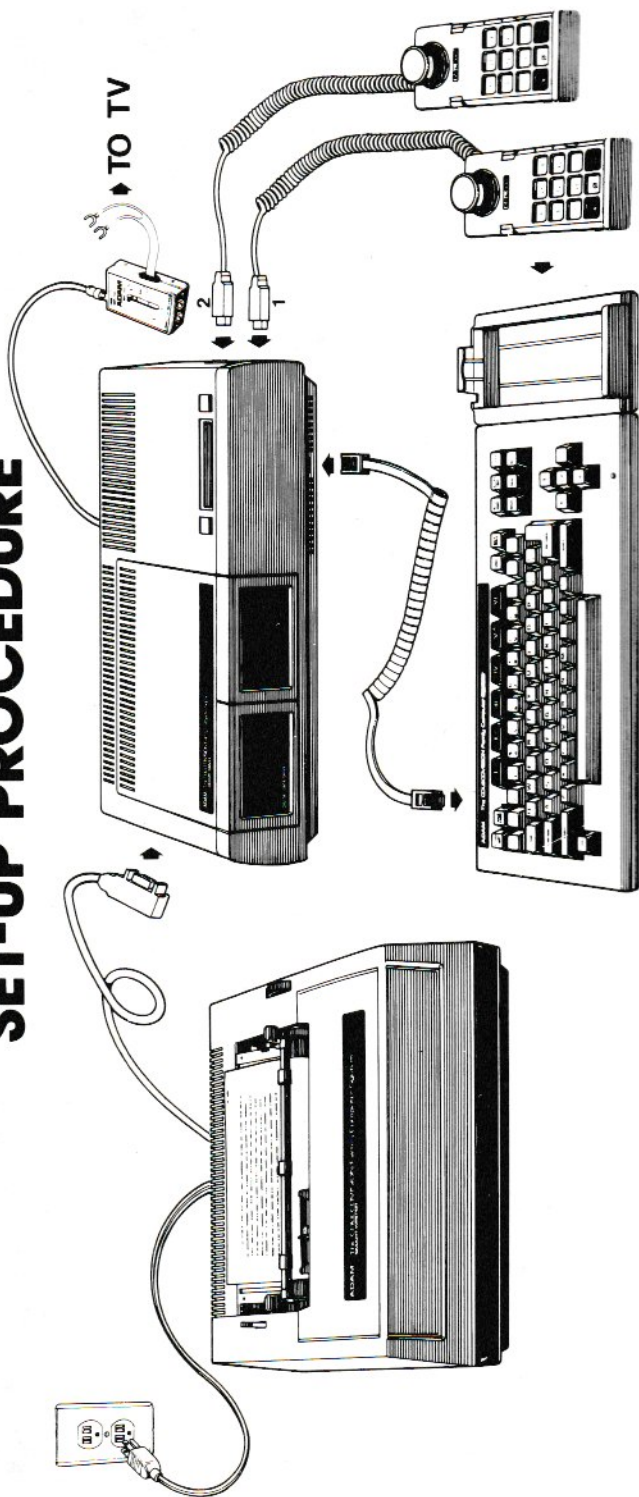


ADAM™

**OPERATING TIPS
BROCHURE**

Includes System
Check-Out, Operating
Hints, and Other
Helpful Information

SET-UP PROCEDURE



CHECK OUT YOUR SYSTEM

Now that you've hooked up your computer, following the step by step instructions on Page 13 of the Set Up Manual (for the complete ADAM™ system) or on Page 21 (for Expansion Module #3), you can check out the system by performing the following tests. Use these tests any time you have problems to see which component is causing the problem and to correct it.

If you have completed the check out procedures, tried all of the suggested remedies for problems, and still need help, call COLECO's toll-free service hotline for instructions on how to proceed: 1-800-842-1225 nationwide or 1-800-361-2122 in Canada.

- CAUTION:**
- Do not connect or disconnect any components, cables or the daisy wheel while the computer is turned on.
 - Do not turn the system on or off when a data pack is in the drive.
 - Do not try to use modular telephone cord in place of the keyboard cord.

