

DRAGON

Dragonfire Services
• Publishers

MAGAZINE
July 1988



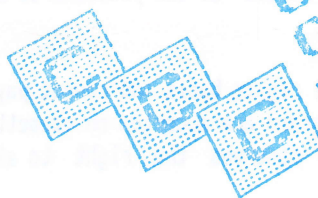
"Say NO to Software Libraries!"

Dragon Magazine - It's the magazine!

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LATEST!

*take
a
look!*

U.K.A



**COLOUR
COMPUTER
CONVENTION**
FOR DRAGON & TANDY OWNERS!

Offer

CAPRI MARKETING LTD

10% DISCOUNT

EDITOR'S VIEWS...

Slightly late this month, but things ARE getting better! Adventure Page makes a welcome return, along with Arcade-Yier, after it was, accidentally left out of last months issue! The results, and some examples of the March compo. can now all be revealed! Npt to mention the long awaited Ammerican Connection... and a lot more! Just carry on reading to see what else we've got!

Bargin hunters ought to be very pleased with our special offer this month. Capri Marketing, who are presently offering 200 plus titles for the Dragon are offering READERS ONLY a good 10% OFF their usual prices... which are VERY LOW before the dicount! Check them out by reading on...!

Good news on the show front, we're putting on a show for Dragon and Tandy owners, full details are in this months News File. It will come as a welcome releif to those who maybe though that the last show was it. NO, not by a long chalk! I'll be bring you all further developements as they happen in future months, but until then, keep supporting the companies that support the Dragon, shell out the extra few pennies for maybe one more title than maybe you would have otherwise bought. It will be worth it! GO ON THEN!

Andrew Hill
EDITOR

GENERAL INFORMATION

EDITOR : ANDREW HILL

ASSISTANT EDITOR : MICHAEL EDWARDS * SOFTWARE EDITOR : DAVID DARCLAY

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All corrspondence should be properly addressed and sent to us at the below address. While we cannot guarantee to answer all enquiries we will try our best to reply to all those who enclose an S.A.E. with their query.

DRAGON MAGAZINE, 13 PARRY JONES CLOSE, BLAINA, GWENT, NP3 3NH.

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DRAGON NEWS FILE

•UPTO-DATE & COMPREHENSIVE!•

DRAGON AND TANDY SHOW GO-AHEAD!

THERE WILL be a "national" show for Dragon and Tandy owners this year! After several months of doubt, confirmation has now been given. The show organisers are Dragonfire Services, who publish software for the Dragon and Tandy and also publish this magazine have decided upon the date and venue. They are Sunday, 4th December 1988, at the Arosfa Hotel, Lower Church Road, Weston super Mare.

The Sunday date has been chosen for quieter roads, and due to the demand from users that they were unable to attend Saturday shows because of work commitments. A spokesperson for Dragonfire said, "The show has all the signs of being a really great event, for retailers and users alike. Almost all the companies supporting the Dragon will be there, and through effective promotion, we hope a good number of users will turn up. After all, they will have had no where else to go during the six month run up to the show." When asked why they choose Weston as the venue, they said, "The West has had no "big" shows for the Dragon for a few years, the last being in Manchester way back in '86. Secondly, we were looking for somewhere which had easy access from all over the UK - Weston has motorways from all sides, North, South, East and West... what else could we ask for? Weston was the obvious choice!" The show has been named the "Colour Computer Convention - for Dragon and Tandy Colour owners!" - they say Tandy CoCo owners are as welcome as Dragon owners. Many of the retailers will be bringing along their Tandy range too, and some will be converting a few titles especially for the show! New releases are promised at the show, and demonstrators have also been invited.

Among those attending at the time of going to press Broomsoft, Computape, Dragonfire Services, Dragon Magazine, D.U.D.E., John Penn Discount Software, National Dragon Users Group, Orange Software, Pulser Software and R&AJ Preston. Others have also expressed an interest in attending. For details on exhibiting, contact Dragonfire Services (CCC), 13 Parry Jones Close, Blaina, Gwent, NP23 3NH.

Commenting on the kind of response that they received, "We were quite pleased with the number of people interested in attending, and those who offered help in some way, we would particularly like to thank Paul Grade of the NDUG for his help. Both the NDUG and Dragon Magazine are supporting the show with free advertising and promotion." DRAGON MAGAZINE SAYS - BE THERE!

NEW S/W EDITOR AT UPDATE

DRAGON UPDATE has appointed a new Software Editor. Mike Stott, well known for his reviews in Dragon User magazine, has been appointed, and commenting on his position, he says that a greater coverage of software will hopefully now be included in Update, which is the newsletter of the NDUG. The NDUG is the only group left supporting the Dragon and Tandy CoCo users in the UK, and was set up in 1984. Paul Grade, chairperson since the start, says that their membership is over 1,000 and still growing, steadily. Membership for the first year costs £8-00 (UK) dropping to £7-50 for future years. For further details, overseas costs drop Paul Grade at a SAGE at 6 Navarino Road, Worthing, Sussex.

NEW SOFTWARE DISTRIBUTOR?

TAMSOFT IS a new company, set up by Adrian Betts, who are selling older computer games titles, for, in the words of Adrian, "so called 'minority' computers such as the Dragon 32, Plus 4, Electron, etc..". Their stock of Dragon software at the present is as follows; Chuckie Egg, Leggit, Galacticans, Monsters, Pedro, Avenger, Ultrapede, Moon Cresta, Eddie Steady Go!, and Back Track. All are priced at £2-99 postage and package is included. Adrian has asked me to point out these are originals, and not copies. Cheques and postal orders could be made payable to A.Betts, and sent to 8 Healey, Lakeside, Tamworth, Staffs. B77 2RF.

AND MORE?...

NEW ERA Publications, the publishers of the yet to emerge 68000 user magazine, have announced that they are on the lookout for new software for marketing on a royalties basis, and that they are offering a "special deal" on royalties at the start to attract authors. Contact New Era on 0279 639616 with details of your work!

NEWS DESK continued...

HARRY WHITEHOUSE PULL OUT?

HARRY WHITEHOUSE, formerly Peaksoft, may, after many years of supporting the Dragon, be finally pulling out of the Dragon Market. This news comes closely behind the news that they have released a new "high speed" joystick for the Dragon, priced at £9-95. The rumours of the pull-out may have evidence, as Harry will not be attending the Colour Computer Convention this December, which possibly point to the fact that they will not be supporting the Dragon then? For details on their new joysticks and other products contact Harry Whitehouse on 0636 705230.

DRAGONFIRE LATEST WITHDRAW!

FOLLOWING LAST months announcement of the release of Sunken Ghost and Diamond Manor, Dragonfire Services this month announce that the two titles have now been withdrawn from sale due to several errors, in logic and spelling, in the two adventure games. Said a Dragonfire spokesperson, "We were lucky no copies of the game were sold, before someone who was testing the software found the bugs. While we adventures are playable as they are, some users will notice the illogical set out in several places, and spelling may distract you. We have returned the software to the author, and hope he'll be able to sort the problems out, and then they'll be back on the market." Not problemed by this, Dragon announce the release of two titles again this month, one arcade and another adventure, said Dragonfire "The one has been tested for many months, being updated several times where bugs have occurred, and the other has been tested very well, and completed. All is fine there!" - details of these and other new Dragon titles see SOFTWARE UPDATE the new column for new Dragon releases elsewhere!

