

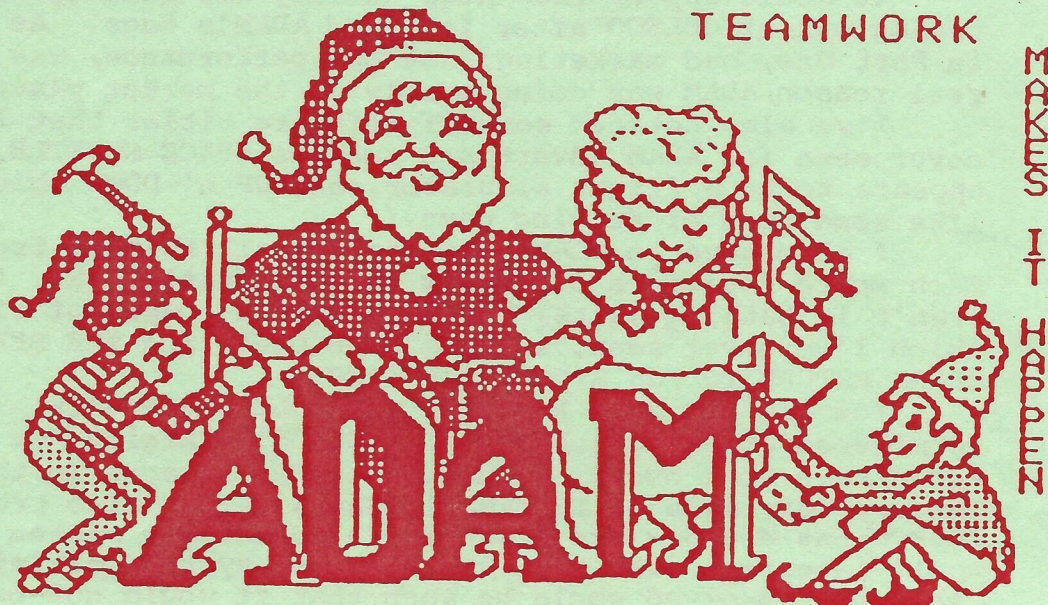
December, 1988

Dear Fellow ADAMite,

Happy Holidays from MOAUG!

Here's hoping this issue finds you healthy, happy, and full of beans, looking forward to a wonderful holiday season, whatever your plans.

They say a picture is worth a thousand words, so instead of going sappy on you again, I am printing a picture I did several months ago in anticipation of this season. It represents my own philosophy, and the attitude of most ADAMites I know, including every single MOAUG member I've heard from.



This marks our third Christmas issue. The first Christmas issue was only two double-sided pages, and I thought it was long! (Each issue seems impossible to complete while you're working on it. That's my excuse for being a little giddy when I write the front-page letter each month. WHEEE!) Still, it's hard to believe this is the third year. My, how time flies when you're having fun.

So, we hope you'll join us for the fun..

1:45 P.M.

our last meeting of 1988.

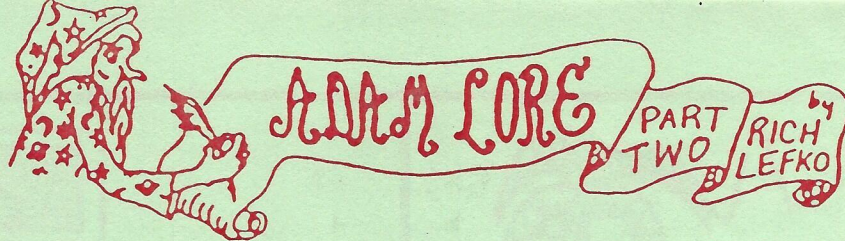
December 11, 1988

As usual, there is a map on the back cover.

*Merry Christmas!  
Pat*

ADAM LIVES!!





As I thumb through my ADAM memorabilia it becomes clear, once again, just how popular and innovative the ADAM was for its time!

Remember, ADAM's early base was in video gaming, hence most of the things written about it were in that light.

I have two issues of Electronic Games from January '85 and February of the same year. In these issues are various reviews of cartridge and computer games. I admit, it's nice to see an ADAM included in EVERY ad for software availability, but once again, that's how popular ADAM was!

The reviews are all on an upbeat note, for example, in a review of Fortune Builder Tracie Forman writes, "COLECO has been slow to release new games in the past, but titles like Fortune Builder prove they're taking the time to put quality where it counts", or as Charles Ardai writes, "super action baseball is by far the best videogame version of baseball ever made".

It would appear that high quality was exactly what was coming out of COLECO after it fixed ADAM's bugs. As I said in Part One, bad marketing, not bad performance, was the real reason ADAM was doing poorly in the market place.

I've also noticed several software titles that I've never seen for ADAM advertised such as SPACE SHUTTLE, which appears to be a flight simulator, and UP n' DOWN which looks like some kind of driving game.

I also have an ADAM calendar (of all things) from 1985. Each month depicts a different software title. No, they aren't in bathing suits, but there are a couple of titles which I've never seen, such as MATH QUEST and THE BERENSTAIN BEARS RETURN TO THE SPOOKY OLD TREE.

