

# DRAGON

## MAGAZINE

AUGUST 1988

Dragonfire Services  
• Publishers



"Say NO to Software Libraries!"

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### Dragon Magazine - It's the magazine!

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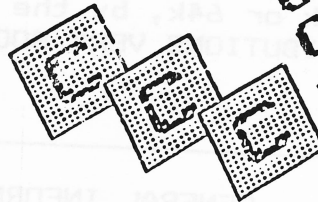
DRAGONFIRE SERVICES  
13 Parry Jones Close  
Blaina  
Gwent, NP3 3NH

DEAR READERS, WE ARE SORRY FOR THE "WALL TO WALL" REVIEWS IN THIS ISSUE OF DRAGON MAGAZINE BUT DUE TO RE-ORGANISATION OF THE MAGAZINE, AND THE LACK OF MATERIAL WE HAVE HAD TO CUT DOWN THE CONTENTS FOR THIS MONTH ONLY - WE'LL BE BACK, BETTER THAN EVER, IN THE NEXT ISSUE, SO DON'T WORRY!

ANDREW HILL, EDITOR.

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a  
look!*

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## EDITOR'S VIEWS

OH, WHAT a good month this has been. Why? I do not know, but things have gone steadily, not too slowly, or too fast. And the magazine is out (well I hope it is anyway) on time for the second month in a row! It could be catching. Lets hope so!

Now on to the serious side of things! The show in Weston this December. Yes, I know we're organising it, so I feel that I'm taking a little advantage when I say, and I'll keep saying from now until December, YOU'VE JUST GOTTA GO! It isn't (really) because we're organising it, I'd say it anyway, and I have said it about previous shows which we've had nothing to do with. Basically if this one is not very well attended then not only will a future show be highly unlikely, but also one or two traders could drop the Dragon... leaving a show basically out of reach! So attend, please, Weston is VERY easy to get to from the South East, South West, Wales and the North! Be it by car, train or by bus, your effort will surely be rewarded. One thing I out to point out is this is a "national" show and NOT a regional one! Basically EVERYONE ONE who supports the Dragon will be there (and maybe one or two others!). New software will be released actually At The Show! And you have a chance to talk to those who support you! So attend make it a worth-while day for everyone, including your good self!

Secondly it is rumoured (almost certain!), that M.R.V. Software Libraries (you know the one!) is giving up the Dragon. GOOD! GOOD! AND VERY GOOD! I for one will be VERY GLAD to see the back of that ill-run, ill-mannored, and basically illegal software library which was helping to cut the Dragons own throat! Hiring software out for which they had no permission to do so, and paid no royalties either! Is this one company that the Dragon will certainly moan the loss of? No! Quite the opposite infact! Celebrations everywhere here anyway!

One last point, before the blood starts dripping out of my finger tips (!). We can now accept software for review, and for publication (listings, etc.) on Disk format, as well as the usual tape. At the moment we can accept Dragon Dos, Cumana Dos, and Delta Dos, all in double density, single-sided, 40 track. But Delta Dos is very likely to be dropped out of that list very soon (probably by the time you get this... don't know why I put it in!). Thats in 32k or 64k, by the way. I'LL LOOK FORWARD TO RECEIVING YOUR CONTRIBUTIONS VERY SOON!

Andrew Hill,  
Editor.

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### GENERAL INFORMATION

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...THE ULTIMATE IN DRAGON NEWS COVERAGE!

## WIMP SYSTEM

DRAGONFIRE SERVICES have just announced the launch of thier WIMP system for the Dragon 64. Called, quite self-explanatory, Dragon WIMP System, it runs on the Dragon 64k only, with a floating joystick (so that the pointer can be moved easily around the screen) and a drive. It runs under SuperDos (E6) and Dragon Dos, and comes complete with Free system software, including a graphics package and Icon designer - all running under WIMP. for ease of use. The WIMP system is fully compatable with standard Basic and Dos commands, and offer a host of features including Text Windowing and a "blue" screen!

The system, said by Dragonfire to be their best release so far, is priced at £12-00 inclusive of postage and package in UK, or plus £1-50 for postage and package for overseas. Apart from the disk, a 30+ page manual is also included. To order, or for more details (SASE), send to Dragonfire Services, 13 Parry Jones Close, Blaina, Gwent, NP3 3NH. Dragonfire adds, "This is our major Autumn release, and we have another major release planned for the Winter, at the Colour Computer Convention in fact. Other software is likely to be released between now and then too, we have one or two items lined up".