SOFTWARE UPDATE
SOFTWARE UPDATE
SOFTWARE UPDATE
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SOFTWARE UPDATE
SOFTWARE UPDATE

* NEW DRAGON RELEASES * NEW DRAGON RELEASES *

LUCIFERS KINGDOM	£5-95	AR	ORANGE SOFTWARE
GREAT FISH VAN SCANDLE	£2-95	AD	ORANGE SOFTWARE
VISITEXT	£11-95	UT	ORANGE SOFTWARE
VISITEXT PLUS	£13-95	UT	ORANGE SOFTWARE
BUST-OUT!	£3-00	AR	DRAGONFIRE SERVICES
THE BOMB!	£3-00	AD	DRAGONFIRE SERVICES
UTOPIA	£4-95	AR	PULSER SOFTWARE
RALLY	£8-50	AD	PULSER SOFTWARE

** All plus 50p postage and package "UK **

CONTACT:

ORANGE SOFTWARE, The Garth, Nant-y-Derry, Abergavenny, Gwent.

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

PULSER SOFTWARE, 36 Foxhill, High Crompton, Shaw, Oldham, Lancs.

READ >SOFTWARE UPDATE< EVERY MONTH

AND KEEP IN-LINE WITH ALL THATS NEW!

* ONLY IN DRAGON MAGAZINE - READ IT! *

- - - - -
THE COLOUR COLUMN
- - - - -

-for tandy colour owners!

-BY CRAIG MOSS-

This is my contribution to the Dragon and Tandy community, I feel it's time to put back a little more in the Tandy side. Lately Dragon owners have exploited the Tandy for it's games, hyrdware, and parts. Magazines have featured ideas taken from the Tandy and hardely ever vice versa.

The only magazine to have gave solutions to both machines, and even that was slightly biased towards the Dragon was the collection of Input by Marchal Cavendish. Sadly, this magazine has stoped, as it was only intended to introduce the computer in homes.

My knowledge and understanding may not be as large as yours, and for this reason I invite you to drop me a line to the usual address (13 Parry Jones Close, Blaina, Gwent, NP3 3NH, incase you've forgotten it!), and i'll look forward to hearing from you should you wish to correct me, or better still to contribute the column.

And now a little bit about me before I talk about conversions. I started with my first computer five years ago. One of the best computers to learn Basic with and I still (risking like and limb) recomend it to all beginers, the Sinclair ZX81. Having said this, I do not recomend, but detest all users of the ZX81's big sister machine, affectionatly know as the spit-ding S-----M to we Dragon and Tandy owners. Six months later my programing needs grew to the Dragon 32. Me and a friend started writing programs two years ago and had an attempt at runing a software company know as Buzz Software. Trade was not too good so out of my own money Febuary last year I upgraded to the Tandy 64, with disk drive and printer (mainly for my own use, but also with Buzz Softwares use in mind). July last year, on our first birhthday we decided to call it a day due to work presures and the lack of reponse. Dragonfire Services stepped in to handle our software for us. This has allowed us to havè more time to ourselves, to help other users.

In this column I wish to cover conversions, O/S-9, and Tandy Dos, I also want to start a series on Media Library management which tells you how to organise your media library and month by month show you a program to do this. Maybe it will be published by Dragonfire, on either tape and/or disk at sometime for readers, as well!).

One more point before I start the column properly, I would like to point out that this column will usually only appear bi-monthly, (well I am a busy guy you know). It will, however, probably feature in next months edition too. Now down to the business.

CONVERTING DRAGON BASIC TO TANDY BASIC

The actual Basic of the two machines is the same, but they are slightly different in the way they save the programs in memory.

Each machine converts the Basic to tokens, thus shortening the program and saving the time to save the program. It is these tokens that are different and cause all the problems in debugging the program to run on either machine! However, saving the programs in a file format will solve this problem!

To do this the following command to save the Basic program (do this from the computer the program to be converted from)-

CSAVE "NAME",A

This will save the program in ASCII format (a universal code for the two machines). Loading the program is done the normal way, by using the CLOAD command on EITHER machine. Please note how the program is loaded. Make sure that the REM socket is attached to the tape recorder on loading (if you don't have a REM socket, press pause on the player each time the computer clicks, and release it again about 2 seconds later (you can usually hear it click again, and it is then time to release pause) this will prevent premature I/O Errors).

ADVANTAGES

1. Easy to convert programs
2. No messy software packages to load before conversion
3. If an I/O Error occurs the program part that has loaded OK is still in RAM, instead of being erased!

DISADVANTAGES

1. You need access to both machines (you could always swap with a friend living close by, or through the mail too!).

I recommend that all Basic programs are saved in the ASCII format instead of tokenised form, as all the program is not lost if an I/O Error occurs.

DRAGON TO TANDY MACHINE CODE CONVERSIONS

Again, you can buy conversion programs to do this for you. But why pay out the money for such programs. Most machine code programs with no auto-run routines will more than likely load and execute OK on the Tandy. If a disk unit is attached, some programs will cause the system to re-boot depending upon the RAM location of the game loaded. For this reason, I advise you to disconnect your disk system before trying a new machine code routine. If you manage to load and save machine code product to disk and it still runs OK beware!!! You may not be able to re-save the program on tape or disk backups. I don't know why this happens, maybe someone could tell me ?!

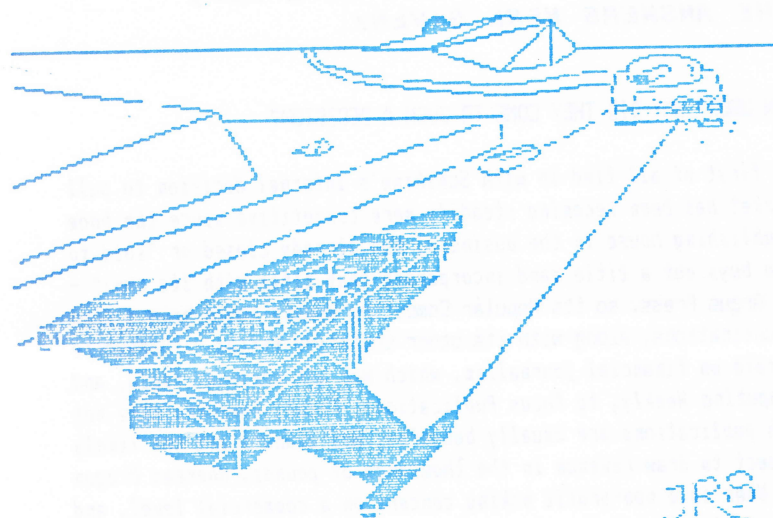
Well thats all for now. Next time I will talk to you about O/S-9 and Tandy Dos, not forgetting the Media File system I mentioned. Thanks for you attention, and feel free to write to ask or tell or correct me on anything!

>> Please enclose an SASE if a personal reply is required!