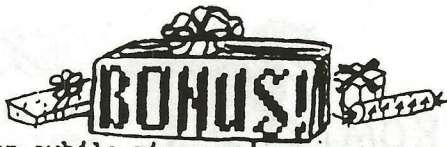
You may not have known it but COLECO actually considered offering a LASERDISC MODULE! Imagine how that would have gone over? I quote from Dan Persons in the January '85 issue of Electronic Games, "It's also true that COLECO has dropped its plans for a home laser system that would interface with the ADAM computer system, claiming that 'the cost involved would be such that it would not be a mass merchandisable concept at this time.'" Well, we now know how "good" COLECO was at spotting something that could have made money!

I also have a couple of pamphlets. They are titled, ADAM SOFTWARE and ADAM PERIPHERALS & ACCESSORIES. The software pamphlet lists just about every piece of software that was available to ADAM/COLECOVISION at the time. Once again I see the MATH QUEST, and SPOOKY TREE disks listed. Also, there was a CABBAGE PATCH KIDS WORKOUT disk and one called ADAM UTILITY KIT. The latter one looks like it would have been an aid to the ADAM DOS disk.

The peripherals & accessories pamphlet shows EVERY piece of hardware COLECO ever made for ADAM. COLECO did come through and supply all of these.

As I said in the beginning, ADAM was real popular and innovative for its time, and you know what? IT STILL IS!

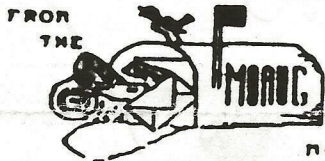




It's been awhile since we've managed to get a BONUS! out, but we have a special one for you, just in time for the Christmas meeting! "Computerized RISK" was donated some time ago by "adopted" MOAUG member Gregg Noblett. Gregg rewrote a program called "World Conquest" which, in turn, was based on the popular Parker Brothers game "Risk". Gregg's enhancements have made this a super strategy game, complete with color graphics, and it's self-booting, too! It's a one-player game... you compete against ADAM to control the globe. And it's not the least bit cinchy... ADAM definitely understands the strategy, even on the lowest level. I'm not a big game-player, simply for lack of time to learn the rules, but this one kept me engrossed all last Monday night. Even though it's been years since I played the board game, and even though I'd only typed out the first page of the instructions Gregg supplied, I had no trouble catching on. ADAM beat me, though; next time I'll be better prepared!

One word of caution: This game takes a VERY long time to load, even from disk. I folded a load of laundry while I loaded it from tape. But, once it's in memory, that's all there is to it... you don't have downtime in the middle of a game while you wait for the drive to spin. Still, be patient while it's loading in the first place. Your drive will stop and start a couple of times during the process. Don't worry, it's normal. THANK YOU, GREGG!

And thanks to Jack Tilson, who is doing the copying in preparation for the meeting. The policy is that BONUS! tapes are exchanged only at meetings (you supply a fresh blank tape, or pay \$3.) But what the heck, it's Christmas... if you are one of the members who can't make it to meetings, you can send Jack a blank tape or formatted disk, along with return postage, and he will send you a copy. (DO NOT send him \$3 for a tape; he does not have them in supply. And be sure you send sufficient postage, because that's what he'll put on your mailer when he sends it back to you.) Jack's address is: John C. Tilson, 1091 Abigail Dr., Deltona, FL, 32812-1608 PH: (407) 574-7024



Dear Pat,

I noticed in your newsletter that you were sharing ideas about how to overcome the extra 1/2 line spacing when a blank line is used. All of the ideas that you gave are valid. I have found the method of using control 6, space, return to be the best. It doesn't put extra periods on your document and you don't have to butcher the daisy wheel. I do have one thing to add to the above method, however. The control 6 character should appear **BELOW THE FIRST PRINTABLE CHARACTER IN THE PRECEDING LINE**. Putting the control 6 character at the left margin under a space will cause lock-up or garbage. Just indent the cursor the same number of spaces that the preceding line is indented and then use this procedure and **REMEMBER THE SPACE**. I used this method for about a year without any problems. I am now using Show Off with my Panasonic printer and

SpeedyWrite with the ADAM printer and both of these programs overcome this problem.

I also noticed that you said you would be interested in a dot matrix printer when you could fit it into your budget. Perhaps I can save you some time. I purchased my printer, a Panasonic 1080i, early this year. In doing so, I spent about two weeks and a bunch of letters and about \$25 worth of phone calls. I found prices for this printer from \$165-\$280. The best price was from Lyco Computer, P.O. Box 5088, Jersey Shore, PN 17740. (Phone 1-800-233 8760) The price was \$165.95 and \$15.00 shipping and COD. They were very nice on the phone answering every question that I had, even though they knew I was just looking and pricing at the time. When I did order, I received the printer within 10 days and it worked great from the first try. Just thought you might like to know about this company.

