

smartBASIC BONANZA!

15 programs for ADAM on one cassette

We are sure you will find BONANZA a fantastic bargain. On one tape for the ADAM, you get fifteen substantial programs that will give you many useful applications and hours of entertainment. In addition, many customers have said that the programs provide excellent examples to help them learn BASIC programming.

Actually, many of the programs consist of several individual applications and are really two or three programs in one.

We are very proud of the reviews BONANZA has received. Independent reviews are probably your best way to evaluate software, so we have included excerpts from reviews and the complete review found in *Computer Entertainer*.

From *Expandable Computer News* (Sage Enterprises) "...SmartBASIC BONANZA from Martin Consulting...is the best. If you can only afford one software package, make it this... You will never spend \$34.95 more wisely."

From *ADAM Users Club Newsletter* (Bellvue, NE) "...My software from Martin Consulting in Canada... (is) worth every cent of the \$35 that it cost me...it is WORTH every penny just for a few programs with the rest being a BIG BONUS as far as I am concerned.

From *AUGment* (official newsletter of the ADAM Users Group) "Here is a data pack filled with programs for everyone. They are written in basic and perform very well on the ADAM with SmartBASIC...fine programs. We found BONANZA to be well written and appealing to all members of the ADAM community."

Finally, here is a detailed review and description that was published in *Computer Entertainer* (copyright, 1984. 12115 Magnolia Blvd. #126, No. Hollywood, CA 91607--reprinted by permission.)

SMARTBASIC BONANZA (N/A/★★★) from **Martin Consulting of Canada** includes fifteen programs for the ADAM on datapak. At a suggested retail of only \$34.95, this package must be considered a good buy, just for the pure volume of usable programs!

Just for Fun

Several fall within this category. The first, *THE MANSION*, is a straight-ahead text adventure game which challenges you to find treasures and solve problems. You begin at the doorstep of an ancient mansion to which you must gain entry in order to find various treasures. The trick is to stay alive, but you have a companion who will help you through your adventure. Text adventures are always popular and this one will keep you involved for hours. *BREAKOUT* is, by now, a very familiar game which pits you against multi-colored bars at the top of the screen which are knocked out, piece by piece, by your bouncing ball. It's a simple game which remains popular to this day. *TENNIS* is another name for the original PONG which, again, is highly familiar to everyone. Due to the fact that Pong is such an early and "crude" videogame, this could have easily been omitted. *MAGIC* consists of two programs in one. The first, *MENTAL*, allows you to "ask ADAM questions" to astound your friends. There are a few programmed questions in the program which are "hidden" while you type in the answer. In other words, you give ADAM a one-letter command, then while you are typing in the answer, what is appearing on the screen is the question you've indicated you want ADAM to ask. After typing a period and hitting return, the answer you just typed in will magically appear on the screen. The second part of this program is *ANALYSIS*, in which you can do a "personal profile" of anyone in the room. ADAM will ask for various information such as age, favorite and least liked color, the person in the family the person feels they are most like, etc. Then, in what appears to be a highly personal analysis, ADAM magically responds with a description of the person. It's just for fun and is good for times when a group of people gather around your ADAM. *OTHELLO* is another familiar game which has made its way from board to electronic versions for several systems. This gives Othello fans a chance to play this strategy favorite on their ADAM. In educational games, *TRY ME* is a program consisting of two different games. The first, *GUESS WHO*, is a cute text game in which the computer asks the child to "guess" what animal the computer is thinking about. Each clue is more specific than the last and if the child misspells the answer, another chance is given for the correct spelling. If the answer is incorrect again, the correct spelling is given. The program is set up to allow you to go in and add testing words by adding clues and spelling. The second part of the game is *RACER*, in which the child "drives" a racer around the track by correctly answering mathematical problems. For each correct answer, the racer moves forward a bit more. The program is designed for two players racing against one another. *FUGUE* is really not a game at all but a Bach fugue in C minor played to you by your ADAM. It serves no purpose other than to entertain you for a few moments. The "Surprise" program does the same, only it is colorful abstract drawings which your ADAM draws for your amusement.

Home Management

There are several useful programs which fit in this genre, including *FILER*, a simple database program which allows you to set up your own database files, edit, delete, create new files, and select certain sections of the finished files for printing. In other words, you can alphabetize selected entries or sort them by chosen fields. This type of program is great for cataloging a record collection or keeping your Christmas card list up to date. In addition to this database program, you can utilize the *LABELS* program in conjunction with it to generate mailing labels. *FINANCE* is one of the more useful programs included in this package. Areas covered include programs which figure future values of investments, monthly budgeting, annual interest, amount borrowed, deposits required for future amounts, etc. Find out how much interest you'll be paying over the five-year life of that new car loan, or determine how much money you need to set aside each month for that dream vacation. There is also a metric conversion table for over forty commonly-used measures. You can enter any number and the program will immediately convert it for you—from miles to kilometers, quarts to liters, temperature in degrees Fahrenheit to degrees Celsius, or whatever you may need.

