

THE SAINT LOUIS

TM

ADAM

USER GROUP

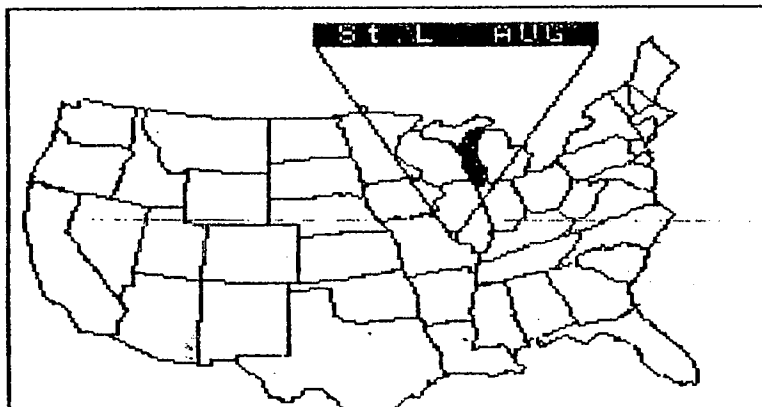
12967 Weatherfield Dr.
St. Louis, Mo. 63146

The ST. LOUIS ADAM USER GROUP NEWSLETTER is produced to keep our members up to date on new software and hardware for the ADAM computer. It is also our desire to pass along ideas, hints, and tips for programming, word processing, telecommunications, and gaming. Each of our members can help us in this task by sharing ideas with us.

We meet on the second Saturday of each month at the Thornhill Branch of the St. Louis County Library. This is located on Fee Fee Road across from Parkway North High School. We meet from 12:30 to 4:00 p.m. All of our members are urged to attend. We invite visitors to come and see if we can help each other.

This newsletter will be distributed at each of our meetings. For those members who have paid their dues, we will mail your newsletter to you if you are unable to attend the meeting. You can help keep our costs down by being at the meeting to pick up your copy. The postal rates have made mailing costs a serious matter.

SEE YOU AT THE MEETING!!



MIKE'S NOTES

St. L. AUG Newsletter
February 1990

TABLE OF CONTENTS

A.M.M. CONTEST.....	1
A.M.M. CONTEST RULES.....	2
THE BARRY PATCH.....	3
BACK TO THE PAST.....	4
MOBILIZE!!!.....	5
UP-DOWNLOAD PROBLEM.....	6
PRODUCT REVIEWS	
CHALK BOARD II.....	7
ADMIRABLE SNOWMAN.....	7
DRAGON.....	8
QUICKOPY S.O.....	9
A.M.M. GAME REVIEWS.....	10
NEW MAGAZINE FOR ADAM.....	11
HANDY COMPARISON.....	12
EXPLORING SMART BASIC.....	13
GAME HINTS	
ZORK I SOLUTION.....	15

Well, it's only been a couple of weeks since the last newsletter but there is a bunch of new stuff in this one. As a matter of fact, I could only include about half of the material I had. The ADAM community is certainly alive, strong, and moving on.

There are a few things that you need to look over carefully. Read the MOBILIZE article carefully and then write to the people listed and your congressman. It seems that the government would like us to pay for their fumbling around with the telephone company. If we don't take a stand, it could be costly. Also look over the article about the new magazine with ADAM articles. If we support it, then it will last. Give some serious consideration to subscribing to it.

If you're into Infocom Games, there is a great solution to Zork I reprinted here. It is not the only way to solve it, of course. We will be printing Zork II & III in future issues.

NO, the calendars are not done yet. We have had to hold up on their printing while we got some other things worked out. They should be done in March--and will go to next March.

We are still looking for articles, ideas, questions, reviews, etc. for the newsletter. Send them to me at the address on this page.

We have a couple of 'mini' reviews in this issue. I hope to do longer reviews later when I can get the games. We do appreciate Terry Fowlers help in this area.

That's about it until next month. Hope to hear from you soon.

Want to place an AD? It is easier than you think. Contact Mike Keith. He'll be glad to help you with layout, size, and rates. Write to: Mike Keith
702 Wilkes
Columbia, MO
65201

NEW CONTEST BY A.N.N. [ADAM NEWS NETWORK]

A.N.N. [Adam News Network] ANNOUNCES A NEW ADAM CONTEST
Based on an idea by AL FITZGERALD (Sysop of St.Louis AUG BBS) and
Sponsored by THE SOFTWORKS FACTORY (Tony Patterson & Sol Swift) AND AKRON
BBS (B.J.)

YOU WILL HAVE TO GUESS THE COMBINED WEIGHT of a group of Adamites.

The group PRESENTLY includes the following but is subject to change
upto date of Contest Start (FEB. 1 1990):

- Al Fitzgerald (St.Louis AUG sysop)
- Adam System (Shipping weight of a complete Adam System).
- Bob Blair (AWAUG Sysop)
- Barry Wilson (St.Louis AUG, A.N.N.)
- Barry's Cat (who walks across his keyboard typing messages in code)
- BJ (Big John Lingrel) (AKRON BBS Sysop, hardware genius)
- Larry Overman (SOCA BBS sysop) (IEAUG)
- Tony Patterson (SOFTWORKS FACTORY)
- Rob Friedman (CIS Sysop--Compuserve)
- Ricki Gerlach (Voice of the Eagle BBS sysop, Gerlach Family Software)
- Sol Swift (SOFTWORKS FACTORY)
- Warren Foster (SOCA) 's Three PLUS grandchildren (there is one in the hangar)
- Allan Neeley (ADAM LINK OF UTAH BBS & Newsletter)

The person coming closest to the COMBINED weight in pounds, whole numbers
final group is the winner. In case of ties, closest without going over
weight wins. ONLY GUESSES WHICH YOUR LOCAL SYSOP, AUG, NEWSLETTER EDITOR
GET TO A.N.N. WITHIN ten days after close of contest will count, SO BUG
THEM TO GET THEM IN TIMELY.

The winner gets his choice of:
PIA2 (donated by BJ & AKRON BBS)
OR
\$20.00 Coupons for SOFTWORKS FACTORY products (donated by Softworks
Factory).
2nd Place gets remaining prize.

CONTEST STARTS FEB. 1 1990 AND ENDS FEB. 28, 1990.

EACH TIME YOU CALL AN ADAM BBS DURING FEB. 1990 YOU MAY LEAVE A GUESS.
MORE CALLS..... MORE GUESSES.....MORE CHANCE TO WIN.

WHEN YOU GO TO YOUR LOCAL AUG MEETING IN FEB. YOU MAY LEAVE A GUESS.
(1 guess per meeting attendee with a minimum of 20 guesses for the meeting.
So if only 10 people show up, each would get two guesses, etc.).

EACH TIME YOU CONTACT YOUR LOCAL AUG NEWSLETTER EDITOR with a question, an
answer, a short article you get 1 guess, for a long article 3 guesses, upto
5 guesses per person).

EACH TIME YOU SEND A.N.N. (% Barry Wilson) \$1,000.00 CASH, small unmarked
bills, you get another guess.

REMEMBER CONTEST STARTS FEB. 1 1990 AND ENDS FEB. 28, 1990.

IF YOU LOCAL BBS, AUG, ETC. ARE NOT AWARE OF THE CONTEST FORCE THEM TO
CONTACT A.N.N. (Barry Wilson) FOR INFORMATION.

SUPPORT THE ADAM.....SUPPORT YOUR LOCAL BBS.....LOCAL AUG.

NEW CONTEST BY A.N.N. [ADAM NEWS NETWORK]**SYSOP, EDITOR, AUG INFORMATION & RULES**

See other sheet for general information on contest.