## LOGICAL DRAGON?

A NEW fanzine for Dragon owners, mainly games users, has been lauched my a Donald Morrison, from Inverness, Scotland. Its in A5 format and quite well presented. Dragon Logic costs £1-00 per issue, and is available in the U.K. only. At present "around 20 copies" are being printed per issue. More details of the logical Dragon magazine from 72 Diriebuht Road, Inverness, IV2 3QT.

## ORANGE BROCHURE

BRIGHT, TO say the least, new software house, Orange Software have just released their new brochure of Dragon and Tandy CoCo software. Its a replacement of their old price list, which game little insight of the software. Most of their software have a good explanation of the program in the brochure, and, in several cases, screen shots. The catalogue covers all thier new releases, including the Kogua Software titles (Mandragore and Ball Dozer - see News File) on disk, and is available free of charge to anyone sending a stamped, self addressed envelope to them at The Garth, Star Road, Nant-y-Derry, Abergavenny, Gwent, NP7 9DP. Telephone 0873 880252. Among their new releases is North Sea Action and Misers Dreams. See reviews in this issue of Dragon Magazine of several of their titles.

## KOUGA SOFTWARE!

JOHN FOSTER has set up his own Dragon software House, Kouga software. Based in Sheffield, Kouga now have two arcade games to their name, with a promise of more to come. They are Mandragore, an all action pyramid game, and Ball Dozer, the latest release, which is an "Ankroid" coin-op conversion. Both are in 100% machine code and priced at £4-00 inclusive each on tape (Disk versions from Orange at above address). Contact Kuga Software at 94 The Oval, Firth Park, Sheffield, S5 7SP.

VISITEXT WORD PROCESSOR (DISK VERSION - DRAGON DOS)  
PRICE £13-95 + 50p POSTAGE AND PACKAGE.

BY: ORANGE SOFTWARE,      The Garth, Star Road, Nant-y-Derry,  
-----                      Abergavenny, Gwent, NP7 9DF.

This is the first review I have typed on Orange Softwares new Word Processor, Visitext. So called because of its WYSIWYG (well nearly) system. I first saw this wp while it was still having a few touches added to it, and when no software house has signed up the program. Now its already and released, complete with a "professional looking" manual, and available on disk and cassette. The cassette version is a "cut-down" version of the disk one, and is limited to just 48 lines (just under one side of A4 usually), making it not really worth having, maybe. But the disk system, as well as having one or two other additional features, includes the ability to type in upto about 5 A4 pages - much better, and more worthwhile.

The screen, thankfully, has been redesigned, and is a respectable 64 character wide display - however, it is has a very bad (well, not too good) character set. While they are spaced out well, they are not too well designed, and small. I prefer the Rainbow writer 64 character set. But, this is better than the Dragons normal screen, as I am sure you'll agree! When your typing in, the text appears "left justified", the "right justification" takes places after-wards, but still can be seen on screen. The ability to centre upon entry was a very nice little feature, as it gave you a little more of an idea of the general layout of the text, once printed. This is why they call it WYSIWYG (well nearly)!

Codes are "embedded" into the text, like those used in Printer Control, among others, and the software comes pre-defined for use, as you would expect, with an Epson or compatable printer. Configuration is an option, however, and you can save the configured version once set, so you'll save time the next time you use it! This is very simple on a disk version, but on the cassette version it becomes very tedious indeed, because its in many parts. However, at least most, if not all printer owners can get a look in on Visitext now, because of this feature, which can't be a bad thing.

Text entry was at a reasonable speed - but when typing CAPITALS using the <shift> key, and not the <shift><0> repeated characters often appear. A small bug, maybe? It can be annoying, as you will see if you use it for a while. This is, however, one of the few bugs, or maybe I should call them "niggles" (?) that I found in the program. So not too bad for a "new" author, of whom, I would like to see more work from.

I would recommend this, only if you have an out-dated wp (or maybe no wp), like, in my opinion, Telewriter, or are not content with your present one. Many will see it like a more "user friendly" Printer Control, because of its font handing, but with a better display (maybe) making it easier for the average user. However, I have used Printer Control for a while now, and have found it extreemly powerful, more so, by far, than this. But many users will not user all Printer Controls features, for writing letters, for instance. I have used them all, and couldn't do without many of them, they really are quite useful, but that is just for the wp "freak" who will be using the WP constantly, and who can get on with Printer Controls functions - some love it, others hate it, I, personally, love



5  
it! VisiText is, while still quite powerful, suitable to almost anyone. Its ease of use will see to that. I liked, very much, the ability to "roam about the screen" under cursor control so easily, much easier than with any other wp I've tested.

