

September, 1988

Dear Fellow ADAMite:

Well... so much for Labor Day. The end of summer... though the only way you can tell in Central Florida is that the kids are back in school. I hope you all got a chance to play with your computers a little bit over the long weekend, and that you youngsters are looking forward to finding ways to make your schoolwork more interesting with ADAM's help. Those of you who are taking computer courses, GREAT! And remember; if you learn a bit of BASIC programming on an APPLE, you can enter the majority of your programs on your ADAM at home, and they'll work fine. (Not ALL the commands are the same, but they are very similar, especially at a beginner's level.)

The August meeting was a fruitful one. Fran Bell read the minutes of the meeting, and Francis Terry gave the treasurer's report. John Terry appointed Rick Covell as our new program director (see "Behind the Scenes") and, after the business portion of the meeting, gave a class on the principles of programming. Vice president Ray Dougherty introduced the question of whether or not we should buy the modem software mentioned in last month's newsletter. After some discussion, we decided to do so, on the grounds that the purpose of MOAUG is to help members learn everything they want to know about ADAM. Whether or not the majority of members have modems, they should have access to the training film in case they do decide to buy modems. We discussed what we will do with the colored ribbons we have discovered. We decided to give MOAUG members the same discount as we will give wholesaler customers (those who buy a minimum of ten ribbons.) We still need ribbon cases, and will appreciate all donations. Right now we can only sell ribbon spools, for those who want to insert them in your own cases. Or, we can get your trade-in cases filled for you.

Next meeting is:

Sunday, September 11

1:45 P.m.

(see address on back cover)

New members this month include Charles Gricko of Pennsylvania, Mark Kavanaugh of Merritt Island, and John Prescott of Orlando. Welcome! And don't hesitate to wade right in, please! (The water's fine.)

*See you
Sunday! Pat*

ADAM LIVES!!

GAMING TIPS FOR COLECO SOFTWARE by Andrew Lippett

(reprinted from April/May '88 United Kingdom ADAM Subscribers' Journal)

- ★ ZAXXON: It says in the instructions that to kill Zaxxon you have to blast away at the robots, then at the missile in Zaxxon's side. A quicker way is to just shoot at the missile. To do this simply place your fighter "three levels" high, using the altitude indicator, and shoot at the missile.
- ★ COSMIC AVENGER: When flying, it's possible to get some missiles in front of your fighter. The missile(s) are the diagonal rockets from the launch pad. To do this fly fast, you will see them launched at you, pull back (left) up or down. The missile(s) should be in front of you. This may take time to master. The big advantage of doing this is to destroy the pesty UFOs, especially on higher skill levels when there are a few on the screen at the same time. If you want the rockets to fly closer to you just move towards them and they will fly back towards you.
- ★ SMURF: On ADAM, skill 3 or 4. If you go two screens out from the house go to the end of a screen. Go onto the next screen and back by moving the joystick back and forth. Do this without stopping Smurf. On skill 3 you go back to the title screen. Skill 4 the screen goes funny, to restart press * or #. For some unknown reason doing this just on the Coleco, the game freezes and you get a high score!
- ★ MR. DO! If you clear a path right round one cherry, gently move in each side and the cherry will disappear. This is hard to do.
- ★ VENTURE: Move Winky into a room, move him back out, then in; keep doing this to see what happens.
- ★ POPEYE: On round 3, position Popeye on the far right. You can do this on any of the three levels (bottom to up.) Brutus will pass you & not kill you.
- ★ MINER 2049er: To get onto any level press the following on keypad: #64453#3, takes you to the third level; #64453#7, onto the 7th level. 64453## takes you to the 11th. To get to any other level just change the last number (except 10.) Each time you want to change or make a mistake press the reset button. Again for some unknown reason this only works on Coleco.
- ★ PITFALL: It is possible to "walk through a wall". To do this you have to make Harry jump at a wall. You will have to try this many times before you get it right. Don't stand right next to the wall when trying. I think one underground scene passes three on the top.
- ★ SUBROC: When you get to the Command Plane dodge everything it fires at you. Wait till the bonus gets to). Then destroy it for 1000 extra points.
- ★ FRENZY: When you get killed you may have a gap in the wall behind you. If you move back before the action starts, the Commando will run backwards. If you let Otto chase you, not killing him, another will appear. If you have not shot an Otto on the feature cell - Big Otto - do it and run like hell! On the option screen * or # takes you back to the title.
- ★ CABBAGE PATCH KIDS IN THE PARK: Plug in your Roller Controller or Super Action Controllers (if you have them.) Spin the spinner or roll the ball while moving Anna Lee - it's quite funny!
- ★ TARZAN: It's easier to kill Histah by jumping on him and punching him at the same time when he hides in the undergrowth. You don't have to dodge or stun Bolgani to get past him, just run at him and jump when you are close to him. Tarzan will "go through" him. Tarzan can destroy a bullet fired at him by a hunter by punching it!