THE PURPOSE OF THIS CONTEST IS TO TRY TO (1) INCREASE COMMUNICATION AMONGST ADAMITES; (2) PUBLICIZE AND INCREASE USAGE OF LOCAL BBS, AUG, NEWSLETTERS, etc.; (3) TRY TO GIVE ADAMITES A SENSE OF GROUP, BELONGING, FAMILY, ETC.

YOU ARE INVITED TO PARTICIPATE, IN FACT URGENTLY REQUESTED TO DO SO.

SHORTLY PRIOR TO FEB. 1 1990 THE FINAL GROUP FOR THE COMBINED WEIGHT WILL BE MADE AVAILABLE TO YOU AND THE ADAMITE PUBLIC.

EACH SYSOP, NEWSLETTER EDITOR, AUG OFFICER IS ASKED TO PUBLICIZE THEIR OWN PARTICIPATION IN THIS CONTEST. The more publicity you give to it, the more people who will call your BBS, show up at your meeting, etc.

YOU MUST STAY WITHIN THE RULES AS INDICATED but you may offer reasonable inducements for Adamites to participate. In case of Sysops, you could offer an extra guess or two for each NEW caller to your BBS, after they signon they go back to the one guess per call rule.

Newsletter Editors can elaborate on my schedule of 1 guess per answer or question or short article, 3 guesses for a longer article, etc. for the newsletter.

AUG officers can indicate the guess for attending meetings, etc.

SYSOPS CAN USE A RUNNING SUMMARY SUCH AS LOWEST GUESS TO DATE & HIGHEST GUESS TO DATE, ETC. TO TRY TO KEEP UP INTEREST AND PARTICIPATION.

IF YOU HAVE OTHER IDEAS, CLEAR THEM WITH ME FIRST BUT I AM SURE WE CAN USE THEM.

IT WILL BE YOUR OBLIGATION TO GET THE GUESSES TO ME AFTER FEB.28, 1990. ONLY GUESSES PHYSICALLY IN MY POSSESSION AS OF MARCH 10, 1990 WILL BE COUNTED.

PUBLICIZE THE CONTEST AND HELP MAKE IT WORK. YOU WILL HAVE AN IDEA OR PROJECT YOU WILL WANT HELP WITH IN THE FUTURE AND THEREFORE YOU SHOULD BE WILLING TO HELP WITH OTHER ADAMITES PROJECTS.

CONTEST **STARTS** FEB. 1 1990 AND ENDS FEB. 28, 1990.

YOU MUST GET THE GUESSES FROM YOUR GROUP INTO ME BY MARCH 10, 1990 OR THEY WILL NOT COUNT and IF YOU GROUP HAS A WINNER AND IT IS YOUR FAULT THEY DO NOT GET THEIR PRIZE THEY WILL BE UPSET WITH YOU.

Best regards,
Barry Wilson FOR A.N.N.

THE
BARRY
PATCH

.....

ADAMITES TARGET OF JUSTICE
DEPARTMENT INVESTIGATION ????

A usually reliable but unnamed source has told this reporter that his brother's wife's second cousin who dates a security guard at the Court House, over heard two assistant prosecuting attorneys talking in the Men's room at the Court house and it appears that

Based on a complaint by the National Association of Women in Computers (NOWIC) the Justice department is seriously considering a full scale investigation of sexual discrimination by Adamites.

Citing the fact that NO BBS SYSOPS are women and ONLY TWO NEWSLETTER EDITORS are women, an investigation was considered. The fact which will apparently tip the scales and cause the actual investigation is of course, the fact that our computer uses a MALE NAME---ADAM rather than a gender neutral name.

As Adamites, AUG officers, Sysops and Newsletter Editors huddle together to attempt to head off this investigation, there are rumors that a goal of not less than 45% female participation will be required to head off this investigation. This means that 45% of the BBS Sysops will have their choice of (1) moving the letter "r" in the word Board (BBS) three spaces to the left turning the word Board into Broad and probably also turning control of the broad, I mean board over the board or I mean to the broad' or something like that OR (2) male sysops will have to voluntarily undergo a sex change operation.

COULD THIS BE THE REAL REASON BJ IS GOING TO JAPAN ????

Likewise the 2 present Newsletter editors will count towards the 45% goal but there are a few newsletter editors who will have to undergo sex change operations, as the alternative suggestion of just cross-dressing will probably not be sufficient to satisfy those critics of the male dominated Adam Computer.

The above two steps are probably the easiest of those necessary to resolve this problem.

The really hard step is to change ADAM to AEDVAEM or some other combination of the words Adam and Eve. This will mean new labels for hardware, software, documents, etc. Wherever the word Adam appears the new compromise word (I personally prefer ADEVEAM, which backwards is MAEVEDA, an ancient Indian incantation to the spirit of sex neutral gender neutral words).

In any case, this reporter will continue to keep you uptodate on developments in this area.

I would also urgently request that several of you female Adamites (or Evites) consider becoming a reporter on our computer or several of you male reporters consider the sex change operation, as I fear for my own

.....****.....

****[Editor: censored, a rough translation would have to do with parts of anatomy which are gender related].
[Reporter's name & whereabouts withheld at his request]

BACK TO THE PAST

From the January 1990 ~~issue of the~~ 463 ADAM newsletter.

By Dean Roades

I have suggested in the past that you should be able to convert a TV into a low cost monitor. All the equipment is there, it's just a matter of finding the right way to hook it up, right? I know that this is a simplistic view, but how do you know unless you ask? Anyway, Mark Wotring found a copy of 'Radio Electronics' from April 1983 which had an article titled 'Add a Video Input To Your TV'. It has complete instructions, circuit board layouts, parts lists, etc. If anyone would like to see this article, see me at the meeting. I was thinking of trying this modification myself until I read the caption under one of the pictures - "Power for the input section can be obtained by inductive coupling to the flyback transformer" I realized very quickly that this was way, way out of my league. BUT, it proves that my idea wasn't so crazy.

R-E also had a special section on computers and software. Remember 1983? These were the days of Commodore Vic-20, TI-99/4A, Atari 400, Timex/Sinclair TS1000, Radio Shack CoCo (Color Computer). Our ADAM was just being introduced around that time. There was an article about the ADAM, but all the information was based on Coleco's press releases. I have included a reduced copy of this article in the back of the newsletter. The best part of these articles was where they talked about memory. We have become blase' about the memory available today. Our ADAM can be expanded up to 1 Meg, and many programs require at least a 64k expander. Here are some quotes from 1983:

"The Commodore Vic-20, which now sells at discount for about \$179.00, is sheer dynamite for the money. ... It comes with 5k of RAM, which is more than adequate for a good amount of moderately advanced programming."

"The only difference between that computer (TS1000) and the Sinclair ZX81 is that the Sinclair version has 1k of built-in RAM while the Timex version has 2k. But that difference is more substantial than you might think - a skilled programmer can do a lot more with 2k of memory than he can with 1k."

Concerning the Radio Shack TRS-80 Model III, 48k, 2 disk drives, \$2295.00 - "Some sophisticated programs, such as word-processing or spreadsheet programs, really require at least a 64k machine to run properly."

I know that 5 years from now we will be laughing at 1 Meg, but it's fun now to look back.

Mark also brought a copy of 'Electronic Games' from December 1983. It included a 4 page color advertisement from ADAM. I have included a reduced copy in the back. Both magazines will be available at the meetings for your review. Our thanks to Mark for finding and sharing these blasts from the past.

MOBILIZE!

=====

Two years ago the FCC tried and (with your help and letters of protest) failed to institute regulations that would impose additional costs on modem users for data communications.

