

DRAGON MAGAZINE

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Dragon Magazine October 1986

This month we say hello to a new column from an old reader. PunchJaw has been with us from the first issue onwards and now he has put his adventure solving skills to paper in his new adventure page. This month a Franklin's Tomb map, help in El Diabléro and a review of Return of the Ring.

Also this month (sorry) we print the second page of the utility reviews (ahem) and also a USA review special. Another Seikoshé Program; this time to dump a screen onto paper in a very large size.

For the hackers among you there is an offer for a cassette with some useful hacking utilities on it, some previously published in DM and some new ones.

Enjoy the magazine. Subscriptions are 6 stamps+£1.20 OR £2.50 for 6 months, 12 stamps+£2.40 OR £5.00 for 12 months.

(subscriptions sent to Broomsoft Please)

The HACKERS Software Cassette

This cassette features some utilities to help hackers hack. There are 4 utilities on it:

- 1) HACK V1.0 - This Program will hack most Microdeal Games from 1984 onwards (with the special loader)
- 2) CLEARMEM - This Program clears the memory so that you can load in games with no rubbish around them.
- 3) UTIL V1.0 - This Program is a menu-driven Program to find EXEC address, lives Pokes, list Program, run Program, save Program.
- 4) BLOCKER - This Program loads in headers (to catalogue etc.) and also loads in the Program after the header either to screen so that you can see any "secret words" or into memory starting at &H1000.

All these utilities, plus instructions, cost only £3.00 inc. P & P!!!

Broomsoft (Dept: DM)
30 Broomhills,
Welwyn Garden City,
Herts. AL7 1RF.

Cheques Payable to Broomsoft Please.

ComPoser review continued ...

Ease of use **
Instructions ****
Value for money ****
Overall *** (nearly 4/5)

3) SPrIte Magic by Knight Software

This utility is very very useful. It is easy to use, has good instructions and many good points. Here is a list of some of the things it does:

- a) Text on Hi-res screen : any mode
- b) SPrItes : any mode, any size up to 32x32 max
- c) SPrIte chase/flee : only towards or away from SPrIte 0
- d) Control characters : more than normal for use in strings

As you can see it is very useful. The only bad point is that you can only sell SPrIte Magic Programs to People with SPrIte Magic.

Ease of use ****
Instructions ****
Value for money *****
Overall **** (nearly 5/5)

Those are only 3 out of many Dragon Utilities. Although not all of them have reviews as favourable as SM's I would say that a Potential Games writer (arcade) should get them all, and that adventure game writers should only give SM a miss.

New Feature - GAME SWAP

This feature is dedicated to swapping Games with other readers. All you do is send the form below to Broomsoft and it will be put in the next available issue. Any swappers will then write to the advertiser and swap away!

Here is one to start the ball rolling:

M. Edwards, 30 Broomhills, Welwyn Garden City, Herts. AL7 1RF
Wants to swap : Lots of old Microdeal games including The Force, Frogger, Defense (like Missile Command) for any Games.

Name

Address

.....

.....

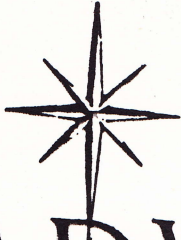
Postcode

Wants to swap


.....

.....

For : Any Games ☐
 Arcade Games ☐
 Adventures ☐
 Other ☐
 (Tick box ☐)



PUNCHJAW'S ADVENTURE PAGE




WRITE TO: PUNCHJAW, 1 DALBEATTIE ROAD, DUMFRIES, SCOTLAND, DG2 7PE

Welcome to the first printing of Adventure Page. The first of many (I hope) I trust all of you have purchased an adventure at some time or another and if not send for one now there's nothing like sitting in front of your computer one rainy night with a hot cup of coffee, searching through forgotten caves for the golden treasure, trying to stay alive armed with only your trusty sword, a small shield and six gold coins, killing off the odd monster you meet on your way. That was the traditional adventure anyway but now you can be anywhere from an abandoned spaceship lost in space for a creepy tomb.

This month I will review the fantastic Return of the Ring from Wintersoft but firstly a few hints on the dreaded El Diablero from Microdeal. Thank you Broomsoft himself for the hints.

Need a feather: EKAWANEH TTSENMA ERD.
Can't find the key: LWO BYAL CEHTHS AMS.
Where are the beetles? (not the group)
SUTC ACTUC, ETEHCAM ESU.

Man with machete a problem: ELBB EPEULB
WORHT.

The mat: SDAERHTD AER.