--- Michael A. Keith  
701 S. Maple  
Fredericktown, MO 63645  
(member, SLAUG)

Thanks to Barry Wilson and SLAUG for responding to our request for the popular CP/M text editor, VDE26. It is now part of our library.



You are all invited to the editor's house for a holiday gathering on Sunday, Dec. 18. I am not setting a specific time... your schedule is busy enough during this season without having to worry about being late. Anytime will do; but please don't show up before 9 AM or after 10 PM without calling first! Don't worry about hurting my feelings if you can't make it... I know that you have a lot to do before Christmas. But if you can, please drop by and socialize. We won't even talk computers if you don't want to. On the other hand, I have some interesting stuff around here, including the hot new game "Temple of the Snow Dragon", just released by Digital Adventures!

Several of you have never been to my house before. It's really not hard to find. Take 436 to Bear Lake Road (between Altamonte Springs and Apopka) and follow Bear Lake Road for about six blocks (or five, depending how many side streets you count.) When you pass the small church on the right, you will know that the next left is Mirror Lake Drive. The street is somewhat hidden by a large overhanging tree, and there are brick arches on either side. Turn left onto Mirror Lake, and take an immediate left onto Oak Lane. That's my street; it's very short. My house is the two-story house on the right.

Feel free to bring the family (or any snowbirds who may be visiting you.) You don't need to call first. In case you want to, though, my number is (407) 788-6396. I'm pretty hard to reach by phone sometimes.



VOLUME 1

NEW ~

# GRAPHICS FROM GERMANY

HAPPY CLIPS

VOLUME 2

"Gerlach Family Software" is a new enterprise specializing in graphics. Ricki Gerlach, an American soldier stationed in Germany, and a cornerstone of the ADAM Users of Germany group, works with his wife (who does much of the artwork) to produce some very nice high resolution graphics... mostly clip art for use with PowerPAINT... as well as designs in LOGO and SignSHOP format (the latter can be used with the standard ADAM printer, as long as you own the SignSHOP program.) The examples shown here are from the first three clip art volumes, which sell for \$10 each. (These are NOT public domain volumes.) The reason some of them seem to be split down the middle is that the size is limited for a clip; when you use them, you move them together. The Gerlachs are working on still more sophisticated drawings, as witness the mountain climber cartoon, which will be on Volume 4. To order, or to request a catalog, write them at their military address (which saves overseas postage:)

R. J. Gerlach  
CMR Box 757  
Det II, 44th Sig  
APO New York 09175

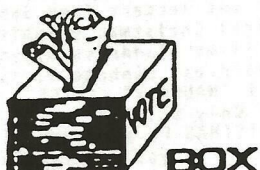
HAPPY CLIPS

Volume 3

...and  
coming  
Soon:  
Volume  
4!



# THE BALLOT



## A Review of CopyCart+ (from MMSG) by Rick Covell

I must admit that I was a little confused after looking over the manual that came with this software. But the truth of the matter is that this software is so simple to use, the manual can almost be ignored. CopyCart+ is a program that allows you to copy most cartridges onto a datapack or a disc. Up to 9 cartridges can fit onto a disc and up to 15 on a data pack. This allows the original cartridges to be stored safely away while the backups (copies) can be stored in a far smaller space near your workspace. CopyCart+ can support up to 2 data drives and 2 disc drives.

It is so easy to use! Simply put the cartridge you wish to copy into the cartridge slot, power ADAM up, insert the self-booting CopyCart+ tape boot it and follow the on screen instructions! In less than 30 seconds a title screen appears and within a few more seconds the first set of instructions are on screen. At this point the CopyCart+ tape can be removed. Insert the tape (or disc) onto which you want the cartridge copied. At this point you have 3 choices:

- 1) Create target media
- 2) Copy a cartridge
- 3) Delete a file

- 1) CREATE TARGET MEDIA will correctly create a self-booting tape or disc that can be used to save and run cartridge programs.
- 2) COPY A CARTRIDGE copies a cartridge onto the media you just created and allows you to name that program (with up to 10 characters).
- 3) DELETE A FILE will remove a cartridge program from the media if you so desire.

Each step takes only a few seconds which is surprising if you only have a "slow" data drive instead of a disc drive. It is important to note that you should not insert or remove a cartridge while ADAM is powered up as damage to the cartridge or the ADAM could result. I am happy to rate CopyCart+ with a perfect 10 due to its ease of use, quickness and affordability!

Note: I have CopyCart+ 1.0. It has been since updated and M.W. Ruth sells CopyCart+ 1.8 for \$14.95. — Rick Covell

---

### COMPUTER-AGE PROFILE

(from a U.S. Census Bureau study, quoted in American Legion Magazine)

About 15 million Americans own home computers, but only about half of those owners use them, according to a recent Census Bureau study. About one-quarter of the 100 million employed Americans use computers at work.

Of 45.6 million students around the nation, 28 per cent occasionally use computers. About 15 percent of American children from 3-17 years old have access to devices at home; 80 percent of the boys and 66 percent of the girls said they operate them.

Altogether, 18 percent of adults (31 million) use computers at home, work, or school.