Now, they are at it again. A new regulation that the FCC is quietly working on will directly affect you as the user of a computer and modem. The FCC proposes that users of modems should pay extra charges for use of the public telephone network which carry their data. In addition, computer network services such as CompuServ, Tymnet, & Telenet would also be charged as much as \$6.00 per hour per user for use of the public telephone network. These charges would very likely be passed on to the subscribers. The money is to be collected and given to the telephone company in an effort to raise funds lost to deregulation.

Jim Eason of KGO newstalk radio (San Francisco, Ca) commented on the proposal during his afternoon radio program during which, he said he learned of the new regulation in an article in the New York Times. Jim took the time to gather the addresses which are given below.

Here's what you should do (NOW!):

1- Pass this information on. Download MOBILIZE.LZH (free download) which contains the text you are reading now. Find other BBS's that are not carrying this information. Upload the ASCII text into a public message on the BBS, and also upload the file itself so others can easily get a copy to pass along.

2- Print out three copies of the letter which follows (or write your own) and send a signed copy to each of the following:

Chairman of the FCC
1919 M Street N.W.
Washington, D.C. 20554

Chairman, Senate Communication Subcommittee
SH-227 Hart Building
Washington, D.C. 20510

Chairman, House Telecommunication Subcommittee
B-331 Rayburn Building
Washington, D.C. 20515

Here's the suggested text of the letter to send:

Dear Sir,

Please allow me to express my displeasure with the FCC proposal which would authorize a surcharge for the use of modems on the telephone network. This regulation is nothing less than an attempt to restrict the free exchange of information among the growing number of computer users.

Calls placed using modems require no special telephone company equipment, and users of modems pay the phone company for use of the network in the form of a monthly bill. In short, a modem call is the same as a voice call and therefore should not be subject to any additional regulation.

Sincerely,
[your name, address and signature]

It is important that you act now. The bureaucrats already have it in their heads that modem users should subsidize the phone company and are now listening to public comment. Please stand up and make it clear that we will not stand for any government restriction on the free exchange of information.

Thanks for your help.

Jay Fox, Sysop
S P A C E -- The Stanford Palo Alto Computer Exchange
415-964-9039

THE FOLLOWING IS A PUBLIC MESSAGE BY THOMAS KEENE, EDITOR OF IEAUG ON THE SOCA BBS (714-775-1603) AND IS REPRODUCED HERE FOR ITS TECHNICAL CONTENT AND INFO ON POSSIBLE UPLOAD/DOWN LOAD PROBLEMS WITH EOS & CPM USAGE.

A636 13:07 Jan-06-1990

TO: Barry Wilson FROM: KEENE, Thomas J.CA 6
SUBJ: Problem files

Hi Barry! I read your reply to my comment about downloading the files on the contest. I was able to reconstruct the files into a usable document. I have gone further than that. I have written an article for this month's IEAUG newsletter based on the press handout. I am pretty sure of the nature of the file problem. I would guess that it was written in EOS (probably with SMARTWRITER) and then uploaded with a CP/M program. And more than likely the file was transferred to CP/M from EOS with ADAM.COM. My reason for this speculation is that the file, as downloaded, had an interminably long sentence line. This happens when an EOS file is sent directly to CP/M without certain precautions. SMARTWRITER doesn't require a line feed with each carriage return, so when you type a carriage return in SMARTWRITER, no line feed is issued. No problem in EOS, because EOS supplies automatically issues a line feed. And EOS has a wrap around feature which obviates the need for even a carriage return. So you can type an entire paragraph and never send a carriage return. None of these features are available in CP/M. When a file is converted from EOS to CP/M it is converted EXACTLY as it was written. So CP/M may get no line feeds and maybe not even a carriage return at the end of a normal "EOS" sentence. When it gets to CP/M, the sentence maybe be many lines long. And even if a carriage return was eventually sent, there will be no line feed and so the printer will just print over the previously printed line. Verstehen Zie? The files I downloaded looked as I have just described. Once I recognized the situation, it was duck soup to revise the text.

PRODUCT

REVIEWS



SOFTWARE REVIEW

Chalk Board II

by Terry R. Fowler

The Chalk Board is an easy to use drawing program for the ADAM Printer in a modified SmartLOGO language format. The program boots to a color screen that contains the chalk board in the middle surrounded by clip art within a picture representative of your study. Along with the clip art pictures which may be stamped on your chalkboard there are objects which select functions. For example, the printer can be selected by moving the turtle to the printer using the joystick, and pressing the side button. The Chalk Board also allows you to place shapes in your creation.

The picture may be printed on a Standard ADAM printer. The picture prints using the "*" character, sideways on a full 8 1/2 by 11 inch page. If you don't have time to finish your picture, whenever you Exit the program whatever is on the chalkboard will be saved to the drive in use. On next loading, the picture will be restored for continuation. You can also use the Logo command to "Savepic" any finished work before "washing" the chalkboard using the towel icon.

The Chalk Board II is from the TWCo., operated by Tina White [RR# 1 Box 1106, Coopers Mill, ME 04341]. It comes with complete instructions on the media. \$19.95. Other programs they offer are: SimpleWill, ADAM Psycho (tell ADAM your problem and he will answer in simplified Rogerian techniques), and Basic Bonanza -- each \$19.95.

GAME REVIEW

The Abominable Snowman

by Terry R Fowler

The Abominable Snowman by Graftex Software is a text graphics game which allows you to search for this legend yourself. Once loaded, the screen displays a hi-resolution screen with text window at the bottom for more information. The graphics screen provides a snowy field in the trees. As you make selections from a list of six commands (Read more, Search, Proceed, Turn back, Rest, and Eat) by pressing the proper number, the clues appear on the screen in succession. Using common sense will guide you through this search.

The Snowman comes on two disks or 1 datapack, and information is continually accessed from the media so that disk versions run at a nice pace, but datapacks are somewhat slower. Since you don't have to type in commands, but make selections using numbers 1 - 6 from the menu displayed on the center of the screen, the program is easy for anyone to use. But, make a mistake and it will be deadly. Novice users, \$13.95.

PRODUCT

REVIEWS



GAME REVIEW

DRAGON, The Chinese Challenge
by Terry R Fowler

DRAGON is a new game from Reedy Software which consists of a board of 144 tiles that must be removed by matching pairs. "The Dragon" is a formation of tiles laid out on the screen, but stacked from one to five tiles high. The Dragon is built as the computer first mixes the tiles, and then paints each tile on the screen. You see 96 tiles with different characters and symbols revealed. The stacks are three dimensional in that the thickness of the lower right side allows you to tell how high the stack is. The program awaits your command.

A red selector may be moved about the tiles to select a match. Press the return key at each tile and the tiles will highlighted first and then removed from the board. If, however, a tile is surrounded by tiles of equal or greater height then the tile may not be removed. Of the 144 tiles are included some tiles with exceptions or that match more than one tile. The game is quite interesting and challenging, especially since it has been handed down from the Chinese game called Mah-Jongg, some call it Shanghai. Whatever, it is fun to play.

Special features are built in, too. Press ESCAPE key and a SmartKEY Menu pops up revealing the number of Tiles left and some interesting options. I - Control: gives you the choice of using the ADAM keyboard or the #1 (front) hand controller for playing the game. The initial control setting is keyboard. Press I and all control will switch to the hand controller. II - Start New Game. III - Restart Same Game. IV - Quit. V - Back Up One Move: you can repeat this option until all 144 tiles are back on the board. VI - Show All Moves: useful if you are stuck and can find no more free matches. It will systematically search out and display all free matches and display a message when it can find no more. When matches are found, both are highlighted. You then continue the game.

