

DRAGON MAGAZINE

17/6/87

MAY 1987

Dragon Magazine is run by Dragonfire & Broomsoft.

Editors: Andrew Hill & Michael Edwards.

In this month's magazine...

The Konix 'Speedking' joystick,
The Thirteenth Task and Hi-Text reviewed!

the AIRBALL pokes!
Return of the Ring - complete solution
6809 Show Report
Competitions!

Hacker's Corner, Arcade Yier & Adventure Page,
News File, and much, much, more. Take a look now!

SUBSCRIPTION DETAILS

A years subscription to Dragon Magazine costs just £6.50 (UK) or £9.25 (OVERSEAS). Thats 12 issues, at a budget price! Cheques/postal orders should be in Sterlin and made payable to Andrew Hill. Send all subscriptions to us at -

Dragon Magazine, 13 Parry Jones Close, Blaina, Gwent, NP3 3NH.

Dragon Magazine can be contacted at -

DRAGONFIRE SOFTWARE
13 Parry Jones Close
Blaina
Gwent
NP3 3NH.

(Andrew Hill)

BROOMSOFT
30 Broomhills
Welwyn Garden City
Hertfordshire
AL7 1RF.

(Michael Edwards)

SOFTWARE HOUSES!

Any software for review should be sent directly to either of the above two addresses. Also any information concerning the Dragon can be sent to us, at the above addresses.

If you wish to advertise in Dragon Magazine, just write to us and we'll send you full details. Any quiriies concerning Dragon Magazine may also be sent to us, at the above, and we'll reply promptly.

(C) COPYRIGHT 1987 by DRAGON MAGAZINE

20 PAGE SOAR!

page 1.

Editorial...

Well, here we are, another month gone by, and so quickly too! Maybe thats because the last issue went out a week or so late? Anyway, there's a *Letters Corner* this month, hope you'll *keep them coming*, and also we *re-launch* the *Dragon Software Charts*, read on...

Some of you have asked for articles on '*specialist subjects*'. Well, to be honest with you none of us here are experts on '*Micro-Electronics*', or the rest, but we may have a few readers who are! If you are, or just a *novice*, please, please write an article for us on it, or maybe even a series. Not just on Micro-Electronics, of course, but on other subjects, like *OS/9*, *Flex*, ect... the list goes on.

You may well ask, 'Why do we publish D.M. when we get *no financial reward* from it?'. Well, my answer, at least, to that is that we all *enjoy doing it*. And I think I can say thats why we all do it. But, another reason for me, as editor, for doing it is I get the chance to *edit Punchjaw's Adventure Page*, which is *reward enough*, I think! See you next month...

Andrew Hill,
Editor.

>CLASSIFIEDS<

Don't forget, *classified ads.* are *free of charge* to *Dragon Magazine subscribers*, and are an *ideal* way of advertising your *sales, wants, swops, offers*, or what ever! So send your ad. to us now at the address below.

(trade/non-subscribers 5p per word)

Dragon Magazine, 13 Parry Jones Close, Blaina, Gwent, NP3 3NH.

(subject to conditions of acceptance)

- * Are you organising a *show*? Yes, then let us know - we offer *free advertising* (upto a *full page*!) for Dragon shows!
- * Do you run or are you a member of a *local computer club* (Dragon or mixed)? Yes, then let us know, and we'll print the details!
- * Have you written any Dragon software, and need marketing? Let *Dragon Magazine* sell it for you! *Generous royalties paid!* Send now - *no obligations*.
- * Do you publish software for the *Dragon*? Yes, well contact us now! Ads. available at *special discount rate* to *small companies*!

(Broomsoft advertisement)

The Sequel is Imminent!

(just you wait!)

Broomsoft, 30 Broomhills, Welwyn Garden City, Hertfordshire, AL7 1RF.

...News File...

News File...News File...News File...News File...

Compiled by Andrew Hill

Harris Disk Releases !

The Middlesex based *disk only* software house, *Harris Micro Software*, have just released three new programs for the Dragon, on disk of course! *Icons Utility* allows you to include windows or 'icons' in your programs, as available on more expensive computers, and on such programs as *Page Maker*!

Harris' second new release is *Procs Utility*, which allows the commands *While...Wend* and *Repeat...Until*, among others, to be used on your Dragon, allowing you to use 'structured basic'! And lastly, *Dos Utility* allows you to enter your Dos' main commands and then allow you to chose them by a *cursor* or 'mouse' (or floating joystick). All new releases listed cost **£5.00 each** and are available from Harris Micro Software, 49 Alexandra Road, Hounslow, Middlesex, TW3 4HP. Or telephone (01) 570-833-5.

Preston Software takes over Blaby !!

Preston Software, from Glamorgan, have now taken over the full *Blaby* range of computer games, for the *Dragon* and *Tandy* computers, among others. Prices are as before, and a full catalogue of screen shots can be obtained from them if you send a stamped, self-addressed envelope.

Preston's were at both the *6809 Show*, in London, and the *Dragon Computer Show* in Ossett, supporting the Dragon. It is not clear yet if they'll be publishing any more Dragon software, but was is certain is the future of the Blaby range. Contact *R. & A.J. Preston (Software)*, Kings Hall Court, St. Brides Major, Mid. Glamorgan, CF32 0SE. Or by tel (0656) 880965 (24 hour). Access and Visa cards accepted.

Compusense make a move ...

Compusense Ltd. have moved, they can now be contacted at P.O. Box 169, 68a Willoughby Lane, London, N17. Tel: (01) 885-3300.

N.D.U.G. Graphics Library ...

The *National Dragon User's Group* have recently set up a 'graphics library' for it's members. It contains screen pictures draw by it's members, which can be included in your own programs. A small service charge is payable for the taping of the screens though, other than that, it's free. Members only are allowed use, and from what we've seen of the pics. some are very good. See the group newsletter, *Dragon Update*, for details.

Day 1 Club success for Microdeal !!

Microdeal's 'Day 1 Club' for Dragon and Tandy Colour owners has met with a *good response*. It was set up in a hope to ensure reasonable sales of 6809 software for the next year, so that Microdeal could, as they hoped, continue supporting the 6809 users. There are *over 1,000 members* at present, and that's enough, they say, to continue producing software. So well done to all you who joined, and if you haven't, as yet, hold a major credit card and would like to? Then contact Microdeal on 0726 - 68020 or write to P.O. Box 68, St. Austell, Cornwall, PL25 4YB.

Peaksoft Comms Package on the way...