--- contributed by Jack Tilson



\*\*\*\*\*  
"NICE letter"  
\*\*\*\*\*

North Pole  
Christmas 1988

Dear \_\_\_\_\_,

Last Tuesday a message came on my computer from \_\_\_\_\_. I was quite surprised to see that he/she wanted to be your Santa this year and asked me to get a message to you.

It seems that \_\_\_\_\_ is very interested in making you happy this Christmas tide but doesn't know what you want. knows you have been good (for goodness sake!) and that you deserve to get a special gift, but doesn't know if you'd like clothes, jewelry, cologne or (?). (Why don't you give (him/her) a hint next time you talk to (him/her)?)

Well, I must get back to my toy-painting, but I'll be checking in to see what \_\_\_\_\_'s getting you. Remember, you better watch out; you better not cry if you don't get what you want (that stock market crash sometimes has long-lasting effects), but I know \_\_\_\_\_ will do his best.

Have yourself a merry little Christmas now!

Santa

RELIABLE, SATISFACTION OR YOUR MONEY BACK! I will send out letters from Santa to your children or friends' children. Some typical Christmas graphics will be included. Include 1) name 2) address 3) gender of recipient & your 4) name 5) address and 6) phone #. 7) Write "CHILD'S letter" at the top of your paper. You may also include the name of up to 3 items the recipient will get & I will work it into text. Only \$1.50 @ or 5 for \$5.50; .25 extra each for a 'Christmas FL' postmark. I will send you a copy for only \$1 each if you desire. Send check, cash or money order to:

CLAUSletter  
1493 W Beresford Ave  
DeLand FL 32720-3634

\*\*\*\*\*

North Pole  
Christmas 1988  
Dear \_\_\_\_\_,

Santa and Mrs. Claus have been busy with all the elves, trying to put finishing touches on toys, electronic machines and games to have them ready for my trip on Dec. 24.

We got delayed this year because of the trouble with the gray whales being caught in the ice at Barrow, Alaska; we went down there to see what we could do, but the Russian ice-breaker and the American helicopters were doing a pretty good job of it!

Anyway, I have information that you have been a pretty good (boy, girl) and that you have been good in helping your mother and dad with chores around the house.

All the reindeer are anxious to get going except for Comet and Cupid; they have been very chummy lately and mainly want to stay indoors out of the cold. Comet's tummy is getting larger and we think she might be going to have a little fawn, but if they can't go on the trip with me, we have two other reindeer who are anxious to stand in for them.

It will be late before I get to your house and I would appreciate a treat left on the table for me.

Merry Christmas with love,

Santa (and Mrs.) Claus



ADVERTISEMENT

RELIABLE, SATISFACTION OR YOUR MONEY BACK! letter. We will send out letters from Santa to your special friends. Some typical Christmas graphics will be included. Include 1)name 2)address 3)gender of recipient and your 4)name 5)address 6)phone #. 7)Write kind of letter in the UPPER LEFT "NAUGHTY", "NICE". letter" at the top of your paper. Only \$1.50 @ letter or 5 for \$5.50; .25 extra @ for a CHRISTMAS FL postmark. I will send you a copy for only \$1 each if you desire. Send cash, check or money order to:

CLAUSletter c/o P Cleary  
1493 W Beresford Ave  
DeLand FL 32720-3634

\*\*\*\*\*

"NAUGHTY letter"

\*\*\*\*\*

North Pole Christmas 1988

Dear \_\_\_\_\_,

I was sitting at my computer today and got a message from \_\_\_\_\_. I was quite surprised, as (he/she) said you have been naughty recently (a lot of that has been going around!). This causes quite a problem concerning what you should get for Christmas.

\_\_\_\_\_ and I couldn't agree on a punishment for you. I thought a piece of coal in your stocking would suffice, but I thought you should be put in a room and be made to listen to four (4) straight hours of "grocery shopping" music. That seems terribly cruel to me.

So when I get to your house Christmas eve look for the worst, unless, of course, you make some kind of repentant statement to \_\_\_\_\_ beforehand. I don't think it will take a lot for (him/her) to change (his/her) mind and give you something special.

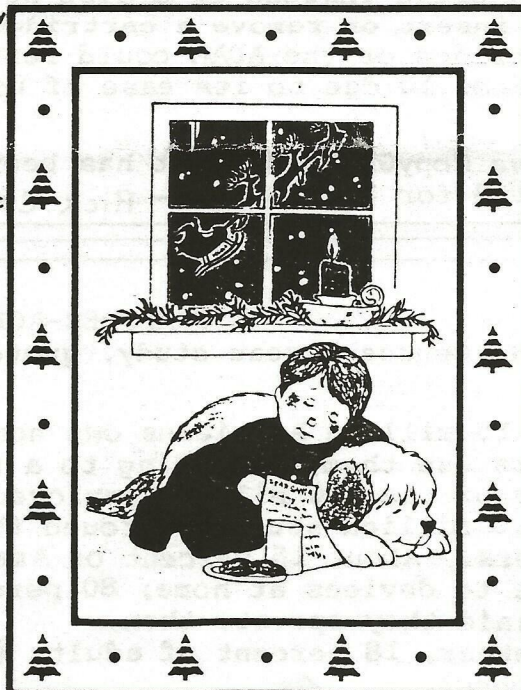
Remember, I see you when you're sleeping and I know when you're awake; so please be good for goodness sake!