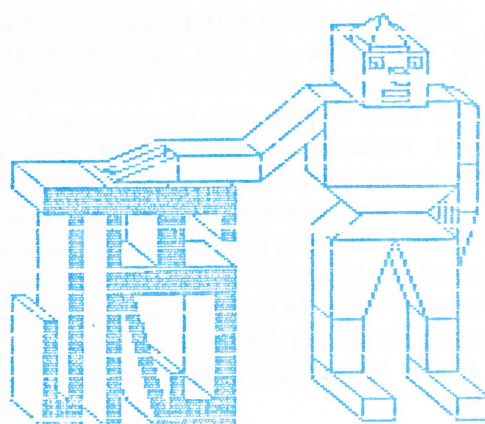
**** DON'T FORGET TO WRITE TO THE COLOUR COLUMN - BOTH DRAGON AND TANDY OWNERS! GO ON... WHAT ARE YOU WAITING FOR...?**

GRAPHICS!

A selection of the pictures received from in response to our March competition! The winner was John Smallwood, who has now received his tape of John Penn Discount Software's Picture Maker! Many thanks to all who entered!



JRS

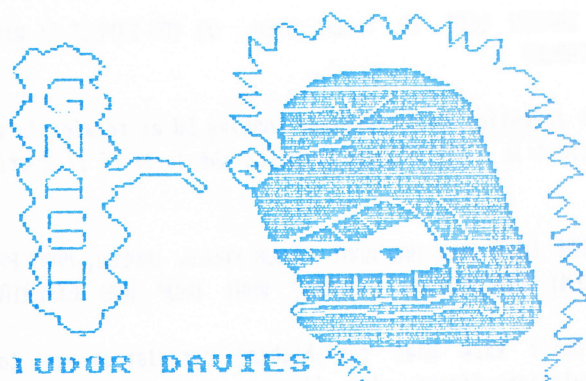


ACTIVISION
PRESENTS



GHOSTBUSTERS

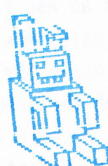
THE DRAGON BITES BACK



TUDOR DAVIES



J.R. SMALLWOOD



INTERVIEW WITH HELEN ARMSTRONG

EDITOR of DRAGON USER!

DRAGON MAGAZINE INTERVIEWED HELEN DURING THE
TAKEOVER OF DRAGON USER BY HARRIS MICRO. FOR THIS REASON
SOME OF OUR QUESTIONS MAY SOUND "ALREADY ANSWERED" -
THERE WAS NO FIRM BUYER AT THE TIME THE QUESTIONS WERE PUT,
BUT THERE WAS WHEN THE ANSWERS WERE GIVEN!

WHEN DID SUNSHINE FIRST DECIDE TO CEASE PUBLICATION OF DRAGON USER? WHY DID THEY COME TO SUCH A DECISION?

"The parting of Sunshine Publications and Dragon User was first of all tied in with Sunshine's internal decision to pull out of the computer publication market. The home computer market has been becoming steadily more competitive since the boom in 1981/1982, and Sunshine, along with nearly every other publishing house in the business, had already closed or "sold to kill" some titles. (Buying to kill is when a rival magazine buys out a title and incorporate that title with its own) - like Sunshine itself did to Home Computing Weekly from Argus Press, so its Popular Computing Weekly could have a open market. P.C.W. has since been sold by Sunshine to Focus Publications, along with its other computing titles - "Somewhere in 1987, the MD, Jenny Ireland, took the decision to concentrate on financial journalism, which was her personal field, and sold Sunshine's remaining titles, including Popular Computing Weekly, to Focus Publications. Focus, however, were not interested in Dragon User, as advertising revenue, on which publications are usually budgeted, was peanuts and not likely to increase. You must remember that magazines usually expect to draw revenue in the thousands of pounds, whereas Dragon User was only making hundreds, and not many of those. Dragon User is a non-profit making concern on a commercial level, and was in danger of not being able to contribute its own overheads to the running of the Sunshine offices. To put it bluntly, someone else would have to have our chair. So the solution was to either close D.U. or find someone to run it who didn't have to account for Central London office space and a share of the typist. We hoped that the latter course would prevail, and indeed, it did, but for several months I had to keep one eye on the likelihood that there would be no more Dragon Users after June 1988."

DRAGON USER IS THE ONE PUBLICATION THAT HOLDS THE DRAGON (AND TANDY) COMMUNITY TOGETHER. HOW LIKELY IS A TAKEOVER?

"Now that Dragon Publications has been set up, I don't see the slightest likelihood of any further moves in the UK for Dragon User, in the foreseeable future."

IF DRAGON USER IS TAKEN OVER, DO YOU EXPECT IT WILL STAY IN, MORE OR LESS, ITS PRESENT FORM? IF NOT, WHAT NEW FORM IS PROBABLE?

"The intention is to continue running DU as seamlessly as possible. We will have to see how the magazine prospers and where we can trim costs without reducing the level of production."

DRAGON USER ONCE HAD MANY COLOUR PAGES. INDEED, MANY PAGES. WHAT WAS ITS HIGHEST CIRCULATION, AND WHEN WAS IT? WHAT IS ITS CURRENT CIRCULATION FIGURES? WHAT DRUP WAS EXPERIENCED IN THE MONTH WHEN DRAGON USER WENT "SUBSCRIPTION ONLY"?

"I don't know what the highest circulation was. Looking back through the older issues, I can't see an Audit Bureau of Circulation figure. ABC figures are taken to give an independently verified circulation to encourage advertisers to buy space. Dragon User has been largely without direct competition in the UK, so an ABC figure would not have been much help as a guide to advertisers. It is often very difficult to establish how many copies are actually being sold through newsagent outlets - this is one of the big shortcomings of magazine distribution. While the magazine was selling steadily through newsagents, a circulation of about about 30,000 would be assumed, although the actual number sold to the public is often considerably less than the number sent out. DU went subscription in 1986 because it became clear that revenue coming in from sales would no longer support distribution. It was go subs, or close. Unfortunately, the readers only received one month's notice of the change, so we many have lost upto half our readers at the time. It was an emergency move, but I believe many of our readers just assumed that DU had vanished, and often didn't find that we were still running until a year, or two years later. Some of them are stil re-joining. I believe the subscription base was around 6,000 in July 1986, which would give a nominal readership of 11 - 12,000 before that, many of them irregulars. This fits quite closely with my experience of special interest magazines."

IF, AND WHEN, A COMPANY DO TAKE OVER DRAGON USER, WILL YOU MOVE WITH IT? IF NOT, WHAT DO YOU INTEND TO DO IN THE FUTURE?

"Personally, I will stay with DU while my personal and professional position allows me to."

WHAT COMPANIES HAVE ALREADY EXPRESSED AN INTEREST IN TAKING OVER DRAGON USER?

"I'm not naming names, but several people frilled me about the possibilities of running DU. Bob Harris was the one who got around to talking it through with the management."

MANY USERS WILL BE WORRIED ABOUT THEIR REMAINING SUBSCRIPTION. WILL THEY HAVE A REFUND FOR THE REMAINING ISSUES IF NO BUYER IS FOUND, OR WILL THEIR SUBSCRIPTIONS BE HONoured BY ANY NEW BUYER?

"The subscription base of DU will continue as it ever did. There might be some hiccups while Bob converts the entire list to his computer base, but that is to be expected. Most people shouldn't even notice the changeover. Sunshine have promised to forward all our mail, incidently, for the ones who really don't notice!"