During different points in the game DIALOG BOXES are drawn on the screen. They may tell you something or ask a question, awaiting a reply, then disappear. Moving the highlight box over your reply (Yes or No) allows your input. This gives the game and player variety and freshness that keeps interest longer.

DRAGON, The Chinese Challenge provides several ways that two (or more) players can compete in DRAGON. Since the same game can be replayed the game can be played for most number of tiles removed. Or, the time between each move can be limited with forfeit of your turn the resulting penalty. However you play the game it will capture your attention. \$19.95 in stock!

QUICKOPY 5.0 REVIEW

REVIEWED BY DEAN ROADES THE PRESIDENT OF 463 AUG IN INDIANA and a
Contributing Editor with A.N.N.

Quickcopy 5.0 (QK) is the shareware program available from Larry Overman. At \$6.00 it is one of the best values for a copy program and it includes much more.

QK supports all currently available drives (DDP; 160k, 320K, and 720k disk), and can copy with a single drive or multiple drives. It has a 16k copy buffer if you do not have a memory expander. If you do have an expander the buffer is:

Expander	Buffer
64k	80k
128k	144k
256k	272k
512k	528k

QK has both block and file copy options. The block copy can be used to make backup or working copies of you software. When making a block copy, you select the first block and the numbers of blocks you wish to copy, then select the first block on the destination media. This allows you to copy one tape to two disks and vice-versa. The only shortcoming is that is does not have an 'auto-copy function. Some copy programs will check the media and copy only those blocks which are used. With QK, you must tell it what you want. You can access the directory of the source media to find this out, so it's not a major problem.

The file copy option allows you to tag the files you want copied a QK will transfer all of these files with no further input from you. This is a real time saver for PD librarians, newsletter editors, etc., who want to transfer many, but not all, files from one media to another. The information displayed for directories and individual files is extensive. Volume name, directory size, volume size. The file information is even more complete; start block, blocks allocated, bytes used, attribute, etc. This information, I assume, is of great interest to those knowledgeable in such things, but the rest of can use QK just fine.

My favorite part of QK is the Ramcopy (RC) option. If you have a memory expander, you can use all of the QK functions with the RAM. You set up the expander as a ramdrive designated as tape 1 or 2 or disk 1 or 2. You can then copy to the ram as if you are using a physical drive. A 256k or larger expander allows you to copy an entire tape or disk to the ram and make multiple copies using the RAM as the source drive. This will save time and wear and tear on you drives. It comes in very handy for making PD copies or distributing ADAM News Network disks. A real time saver!

But there's more! After setting up the RAMdrive, you can boot an EOS program like SmartBASIC or SmartWRITER, and keep the RAMdrive in place. This gives you the speed of the memory expander in you favorite programs. For example, you can set up the RAMdrive as Tape 2, copy a disk with newsletter articles on it into the RAM, and access these files from SmartWRITER. This is especially nice since SmartWRITER only recognizes one disk drive.

The docs for this package were on the flip side of the disk. They are quite complete (some 35 pages) and include information on data pack formats, and other subjects which make the process of file and block transfers easier to understand. The drawback is that they are in CP/M. I had no trouble printing them out, but I would have liked to format them differently.

Quickcopy 5.0/Ramcopy 1.1 is easy enough for the novice, versatile enough for the advanced and you can't beat the price. If you are interested in getting Quickcopy 5.0, contact Larry Overman, 11820 Gloxinia Ave., Fountain Valley, CA, 92708.

A.N.N.

ADAM NEWS NETWORK Game Reviews

INDEX to A.N.N. Game Reviews to 12/89. Also Index of the Game Review
Disk from the A.N.N. Library.

Compiled by Dean Roades - 463 ADAM

File Name	Issue	Game Title	Reviewer		
GAMETIPS	H	07/89	Various	SLAUG	
MYSTERY	H	09/89	Mystery	UNK	
DRAGON	H	09/89	Dragonfire	UNK	
DonkeyKong	H	09/89	DonkeyKong	UNK	
FACEMAKER	H	09/89	Facemaker	UNK	
WordFeud	H	09/89	Word Feud	UNK	
RobinHood	H	09/89	Robin Hood	UNK	
NOVABLAST	H	09/89	NovaBlast	UNK	
Artillery	H	09/89	Artillery Duel	UNK	
SpacePanic	H	09/89	Space Panic	UNK	
REV_BUMPNJ	H	10/89	Bump N Jump	Keith Jefferson	SLAUG
REV_CONTRO	H	10/89	Super Action Controllers "	"	
REV_SPYHUN	H	10/89	Spy Hunter	Keith Jefferson	SLAUG
REV_TAPPER	H	10/89	Tapper	Keith Jefferson	SLAUG
REV_DAMBUS	H	10/89	Dam Busters	Keith Jefferson	SLAUG
REV_STARTX	H	10/89	Star Trek	Keith Jefferson	SLAUG
REV_EXARC	A	10/89	Excellent Arcade	Jim Duffy	SLAUG
REV_ZAP_AD	H	10/89	Zap ADAM	Barry Wilson	SLAUG
REV_GROOV	A	10/89	Groovy Graphics	Jim Duffy	SLAUG
REV_ADDIC	A	10/89	Addictus	Jim Duffy	SLAUG
PINBALL	H	11/89	Pinball	Carol Tapia	
STORIES2	H	11/89	PSAN PD	Carol Tapia	
TARZAN	H	11/89	Tarzan	Carol Tapia	
SQUISH'EM	H	11/89	Squish'em	Carol Tapia	
ILLUSIONS	H	11/89	Illusions	Carol Tapia	
MONTEZUMA	H	11/89	Montezuma	Carol Tapia	
POPEYE	H	11/89	Popeye	Carol Tapia	
ExcelArcad	H	12/89	Excellent Arcade	Ron Mitchell	AUFG
GroovyGRAP	H	12/89	Groovy Graphics	Ron Mitchell	AUFG
SNOWMAN_SW	H	12/89	Abominable Snowman	Ron Mitchell	AUFG

UNK = Unknown

VULCAN'S COMPUTER BUYER'S GUIDE
A REVIEW

By Hard Nosed Harry of Adam News Network. (See Quick Comparison Chart Also)

This concerns a NEW NATIONAL COMPUTER MAGAZINE WHICH IS CARRYING ADAM INFO ON A TRIAL BASIS.

IT is upto us the Adam Community to make this a successful trial so that they will continue to carry Adam info. Please join in the campaign suggested in the following and help spread the word on this.

As you all know, The Computer Shopper has stopped carrying the ADAM articles. BUT.....a new computer magazine called the Vulcan's Computer Buyer's Guide has published its first issue and contains Faye Deere's ADAMCON 01 article. Further Vulcan's Computer Buyer's Guide has agreed to continue to run ADAM articles on a trial basis. If you can't find this new magazine on your newstand shelves, request that it be stocked. ALSO THEY HAVE A SPECIAL USER GROUP DISCOUNT PRICE IF YOU SUBSCRIBE AT THIS TIME AND INCLUDE THE NAME OF YOUR USER GROUP (the BBS or Newsletter you read this in/on can be used as the User Group name), the PRICE is ONLY \$ 8.95 FOR ONE YEAR.

After reading it, if you would write a letter to the editor asking that the ADAM articles be continued, it may make a difference.

Address your letter to:

Computer Buyer's Guide, Doug Kilarski, Editor, P.O. Box 2705, Titusville, FL 32781.

COMPUTER BUYER'S GUIDE

A new publication (or at least new to me) has reached the market called VULCAN'S COMPUTER BUYER'S GUIDE.