Behind the Scenes

LET'S HEAR IT FOR THE INDIANS:

Rick Covell was named Program Director at the August meeting. Rick has a very organized mind (because he's a math teacher?). He never misses a meeting, and he always has lots of good ideas. But of course, he's anxious to hear YOUR ideas. If you have any input about what you'd like to do or see at any future meeting, please contact Rick at (407) 298-5673.

John Harris has volunteered to take on the development of a handbook for new users. This is one of the projects we have always wanted to address since MOAUG began, but have never been able to get organized. John is eminently qualified for this task. Not only is he a professional writer (you will recall his very amusing "Reporter Succumbs to Temptation" from these pages) but the struggle to learn the basics of the computer is still fresh in his mind. Now, more than ever, please make sure that you send in your own tips and your own questions. Especially if you are new at all this.

The reason you haven't seen John at the meetings, by the way, is that he lives in Boca Raton. He has been quite active, though, and has been clipping out newspaper articles that pertain to computers in general. One of the most recent clippings indicates that the price of chips may be falling. If true, that's spectacular news for any of us who are planning to buy a memory expander. Remember that Big John of Orphanware has told us his prices are necessarily tied to the price of memory chips; if chips do go down, BJ will pass along that savings.

I know you've missed Rich Lefko's clever articles. Rich triumphantly returns this month with a moving piece about ADAM. (You'll see what an awful pun that is when you find that page.)

More Member News:

You won't see Eric Danz or Steve Olson at our meetings, either. They are both third-party developers, and both of them live out of state. However, they are both dues-paying MOAUG members, and by some coincidence, both Eric and Steve have produced "Adults Only" text games. Steve's has been out for quite some time. It's called "BLIND DATE". Eric's is called "FOREPLAY", and is relatively recent.

Both parties were kind enough to send copies of the games for me to review, but, as most of you know, this has been an incredibly busy summer for me, and I never got a chance to just sit down and study them. I did try "BLIND DATE" right after I received it, but I didn't get very far with it. As I told Steve, I'm probably the wrong gender to play it anyway. (I've been told that "FOREPLAY" allows you the option of choosing your gender.)

Obviously, I am not qualified, at this point, to comment on the design, good taste, or play value of either game. But there is suddenly another issue here. People are taking sides on whether or not such games should even be "allowed" to be sold. It never occurred to me that anyone would consider trying to curb people's rights to either produce or purchase such games. My personal feeling is that I usually find "pornographic" material kind of... well... boring. (I never considered sex a spectator sport.) But I would never presume to foist my personal preferences on other people. What do YOU think?

Barry Wilson of SLAUG is conducting an opinion poll on the topic. He wants YOUR opinion (though he doesn't need your name.) As a lawyer, he is interested in protecting the First Amendment, though he doubts that X-rated games should be sold to minors.

(continued, next page)

Behind the Scenes

Continued from previous page

Write to Barry Wilson if you want to register your opinion. Or, if you like, I will pass along your comments. I include his address and those of both game designers for your convenience. (My address, as always, is on the back cover of this issue.)