DO YOU FEEL USERS SHOULD PUT THEIR TRUST, AND MONEY, INTO THE NEW PUBLISHERS OF DRAGON USER?

"I've been pleasantly surprised by the number of people who, prio to knowing (or indeed, my knowing) that any changes were afoot, said to me 'I don't know if DU can keep going for another year, but here's my subscription, because we've got to support it.' Bob has a good track record in managing his own business and in general persistance and ingenuity, and he's not in it for a quick buck. Readers are as safe with Dragon Publications as they would be with any publishing company; maybe moreso, as they have a vested interest in keeping the magazine secure."

HOW DO YOU, PERSONALLY, SEE THE DRAGONS FUTURE? WILL IT BE ANY WORSE OFF BECAUSE OF SUNSHINES DECISION TO CEASE PUBLICATION OF DRAGON USER?

"The Dragon is not going to be a serious threat to IBM. That said, it is still in a position where it is being supported professionally - it is not simply a user-group affair. It provides cheap and versatile computing for many purposes, and is providing what is know as 'entry level experience' in industry jargon to people coming into computing. That will last as long as it lasts, and will come to an end, I suppose, when the supply of second hand machines dries up completely, which it shows no signs of doing just at the present."

"As for Sunshine's departure, the magazine has been self-financing since it went subscription, so the chage of ownership shouldn't make a hap'orth of differance to its prospects. It may even improve them, as Bob has an insider's view of the Dragon market, which Sunshine did not have, and has a vested interest in promoting it as widely as possible, while Sunshine were becoming increasinly disposed to caution."

TO ADD.

"The Dragon market is now in a position where the suppliers are in collaboration rather than in competition with each other, so that they should feel free to support DU within their own prosperity. I know there have been some in the past who feel that they operate very independently of Dragon User, but I think they may underestimate the importance of simply having a publication like DU available. I don't subscribe to many magazines, because I prefer to browse, but I would never stop buying magazines, even when I'm not particularly active in a particular area, becuase they help to keep your horizens open to new possibilities."

Thank you, Helen, for both the time and effort you put into answering our questions, and with the Dragon and Tandy community in general. Good luck with the future, and all the best with the "new look" Dragon User!

* You can contact Helen, and Dragon User, at their new address-

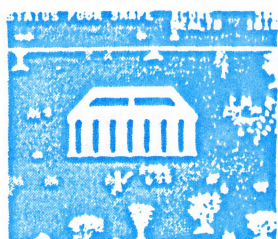
DRAGON PUBLICATION, 49 Alexandra Road, Hounslow, Middx.

** WHO WOULD YOU LIKE TO SEE BEING INTERVIEWED?

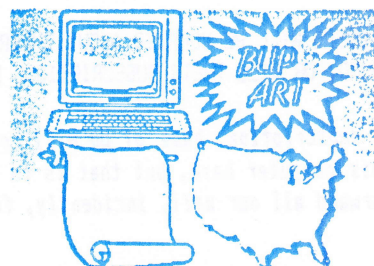
— WRITE AND TELL US NOW!

THE AMERICAN CONNECTION

MUCH HAS been written about the software available for the Dragon and CoCo "on the other side of the Atlantic". Dragon Magazine checked it out! He found, as suspected, no mention of the Dragon, but only of the Tandy CoCo I, II, and recently the New CoCo III - which is now dominating the CoCo scene in the U.S., but is not destined to be brought over here. Tandy CoCo II software is NOT directly compatible with the Dragon, but there are many similarities, and a good machines code programmer could probably sort the little differences out, which maybe found in the commercial software in the U.S. A user not very good at M/C should be aware, before ordering, that the software may not run on his or her Dragon. This may, and should not deter many users, however. Another point worth mentioning is that a lot of the software, especially the newer titles like *Beach Head*, *Gauntlet*, and *Paper Route* will only work on a 64k machine! There are some 32k material too, however, so all you 32 owners don't leave the page!



Wizard's Den



A company which seems to publish a number of "coin-op" conversions is *Diecome Products Inc.* of Canada. Among their titles are *Mission: Rush'n Assault* - a Commando style game, similar to *Fire Force*. *Caladuril Flame of Light* and *Lansford Mansion* are two text and graphic adventures, similar to the like of *The Vortex Factor* and *Trekboer*. They also publish *Paper Route* (a *Paper Boy* conversion), *Knock Out*, *Marble Maze* (an excellent "Airball") and *Karate*. To name a few. Definately worth checking out if your into Arcade games!

A name you all are bound to be familiar with, is *Tom Mix*. Know by many because of the vast range of titles they wrote which *Microdeal* published in the U.K., Tom Mix trade themselves in the states. Titles include *Worlds of Flight* (which costs \$34-95 over there!), a more recent flight simulator, *Flight 16*, *Goldfinder*, *Dragon Slayer*, *Sailor Man*, and MANY more. They also produce, what I beleive is a follow up to *Airball* and *Wizard Quest*, named *WIZARD'S DEN*, which looks very good from the screen shot!

Utilities galore, come from *Spectrum Projects*, many of which look very useful and at not too bad a price. If you in search of a utility, be it for a tape application or OS-9 then try *Spectrum* for a list, their titles are much too numerous to list here!

Another company specialising, which many may find interesting is *Sugar Software* or specialise in, mainly, special interest software - such as *Rental Property Income* and *Expense Managemen Package* for Estate Agents, and *Bible Story Adventure* which is a graphic adventure for young children and their family on the Old Testament! They also produce not so odd products like *TIMS* an Information Management system, which has been marketed in the U.K. at one time by *EuroSoft*. A number of interesting, and potentially useful titles here, and a quick response too!

There are at least two DTP packages available, which look great, but are CoCo III only (NOT Dragon compatible, because its a enchanced CoCo - better graphics, 128k ram and so on), but there is a simple alternative, for the not so adventurous. *The CoCo Graphics Designer* allows mainly A4 posters to be designed (not for a lot of text, like DTP packages), and will also allow Banners to be designed, if your using contineuous paper. Several fonts and "clip art" is included, as well as drivers for the Epson, Gemini, Tandy's DMP range, Seikosha GP100/250, CGP-220 and Okidata, plus a few others (you should be suited!). Sounds quite good, looks quite good. At around £15 (\$29-95) its reasonably priced too. *Zebra Systems Inc.* are the publishers.

Hardware is still quite a bouyent market in the U.S. with Tandy (*Radio Shack*) producing the *Multi-Pak*, *DC Modem Program Pak*, and a *Hard Disk Drive* interface. As well as joysticks, and the thing I, if not many other Dragon owners would like, a *CoCo Mouse*! Oh, if only they would distribute them over here. That goes for the CoCo 3 too - an excellent computer, which is CoCo compatible to a large extent, but with many more features.

It's got 128k ram, which can be expanded to 512k, its graphics capabilities are excellent, with 160 by 192, and 320 by 192 res. available in all 16 colours, or an amazing 640 by 192 in 4 colours! All that the Dragon should have been, but wasn't, I would say! The price is \$199 (about £115), though it can sometimes be bought for less.