Peaksoft, now on of the biggest Dragon hardware retailers, are to release a *communications package* very soon for the Dragon. They are producing the package in a hope that it will fill the gap *Modem House* left when they dropped out of the scene. More details can be obtained directly from *Peaksoft* at 48 Queen Street, Balderton, Newark, Notts., NG24 3ND. Tel: 0636 705230.

Microdeal's Chronical (back soon) ?

Microdeal's Cuthbert Chronical, the *free coloured publication* won't be back, due to high publication costs for such a small readership, but *Microdeal* does hope to produce something *similar very soon*, thus showing their continuing support for Dragon owners. No release dates, prices or the like as yet, in fact, no definate conformation of it being published, but that's what they hope to do. We'll keep you posted, as they say...

Now here's a magazine with a name that sounds rather like ours. But, it's not! Infat it's a *Prestel* data-base magazine for Dragon owners, who have a suitable modem and a *Micronet* subscription (which presently costs £16 per quater, and is said to be well worth it).

It contains all the iteams that you'd expect to find in the usual magazines, like news, adventure and arcade pages, competitions, reviews and the rest, but also an *interview section*! This is, I think, a very interesting feature in the mag. It puts a person from a company on the 'spot', or so to speak, answering questions set by the Editor of *Drag Mag*, Simon Jones. By the way, I'm interviewed on there soon (so it must be good!) and so will *Michael Edwards* soon after (an interview feature hopes to be in *Dragon Magazine* soon too!).

One point about this mag, different to all us other magazines is the way in which it can be kept *upto date*! News sections, and sometimes other parts, are updated every 24 hours where necessary; so your always ahead of everyone else! The whole mag. is updated every week. This is one of the plus points of such a magazine media.

The contents is of a good standard, and well worth a look if you have the equipment. It's free (except for the price of the phone call), so you can't complain on that score! Finally, may I congratulate the editor on doing an excellent job, and for publishing the Dragon in yet another field. Well done Simon.

Contact Drag Mag on Micronet MBX 2794 11772 (in the Gallery section).

NB. From May, they hope the mag will be extended to a full 25 pager!

CHART TOPPER!

It's back!

Yes, heres the *Dragon Magazine* software voting feature back, in full force! As from this month next month we hope to be printing the *Dragon Chart* tables, so don't forget to place your vote now!

Remember - theres piece a of software for the form first picked out of the bag on June 1st 1987 (so don't hang around!!)

| DRAGON MAGAZINE Software Voting | | (for May 1987) |
|---------------------------------|-------|----------------|
| /No./ | title | / publisher |
| / 1 / | | / |
| / 2 / | | / |
| / 3 / | | / |
| / 4 / | | / |
| / 5 / | | / |
| Name : | | |
| Address : | | |
| | | Post Code : |

Send all forms to :

DRAGON MAGAZINE, 13 Parry Jones Close, Blaina, Gwent, NP3 3NH.

the editor's decision is final!

this month win -

FERNANDO POO!

from Robsoft Adventures

1. Cut out form (or copy it out) and fill in.
2. You may vote once only.
3. Anyone can vote - Dragon Magazine subscribers only are entered for prize.
4. Ensure your entery reaches us by the end of May for prize entery.

6809 COLOUR SHOW REPORT

by Andrew Hill

This was the first show to have been organised by ex-Microdeal promoter, Jenny Pope. And firstly I must congratulate her on doing an *excellent* job, and for her continuing support for the Dragon and Tandy Colour computers. May I also take this opportunity to point out that until the day of the show it was actually operating at a *loss*, according to Jenny, but I'm sure at least all costs were covered by the end of the day.

At the show there were *fourteen* companies, which while not being an excellent turn out, is quite good considering the circumstances. These are, in alphabetical order (so not to show any preferences, of course);

Broomsoft - this was their *first* show appearance, and were well prepared. They had two Dragons on through-out the day, demonstrating their many adventures, as well as one or two other programs, including an *excellent* music piece, which I'd like to see marketed. A reasonably good day for them.

Compusense Ltd - Still supporting the Dragon, Compusense is the company for the user interested in *utility/business* software and hardware, which is, I believe, the one growth area in the Dragon market recently. They had a good selection of products on offer, and many bargains on selected titles, as usual. They also mentioned that they were moving more into the Atari computing market. Well, all I can say to Atari owners is that they've got one of the best companies around supporting them!

Computape Ltd - is, and in fact, always has been, one of the major Dragon retailers, from way back in 1983 (when they were called *Data Tape!*). Lots of bargains here too, but not as many as they used to offer, for obvious reasons. These seemed to be doing well through out the day, and were also selling software on behalf of *Micro-Vision*.

Dragon Magazine - now this stall was the highlight of the show! No, but we did take a few subscriptions, and aroused plenty of interest. Our stall was quite busy, considering we're virtually *unknown* to a lot of Dragon and Tandy owners.

Dragon User - the Editor was on the stall (next to ours) through the morning, whom I'm sure you all went to see (!). They had plenty of April issues of their magazines with them, and seemed to sell quite a few, which seemed to show that a lot of people weren't subscribers - *why not?* Anyway, nice to see them at a show, once again.

Harris Micro Software - a truly disk based software house, now selling *Pamcomm's* and *MacGowan's* disk software. Plenty of interesting products on their stall, and reasonably busy all day. Discounts available too, giving you an incentive to buy at the show. Harris also promised *'more to come'*. Well, we'll wait and see!

John Penn Discount Software - now a well known name to Dragon owners, suppliers of good quality software, at some of the *lowest* prices. Much interest was, as always, around their stall, and at the peak times *hard to get near!* Grovesvenor Software was being represented by J.P.D.S. also.

Microdeal Ltd - as usual, the stall which you have to fight to get near! Loads of software, new and old, at marked down prices - from 25p each you just couldn't go wrong! You'd need your head examined if you didn't buy anything here! One disappointing thing from Microdeal was that they never had any displays -

Occult Software - they used the show to launch their latest release, *Bio-Rhythms*, to add to their other mystic program, *Numerology*. Surprisingly, to me, a lot of interest always seems to surround their stall too, but after all, it is a type of software no one else is or has produced!

Peaksoft - here was the place to go if you need some new hardware. Almost anything you can think of was on sale, or could be ordered for you, from *tea-shirts* to *power supplies*. Plenty of stock, and keen prices

Quickbeam - now heres a company supporting the Dragon well recently. On display were *two new releases*; *Superkid* and *Galactic Gus*, both worth a look at. Plenty of action around this stall all day long, with a few games to try out for yourself.