It is NOT just for buying computers but includes accessories, supplies, information and articles. YES, EVEN ADAM ARTICLES.

This one you can purchase and carry home from the store ALL BY YOURSELF, not like the Computer Shopper which due to its size and weight required a minimum of 2-3 adults to lift and carry.

If you want 28 choices for an item you will still need Computer Shopper but if a enough choices to satisfy a normal person while allowing you to make an intelligent decision between the several choices given you is sufficient then VULCAN'S COMPUTER BUYER'S GUIDE will fill the bill. REMEMBER to properly evaluate your 28 choices you probably need an EZ-Evaluation Software Package costing several hundred dollars. With the reasonable number of choices present in VULCAN'S COMPUTER BUYER'S GUIDE you can actually make a wise choice yourself in your head. Then you can take the money saved on buying an EZ-Evaluation Software Package and take a long vacation, buy a stereo, buy some accessories for your computer.

IS VULCAN'S COMPUTER BUYER'S GUIDE ADAM FRIENDLY, YOU BET !!! It has an Adam News Column by Faye Deere and it offers a DISCOUNTED SUBSCRIPTION RATE TO MEMBERS OF USER GROUPS.

While Computer Shopper's price is as heavy as the actual publication itself, VULCAN'S COMPUTER BUYER'S GUIDE on its special User Group price is ONLY \$ 8.95 for 12 monthly issues. YOU CAN'T BET THAT!!

In VULCAN'S COMPUTER BUYER'S GUIDE I found ads for generic (low priced) disks, ribbons, printers, etc. All the stuff that could be found in Computer Shopper IF one had the TIME, ENERGY and DEDICATION to search through Computer Shopper for it.

There are the old familiar advertisers that we utilized in computer shopper are PRESENT in VULCAN'S COMPUTER BUYER'S GUIDE, Panasonic, Computer Direct, Compumart, MEI/MICRO, etc. The only difference is that you can find them now, especially with the easy to use Advertisers Index in back, no hunting through hundreds of pages to find the one ad you are looking for, no more having to go through 3,345.8 ads before you finally find the one you want.

As noted in the CHART VULCAN'S COMPUTER BUYER'S GUIDE is better than computer shopper as a fly swatter, having a good weight and feel, ease of swinging and sufficient kill power, while computer shopper always warns the fly ahead of time as you grunt and groan trying to lift it to swing it.

Other VULCAN'S COMPUTER BUYER'S GUIDE ADVANTAGES include: less risk of hernia, less eye strain and objectively it is softer than computer shopper and therefore preferred for use as toilet paper should the necessity arise.

ALL IN ALL I FOUND VULCAN'S COMPUTER BUYER'S GUIDE TO BE SUPERIOR TO Computer Shopper in almost all respects and only in a few categories would I consider computer shopper equal to VULCAN'S COMPUTER BUYER'S GUIDE. Computer Shopper was superior in NO category.

HARD NOSE HARRY'S RECOMMENDATION: A STRONG YES TO VULCAN'S COMPUTER BUYER'S GUIDE and a BIG NO TO Computer Shopper.

VULCAN'S COMPUTER BUYER'S GUIDE A QUICK COMPARISON CHART By Hard Nosed Harry of Adam News Network. (See related article)		VULCAN'S COMPUTER BUYER'S GUIDE		Computer Shopper
FEATURE				
PHYSICAL SAFETY	GOOD			BAD, high risk of hernia due to weight
HAS ADAM NEWS/COLUMN	YES (Faye Deere)			NO. (Nothing Adam)
USE AS FLY SWATTER	GOOD (weight is sufficient for good swatting speed, K111)			BAD (too heavy to swat effectively)
DISCOUNT TO USER GROUPS	YES*			NO
WHEEL BARROW REQUIREMENTS	NONE (easy to move)			YES, Due to size and weight, wheel barrow required to move)
EASE OF FINDING INFORMATION	GOOD (enough pages to allow easy usage) & finding info)			POOR (too many pages to find information easily)
DECISION MAKING FACTOR	GOOD (enough ads to give a reasonable choice)			POOR (perhaps 28 ads for an item, makes for long drawn out decision making)
EYE STRAIN LEVEL	ACCEPTABLE			UNACCEPTABLE (too many pages to read)
TOILET TISSUE USE	FAIR (slightly smooth)			POOR (Coarse to rough)
PRICE	GREAT*			HEAVY (like magazine)
*Special price to User Group members \$8.95 for 12 monthly issues.				
FAMILIAR ADVERTISERS (Found old favorites such as PANASONIC, COMPUTER DIRECT, COMPUART, MEI/MICRO, MICRO STAR, SILICON--EXPRESS, US MICRO, ETC.)	YES			YES --DIRECT, MICRO CONNECTIONS, COMPUART, MEI/MICRO, MICRO STAR, SILICON--EXPRESS, US MICRO, ETC.)
LOW PRICE ITEMS (Found low price disks, printer ribbons, printers, monitors, supplies, etc.)	YES			YES
HARD NOSE HARRY'S RECOMMENDATION	STRONG YES	SUBSCRIBE NOW		NO I WHY SUPPORT A Magazine that doesn't support ADAM, NO WAY

COMPUTER BUYER'S GUIDE, POBOX 55886, BIRMINGHAM, AL. 35255
\$8.95 for one full year BUT put down the Computer Group you belong to on your order to qualify for the reduced price (such as the BBS group you are reading this on or the newsletter you are reading this in, etc.).

EXPLORING SMARTBASIC
BY GUY COUSINEAU
of the Adam User Friendly Group.

Comes to A.N.N. by way of VISA who obtained it from Ron Mitchell of AUFG.

The following is the fifth in a six-part series of articles on SmartBASIC written by Guy Cousineau of the ADAM User Friendly Group.

SCREEN FORMAT COMMANDS

The HOME command is used to clear the text window (even the 4 lines in GR and HGR mode). It also places the cursor at the top of the screen. If you want to home the cursor without clearing the screen, just PRINT CHR\$(128).

SPEED controls the delay between each character sent to the screen. It can be useful for special effects but should generally be avoided as it infuriates some experienced programmers, fast readers, or anxious game players. Don't try to guess how fast someone can read, fill up a screen and GET a keypress to move to the next screen. You can totally disable SPEED with:

- poke 12043,195:poke 12044,15:poke 12045,76

Note that these 3 POKES must appear on the same line or BASIC will crash.

Before discussing INVERSE video, let's look at the way that BASIC handles the screen. There are 2 tables in VIDEO RAM which control characters. BASIC routinely alternates between these 2 tables regardless of the FLASH INVERSE and NORMAL settings. Normally, these 2 tables contain exactly the same thing ie. the characters to be displayed on the screen. If INVERSE is on, both tables are set to the inverse of the character being printed. When FLASH is on, one page has normal text, and the other page has reverse text. For those of you who may have experimented with direct writes to VRAM to place the characters on the screen, you may have already figured out that you must write the character in 2 places if you don't want to get funny results.

INVERSE and NORMAL complement each other. They affect the way that characters are represented on the screen. INVERSE can be handy for printing TITLES at the top of the screen. Note that INVERSE will print regular characters in inverse video and inverse characters in normal video:

```
10 REM inverse demo
20 PRINT CHR$(65):REM this is an A
30 PRINT CHR$(65+128):rem this is an inverse A
40 INVERSE
50 PRINT CHR$(65):REM this is an A
60 PRINT CHR$(65+128):rem this is an inverse A
70 NORMAL
```

The foregoing program prints an A and an inverse A. It then calls the INVERSE command and does the same thing again. Note the difference.