Merry Christmas with love,

Santa

\*\*\*\*\* (Please print info. legibly)  
We will make every effort to be accurate, but your submission of an order constitutes an AGREEMENT by you that any errors or damages by us or our agents will only entitle you to replacement of the letter or refund--at our option. Except for such replacement, the acceptance of your order is without warranty or liability & recovery for any incidental or consequential damages is excluded.)

Happy Holidays  
TO  
FROM



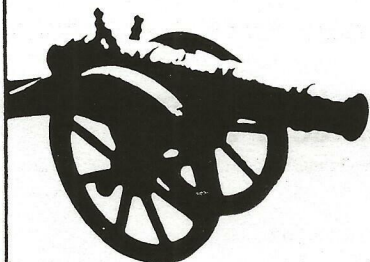
Look what MOAUG member Pete Cleary has been up to! He's started a computer letter-from-Santa business. The postmark from Christmas, Florida is a nice touch... lots of people send their cards to Christmas for that special postmark. Pete is offering 25 cents to service organizations for each letter ordered by members of that organization (orders should contain the name of the organization in the top right hand corner of the letter.)

— ADVERTISEMENT —



# RISK FOR ADAM

by Gregg Noblett



Computerized RISK by Gregg Noblett

This program is a modified version of the game "World Conquest" which appears in the book "THE COLECO ADAM ENTERTAINER" by Brian Sawyer. Anyone familiar with the board game 'RISK' by Parker Brothers will have little trouble adapting to the computer version.

The world is divided into 6 continents. Each continent is divided into a number of countries. There are 41 countries altogether. The object of the game is to control all 41 countries by defeating ADAM in attacks.

Each turn consists of the following:

A) PLACING REPLACEMENT ARMIES INTO COUNTRIES WHICH YOU OWN. The amount of armies you receive each turn is calculated by dividing the total number of countries you own by 3, discarding the remainder, then adding the number of armies awarded as bonus armies for continent ownership. You will receive:

5 extra armies for owning all of North America; 2 extra armies for South America; 3 extra armies for Africa; 5 extra armies for Europe; 7 extra armies for Asia; and 2 extra armies for Australia. You can never receive fewer than 3 armies for a turn, even if you own fewer than 9 countries.

B) DECIDING WHETHER TO 'ATTACK', 'MOVE', or 'PASS'.

B1) If you decide to PASS: Simply press the '\*' on the controller keypad, and while still holding it, also press the left controller button. It will now become ADAM's turn.

B2) If you decide to MOVE: Press the left controller button. You then move to a country, using the joystick, from where you want to move armies out of. Once the cursor is at that country, press the right button to select it. Now move the cursor to an adjoining country, which you own, and press the right button to select it to receive the armies. You are now asked how many you wish to move. The total you will be able to move will be 1 less than the amount of armies which reside in the country you wish to move them from.

B3) If you decide to ATTACK: Move the cursor to the country you wish to attack FROM, using the joystick. Press the right button to select the ATTACK option. Now, if the cursor is on the country you wish to attack from, press the right button to select that country. Now move the cursor to an adjacent country which is owned by ADAM (black.) Press the right button to select that country as the defender. The computer will now roll dice for each of you. If you have 1-2 armies, 1 die will be rolled; if 4 or more armies occupy that country, then 3 dice will be rolled. Examples: If your attacking country has 12 armies and ADAM's defending country has 3 armies, then the computer will roll 3 dice for you (since you have 4 or more armies) and roll 2 dice for ADAM (since he has only 3 armies.) The computer then matches your highest die against ADAM's highest die, then your second highest die against ADAM's second highest die, and so on until the number of dice that BOTH of you have has been matched. Each time you win the match of opposing die, ADAM will lose one army. As long as you (the attacker) have twice as many armies as the defender, your attack will automatically continue without intervention required. When you have less than 2 times the number of armies that ADAM has, you will be asked if you wish to continue. You can then continue the attack (by pressing the right button) or abort the attack (by pressing the left button.) If you win the

(CONTINUED, NEXT PAGE)



# RISK

FOR ADAM

- CONTINUED

attack, you must move at least one army into the new acquisition, but you can move up to 1 less than were in the attacking country. Also, when you win a country, you will be awarded a "FREE MOVE". To decline the "Free MOVE" (if you don't have one), press the left button. To accept the "FREE MOVE", then follow the procedure for MOVING.

## ENTERING DATA IN RESPONSE TO QUESTIONS:

All input to the program is accomplished via the joystick. Use the numbers on the keypad. During entry of input, the left fire button acts as a backspace, and the right button is the ENTER/RETURN key.