CHECKING THE OVERALL OPERATION OF THE COMPUTER

Step 1

Make sure there is no data pack in the data pack drive. Make sure there is no cartridge in the cartridge slot. Turn the system on by sliding the OFF/ON switch on the back of the printer to ON.

The red light at the bottom right of the keyboard should come on. You should hear a hum from the printer. The print mechanism should move to the left and click. If it does not, then slide it to the left, wait a minute and pull the Computer Reset switch toward you.

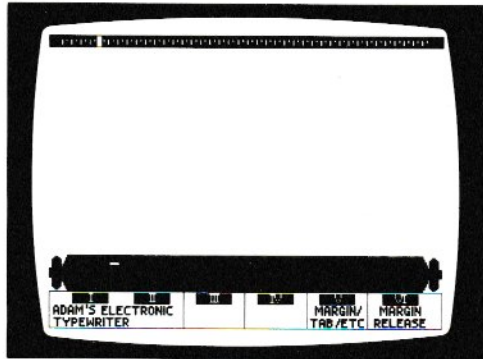
If the computer does not come on, check these things:

- The OFF/ON switch on the back of the printer should be in the ON position.
- The "computer" cable from the back of the printer should be connected to the left side of the Memory Console.
- The coiled keyboard cable should connect the keyboard to the front of the Memory Console.
- The black power cord should be plugged into a 110/120 outlet.
- The outlet should have current. Try another electric appliance in the outlet to check it.

Step 2

Once the computer is on, and the red light on the keyboard is lit, turn on the TV. The screen should look like this.

If there is no picture, check these things:



- The channel switch on the back of the Memory Console should be set to the same channel as the TV. For the best picture, the TV should be on Channel 3 or 4, whichever does not receive a TV station in your area.
- The TV should be plugged into a working power outlet.
- The switch on the switch box should be on either "Game" or "Computer."
- Re-check the instructions on how to install the switch box on Pages 14 through 17 of the Set-Up Manual. Make sure that you are using the proper installation for your antenna wire.
- A cable should run from the top of the switch box to the connector marked "TV" on the back of the Memory Console. If you have Expansion Module #3, the cable should run from the top of the switch box to the ColecoVision® console.

If the picture is not clear:

- Move the computer away from the TV.
- Plug the computer and the TV into different outlets, so there is no interference.
- Adjust the TV antenna.
- Move or coil the black wire that connects the computer to the TV.
- Use the fine tuning control to tune in the station more clearly.

If there is no color or poor color on your color TV screen:

- Adjust your TV on a regular TV station.
- Slide the lever on the switch box to "TV" and select a TV station. Then, make sure the TV is properly tuned, and adjust the hue/brightness/color controls.

If the display is not perfectly centered or is too large on the screen:

- This is an "overscan" problem with your TV. A professional TV repairman can adjust it if the problem is severe.

If you don't like the level of the sound:

- Adjust the volume on the TV.

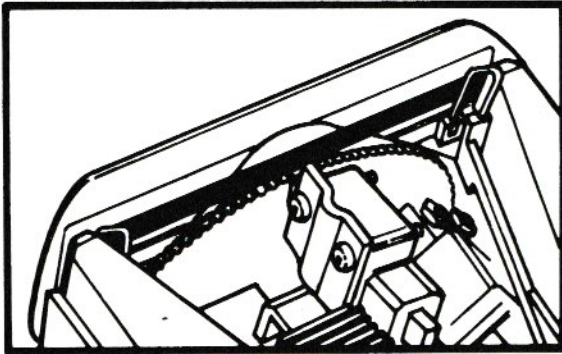
CHECKING OUT EACH COMPONENT

To check each component, first make sure the system is operational by completing all the checks in Steps 1 and 2.