Put the beetles and the feather on UXMAL'S
grave and then: LAMXUY AS then REPLEH
-TIRIP SMAERD

Send me all your hints, tips and problems
from any adventure and I will try and print
them.

And now for the review, Return of the Ring, The Ring of Darkness II. The object is to return the rings to their creators on the planet Ringworld. Sounds easy? Well it's not. To get anywhere in this game you have to increase your experience, once this is done you can buy more weaponry and transport, it is then the game slowly unravels. Quote from Wintersoft, 'The most sophisticated game ever written for the Dragon 32' and that it most certainly is. The graphics are excellent, the game is very neat and runs well. Once you have completed the main adventure you then go on through time to discover another mini-adventure which (on its own) is worth the £9.95 I paid for it. But now it is available from WINTERSOFT 30 UPLANDS PARK ROAD MIDDX ENFIELD, EN2 7PT. for only £6.95 so no excuses for not having a copy. Definitely the best adventure around at the moment. If anyone is stuck on it just write to me, but if you want a personal reply please include an s.a.e.

Can anyone help me on El Diablero?

What use is the coyote? How to escape from the cave after DREAM CAVE? What use is the snake and the crow?

Well that's all for the first month, it wasn't too bad (I hope?) And remember any tips, hints just send them in. Now back to completing Trekboer.....

BIG

SCREEN DUMPER

FOR THE SEIKOSHA GP-100A

```
10 REM BIG SCREEN DUMPER
20 REM SEIKOSHA GP100A
30 REM BY ANDREW HILL
40 REM LCJ1986 DRAGONFIRE
50 PRINT#-2, CHR$(13)
60 MODEP,1,SCREEN1,0
70 PRINT#-2,CHR$(8)
80 FOR X=255 TO 0 STEP -7
90 FOR Y=0 TO 191
100 A=POINT(X,Y)+POINT(X-1,Y)*2+POINT(X-3,Y)*6+POINT(X-5,Y)*12
110 B=POINT(X,Y)+POINT(X-2,Y)*3+POINT(X-4,Y)*6+POINT(X-6,Y)*12
120 NEXT Y
130 PRINT#-2,CHR$(13)
140 FOR Y=0 TO 191
150 IF X>3 THEN B=POINT(X-3,Y)+POINT(X-4,Y)*2+POINT(X-5,Y)*6+
160 POINT(X-6,Y)*12+POINT(X-7,Y)*6+POINT(X-8,Y)*12
170 NEXT Y
180 PRINT#-2,CHR$(13)
190 NEXT X
200 PRINT#-2,CHR$(15)
210 CLS:PRINT:PRINT" f i n i s h e d ! ..o.k...."
220 PRINT:INPUT" DO YOU WANT ANOTHER COPY (Y/N)";AC$
230 IF AC$<>"Y" AND AC$<>"N" THEN SOUND 100,5,GOTO 210
240 IF AC$="N" THEN SOUND 100,5,END
250 IF AC$="Y" THEN PRINT"Press to start printing....."
260 IF=INKEY$;IF I$<>" " THEN 10 ELSE 260
```

This small program allows you to 'dump' the contents of the
saves screens 0, 2 and 4 to your Seikosha GP100A printer.
It dumps side-ways, and is around A4 size.
Change the P in line 60 to the PMODE the drawing is in. Do
NOT set it to 1 or 3 as this will cause the program to crash.
Load in your hi-res screen before the dumper program, and
then RUN.

- BIG SCREEN DUMPER - is by Andrew Hill
[C] 1986 by Dragonfire Software

Next month there will be another screen dump program, which
jumps to the Seikosha again, but in the size used in this mag.
or program screen.

* U * S * A * REVIEW SPECIAL!

This month we take a look at a few American games which are Dragon compatible. They are mostly Tandy CoCo games and so may be available in Tandy shops but we don't know of any mail-order company that you can get these from.

TITLE : POOYAN
PUBLISHER : DATASOFT

Once loaded the title screen is displayed and a cheerful little tune is played. If you let the tune end it goes into demo mode.

...One day in the forest... or so the game begins. You, Winnie-the-Pooh (I think, or at least a bear!) must move up and down his tree house shooting arrows at cats, which are trying to get down from the top of the tree to the ground, safely, by using balloons to allow them to fall gently. But! BEWARE! They are also trying to shoot arrows at you to knock you out of your tree house. To make them fall to the ground (and die) you must hit their balloon with one of your arrows. If a cat does reach the ground it will climb up into the bark of the tree and try to push you off by poking its head through! Once all 32 are dead you move onto sheet 2.

