

MAGAZINE

NOVEMBER & DECEMBER 1987 (2 issues)



CHRISTMAS
& NEW YEAR
DOUBLE ISSUE

(COUNTS AS 2 ISSUES)

PAGES & PAGES

- of -

**NEWS, REVIEWS, HINTS, TIPS
POKES, CODES, VIEWS. COMPETITIONS
and your FAVOURITE COLUMNS!**

Dragon Magazine - *It's the magazine!*

Dragonfire Services

Editor's Views . . .

This column seems to be getting into an apology slot, usually for the late appearance of the magazine, or something. Again it is this month. But with some good news too. As you have probably noticed, we are about double our usual size. This is because it's two issues as one - kind of a Christmas special... it counts as two issues of your subscription too - but as you can see it's worth it. The free gift on the cover too as our 'thank you' to you. It's only small, but Dragon Magazine can't afford anything very expensive.

On the subject of Christmas, and the new year, I hope you all got out your stockings and will soon be filling them with goodies for your Dragon. The number of you who turned up at the 6809 Show gives the impression that many of you will... the much nicer new halls, and the number of exhibitors there was topped off by the busiest Dragon and Tandy show there has been in years. Well done. Many of you who I were talking to were actually Dragon Magazine readers, others we are now welcoming with this their first issue.

On one final note may I wish you all a Merry Christmas and a Happy New Year on behalf of myself and the other Dragon Magazine writers. We will be getting in gear over the festive season for a very active new year - along with what we hope a few surprises for you in '88. But, before I go, remember not to eat too much turkey, and go easy on the drink... after all we want some articles from you for early '88! Bye!!

ANDREW HILL - EDITOR

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Please send all correspondence to:

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

Please Enclose an S.A.E.

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Any articles for publication should be sent to us at our address (above). Any programs for publication should be sent with full documentation, the program itself on tape. We cannot guarantee to publish any material. We will make every effort to return tapes, but again no guarantees can be made (please keep a copy). No payment is made for any articles published (including programs) unless prior written agreement is made with the publishers.

LETTERS CORNER

Letters from Dragon owners to Dragon owners!

DISK DRIVE SEARCH...

Dear Editor,

I Hope you can help me in my search for a disk drive for my Dragon 32 computer. I haven't much money to spend, but require a drive to make my job easier. There seems to be no help available from any high street stores now that the Dragon is out of production.

If you can help me please write to me at the below address. I can collect if in a 10 to 12 mile radius of Bristol. Thanking you in advance.

Mr. L. Webb, 14 Holly Close, Pucklechurch, Bristol, BS17 3TD.

EDITOR: *Thank you Mr. Webb for your letter. The high street stores don't won't to know you when you come back for after sales service, like buying a disk drive, when you own a computer they still stock, let alone one thats out of production. Unless you can pick something up off the self generally they are of no help what so ever. A smaller dealer can often be a better bet, for only a little extra price. But for a Dragon you best bet, though, is mail order. Since you after a low cost drive, maybe second hand, try reading through Micro Computer Mart - there are generally a few Dragon bargins to be picked up in there. Alternatively, one of our readers may be able to help you out? If so, please write to Mr. Webb at his above address.*

>> No more letters for you this month, but...

Simon Godwin and Craig Moss of Buzz Software wish to pass on Christmas and New Year greetings to all readers.

Seasons Greetings also come from the editor and members of the Siegfried Computer Grippe (a German Dragon user's group).

Many readers send their greeting to the rest of you too, as do several companies.

Dragon Magazine has replied personally to as many as possable passing on their thanks on behalf on all our readers. For anyone we missed - Seasons Greetings and a happy 1988 from us all!

If YOU have a view that ought to be aired. A tip that should be shared or maybe just a thought that other may like to know then write to LETTERS CORNER. It's the corner that YOU write! Be it critisism or compliments, facts or thoughts write NOW to -

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

DRAGON MAGAZINE - ~~keeping~~ you in contact!

DRAGON NEWS FILE

☒ DRAGON NEWS FILE ☒ DRAGON NEWS FILE ☒

for the LATEST Dragon news!

A GREAT SHOW!

The 6th 6809 Colour Show, this time organised by John and Helen Penn of J.P.D.S. was a great success! The more upmarket venue, the increased number of exhibitors, and the user attendance alike, were up. Helen Penn reports that between 700 to 800 people turned up all together, and 20 trade exhibitors and demonstrators. The show seemed much better attended than the last one in London, and the retailers generally did better business. J.P.D.S. are organising two regional Dragon shows for early next year, though no future 6809 Shows have been planned. Though Dragon Magazine sees no reason for there not being another.

News of a show in Manchester or the Midlands in March has just been received. No confirmation has yet been given, and we do not presently know who will be the organisers if a show does get organised there. More details, we hope, next month.

METAL DROPPED - SOCCER CHANGED!

Quickbeam who were hoping to release two new titles for the Dragon at the 6809 Show, namely, Metal on Metal and Six aside Soccer were unable to. Metal on Metal has been 'dropped' according to proprietor, Dave Hitchman, because the author could not see it worth his while. Six aside Soccer, however, was released at the 6809 Show under a different name. Indoor Football. Priced at £8.95 it seems reasonable value for money, with good animated graphics. We hope to a review for you soon! For more details, or to order, write to QUICKBEAM SOFTWARE, 36 Salisbury Road, Hoddersden, Herts. EN11 0HX.

GRAPHICS BOARD WITH A TWIST!

Gordon Twist, co-author of Microdeal's Dark Pit game, has just released a new add-on board for the Dragon. It's a CGA (Colour Graphics Adaptor) board, for use with OS/9 or Basic on the Dragon 64. It gives the Dragon a text screen of 40 by 24 and 80 by 24, and a graphics resolution of 80 by 72, 160 by 72, or 320 by 240, the latter giving 8 colours, compared to the 4096 available. It has 4 character sets built in, one being I.B.M. compatible, and can store upto 256. The board, which replaces the Dragon Plus board by Compusense costs £105 (+P&P), or you can trade in your Dragon Plus and get a substantial discount. Either way you must fix the board yourself, only a simple job, or have it fixed at cost. For more details contact Gordon Twist, 88 Stonebridge DR, East Leake, Loughborough, Leics. LE12 6JP. or on Prestel MBX 919998286.

**KEEP INFORMED
READ DRAGON NEWS FILE
ONLY IN YOUR FAVORITE DRAGON MAGAZINE!**

NEWS FILE CONTINUED OVERLEAF...

PEAKSOFT'S NEW ERA ?

Peaksoft, the long established Dragon company, has now changed it's name to that of it's proprietor, Harry Whitehouse. While Peaksoft still exists, Harry Whitehouse is the 'Dragon division' of Peaksoft. H.W. now sell almost all types of hardware available for the Dragon. They also sell the new Atari S.T.'s, a computer that several old Dragon firms are now supporting, including Microdeal and Compusense.

A field in which H.W. are very strong in communications. Previously they sold the Dragon comms. package for Modem House. Now they sell the Modem (Prism 2000) and their own ROM software and hardware. It's called the New Era interface and is priced at £69.95 and delivery is 7 to 28 days. The new interface not only allows various baud bulletin boards to be used (if you have a suitable modem), but also save characters into it's own buffer for cheaper off-line use of communications, the ability to access 'scrolling' bulletin boards. And as it plugs into the cartridge port (like the old Modem House one) it has a through port so that a Disk Drive, or whatever can still be attached. A new development for the interface should be available soon. It's a word processor on rom. That addition would make the New Era a very complete comms. package. In their information pack on the interface they stress that the £69.95 dose NOT include a Modem which they can supply for £35 or will arrange a free one for you from Micronet if you take out a years sub (£66) with them. The reason for not including a modem is that many purchasers will be upgrading from the old Modem House software, and others taking advantage of the free Micronet modem offer (which is the Prism 2000).

For more details on their full range of Dragon accesories write, stating your interest, to Harry Whitehouse, 48 Queen Street, Balderton, Newark, Notts. NG24 3NS.

DRAGONFIRE SOFTWARE RELEASES...

Dragonfire Services, the proprietors of Dragon Magazine, have just annouced the release of several new titles, as promised. The first is Pyradventure. It was originally for sale from author Tim Wheals, but now Dragonfire have take it over. It's priced at £3.00. Another two releases are the Small Business Word Processor and the Small Business Telephone Directory. Both are priced at £4.00 each. Mazerace and Spellbox is an educational twin pack which uses the Dragon's hi-res screen in colour throughout and animation. It's aimed at the 6-11 year old range. It is priced at £4.00. Decathlon is a '10 games in 1' program. It's not a sports simulation, but has already received '4 dragons' in a review in Dragon User. The price is £3.00. The latest of their new release in Underbeings of Croth. An adventure which uses the hi-res screen for text, and has 'sentence input'. It is priced at £4.00. Please add 50p P&P per tape in the U.K. or £1.25 overseas.

They also say this is not the last of there new software for the Dragon. Already several authors are awaiting to sign deals with them, including music programs, a drawing utility which works with the Tandy electronic book, and a trivia game, based on the electronic pub version. Also Script, a font for MacGowan's Printer Control, is available for the Epson range of printer, and is presently being converted for all suitable printers (details on request). More more details write to Dragonfire Services, 13 Parry Jones Close, Blaina, Gwent, NP23 3NH.

DRAGON FAME THROUGH MICRO-MART ?!

Micro Computer Mart, the fortnightly publication full of computer for sales and wants, has recently had a 6 page Dragon section, which contained reviews, and views, and classified ads. It was also supported very well by the Dragon traders with John Penn, Preston, Computape, Harris, and others advertising supporting the feature. The only problem Micro Mart had was getting enough material from Dragon owners.