Preston Software - a new name? Yes, indeed! Infact, they've took over the *Blaby* range of computer games, and had all their releases on sale, at the old *Blaby* prices, of course. Also plenty of *joysticks* and other bits and pieces were available. Their stall, while being busy, I thought could have done with a display to two, to let people know who they were (or rather, what they were selling!).

Zone 4 - these are the suppliers of *disks, paper, tapes, ect.* Infact, almost any computer 'stationary'! A reasonable days trading, I thought, for them.

National Dragon Users Group - As always, in the little user group 'room'. A busy stall, many people gaining information and the like from them. A little *robot* was also on display, to attract the people ?

O/S9 User Group - Not so busy, but only people with *OS9* would really be interested here, so not bad, considering. Information, their *newsletter*, and other *OS9* products were to be found here.

Well thats it! But before I go, I feel I should give you my opinion of the show, and those who were there. Out of those who attended, a general sence of 'support' for the Dragon was around, many people feeling disapointed at the tern out, not only in users, but on or two mentioned the lack of *commercial support*, but come on...that wasn't that bad! Not a crowed hall, at all, though it was full at about half eleven. It started slow, and ended even slower. All the companies were packing up at around three to half past! But from eleven to three it wasn't bad.

A lot thought, because of the turn out, that this was to be the last show, definatly. But I here now that the ever supportive lady, *Jenny Pope*, may organize another!! Yes, this is not a miss-print (for once!). It will be later in the year. But, on the *condition* that *commercial* and *user support* is great enough, and it would be held in a *smaller hall*. Well, thats fair enough (over fair, I thought!). *Jenny* deserves a lot of applause for this, and a lot of support too.

ARTICLES REQUIRED!

At Dragon Magazine we're always pleased to recive articles written by our readers, so if you've written anything you think may interest our readers, or are thinking of writing an article; send it to us first! These a piece of software for any good articles which we decide to publish!

Hacker's corner

Michael Edwards, 30 Broomhills, Welwyn Garden City, Herts. AL7 1RF.

Airball poke

To use this poke you need the program printed with the *Stone Raider* screen designer. Load *Airball* with it and type:

```
POKE &H6F43,18
POKE &H6F44,18
POKE &H6F45,18
EXEC 7168
```

Now you have *infinite lives*. However the first time you play *Airball* it is *impossible* to complete it so get the *spellbook* (see review last issue), drop it in the pump room and press 'n' to end the game. Restart and the cross will be possible to get.

Superkid cheats

Play *SUPERKID* until you get a *highscore*. Position the cursor on 'RES' and press the button *briefly*.

'Enter your code' should appear so, using a *floating* joystick move it until the numbers appear:

```
13 37   for Collision detection
25 67   for extra lives
```

Press the button *briefly* again and then enter the codeword '*ALISON*'. Press the button *briefly* when you are on end and use the joystick to select 1-9 lives or collision detection *on/off*.

If you see any of these cheats in *Dragon User*, or any other mag. under anyone's name except mine (see April's D.M.) write to the *Expert* (if in D.U.) and say that I found them. After all, it is *NOT* easy!!!

by Michael Edwards!

The Communications Column

News of a forth-coming article in Dragon Magazine!

Next month, in *Dragon Magazine*, sees the start of a new monthly column, 'The Communications Column', which will contain news, views and tips on how to buy and then use your *Dragon* with a *modem*.

Details on how to save on 'phone bills. Whats on offer with *Prestel* and *Micronet*, and others? And much, much more, including advice on which modem to chose!

If you have any *questions* you'd like to put to our expert, Simon Jones, then write, *via us*, to him at-

Dragon Magazine, 13 Parry Jones Close, Blaina, Gwent, NP23 3NH.

NB. From next month you'll be able to write to our 'expert' directly!

the solution

Compiled by
David Barclay (Punchjaw).

THE PLANET CITY AIRLOCKS:

- A. Blue pass required.
- B. Brown pass required.
- C.

THE PLANET MAP TRANSPORTALS:

- 1. The stone quest.
- 2. The black orb quest.
- 3. The cyclops eye quest.
- 4. The magic amulet quest.
- 5. The oracle.
- 6. The regeneration chamber.
- 7. The forest moon.
- 8. The forest moon.
- 9. The krell village.
- 10. The krell village.
- 11. The human town. (green pass required)
- 12. The forest moon.
- 13. The human town. (green pass required)
- 14. The human town. (green pass required)
- 15. The krell village.
- 16. The planet .
- 17. The human town. (green pass required)
- 18. The krell village.
- 19. The planet.
- 20. The amplifier room.
- 21.

THE HUMAN TOWN MAP:

- 22. The grain store.
- 23. The transport store.
- 24. The general store.
- 25. The power pack shop.
- 26. The food store.

THE KRELL VILLAGE MAP:

- 27. The pass krell.
- 28. The door krell. (leading into the labyrinth)
- 29. The money krell.
- 30. King Cebar.

EXPERIENCE POINTS.

It is very important in the initial stages of the game to build up your experience points. These are gained by performing various tasks and through battles and transactions with various creatures. Once you collect enough experience your Gestalt Level will rise.

GESTALT LEVEL.

This tells you how well you are doing in the adventure. With each higher level you reach new items will appear in the game ie. more weaponry, more transport and higher value power packs. To complete this game you will have to reach Gestalt Level 12 but the maximum Gestalt Level is 16, with 60,000 experience points.

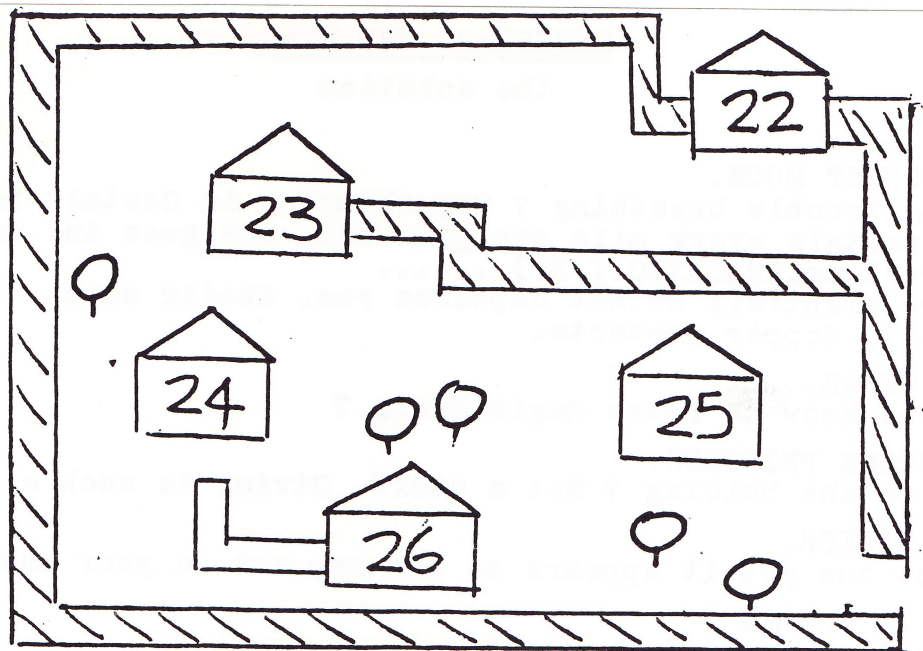
STAMINA.