CHECKING THE KEYBOARD

In Electronic Typewriter Mode:

Insert a single sheet of paper into the printer as described on Page 33. If the paper catches on the clear plastic guard, gently lift the left corner of the plastic and guide the paper under it. Then, make sure that the printer contains a daisy wheel and a ribbon. (See pages 52-55 for proper installation of the ribbon and daisy wheel.) Make sure that the ribbon lays between the clear plastic guard and the daisy wheel. Turn the white ribbon advance wheel clockwise to take up the slack in the ribbon, if necessary. The ribbon should not be tangled in the daisy wheel.



To check the keyboard, type the following sentence. (Don't be concerned if you make mistakes.)

The quick brown fox jumped over the lazy dog.

As you are typing, the letters should appear on the screen and be printed on the printer. You should hear the key tones as you press the keys.

Keyboard Troubleshooting

If nothing happens when you try to type:

- Re-check all of the items under Steps 1 and 2, correct any problems and try again.

If you get all capital letters:

- Press the lock key once.

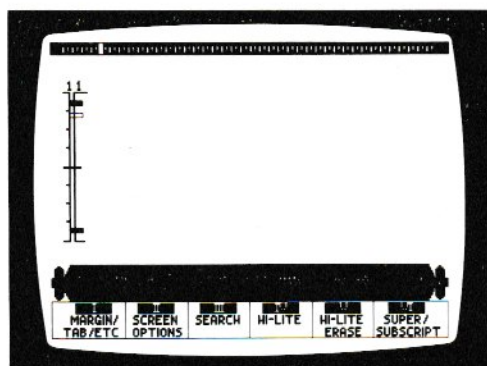
If you don't hear the key tones:

- Turn up the volume on your TV.

Some Command Keys and Smart Keys, the arrow keys and the Control Key do not operate in the electronic typewriter.

In Word Processor Mode:

First make sure the computer is operating as described in Steps 1 and 2. Then press the ESCAPE/WP key. You should hear a beep and the screen should look like this:

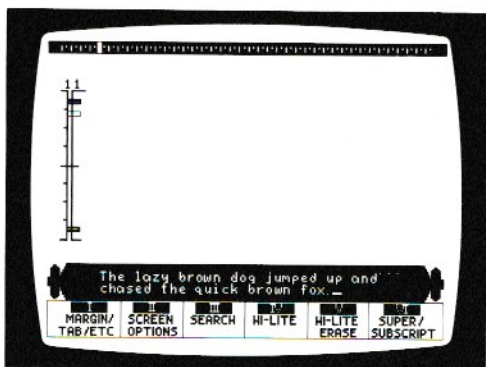


NOTE: Anything that you typed in the electronic typewriter will remain on the screen. If nothing happens, press the ESCAPE/WP key again. If nothing happens, pull the computer reset switch (to the left of the cartridge slot) toward you, and release. After you hear the beep, press ESCAPE/WP again. The screen shown above should appear.

Type this sentence:

The lazy brown dog jumped up and chased the quick brown fox.

The sentence should appear on the screen like this:



If the sentence does not appear, see Keyboard Troubleshooting for remedies. The Wild Card key is reserved for future use in the word processor.

Additional Notes

If the keyboard is operational in the electronic typewriter and word processor, it will work with SmartBASIC™ and all other software. The following keys do nothing in SmartBASIC™ unless they are programmed by the user:

ESCAPE/WP	WILD CARD
UNDO	MOVE/COPY
STORE/GET	CLEAR
INSERT	PRINT
DELETE	All Smart Keys
Game controller keypad	

The only keyboard key that works with the Buck Rogers™ Planet of Zoom™ Super Game is the Print key. When the Hall of Fame screen is displayed, the Print key is used to print the Hall of Fame.

CHECKING THE GAME CONTROLLER

Press the number keys 1 through 9 on the game controller. You will hear a key tone as you press each number, and the number appears on the screen. When you press * on the game controller, a period appears on the screen. When you press # on the game controller, a return symbol (↵) appears on the screen. Move the control stick in any direction. The cursor moves in that direction. Press either of the side buttons. The cursor moves to the first character of the first line.

If the characters do not appear and the cursor does not move:

- Make sure that the cord for the game controller is plugged into the Col-ecoVision® Console or the port on the right side of the Memory Console.
- Re-check all of the items under Steps 1 and 2, correct any problems and try again.