## ARMIES:

Your armies are red, yellow, or brown. ADAM's armies are black, purple, or cyan. The maximum allowed in any one country is 500. Your armies will be red if you have from 1 to 77 armies in a country, and each line of the display can contain up to 3 armies. As you build up strength in a particular country, a new line will be added to the display for each 3 armies, increasing the thickness of the display. If you continue to build up the number of armies, the color of the display changes, and so does the number of armies represented by each line. The color of the display will be yellow if you have from 78 to 252 armies, and each line of the display will represent up to 10 armies. If you have 253 to 500 armies in a country, the display will be brown, and each line of the display will represent up to 20 armies. ADAM's army display works similarly, except that black changes to purple and then cyan with more armies.

## ADAM'S TURN:

ADAM will also have the same options as you do. He will place his armies, decide whether to attack, or he will pass. Since he does not get "FREE MOVES" for winning attacks, he can recover a percentage of armies from any back he may have, which will be added to the number of armies he gets to put out for his turn. Also, if ADAM passes, he is allowed to increase the number of armies he has in ONE of his countries. If ADAM attacks, then you gain the defenders' advantage of winning all tied matches or die.

## BACKS:

BACKS are simply countries which are only adjacent to other countries owned by the same player. If the opponent cannot attack that country directly (without first attacking another country) then the country is said to be a BACK. BACKS only need to have one army in them. The rest can be "FREE MOVE"d to countries which are fronts.

## THE LEVELS:

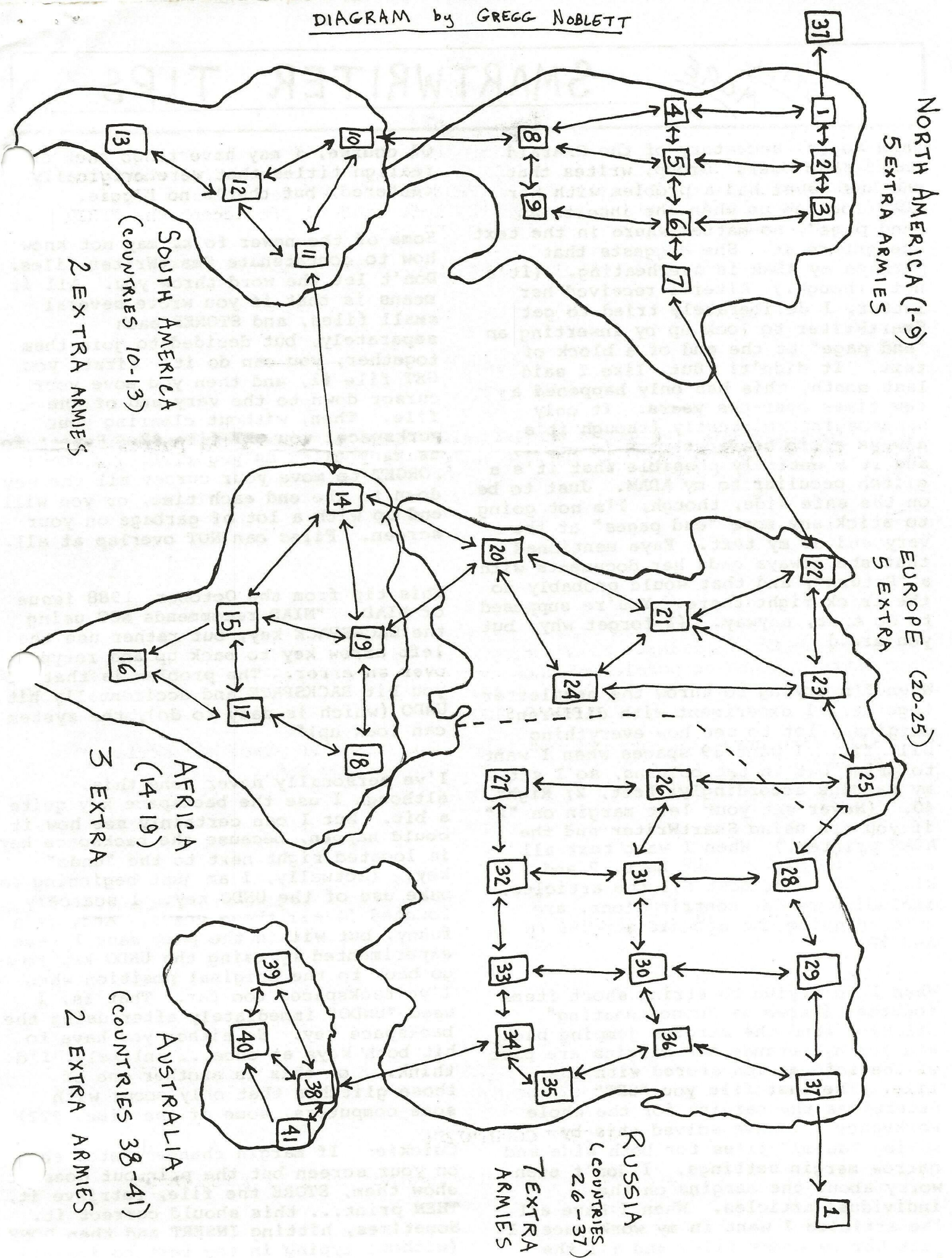
There are three levels of "smarts" which ADAM can have. You select ADAM's "smarts" level at the beginning of the game.