They would like to run another feature, but only if you support them by writing articles. Micro-Mart has since double in size to an amazing 100+ pages for only 50p! It's available by subscription, or through your newsagents, though most only supply it to order.

PRESTON PROGRAMS RELEASED!

Preston, the popular software house, has just released three new Dragon titles. One is a music composer type program, and another a 'marble madness' type program written by Jonathan Cartright is Rolla Ball. The third is Zotoka, written by Paul Lawton. In this you try your hand at trying to rule an island. A review of the latter can be seen in the months Dragon Magazine. Their other titles we hope to review soon. Contact Preston Software on 0656 880965 or at Kings Hall Court, St. Brides Major, Mid. Glamorgan, CF32 0SE.

PICTURE MAKER FROM PENN!

John Penn Discount Software, a long establish Dragon software supplier has just released Picture Maker, written by David Maken author another J.P.D.S. title, Music Maker. Picture Maker is a Pmode 3 screen designer which not only incorporates a wide variety of functions, but also screen dumpers for various printers!

Picture Maker is priced at £5.00 (+ 50p p&p) and is available only from John Penn Discount Software, Dean Farm Cottage, Kingsley, Bordon, Hants. GU35 9NG. Or telephone (042 03) 5970 (24 hour, Access card welcome). J.P.D.S. also have a very wide range of software for the Dragon at prices from just £1.50! Send an S.A.E. for list.

ARC SOFTWARE PRICE DROP!

Arc Software has reduced the price of their popular adventure, the 13th Task, from £2.95 (+ 50p p&p) to £2.00 (+ 50p p&p) for the Christmas and New Year period. The offer lasts until 31st of January only, so hurry if you want a copy! Order from Arc Software, 272 Mearns Road, Newton Mearns, Glasfow, G77 5LY.

DRAGON MAGAZINES' NEWS FILE

"IT'S THE MOST EXTENSIVE UPTO DATE NEWS FILE AVAILABLE FOR THE DRAGON!"

IF YOU HAVE ANY NEW DRAGON NEWS ON SOFTWARE, HARDWARE, SHOWS, OR ANYTHING ELSE THEN WRITE TO US FOR FAST NEWS INFORMATION!

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

ROULETTE!

★ YOUR FREE GAME! ★

Dragonfire Services and Denis O'Mulloy
are allowing readers to get a FREE
copy of their new game! SAVE £2!

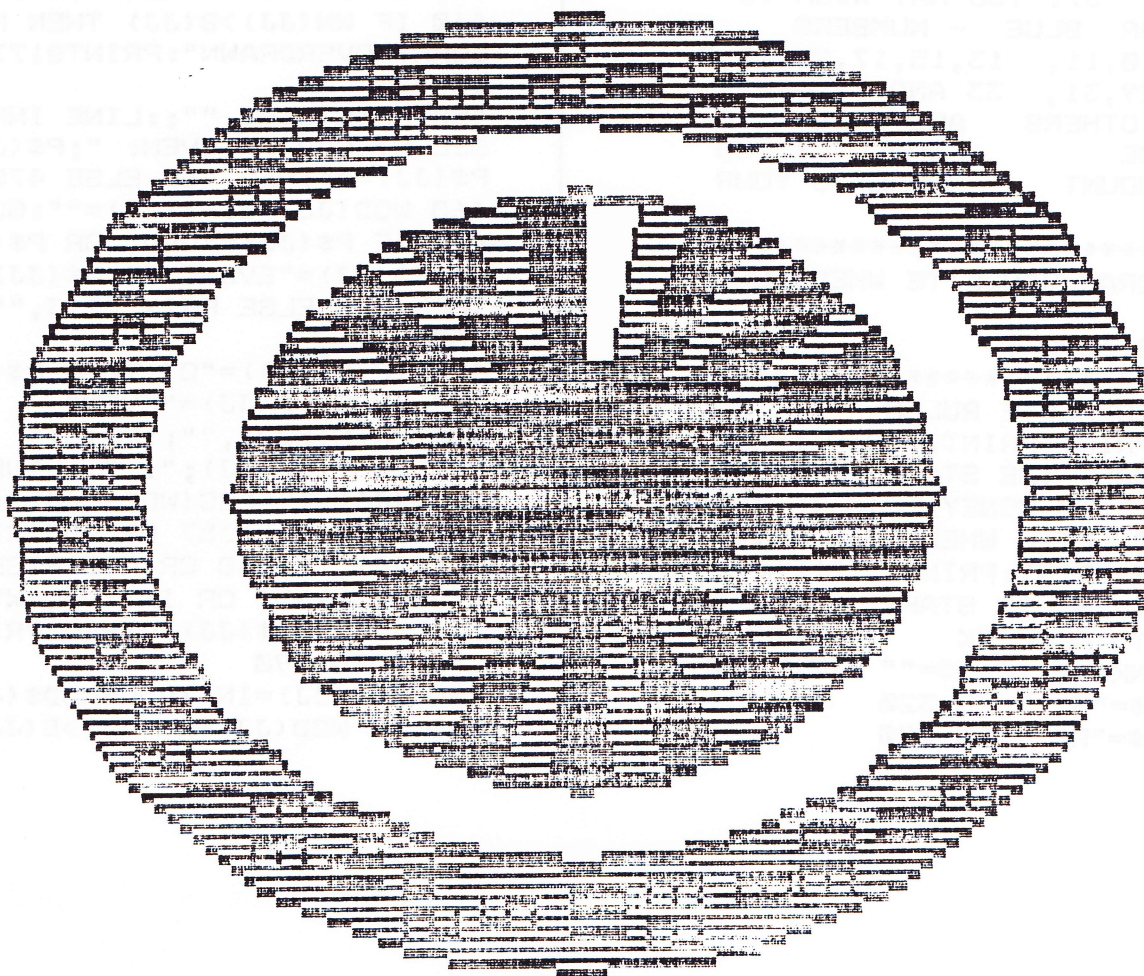
Roulette is, as you all know, the famous gambling game found in casinos all around the world, and especially in Monte Carlo! Now we bring you the game to your own home, to your own Dragon, with all the thrills of the real game, but without any of the looses!

It's FREE to you if you type it in, or is available on cassette priced £2 (plus 50p p&p) from *DRAGONFIRE SERVICES, 13 Parry Jones Close, Blaina, Gwent, NP3 3NH*. This is our gift to you as a 'thank you' for your support! It uses hi-res colour graphics and can be played by between 1 and 6 players - the more the better!

All instructions are contained within the program, but one thing not mentioned is that if you don't wish to bet on any particular item (like which colour the ball will land on) then simply press <ENTER> on that question and it will skip that bet. This is useful when several people are playing and one or more of you have run out of money.

Please write to us with your views on this program to *DRAGON MAGAZINE, 13 Parry Jones Close, Blaina, Gwent, NP3 3NH*.