If you don't hear the key tones:

- Turn up the volume on your TV.
- Press Smart Key II (Screen Options), then press Smart Key V (Full Sound).

Additional Notes

The game controller has no immediate functions with SmartBASIC.™ However, you can program the game controllers using the PDL function. Refer to "Programming with ADAM,™" the SmartBASIC™ Manual for further information.

Each super game or software package will use the game controller somewhat differently. Refer to the instruction guide supplied with each for specific information.

During game play, if the keypad or control stick does not respond:

- Make sure that Player 1 is using the controller plugged into the port marked "1" and Player 2 is using the controller plugged into controller port "2."

CHECKING THE DATA PACK DRIVES AND DATA PACKS

Insert a blank data pack in the drive. Open the drive door by pushing back the release bar on the top of the door. Insert the data pack with the label facing toward you and the bottom (where the tape is exposed) tilted inward. Close the door by pushing on the middle of the top frame of the door. Do not force the door closed. If the data pack is not inserted properly, remove it and try again.

USING DATA PACKS IN WORD PROCESSING

Press the GET Command Key, then press Smart Key VI (GET) and Smart Key III (Drive A). You should see the file directory appear. If there are no files on the data pack, the file directory will not show any file names.

If the file directory does not appear and you get a message "Cannot Access This File":

- Check if you have a Super Game Pack in the drive by mistake. You can't look at the files in a Super Game Pack.
- Make sure you have the digital data pack inserted properly, label facing you and the tape on the bottom. The door must be closed.

LOADING PRE-PROGRAMMED DATA PACKS

You can load pre-programmed data packs at any time by putting the data pack in the drive and pulling the COMPUTER RESET switch. Anything that was not previously stored or saved when you use COMPUTER RESET is lost. Do this with a SmartBASIC™ Digital Data Pack in the drive to load SmartBASIC.™ Do this with a Super Game Pack to start the game. You cannot store text on a data pack from the electronic typewriter.

If you have trouble using all of the data packs, you may have a problem with your drive. If only one data pack does not load, the drive is okay, but the data pack may have a problem.

CHECKING THE PRINTER

Type the following sentence.

This is a test of the word processor.

Press the Command Key labeled PRINT, then Smart Key IV (PRINT SCREEN) then Smart Key V (PRINT). The printer should print everything on the screen.

If the printer does not operate:

- Re-check all of the items under Steps 1 and 2, correct any problems and try again.
- Push the print mechanism to the middle of the platen. Don't force it if you feel resistance when you push. Then try the test again.
- Turn the computer off with the OFF/ON switch, let it rest for awhile and try again.

If the printer works but the characters you typed are not the characters that appear:

- The daisy wheel may be out of alignment. Pull the Computer Reset switch toward you and type the sentence again. If the problem remains, check the daisy wheel. Turn off the computer. Lift off the printer cover. Press down on the two plastic latches under the ribbon plate, on either side of the print mechanism. Tilt the print mechanism back. Check that the daisy wheel has no broken petals, and is firmly snapped into place. The square hole on the daisy wheel should fit tightly over the peg on the print head.
- Check that you are using a 96-petal daisy wheel supplied by COLECO or another daisy wheel with the characters in the same sequence.

If the printed characters are unclear or cut off:

- Re-check the ribbon to make sure it is feeding properly and not tangled.

If the paper crunches on the sides:

- Use narrower paper. ADAM™ accepts paper 9½ inches wide or less.
- Adjust the paper so it is centered.

CHECKING A COLECOVISION® GAME CARTRIDGE

CAUTION: Make sure that there are no data packs in the computer. Then turn the computer off by sliding the OFF/ON switch on the back of the printer to OFF.

Insert a game cartridge in the cartridge slot with the label facing toward you. Make sure the cartridge is pushed in all the way. Then turn the OFF/ON switch on the back of the printer to ON. (NOTE: The ColecoVision® OFF/ON switch must always be left OFF when Expansion Module #3 is attached.)