According to Ray Smith, *Dragon Magazine* reader who's IMPORTED a CoCo III, "Where the CoCo3 really comes into its own is with OS-9 Level II, with the high speed, windowing and multitasking facilities which have to be seen to be believed." Ray imported one when they had a special offer on, just before Christmas, when it was offered for just \$115 (about £70). He then had to pay import duties, and, of course, adjust power supplies, and need a monitor because of our PAL system, can't be used on a I.V. If anyones is interested in importing one, they must be aware of the problems outlined above, and be prepared to pay import duties. Ray paid £20 on his CoCo, but it varies, it may be you get charged a little (he knows someone who only had to pay £10). Basically, you've just got to wait and see.

Also on the hardware front is a Video Digitizer from *The Micro Works*. Many other products are available, at various prices, from extremely useful to the useless. A subscription to *Rainbow* or *Hot CoCo* can help solve that problem, though they are quite expensive - good value, I haven't to add, though.

HINTS ON IMPORTING

It's a risk, importing, but with the majority of companies your fine, but some may be a little less trustworthy, and while it may be difficult getting a refund for no products over here, if you don't even live in the country, your risks, obviously, increase. Ray Smith suggests you keep to the older companies, who have advertised for several years. Then deal with those who take the credit cards, like Visa and Barclaycard, and the like. Finally, wait until the dollar is riding high in the markets (not bad at the moment, but you've just missed the a big high, which could have saved you pounds!). Be prepared to pay import duties on hardware, but disks and cassettes usually pass without any such duties. Basically, take care, and you should be ok, and enjoying your USA products in a reasonably short time!

If importing software, and if you don't know who to trust try *Kelly Software Distributors Ltd. of Canada*. They are Canada's largest National distributor of Colour Computer Products, and carry a VAST range of titles from most of the software companies. You will be able to trust them, and place just one order!

A list of all the suppliers mentioned are listed below. No prices and lists have been included, because they can vary from distributor to distributor, and some have special ordering details and prices, and some may not allow ordering from other countries. Systems required (ie. 32k or 64k, tape or disk, and the like) are too numerous for a magazine article. Most suppliers will send you their price list if you write (its best to mention CoCo II price list, incase they have not heard of the Dragon!). We tested their response to a price list, and replies varied, from about 8 days (thats from the day we posted it!) to 21 days. Not bad! Good luck!

* We would like to thank Ray Smith for his help with compiling the information contained within this article!

CONTACT ADDRESSES :

COMPUTIZE Inc., P.O. Box 207, Langhorne, PA 19047. U.S.A.

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DIECOME PRODUCTS INC., 6715 Fifth Line, Milton, Ont., Canada L9T 2X8.

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KELLY SOFTWARE DISTRIBUTORS LTD., Marlborough P.O. Box 403, Calgary, Alberta, T2A 7L3. Canada.

THE MICRO WORKS, P.O. Box 1110, Del Mar, CA 92014. U.S.A.

SPECTRUM PROJECTS, P.O. Box 264, Howard Beach, NY 11414. U.S.A.

SUGAR SOFTWARE, P.O. Box 7446, Hollywood, Florida 33081. U.S.A.

Zebra System Inc. 78-06 Jamaica Ave., Woodhaven, NY 11421. U.S.A.

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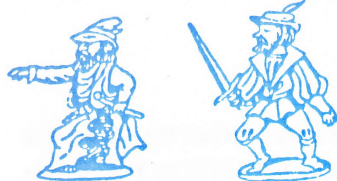
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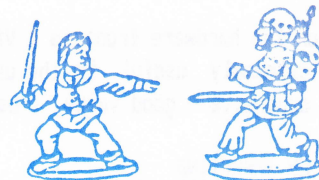
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NEEFTER Databank 2000



By M. Edwards



PROGRAMMING

This program is a fairly straight-forward database, for use by anyone who plays role-playing games. It runs on a disk system only, but could be changed to run on a tape system.

When it is first run, it generates a blank file of 100 "forms" which are all blank. These forms are then filled in with data by the user.

Seven attributes are used, which are set to the equation for the monster. For instance, a Dragon's STR (strength) may be calculated using $6D6*10$, so you would type "6D6*10" for STR.

The code used in role-playing games for this sort of thing is fairly simple. 6D6 would generate 6 rolls on a six-sided die; 4D10 would roll a 10-sided die 4 times, etc. The number can be added to another, multiplied etc. The following are typical scores:

```
STR - 6D6      : Roll a six-sided die six times
CHR - 10       : Charisma is 10.
```

INT - 1D20 : Intelligence is rolled on one twenty-sided die.

LCK - 1D100+20 : Luck is rolled on a hundred-sided die, and twenty is added.

Whereas in real life, only five dice exist in common role-playing game use, the computer can generate any size dice.

The database is simple to use. The first line is the title of the game, both for screen (G\$) and for printout (G2\$) which is lowercase.

```

1 G$="CALL OF CTHULHU":G2$="Call of Cthulhu"
5 CLEAR 5000
6 RESTORE:DIM A$(1),A(7):FOR I=1 TO 7:READ A$(I):N-
EXT
7 FA$=STRING$(228,"*")
10 ' "MDBASE"
20 CLS:PRINT$:PRINT:PRINT "MONSTER DATABASE":PRINT
:PRINT "(C) 1988 BY BROWNSOFT":PRINT:PRINT "PRESS ANY
KEY"
30 PRINT:PRINT "(INSERT DATABASE DISK)"
40 I$=INKEY$:IF I$="" THEN 40
50 ERROR GOTO 70
60 A=LOF("MONSTERS.DAT"):GOTO 100
70 ' NO FILE
80 IF ERR<>160 THEN 10000
90 CLS:PRINT "CREATING AND BLANKING FILE":CREATE "MO
NSTERS.DAT",22802: ' ENOUGH ROOM FOR 100 MONSTERS
91 FOR I=1 TO 100:PRINT@64,I:FWRITE"MONSTERS.DAT",
FROM I*228-227:FA$;:NEXT
95 CLOSE
100 CLS:PRINT "MONSTER DATABASE":PRINT:CLOSE
110 ERROR GOTO 10000 ' ERROR TRAP
120 PRINT " 1 .....CHANGE/ADD TO DATABASE"
130 PRINT " 2 ..... SEARCH DATABASE"

```

```

140 PRINT" 3 ..... CREATE MONSTER(S)"
150 PRINT" 4 ..... PRINT DATABASE"
151 PRINT" 5 ..... LIST MONSTERS"
152 PRINT" 6 ..... RENAME MONSTER"
160 PRINT" X .....EXIT"
170 PRINT:PRINT"WHICH(1-6/X)?"
180 I$=INKEY$:IF I$="" THEN 180
190 IF I$="X" THEN BOOT
200 ON VAL(I$) GOTO 1000,2000,3000,4000,5000,6000
210 GOTO 100
1000 CLS:PRINT"CHANGE/ADD TO DATABASE":PRINT
1100 GOSUB 1900
1120 PRINT@96,"";:L=32:GOSUB 1800
1130 F$=A$
1140 FOR I=1 TO 7:PRINT@132+I*32,"";:L=28:GOSUB 18
00
1150 F$=F$+A$:NEXT I
1160 N$=LEFT$(F$,32)
1170 ' NOW CHECK FOR AN EXISTING MONSTER CALLED
'N$'
1175 P=0:BP=0
1180 FOR I=1 TO 100:PRINT@416,I:FREAD"MONSTERS",FR
OM I*228-227,FOR 33:N1$
1190 IF N1$=N$ THEN P=I*228-227:I=200
1191 IF N1$=STRING$(32,"*") AND BP=0 THEN BP=I*228