Personally, if I were going to crusade against kinds of games, I would be more inclined to consider the violence inherent in many of the games available to kids. Most kids seem to be able to deal with it, but I wonder what it's teaching them about the nature of violence. Same thing as the Saturday cartoon shows, I guess... that violence is all in fun and not to be taken seriously. Scary, if you think about it very long.

It's up to parents, of course, to monitor their own kids' intake, but many parents simply don't. Well, let's be fair... they have a zillion other things on their minds, and life has gotten awfully complicated, even for youngsters. But when kids OD on the excessively violent stuff, it probably affects society in the long run. I'm not advocating censoring games or even preventing your own children from playing shoot-'em-up games. You can't keep them in a glass bubble, and wouldn't want to even if you could. But it's something to think about.

By the way, Eric Danz is starting his own newsletter. Actually, he was one of the first to publish a newsletter (called ADAMZONE.) In fact, he sent us copies of those early issues, which make interesting reading. He stopped publishing it when it got to be too much, but he played fair with his subscribers, giving them a prorated refund. (Talking to Eric is one of the ways I hammered out the MOAUG newsletter policy. That's why we don't sell subscriptions, but keep the newsletter free to MOAUG members. Just in case someday, despite our best efforts, it does get to be too much.)

Eric stayed abreast of developments in the ADAM world, though. He kept up with the newsletters, and continued to develop his own software and his own publishing company (part of which is run using an IBM.) The more experience he gained in publishing, and the more excited he became by all the developments in the ADAM community, the more he wanted to revive ADAMZONE. Finally he couldn't resist any longer. He is now launching a totally new and revamped newsletter, NetworkADAM. One issue each year will be sent on disk or datapack. See his ad herein.

Those of you with an Eve speech synthesizer will be interested to know that Eric's software company, ADAMzap, now offers a hardware modification for same. This involves the replacement of the existing battery and holder for the speech card with new, longer-lasting components. \$15 includes all modifications, plus shipping.

Addresses:

Rick Covell: 6207 Rhythm St.
Orlando, FL 32808

John Harris: 105 Burning Tree Lane
Boca Raton, FL 33431

Rich Lefko: 499A Boston Road
Groton, Mass 01450

Steve Olson: ADAMAGIC SOFTWARE
1634 N. Thompson Drive
Bay Shore, NY 11706

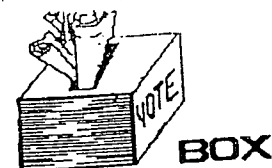
Eric Danz: ADAMZONE Publishing
--- and ---
ADAMZAP Software
17 Capstan Road
West Milford, NJ 07480

TRIVIA from Ray Dougherty: How likely are you to win the Florida lottery? Try entering this line in BASIC:

PRINT (49*48*47*46*45*44)/(6*5*4*3*2)

A Review of Nibbles and Bits Games 3.0
by Rick Covell

THE
BALLOT



This is a very slick PD pack. It is self-booting. While the catalog is loading a title screen appears and music plays! The catalog is in menu-form with choices made by using the arrow keys. All games are good. A wide range is presented. Each is rated below from 1 (bad) to 10 (excellent).

VEGAS-TYPE GAMES:

1. Acey-Ducey - card game in which 2 cards are dealt face up and you bet if the next card will be between them. No graphics. ****RATING** - 7**

2. Baccarat - 2 cards are dealt from an 8 card "shoe". Closest to 9 wins (combinations equalling 9 are thrown out). ****RATING** - 7**

3. Keno - The player chooses 8 numbers from 1 to 80. The computer then randomly generates 20 numbers (similar to the Florida LOTTO). Some graphics. ****RATING** - 8**

TEXT GAMES:

1. Defuse - You are trapped in a building with 1 million rooms. A bomb is in one of them. It is you against the clock. A sensor helps you decide if you are getting closer or further away. Very difficult. ****RATING** - 8**

2. King/Queen - You are a monarch and must manage your kingdom. Will you succeed or fail? ****RATING** - 6**

3. StarWar - The earth has been destroyed (as a result of a StarWar). You lead 150 survivors seeking a new planet to colonize. The baddies are after you. Who will be destroyed: you or them? Good graphics. ****RATING** 8**