Eating food is essential to stay alive in the game. Maximum stamina will increase with Gestalt Level.

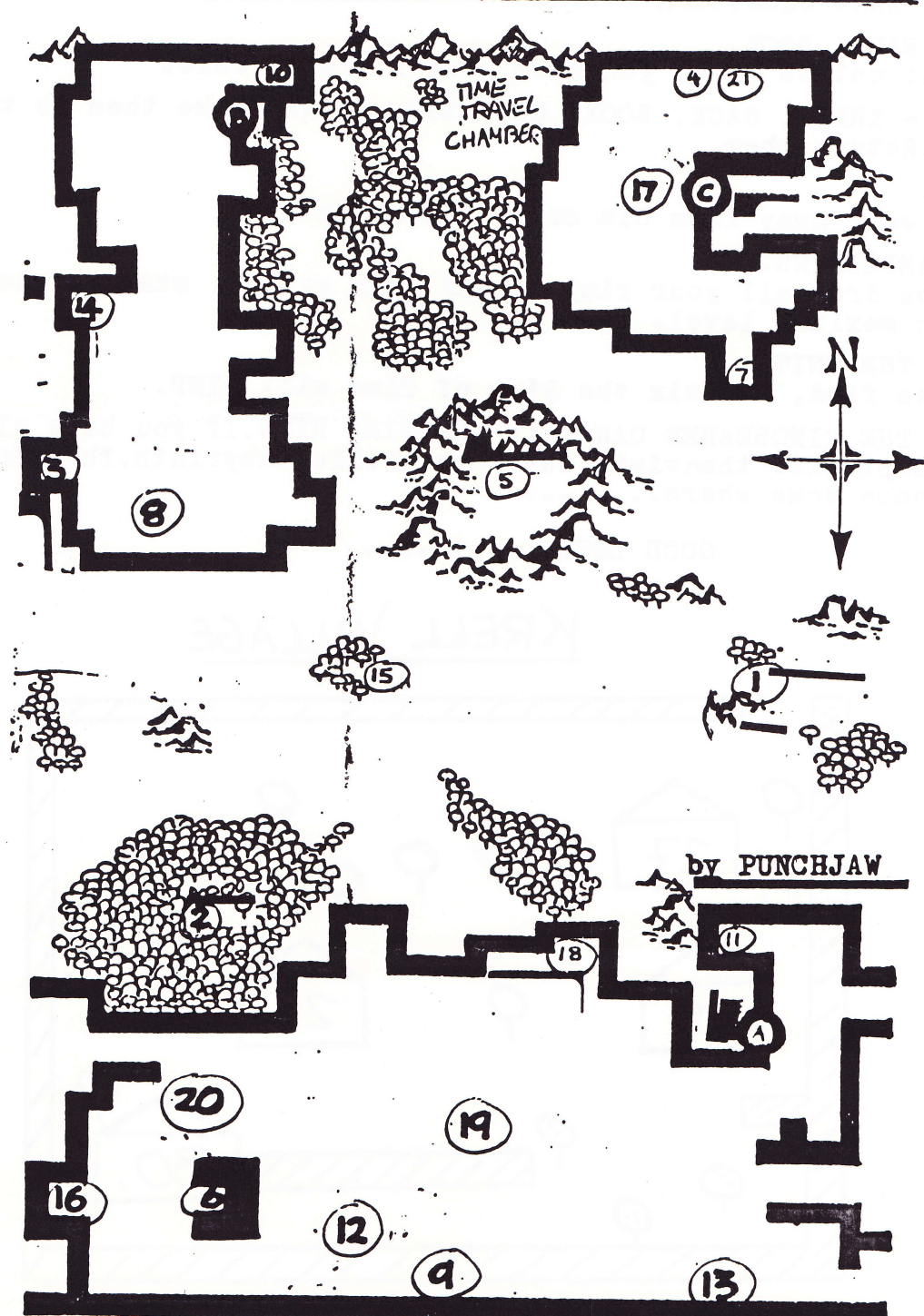
PASSES.

You will need certain passes to enter many locations. Have you visited the Pass Krell yet. Remember more passes appear as your Gestalt Level increases.

HUMAN
TOWN →



THE
MAIN
MAP →



RETURN OF THE RING

the solution

THE FOREST MOON.

Having trouble breathing ? Try shopping in Gestalt Level 2.
Transportals every mile one goes out, one goes in, one goes somewhere interesting. TRACKING 1 2 3
If the Nightfall Mutant captures you, Shedir says: "You can escape"
Traps ? Copper protects.

KING CEBAR.

Did you know he loves Magic Grain ?

THE STONE PRINCESS.

What is she holding ? Not a staff. Giving is such a generous deed.

MOON WALKER.

Bought one yet. It appears on the map not in your inventory.

NEED AN AMULET ?

Evict that squatting mutant.

TO STEAL A BOOK.

...but not to wake, you must swap it for a fake.

LOST - KREEL, SACK, BOOK, ORB, EYE, STONE, take them to the Forest moon. Return them.

GRON.

Stay well away from him or meet your fate.

THE AMPLIFIER.

If you drop all your rings their your skill , stamina etc. will all reach maximum level.