On this (believe it or not) the cats are trying to fly back up to the top of the tree, once again using their balloons. You must, once again, shoot an arrow at their balloons to make them fall before reaching the top. This is harder than it sounds, though, as balloons often have to be hit 3 times or more before they burst! If a cat reaches the top, which in my case is nearly always, it will start to push a pot onto your head! About 7 cats are needed to move it and make it fall on you.

This game is very good, even though it has only 2 screens. The graphics are quite good and the sound is excellent. It was released way back in 1983 and it is much better than anything else I have seen from that time.

*** VERY GOOD

TITLE : SEA DRAGON
PUBLISHER : CONIAH / ADVENTURE INTERNATIONAL (1)

This is another Scramble type game, and one of the best at that. This time you control a submarine, the Sea Dragon, and must guide it through various caverns, shooting boats among other things. Once loaded you must press the RESET button until a blue screen appears and then a sailor is printed and speaks, "WELCOME ABOARD CAPTAIN!". The high score table is displayed with various captain's names, including Popeye!

There's not anything else that I can say about this game except that it's the best version I have played on the Dragon.

*** 1/2 GOOD

USA REVIEWS ... CONTINUED:

TITLE : THE OFFICIAL ZAXXON
PUBLISHER : SEGA / DATASOFT

This is the best arcade game I've played on the Dragon! I first played Cable Soft's ZAK'S SON, which put me off the game totally - when I got this I didn't even know if it would even be worth loading! So I eventually loaded it up and ... It was almost totally different to Cable's! There seemed to be sense in the game.

You must fly your plane over enemy territory, shooting the fuel tanks, planes etc. as you go. After you've completed the first base you must fight a duel in space, shooting as many planes as possible before you reach another base.

The graphics and sound are excellent and the game progresses as you get further into the bases, and so keeps up interest.

I would certainly recommend this game to anyone who can get a copy. I don't know why it hasn't been brought over here by Microdeal, as many inferior games have been.

*** EXCELLENT

TITLE : ZAKSUND
PUBLISHER : ELITE SOFTWARE

This, another version of Zaxxon, falls short of the official version, although it is better than the Cable one.

I don't know what it is about this game, but I find it very inferior to Zaxxon and, having all 3, never load this one up.

The graphics aren't too bad, but nothing to shout about as is the sound. There is no point in describing the game as it is above.

Overall, a game which comes second to the official version, but a long way behind. I would only buy this if other was not available and I was a Zaxxon addict.

*** GOOD

NEXT MONTH !

'JOYSTICK JUDGE' - Part 1 of our Joystick reviewing series.

... Plus all the usual reviews, Pokes, hints etc. ...

= D R A G O N N E W S =

=====

6809 CHRISTMAS SHOW !

There is to be another 6809 show on the 22nd November at the Royal Horticultural Halls, Victoria, London. The doors will be open from 10:30 am to 6 pm. The show is, once again, being organized by Microdeal. All the major Dragon suppliers will be there, according to the organizer. For further details Phone (0726) 68020

3 NEW GAMES FROM MICRODEAL !

Microdeal have just released 3 new games for the Dragon 32/64 and Tandy 32k. Cuthbert and The Golden Chalice and Wizard's Quest are arcade games, the latter being an Atic Atak type game. The third is an adventure with 5 characters to control. There are 9 sections to this game, 3 of which have colour graphics. All these games cost their new price of £5.95 each (+75p P&P). Contact Microdeal at PO box 68, St. Austell, Cornwall PL25 4YB TEL (0726) 68020

"COMMANDO" TYPE GAME ON THE WAY FROM QUICKBEAM SOFTWARE !!!

Quickbeam software are writing a new game for the Dragon which they hope to be ready in November. They said their new game, "Fire Force" is "very similar" to Commando.

WORLD BOXING , ON THE DRAGON !

For all of you who have been waiting for a 'boxing' game for your Dragon - World Boxing has 10 opponents to play against. It uses hi-res graphics with a joystick/keyboard option. The game costs £5.00 and is available from David Beckwith, 3 Cholsey Road, Siege Cross, Thatcham, Berks.
(Watch this space for a review)

= IN SHORT =

=====

FLEX - A text adventure has just been released which runs under Flex DOS. It has 20 characters and 100 locations. The price is £10.00. CURSE of COMARR is only available from: K. Hunter, 46 Greenhill Road, Elton, Burg, Lancs, BL8 2LL

DRAGONAID - A Dragon Aid tape may be on the way from CB software. CB are looking for more support to increase the number of games; they already have support from Peaksoft and Design - Design.