As I said, its a good wp, and quite powerful too. Its price? Well, I find the cassette version over priced for the memory available to store text, and would not recommend it for anyone. The disk version? If you are not REALLY HAPPY with your present wp, or don't have a wp, then BUY IT! It really is quite impressive. At the price, it isn't bad value... nice, concise manual too! Well done to Orange and RF Sibthorpe for producing a good all-round wp!

84% - good all-rounder!

Andrew Hill

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TITLE : COPYCAT  
PRICE : £3-99 (Dragon Dos, disk only)  
PUBLISHER : PULSER SOFTWARE, 36 Fox Hill,

This utility is basically a disk to disk copier. There's nothing "immoral" which disk copiers, really, since anything can be have a back-up made, using one or two commands available with DOS anyway. They just make it easier, and are, I hope, used for back up purposes only, anyway, which is much more necessary (indeed wise) when using disks.

Apart from copying part/all of a disk, it can also protect all the files on a disk, or unprotect them. This is, I have found, useful if you've a lot of material which you are working on, or updating, or something similar, which need protecting - its a very tedious job doing such things manually!

It offers nothing really extra to basic dos, but it makes everything much easier, and more user-friendly, and probably a lot quicker too. And, at the price, most, if not all Dragon Dos (its Cumana Dos compatible too) disk owners would find it very useful to have. I do.

At the price, its basically a must for anyone who uses disks since it makes the whole process simple. I often find it very useful, and see no reason why you should not. I recommend it.

79% - VERY USEFUL

Andrew Hill

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DRAGON MAGAZINE

IS SUPPORTING THE DRAGON. ARE YOU?

KEEP YOUR DRAGON FED. BUY SOFTWARE REGULARLY!

(a small reminder from the Dragon traders!)

by Craig Moss

Welcome back Tandy owners, and, O.K., Dragon owners, you may also find some useful items in this column. So lets get straight down to it.

As promised, my first subject is O/S-9, the only real software compatible with the Tandy and Dragon. (You can do exactly the same on each machine without slightly customizing the program). Unfortunately, Tandy or Dragon O/S-9 will not load on the other machine as the disk format (and, most probably, the source code program) differs.

O/S-9 is a multifunctional disk operating system with a flexible filing system. An example of the multifunction system is that you can also edit a file at the same time you print another file. It also allows a terminal to be attached at the RS232c interface port, to allow two people to use the system at the same time. You can use the system as a database or to run applications programs on (payrolls, batch programs, and word processors for example).

You can buy software for O/S-9 such a TRSCOPY (copies Tandy dos to O/S-9 files and vice-versa). You can also buy Basic09 which is a programming language incorporating Basic and Pascal. If you want to try programing in Pascal (don't remind me! - ED) then, try Pascal09.

#### ADVANTAGES

A well structured filing system  
Multifunctional system  
Communicates to output devices  
In the same format and at all  
baud rates (chosen by user)  
has good support.

#### DISADVANTAGES

Basic editing functions  
Disk fills to easily  
Expensive  
As far as I know isn't tape  
compat. so tape backups can  
not be made  
(please contact me  
if this is possible)

And now for something completely different! Tandy Dos. For those who are not very adventurous, Tandy Dos is much the same as the normal Microsoft Basic, except it can handle upto 15 files being opened and read or written to at the same time. You can also directly access files. Each disk is capable of holding 136k of information and is divided into 34 tracks, each track has 18 sectors, each sector holding 255 bytes. The computer organises the disk into 68 granuals, each granual is 1/2 a track (2304 bytes long). You can see how much more disk space is free by typing PRINT FREE(?) ?=disk drive number, eg.0.

The directory contents is kept on track 17, sectors 1-11, thus leaving sectors 12-18 free from system and user use. For those more adventurous you can exploit this part of the disk by using the DSK0\$ command to label the disk with a name or with "secret information". You can read back the information by using the DSKI\$ command. The program below will read the directory contents and print them out on a printer. Then it will ask for a disk ID if you press enter to this it will pick up the information on the disk or else it will ask for the information and write to disk and print the information on the printer. Please look at program 1 for this information. The format of the command is DSK?# D,T,S,A\$,B\$ - ?=0 or 1, D=disk drive number, T=tracks, A\$ and B\$ = variables for information to be read or written to.