DRAGON MAGAZINE wishes to thank Dragonfire Services for allowing the program to be printed, and to give special thanks to the author, Denis O'Mulloy for his kind gesture.



```

10 REM ROULETTE
20 REM (C) 1987 DENIS O'MULLOY
CAMBRIDGE
30 REM*****
*****
40 REM SET RANDOM START TO RANDOM
NUMBER SELECTION
50 T=TIMER:IF T>1000 THEN T=800(-
T)
60 FOR X=0 TO T
70 Y=RND(X):NEXT
80 T=0:Y=0:X=0
90 CLEAR200:DIM K(5,5):DIM U(5,5)
100 REM*****
*****
110 REM DISPLAY RULES
120 CLS:PRINT,," WELCOME TO THE
DRAGON CASINO - THE MONTE CARLO
OF GLAMORGAN.",,,"YOU ARE INVITED
TO PLAY ROULETTE"
130 PRINT"THE ROULETTE WHEEL SPI-
NS AND THE BALL DROPS IN A NUMBER
FROM ZERO TO THIRTY SIX"
140 PRINT"BEFORE EACH SPIN THERE
ARE THREE BETS YOU MAY CONSIDER"
150 PRINT:INPUT"PLEASE PRESS ent-
er TO CONTINUE";Q$
160 CLS:PRINT:PRINT" 1). YOU MAY
WISH TO BET ON A      NUMBER - IF
YOU SELECT THE      CORRECT
NUMBER YOU WIN 36      TIMES
YOUR BET"
170 PRINT" 2). YOU MAY BET ODD OR
EVEN -      IF YOU CHOOSE CORRECTLY
YOU WIN AN AMOUNT EQUAL TO YOUR
BET"
180 PRINT" 3). YOU MAY WISH TO
BET RED OR BLUE - NUMBERS
2,4,6,8,10,11, 13,15,17,20,22,2-
4,26,28,29,31, 33 AND 35 ARE
RED: THE OTHERS      ARE BLUE. IF
YOU CHOOSE      CORRECTLY YOU
WIN AN AMOUNT      EQUAL TO YOUR
BET"
190 REM *****
*****
200 REM DRAW ROULETTE WHEEL SUBR-
OUTINE
210 GOSUB 1090
220 REM*****
*****
230 REM COMPLETE RULES
240 CLS:PRINT:PRINT:PRINT:PRINT-
:PRINT" HALF THE STAKE IS LOST
FOR      EVEN MONEY BETS IF THE
ROULETTE WHEEL GIVES ZERO"
250 PRINT:PRINT:PRINT" PLEASE
PRESS KEY 'S' TO START      PLAY OR
KEY 'R' TO RECHECK      RULES"
260 Q$=INKEY$:IF Q$="" THEN 260
270 IF Q$="S" THEN 320
280 IF Q$="R" THEN 120

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290 IF Q$<>"S" OR Q$<>"R" THEN
260
300 REM*****
*****
310 REM INPUT ROUTINES FOR PLAYE-
RS AND BETS
320 CLS:PRINT @226,"HOW MANY PLA-
YERS - MAXIMUM 6"
330 X$=INKEY$:IF X$="" THEN 330
340 J=VAL(X$):IF J<1 OR J>6 THEN
320
350 CLS:FOR JJ=1 TO J:PRINT@230,-
"NAME OF PLAYER";JJ,:INPUT N$(JJ)
360 B(JJ)=100:CLS:NEXT JJ
370 CLS:FOR JJ=1 TO J:PRINT "
YOUR BANK IS";B(JJ);" ";N$(JJ):P-
RINT:PRINT" PREPARE TO SELECT YO-
UR BETS":O(JJ)=B(JJ)
380 PRINT@128,"":LINE INPUT"
NUMBER SELECTED: ";D$(JJ):IF D$(-
JJ)="" THEN 390 ELSE 400
390 P(JJ)=0:WN(JJ)=0:GOTO 450
400 IF ASC(D$(JJ))<48 OR ASC(D$(-
JJ))>57 OR ASC(RIGHT$(D$(JJ),1))-
<48 OR ASC(RIGHT$(D$(JJ),1))>57
THEN PRINT @140,"":GOTO 380
410 P(JJ)=INT(VAL(D$(JJ))):IF IN-
T(VAL(D$(JJ)))<>VAL(D$(JJ)) OR P-
(JJ)<0 OR P(JJ)>36 THEN PRINT@14-
0,"":GOTO 380
420 PRINT@160,"":LINE INPUT"
AMOUNT OF BET: ";WN$(JJ):IF ASC(-
WN$(JJ))<48 OR ASC(WN$(JJ))>57 OR
ASC(RIGHT$(WN$(JJ),1))<48 OR ASC-
(RIGHT$(WN$(JJ),1))>57 OR INT(VAL-
(WN$(JJ)))<>VAL(WN$(JJ)) THEN P-
RINT@176,"":GOTO 420
430 WN(JJ)=INT(VAL(WN$(JJ)))
440 IF WN(JJ)>B(JJ) THEN PRINT "
SORRY OVERDRAWN":PRINT@177,"":GO-
TO 420
450 PRINT@192,"":LINE INPUT"
SELECT ODD OR EVEN: ";P$(JJ):IF
P$(JJ)="" THEN 460 ELSE 470
460 WOD(JJ)=0:P$(JJ)="" :GOTO 520
470 IF P$(JJ)="ODD" OR P$(JJ)="O"
OR P$(JJ)="EVEN" OR P$(JJ)="E"
THEN 480 ELSE PRINT@213,"":GOTO
450
480 IF P$(JJ)="O" THEN P$(JJ)="O-
DD" ELSE P$(JJ)="EVEN"
490 PRINT@224,"":PRINT" AMOUNT
BET ON ";P$(JJ);" ":LINE INPUT
WOD$(JJ):IF ASC(WOD$(JJ))<48 OR
ASC(WOD$(JJ))>57 OR ASC(RIGHT$(W-
OD$(JJ),1))<48 OR ASC(RIGHT$(WOD-
$(JJ),1))>57 OR INT(VAL(WOD$(JJ)-
))<>VAL(WOD$(JJ)) THEN PRINT@244-
,"":GOTO 490
500 WOD(JJ)=INT(VAL(WOD$(JJ)))
510 IF WOD(JJ)+WN(JJ)>B(JJ) THEN

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PRINT " SORRY OVERDRAWN":PRINT@2-
45,"":GOTO 490
520 PRINT@256,"":LINE INPUT"
SELECT RED OR BLUE:";R$(JJ):IF
R$(JJ)=" THEN 530 ELSE 540
530 WC(JJ)=0:R$(JJ)="":GOTO 600
540 IF R$(JJ)="RED" OR R$(JJ)="R"
OR R$(JJ)="BLUE" OR R$(JJ)="B"
THEN 550 ELSE PRINT@277,"":GOTO
520
550 IF R$(JJ)="R" THEN R$(JJ)="R-
ED" ELSE R$(JJ)="BLUE"
560 PRINT@288,"":PRINT" AMOUNT
BET ON ";R$(JJ);":LINE INPUT
WC$(JJ):IF ASC(WC$(JJ))<48 OR AS-
C(WC$(JJ))>57 OR ASC(RIGHT$(WC$(J-
JJ),1))<48 OR ASC(RIGHT$(WC$(JJ)-
,1))>57 OR INT(VAL(WC$(JJ)))<>VA-
L(WC$(JJ)) THEN PRINT@308,"":GOTO
560
570 WC(JJ)=INT(VAL(WC$(JJ)))
580 IF WC(JJ)+WOD(JJ)+WN(JJ)>8(J-
J) THEN PRINT" SORRY OVERDRAWN"-
:PRINT@308,"":GOTO 560
590 PRINT"
600 PRINT@416," ";N#0
630 CLS:NEXT JJ
640 REM*****
650 REM DISPLAY ROULETTE SPIN
660 CLS:ZZ=0
670 SCREEN 1,0
680 FOR N=1.7 TO 37+RND(37)
690 X=130+62*COS(N*2*PI/37)
700 Y=100+62*SIN(N*2*PI/37)
710 PUT(X-3,Y-3)-(X+3,Y+3),K,PSE-
T: SOUND 200,1
720 PUT(X-3,Y-3)-(X+3,Y+3),U,PSET
730 IF ZZ=1 THEN 860
740 NEXT N
750 PUT(X-3,Y-3)-(X+3,Y+3),K,PSET
760 N=INT(N)-1:IF N>37 THEN N=N--
37
770 SOUND 100,2
780 ZZ=1
790 READ A,B
800 IF A=N THEN S=B:GOTO 820
810 GOTO 790
820 RESTORE
830 FOR SX=0 TO 2000:NEXT SX:GOTO
720
840 REM*****
850 REM CALCULATE EACH PLAYER'S
WINNINGS
860 FOR JJ=1 TO J:B1(JJ)=0:B2(JJ-
)=0:B3(JJ)=0:NEXT
870 FOR JJ=1 TO J
880 IF S<0 THEN 890 ELSE 930
890 IF INT(S/2)=S/2 THEN 0$="EVE-
N" ELSE 0$="ODD"
900 IF S=20 OR S=31 OR S=22 OR

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S=29 OR S=28 OR S=35 OR S=26 OR
S=15 OR S=4 OR S=2 OR S=17 OR S=6
OR S=13 OR S=11 OR S=8 OR S=10 OR
S=24 OR S=33 THEN C$="RED" ELSE
C$="BLUE"
910 IF R$(JJ)=C$ THEN B2(JJ)=WC(
JJ) ELSE B2(JJ)=WC(JJ)
920 IF P$(JJ)=0$ THEN B3(JJ)=WC(
JJ) ELSE B3(JJ)=WC(JJ)
930 IF S=0 THEN B3(JJ)=INT(-WOD(J-
J)/2-WC(JJ)/2):C$="GREEN":0$="ZE-
RO"
940 IF S=P(JJ) THEN B1(JJ)=36*WN-
(JJ) ELSE B1(JJ)=-WN(JJ)
950 NEXT JJ
960 REM*****
970 REM DISPLAY ACCOUNTS
980 CLS:PRINT@36,"THE WINNING NU-
MBER IS";S;":
990 FOR JJ=1 TO J:B(JJ)=B(JJ)+B1-
(JJ)+B2(JJ)+B3(JJ)+B4(JJ):NEXT
1000 PRINT:PRINT" YOUR
BANK","YOU BET":PRINT" WAS
NOW NO. ODD/EVEN COL"
1010 FOR JJ=1 TO J:PRINT USING"%
%RRRR RRRR RRRRRR RRRR RRRR!"N$-
(JJ),O(JJ),B(JJ),WN(JJ),P(JJ),WOD-
(JJ),D(JJ),P$(JJ),WC(JJ),R$(JJ):NEXT
JJ
1020 PRINT @449," ANOTHER SPIN
TYPE 'G.'"
1030 PRINT" NEW PLAYERS TYPE
'N.'"
1040 T$=INKEY$:IF T$="" THEN 1040
1050 IF T$="G" THEN 370
1060 IF T$="N" THEN 320
1070 IF T$<>"G"AND T$<>"N" THEN
1040
1080 REM*****
1090 REM DRAW ROULETTE WHEEL SUB-
ROUTINE
1100 PMODE3:PCLS
1110 PI=3.1415926
1120 FOR N=0 TO 36
1130 CIRCLE(130,100),90:CIRCLE(1-
30,100),26
1140 PAINT(130,100),4,8
1150 CIRCLE(130,100),70
1160 PAINT(50,70),2,4
1170 CIRCLE(130,100),56,4
1180 LINE(130,100)-(130+54*COS(N-
*2*PI/37),100+54*SIN(N*2*PI/37))-
,PSET
1190 NEXT N
1200 FOR N=1.5 TO 35.5 STEP 2
1210 PAINT(130+40*COS(N*2*PI/37)-
,100+40*SIN(N*2*PI/37)),3,0
1220 NEXT N
1230 FOR N=2.5 TO 36.5 STEP 2

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1240 PAINT(130+40*COS(N*2*PI/37)-
,100+40*SIN(N*2*PI/37)),4,0
1250 NEXT N
1260 REM*****
1270 REM DRAW WHEEL NUMBERS
1280 DRAW"BM+24,14;R4D8L4U8;"
1290 DRAW"BM165,175;R4L4U4R4U4L4"
1300 DRAW"BM76,38;D8"
1310 DRAW"BM175,167;R4L4U4R4U3L4-
BR8D7"
1320 DRAW"BM190,160;U8L4D4R6"
1330 DRAW"BM193,150;U8BR4R4D8U4L-
4U4"
1340 DRAW"BM196,140;U8BR4R4L4D4R-
4D4L4"
1350 DRAW"BM200,125;R4U4L4R4U4L4-
R4BR4R4D4L4D4R4"
1360 DRAW"BM204,100;R4L4U4R4U4L4-
R4BR4D8R4U4L4"
1370 DRAW"BM204,85;R4U4L4R4U4L4"
1380 DRAW"BM198,75;R4U4L4R4U4L4R-
4BR4R4L4D4R4D4L4"
1390 DRAW"BM194,63;U8BR4R4D4L4D4-
R4"
1400 DRAW"BM184,53;R4L4U4R4U4L4R-
4BR4R4D4L4U4D8R4U4"
1410 DRAW"BM180,42;U8L5"
1420 DRAW"BM160,35;R4L4U4R4U4L4R-
4BR4R4D4L4U4R4D8"
1430 DRAW"BM148,28;U8BR4R4D8L4U8-
D4R4"
1440 DRAW"BM132,26;R4L4U4R4U4L4R-
4BR4R4D4L4D4R4"
1450 DRAW"BM126,26;U8L4D4R4"
1460 DRAW"BM110,28;R4U4L4R4U4L4R-
4BR4D8"
1470 DRAW"BM96,32;U8BR8D8U8L4D4R-
6"
1480 DRAW"BM85,38;L4U4R4U4L4R4BR-
4R4D8L4U8"
1490 DRAW"BM63,56;R4U4L4R4U4L4R4-
BR4R4D4L4R4D4L4"
1500 DRAW"BM58,68;U8BR4D8R4U4L4"
1510 DRAW"BM48,72;R4D4L4D4R4BR8U-
8L4D4R6"
1520 DRAW"BM50,92;R4U4L4U4R4"
1530 DRAW"BM48,106;U8BR4R4D8L4U8"
1540 DRAW"BM50,118;L4U4R4U4L4R4B-
R4R4D4L4R4D4L4"
1550 DRAW"BM54,132;R4U4L4U4R4D4L-
4D4"
1560 DRAW"BM56,142;R4U4L4R4U4L4R-
4BR4R4D8L4U8"
1570 DRAW"BM66,154;U8BR4D8"
1580 DRAW"BM72,164;R4U4L4R4U4L4R-
4BR4D8R4U4L4"
1590 DRAW"BM86,172;U8BR4R4D4L4R4-
D4L4"
1600 DRAW"BM100,180;L3U4R3U4L3R4-
BR2R3D8"