GRAPHICS GAMES:

1. Eliminator - Use joystick to position crosshairs over aliens moving

around the screen. Use side button to "eliminate" them. "Eliminate" 10 aliens before time runs out or the earth will be destroyed before your eyes. Good graphics. ****RATING** - 8**

2. Horse-Race - Choose horses numbered 1 to 8 based on their odds (which change with each race). Then watch as the "horses" (actually their numbers) race from the start (top of screen) to the finish (bottom of screen). ****RATING** - 8**

3. Pillars - Exchange sides with 4 red pillars and 4 white pillars. ****RATING** - 7**

4. Towers - Classic Towers of Hanoi puzzle in which 5 different sized discs are moved from peg 1 to peg 3 in the fewest possible moves. Graphically well done! ****RATING** - 8**

5. Chase - 2-player game using joysticks. You determine the direction your colored square moves. Object is to not run off the screen or into your opponents path. First one that does, loses! ****RATING** - 6**

6. Breakout - Classic graphics game in which "ball" bounces between a paddle you control with the joystick and a multi-layered wall above. The longer you continue returning the ball, the higher you score. ****RATING** - 9**

QUIZ GAMES:

1. President Quiz or State/Capital Quiz - Both are similar except for subject matter. Each contains a study page before you choose one of six quizzes, matching either state with its capital or President with his term (1st, 2nd, 3rd, etc.). ****RATING** - 8**

(Note: This volume is available as MOAUG Public Domain volume D5.)

Product: PaintAIDE with the Swift Font Kit
Product By: Digital Express
Retail Price: \$21.95
Type: EOS/D-T/ML
Requirements: At least two physical drives
Additional Options: for use with PowerPAINT and SmartBASIC
Rating: Gra:NA/Doc:7/EQU:7/Pr:8/OA:8
Review By: Alan Neeley

The release of this product was mainly for those ADAMites who own the PowerPAINT graphic design program. It includes a program (PaintAIDE) that allows the user to correct some bugs that existed in earlier versions of PowerPAINT. This program also allows the user to custom setup certain features found in PowerPAINT as well.

One of PaintAIDE's most important functions is that it allows the user to select different styles of fonts for the four SPECIAL font modes found in the PowerPAINT package. With PaintAIDE, you can select from 2 different font sets for the half width mode, 3 different font sets for the full width mode, 4 different font sets for the double width mode, and 6 different font sets for the double sized mode.

There are 42 different font files to choose from in this package (these files are what make up the Swift Font Kit). Within this kit, there are 20 different typefaces included. A quick reference sheet is included that will help you choose which font set you want.

There are 20 FontPOWER compatible sets that can be used in PowerPAINT from the user fonts option found in the normal text mode. There are the 15 Hi-Res shape tables (the ones that PaintAIDE uses to modify PowerPAINT's special font choices). There are also seven double-sized typefaces that have been stored in the form of sprite table font sets.

The nice thing about the Swift font kit, is that all the above mentioned font sets can also be used in SmartBASIC for adding a special touch to BASIC programs. A few basic programs are included in the package to help demonstrate how this can be done. The documentation included with the package explains very briefly how to use the font files with

the basic programs (you will need to have a little basic programming knowledge).

I found this package greatly enhanced the already great features that PowerPAINT has. I would highly recommend it to anyone who has the PowerPAINT program (or is planning on getting it). The fact that it can also be useful in SmartBASIC, comes with several BASIC programs, and the fact that it also includes 9 clip art files (usable from PowerPAINT as well) make it an even better bargain!



