects, music. A great teaching game.

⇒ WORD FEUD

Your screen is filled with letters in which a particular word is hidden twice. You have to find the hidden word and position a window over one of the two instances of the word. Although only one person on each side can actually control the placement of the window, anyone who can see the screen can participate. The program has many variations. You can choose whether the mystery word is given or not, whether you play on your own or against the computer or against another player or team. And you can select three or four letter words and whether to use joysticks or keyboard controls. First choose the game layout and play action. Word Given option is provided for younger action. Four letter option lets the correct word appear twice and always in the same color. A red herring word will appear as well, and other words will appear by chance. Three or Four letter word option is harder since lots of three letter words can arise by chance. Play against the computer Frog and Butterfly, taking letters. If the letters of both words are taken, the computer wins and takes one of your men. Select the wong word, however, and loose TWO men. Correct selections are awarded a man. In two player games, each player has a window to move in making selections. Fun for all. Good graphics and sound effects.

ADAM COMPUTER SOFTWARE

⇒ BIBLE JEOPARDY \$19.95

Bible fun and facts to challenge up to three players or teams. # 318

⇒ EASY AS A, B, C AND 1, 2, 3 \$19.95

A program on datapack or disk that provides alphabetical and numerical drills for children of school age. Number concepts and picture association provide hours of fun. Pictures are used to compare and find the one that does not belong using the joystick. Spelling reveals a figure and correct spelling which the child is asked to repeat, and repeat again from memory. The screens are colorful and sound effects keep the childs interest. # 279

⇒ EL ESPANOL \$19.95

The perfect way to learn Spanish and have fun, too. # 578

⇒ EXPERTYPE \$14.95

Expertype is a typing tutor program on datapack or disk that allows the entire family to individually learn to type at ones on pace. Each person can pick up where he or she left off in the learning process. This allows young and old to learn properly as ADAM controls the speed and pace. # 169

⇒ FLASHCARD MAKER AND FLASHFACTS

Flashcard Maker is a program on datapack that allows adults to create a set of Flashcards of questions and answers on any subject. Once created, these flashcards can be "shuffled" and used by the child of reading age for the purpose of educating. \$14.95
293. Flashfacts are already created sets of flashcards on different subjects: Vocabulary #295, History #294, and Trivia #296. \$6.95 Ea.

⇒ FRANCAIS POR LES CHIC \$19.95

Learn French in a fun way instead of a boring lecture! #579

⇒ KID'S TRIVIA PAK \$14.95

Up to four people or teams, junior high through high school age, may play in categories that include Science, Sports & Games, Music & Stage, People & Places, The Movies, and Television. A time limit is imposed. Most responses are accepted. Music accompaniment plays responses. The computer chooses the category for each contestant, and keeps track of responses and percentages right. There are nine QuestionPaks included containing 120 questions each that provide 1080 new questions for hours of fun. Once you answer at least one question in each category correctly, you get to choose your "Winning Category." A correct answer then wins the game and the winner's score is recorded and displayed in the Hall of Fame. No two games will be the same since QuestionPak, Questions, and Categories are randomly selected. #555

⇒ MATH MENTOR \$19.95

Math Mentor is a program on datapack or disk that provides the child of reading age many fun games that develop his or her skills. It is not a dull lecture course, but a collection of interesting stories and valuable secrets that will hold his or her attention. Math Mentor presents the user with the opportunity to master math while viewing colorful animation and graphics with musical accompaniment. Games provide incentives to use the drills while being competitive with others or by oneself. Different skill levels are provided, and correct answers are rewarded. Games are provided, and correct answers are rewarded. Math Mentor even provides the child or user with the history of how math evolved, and how it is really a group of manipulative tricks and procedures that various people invented to make it easier to keep accounts of their daily dealing and transactions. Even adults can learn. #466

⇒ RICHARD SCARRY'S WORDBOOK \$19.95

Wordbook is a program on Digital Datapack that provides children a learning experience from associating words to objects and sounds. The child uses the hand controller to drive his car through colorful graphic scenes full of objects. Pressing the side button at designated points provides the word and associated sounds. Collections of scenes (e.g., The Park) give a variety of sights and sounds. Different skill levels provide formats to continue to challenge the child for many years. Age 4 up. Reg \$19.95. # 285