Other Useful Programs

DESIGN allows you to work on a 16x16 grid, designing high resolution shapes in various colors. Potentially, you could design rockets and other such items which could then be used in another program which you design. Any shapes which you design can be saved for later recall. *SOUNDER* allows you to work on the various sounds which are possible on your ADAM, again for potential use in your own programs later. In addition to making your own music, you can also play music and sound already built in to the program. You can do quite a bit of manipulation within both the *DESIGN* and *SOUNDER* programs. They would be extremely useful for anyone who is attempting to design their own games for ADAM. *TYPYPER* is a pretty basic typing tutorial in which you follow the lead of the computer in both drills and a typing skill game. This is nowhere near as sophisticated as Coleco's *EXPERTYPE* (see review elsewhere in this issue). However, it's a good program, especially in light of the fact that it is a part of such a varied package of useful and fun-filled programs.

For Advanced Users Only

Finally, for those who are familiar with Assembly language (a language used very often for games), there is a *Mini-Assembler* and *Disassem*. The authors of the program label it as a Mini-Assembler due to the fact that it is written in BASIC and, therefore, much slower than most commercial assemblers. The programs offer the ability for future computer programmers to learn from their ADAM, becoming familiar with applications which can be useful for years to come.

All in all, there is great diversity in SmartBasic Bonanza. There's something for everybody, from complete whimsy to useful home applications. This set of programs opens your ADAM up to many more applications than have been available to you before, and all at the amazingly low cost of less than \$2.50 per program! Recommended (MSR \$34.95)



ADAM THINKS



4 big programs
FUN WITH
ARTIFICIAL INTELLIGENCE

Computers don't really think of course (at least not yet), but these four programs will provide you with hours of entertainment by seeming to think. They will also give you some pretty dazzling ways to show off your computer to all those people who say, "But what good is it?"

Therapist

ADAM can act like your counselor (just for fun, of course). You type in a sentence about yourself, and Therapist will analyze your sentence and give you a reasonable response. Some of you will recognize that Therapist is based on the classic program called "Eliza". The Eliza program looks for one key phrase in a sentence like, "I don't like swimming." In this case, the key phrase would be "I don't". Then Eliza would respond "How do you know you don't like swimming?" Cute. But Eliza gets tiresome quickly because of limited vocabulary and slow response. In Therapist, the program looks for up to three key phrases, and does its analysis in a very fast machine language subroutine. Thus it has a much larger vocabulary and can give more complex responses.

Therapist was written by a clinical psychologist who has written several books about psychotherapy and dearly hopes people have fun with it--and are even dazzled by it--but don't take it too seriously.

Checkers

This is the standard checkers game, which should give you a lot of pleasure, simply playing against ADAM, who is no genius but who plays fairly well. You can also list the program and study how it uses arrays and IF statements to make strategic decisions.

The checkers board is displayed graphically on the screen.

Mentalist

You can provide amazing "clairvoyant" readings of your friends with this program. It is based on two illusions. First, you will appear to be typing in a question like, "Who is the person touching the television now?" While that appears on the screen (you have to be able to type--at least a little), you will actually be typing in basic information about your "victim". The program will then produce a "reading" that will sound very personalized--like a horoscope often does--but be based on general traits determined by things like age, sex, height and weight. This can have an astonishingly strong impact on a person who doesn't understand what is happening.

The Curse of Ondine

This program is "interactive fiction" in which you enter English commands to direct the course of the story. Thus, it might come out different each time. It is based on a little known German legend in which the nymph, Ondine, marries a human. He, however, is unfaithful and has a curse placed on him. He must stay awake or his bodily functions will stop. You must help him find Ondine in hopes of having the curse lifted. Unfortunately, he's wonderfully handsome but not very bright, and that may cause you some problems.

ADAM™ NEW Software USERS!

Martin Consulting
94 Macalester Bay
Winnipeg, Manitoba
R3T 2X5 Canada
(204) 269-3234

R3T 2X5
CANADA
1985
WINNIPEG, MAN.



8
IV
U
C
0
0
8
1985
WINNIPEG, MAN.

ADAM THINKS

NEW! NEW! NEW!
4 big programs
FUN WITH
ARTIFICIAL INTELLIGENCE

THERAPIST: converse with
ADAM — smarter than
Eliza

MENTALIST: amazing
"clairvoyant" readings
of your friends. A great
illusion

CHECKERS:

THE CURSE OF ONDINE:
Interactive fiction with
animated graphics. Keep
your not-too-bright
companion awake long
enough to find Ondine,
the nymph who might
lift the curse.

FANTASY GAMER

NEW! NEW! NEW!
ROLE PLAYING
FUN

THE VISITOR: Interactive
fiction with animated
graphics. Your smart but
odd companion must
rendezvous with its
mother ship.

BOMB SQUAD: Graphic
adventure. Find the
terrorists' bombs in time.