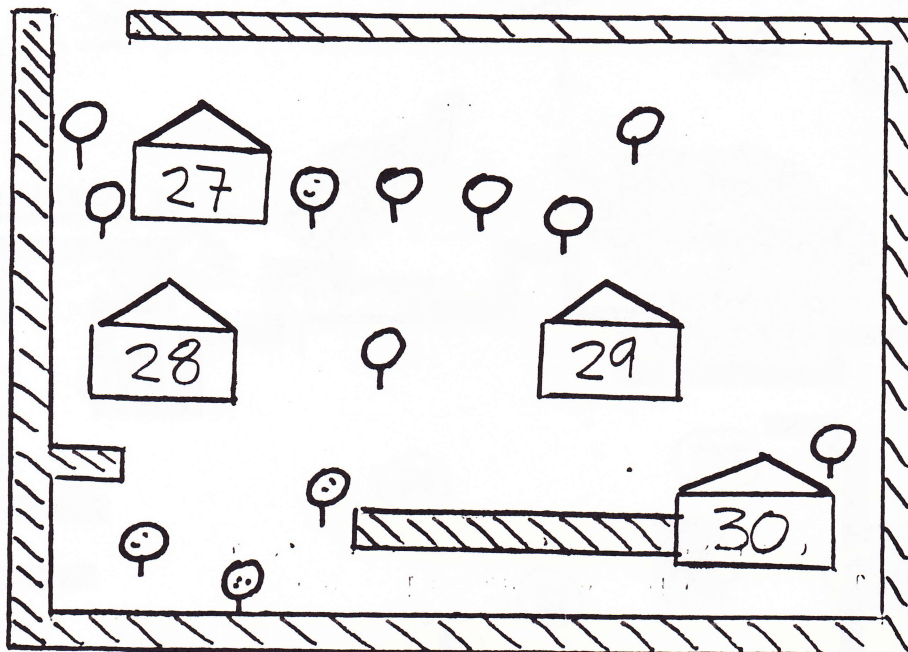
SEEK THE UNITS.

six to find, and six the Ring of Time will BIND.

ONLY THE RINGBEARER CAN TAKE THE TIME RING. If you have already used the amplifier then visit the door Krells Labyrinth. The rings will be in there some where.....

GOOD LUCK.....

KRELL VILLAGE



REVIEWS!

Title : *Superkid*
Price : £8.45
Publisher: Quickbeam

Quickbeam have come up with a *very good* game here. It has *good graphics* and *excellent collision detection*.

You take the role of *Superkid*. He has to walk through a forest and kill or jump over various monsters. The game has *10* screens:

1 ... *Snails*. These can be shot with a weapon. The weapon is got by jumping onto it at the start.

2 ... *Snakes and snails*. The snakes cannot be shot but only move when you do.

3 ... *Snakes, snails and bees*. The bees fly in a wave pattern. They can be shot by jumping up and firing.

4 ... *Snakes, snails, bees and fireballs*. The fireballs fly down regularly. If you touch them you turn blue and die.

5 ... *Skateboard*. If you jump on the weapon you get a skateboard which allows you to move faster. The enemies here are snakes and fireballs.

6 to 10 are as 1 to 5 BUT if you try firing a weapon your energy goes down, because your '*guardian angel*' is watching.

Another thing to watch out for is energy. It gradually goes down but can be replenished by jumping up and grabbing cherries.

The game itself seems very boring at first but then it grows on you. The collision detection, which *Quickbeam's* games are well known for the lack of, is excellent. The game checks that your body is touching something - your cape is immune.

In short, the game is *excellent*. I am not sure of the price, though - it seems very expensive.

The music is not as grabbing as that of *Fireforce* but it is still very good. There is also a *lot* of *speech* which is *very good* and *recognisable*.

* * * * * - *Excellent (if pricey)*

Title : *Galactic Gus*
Price : £5.00
Publisher: Quickbeam

This game involves a man with a *jetpac*. He crashed on an unknown planet and needs 60 fuel units to blast off. Various monsters attack you - some move left and right, some move up and down and some follow you.

The game involves 3 problems - one is moving a '*Pacman*', one is unlocking a door and another is finding a combination.

Other features include '*invisible land*' where you cannot see yourself, a black hole which is a maze-like area and snakes which move up, blocking exits.

The game features *215 rooms*. It is designed in a similar way to *Jet Set Willy* - you get so many lives that you can follow a route outward on your first few goes, but it takes a long time to explore everything.

It is very well priced - it will give *hours of enjoyment*. Only one problem, though, there is one screen with an exit left that is not large enough to go through. I assume that there is a fuel unit behind there as I can only find 59.

This game did make me wonder why *Superkid* is so *expensive* - this game is comparable to it in addictiveness and complexity.

*** * * * * - Excellent**

Title : *Dynafast* BASIC compiler
Price : £5.95 (on disk)
Publisher: Compusense

These 3 programs include a *BASIC compiler*. I will detail and review each one:

1 ... *Dynaxref* is a cross reference utility. It will search through a program for references to variable names or numbers or *ANY* text. Its output is easily understandable. It is mainly for finding variable names, perhaps to change.

2 ... *Dynamiser* is a compacting program. It removes needless spaces, deletes or shortens *REM* statements and finally makes multi-statement lines. It is quite useful for protection purposes as sometimes it makes lines longer than 255 characters and LIST then only lists the first 255, allowing hidden messages etc.

3 ... *Dynafast* is a *compiler*. Well, actually it is not a compiler. What it does is takes any variables which you want as *INTEGER* variables (including arrays) and compiles them into machine code, so you have a BASIC program with bits of machine code.

Dynafast does work well, though. It can make programs work much faster. It will be *VERY* useful for adventures, as most variables in them are integers.

At the 6809 show it cost 5.95 so I think you should consider it, especially as it is three programs which are *ALL useful individually*.

| | |
|-----------------|----------------|
| Ease of use | : 5 out of 10 |
| Value for money | : 10 out of 10 |
| Usefulness | : 8 out of 10 |
| Overall | : 7 out of 10 |

Please note Compusenses new address and telephone number! See this months new section for details.

ARCADE - YIER

13 Parry Jones Close, Blaina, Gwent, NP3 3NH.

I had to be *dragged* away this month from playing on my Dragon, which is something I don't usually have to do when I have a column to write, a magazine to edit and many various other things to do, and why? I'll tell you why! It's those people at *Microdeal*, they've come up with, as I said last month, a game of sheer excellence! Yes, *Airball*, I was up until *two* the other night playing (not getting very far, mind you). You've just got to hand it to them, the graphics are ace, the sounds excellent, and the games extreamly addictive, and yet hard enough to keep you at it for ages. I couldn't give a game a higher rating than what I give this. If you've not already bought it, you should be ashamed of doing yourself an injustice!

Anyway, nice to see the lives poke for it this month, should allow me to get futher into it. Anyone completed it so far? If, and when you do, let me know. Not forgetting, of course, to send in your hi-scores as well, not just for *Airball*. An incase any of you are wandering, Michael told me that he dosen't think a code word is included in *Airball*, never mind though.

This month I'm going to try and compare the *Incentive* game, *Moon Cresta*, with its arcade counter-part of the same name. Beleive me, I've played enough of both to give you a full view. Firstly, I'll say that *Moon Cresta* is available from *Incentive Software* at their usual address.