And now the moment you've all been waiting for - THE MEDIA FILE!  
Over the next few months I will be telling you and giving you  
the program listings that manage my media library system.

First the specification of the system. The whole system should  
be built on a newly initialized disk, as most of it will be used  
by the system and files. The system is designed to handle 600  
enteries, of which 200 tapes, 200 records, 100 books, and 100  
disks. It has a search facility, both detailed and indexed  
listings, backups, restores, disk diagnostics, auto-blank, and  
edit both indexed and detailed files. Plus much, much more which  
you will see later.

Type in program 2 and save it as LIBRARY then run it. When asked  
to type in the Title, Author, Date of Expiry (MM/YY) and type in  
priority LOW1 is lowest, MEDIUM5 is medium, and HIGH9 is highest  
Only 1 digit can be used. You can type immed or infin on the  
date entrance as well as MM/YY. When the program has finished  
you will have another file on the disk MEDIA/DAT. Now type in  
program 3. Save it as DETAILS and run it.

This program uses the MEDIA file to extract title, number and  
author, then you will be asked for (C)Copyright year, then the  
contents of the disk, tape, record, and book. When this program  
finishes you should have 4 more new files; TAPES, RECORD, BOOKS  
and DISKS.

Well, thats it for this month. Next time I will be looking into  
the Electronic Book, Lightpens, the CGP-115 Printer/Plotter, and  
the DMP 106 graphical, dot matrix printer, peeks and pokes,  
Basic09, and last, but not least, part 2 of the media file  
(listings and edits).

PLEASE LET ME KNOW WHAT YOU THINK OF THIS COLUMN BY FILLING IN  
THIS QUESTIONNAIRE AND SEND IT TO- MR.C.MOSS, 64 WITHYCOMBE RD.,  
PENKETH, NR.WARRINGTON, CHESHIRE, WA5 2QJ. \* Dragon owners,  
please reply too! \*

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NAME..... (MR/MRS/MISS) OTHER.....  
ADDRESS.....  
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.....POST CODE.....  
OCCUPATION..... (COMP.IND) YES/NO.....  
AGE RANGE 5-10, 10-18, 18-21, 21-25, 35-45, 45+ (DELETE/APPLIC.)  
COMPUTER SYSTEM INCLUDING SOFTWARE (MAIN) AND HARDWARE.....  
.....  
.....  
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HOW LONG HAVE YOU OWNED A COMPUTER FOR?.....  
WHAT WAS YOUR FIRST COMPUTER?.....  
HOW MANY COMPUTERS HAVE YOU OWNED? ... MAKES.....  
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UTOPIA	AN ARCADE GAME WITH SUPERB GRAPHICS. YOU MUST FLY TO FREEDOM FROM THE HEAVILY GUARDED PLANET IN YOUR SPACECRAFT. AN IMPOSSIBLE MISSION ? T/D (*****)	£4.99

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\* DRAGON USER RATING

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TITLE : LUCIFERS KINGDOM  
PRICE : £5-99 + 50p POST & PACKING  
PUBLISHER : ORANGE SOFTWARE, The Garth, Star Road, Nant-y-Derry  
Abergavenny, Gwent, NP7 9DP. Tel 0873 880252

Seeing as it was Oranges "first" arcade game, other than Beanstalker which, of course, was an old Microvision title, I was a little worried of what it would be like. The author is not know to me either, but I loaded it up and tried it out. How surprised I was!

Its probably the best Shoot'um Up game ever released for the Dragon! Its only Shoot'um Up competitor is, I think, the totally out of this world Moon Cresta (though this game bears no resemblance to that what-so-ever)! The graphics - pmode 4, crisp, and smooth scrolling. Very detailed, and basically about the best we've yet to see on the trusty old Dragon!

In the game there are 30 planets which have to be conquered. And, according to the breif that came with the game anyway, 8 different alien types. I'll take their word for it... when your playing Lucifers Kingdom your often too busy to count the number of different aliens that are about to zap you!

Theres not really that much you can say about the game, other than its totally brilliant! I found only three problems with the game, firstly, the hit detection is slightly (but only slightly) off. This can help, or hinder you, depending on the circumstances at the time. But the detection is better than a number of games I could mention (but won't!). Secondly, the game uses the Left hand joystick port. Nothing wrong with this, apart from two reasons - I dislike changing ports from one game to another, and theres very little else to niggle you about on this game, so I thought I'd just mention it! Lastly, its very addictive, and you nearly didn't get this review - now that would have been a big mistake!