FLASH is used for emphasis. Depending on the colour selection, it can be very hard on the eyes. For this reason, it should be used sparingly and for short periods. The following program illustrates a good combination of FLASH and INVERSE for emphasis:

```

10 a$="      HEADLINE      ":REM your message here
20 HOME: FLASH: PRINT a$
30 FOR w= 1 TO 1000: NEXT: REM wait a bit
40 HOME: INVERSE: PRINT a$
50 NORMAL: PRINT "continue"

```

There is one strange thing you can do with FLASH. Try POKEing powers of 2 in address 17006 (16,32,64) or any other number for that matter.

TEXT is a powerful command. Besides being used to exit graphics modes, it can be used to clear or set certain other screen parameters. The routine jumps around a bit but essentially starts at 18453 (4815H) where it resets the cursor value and the BLANK SPACE value, sets the cursor to FLASH mode, and clears FLASH/INVERSE. It then jumps to 17406 (4296H) where the VPD is initialized. You can patch in your default TEXT attributes as follows:

17054	492E	border colour
17060	42A4	background colour
17115	42DB	normal character colour
17126	42E6	inverse colour
17164	430C	character to fill the screen with
17175	4317	character to fill alternate screen with
17198	432E	number of lines
17199	432F	number of columns
17201	4331	home line number
17202	4332	home column number

Every time you give a TEXT command, it is reset to the values in the addresses shown above. Be sure these values are the ones you want to live with. To temporarily reset the margins, POKE the values you want in the following addresses; you can then reset using TEXT.

16993	4261	number of lines
16994	4262	number of columns
16995	4263	home line
16996	4264	home column
16956	423C	left margin
16957	423D	right margin
16958	423E	top margin
16959	423F	bottom margin

There are a few other interesting routines that you may like to experiment with:

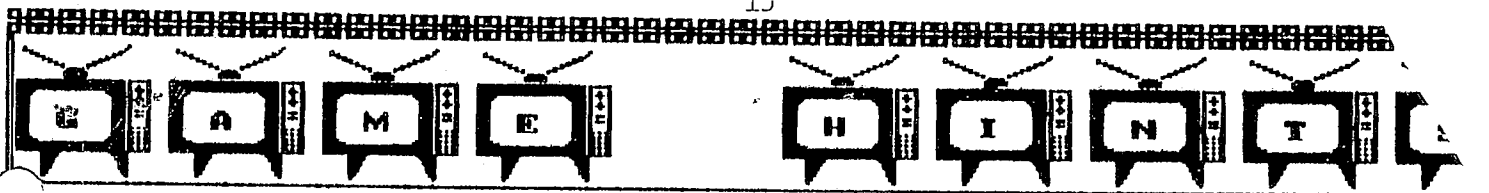
17275 (437BH) is the start of the GET CHARACTER sequence which flashes the cursor while waiting for a keypress. Address 17291 (438BH) contains the wait value between flashes.

18112 (46C0H) scrolls the screen up one line. You may call this routine directly to push text off the top of the screen.

7884 (1ECCH) contains the ASCII value of the character printed between COMMAS in PRINT statements.

Next time out, positioning the cursor on the screen.

Guy Cousineau 1059 Hindley Street OTTAWA Canada K2B 5L9



ZORK I

Part One

So, you're all set for The Great Underground Empire, eh? Okay, but before we begin, a few words about this walkthru. First, this is not the only way to solve the game. It's just one of the faster ones. Second, because there is no "wasted motion" in this game, you will not be visiting all the locations. So, you might want to play around with the game on your own for a while, mapping out as much as you can, without much regard for gathering treasures.

Actually, mapping is a good idea, since, if you make a misstep somewhere, you might find yourself in trouble! Be especially careful to follow the directions when in the mazes; a wrong move there, and you could be lost for quite some time!

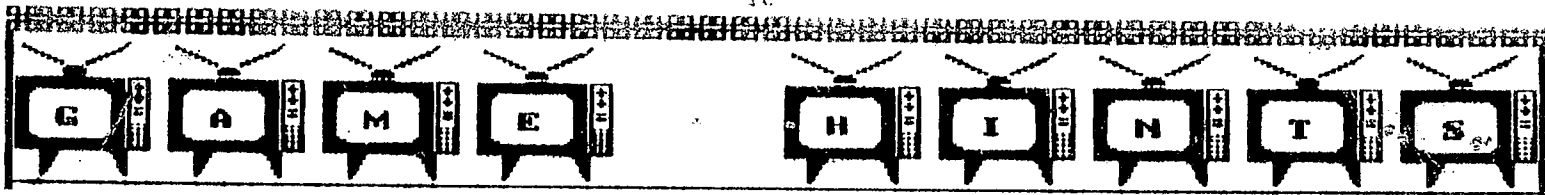
Finally, you may not go through this in exactly the way it's written because of the thief. He is a variable item in the game; you never know where he will show up. Try to move out of the room he's in as soon as he shows up. But keep in mind that even if he does steal anything from you, you will get it all back from him in the end. Okay? Let's start the adventure!

You begin West of the house, and your first chore is to get inside. So, go South and East. Open the window and enter the house (you're in the kitchen), then go West into the living room. Get the lamp, then move the rug, revealing the trap door. Open the trap door, turn on the lamp, and go down. At this point, some mysterious person will shut the door on you; don't worry about that for now.

Okay, so here you are in the cellar. It's time to pick up your first treasure, so go South, then East to the Gallery. Get the painting, then continue North to the Studio. Go up the chimney (you can only fit with the lamp and the painting), and you will be in the kitchen again. Now, go upstairs to the attic, and get the knife and rope. Come back down and go into the living room.

Open the case and put the painting inside. Then, drop the knife and get the sword. Open the trap door again, and return to the cellar. Again, the door is shut by someone (you never will find out who's doing this, but it doesn't matter). Now you're back in the cellar, and since we're coming to one of the more dangerous parts of the game, you might want to do a save here. Gripping your trusty sword, head North into the Troll room. There's a nasty troll here with a bloody axe, and the only way past is to kill him. So, do just that: "Kill Troll With Sword." It will most likely take more than one attempt, so keep at it, and eventually he will disappear in a cloud of black smoke. Now, drop the sword, because you really don't need it any more, and it will hinder you in carrying other, more important items.

Having dispatched the troll, you move along East, East (into the Round room), then SE and East. You are now in the Dome room. It's a long way down, and too far to jump, so here's where the rope comes in handy. Tie the rope to the railing, then climb down the rope. You will be in the Torch room. Leave the torch for now; you'll be coming back this way again later.



From the Torch room, go South, then East and get the coffin. Return West, then continue South to the Altar. There's no way you're going to get down

that hole with the coffin, and even the program will tell you that you haven't got a prayer. That's a hint, folks: Just "Pray," and you will find yourself in the forest again. Since it's daylight out, save energy and turn off the lamp.

Now, head along South, then North (I know, but it works!) to the clearing, then East to the Canyon View. Climb all the way down to the bottom, then go North to Rainbow's End. Drop the coffin and open it. Inside is a jeweled sceptre. Get that, and wave it. The rainbow will become solid (you'll need to cross over from the other side later). Now, "Look." You should see a pot of gold. Get that, and the coffin.

After that, go SW, then all the way back up to Canyon View. From there, it's NW to the clearing, and then West to the window. Once in the kitchen, open the bag and get the garlic (nothing else, just the garlic). Go on into the living room, and put your treasures in the case. Now, sit down and take a breather, because you're about to do a lot of traveling!