```



```

1200 NEXT I
1210 IF P THEN PRINT@416,"MONSTER EXISTS" ELSE 1300
1220 PRINT:PRINT"REPLACE OR LEAVE?"
1230 I$=INKEY$:IF I$="R" THEN FWRITE"MONSTERS",FROM
P:F$:GOTO 100 ELSE IF I$<>"L" THEN 1230
1240 GOTO 100
1300 IF BP THEN FWRITE"MONSTERS",FROM BP:F$:GOTO
100
1310 PRINT@416,"NO ROOM." :WAIT 1000:GOTO 100

1799 GOTO 1799
1800 A$=""
1801 PRINT"*";
1802 I$=INKEY$:IF I$="" THEN 1802
1803 PRINTCHR$(8);
1804 IF I$=CHR$(8) THEN IF A$<>" " THEN PRINTI$;:A$
=LEFT$(A$,LEN(A$)-1):GOTO 1801
1805 IF I$=CHR$(13) THEN 1810 ELSE IF ASC(I$)<32
THEN 1801
1806 IF LEN(A$)<L THEN A$=A$+I$:PRINTI$;:IF LEN(A$
)=L THEN RETURN ELSE 1801
1810 IF LEN(A$)<L THEN A$=A$+" ":GOTO 1810
1811 RETURN
1900 PRINT@64,"NAME:":PRINTSTRING$(32,128)::PRINT:
FOR I=1 TO 7:PRINTA$(I);":":STRING$(28,CHR$(120));
:NEXT I:RETURN
1910 DATA STR,CON,SIZ,INT,POW,DEX,ARM
2000 CLS:PRINT"SEARCH DATABASE":PRINT
2010 GOSUB 1900
2020 L=32:PRINT@96,"":GOSUB 1800
2030 PRINT@416,"SEARCHING ..."
2039 NN=0
2040 FOR I=1 TO 100:PRINT@448,I;:FREAD"MONSTERS",F
ROM I*228-227,FOR 33:N$
2050 IF N$=A$ THEN NN=1:I=200
2060 NEXT I:IF I>150 THEN 2100
2070 PRINT@416,"NOT FOUND":PRINT:WAIT 1000:GOTO 100
2100 FREAD"MONSTERS",FROM NN*228-227,FOR 229:F$
2110 FOR I=1 TO 7:A$=MID$(F$,I*28+5,28):PRINT@1*32
+132,A$;:NEXT I
2120 PRINT@416,"PRESS A KEY":PRINT
2130 IF INKEY$="" THEN 2130
2140 GOTO 100
2500 ' EVALUATE EXPRESSION A$
2510 IF INSTR(A$,"+") THEN 2600
2520 IF INSTR(A$,"*") THEN 2700
2530 B$=A$:GOSUB 2800:R=N:RETURN
2600 II=INSTR(A$,"+"):B$=LEFT$(A$,II-1):GOSUB 2800
:R=N:B$=MID$(A$,II+1):GOSUB 2800:R=R+N:RETURN
2700 II=INSTR(A$,"*"):B$=LEFT$(A$,II-1):GOSUB 2800
:R=N:B$=MID$(A$,II+1):GOSUB 2800:R=R*N:RETURN
2800 ' EVALUATE B$
2805 FOR Z=1 TO 7:IF LEFT$(B$,3)=A$(Z) THEN N=A(Z)
:Z=100
2806 NEXT Z:IF Z>50 THEN RETURN
2810 IF INSTR(B$,"D") THEN 2900 ' DICE
2820 N=VAL(B$):RETURN
2900 N1=VAL(B$):I=INSTR(B$,"D"):B$=MID$(B$,I+1):N2
=VAL(B$)
2910 N=0:FOR I=1 TO N1:N=N+RND(N2):NEXT I
2920 RETURN
3000 CLS:PRINT"CREATE MONSTER":PRINT
3010 INPUT"MONSTER/RACE":A$
3015 IF A$="" THEN 100
3020 INPUT"QUANTITY":Q
3095 IF LEN(A$)<32 THEN A$=A$+" ":GOTO 3095
3096 M=0

```

```

3100 FOR I=1 TO 100:PRINT@64,I:FREAD"MONSTERS",FROM
I*228-227,FOR 33:N$
3110 IF N$=A$ THEN M=I:I=200

3120 NEXT I
3130 IF I<150 THEN PRINT"NOT FOUND.":GOTO 3010
3140 FREAD"MONSTERS",FROM M*228-227,FOR 229:F$
3150 FOR W=1 TO Q:PRINT@2:PRINT@2,N$:PRINT@2
3160 FOR J=1 TO 7:PRINT@2,A$(J):" " :
3165 IF MID$(F$,J*28+5,3)="N/A" THEN PRINT@2,"N/A
":A(J)=0:GOTO 3190
3170 A$=MID$(F$,J*28+5,28):GOSUB 2500
3180 PRINT@2,R:A(J)=R
3190 NEXT J:PRINT@2,"HIT : ":INT((A(2)+A(3))/2):P
RINT@2:NEXT W
3200 GOTO 3010
4000 CLS:PRINT"PRINT DATABASE":PRINT:PRINT"POSITION
PAPER AND PRESS A KEY"
4010 IF INKEY$="" THEN 4010
4015 NN=0
4016 PRINT@2,CHR$(14);62$;" Monster Database list
ing";CHR$(15);:PRINT@2:PRINT@2
4020 FOR I=1 TO 100:PRINT@128,I
4030 FREAD"MONSTERS",FROM I*228-227,FOR 229:F$
4035 IF F$=FA$ THEN 4070
4050 PRINT@2,LEFT$(F$,32):PRINT@2
4060 FOR J=1 TO 7:PRINT@2,A$(J);":":MID$(F$,J*2
8+5,28):NEXT
4065 PRINT@2:PRINT@2
4066 NN=NN+1:IF NN=5 THEN NN=0:FOR P=1 TO 8:PRINT@
-2:NEXT:PRINT@2,CHR$(14);62$;" Monsters (cont.)";
CHR$(15):PRINT@2:PRINT@2
4070 NEXT I
4080 GOTO 100
5000 CLS:PRINT"LIST MONSTERS":PRINT
5010 N=0
5020 FOR I=1 TO 100:GOSUB 5200:FREAD"MONSTERS",FROM
I*228-227,FOR 33:FF$
5030 IF FF$<>STRING$(32,"*") THEN PRINTFF$;:N=N+1
5040 IF N<13 THEN 5100
5050 IF INKEY$="" THEN 5050
5060 CLS:PRINT"LIST MONSTERS":PRINT:N=0
5100 NEXT I
5110 IF N=0 THEN 100
5120 IF INKEY$="" THEN 5120
5130 GOTO 100
5200 Z1=PEEK(&H88):Z2=PEEK(&H89):PRINT@16,I;:POKE
&H88,Z1:POKE &H89,Z2:RETURN
6000 CLS:PRINT"RENAME MONSTER":PRINT:GOSUB 1900
6010 PRINT@96,"":L=32:GOSUB 1800
6020 PRINT@416,"SEARCHING ..."
6025 M=0
6030 FOR I=1 TO 100:PRINT@448,I:FREAD"MONSTERS",FR
OM 228*I-227,FOR 33:N$
6040 IF N$=A$ THEN M=I:I=200
6050 NEXT I:IF M=0 THEN PRINT@416,"NOT FOUND":PRIN
T:WAIT 100:GOTO 100
6060 PRINT@96,"":L=32:GOSUB 1800
6065 FREAD"MONSTERS",FROM 228*M-227,FOR 228:F$:MID
$(F$,1,32)=A$
6070 FWRITE"MONSTERS",FROM 228*M-227:F$
6080 GOTO 100
9999 END
10000 ' ERROR TRAP