The first, initial difference is the colour. The arcade version is in full, bright colour, but the Dragon version in black and white only, but thats not too bad, in fact it's quite nice. Also, as you would expect, the sound quality is better on the arcade version.

The game is mainly the same in both versions, play is a little harder on the arcade one though, as its random movement, where as the Dragon one has the same movement for each game, and so it becomes predictable, and so should be easier to play. Having said that, though, my highest score has been reached on the arcade game, around *55,000*. The ships, the docking, and even the high score table is the same as the arcades, which says a lot for the conversion, and, indeed, the converter.

I don't use the computer one much anymore, as its quicker to plug in the arcade machine than wait for *Moon Cresta* to load up, and you do get a slightly better game. You won't get a much better conversion than this though, and it's an excellent game to be converted. I, for one, was extreamly pleased when it was released, as I remembered playing it in the arcades, and it was my favorite game then, and now it still ranks, in my opinion, at one of the best. It's certainly the *best Shoot-em-Up game around*. I'd recomend that you buy it (the computer game that is, not the machine). They both have *flicker free*, smooth moving graphics, and there is a one/two player option on both versions.

Now on to the polls, *no not the political ones* (though I'd be very interested to see reader's views on those too!), but my poll on whats best in Dragon arcade software at the moment. This is how it works. You pick your top three favorite arcade games, and then give each one a percentage, *depending on how much you played them* during the last month. All three should add upto *100%* of course.

| | | |
|-----------------|-----|-----------|
| Airball | 81% | MICRODEAL |
| Stone Raider II | 18% | MICRODEAL |
| Wizard's Quest | 1% | MICRODEAL |

The last two have a very low percentage, and really deserve a *lot more*, but *Airball* is so good that I just haven't had time for the rest! If these three had been released seperatly (I know Wizard's Quest was) then they all would probably have ratings of *80%* or *90%*. Send yours in to me now, at the address at the begining of the column, and any thing else to do with arcade stuff too! That's it from me, for this month, no *selection box of arcade games* for you, as the above poll replaces it, for this month at least, bye!

Send all your hints, tips, pokes, maps, and codes, infact anything to do with the Dragon and arcade software to Andrew Hill at the above address!

N.B. Wanted urgently, the lives poke to Back Track, if any of you've found it, please send in, along with how to use it!

Adventure Page

1 Dalbeattie Road, Dumfries, Scotland, DG2 7PE.

Fantastic news to start of the column this month. Such great news that you will all jump out of your seats when I tell you! Unfortunately, I can't tell you, as yet, as I'm sworn to secrecy, it's all hush, hush at the moment (and that's the way it'll stay until I get the ok! - ED.). But if the person involved doesn't reply to any of my letters then I will be forced to let the cat out of the bag.

A touch of *blackmail* to start of this month; well you'll get no where in this world without breaking a few laws. Don't quote me on that!

As you've probably noticed (not yet, as it's before this and you all read the mags. from back to front - ED.) I've compiled a solution and borrowed a map for the smash it '*Return of the Ring*'. However, it's not really a complete solution as the clues are a bit cryptical. More exact problems will be answered by myself. Earlier readers will remember the map from an old Dragon Magazine (except for two additions). If you are wandering where the competition results are, they will be announced next month.

The extremely lucky winner will receive a letter of congratulations from me (probably the letter *g*), along with my now incredibly valuable signature (hasn't anyone found that spellbook yet? - ED.); oh, and I'll throw in Broomsoft's latest and greatest adventure, '*The Immortal Strain*' and Dragon Data's '*Shenanigans*'.

At the bottom of this month's page is a slip where you can fill in your top three favourite adventures. Please send them to me at the usual address, so I can find out exactly what you are playing at the moment. No rude jokes, please!

A Mr. Eddie Freeman wrote to me complaining, or as he put it, writing '*constructive criticism*' (well, we need comments, like that one, as well as all the rest - ED.) ie. complaining about the persistent spelling mistakes and typing errors in Dragon Magazine. God knows why he's writing to me, I only write the Adventure Page. So Mr. Freeman, any more spelling complaints, write to the current publisher and editor Andrew Hill (my apologise, Mr. Freeman, but I have, since then, changed the way I do the editing, and most errors are now corrected before printing - ED.). It is he who deciphers my *hand* written, *correctly spelt* (usually - ED.) *Adventure Page*. But do send all your adventure hints and questions to me. If anyone would like to send me (or me - ED.) an expensive word-processing system, or even a decent type-writer I'd be only too pleased to accept it. Or, perhaps you'd like to send a charitable donation to '*The Homeless, Underfed, Undernourished, and underpaid Adventure Writers*', all cheques made payable to *Punchjaw*. The reason the February issue of Dragon Magazine was so badly spelt was because Andrew was minus a printer and had to hand type the magazine in a week. I think he did a great job getting it out on time.

This month's review is the *Thirteenth Task*, from *Arc Software*, 272 Mearns Road, Newton Mearns, Glasgow, G77 5LY. It costs £3, and I'll give my ratings first.

Vocabulary 80% * Content 85% * Value 90% * Difficults Moderate

At last an adventure from *Scotland*, and a good one. Don't worry, it doesn't involve teaching a haggis to do the highland fling while wearing a kilt, and getting drunk on half a bottle of Scotch.

It's an extremely aggressive game (maybe that's why Punchjaw likes it so much? - ED.) in which you take on the role of *Hercules*, the legendary warrior (I thought you were going to say 'toilet roll'! - ED.). You are probably the most powerful being on the planet (which planet I don't exactly know) except for your master, *Eurystheus*. No it's not Annie Lennox minus Dave Stewart! Your master has set you a task; to kill the ruler of the underworld, Hades, and bring back his crown. That is your *thirteenth task*.

Firstly, to gain entrance to the underworld you must prove your worthiness by killing many mythical creatures (including Punchjaw - ED.) and completing several unusual tasks. Many of the problems are in fact problems you've already encountered in previous travels. So a good knowledge of Hercules's tasks is helpful, though not essential. Under normal conditions you have to be dead before entering the underworld... With that happy thought I set out on my quest.

First obstacle was a lion, which once strangled you can rip back it's skin from the flesh to supply you with a warm cloak. Not all the game is as violent or as ignorant as that, and don't worry if your not a violent person (because you soon will be? - ED.), adventures are for you to enjoy and imagine yourself as someone else, living their life in their world. Adventures are not to be taken seriously, or you will squeeze the enjoyment out of them.