If you are using the ADAM™ system, pull the Cartridge Reset switch toward you and release. The ColecoVision® Title Screen should appear.

If you are using Expansion Module #3, press the ColecoVision® Reset button on the ColecoVision® console. The ColecoVision® Title Screen should appear.

If the ColecoVision® Title Screen does not appear, turn the computer OFF and remove the cartridge.

- Re-check Steps 1 and 2 and make any necessary adjustments.
- Repeat the above steps.

During game play, if there is no sound:

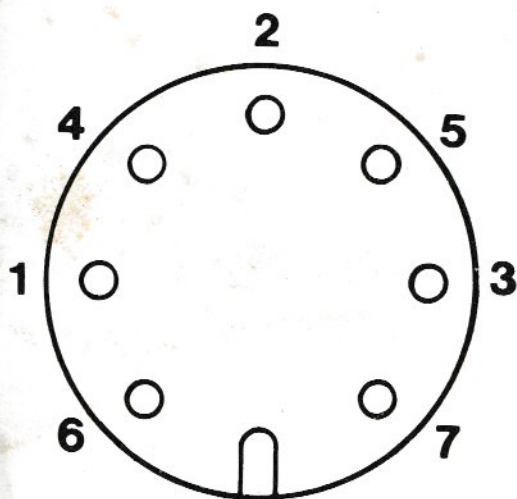
- Turn up the volume on your TV.

If the keypad or control stick does not respond:

- Make sure that the game controllers are firmly inserted in their ports in the right side of the computer or in the ColecoVision® console.
- Make sure that Player 1 is using the controller plugged into the port marked "1" and Player 2 is using the controller plugged into controller port "2."

IF YOU ARE USING A MONITOR

- Make sure that the monitor is set for 75 Ohms.
- Make sure that the cable supplied with ADAM™ connects the video input port on the monitor to the port marked "MONITOR" on the back of the Memory Console.
- To receive sounds from the computer, make sure a second cable connects the "AUX VIDEO" port on the back of the Memory Console with the audio input port on the monitor. This second cable must have a 5-pin or 7-pin DIN connector on one end and a standard phono jack on the other end. If it is necessary to wire this cable, use the following chart for proper wiring:
5- or 7-pin DIN Pin 1 to center of phono jack
Pin 2 to shield of phono jack



7 PIN CONNECTOR ON ADAM™ AS SEEN FROM BACK OF MEMORY CONSOLE

PINS 6 & 7 ARE NOT ON A 5-PIN CONNECTOR

PIN 1 = AUDIO
PIN 2 = GROUND
PIN 3 = COMPOSIT VIDEO
PIN 4 = GROUND

WORD PROCESSING TIPS

ARROW KEYS

The Arrow Keys should be used to move the cursor over existing text. Blank lines must be created using RETURN or the space bar.

In the moving window format, don't use the right arrow to move the cursor to the next line. Use the down arrow to move down.

FULL WORKSPACE

The workspace can hold approximately 17 pages of single spaced text using the standard margin settings. This is equivalent to approximately 72 screens. Most people find that large files are difficult to work with and edit. A file that contains about 5 pages of text seems to be the preferred size.

Do not fill the workspace completely. If you completely fill the workspace, you will hear warning tones and will see the following message displayed: WORKSPACE FULL. Once the workspace is filled, you must first use the CLEAR SCREEN Smart Key to remove the last screen. You can then PRINT or STORE the rest of the text in the workspace. After you have completed one or both of these tasks, you can CLEAR the workspace and continue typing.

HI-LITE

Whenever you use HI-LITE to mark text, be sure the red hi-lite line is below all of the characters and spaces you want to mark.

If you are using the MOVE or COPY command, be sure the beginning HI-LITE and the ending HI-LITE include both the spaces and text you want to move or copy.

Use the HI-LITE ERASE Smart Key to remove extra highlighting from the screen.

KEYBOARD

The LOCK key lets you type capital letters. To cancel the LOCK key, press it once. The LOCK option is automatically cancelled when you press HOME, INSERT, DELETE, CLEAR, MOVE, COPY, or BACKSPACE.