```


• PUNCHJAW'S • ADVENTURE PAGE

Sorry about my absence last month, but I was very busy studying for some important exams. However, they are all over and today is the longest day of the year so I'll have plenty of time to write this column. No doubt by the time you get to read this it will be well into July (your right there: - ED). It's nearly 10-45pm and it is still daylight outside (it's about 3am here, and NEARLY daylight... again! - ED).

There was reference last month to the Dragon being a male machine. I don't know about the rest of you, but my Dragon is most definitely female. Don't ask me why, it's just an instinct. If anyone has interesting names for their Dragon let me know. The top five names could be printed later on in a future edition.

This month I'll be looking at Wild West Destiny, and wait for it... Pyradventure... at last! Also I have another exclusive competition for you to pick your wits against.

I was pleased to see a few new adventures emerging over the past few months. Apart from Pyradventurem Larkspur trilogy is proving to be very successful. Dragonfire Services now have two new adventures available, "Sunken Ghost" and "Diamond Manor". I may or may not be reviewing them next month depending on whether I get review copies from the man himself. How about another adventure from Broomsoft? Perhaps along the same theme as The Immortal Strain.

What on earth is Dragon User being printed on these days? Kleenex toilet paper? Not only have they reduced the number of pages in the magazine, but resorted to second rate printing paper. No doubt the editor will now point out that it is not the quality of printing paper that matters, but the quality of the material on that paper. OK! no more criticizing Dragon User. It is not that I don't like Dragon User anymore, it has just deteriorated from the high standard it used to be famous for. A friend pointed out that it has swayed towards the technical side of things. Not everyone can afford a printer or disk drive. Still, it is a good read.

Before I review Pyradventure I'll give you the chance to win a copy. If you have already bought it, still give the competition a go, and if you win I'll send something just as good. I hope you're reading, Lord Edward, as I've been thinking up these to try and stump you. By the way, how are you keeping? Onwards to the competition...

1. Folk is spelt F.O.L.K. Joke is spelt J.O.K.E. not J.O.L.K.
How do you spell the white of an egg?
2. If a man walks into the Fish & Chip shop slightly intoxicated and orders-
Two Fish Suppers 2 F S
One Sausage Supper 1 S S
Two Pie Suppers 2 P S
How can you tell he was in the Salvation Army?
3. In a leap year how many months have 28 days?

Not too hard this month. Send all your entries to the usual address (Adventure Page, Dragon Magazine, 13 Parry Jones Close, Blaina, Gwent, NP3 3NH), and don't forget to enclose £1 to cover handling costs. Only joking (or is that joking?). And the first correct entry to be pulled out of the hat will win for themselves Pyradventure! Now on with the reviews.

Priced at £3-00 plus 50p post and packing, PyRADVENTURE is available from Dragonfire Services, 13 Parry Jones Close, Blaina, Gwent, NP3 3NH. The game comes very neatly presented with it's own colourful inlay and loaded first time without any difficulties. An attractive screen floods the television as the game loads, which is the same as the cassette cover.

Although the "real speech" is an interesting and original idea, it doesn't really work. For a start, the person's voice is extremely faint, and he sounds as if he is being suffocated.

You have been told you have to venture into the very last unexplored Pyramid of Egypt, and recover the death mask of a Pharaoh, "believed to be Amenophis III", wait for it... the father of Tutankhamun! The first few problems that you encounter are fairly simple as long as you can deal with the shopkeeper. Once you've cut him down to size you gain access to several useful objects. A dictionary came in useful when trying to decipher those hieroglyphics. You are limited to the number of objects you can carry and you might find yourself going back to get the right one. Every object is supposed to have its use, and there is no red herrings. But I still haven't found a use for the cigarette lighter. Perhaps if I can find a cigarette?

The screen layout is very messy, scrolling upwards and could be improved vastly. I couldn't get my position saved to tape either. I have an earlier copy of the game, so I don't know if it is that which is at fault, or my computer, as I've been having difficulties loading in software due to faulty lead (it's NOT the software, ALL copies worked perfectly! - ED).

I haven't yet completed the adventure and hope it unfolds into something a little more complex. Not too most original of adventures I've come across, and I don't think it comes up to the standard of Pyramid of Doom. But once tied up it may just become successful, if it hasn't already! There are a few nice problems tucked away, and at only £3-00, it's another bargain! RATINGS - Sound (real speech) 10% (for originality), Playability 65%, Vocabulary 70%, Value 70%, Difficulty is Easy to Moderate.

Next comes the follow up to the adventure I reviewed last month, which was Starship Destiny. Wild West Destiny, written by Starship Software, and published by Puler Software, 36 Foxhill, High Crompton, Shaw, Oldham, Lancs. OL2 7NQ, and costs £3-99, or £8-99 for the Destiny Trilogy, on tape or disk, as I mentioned last month. This has to be one of the best adventures I've seen in a long while. The review copy I received wasn't the finished result, Jonathan Cartwright told me they still had to put the finishing touches on it like a loading screen and cassette inlay. Since I've had this copy for a while, they should have all that done by now.

The game itself is set in gun slinging territory and your object is to find a train ticket back home. This may sound easy, but believe me, it ain't.

Screen presentation is, once again, excellent, with a small graphic window showing your location. Most locations in the game have objects in them if you look and you can carry as much as you can find, without being told "You cannot carry any more". Most objects I have found have their use I like a glass of Whisky to satisfy an aggressive drunk's thirst. But what am I going to do with the tailor's dummy? After "examining dummy" I was told "it looks like someone". But who? Butch Cassidy?

The game did have its faults, though. I couldn't get a list of objects I was supposed to be carrying. Nor could I save my position to tape. After typing "Save Game" I was told "You can't save game here" I did say I had an earlier version of the game, so it may just be that. If the game has been tidied up now, and all the problems ironed out then what we have is a brilliant adventure. It's original, not too expensive, and overall fun to play.

As before, I'll say, don't buy the game on its own, but buy all three for £8-99. That is Wild West Destiny, Dungeon Destiny, and Starship Destiny. RATINGS Graphics 70%, Playability 80%, Vocabulary 60%, Value 80%, Difficulty is Moderate.

Well, that is it for another month. Next month I hope to get permission to reprint the Return of the King map as it's a lot better than others I've seen in some magazines. Until then, keep the faith! PUNCHJAW!

** The DESTINY series of adventures are on Special Offer until the end of July - all three on one tape or disk for the price of just one - Just £3-99 plus postage! Contact Puler Software, at the above.