```

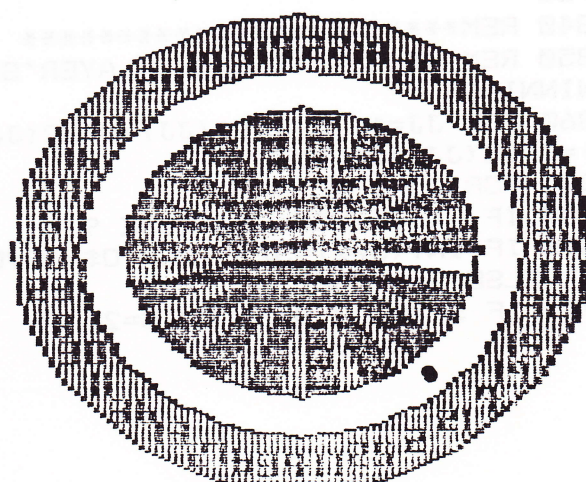
```

1610 DRAW"BM110,174;D8R4U4L4"
1620 DRAW"BM118,184;R4U4L4R4U4L4-
R4BR8D8U8L4D4R6"
1630 DRAW"BM136,184;U8BR3R4D8"
1640 DRAW"BM146,180;R4L4U4R4U4L4-
R4BR4R4L4D4R4D4L4"
1650 REM*****
1660 REM DRAW ROULETTE BALL
1670 X=4:Y=4
1680 CIRCLE(X,Y),4
1690 PAINT(X,Y),2,0
1700 GET(X-3,Y-3)-(X+3,Y+3),K,G
1710 GET(X+14,Y+14)-(X+23,Y+23),-
U,G
1720 PAINT(2,2),1
1730 RETURN
1740 REM*****
1750 REM DATA RELATES BALL POSIT-
ION TO NUMBER
1760 DATA 1,32,2,15,3,19,4,4,5,2-
1,6,2,7,25,8,17,9,34,10,6,11,27,-
12,13,13,36,14,11,15,30,16,8,17,-
23,18,10,19,5
1770 DATA 20,24,21,16,22,33,23,1-
,24,20,25,14,26,31,27,9,28,22,29-
,18,30,29,31,7,32,28,33,12,34,35-
,35,3,36,26,37,0

```

⊗⊗⊗⊗⊗⊗⊗⊗⊗⊗⊗⊗

IMPORTANT! PLEASE READ!! In the above program the character 'R' has been used in place of the <HASH> sign. Where this occurs in the program please type it in as a <HASH> (Shifted '3') on the Dragon keyboard. Also all minus signs ('-') at the end of some lines (ie. those where there is NO SPACE before the '-') should be ignored. So, for example, 1750 REM DATA RELATES BALL POSIT-ION TO NUMBER here the '-' sign must be left out, it is simply there to show the continuation the the same word or numbers. Have fun!!



R & AJ PRESTON, KINGS HALL COURT, St. BRIDES MAJOR, MID.
GLAMORGAN, CF32 0SE. TEL 0656 880965 (24 hour)

By: Paul Lawton

ZOTOKA

R. & A.J. Preston

DRAGON 32

It's a game that I won't be playing hour after hour with, for days on end, but one I will come back to again and again at intervals, and play with for a term in government, or two. Actually I am suprised Prestons are selling such a game. No, don't get me wrong, it's quite good, but not quite their style. I thought. However, I am quite glad they did take the game on. While it may have limited sales its certainly one of the best stratergy games available on the Dragon, and a very nice and novel approach to something a little different for Dragon owners to play.

If you think you could be a dab hand at ruling an island then this is the game for you. I can provide hours of enjoyment, if it's the kind of game your looking for. I enjoyed it very much, and I hope it's successful for Prestons.

79% GOOD (LIMITED APPEAL)

Reviewed by Andrew Hill

000

0000 ARCADE YIER 0000

Andrew Hill has discontinued the Arcade column in Dragon Magazine since he feels he no longer plays enough games to write such a column. If YOU would like to take on the job of writing a monthly, or bi-monthly arcade freaks column then please write to the editor NOW at

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



Script is the new font from Dragonfire Service for use with Printer Control (as published by MacGowan Consultants) and your dot matrix printer (with graphics capabilities)!

Using Script and Printer Control you can print on your normal printer in a 'handwriting' or 'joined-up text' type print. All lower case letters are in 'script' font, upper-case letters, numbers, and selected characters are in a rounded type of font (see example).

Script can enhance your letters, add to your forms, and bring a good impression where-ever it is used! Four sizes are available from Printer Control.

Example Print -

Script is the all new text font from Dragonfire Services for just £2 !
Script - add a touch of class!

ABCDEFGHIJKLMNOPQRSTUVWXYZ
abcdefghijklmnopqrstuvwxyz
1234567890!"#\$%&'()*+,-<=>?@/;:.,

All for just £2

ORDERS TO : DRAGONFIRE SERVICES
13 Parry Jones Close
Blaina
Gwent
NP3 3NH.

* PLEASE ADD 50p p&p per cassette (UK), overseas prices on request.

NOTE: Require Printer Control by MacGowan Consultants, and an 8 bit dot matrix printer with graphics capabilities to use.

DRAGONFIRE SERVICES now have a large range of Dragon software available (Tandy Colour Computer owners, please enquire). From utility, to educational, to adventure. If you would like our latest price list of nearly 15 titles for your Dragon then write to us at the above enclosing a stamped addressed envelope.

WRITTEN A GOOD PROGRAM?

Dragonfire Services are looking for top quality Dragon software (all types) to add to their already large and expanding range. If you have written, or are writing a good program then write and let us know (no obligation) at the above address. We offer TOP royalties and good marketing. Also we are now looking for Tandy Colour computer software converts to convert from Dragon software (basic and machine code) to Tandy and also for programs who specialise in animation, music, etc. for program touch-ups by freelance.

STOP PRESS: MORE SOFTWARE COMING SOON!

♣ CHRISTMAS '87 ♣ ♣ DRAGON MAGAZINE ♣ ♣ SOFTWARE CHARTS! ♣

The most accurate Dragon Chart?!

No.1 AIRBALL

No.2 SUPERKID

No.3 STONE RAIDER II

No.4 FIRE FORCE

No.5 SHOCKTROOPER

♣ ♣ BUBBLERS ♣ ♣

SPEED RACER ♣ IMMORTAL STRAIN ♣ TANGLEWOOD ♣ JUXTAPOSITION

Airball, Dragon Magazines' number one game for 6 months this year! But will it last through into '88 with *Superkid* hot on it's trail? Only YOU can know... for only YOU decide in the *Dragon Magazine* user friendly, user accurate software charts! The 'bubblers' are the titles which could enter the charts at any time now since they are 'bubbling' around the edges. *Broomsoft's Immortal Strain* being the big surprise there! So **VOTE, VOTE, VOTE!** Our usual address...

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

A NOTE FROM THE EDITOR...