Back to the game... before daring entrance to the underworld you will have to deal with such creatures as the *Cyclops*, the *Minotaur*, the *Gargon*, *Procrustes*, the *Graeeae*, and many more. Don't let the unusual names put you off, there is an excellent facility - *EXPLAIN* - which will tell you what the creature is and what it does. Map making is essential as you wander through unknown territory. There are over 130 locations to explore. The screen layout is very neat, but I sometimes had to bash the keyboard to get what I wanted on the screen. Slow response? Perhaps I need a new keyboard?

Another snag was that to go North you had to type the first three letters NOR and to go West, WES ect... This does frustrate you after a while. Single letter directions are so much easier and quicker. Ie. *N, S, E, or W.*

The game comes with an instructive inlay, which does help you, and also lets me know how much effort has been put into it. These little details help sell the game.

To sum up, I thoroughly enjoyed the game and it made a change to a voyage through space or trying to assemble a Time Machine or trying to find a vaccine for a killer disease (they all sound familiar - ED.). At only £3 the game is a must for all adventurers.

No *selection box of adventures* this month, in it's place is a *Return of the Ring* solution which I hope will help you. If anyone still hasn't bought the game go and get a copy now! Next to *Juxta-Position* (*Barons of Ceti V*) it's the best adventure around. Without this game your Dragon is like a pencil without any lead (I wouldn't go that far - ED.). Enough advertising, onwards to the last paragraph.

cut here
cut here
cut here

TOP THREE FAVOURITE ADVENTURES

1.

2.

3.

13th Task

Immortal Strain

Just a position

Name

Address

:

:

Post Code :

(please mark envelope 'Adv. Page')

Footnote

What happened to Mike Gerrard in Dragon User?, couldn't he handle the pressure of being a PROUD Dragon owner. Transforming him into a traitor working for another computer. Seriously though Mike, all of us at Dragon Magazine wish you all the best in your new job, let's hope your replacement is as good.

Name : Hi-Text
Price : £5.00
Publisher : Micro-Vision Software
8 Wensley Road, Liverpool, L9 8DW.

This is another one of those screen driver program, this one giving a 64 character per line screen display. As it's from Micro-Vision I automatically expected quality software. I must admit that I was slightly disappointed, but still, it is one of the best tape screen drivers for the Dragon, next to Rainbow Writer from Microdeal, which offers many more features than any which I have seen!

This is an example of the display given when Hi-Text from Micro-Vision is used! It's quite clear, but some of the characters are not very well designed - but these can be re-defined, anyway.

here are a few characters :

!"+:77'0+*:-=JL:*/?X, act... There is also a 'screen invert' facility, giving WHITE on BLACK text.

.....Dragon Magazine.....Dragon Magazine.....

The text is small (as you would expect) but *legible*, but some characters are badly designed. This is no real problem as there is a feature built in which allows you to *re-define* the character set. The one thing that really suprised me was the speed at which printing is carried out! It's almost as *fast as the Dragon* normally!! That is one of the big *plus points* of this program (have you ever tried waiting for a large program to list with some drivers?).

I liked this program, even though it carries out only the basic functions of a screen driver, unlike Rainbow Writer, it does do them well. It's an ideal tool for programing, and for (I should think there's no copyright problems, but ask first) adventures and word-processors! Well done Micro-Vision, and also to **Mathew Lodge**, the author, who is, I believe, at the moment writing an undated version with *windows* and all that! Can't wait...

Very Good

Review by Andrew Hill

Name : *Speedking*
 Price : £14.95 (Dragon version)
 Supplier : *Konix Computer Products*, Unit 13 Sirhowy Industrial Estate,
 Tredegar, Gwent, NP2 4QZ.
 Tel: 0495 - 711988

This joystick, made locally to me, has been said by many people to be a '*revolutionary new design*' in joystick manufacture. This, I think, can only be too true when you take a look at it. Firstly, it's *hand-held*, a feature that Dragon owners, but not most other computer users, have had since the start! Then it's shape. The fire button looks as if its in an uncomfortable position to use for long playing periods. Once you get it in your hands, though, you notice immediately that it *fits the hand perfectly*, and is indeed, very comfortable; with a very well placed fire button, I hasent to add!

The red stick is not too short, nor too narrow, neither is it too wide or too tall, its all in the right proportion to the rest of the joystick, and even your hand! It has a *rugged design*, and a nice, positive clicking noise when you move the stick. The fire button is very responsive. I think this joystick will take a *lot of wear*.

My conclusion is also backed by the fact that this very same joystick has now become the *World's most popular stick*, and *U.S. Gold* have taken them on as their joysticks for European markets (or something like that). An *excellent* joystick, available in left and right handed versions (state when ordering) needed with this joystick design. *Well done Konix!*

* * * * *

— EXCELLENT!

Review by *Andrew Hill*.

LETTERS CORNER

Not being an expert on computer hardware the range of available equipment is mind boggling. I would therefore welcome some articles on hardware and what is compatible with the Dragon. In particular, as far as I am concerned at present, printers.

You have recently reviewed the Amstrad DP2000. Do you have to use a centronics printer with the Dragon, or what do you have to do to use a parallel printer? Is there a limit to the size of printer that you can use coupled to the Dragon. I have a Microline 193 and 293 in the office. Are these compatible.

What about pin configuration on the Dragon printer port and link up with the printer. Another area is disk drives, information about them, and also any other add-ons, including modems.

I would also welcome some articles on very simple Micro-Electronics as applied to the Dragon computer so that I can understand a little more about the inside of the machine. Also information on the chips and how they are configured.

I realise that some of the above requires a lot of technical knowledge, but I hope that this is helpful to you so that the publication of Dragon Magazine can improve (already very good except for spelling) - (What! It isn't that bad any more!-ED) and go from strength to strength.

My grateful thanks to you all, you are doing a grand job.

Eddie Freeman, 80b Main Road, Old Duston, Northampton, NN5 6RA.

Our Reply

Well, Mr. Freeman, we neither are computer experts! As far as the *Microline* printers go, we believe the 193 is compatible, and see no reason why the 293 will not be. This is providing you get one with a *centronics port*, of course. There is *no limit* to the size of the printer than can be linked to the Dragon, but it must have the necessary ports. In fact, even machines like *photo-typesetters* can be linked and run via software! Most printers have a centronics and/or RS232 printer port. On the 32 only a Centronics printer can be used (unless RS232 expansion port purchased from Compusense), the 64 has this as standard. Having said that, the centronics port is used in *most* if not all of the programs using a printer for the Dragon, so for both commercial software compatibility and ease of use, I would suggest you maybe stick to this one.