⇒ SCHOOL DAZE \$19.95

This program on datapack or disk is designed for children in grades 1 to 4 to do basic addition, subtraction, multiplication and division drills in a cheery environment. The program is divided into Math Drills and Math Climber. In the Math Drills the screen provides areas for instructions, a work area where problems are given, and a score card. A happy or sad face reveal whether the answer is correct or not. A progress report provides the percent answered correctly. Math Climber presents random questions using the basic operations. A castle wall, complete with drawbridge is drawn, and a ladder with a little man at the bottom appears. As each question is answered correctly, the man advances up the ladder. Wrong answers take him down. Once reaching the top the sound and visual effects are suitably rewarding. Some adult supervision is needed for lower grades, but children grasp the concept of the program quickly. #306

⇒ WACKY WORD GAMES \$19.95

Once upon a time, learning to use a word processor was boring! With this program you can practice SmartWriter word-processing functions while playing some of the wackiest word games ever. You'll crack secret codes, unjumble scrambled sentences, write funny stories, even create your own zany games as you explore commands such as Insert, Print, and Move. Every game is guaranteed to tickle your fingertips and your funnybone! Onscreen instructions provide all the information you'll need to complete each game, but a forty page manual is also provided. # 594

CARTRIDGE RECOMMENDATIONS

Even with our extensive CARTRIDGE REVIEW MANUAL that covers all 150 Game Cartridges available for the Coleco and ADAM Systems, it may still be difficult to choose cartridges for yourself and your children that have great appeal. Our new list includes Game Cartridges that can be easily played from the beginning without a great deal of instruction. Children are able to easily learn how to play and enjoy each game. We have 15 cartridges (underlined) that teach children, also, and are included as "highly-desirable" additions to your collection. See CARTRIDGE GAME LISTING for pricing.

ALPHABET ZOO

AMAZING BUMPMAN

ANTARCTIC ADVENTURE

ARTILLERY DUEL

B.C. QUEST FOR TIRES

BOULDER DASH

BRAINSTRAINERS

BUCK ROGERS

BUMP 'N' JUMP

BURGERTIME

CABBAGE PATCH ADVENTURE IN THE PARK

CABBAGE PATCH PICTURE SHOW

CARNIVAL

CENTIPEDE

CHOPLIFTER

DANCE FANTASY

DONKEY KONG JR

DR. SEUSS: FIX-UP PUZZLER

EVOLUTION

FACEMAKER

FRACTION FEVER

FROGGER

FROGGER II

HEIST

KEYSTONE KAPERS

LADY BUG

LEARNING WITH LEEPER

LINKING LOGIC

LOGIC LEVELS

LOOPING

M*A*S*H

MEMORY MANOR

MONKEY ACADEMY

MOUSE TRAP

MR. DO

MR. DO'S CASTLE

OIL'S WELL

PEPPER II

POPEYE

Q-BERT

Q-BERT'S QUBES

ROCK 'N' ROPE

SLITHER

SMURF PAINT 'N PLAY

SMURF RESCUE

SPY HUNTER

SUPERACTION BASEBALL

TAPPER, ROOT BEER

UP 'N DOWN

WIZ MATH

WORD FEUD

YOLKS ON YOU

These are favorites right now, but we certainly cannot overlook the rest of our 150+ game cartridges because they are all excellent, enjoyable games, too. But kids from 2 to 5 years old can start playing and learning from these cartridges for many many hours.

COLECO SERVICE HELP

ADAM & COLECOVISION REPAIRS

ADAM'S HOUSE provides nationwide sales and service from our one location only. However, our rates are very inexpensive in comparison to other computers and game systems:

COLECOVISION GAME REPAIR - \$39.95 + \$10 Return Shipping

ADAM COMPONENT REPAIR - \$50.00 + \$10 Return Shipping

OR, ENTIRE SYSTEM REPAIR - \$75.00 + \$15 Return Shipping (1 box only or add \$additional \$5 = \$20 ; Oregon and Washington add \$5.00)

HOW TO OBTAIN REPAIR

1. Package your Colecovision Game or ADAM Component(s) and include in the box a sheet of paper with your MONEY ORDER CHECK attached, or Visa/MC Number and Expiration (if needed). Include on the paper:
 - Your Name and Return Address
 - Your Area Code and Phone Number
2. Ship the package to:

ADAM'S HOUSE
1829 COUNTRY ROAD #130
PEARLAND, TX 77581-9503
3. Repairs will be completed and shipped out within 24 hours when a Money Order Check or Visa/MC Number is used and authorized by the issuing bank.