(Watch out! a DRAGON AID tape is on sale in the shops, but this is NOT for the Dragon, but a Dungeons & Dragons aid tape !!!)

: NEWS compiled and written by : Andrew Hill

Hacker's Corner

Last month we looked at lives Pokes for Microdeal Games. Since then I have found a VERY useful Poke for those who don't like the robot game in Aquanaut 471. Here it is:

```
POKE &H2911,&H7E
POKE &H2912,&H29
POKE &H2913,&HB2
EXEC 9744
```

To use this Poke load in Aquanaut 471 as normal then Press reset when you are "On the surface", type in the above lines and then when you get to the robot game it will be totally missed out. (The bubble game is still in there as you only have to play this once anyway)

Soon I am getting a disc drive with Dumana DOS and DragonDOS chips (exchangeable) so I will start giving you lots of nice utilities to put Microdeal Games and Scott Adams adventures on disc. WATCH THIS SPACE !!!

Remember the Broomsoft Poke Service? It's still going. Just send your game to Broomsoft, along with details of the Poke you want and return Postage and I will try to find it. It is a service and all I want is return Postage so that I don't have to get hundreds of stamps.

Coming Soon

Adventure Help

Soon in DM there will be a list of adventures. These will have all been completed by someone at DM and the solutions will be available. There will be a standard cost per page and the solutions will be one page (typed) and most maps will be two or more pages.

All you do is send a cheque for the price outlined to Broomsoft and we will send you the solution. As simple as that. Already done are Shenanigans, Lost in Space, Vortex Factor, Aquanaut 471 etc.

PLEASE SEND SOLUTIONS TO ANY ADVENTURES, including maps, Pokes (like in Aquanaut) etc. to Broomsoft. We will type out, draw out and sell the solution and give you a solution to any adventure listed (+maps) in return. Already we have a list of almost 20 adventures completed.

- DRAGON POKES -

- HINTS & TIPS! -

By Andrew Hill.

BEANSTALKER :

Load in Beanstalker as normal. Press 5 for the reserved page, and then type in REGISTER and Press enter. You will now be asked if the tape is ready ; reply N.

You will now have returned to the normal Menu screen. Press ENTER 8 and X together. You are now in Editor mode. Press your option, type the screen number (1-60) and Press enter to use it.

You can move on from screen to screen while Playing with CLEAR N and gain extra lives with CLEAR X

NOTE : You cannot save screens designed.
NOTE : I am working on it (M. Edwards)

Many thanks to Neil Schimgeour of the N.D.U.G. for the above cheats.

CAVERNS of CHAOS

Most of you will know of the PIGLET code for this game, but few that I have spoken to know how to use it. This is how:

When you are on the title screen type PIGLET and Press FIRE or SPACE.

Now, when Playing, use E to move from screen to screen.

Sorry that there were no reviews etc. from me last month ; they got lost in the Post!

Next month I'll be doing a Joystick Review series that will last 2 or 3 issues.

Let us know of anything you think we are not covering in D.M. and we'll do our best to Put it Right!