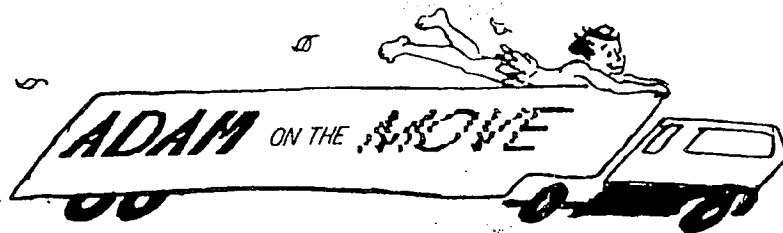
**SAMPLE IF FONTS
INCLUDED
IN THE
S W I F T**

LARGE RITZ
NORMAL-SIZED RITZ
OUTLINE
LARGE OUTLINE
BOLD BOLD BOLD1 BOLD2
COMPU COMPU COMPU
GOthic BLOCK GOthic
NORMAL MICRO Half-Width MICRO

Of course, the ~~SWIFT~~ KIT has **MANY** other normal-sized font sets that can also be used. There is  **OLD WEST, OLD ENGLISH, SANS SERIF, MACHINE, MONTEREY, ROMAN, STENCIL, STOP, and MORE!**

All the **GRAPHICS** found on **THIS** page are examples of the **CLIP ART** included in the **SWIFT KIT**





By Rich Lefko

I've just moved! In fact, my back still hurts from unloading the truck! I'm writing this surrounded by boxes! Sound familiar?

Now I'm not talking about moving around the corner or down the street. I just moved from California to Massachusetts. I'd like to share some of what I've learned about moving, while moving.

First, if there was one, and only one, piece of advice I could give it would be this:

SAVE ALL OF YOUR COMPUTER EQUIPMENT BOXES !!!!!!!!!!!!!!!!!!!!!

That's right. Save your ADAM, disk drive, monitor, printer and modem boxes. Save your roller controller, super action controller and module #1 through #3 etc... If you don't have room to store all of these boxes, then ask a friend if he/she has room in an attic or basement. Obviously, it's not just the box, but the styrofoam shell inside that's important.

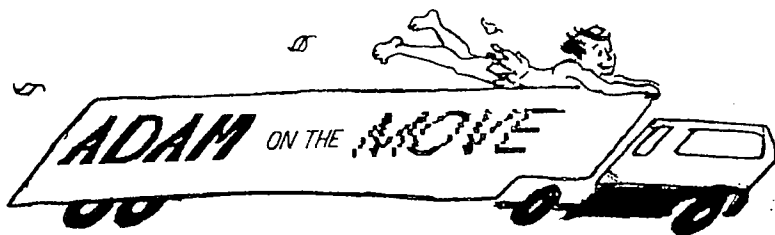
If you are moving down the street or into the next town, you may be moving most everything by car. If this is the case, you should remember, never leave your ADAM, DDP's or disks in a car in the sun for ANY length of time. This is especially hazardous in the summertime, but can be just as hazardous in the winter. While it may not get as hot in the winter, the extremes from hot to cold can cause you all kinds of computer headaches. Also, don't forget to lock your car up and toss a blanket over your equipment so no one else knows what it is.

If you are moving long distance as I did, there are many other things to consider.

I moved myself. This means I rented a truck, packed it, and drove it to the new location myself. (Never again!) Most rental trucks have a fiberglass shell with a thin sheet of aluminum riveted on to that shell. The first thing I did when I got the truck home was to close the rear door and give that shell a good soaking with the garden hose to see if it would leak anywhere. This is probably a good idea even if you aren't moving computer equipment. Feeling confident that my truck would not leak, I went in to pack up ADAM.

After unplugging ADAM from the wall I unplugged every cable that unplugs, labeled where it goes and dropped them in a box cleverly marked "cables". Then I went and got that huge ADAM box out of the garage, opened it up, and began "fitting" things into the styrofoam cutouts. At first it seems impossible to fit all that stuff back into those holes but after a little trial and error it was done. I thought the safest place for the ADAMLink modem and my memory expansion card was right where it was plugged in, inside the memory console. (They survived with no problems).

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By the way, in case you may have forgotten (I did) the styrofoam sides that go around the ADAM printer interlock with that block the keyboard goes in. Don't forget to put that styrofoam block around the ADAM print head. This restrains it from banging around. If you no longer have it, just place something on either side that will prevent the head from moving around. After closing the box, I read the outside for awhile! If you haven't done that in a while, try it! You can actually experience that thrill you got when you first bought it all over again!