## ADJACENT COUNTRIES:

See the diagram to determine which countries are adjacent to which other countries. Lines connect all adjacent countries.



DIAGRAM by GREGG NOBLETT





STILL  
MORE

# SMARTWRITER TIPS

Faye Deere, secretary of the Emerald Coast ADAM Users' Group, writes that she has never had a problem with her ADAM locking up when she inserts an "end page", no matter where in the text she enters it. She suggests that perhaps my ADAM is overheating. (It's not, though.) After I received her letter, I deliberately tried to get SmartWriter to lock up by inserting an "end page" at the end of a block of text. It didn't! But, like I said last month, this has only happened a few times over the years. It only happens intermittently (though it's always a big headache when it does!) and it's entirely possible that it's a glitch peculiar to my ADAM. Just to be on the safe side, though, I'm not going to stick any more "end pages" at the very end of my text. Faye mentioned that she always ends her documents with a "Return", and that would probably do the trick right there. You're supposed to do that, anyway. (I forget why, but you are.)

When I'm trying to throw the newsletter together, I experiment with different margins a lot to see how everything will fit. I want 39 spaces when I want to print out in two columns, so I set my margins accordingly: Left, 2; Right, 40. (Never set your left margin on "1" if you are using SmartWriter and the ADAM printer.) When I want text all across the page, I use Left, 2 and Right, 80. But most all the articles, including reader contributions, are written using the default margins of 10 and 70.

When I am trying to string short items together (known as "concatenating" files) I find the margins jumping back and forth, because the margins are part of the information stored with the file. The last file you "GET" determines the margins for the whole workspace. I have solved this by making "dummy" files for both wide and narrow margin settings. I don't even worry about the margins on the individual articles. When I have all the articles I want in my workspace, I just GET my dummy file, and all the articles are set to the correct width.

Of course, I may have to go back and realign titles that were originally centered, but that's no biggie.

Some of the newer folks may not know how to concatenate SmartWriter files. Don't let the word throw you. All it means is that if you wrote several small files, and STORED each separately, but decided to join them together, you can do it. First, you GET file #1, and then you move your cursor down to the very end of the file. Then, without clearing your workspace, you GET file #2. Repeat for as many files as you like, but DON'T FORGET to move your cursor all the way down to the end each time, or you will end up with a lot of garbage on your screen. Files can NOT overlap at all.

This tip from the October, 1988 issue of NIAD: "NIAD recommends NOT using the BACKSPACE key, but rather use the left arrow key to back up and retype over an error. The problem is that you hit BACKSPACE and accidentally hit UNDO (which is easy to do), the system can lock up!"

I've personally never done this, although I use the backspace key quite a bit. But I can certainly see how it could happen, because the backspace key is located right next to the "undo" key. (Actually, I am just beginning to make use of the UNDO key. I scarcely touched it all these years. And, it's funny, but within the past week I have experimented by using the UNDO key to go back to the original position when I've backspaced too far. That is, I used "UNDO" immediately after using the backspace key. So either you have to hit both keys at once... unlikely, I'd think... or this is another one of those glitches that only occur with some computers, some of the time. ???)

Quickie: If margin changes, etc. show on your screen but the printout does not show them, STORE the file, retrieve it, THEN print... this should correct it. Sometimes, hitting INSERT and then DONE (without typing in any text to insert) will accomplish the same thing.



### **About This Newsletter:**

MOAUG has received a lot of publicity over the past few years from other newsletters and users' groups. As a result, we periodically get mail from other parts of the country requesting information about joining MOAUG or "subscribing" to our newsletter. Of course, we really should include such information in each issue, but we don't really have room for it. We'll try to answer your questions in this article, and to rerun it occasionally.

**SUBSCRIPTIONS:** This newsletter is published monthly as a free service to MOAUG members. No subscriptions are available to the general public, though we gladly trade with other groups, and often send complimentary copies. There is a reason for the no-subscription policy. The editor and all contributors donate their time and effort. Though we intend to continue publication as long as there is an interest, there is no way of predicting what the future may hold. If it should become, for some reason, impossible to continue, we do not want to have unfulfilled obligations hanging over our heads. The newsletter is only one of many functions provided by MOAUG. Anyone who wishes to join the group may do so for an annual \$12 fee. We encourage potential members to examine the benefits of membership carefully before making a decision. Sample copies of the newsletter are available; please send a business-sized self-addressed stamped envelope.

**COPY PERMISSION:** The entire contents of this newsletter are considered public domain, and may be copied or distributed by any interested party, with the following exception: Should a contributor request that his or her work be exempt from reprint permission, we will so state (this has not happened yet), and we will expect you to respect any such request. We expect you to take care in your editing, so that the original intention of a given article is preserved, especially if the byline is kept intact. Any article which is reprinted by special permission from a commercial source (such as Computer Shopper) is not included in the policy of blanket copy permission. Such articles will be clearly identified. Any article with no byline may be assumed to be the work of the editor, and should in no way be construed to reflect the opinions of other MOAUG members.