As you are typing, you can hear characters that are being typed in upper case because the tone for upper case letters is higher than that for lower case letters.

If you are trying to type, but the characters don't appear on the screen, and a buzz is heard each time you press a key, check the Smart Keys to see if you have forgotten to complete a task. (See RETURN for additional tips.)

MARGINS, TABS, TYPE OF PAPER

Each file can have only one set of margins, one kind of line spacing, and one type of paper.

If you are typing lengthy pages of text, you may want to adjust the pre-set bottom margin to leave a wider border.

Whenever you change the horizontal margins on text you've typed, you should check paragraph indentations and other tabs to be sure they're where you want them.

When you GET a file from the digital data pack, check the margin settings and type of paper to be sure they're the ones you want. The original margin settings, line spacing, and type of paper are stored with the file.

When you are using word processing and your line length is less than 36 characters, there's no need to use the moving window format. The text will be displayed, line for line, as it will print in the standard format.

If your left margin is very close to your right margin, long words may be broken in strange places. The shortest line length you can have is six characters.

MOVE/COPY

A maximum of one screenfull of text can be moved or copied at one time. If you need to move or copy more text than you can fit on a single screen, repeat the task as necessary.

After you have moved or copied text, always check your work to be sure you haven't added or deleted spaces between words by mistake. Use the INSERT or DELETE commands to make corrections.

PRINT

If you forget to put paper in your printer before you begin to print, press the WP/ESCAPE key. You can then put paper in the printer, and start printing all over again.

The printer will accept both single sheets of paper and fanfold paper. As with most daisy wheel printers, fanfold paper can become crooked during printing. If you use fanfold paper, you should use a tractor feed attachment.

It's a good idea to store your text on a digital data pack before you PRINT.

You can combine files by bringing them onto the screen one after another. When you merge files in this way, the margins, tab settings, and paper type for the new, combined file will be the same as those for the last file you got from the digital data pack. It's a good idea to check margins, tab settings, and paper type before printing when you have combined files. Anything in the workspace when you GET stays in the workspace—the text you GET is added to what's already there. Before you GET a file, always check what's on the screen and in the workspace. If necessary, CLEAR the text before getting a file.

If you put together two large files, you may find that you cannot fit both into the workspace at the same time. A message will be displayed that tells you this. Press the ESCAPE/WP key. ADAM™ will bring as much of the last file as it can into the workspace. (See Full Workspace for additional tips.)

When you bring a file on a digital data pack into existing text on your screen, the text coming from the data pack is inserted on the line below the line where your cursor is positioned.

SmartWRITER™ remembers the name of the last file you got, so if you change that file and want to store it under the same name, don't type the name again. Just press Smart Key VI. If you do type a file name that already exists and try to STORE, you will hear a buzz and see an error message. Press ESCAPE and begin the STORE command again, but use a different file name this time.

The spacebar creates an underscore when you are typing a file name during the SmartWRITER™ STORE command.

If you lock a file in SmartBASIC,™ you will not be able to delete that file in SmartWRITER.™ If you want to delete the file through SmartWRITER,™ you must first unlock it in SmartBASIC.™

If you fill up a data pack, you will get an error message when you try to store. You may have to delete two or three unwanted files to make room for the file you want to store.

You can print the file directory of a data pack using the SmartBASIC™ CATALOG command. With the data pack in the drive, type CATALOG and press RETURN. The file directory will be displayed on the screen. To print the screen, hold down the control key and press the P key.

RETURN

When you are typing lines of text that do not extend to or past the right margin, use the RETURN key to tell ADAM™ when to go to the next line. If you use an Arrow Key instead of RETURN, ADAM™ may combine your short lines of text into one long line.

Use the RETURN key or spacebar to create blank lines in your text. Don't use the Arrow Keys to move "down" on the screen.

If you're trying to put a RETURN at the end of a line and you hear a buzz, you must use the INSERT Command Key to put the RETURN where you want it.