Andrew Hill

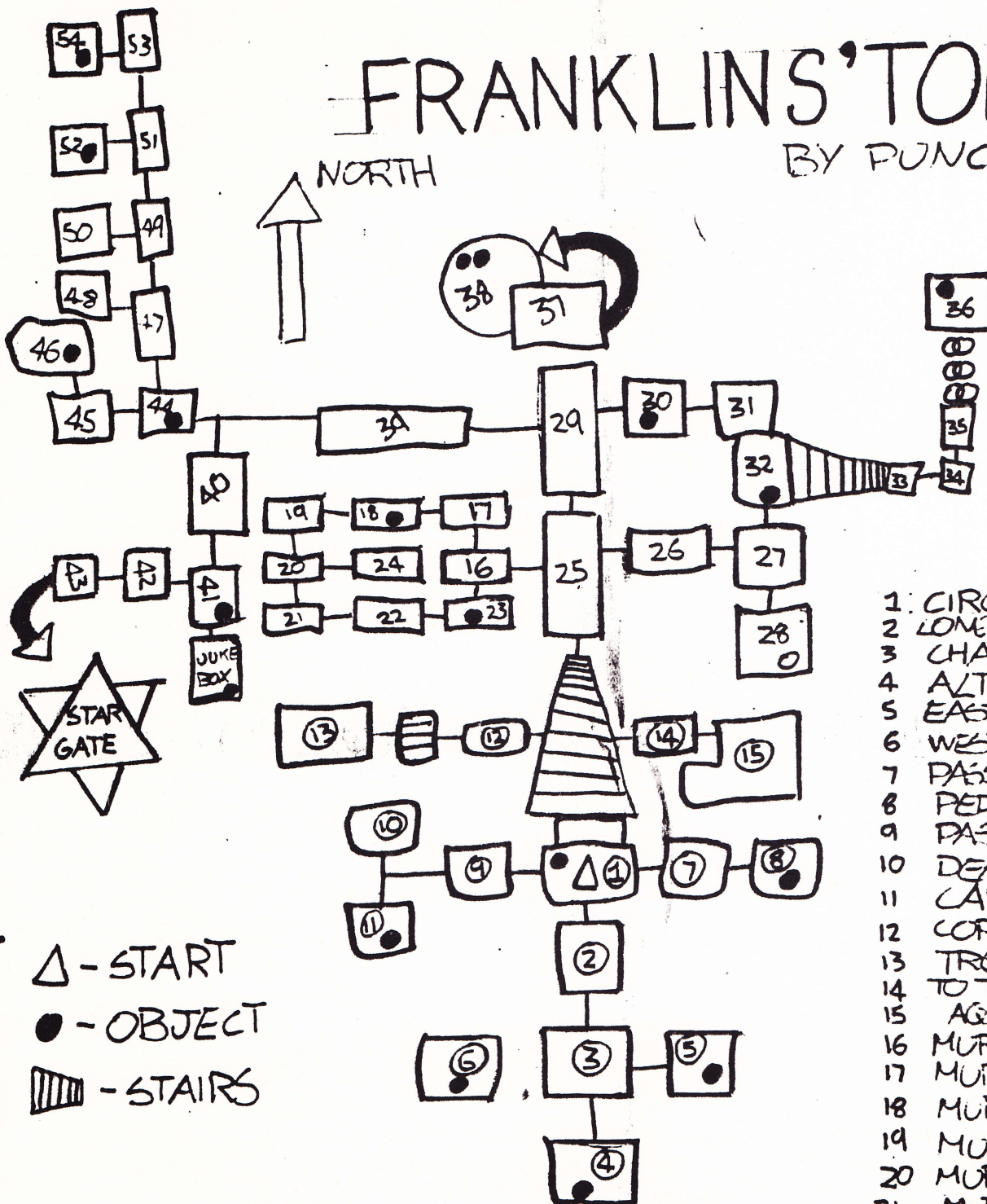
STOP PRESS !!!!!

We have just had news of "COLOR PRINT" from MacGowen Consultants. It will dump the Dragon's Graphics Page 3 the most Dot-Matrix Printers. Prices vary from \$6.50 for most, \$7.50 for Seikosha, Tandy and Smithson Corona owners and up to \$10.00 for some makes.

MacGowen Consultants, 6 Arnhem Drive, Causton Park, Grantham, Lincs. NG32 3DD
TEL: (0400) 72085 for details and Prices.

FRANKLIN'S TOMB

BY PUNCHJAW



- △ - START
- - OBJECT
- ▨ - STAIRS

1. CIRCULAR ROOM
2. LONG LOW CORRIDOR
3. CHAPEL
4. ALTAR
5. EAST ALCOVE
6. WEST ALCOVE
7. PASSAGEWAY
8. PEDESTAL
9. PASSAGEWAY
10. DEAD END
11. CAVE
12. CORRIDOR
13. TREASURE
14. TO THE AQUARIUM
15. AQUARIUM
16. MURAL - BULLS
17. MURAL - RAM
18. MURAL - BEACH
19. MURAL - GOD
20. MURAL - SCORPION
21. MURAL - ARCHER
22. MURAL - MAIDEN
23. MURAL - YOUTHS
24. JUNGLE SCENE
25. SOUTH END - HALL
26. MUSTY CORRIDOR
27. EMBALMING ROOM

28. SARCOPHAGUS
29. NORTH END - HALL
30. BATHROOM
31. SAUNA
32. SIDE CHAMBER
33. NARROW TUNNEL
34. TUNNEL
35. IRON RUNGS
36. SAFE
37. PULLEYS
38. CAVE
39. DARK STAINS
40. CORRIDOR
- 41.
42. PICTURES - STARS
43. DEPARTURE LOUNGE
44. TORTURE ROOM
45. RACK
46. PIT
47. CORRIDOR
48. CELL 1
49. CORRIDOR
50. CELL 2
51. CORRIDOR
52. CELL 3
53. CORRIDOR
54. CELL 4
- 55.