HOW TO DETERMINE A DEFECTIVE COMPONENT

The COLECOVISION CONSOLE (black unit) generally is the cause of most problems encountered (black screen, scrambled or illegible letters, no control movement, game begins without entry of skill level, Cartridges will not plug into or make good contact when inserted, Intermittent operation, etc.). The Power Transformer (\$24.95) may also fail, but this is a much rarer condition. Customers may also replace Hand Controllers separately for only \$19.95 each controller (not generally included in that fee repair of \$39.95). When the Colecovision Console is received, a new circuit board will be installed (available separately to the customer for only \$29.95 for home installation). The total cost of repair with return shipping is \$49.95. A 30 day warranty is provided to cover parts only.

The ADAM FAMILY COMPUTER SYSTEM was originally sold as an expansion of the Colecovision Game - The MODULE #3 SYSTEM (Module #3 plug into the front of the Colecovision Console, and Module #3 is written on the beige console. The Module #3 System consists of the Module #3 console, ADAM Printer, and ADAM Keyboard. When the Module #3 is added, the power is furnished by the ADAM Printer and the Power Transformer is no longer used or needed with the Colecovision Game Console.

The STAND-ALONE ADAM FAMILY COMPUTER SYSTEM integrated the Colecovision Game and Computer Console into one MEMORY CONSOLE where game cartridges as well as Datapak Tape Software can be inserted into the one console unit that takes up less space (has a smaller "footprint"). The ADAM PRINTER and ADAM KEYBOARD complete the system.

Many new customers find difficulty attaching the ADAM COMPUTER to their TV Sets. Newer TV Sets have front 75 ohm screw type cable antenna inputs on the back of the TV. We sell these new type Cable Switch Box and RF Cable attachments for only \$17.50. Many new TV Sets also allow AUDIO AND VIDEO INPUT directly into the TV that allows selection of this type of input. We sell a special Monitor/Audio-Video Cable for only \$9.95. These are both exclusively sold by ADAM'S HOUSE along with the support products you will need to use your ADAM COMPUTER.

TROUBLESHOOTING THE ADAM SYSTEM

Since it costs less to ship individual components than an entire ADAM SYSTEM for repair, it is usually possible to determine the problem component (THE ADAM MEMORY CONSOLE, ADAM PRINTER, OR ADAM KEYBOARD). Below are some symptoms that generally help you determine whether to ship the Console or the Printer (the Keyboard is replaced completely for only \$19.95, plus \$8 shipping):

ADAM PRINTER

The ADAM Printer performs a self-test and sends a signal to the CPU saying it is ready. This self-test consists of the following:

The Print Head Assembly slides to the left (margin setting zero) and stops, the print wheel spins (locating the starting position), the line feed advances the paper a space (turns the platen one notch), and the print head positions to margin setting 10.

Any irregularity in this set-up is reason for shipment to be repaired.

At this time the CPU receives the ready signal and completes the loading of the ROM Smartwriter Word Processor Program (you see the rest of the black platen bar on the screen and the lettering, ADAM'S ELECTRONIC TYPEWRITER, is printed. At this time you should be able to get a key on the keyboard and get a corresponding response from the typewriter of the same letter on the screen and on the paper inserted in the printer.

#1. If the SELF-TEST does NOT complete and send a ready signal to the CPU in the Memory Console, the Printer has a problem in the circuitry and must be shipped to ADAM'S HOUSE for repair.

#2. If the Printer prints, but the type fades out (even with a new Ribbon Cartridge), the Ribbon Advance may not be working to move the multi-strike ribbon, therefore making it fade out after a few strikes. You can note the advance of the ribbon by watching for rotation of the knobs on top of the Ribbon Cartridge. You may also remove the Cartridge and watch the spring gear for rotation during printing to make sure the Ribbon Cartridge has not jammed. If it can be opened and the jam cleared, if the ribbon advance does not work, the printer must be shipped for repair.

#3. If the Print Head moves, but the solenoid does not strike the advancing ribbon, the printer must be shipped for repair.

#4. If the Printer types, but words and letters are scrambled, the printer must be shipped for repair.

Other common problems requiring shipment for repair:

The paper multi-line feeds when the printer is turned on.

The Print Head moves to the right when power is applied.

The Print Head does not move freely or the strings that move the print head have broken or otherwise come free from the print head assembly.

The Printer has not had Periodic Maintenance in several years and lubrication and adjustment should be performed.

THE POWER SUPPLY

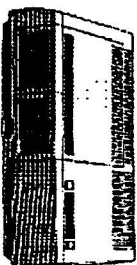
The Printer also contains the ADAM SYSTEM POWER SUPPLY. If the keyboard power light and TV screen do not provide an indication that power is ON when you turn the Power Switch ON at the rear of the Printer,

COLECO SERVICE HELP

the power section may be defective and the printer should be shipped to ADAM'S HOUSE for repair.