If your printed text has an extra blank line between some paragraphs, you may have put in an extra RETURN. Look at the last line in the paragraph. If it ends at the left margin of your page, you probably typed two RETURNS in a row, and one of them was not needed. Delete the unnecessary return.

HORIZONTAL MARGINS AT 10, 34	
<p>CHART I What You Originally Typed</p> <p>Marion had a little lamb◀ ◀</p> <p>The lamb had fleece as white as snow.◀</p> <p>Everywhere that Marion went, the lamb followed.◀</p>	<p>CHART II The Way It Word Wraps</p> <p>Marion had a little lamb ◀ ◀</p> <p>The lamb had fleece as white as snow.◀</p> <p>Everywhere that Marion went, the lamb followed.◀</p>

Always INSERT text before a RETURN character, not after.

SEARCH/REPLACE

When SEARCHING, ADAM™ doesn't make a distinction between capital and lower case letters. **ADAM™ does pay attention to upper and lower case letters when replacing text.**

You can SEARCH for and REPLACE text that contains special characters such as commas and periods, but these will not appear in the message area.

You can't SEARCH or REPLACE a group of characters that is longer than your line length.

SMARTBASIC™ FILES

For efficiency, SmartBASIC™ programs are compressed for display in SmartWRITER.™ Extra spaces are dropped, lines are put together, and PRINT is replaced by ?. When you display the same program again in SmartBASIC,™ it will look the same as when you typed it in.

STORE/GET

If you want to use the STORE HI-LITE Smart Key, be sure you've highlighted the text you want to STORE. If you want to store highlighted text, but you forget to highlight any text, press ESCAPE. Then highlight the text you want to store, and repeat the STORE command.

If you use STORE-HI-LITE on text that contains underlines, the underlines will not be stored. If you want to store text and retain the underlines, use STORE SCREEN or STORE WORKSPACE.

If you are trying to STORE or GET a file and get an error message, press the ESCAPE/WP key. You can then try again. If you're not successful in storing a file, PRINT the text so you'll have a hard copy.

VERTICAL AND HORIZONTAL MARGIN SCALES

The horizontal margin scale, located at the top of your screen, shows you how far across your page your cursor is at any time. This is especially helpful when you are in the standard format where a single line of text is "folded over" on the roller.

You can also use the horizontal margin scale to help you line up columns of text.

The vertical margin scale is located on the left side of your screen. It shows you what type of paper you should use for printing your text and how far down on a page your cursor is at any time.

If you want to center text vertically on a page, press RETURN repeatedly until the white cursor on the vertical margin scale is halfway between the red margin markers.

WORD WRAP

ADAM™ does not hyphenate words at the end of a line. Instead, if a word won't fit on a line completely it is moved to the next line automatically.

This automatic shifting of words is called WORD WRAP. ADAM™ will wrap a word whenever the word and the following space won't fit on a line, or a word and its following punctuation mark won't fit completely on a line.

If a punctuation mark is enclosed within a quotation mark and falls at the end of a line, the quotation mark may wrap onto the next line.

SMARTBASIC™ TIPS

Don't turn ADAM™ on or off with a data pack in the drive. You may erase important information.

If you turn ADAM™ off or press either reset switch you will erase any program not stored on a digital data pack.

If you are unsuccessful in printing a program, save it on a data pack so you will have a copy.

HIGH RESOLUTION GRAPHICS

The high resolution graphics screen is 256 wide (0 to 255), not 292.

If you try to plot two colors next to each other in HGR or HGR2 mode you may see strange results. There is nothing wrong with your computer, it's the way the video chip that gives ADAM™ all those beautiful graphics works. You won't have any problems with single lines of any color on the black background, just when two colors are near each other.

ONSCREEN EDITING

Practice using the onscreen editing features to write and correct your program more efficiently. See "Programming with ADAM,™" the SmartBASIC™ manual.

Explore to see where you must have spaces in your program. You will get error messages if you leave out necessary spaces, but extra spaces seldom result in errors.