ADVENTURE CREATOR:
Write your own adventure
games. Instructions,
"framework" program,
graphics subroutines, fast
machine language parsing
routine.

BONANZAI!

15 programs

Great Reviews:

"smartBASIC BONANZA
is the best... You will
never spend \$34.95
more wisely..."

- Expandable Computer News
- "worth every cent..."
- ADAM Users Club
- fine programs... well
written and appealing.
- AUGment (ADAM Users!)

- DESIGN:** hires figures
- SOUNDER:** music and sound
- OTHELLO:** the board game
- MANSSION:** adventure game
- FINANCE:** budget, metric,
interest projections
- FUGUE:** 3 instrument music
- MAGIC:** amaze your friends
- TRAYME:** 2 educational games
- MINIASSEMBLER:** write
machine code
- DISASSEMBLER:** decipher
machine code
- FILER:** database
- LABELS:** make labels from
FILER files
- TENNIS:** pong game
- BREAKOUT:** video game
- +SURPRISES**

EACH CASSETTE ONLY
\$34.95 (US), \$43.95 (CDN)
Money Order, VISA
MasterCard (include
expiry date)

Martin Consulting
94 Macalester Bay
Winnipeg, Manitoba
R3T 2X5 Canada
(204) 269-3234

ADAM and smartBASIC T.M. Coleco, Inc.

FANTASY GAMER



ROLE PLAYING
FUN

These three programs--all on one tape--are a must for every ADAM user who enjoys the fun and challenge of adventure games. And if you're not an Adventure Gamer, why not? You're missing a lot of fascinating entertainment.

Basically, an adventure game puts you into an imaginary world that can be realistic (find the bombs terrorists have placed in an embassy) or fanciful (help your oddly gifted friend find its mother ship). Depending on the situation described, you make English commands like, "persuade prisoner" or "throw amulet", and reap the rewards or suffer the consequences of your actions.

With the tape comes a very extensive manual that discusses the two games on the tape and describes how you can write your own adventure games.

Adventure Creator

After you play the two games on the tape, you can create adventure games of your own design. Adventure Creator gives you a framework program that includes the basic elements of an adventure game but without the details of the story. Writing a good adventure game is an overwhelming task if you start from scratch, so Adventure Creator gives you all the hard parts already done.

The manual includes sections like introduction to adventure games, getting started, drawing your plan, building the story, and analyzing the program. The framework program is analyzed in detail, and this in itself is practically a tutorial in BASIC programming.

Graphics.

One of the most exciting parts of all three programs is the use of sprite graphics to illustrate some of the situations in the stories. The programs use high resolution graphics commands and 20 sprites. Sprites are high resolution figures that can be moved around in animated graphics with enormous power. The problem is that they are very difficult to use, and BASIC does not give you access to this feature of the ADAM.

Adventure Creator will show you how to use the sprites to produce your own animated graphics! Twenty sprites are used in Adventure Creator, but once you understand the principles, you can use up to 32 sprites with the ADAM. Even though this requires some machine language routines, they are provided, and you will even be able to use sprites in other programs--not just in adventure games.

Fast machine language parsing routine.

Most adventure games take a long time to analyze a player's commands--like "unlock door" and then take the appropriate action. The part of the program that analyzes the input is called a "parser"; most parsers are written in BASIC and are so slow that the game can have only 20 or so words it "understands." However, more advanced games have a machine language parser which is up to 100 times faster. Adventure Creator provides (and explains) such a parser, so you can use 100-200 words in your game's vocabulary, and response time is very fast.

Saving and loading

Some people actually have to work for a living, and adventure gaming can be terribly addictive. There is nothing so frustrating as being well into a game and having to leave it after making good progress. All three programs permit you to save a game in progress and load it back in at a later time without starting over at the beginning. Sometimes it is even wise to save the game occasionally while you are playing it, just in case you get "killed" or you get in a hopeless situation. You can then load in the saved game, just where you were when you did the save.

BOMB SQUAD

This is a standard adventure game of moderate difficulty. Terrorists have planted three bombs in the embassy of Lunaria. You must find and defuse them before they go off, so unlike most adventure games, you are under some time pressure here. Strategy and negotiation are necessary.

Graphics.

Some of the scenes are presented graphically in high resolution color. The pictures are animated and contain clues about your courses of action.

THE VISITOR

"Interactive fiction" is much like an adventure game, but, like life, it is a bit unpredictable. In an adventure game like Bomb Squad, there is a definite solution to a problem. In The Visitor, there is more description and character development, and you can never be entirely sure that what worked last time will work this time. Probability plays a part in the strategies you must develop.

The Visitor is a smart but odd companion you have developed an affection for. It has some special talents but must rendezvous with its mother ship as soon as possible--and who knows what will happen then? As a knowledgeable Earthling, your job is to help in the search.

Graphics. As with Bomb Squad, some of the scenes are presented graphically, using high resolution graphics and animated sprites. You must study the scenes for clues.