I'd just like to point out a little few things. Firstly thanks for waiting for this issue of the magazine to come out - it has been a long time and only one or two have written to query. You can rest assured that Dragon Magazine will continue... it may be late coming out some time but never fear that you've lost your money... you haven't. WE ARE HERE TO STAY! Secondly, and probably most importantly, we ask you to check your address on the envelope this month (or if you've already lost the packet, next month). This is because we've re-entered all the addresses and a few mistakes could easily occur. Simply write and let us know if your addresses is spelt wrongly, or something is missed out. Also a POSTCODE is most important. Most readers supply us with one, but not all. If you know yours but you never wrote it on the form then let us have it as soon as possible. It helps the mail go through quicker (or so I am told).

Finally I would like to wish you all a very good new year from myself and the rest of us at Dragon Magazine. We hope you'll stick with your Dragon and Tandy, and stick with us too!

Don't forget... attend all the Dragon shows you can - we hope to attend as many as possible throughout '88, starting off with the one in South Wales in late February. I hope to see you there too!

READ DRAGON MAGAZINE EVERY MONTH - IT'S THE MAGAZINE TO READ!

JOHN PENN DISCOUNT SOFTWARE

Ⓜ DRAGON COMPUTER SOFTWARE! Ⓜ

TOTAL ECLIPSE (Eclipse-Femar) £ 6.50

A top rating Dragon arcade/adventure, awarded 5 stars in Dragon Magazine and 5 Dragons in Dragon User magazine. Includes Universe 2 on reverse! New LOW price!

NEW! Radio Shack Cartridges for Dragon & Tandy!

UTILITIES

COLOUR SCRIPT (A4 MANUAL + 40p) £12.00

* DRAGON 64 WITH I/O PORT ONLY

A word processor that includes error corrections, and editing changes made automatically. You can save text to tape.

ART GALLERY (A4 MANUAL + 22p) £10.00

Lets you draw colour images on the screen and then save them to tape for later viewing or touch-ups.

COLOR-FILE (A4 MANUAL + 21p) £10.00

A very useful file/diary. It can assist you in storing, retrieving and using information and data.

HANDY MAN (A4 MANUAL + 39p) £ 5.00

Converts your computer into a multi-purpose calculator. Designed to help you find the right materials at the right prices. Handyman could help you save both time and money!

GAMES

BIN CHAMPION (A4 MANUAL + 19p) £10.00

Play Bin Rummy on your micro!

BRIDGE TUTOR (A4 MANUAL + 84p) £10.00

For the novice and average Bridge player. 100 instructional hands!

WILDCATTING £ 6.00

And oil speculating game.

DEMON ATTACK £ 6.00

A space invaders type game.

COLOR CUBE (A4 MANUAL + 32p) £10.00

Many variations based on the Rubic Cube theme.

ROMAN CHECKERS £ 5.00

After a hard day watching the gladiators many educated Romans would unwind by playing this challenging game.

CASSETTE GAMES

NEW

LARKSPUR WALDORD IS MISSING! £ 3.50

New adventure from PRESTONSOFT!

Football Manager (Addictive) £ 4.00

Numerology (Occult Software) £ 5.00

The 13th Task (Arc Software) £ 3.00

Colossal Cave (Cowan) £ 5.00

Hare Raiser TWIN PACK (Haresoft) £ 5.00

Sunken City (Slik) £ 4.00

Predictor (Benley) £ 4.00

Tim Loves Cricket (Peaksoft) £ 4.00

S.A.S. (Peaksoft) £ 2.00

Photo-Finish (Peaksoft) £ 2.00

Back Track (Incentive) £ 3.50

Manic Miner (Software Projects) £ 3.50

Dominoes (Oasis Software) £ 3.00

BARGIN BASEMENT

One for £1.50, five for £6.00, ten for £10.00!

Please give alternatives if possible!

GOLD * CHOCOLATE FACTORY * U.B.X.

DON'T PANIC * OSSIE * MINED OUT

AMAZING! * DRAGON TREK * SUPERSPY

SURPRISE * DEATH'S HEAD HOLE * STOCKMARKET

GRID RUNNER * NIGHT FLIGHT * DEMON KNIGHT

CHAMPIONS * PICTURE PUZZLE * BOPSWIZZLE

DRAW RUNNER * TRANSYLVANIAN TOWER* FLIPPER

LEGGIT! * PETTIGREW'S DIARY * DETECTIVE

UTILITES & BUSINESS

D/S-9 programs for use with D/S-9, Dr. 64 and Disk Drive(s).

DYNACALC £21.00 * BASIC 09 £21.00

'C' COMPLIER £27.00 * R.M.S. £20.00

CASH BOOK & VAT £19.00 * PASCAL £19.00

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BASIC 42 (HARRIS) *D64 ONLY* £14.95

+ HELP @ £5.00 & + SPOOL @ £ 5.00

(State Dragon or Super Dos)

Moneybox (Harris) £13.50

Sharebox, Mailbox & Orderbox £15.50 each

Salesbox and Billsbox £18.50 each

Stockbox and Cashbox £18.50 each

Source Maker (Pamcomms) £ 8.00

Disk-Kit (Pamcomms) £10.00

Hi-Res-Text (Starship) £ 3.00

Personal Banking (Hilton) £ 9.95

Utilities 1 (Hilton) £ 5.00

Disassembler (Hilton) £ 5.00

Music Maker (Maken) £ 5.00

Mailer & Addresser (M.S.T.) £ 3.00

Stock Control (M.S.T.) £ 3.00

Shaper (Shards) sound utility £ 3.00

EDUCATIONAL CORNER

Dragon Data series...

Number Puzzler & Circus Adventure

£2.00 each * 2 for £3.00 on above!

Number Chaser £ 3.00

Shards/Cambrian/Tiger Software

Tiger Grand Prix * Fun to Learn

Family Programs * Monster Maths

Snow Queen * Quiz Pack * Infant Pack

£1.50 each * 3 for £3.00

Ampelsoft (Cheshire Cat) series...

Maths Level 1 (4-6 yrs) * 'O' Level Maths Maths Level

2 (6-7 yrs) * Superspy (history)

Basic Tutors -

Beginner's Level * Advanced Level

£3.50 each * 2 for £6.00

PERIPHERALS

SAM chips (74LS783) £15.00 each

How To Order...

Write to us, or phone us with an Access order, quoting the title, publisher and price of the program(s) you would like. Please include 50p for one cassette or 75p for two or more cassette for postage and package UK. Postage to Europe (inc. Eire) is £3.00 and £6.00 to rest of word surface. We try to dispatch orders within 24 hours, but please allow upto 21 days for delivery if necessary.

Cheques, postal orders or international money orders should be in Sterling and made payable to JOHN PENN DISCOUNT SOFTWARE. If possible please include your phone number as well as your name and full address. All software is offered subject to availability.

John Penn Discount Software

Dean Farn Cottage

Kingsley

Bordon

Hants. GU35 9NG.

TEL: 04203 5970 (24 hr)

>> ACCESS WELCOME <<

For all your Dragon hardware contact-

Harry Whitehouse Tel: 0636 705230

INTER-DRAGONIAL CONVERSATION

SEND DATA FROM ONE DRAGON TO
ANOTHER! J. SMALLWOOD EXPLAINS NOW!

'Inter-Dragonial Conversation' is a posh name for sending data from one Dragon to another, at relatively close range via the cassette lead.

I have found that it is possible to send a program from one of my Dragon 32s to another, and I think this maybe of interest to some other Dragon users...

The set up is quite simple -



If both Dragons are plugged in with cassette leads attached, the sending computer's MIC or AUX jack must be plugged into the tape recorder. The receiving Dragon must have it's EAR jack connected (Extension Speaker on some tape recorders). The record button should be pressed on the tape recorder (a blank tape should be inserted for the Record button to function). Then type <CLOAD> on the receiving Dragon and <CSAVE> on the sending Dragon and lo and behold! The program has been transfered.

I haven't actually tried this, but I imagine that it is possible to send data files this way as well as programs. Also I haven't (as I lack the technical skill) to construct a switching unit of some kind, but it would be possible, so that communication could be two-way. As a further developement I would think that two 5-pin DIN plugs could be wired up Ear to Mic and vice versa to make a single lead two-way connection. Again I lack the time to try this.

A drawback of the whole idea for me is that I only have one monitor, and therefore have to keep switching the lead to see what's going on, but this may not be a problem for others.

I would be interested to know if anyone else has tried this and what they have come up with. My address is John Smallwood, 51 King's Drive, Fulwood Preston, Lancs. PR2 3HQ.

EDITOR: Thanks John for that article. One point about switching the monitor leads. If you get a two way arial adaptor (about £1.50 in the shops) you could tune in each Dragon to a different station and simply press a button on the t.v.! Simple!!

DON'T FORGET...

Send ALL your articles, programs, etc. to us at our usual address for possible publication. Sorry we can't pay for any material. Let the Dragon world know what you have learnt, spread the word, give some help. Whatever the subject from arcade to business DRAGON MAGAZINE is interested!

DAVE HITCHMAN of

QUICKBEAM

INTERVIEWED!

When did you first start supporting the Dragon? What was it that drew you towards this machine?

2 weeks after it came out. It was cheap!

What was your first release? Was it successful?

Deadwood. It did quite well.

You were a small, little know company supporting the Dragon until several years ago. Then you took the Dragon software market by storm! How and why did this happen in the Dragon's usually quiet market?

I have never been taken anywhere by storm, well not finacially anyway. But have taken a keen interest in our marketing.

Your recent released have had their music and graphics written by different authors, as well as the games programing. While this is common on other computers it is not so on the Dragon because of low sales. Is this financially good for Quickbeam?

NO!!