If you have disk drives, just close the door before you put them back in their boxes. This keeps the heads from knocking around during transit. If you've got a bad disk lying around, put it in and then close the door, but close the door, in any case.

I have a Panasonic dot matrix printer and it came with an "L" bracket that will restrain the print head from moving. If you've already tossed this bracket, you will need to restrain the head by using styrofoam or something similar on either side. Be very careful to not upset the cable that connects to the print head!

My monitor went into its box easy enough. If you chucked the box, I suggest bubble wrap all the way around. In either case, make sure it is cool before packing.

Most disks come in those plastic cases when you buy them. Don't throw these out either! I keep my master disks in these and they are perfect for moving and storage. My active disks are kept in those desktop storage cases. You can move these as they are; I would suggest packing them in boxes so they don't accidentally get dumped.

While packing the truck I thought it unwise to load any computer equipment directly onto the floor or touching the sides or front of the truck. While you don't want to put a lot of weight on top of your computer equipment, I also thought that since the "skin" of the truck is metal, which can conduct electricity, (like in a lightning bolt), I used boxes of books as my base and stacked my equipment on top of that.

Finally, if you really want to cover all the angles you might want to consider insuring your equipment. Safeware, for example, will insure up to \$1000 of computer equipment for only \$25 (software too.) For more information call 1-800-848-3469.

If you are moving, good luck, and I hope some of these hints will help you avoid any pitfalls.

Oh yeah, don't forget the Ben Gay!

----- Rich Lefko
August, 1988



NetworkADAM NewsINFO Letter



ADAMZONE Publishing Company
17 Capstan Road
West Milford, NJ 07480-4816

GREETINGS TO ALL ADAM OWNERS !!! This is the new ADAM computer publication from the ADAMZONE Publishing Company. Welcome to NetworkADAM the new inexpensive ADAM information publication. We are dedicated, devoted, and professional.

In 1985 and 1986 ADAMZONE was formed as a newsletter. With costs increasing every month and an unprofessional style the newsletter was cancelled. ADAMZONE became a publishing company and produced a few writings for the ADAM. Now with a merging of ADAMzap Software, ADAMZONE has been revitalized into a publishing company and now produces the NetworkADAM NewsINFO Letter.

The NetworkADAM NewsINFO publication will be sent out to subscribers five times a year and a disk or data pack issue sent out once a year. The publication will include reviews of new software and hardware; it will also include hints, tricks, and tips on using the new software and hardware. The publication will give information about the nationwide ADAM network of newsletters, user groups, and future products from the nation's biggest and smallest companies that support the ADAM and its users.

What can you do to get this new information? All you have to do is send a Self-Addresses-Stamped-Envelope to us and we will get to you subscription information, plus a free issue and a special subscription gift for you.

We here at The ADAMZONE Publishing Company and ADAMzap Software have been in love with the ADAM computer for a long time. ADAMzap is a solo operated company started by and continued by Eric E. Danz. ADAMZONE was started by Mr. Danz but now continues with the help of many of his friends and relatives. ADAMZONE uses three ADAM computer systems, two Colecovision Game Units, and most of the hardware produced by Coleco and third-party members in junction with two IBM PC/XT computers to bring you a professional network of fine publications and software. ADAMzap with the help of ADAMZONE is looking into the hardware market with a few future products not yet completed. This advertisement was written on an ADAM computer and transfered to an IBM for desktop publishing finalizing.

At ADAMZONE we use the ADAM and the IBM in harmony to produce this NetworkADAM NewsINFO publication and media. So do not waste time and let ADAM down. Send in your SASE to us now and get a FREE gift and FREE subscription info; along with a FREE issue.

NetworkADAM would like to thank all the people that have supported the ADAM for so long. If Coleco could only see what we have done to this fantastic little machine with so much hidden power they would be suprised and jealous, knowing that they should of continued the ADAM. May the ADAM live long through your support and hopefully ours. Thank you again. We hope to hear from you soon.