Next month sees the start of a new series in Dragon Magazine, all on *communications*, whats available, what it costs, and all the rest... so that should answer at least one of your problems.

NB. if any of our readers would like to write articles on any of the topics mentioned, or others, please write to us!

SOFTWARE ROUND-UP

QUICKBEAM SOFTWARE

Yes, part 2 of *Software Round-Up*, and this month, *not* as promised, we're listing the *Quickbeam Software* range of Dragon software. All are available from quickbeam at -

QUICKBEAM SOFTWARE, 67 Old Nazeing Road, Broxbourne, Herts., EN10 6RN.

| | |
|--------------------|--------------------------|
| Electronic Author | £19.90 (DRAGON DOS DISK) |
| Electronic Author | £14.95 (Tape) |
| Fire Force | £ 8.45 |
| D.A.M.S. | £ 8.45 |
| Super Kid | £ 8.45 |
| Shaolin Master + | £ 8.45 |
| Duplidisk 2 | £ 8.45 |
| Duplicas 5 | £ 8.45 |
| Frankie | £ 6.95 |
| Dickie's Den | £ 6.45 |
| Dickie Spaceman | £ 6.45 |
| Shrunken Scientist | £ 6.45 |
| Terror Castle | £ 6.45 |
| Trivial Crosswords | £ 6.45 |
| Weirds of Kesh | £ 6.45 |
| Gorden Bennet! | £ 4.95 |
| Galactic Gus | £ 4.95 |

COMPETITION TIME!

This month win a copy of -

TASK SHIP !

Just Answer

R & A. J. PRESTON

1. Whats the name of the new company who've taken over the *Blaby* range?
2. What company produces the *Thirteenth Task*? ARC SOFTWARE (A. GAIN COONS)
3. What compnay produces the 'Speedking' joystick?
4. What's the new *Prestel* based magazine for the Dragon?
5. What is name of the new utility program from *Harris Micro* that gives the Dragon 'windows'? ICONS UTILITY

Send all answers (postcards or letters) to us at :-

Dragon Magazine, 13 Parry Jones Close, Blaina, Gwent, NP3 3NH.

The first name picked out of the bag will recive a copy of *Task Ship*, with compliments from *Computape Ltd.* and *Dragon Magazine*!

enteries by 1st June 1987
(Editors desicion is final)
(rules on request & SAE)

Last month's winner & results next month..!

PROGRAMING!

3-D PATTERNS

```
10 REM 3 DIMENSIONAL PATTERNS
20 REM EDIT AND CHANGE LINE 140 TO CHANGE PATTERN
30 REM (C) COPYRIGHT 1987 BY BROOMSOFT
40 PMODE 4,1:PCLS:SCREEN 1,1
50 H=255
60 V=95
70 D1=H/2
80 D2=D1*D1
90 E1=V/2
100 E2=V/4
110 FOR D=0 TO D1
120 D4=D*D
130 M=-E1
140 A=SQR(D2-D4)
150 FOR I=-A TO A STEP 5
160 S=SQR(D4+(I*I))/D1
170 F=(S-1)*SIN(S*12)
180 E=I/5+F*E2
190 IF E<=M THEN 270
200 M=E
210 E=E1+E
220 X=D1-D
230 Y=(3*E)-75
240 GOSUB 300
250 X=D1+D
260 GOSUB 300
270 NEXT I
280 NEXT D
290 GOTO 290
300 ' SET POINT
310 IF (X)>=0 AND X<=255 AND Y>=0 AND Y<=191) THEN PSET(X,192-Y,5)
320 RETURN
```

After typing in, this program is ready to run. It produces *3-D patterns* on the Dragon's Hi-Res screen mode 4. Different patterns from the '*pattern generator*' can be got at by editing line number 140 and changing the values. Some *very interesting results* can be obtained by this... but we'll leave that to you to find out!!

Written by Michael Edwards
(C) Copyright 1987 by Broomsoft

What's Next Month ?

/INTERVIEW EXCLUSIVE/
/BIO-RHYTHMS REVIEWED/
/COMPETITIONS/

...and a lot, lot more!...

/NEW MONTHLY FEATURE COLUMN//
**** COMMUNICATIONS ****

The GRAND VOTE

Now here we have the *grand vote* - the *best* (and *worst*) of everything. In brackets are my nominations. Just write yours on the *form* and send to:

GRAND VOTE,
30 Broomhills,
Welwyn Garden City,
Herts. AL7 1RF

Categories

Games

- | | | | |
|---------------------------|--------------------|------------------------|----------------|
| 1 The BEST | (Airball) | 2 Most ADDICTIVE | (Shocktrooper) |
| 3 Best normal grafix | (Shocktrooper) | 4 Best 3-D grafix | (Airball) |
| 5 Most SCARY enemy | (Draconian) | 6 Best MUSIC | (Shocktrooper) |
| 7 Best SOUND | (Rommel's Revenge) | 8 Worst | (Cu*ber) |

Adventures (Yes I know they are games):

- | | | | |
|-------------------|-----------------|---------------------------|------------------------|
| 1 The BEST | (Juxtaposition) | 2 Best normal GRAFIX | (Vortex Factor) |
| 3 Best PROSE | (None of them) | 4 Best STORYLINE | (Vortex Factor) |
| 5 Worst | (Keys of Roth) | 6 Most ANNOYING | (Cricklewood incident) |

Utilities

- | | | | |
|---------------------------------|------------|---------------------------|------------|
| 1 Most USED | (Alldream) | 2 Most USEFUL | (Dynafast) |
| 3 Least user-friendly(???) | | 4 Most user-friendly | (Dynafast) |

Hardware

- | | | | |
|----------------------|--------------|--------------------------|--------------------|
| 1 Most USEFUL | (Disk drive) | 2 Least USEFUL | (Lightpen) |
| 3 Most OUTDATED | (Television) | 4 Most WANTED by me | (128k Flex system) |

The *PRIZE* is *Galactic Gus* and *Superkid* for the entry which I agree with the most

Results will be in the *JULY* issue with luck!

Entry form for GRAND VOTE

Games:

- | | |
|---------|---------|
| 1 | 2 |
| 3 | 4 |
| 5 | 6 |
| 7 | 8 |

Adventures:

- | | |
|---------|---------|
| 1 | 2 |
| 3 | 4 |
| 5 | 6 |

Utilities:

- | | |
|---------|---------|
| 1 | 2 |
| 3 | 4 |

Hardware:

- | | |
|---------|---------|
| 1 | 2 |
| 3 | 4 |

Name

Address

Postcode