Fire Force was a number one hit. Everyone praised it's sound and graphics. Many praised it's play, but some critised it for several reasons. What do you say to these people? Was their critisim justified?

Everybody has their own opioion. Personally I love the game.

Superkid has received a five start review in Dragon Magazine, showing it was a programming success. Was it also such a success in terms of sales?

NO.

What is the quantity of programs you aim to sell for each new title?

I aim to sell 10,000 copies, but I haven't managed it yet!

Not that Chris Jolly has formed his own company, Metasoft, will he still be writing software for you since he was one of your most noted authors?

You will have to ask Chris.

Do you have any new releases planned? If so, do they come up to, say, Superkid's standard?

Yes, 2 before Xmas, I think they do.

For how long do you estimate you'll continue supporting the Dragon and it's users?

As long as people continue to buy my new products I'll keep releasing them!

Thank you Dave Hitchman for answering our questions.

Hacker's Corner

Well, I'm afraid this is not actually a Hacker's Corner due to the sad fact that I have NO GAMES TO HACK!!!! So if any VERY KIND software companies want to send me games to hack I will be happy to oblige. I will, of course, review them as well. But, not to deprive you of your hacking fun we are printing the Hacker's Corner pokes and codes list which is available FREE of charge to readers at the Dragon Magazine addresses if you provide an S.A.E. if you would prefer not to keep looking them up in the our magazine!

'Pokes & Codes'

Game	Poke	Game	Poke
Donkey Kong	12314 ,n	Planet Invasion	7438 ,n
Invader's Revenge	10739 ,n	The Bells	10729 ,n (K)
Cuthbert in Space	7573 ,n	Bloc Head	10552 ,n
Tea-Time	16643 ,n	Monsters	23628 ,n
Dunkey Monkey	15121 ,n (D)	Chopper Strike	13108 ,n
Scarfman	2062 ,n (S)	Lunar Rover Patrol	22312 ,n
Boris the Bold	19411 ,n	Katerpillar 2	10739 ,n
Crazy Painter	9953 ,n	Cuthbert in the Jungle	11452 ,n
Skramble	7300 ,n	Cuthbert goes Digging	11675 ,n
Hunchback	25312 ,n	Galactic Ambush	14785 ,n (G)
Cosmic Zap	7981 ,n (Z)	Devil Assult	14279 ,n
Creepies	24285 ,n	Cuthbert goes Walkabout	13406 ,n (G)
Maze Land	11721 ,n (M)	Caverns of Chaos	26865 ,n (C)
Cuthbert in Cooler	8295 ,n (J)	Cave Fighter	27078 ,n (F)
Quazimodo	15644 ,n	Robin Hood	15712 ,n
Cosmic Crusader	19539 ,n	Jet Boot Colin	7329 ,n
Shock Trooper	13895 ,n	Whilybid Run	&H2078,n
Rommel's Revenge	16516 ,n	Ninja Warrior	9489 ,n
Ruby Robba	21117 ,n (G)	Pengon	11633 ,n (G)
Tubeway Army	12367 ,n	The Dark Pit	11255 ,n
Eddie Steady Go!	27152 ,n (E)	Jet Set Willy	10610 ,n (W)
Ice Castles	19160 ,n	Galactic Raiders	19664 ,n
Ugh!	30203 ,n	Chambers	13339 ,n
C. & Golden Chalice	30912 ,n		

symbols

K = keyboard only / D = 128 max / S = 0 for 255 lives / G = 125 infinitive lives
 Z = 13 infinitive lives / M = 254 max / C = 100 max / J = 14 max / F = 0 infinitive lives
 E = >9 shows 0 lives / W = >25 slows game down

CODES

SUPERKID: Once you've reached the hi-score table enter RES and press the button slightly. Now enter the code ;

13 37 for Collision detection
 25 67 for extra lives

Press button slightly. Enter the code-word, ALISON. Use joystick to choose 1 to 9 lives and collision detection on/off.

MISER'S DREAM: Load as normal. Press reset and type POKE 9563, N (N = screen number 1 to 10), then EXEC 20156 to re-start.

MOON CRESTA: While playing hold down the keys J O H N and a message from the games author, John Martin, will be displayed.

BEANSTALKER: Chose option 5 from menu. Type in the code word when asked, which is REGISTER and then press (ENTER). You are now asked if the type is ready, reply N.

Now, back on the normal menu press the <ENTER> 8 X keys together. You are now in 'screen edit' mode. The instructions are simple. Extra lives can be got by pressing <CLEAR> X, and you can move on screens by pressing <CLEAR> N.

CAVERNS of CHAOS: When on the title screen type in the code *PIGLET* (slowly). Now start the game, as usual. When playing you can move onto the next screen by pressing the E key.

SHOCKTROOPER: When playing press the P key. Then press the <SHIFT> 0 keys. Now press R and <SHIFT> 0 again. Now press the S key. A message will now appear at the top of the screen. You can now carry on playing, as normal, but the bullets hitting you, or if you fall won't hurt you. Raidiation will!

Manic Miner: Press P, then 'Penguin', whilst playing. Be very carfull though, as it takes a lot of practice to get this one to work. If you are sucessfull, a little boot will appear at the bottom of the screen. You can now use key A to V to flick though screens 1 to 22.

Jet Set Willy: Whilst playing, press keys M A X all together. Now use the arrow keys, or joystick, to go to the screen which you wish to stat on. Once found press the fire key/button. A Minner Willy will appear. Move him around with the keys/joysick until a suitable place to start is found. Press fire once again. Play as normal.

The Dark Pit: Press keys P 8 L M C, one after another when playing. Now move from screen to screen as in Jet Set Willy, and move the man about as Miner Willy.

Frankie: Select choice 4 from the menu. Now, you can type in the code word, whic is *ARMPITS*. While playing, you are now able to go from screen to screen by pressing the N key.

Also, there is a screen designer. To access this type *HAIRY CHICKENS*, instead of 'armpits', then press <ENTER>.

AIRBALL: Load as normal, but before the final burst of loading (just before it auto-runs) press the reset button. Now type *POKE &H6F43, 18 : POKE &H6F44, 18 : POKE &H6F45, 18 : EXEC 7158* to restart. This gives endless lives!

Fire Force: When the title screen appears press the fire button. Now press A until a new message appears, asking for your authorisation code. Press C. Now, with the joystick, use one of these to start on a different level.

IMFTC - Start at end of stage 1
UGLY - Start at end of stage 2
TECHNIX - Start at end of stage 3
ENDLESS - Infinitive lives

DRAGON MAGAZINE

13 Parry Jones Close

Blaina

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SOUTH WALES COMPUTER SHOW

SHOW REPORT

**THIS COMPUTER SHOW TOOK PLACE IN
NOVEMBER. IT WAS WELL SUPPORTED
FOR THE DRAGON. ANDREW HILL REPORTS**

This show, while not being a show solely for the Dragon computer, promised to be well worth a visit if you owned a Dragon - something that's very uncommon these days. The reason for this was the show's organisers were R & A J Preston. And, as you know, they support the Dragon with quite a large range of arcade software.

Apart from Prestons there were also several other companies with Dragon material. John Penn Discount, the king of cut price software for the Dragon, were there with a good range of software, all at low prices. Computape, a renowned and established Dragon company had a vast array of software, all at below rrp prices. Computape also a little (and I mean little) bit of Spectrum (spit, ding!) and Commodore (ugh!) software. Preston were there with their full range of arcade games for the Dragon and Tandy, with some old titles now on disk too... they were also displaying, but not selling Rolla Ball which is a 'Marble Madness' type game written by Jonathan Cartright. Good it looked too (see News File). Then lastly, there was the Dragon Magazine stall. We had magazine to sell (but we were giving most of them away), leaflets to give out, and people to talk to... when we go to a show as 'Dragon Magazine' and not Dragonfire Services we only really go so our readers can get to meet us, ask any questions, and so on - as well as publicise the magazine, of course.

But, that were not all the retailers. There were several more present with material for other micros. A company selling disks, stationary, and supplies. One selling back issues of Spectrum and Commodore mags. and software, and another selling second hand video recorders and t.v.'s... they also had one or two Amstrad monitors for sale, and some 'old' software for various micros. A local retailer (by local I mean to the venue) was also present. They had a stall with the Atari ST. on, Commodore Amega, and Acorn Archimedes. Their stall was busy all day with people playing games on the machine... see the graphics ?!

The show seemed to have drawn more Dragon owners than anything else. Something I expect that was expected by the organisers. The show was busy to begin with, which lasted for a few hours, but the afternoon was quite quiet. Some Dragon owners said to me that last year's show in Cardiff (also organised by Prestons) was better, with two floors being occupied rather than just the one. But, the turnout didn't support the need for two floors.

A good day for promotion, if not for selling. I hope there will be another sometime next year, but we'll just have to wait and see. Congratulations must go, however, to R. and A.J. Preston for organising a good show, and for taking the risk.

DRAGON MAGAZINE - BRING YOUR ALL THE NEWS!

See the 6809 Show report in THIS issue!

THE ALADDINK METHOD!

Ribbons for your printer are, it seems at first, quite a cheap item. But, if like me, you do a lot of printing then one ribbon doesn't last very long if you want your printing quite dark too. This is when ribbons become quite an expensive commodity. Ribbons for different printers range in price quite a bit. They start at around £3.50 and rise to £12 plus! So when your printer ribbon becomes a bit faint and you don't want to fork out the money for a new ribbon, and just disposing of your old, the option you now have is to re-ink it!