If the screen provides a picture, but the keyboard power light does not glow, the keyboard, or keyboard cable, or plug on the front of the ADAM MEMORY CONSOLE may be defective. You may plug the cable into the port, "ADAMNET", on the left end of the Memory Console next to where the Printer cable is plugged to see if the power light glows.

THE ADAM MEMORY CONSOLE



CONSOLE

The Memory Console contains the heart of the ADAM System. It provides the Video output to a TV or Composite Input Monitor (Stand-alone models only) and Audio/Video inputs on newer TV Sets. It contains the CPU which controls the devices (Keyboard, Tape Drive(s) and optional Disk or Hard Disk Drives, Memory Card and other interface card ports available. It also has ROM Memory chips which instantly load the Smartwriter Word Processor when power is applied. The internal memory of ADAM is 64K, with an additional 16K Video Buffer. Programs load from special high-speed magnetic tape we call a DIGITAL DATAPACK using the built in tape drive. Files may be saved and retrieved from the BLANK DIGITAL DATAPACK sold by ADAM'S HOUSE using the Smartwriter Word Processor or other programs like SmartBASIC, AdmCalc, SmartFilter, etc.

THE DIGITAL DATADRIVE

If A PROGRAM TAPE (like SmartBASIC) will NOT load when placed in the tape drive and the RESET Switch pulled, the tape may be bad. If ALL Blank or program tapes will not work properly (see your manual for proper operation), the TAPE DRIVE itself may be defective and can be purchased directly from ADAM'S HOUSE. Some conditions found in bad tape drives:

#1. The drive runs at very high speed back and forth, usually back-tapping the tape inside the cartridge.

#2. The drive hunts back and forth looking for special coding on the tape, but is too weak to read the tape (assuming some of your tapes are good - they DO wear out and become weaker with age and use).

#3. The rubber capstan roller that contacts the tape (pulling it in the proper direction) has become gummy.

#4. The drive runs to one end of the tape and stops.

#5. The drive has difficulty reading and writing to even a new tape due to wear and weakness of the circuitry.

On rarer occasion, the circuitry inside the Memory Console that controls the Tape Drive(s) may become defective and require the Shipment of the Console for repair. The drive may not be recognized at all, or the drive will become unable to read or write to a datapak tape, possibly unable to even move the tape.

The Printer Power Supply supplies the power for the Date/Drive Tape Unit and can be at fault on even rarer occasions. The Memory Console may have two tape drives and a second drive helps determine problems by isolating bad tapes. Sometimes a tape will be accessible in one drive, but not the other (indicating a weaker drive in need of replacement).

VIDEO PROBLEMS

The most classic Video Problem is called "Scrambled Video" where the picture is mixed up, the lettering in words is garbled, etc. The Top Video Game Board is most often the problem and the Memory Console must be shipped to ADAM'S HOUSE for replacement of the board with a new one.

SHORT CIRCUIT

Another common problem is called a "Short Circuit" where the screen becomes black and the audio contains a harmonic musical tone. This is a harmonic musical tone. The cause and the Memory Console must be shipped to ADAM'S HOUSE for replacement of the board with a new one.

REPLACEMENT PARTS

ADAM'S HOUSE purchased Coleco's stock of new replacement parts that previously were stocked in Honeywell Service Centers nationwide. We are the only source for these replacement parts.

DISK DRIVE REPAIRS

ADAM'S HOUSE repairs original Coleco 180K Disk Drives, and converted Coleco Drives containing 320K or 720K drive mechanisms. Other than the normal problems with read/write of a new formatted disk, the drive can also develop the following problems:

#1. A short circuit which will make the power transformer "burn out". If you lose power on a disk drive, do not substitute another power transformer or it, too, may be rendered useless.

#2. The Disk is not recognized when inserted. A sensor malfunction or circuit board problem inside the drive case can cause this condition.

FROM ADAM'S HOUSE

The normal procedure for using a disk drive is to turn on the drive power (the power light and drive light will both come ON), and then turn on the ADAM System Power at the back of the Printer. The Drive Light will go OFF and the drive will be recognized by the System when the Word Processor is used to GET or STORE a file (only the first Disk Drive is recognized in a two drive system due to Coleco not creating the software to recognize a second disk drive). If you forget and turn the Disk Drive ON after powering up ADAM, pull the RESET Switch to let the System know you have a Disk Drive available.