OPENING AND CLOSING FILES

Close an open file before trying to delete it. Closing an already closed file won't hurt. You can spot open files by looking at the directory using the CATALOG command. Open files that will cause problems will fill all or almost all of the available workspace. When a new file is OPENed for writing, SmartBASIC™ doesn't know how big the file needs to be. So it sets aside all the rest of the space on the data pack for the new file. When you CLOSE the file, you get back any space that is no longer needed. Sometimes this can cause problems if you try to open two new files at once. If you need two new files open, you might OPEN them and CLOSE them one at a time, then OPEN them again. This will give you two small files (1K) to work with at the same time. APPEND will also temporarily take up the whole data pack, just like OPEN with a new file.

PRINTING

Everything "printed" goes to the screen unless you tell ADAM™ to print on the printer using the PR# command. See PR# in "Programming with ADAM,™" the SmartBASIC™ manual.

If you press the P key while holding down the Control key, the printer prints the words on the screen. There is no way to stop the printer at this point without losing the program, so you must wait until the print is complete to continue programming.

If you are not successful in saving a program, be sure to print your program on the printer so you will have a copy.

STOPPING A PROGRAM

To stop a program, hold down Control and press the C key. It is possible to write a program that can't be stopped by Control/C (for example, 10 GET Q\$:GOTO 10). If this happens, you must press the Computer Reset switch. Use this as a last resort, because you will lose the program.

MACHINE LANGUAGE PROGRAMS

If you want to put machine language programs or shape tables in a place that will be safe from any changes in your program, put them just above SmartBASIC™ by changing LOMEM:. The following example will give you a space of 100 bytes. Making LOMEM: bigger is okay, but it also makes your workspace smaller.

```
LOMEM:27600
```

Store your machine language program starting at address 27500. See CALL in "Programming with ADAM,™" the SmartBASIC™ manual.

THE GET STATEMENT

The SmartBASIC™ GET statement can be used to get characters from data or text files one character at a time. This is very useful for manipulating text with commas, returns, and other punctuation. Be sure to use the GET statement with a string variable. This program shows you how:

```
10 d$ = CHR$(4)
20 PRINT d$; "open test"
30 PRINT d$; "write test"
40 FOR i = 1 TO 5
50 PRINT i;
60 NEXT
70 PRINT d$; "close test"
80 PRINT d$; "open test"
90 PRINT d$; "read test"
100 FOR i = 1 TO 5
110 GET a$
120 PRINT a$;
130 NEXT i
140 PRINT d$; "close test"
```

ZERO VERSUS O

The number zero and the letter O are different. The zero has a slash through it on the keyboard and screen, but looks just like the letter O on the printer.

ROUNDING

To round off to the nearest cent use the INT function like this: 10 print int ((n + .5)*100)/100 This example prints out the number stored in variable "n" rounded to the nearest cent.

TAB

TAB works best if you keep the tab to 31 or less for the video screen and 80 or less for the printer. Larger TABs (up to 255) will work but may give strange results as the text wraps around. Sometimes HTAB or SPC is more appropriate than TAB.

EQUIPMENT TIPS

On rare occasions, you may have no response from the keyboard. If this happens, try unplugging the keyboard from the Memory Console and then plugging it back again with the power on.

Like all electronic equipment, ADAM™ should be used and stored in a cool place. The vents in the computer's housing should be kept free so air can circulate inside the computer. To get the maximum life from your computer, it's a good practice to turn it off every few hours.

If you move the print mechanism during a print job, wait at least one minute before resuming the print.

If you get an error message when you try to STORE or GET a file in SmartWRITER™ or when you use the CATALOG command in SmartBASIC™, take the data pack out of the drive, re-insert it carefully, and try again.

It's not a good idea to use your SmartBASIC™ data pack to store files. If the power goes off while you are writing to the data pack, you may not be able to use it anymore. Remember that you can't fix the SmartBASIC™ data pack with INIT. Also all data packs will wear out eventually. It's best to take your SmartBASIC™ data pack out and put it away after SmartBASIC™ is loaded.



COLECO

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