TM
NETWORKADAM



Support For The Coleco ADAM

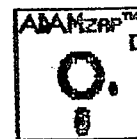


We are complete ADAM supporters. For subscription information and FREE gifts send a SASE to the above address.

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ADAMzap Software Company



17 Capstan Road
West Milford, NJ 07480-4816

PAINTINGS !!! v1.0 (Disk-\$7.50, DDP-\$9.50) This software package is for use with Strategic Software's PaintMASTER graphics design package or a PaintMASTER compatible program. This volume consists of 14 high resolution graphics paintings that you can view or print out on the ADAM printer, with PaintMASTER, or a dot matrix printer, with a printer patch.

PAINTINGS !!! v2.0 (Disk-\$7.50, DDP-\$9.50) This software package is for use with Digital Express' ShowOFF I or PowerPAINT graphics programs. This volume consists of 12 high resolution paintings and one low resolution painting that you can view or print out with the printer programs provided with ShowOFF I and PowerPAINT.

SIGNS !!! (Disk-\$7.50, DDP-\$9.50) This software package is for use with Strategic Software's SignSHOP, MicroWORKS, and NewSMaker printer programs. This volume consists of 28 different signs for you to use in the variety of uses that can be found in the Strategic Software's line of printer programs.

MicroTalk (Disk-\$13.50, DDP-\$15.50) This software package is for use with Eve Electronics' Speech Synthesizer and Clock/Calendar Expansion Unit. MicroTalk is self-booting and works with binary files for fast loading. It contains many useful and enjoyable programs which make ADAM sing, recite poetry, tell stories, tell time, and with the use of a few SmartWRITER files, you can learn to use the SS-CC unit.

WordLIST v2.0 (Disk-\$13.50, DDP-\$15.50) This software package is for use with Strategic Software's ProofREADER spell checking program. This program contains four dictionary files that have a complete word list of more than 16000 words on one disk. Now you can check your documents with a larger dictionary for a low price.

Foreplay (Disk-\$13.50, DDP-\$15.50) This software program contains ADULT material and should not be used by children under the age of 16. This program contains the public domain version of SmartBASIC 2.0 and a few program modules. You can play the part of a man or a woman out for a "GOOD" time. Your mission is to get the most out of a "ONE NIGHT STAND." If you win, you will be rewarded!

MAKE CHECKS PAYABLE TO: ERIC E. DANZ.
PLEASE ADD \$3.00 FOR SHIPPING AND HANDLING.

THANK!
YOU!

COLECO™

ADAM™

Catalog For 1988 - Coleco ADAM

COLECO™

ADAM™

ADAMzap Thanks You For Your Business. We "SUPPORT" ADAM.

COMMUNICATION ZAP!

LIGHTNING CAN BE LETHAL TO YOUR COMPUTER!

by John Harris

Computers are quite hardy machines and can withstand a limited amount of abuse.

But there's one occurrence that can zap your computer instantly--a lightning strike nearby. And in Florida--known as the lightning capital of the world--it's especially important to guard against this happening.

What can you do to protect your computer? The answer is simple and low tech--but 100 percent effective: Unplug it.

If you see or hear a thunderstorm moving in, unplug your computer and all the peripherals.

During the summer months it's a good idea to keep the computer unplugged when not in use. Especially if you're going to be gone for the day. And, by all means, unplug it before you leave for a vacation trip.

If you have a modem, don't forget to disconnect the phone plug as well as the power cord. Your home phones are designed to withstand surges that occur when lightning hits the phone lines, but the sensitive circuits in your modem are not.

A spike/surge protector between your computer and your wall outlet is desirable. But it isn't designed to protect your computer from the high voltage generated when lightning strikes power lines near your home or your TV antenna.

The spike/surge protector is meant to keep minor fluctuations--such as spikes that occur when a major electrical appliance such as an air conditioner starts--from interrupting your computing.