Re-inking can be done by yourself, in your own home. But this is messy job, and some printers ribbons are a lot harder to open and close (and set the ribbon correctly) than others. And, besides, you could be using the wrong ink, and maybe even damage your print head! This is where the professionals come in. There are several companies in the market at present who offer a re-inking service. The most prominent of these is probably Aladdink. So we went and tried out their service on our Amstrad DMP2000 printer. Since it was our first time with Aladdink they will re-ink your ribbon (what ever make) for £1 including postage, and quote you the price for future orders depending on ribbon type etc.

Within 7 days of sending our ribbon off it was returned, safe, with a letter, receipt, and quote for future re-inking. Re-placing it in the printer was an extremely simple operation, and then we switched the printer on to 'test mode' to remove the excess ink (as recommended). After a few prints the print was very crisp and clear. This is a fairly clean operation, only a little ink on your fingers which can easily be washed off.

The print, we found, was much darker than we you buy a new ribbon, and it lasted for a little longer than probably a new ribbon would have. The total cost? Just £1 inclusive! Our quote for future re-inking was £1.95, a fair price when you consider that we pay around £5.50 for a new ribbon!

We will continue to use Aladdink, since they offer a very quick and classey job and a very reasonable price. When speaking to the propietor of Aladdink recently, he said that he hoped that he would get enough customers to reduce the re-inking price to around £1.50 on all printers! He also mentioned that he would do coloured ribbons for customers on request. But that this is quite expensive since the old ribbon has to be fully cleaned of black ink, and various other extra jobs done. The price should be around £7. Not bad when you think that a new ribbon in black would have cost £5.50 !

I've done re-inking myself, and beleive me, it's messy, and for a small fee most would find Aladdinks service much more cost effective since you have to buy ink, UB40 spray, etc. to start. I recommend that instead of buying your next ribbon try out Aladdink. I think you won't be disappointed.

ALADDINK can be contacted at 4 Hurkur Crescent, Eyemouth, Berwickshire, TD14 5AP. TEL: 08907 50965

If you've never used the service before just send £1, your ribbon, and name and address for a re-inking!!

CHRISTMAS
COMPETITION

Yes, your caring, sharing Dragon Magazine is giving away a lot of Dragon goodies this month, since it is the festive season. Once again. And all you have to do to have a chance of winning some of them for your Dragon is answer the questions below correctly and send them off to us!

There are several prizes;

First prize - ZOTOKA
PYRADVENTURE
C. in the COOLER
PLUS ANY 2 DRAGONFIRE TITLES!

Second prize - Fruity
Jet Boot Colin
PLUS ANY 1 DRAGONFIRE TITLE!

Third prize - Mudpies
PLUS ANY 1 DRAGONFIRE TITLE!

4th, 5th & 6th prize -

TWO £1 OFF VOUCHER valid against any
DRAGONFIRE software purchased!

Here's the simply questions...

1. What company did R.&A.J. Preston take over ?
2. Who wrote Superkid for Quickbeam Software ?
3. What's the name of Dragonfires' new printer font?
4. How many 6809 Colour shows have their been ?
5. 'Harry Whitehouse' was previously what company ?

Enteries either on a post card or in an envelope to -

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

Ensure that all enteries reach us by the 31st January 1988. The winners names will appear in the next available issue after that date. The editors' decision is final. Subscribers only. Only one entry per person.

MERRY CHRISTMAS & A HAPPY NEW YEAR!

Composer's Corner



This month in Composer's Corner I will give you some guidelines when designing waveforms for use with Composer. First, though, here is some JARGON which will help you understand what I am on about:

Pitch/Frequency : The pitch or frequency of a note is simply which note it is - C, E, F# etc. Pitch is not really measured in anything but frequency is measured in cycles per second, better known as Hertz (Hz).

Amplitude : This is the volume of a sound. Amplitude is actually the HEIGHT of a wave above centre 0.

Waveform : We all know that sound travels in waves. Although sound travels in a different way to other waves, it is easier if we imagine sound as a TRANSVERSE wave - a wave which is two-dimensional. The WAVEFORM is the shape of this wave if drawn on a graph (with time on the x-axis and amplitude on the y-axis)

Envelope : Real instruments not only have waveforms but have envelopes as well. There are two types of envelopes - a PITCH envelope which varies the pitch and an AMPLITUDE envelope which - you guessed it - changes the amplitude. If you think of a piano. The note starts loud then fades away.

Peak : During one cycle of sound, there is one peak and one trough. The peak is a highest point on the waveform; the TROUGH is the lowest point.

Designing Waveforms :

In Composer, each waveform takes up 256 bytes. This PAGE of memory (a page = 256 bytes) contains one peak and one trough. If you tried the program last week, the fourth composer waveform demonstrates this (by the way, the fourth waveform is a pure sinewave). So one important point to remember is that a waveform must contain only one peak and one trough.

There are several different types of waveform. The purest is a sinewave. Other ones are triangular, square, ramps and sawtooth. They get their names from their shapes - a sawtooth wave is sawtooth-shaped.

So, with this information it SHOULD be possible to design some waveforms. On the tape/disk to go with this series there are 20, but if you send me any good results (Broomsoft, 30 Broomhills, Welwyn Garden City, Herts. AL7 1RF) I will include them.

COMPOSER III

There is a tape/disk to go with this series. It contains (so far) a high-speed compiler, a sinewaveform generator, 20 waveforms and a few demonstration tunes.

More details will be available later but the expected price is £6 (tape) or £7 (disk).

WRITTEN BY - MICHAEL EDWARDS

(advertisement)

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☼ SEE US AT THE S.WALES DRAGON SHOW ☼
☼ SATURDAY 27th FEBRUARY 1988! ☼

WE WANT YOUR SOFTWARE! If you have written (or are writing) a Dragon program and it is of good quality we would like to hear from you. We offer TOP royalties and good marketing. Please send now (cassette or for details) - there is no obligation!

THE BUSINESS COLUMN

SPREADSHEET PROGRAMS ARE INVALUABLE AIDS TO SMALL BUSINESSES & SERIOUS HOME USERS. LORD EDWARD SHOWS HOW!

I was asked if I would write some business articles as applied to the Dragon. So, firstly, let me say that it is not intended that this column be a regular monthly feature, but I will attempt to write more as and when time permits. This is also dependant upon your response. If you could write to Dragon Magazine (directly) with requests and any problems this would be a great help.

Now the first thought that I had to write about was that a problem often associated with any business is not that they are not profitable, but one of cash flow. So how can we use the Dragon to help our cash flow. Well of course the Dragon cannot help your cash flow... but it can help you to manage it. BUT HOW ?!

Let me firstly tell you that I have responsibility of allocating and monitoring a budget of over £100M (no, this isn't the Dragon Magazine budget!) and to assist on this I have an IBM PC and BT Merlin microcomputers. Also I have a terminal to access the mainframe computer. Let me also tell you that the £100M is for 26 different locations and covers 50 main items with numerous sub-items. One of the programs I use extensively is Supercalc4. What has all this to do with the Dragon you may ask? Well there are similar programs to Supercalc4 available to the Dragoner. I have three commercial ones and one other which has come from a magazine. The programs are

1. M.S.T.- CALC
2. ELITE - CALC
3. DYNACALC (O/S-9)
4. SPREADSHEET (available to readers)

Let me now give you a little explanation about 'CALC' programs. These programs enable you to do a spreadsheet. What is a spreadsheet? I hear you ask, a spreadsheet is like a large sheet of analysis paper. What is analysis paper? Analysis paper is the paper that accountants used to use for a variety of tasks including analysing (thus analysis paper) and calculating figures before the coming of the micro. Now analysis paper is ruled into columns (vertical) and rows (horizontal) and so are the CALC programs. The Calc programs take the drudgery out of adding up columns and columns of figures and cross casting the rows and having done all of this finding they do not balance.

I have but scratched the tip of the use of Calc (spreadsheet) programs this month. But next month I will continue to delve deeper into the Calc programs until, eventually, we will have a complete spreadsheet example and, hopefully, a whole number of Dragon owners who can understand the use of a Calc program. In the meantime if you don't own a spreadsheet program for your Dragon go out (or more likely) post for a copy from somewhere. Try John Penn, Harris Micro, or Compusense. Or contact us for details of a basic spreadsheet.

>> That was the first on a small series aimed at the business side of the Dragon. If you have any problems, queries, or questions you would like to problem Lord Edward with write directly to us and we'll pass on your queries (include an S.A.E. for a reply please). Please mark the top left hand side of the envelope with 'L.E.'. Our address...

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

COME ALONG TO...

THE
**SOUTH WALES
DRAGON**

and Tandy Colour Computer

SHOW

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FEBRUARY 1988**

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If you want to keep your Dragon alive and kicking through out '88 then attend and get some new fodder to feed your Dragon! And if you don't live in Wales and can still make it Come Along... people come from far away for this great Dragon day!

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DRAGON TAPED! It's the new magazine on cassette out now! Send £1.50 cheque or postal order payable to A.R. Hopkins to Dragon Taped, Common Farm, Shifnal, Shropshire. Or send an S.A.E. to the above if more information is required on Dragon Taped!