**SUBMISSIONS:** Contributions to this newsletter are welcomed. Such submissions may include questions, comments, articles, reviews, public domain programs, or opinion pieces. While any format is acceptable, it is much easier when contributions are submitted on disk or datapack. Double-spacing is neither necessary nor desirable. Graphics printed on the ADAM are particularly welcome; in this case, however, we ask you to submit a hard-copy of your work if at all possible. Your submissions will be treated as public domain unless you specifically request otherwise.

**ADVERTISING:** We reserve the right to initiate paid advertising at some point in the future if it becomes necessary. Meanwhile, advertising is free to MOAUG members and to our correspondents, on a space-available basis. Please try to limit advertising to a reasonable amount in any given quarter. As an alternative, we will be happy to distribute flyers or catalogs at meetings.

**CORRECTIONS:** The editor urgently solicits your feedback on the newsletter, and particularly about any factual errors you may discover. Write to:

Patricia Herrington  
1003 Oak Lane  
Apopka, FL 32703

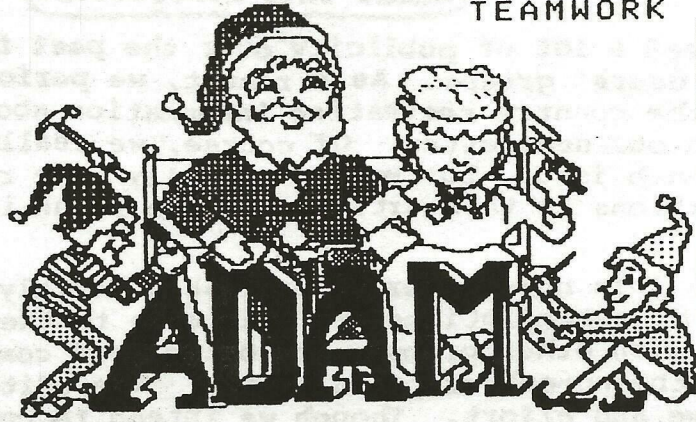
You will do the editor a considerable favor if you include a SASE with your letter. Those stamps DO add up.



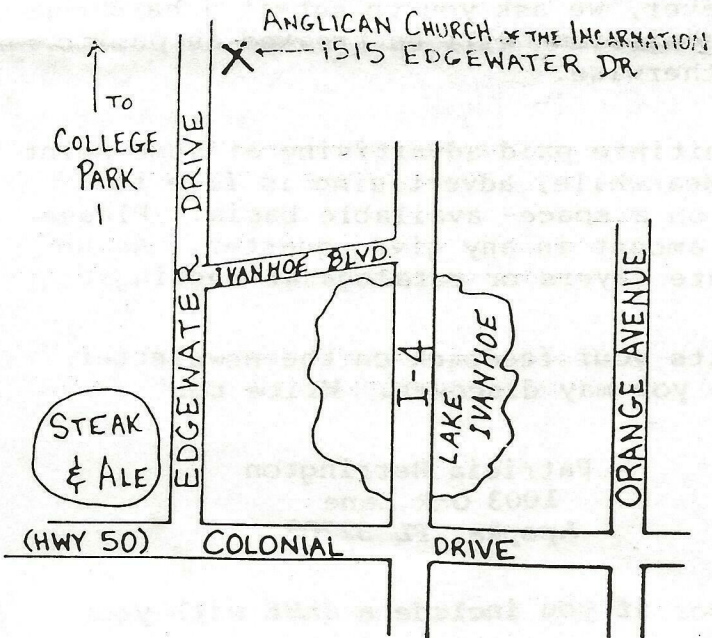
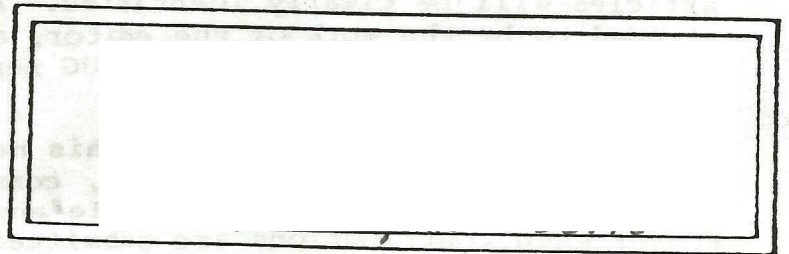
GRAPHIC DRAWN BY P.J. HERRINGTON  
USING "POWERPAINT" BY DIGITAL  
EXPRESS - THANKS TO RICH LEFKO  
FOR PRINTING IT OUT FOR US!

TEAMWORK

EDWARD H. HERRINGTON



EDITOR: PATRICIA HERRINGTON  
1003 OAK LANE  
APOPKA, FL. 32703



ADAM LIVES