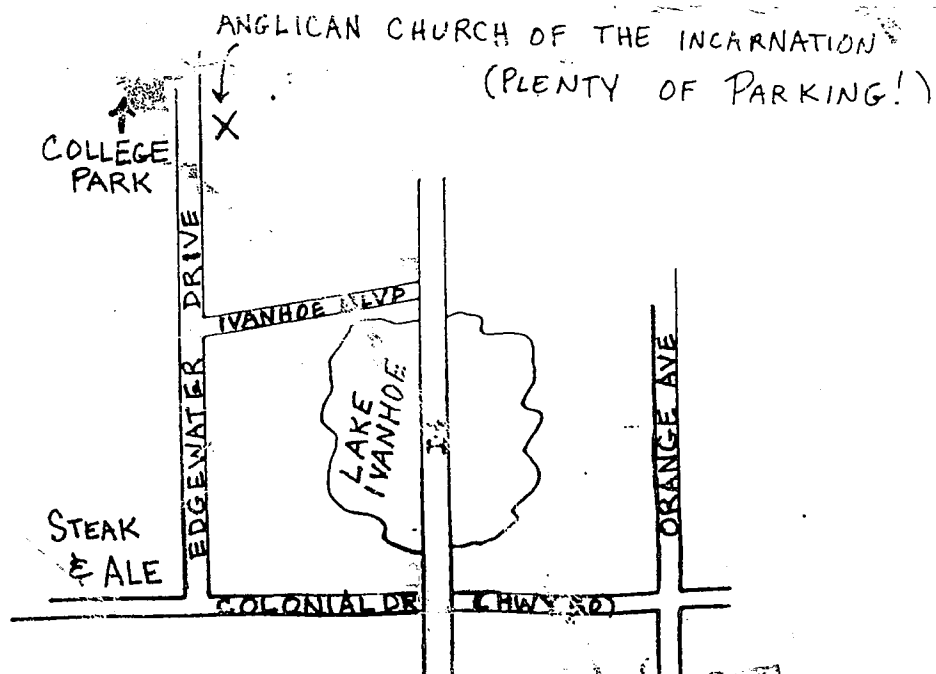
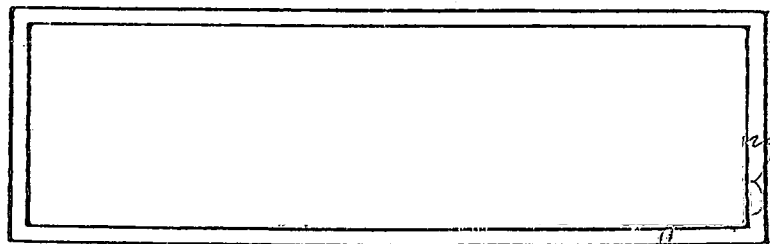
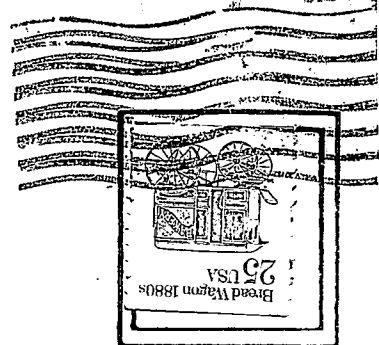
One practical setup is to purchase a six-outlet electrical spike/surge protector with an on-off switch. Plug your computer, TV monitor and all peripherals into this protector. Then leave them all on and use the single on-off switch on the protector to activate and cut them off thereafter. This is not only more convenient than switching each component individually, but you'll also have only one cord to unplug from your wall electrical outlet when a thunderstorm threatens.

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Editor's Note: I can bear personal witness to John's comment about modems. Early in the summer, one of those famous Central Florida thunderstorms knocked out my modem, even though the computer was unplugged at the time. The surge passed through the phone lines. It so happens I had a spare modem in my hip pocket, but chances are you don't. Even discounting the expense of replacing a fried modem, there is a time factor involved, since you'd have to order by mail. So play it safe... unplug your phone line AND your computer when not in use... especially during the summer months!



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ADAM LIVES!