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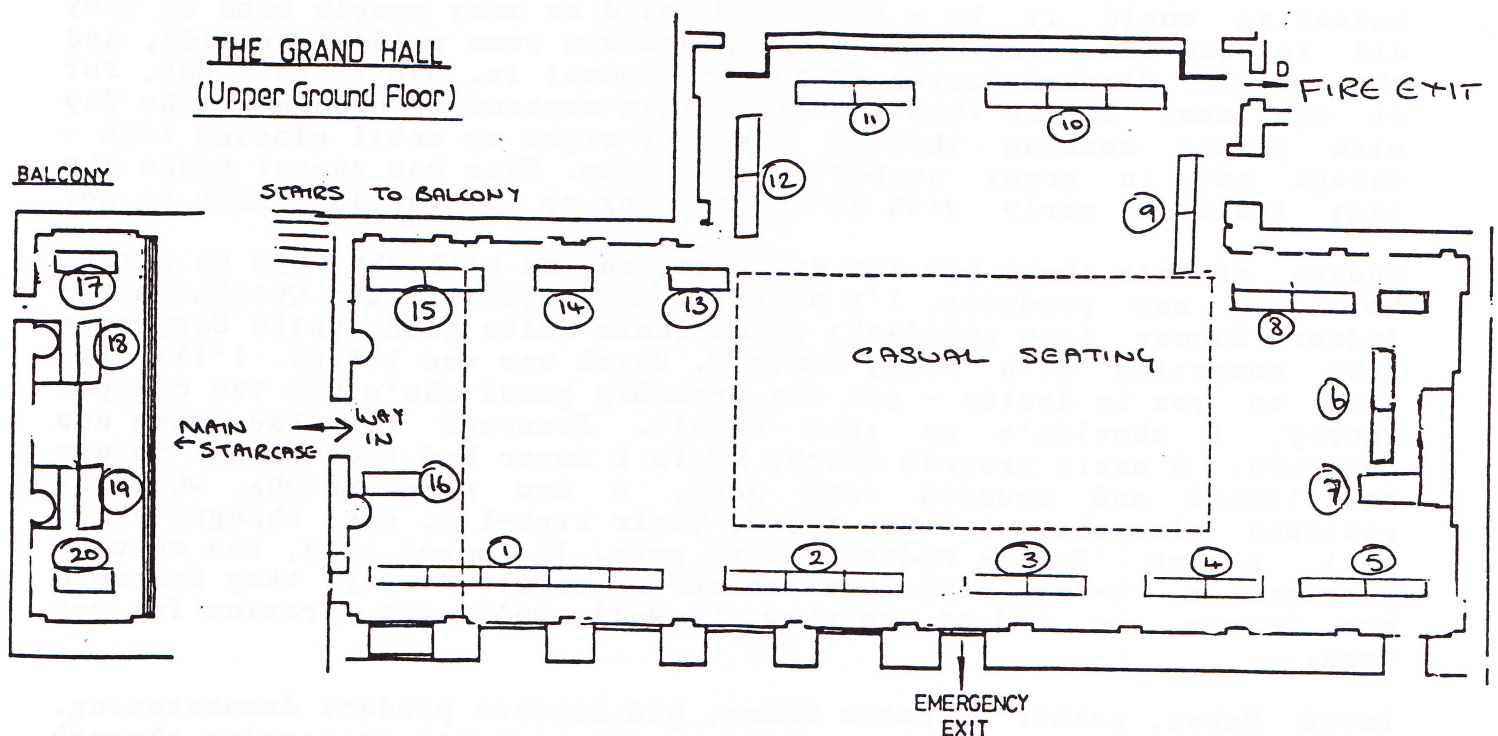
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THE SIXTH 6809 COLOUR SHOW!

REPORT REPORT REPORT REPORT REPORT REPORT REPORT REPORT

THE HIGHLIGHT OF THE DRAGON YEAR
TOOK PLACE ON DECEMBER 5th! A NEW
VENUE. NEW EXHIBITORS. NEW LIFE ??

PLAN OF HALL



WHO WAS THERE & WHERE

1. Harris Micro and MacGowan Consultants
2. H.C. Anderson
3. Quickbeam Software
4. P.N.P. & Grosvenor Software
5. National Dragon User Group
6. John Penn Discount Software
7. David Maken
8. O/S-9 User Group
9. Compusense Ltd.
10. Harry Whitehouse (Peaksoft)

11. A. & R.J. Preston (Software)
12. Computape
13. Blaby Amateur Radio & Computing Club
14. Dragonfire Services & Dragon Magazine
15. Pancomms Ltd.
16. Dragon User (BALCONY)
17. Dragon's Roar Magazine
19. Delta Dos Users Data Exchange (DUDE)
20. 68xx Micro Group

There was doubt in many if there would ever be another 6809 Show - a proper one, after the low attendance of the last. That being the March 1987 one which was organised by ex. Microdeal promoter, Jenny Pope. However, John and Helen Penn came out and took the risk. The result. In most, if not all peoples minds, a success.

The new venue were the Grand Hall in the Connaught Rooms, London. A venue that few knew of. But everyone who turned up must have been suprised by the much more upmarket venue with it's carpeted floor, and lighting that looked like it was from Buckingham House, not the 6809 Show. It was funny, I thought, how while the attendance has dropped a great deal since the first of the shows organised by Computer Marketplace the venue had since gone upmarket. Odd ? I thought so.

The attendance by retailers was good. Twenty Dragon retailers in one hall must have been the best since that when Computer Marketplace were the show organisers. They support for the Dragon must be applauded for all to hear. A list of all those present was included at the start of this report to show the Dragon owners unable to attend that there are still a number of companies that support the Dragon. As I awaited the doors to open, every retailer, including me at their stand, I was wandering would it be a success ? Would as many people come as they did to the last? The doors open, a que was even evident outside, and the people flocked (maybe an overstatement) in. Suprised I was, for it was much busier than the last. This continued throughout the day with people comming through the door right up until closing time - though not in great number by that time. This was unusal since the last finished early with no one turning up for the last hour or so.

Enough of this about how the day went, and on with what was on offer. Well few new products, I'm affraid, as suspected. But Quickbeam had Indoor Soccer (see newsdesk) which looks quite good, while Computape were competing with Crazy Foota 2. Which was the better. I'll leave that to you to decide - you can probably guess who's was the cheaper (sorry, I shouldn't go into that!). Prestons too had some new software. A music program which, while I never had much chance to use it, looked and sounded very good, a new game, Zotoka, which is reviewed else where in this issue. Their high-light was, though, Rolla Ball. A new 'Marble Madness' type game. It looked good, and we were promised a review copy. But, to our reviewers dismay, they had sold out before the end of the show. Oh well, we'll get a review for you soon.

David Maken, author of Music Maker, had another product demonstating. Picture Maker. He had some very impressive pictures on display through out the day, and copies were on sale from the people next to him - John Penn Discount Software, who, as usual, had plenty of low priced software on offer. Pamcomms (nice to see they've come back to the Dragon) had a new game on display. It's a speed racing game which uses split screen, and you are able to either play against the computer, or a friend at the same time! It looked very good, so you can expect a review soon.

Harry Whitehouse (Peaksoft) had printers for sale, as well as books, magazines, tea-shirts, stickers, and much more besides. It was nice to see that Compusense are still alive too. H.C. Anderson (the O/S-9 people from Demark) were at the show too. Harris and MacGowan were there in force sharing a large stall. Business material ? That was the place, and all the software your printer could ever want, or need was there, probably. N.D.U.G. had, on one of their Dragons, a ball spinning. This was quite impressive, or so I, and quite a few others, thought - though it did little else of course. If you don't know what I'm talking about it's like the ball used on many demos of those new 16bit micros - the Dragon's being a little slower and in monochrome though. Still none the wiser? Never mind.

It was a good show, and everyone made a profit which was good news. The attendance was around the 800 mark according to John Penn, and they were pleased but would have liked to have seen more. Will there be another? Who knows, but there are at least two 'local' Dragon shows coming very soon. Attend them at all costs. After all if you don't you don't, maybe, have the chance again!

THE EDITORS PAPER ROUND

Not such a big column this month, but back to usual next. I have an American mag. to review for you. Thanks to Ray Smith for making that possible, and only one paper too. Also being reviewed is Micro Computer Mart.

THE RAINBOW (CoCo mag. from the U.S.A.)

It's good to see the Dragon's brother, the Tandy or 'CoCo' is doing so well over there in the U.S. A big 200 page magazine, with colour, available 'off the shelf' - and it is not the only one. However, humbly we must live with the smaller Dragon magazines that are available over here, or pay the price of a overseas sub. - about £40, or £60 if you want air mail.

It's a good magazine which used to be an excellent buy for a Dragon owner too. Now with the Tandy Color III in the U.S. (a Tandy CoCo compatible with great features) it has many things in it that won't work on the Dragon. But, if you have a disk drive and 64k then it's still a good buy since a lot of the software can be bought to Britain for just \$5 extra (not bad). But then you have to convert some titles... but there not all. For this, I think, the magazine a great way to keep up to date with your friends who own other micros. Gauntlet 2 on your Dragon... of course it's available! A nice mag. and a good buy (at the U.S. rate). A little expensive overhere... but it's your monies...!

MICRO COMPUTER MART (fortnightly, 50p)

An 'exchange & mart' for computer sums this publication up almost completely... it does contain computing news too - a nice addition. It has many good bargains within its pages and if you're looking for some hardware (Dragon, or not) you couldn't spend a 50p more wisely.

THE DAILY EXPRESS (22p, Newsagents)

Continuing my review of Britain's daily press the paper I take every day had to come up... and it has. I find it the most enjoyable newspaper to read. It has found the balance between news and 'fun' - unlike many others who topple over either way. I cannot complain in any way about it. I take it, you ought to give it a try.

NEXT MONTHS... Some Dragon fanzines, a computer magazine or two, and two more newspapers. Wait and see what the Editor has to say...!



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ISSUES

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WE WOULD LIKE TO THANK...

For their contributions with this issue of *Dragon Magazine* we would like to thank...

Tudor Davies, Lord Edward, John Smallwood

Dave Hitchman of Quickbeam Software (interview)

John & Helen Penn of John Penn Discount Software (commercial)

Alan Preston of Preston Software (donation of prize)

Denis O'Mulloy & Dragonfire Services (program)

...and various other *Dragon* users.

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