LAST WORD

Troubleshooting any game system or computer is very nearly impossible with 100% accuracy over the phone or using a help sheet like this. We DO hope that this helps you, however, in recognizing a problem and sending in the correct component for repair. Sometimes it is easier and better to just send the entire System for proper troubleshooting and repair. While we have it at ADAM'S HOUSE, the other components will be attended to even if they do not have actual defects. The Printer will receive a PM (Periodic Maintenance) - adjustment and lubrication. The Datapak will be tested for proper speed and adjusted and cleaned (we do not overhaul Datapacks or include them in our flat repair fee charge that covers circuitry in the Printer and Memory Console, and replacement of components in the Printer. We will, however, install a new digital datadriver for the customer when a Memory Console is received and the problem is only a bad tape drive). The Keyboard is not covered other than replacement when the system is received and the problem noted is due to a bad keyboard. We do not provide cosmetic correction of components discolored with age or outside contaminants. We do not correct known software and hardware "bugs" or irregularities common to the ADAM System (such as paper slipping on the platen - a rubber band or two can pull the paper ball back tighter against the platen and hold the paper in place; or, simply inserting heavier paper; or two pieces of paper will correct paper slippage). Our ADAM INFORMATION KIT contains many helpful tips in using ADAM Software and Hardware that correct many deficiencies known to us over the years. The COLECOVISION GAME and ADAM COMPUTER SYSTEMS are both high quality systems that will provide years of enjoyment to the owners when proper maintenance and use is given. We at ADAM'S HOUSE are glad to be of help!



ADAM'S HOUSE ORDER FORM

1829-1 COUNTY ROAD #130 PEARLAND, TX 77581-9503 1-281-482-5040 9 A.M.-4 P.M. OR 1-281-997-6907 FAX

Use this form to obtain hardware & software for your ADAM or Colecovision Game System and components.

Send this form to ADAM'S HOUSE with money order or credit card number for shipping within 24 hours.



CUSTOMER # () (Your Telephone Number). Have you ordered previously? Yes / No. CATALOG : _____

NAME: _____
ADDRESS: _____
CITY, ETC.: _____
INVOICE #: _____ DATE: _____ -1996

PAYMENT: MONEY ORDER VISA MCARD AMEX CK
PRICES ARE CASH DISCOUNTED. ADD 5% FOR V/MC/AMEX ONLY.
V/MC/AMEX CARD #: _____
EXPIRES: ____ / ____ NAME ON CARD: _____
CARDHOLDER SIGNATURE: _____
AMOUNT RECEIVED: _____ FORM AUTH: _____

QUAN	ITEM #	DESCRIPTION OF ITEM, SOFTWARE, OR CARTRIDGE	DK?	PRICE	TOTALS
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MINIMUM SUBTOTAL ORDER AMOUNT REQUIRED - \$20, EXCEPT BELOW:

		COLECOVISION NEWSLETTER - 1 YR - 10 ISSUES - USA		\$20.00	
227/342	1	ORIGINAL COLECO SWITCHBOX AND RF CABLE SET		\$17.90	
406/342	1	CABLE-TYPE SWITCHBOX AND RF CABLE SET		\$17.90	
138	1	SET-UP MANUAL FOR EITHER ADAM [], OR GAME []		\$ 5.00	
138aik/cr	\$3 each	ADAM INFORMATION KIT OR CARTRIDGE REVIEWS	Both	\$5.00	

MINIMUM SHIPPING IN THE U.S.A. IS \$6.00 , \$8.00 TO CANADA.
SHIPPED BY UPS GROUND /PRIORITY MAIL TO 2 LBS - \$6.00, +\$1 PER LB.
FOR UPS 2ND DAY AIR - \$9.00 + \$2 PER POUND. CALL FOR SHIPPING FEE!
PERSONAL CHECKS DELAY ORDERS 3 TO 4 WEEKS FOR PROCESSING!
A \$25 FEE CHARGED FOR RETURNED CHECKS. ALL SALES ARE FINAL!
A 30 DAY WARRANTY PROVIDED AGAINST DEFECTS! REPLACEMENT ONLY!
ALL PRICES REFLECT A CASH DISCOUNT. 5% IS ADDED FOR USE OF CREDIT CARDS.
ONLY TEXAS RESIDENTS ARE RESPONSIBLE FOR TEXAS TAX!

ITEM SUBTOTAL	\$
TEXAS TAX 6 3/4%	\$
SHIPPING (MIN \$6.00)	\$
POSTAL INSURANCE	\$
CREDIT/DEBIT DUE	\$
SUBTOTAL	\$
NON-CASH ADD 5%	\$
TOTAL ENCLOSED	\$