** CONTINUED FROM PAGE 13

NOTE: £ is a HASH (Shifted 3)
on the Dragon.

Written by Michael Edwards

(C) 1988 by Broomsoft

```
10010 M$="ERROR :"+STR$(ERR)
10020 IF ERR<128 THEN 10120 ' BASIC ERROR
10030 IF ERR<132 THEN M$="NO DISK IN DRIVE":GOTO
10130
10040 IF ERR=132 THEN M$="DISK IS WRITE PROTECTED"
10050 IF ERR=134 OR ERR=138 OR ERR=140 OR ERR=144
OR ERR=154 OR ERR=156 OR ERR=166 OR ERR=168 THEN
M$="CORRUPT DISK !!!!!"
10060 IF ERR=136 THEN M$="DISK ERROR - IS 40/80
TRACK SWITCH CORRECTLY SET?"
10070 IF ERR=142 THEN CLS:PRINT"INSERT ";G$;"
DISK":GOTO 10160
10080 IF ERR=146 OR ERR=148 THEN M$="DISK IS FULL"
10090 IF ERR=150 OR ERR=156 OR ERR=160 THEN M$="NO
SUCH FILE ON DISK"
10100 IF ERR=152 THEN M$="FILE IS PROTECTED"
10110 GOTO 10130
10120 X=&H02A9+ERR:PRINT:PRINT"?"+CHR$(PEEK(X))+CH
R$(PEEK(X+1))+ " ERROR IN";ERR:END
10130 CLS:PRINTM$:PRINT:PRINT"PRESS A KEY"
10140 IF INKEY$="" THEN 10140
10150 GOTO 100
10160 PRINT:PRINT"PRESS A KEY TO TRY AGAIN"
10170 IF INKEY$="" THEN 10170
10180 ERROR GOTO 10000
10190 BOOT
```


THE BUSINESS COLUMN

with LORD EDWARD

SPREADSHEETS PART TWO

Enough of the very basics, which I mentioned in the first part of Spreadsheets (March issue), and on with something a little more difficult, but which should be easy enough for you all to follow. As you probably realise, all of this is much to much to tackle in just one or two pages, so be sure to catch it every month, where it will continue where we left off, getting further into the spreadsheet as we go along! Many managers and business proprietors, although running successful businesses are not numerate. In large organisations they normally have a specialist in the numbers game who attempts to keep them on the right track and gives information and advice. What about the poor one man concern or the small partnership. Well they can (at a price!!) employ a professional accountant. Many small businesses, however, only see their accountant once or twice a year, to do the annual accounts and tax returns. In between these times they are left to fend for themselves.

Now, as I said, not everybody is numerate and many people when faced with even the smallest column of figures get into a mental tiz-waz, so let us try to help them with the Dragon and a Calc program. I intend to keep the example simple and somebody out there may say, why bother to do that on a computer, I could have done that in 5 minutes on a sheet of paper. However, I am assuming that some of the readers have very little knowledge of Calc programs, and therefore are also learning how to use them at the same time.

When I first started using Supercalc 4 I constructed very simple spreadsheets, and as I gained experience I was able to set up more complicated spreadsheets, to the extent that now my monitoring system is such that it runs into 50 pages of computer printout and as a by-product by means of a MACRO (a sub-program written by the user - in simple terms) extracts and prints out information on all items of spend which exceed budget.

I suppose we ought to set the question. I am deliberately keeping this as simple as possible but as you become more proficient with Calc programs you can expand the spreadsheet and if you feel that you need more than I have listed, by all means expand it.

To a certain extent, payments are possibly more accurately able to be forecast as they are under your control, whereas receipts are dependant upon when your customer is going to pay you.

There we have to leave it. But only until next month, when we will be setting up the actual spreadsheet, and maybe putting data into it! Until then, don't forget to write to me at the usual Dragon Magazine address (enclosing a Stamped Addressed Envelope if a personal reply is required). Your queries don't have to be related to spreadsheets, but generally any business related topic. I'll look forward to hearing from you! Write to -

DRAGON MAGAZINE

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

THE FREE BUSINESS COLUMN SPREADSHEET!

To accompany our Business Column, Dragon Magazine is offering copies of a "public domain" spreadsheet, which is quite useful, free of charge to anyone who wants it. Simply send your name and address, a 40 track blank disk (formatted), or blank tape and a cheque, postal order, or stamps to the value of 75p (UK only) to cover duplication and instruction sheet costs, and a suitably sized and stamped S.A.E. to -

DRAGONFIRE SERVICES

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

* Disk is Dragon Dos and Cumana Dos compatible only.

* Tape version - you can edit (its Basic) to suit any dos!

ARCADE-YIER

WRITTEN BY TUDOR DAVIES

Well, what a month February was. Were you at the show in Rhosneige Airport. I was, so was Andrew, and so was... a new software company. Yes (shock, horror) a new company going by the name of Orange Software were displaying a complete range of Dragon and handy goodies, ranging from arcade games to utilities. Well done to them, (Hi! Graham) for supporting the community. You might like to know (if you weren't there... and why not?), that they are selling the smash hit *Bean Stalker* that was originally sold by Microvision. A truly excellent game. Also Pulser Software have released *Spy against Spy*, a review of which appeared in last month's issue of *Dragon Magazine*. *Spy against Spy* is the reason why this column is so short... I can't stop playing it! *Utopia* should be out anytime now from Pulser, and expect a review anytime now!

The response to my *Name My Dragon* competition has completely overwhelmed me. Sacks of mail have been arriving at the door, which are all completely full of nothing! Come on someone, have a hart. I'm new at this job and I need a little encouragement. Also hints and tips could be very useful to me, especially a lives poke for *Galactic Gus*. A good game, but my highest score is only 200, which isn't really very good. WHAT IS YOURS? Another thing that I would like to hear from you about is how to score a goal against the computer in *Indoor Soccer*. The lowest score I can get is 1-0 to the computer. But apart from that, it really is a good game, innit.

Right, down to business. I'd like some letters from you, the readers, about what you think will happen to the Dragon in 1988, as regards arcade games. My views will remain open for a while until a worthwhile decision is made. If you think that this is the end of the line for arcading, then say so, you could be right. But, let me say this, if there are a few more people like Jonathan Cartwright, Ed Scio, and Jason Falcus, to name just three, then why should we be worried? The games being released now are the type that were out for other computers about six months ago, and the Dragon versions are normally better.

I heard from Brian O'Connor of Pulser Software recently, and he says that Jon Cartwright has a couple of programs up his sleeve at the moment, which include *CAD 6809*, and also *Hindo's*. Also in a recent issue of *Dragon User*, Pam D'Arcy asks you to write to her, telling her what you want to see for your dragon. So write and tell her what you want more arcade games that are up to the standard of *Formula One*. And if you have written a good game recently that is really quite good, send it to someone for possible publication, you'll be doing everyone a favour.

Next month I hope to be able to rave about *Oranges' Lucifers Kingdom*, and maybe *Spy Against Spy* and *Utopia*. Please buy them, as if you don't nobody will love you and they won't write games for you either! On a final note, this should have been last month's column, but it all filled up too quick, and we got left out! Never mind... write and we won't, to DRAGON MAGAZINE, 13 Parry Jones Close, Blaina, Gwent, NP23 3NH.

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