ZORK I

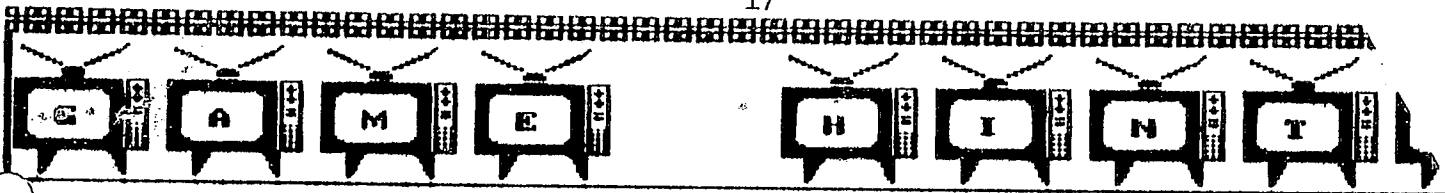
Part Two

Once again, open the trap door, turn on the lamp, and go down. Watch carefully, and you will notice that this time, the door doesn't close! Whoever was doing it before must have gotten bored. Anyway, you're on your way to the dam, so move along North, East, North, NE, and East. You are now on top of the dam.

From there, go North to the Lobby. Pick up the matches, then go either North or East (doesn't matter) into the Maintenance room. Get the wrench and the screwdriver, then push the yellow button. Now, return to the dam, and you will see that the green bubble is lit. Turn the bolt with the wrench, then drop the wrench. You have opened the dam, and you will be coming back this way again to reap the fruits of your labors. However, right now, you're on your way to Hades, so let's get going!

Go South, then down into the Loud room. Leave the platinum bar for now; you'll get it later. Head West into the Round room, then SE and East (hmmmm, haven't you been here before?). Again, climb down the rope. This time, get the torch. At this point, you can turn off your lamp; the torch will provide light so long as you have it.

Now, continue straight South, getting the bell, then the book and candles from the altar. Go down the hole to the cave, then down again to the entrance to Hades. Your candles will have blown out by this time, but don't worry about it. Okay, here's where you have to be careful. First, ring the bell. It will become red hot and you will drop it. You will also drop the candles. Stay calm, and do the following, all in one command: Get the candles, light match, light candles with match (necessary, because of the torch, and *DON'T* use the torch, or you'll vaporize the candles!). Okay, strange things happened when you lit the candles, now read the book.



Whew! The demons have been exorcised!

Drop the book, then go South and get the crystal skull. Now, back North, then up to the cave, then North to the Mirror room. By the way, better put out the candles. Rub the mirror, and you will now be in another Mirror room (this one is North of the dam, as the other one is South).

Now, go North, then West, then North, then West into the Squeaky room (well, I told you you'd be doing a lot of traveling this time!). Make sure you have the garlic with you, then go North into the Bat room. So long as you have the garlic, he won't bother you. There is a jade figurine here, but leave it for now. You'll pick it up on your way out.

ZORK I

Part Three

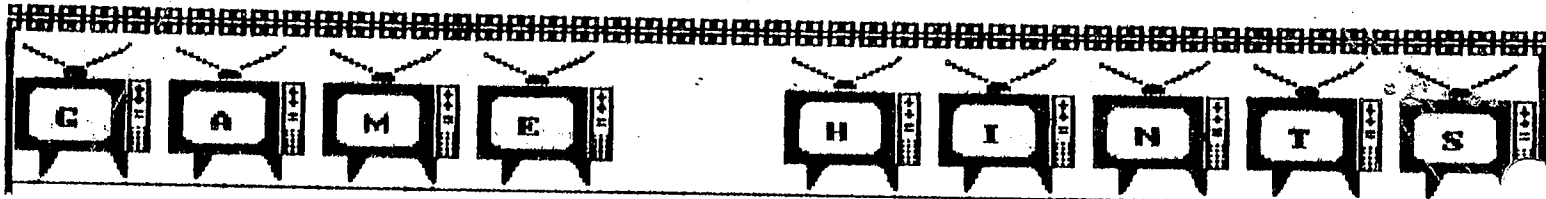
Go East to the Shaft room. Put the torch into the basket, then turn on your lamp and head North to the Smelly room, then down to the Gas Room (best not to carry any open flames here!). Now, you are about to enter a small maze, so follow these directions ***CAREFULLY***

East, Northeast, Southeast, Southwest, down, and you should be at the top of the ladder (if you aren't, may God have mercy on your soul!). From there, go down to the Ladder Bottom, and then South to the Dead End for the coal. Get that, then return to the ladder top. From there, go up, North, East, South, North, and you will be back in the Gas room. Go up, then South to the Shaft room again.

Put the coal in the basket, and lower the basket. Now, guess what? You have to go back through the coal mine again! So, make your way to the Ladder Bottom, but this time, go West to the Timber room. Ignore the broken timber (not useful for anything), and drop all but the screwdriver. Now, you can squeeze through the crack to the West.

And here you are in the Drafty Room, which is also at the bottom of the shaft. There's the basket, so get the coal and the torch, and move South into the Machine room. Open the lid, put the coal in the machine, close the lid, and turn the switch with the screwdriver. Drop the screwdriver, open the lid, and get the diamond (well, no one ever said Zork was an ***EASY*** game!). Now, go back North, and put the torch and the diamond in the basket. Squeeze back East into the Timber room. Get the skull, lamp, and garlic. You won't be needing the matches and the candles any more, so you can leave them. (They were insurance in case the thief came along and stole the torch before you could get the diamond). Now, head East again to the Ladder Bottom, and from there up and through the coal mine (you know the way now!), to the Gas room. Pick up the bracelet, then continue on up and South to the Shaft room. Get the torch and the diamond from the basket, turn off the lamp, then go West into the Bat room. Get the jade, then go South, East, South to the Slide room.

Now, here's a fast way back to the cellar: Just go down the slide! Wheeeee! Then it's up to the living room (remember, the trap door is open now), and all the treasures go into the case. Huff! Puff! Bet you didn't know you'd be doing ***THIS*** much running around! But, don't get too relaxed,



there's still plenty more to come (urk!).

ZORK I

Part Four

Turn on the lamp, and return to the cellar. From there, it's North (ah, deja vu!), then East, North, NE to Reservoir South. Now that the sluice gates are open, you can head North, picking up the trunk of jewels, North again to Reservoir North, getting the air pump, and North one more time, getting the crystal trident. After that, go all the way back South again to Reservoir South, then East to the dam, and then East once more to the Dam Base.

Here you find a little pile of folded plastic; guess what it is? Right, it's an inflatable boat! So, inflate it with the pump, then drop the pump, then get inside the boat, say "Launch," and you're floating off along the Frigid River.

Now, just keep waiting until you see the buoy. Get that, then "East" to the beach. Get out of the boat, then get the shovel and move on to the Sandy Cave to the NE. You might want to save the game at this point, since you have to dig here until the scarab turns up, and I'm sure you don't want to get buried alive (it's been known to happen!). Okay, drop the shovel and get the scarab, then go back SW. Drop the buoy and open it; inside is an emerald. Get that, then continue South to the Aragain Falls.

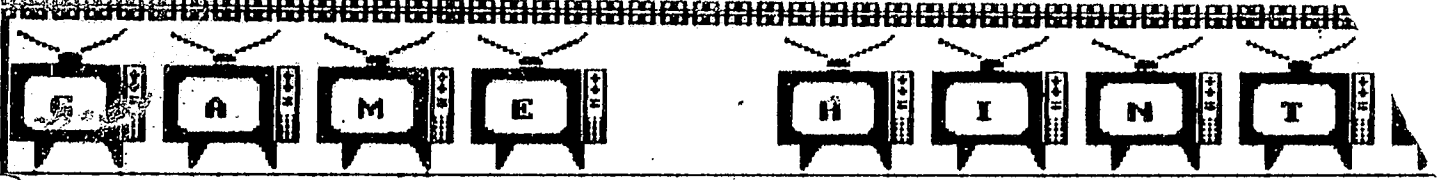
Here you can cross the rainbow (so do that!), which brings you to the End of The Rainbow. Turn off the lamp, then go SW to the Canyon Bottom. From there, make your way back to the living room, and put all the treasures in the case. Your collection is quite impressive by now, but you aren't finished yet. Go East twice, then North twice. Climb up the tree and get the egg. Climb down again, and go South, East, and back to the living room. However, this time, you don't put the treasure in the case.

Turn on the lamp, and go down (once again!) into the cellar, and North to the Troll room. Now, you are about to enter a maze, so follow the directions very carefully!

West (this brings you into the maze), South, East, up, and you find several items here. Take only the coins and the key, and be careful not to touch the skeleton! From here, go SW, East, South, SE, and you will be in the Cyclops room. The Cyclops is not friendly, but you can deal with him effortlessly: Just type in "Ulysses" (or "Odysseus," if you prefer). Old One-Eye will tear out of there right through the wall! In fact, he will create a passage eastward from that room right into the living room!

However, you don't want to go that way yet! Instead, go upstairs, and you will be in the Treasure Room, the thief's secret lair. Now, give him the egg, and go back downstairs, then East to the living room. Deposit the coins in the case, then get the knife (the thief needs a little time to open the egg). Okay, go back West to the Cyclops room. Again, at this point, saving is recommended; the thief will not be easy to kill!

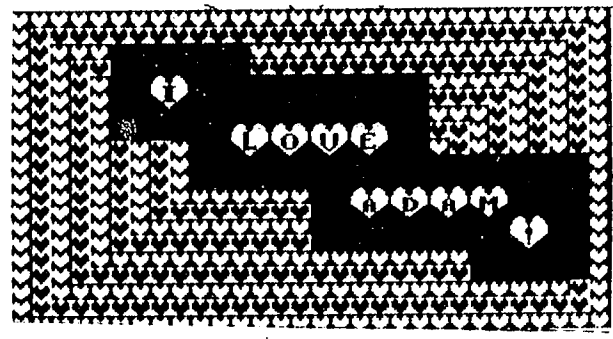
So, head upstairs and use the nasty knife to kill the thief. Once he's dead, all treasures in the room will be visible. This includes the egg, a

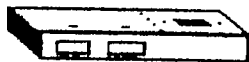
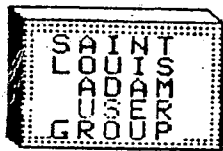


silver chalice, and anything he may have been stolen from you before. Get everything, then follow these directions: Down, NW, South, West, up, down, NE, and you will be in the Grating Room. Unlock and open the grate (watch out for falling leaves!), then go up. You will be in a clearing. From there, go South and climb the tree again. Wind up the canary that's inside the egg. A songbird will come by and drop a bauble for you. Climb down again and get the bauble, then return to the living room. Put all the treasures in the case, making sure you *REMOVE THE CANARY* from the egg and put it in the case separately! You're almost finished! Just one more trip to make!

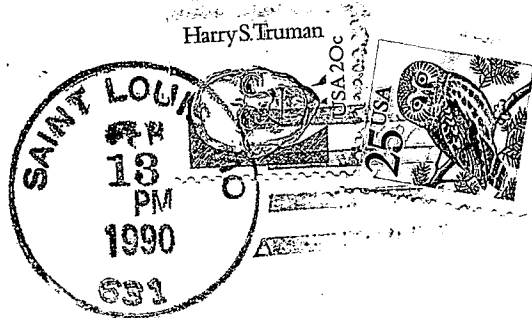
Now, for the last time, enter the cellar and go North. From the Troll Room, go East until you come again to the Loud Room. Type in: "Echo," and you will now be able to get the bar. So, grab it and return to the living room. Once you place it in the case, you will get a message. Follow the advice of that message, and you will get a map. Take that, and return to the place where this all started, the mailbox West of the house. You should have no trouble getting to the barrow from there. Of course, once you enter the barrow....

You didn't really think it would end there, did you? Not when there's still Zork II and Zork III waiting for you up ahead! Ah, but it's too late; you can't turn back now! You'll just have to grit your teeth and follow through to the end (with a little help, of course). See you in Zork II!

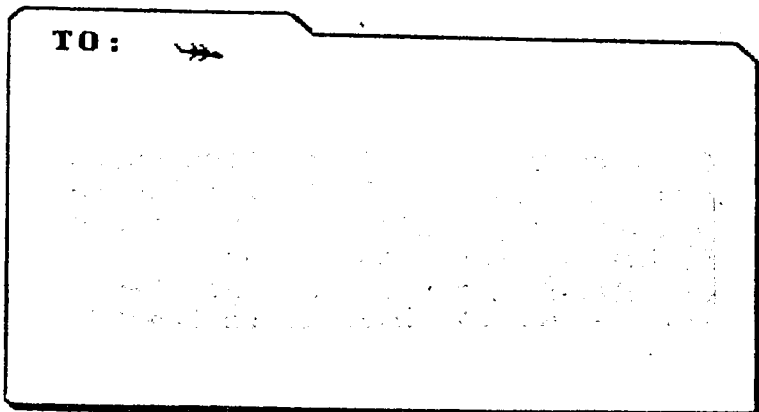




12967 Weatherfield
St. Louis Mo. 63146

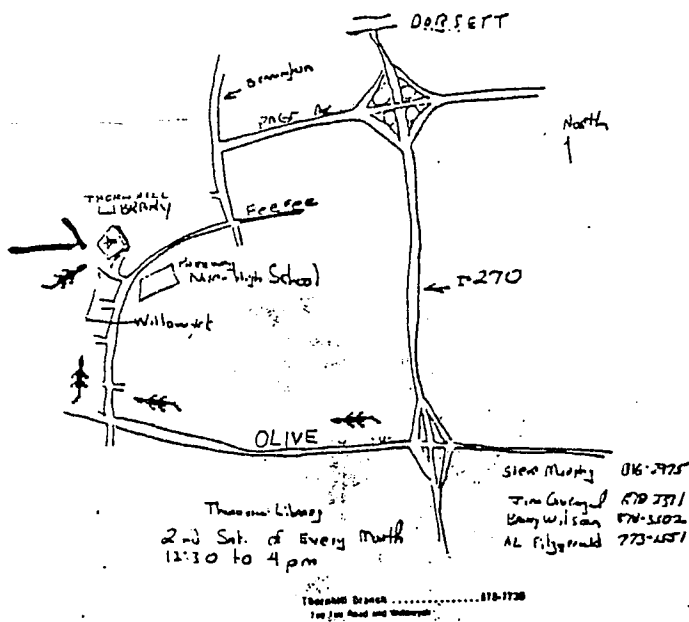


FIRST CLASS MAIL



**STLAUG
MEETING
DATES**

- February 10, 1990
- March 10, 1990
- April 14, 1990
- May 12, 1990
- June 9, 1990
- July 14, 1990
- August 11, 1990
- September 8, 1990
- October 13, 1990
- November 10, 1990
- December 8, 1990



St. Louis ADMIN USER'S Group
Meeting Place + time

IMPORTANT !! PLEASE TRY & BRING THE FOLLOWING TO THE MEETING:

1. BLANK Media (disk or tape) so that new PD programs can be copied for you.
2. Software to demonstrate for other members.
3. HARDWARE SO WE CAN GET AT LEAST 2 ADMIN SETUPS RUNNING. More would be helpful.