This game will, I hope, bring hope back into many Arcadians (or whatever you arcade game addicts like to be called!), life on the Dragon. I certainly want to see many more titles from the same author (yes, stop whatever your doing, and just start writing Dragon software full time - you won't make much, but everyone (except, maybe, you!) will have fun!). Congratulations must go to Orange Software as well, for finding and publishing such software. I certainly hope its as bigger hit with Orange in terms of sales and it was for me in terms of fun! Buy it today... without any delay!

100% - ARCADE CLASSIC

Andrew Hill

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WE'RE ATTENDING - ARE YOU?

- THE COLOUR COMPUTER CONVENTION -

by Tudor Davies

HELLO ALL. Sorry about the late appearance of last months article, it should have been printed in March/April, but a certain person who shall remain nameless, lost it.

Anyway, back to what I'm here for, arcade games. Most of this months column will be devoted on hints and tips on how to score many thousands of points in Lucifers Kingdom. Bit more about that later, but now now to some more tips.

First, have any of you got or played '3D Tennis' by Tandy. Well, here is how to win against the computer. You are the left joystick, who always starts. Firstly, serve to the left side of the screen. Then run down the screen until in a position to put the ball continually struck to the left hand side. The computer will miss the ball and you win the point. When you are receiving the serve, however (you are at the bottom of the screen), return the ball to the top right. After 1 or possibly 2 shots, depending on the angle, the computer loses the ball and walks straight past it and you score the point. Try it and see... it works!!

Now onto TeaTime by Microdeal. When you encounter the first sugar cube screen (when they come straight down), as you appear on the screen, go straight up and stay there. No sugar cubes come out to get you and you get a 1000 point bonus. On subsequent screens, when they come down diagonally from the top, work your way to the top right and stay there. You are safe and get another bonus.

Also when you must catch the drops falling from the ceiling, and there is a hammer and sponges on the screen also, if you travel in the same direction as the sponge (keeping above it) and keep the hammer below the sponge, the hammer cannot find you and you are quite safe from attack.

Have you heard that Orange Software have released 'Misers Dream', which was originally one of Microvisions titles before they folded. Graphics are good and gameplay brilliant. Expect a review soon. They have also released 'North Sea Action', which should be reviewed by Andrew sooner or later. (probably later than sooner, ha, ha! (see it elsewhere in this issue. Ha, ha! - ED).

Anyway, without further digression, I will launch myself into the awesome prospect of explaining how to get good scores and last a long, long time in 'Lucifers Kingdom'.

In each region are six planets (listed below) and five regions, each with a possible bonus collection of 20,000 points per planet, making (for those of you good at sums) 600,000 bonus points alone. Bonus points are obtained by shooting all the squares with either a small letter 'b' or a capital 'B' in them.

Region : EPSILON

Region : DELTA

Region : GAMMA

Planets: GIOTTO  
MAXIMA  
MINIMA  
ZARGON  
PROLOC  
LEXITA

Planets: XAVIUS  
FORTRON  
PORTASON  
EARTH (I know that one! - ED)  
EARTHTWO (But not this! - ED)  
DRAGONON (Dragonwhat? - ED)

Planets: MONATA  
ARARMIS

To gain access to the nest region, a certain amount of crystals must be collected. For the first region, 10 are required. This shouldn't be too difficult because there are 16 possibly 17 crystals available in the first region. 30 crystals are needed to get past the second region and there are many, many crystals in this region. Crystals are obtained by shooting the squares marked 'C', which flash until shot. They must be shot four times before turning into a flashing bulb or crystal, which is then collected by flying over it.

Basically, shoot anything that moves and anything that looks as if it could be shot. The worst aliens to beat are the ones that come down the screen and then go horizontally when they reach your level. The way to beat them is to play at about the centre of the screen (halfway up). This way they come about halfway down, cross the screen and can be easily shot. With a bit of practice, you can co-ordinate the shooting to gain maximum killings. If you don't understand, then see me at the show in December.

As for the ones that travel down the screen at the edges, half on and half off, the way to shoot these is to go to the opposite side and fire up. They die!! Simple, eh! Doesn't paper go fast when your having fun (can't say I've noticed - ED). See ya!

\* WRITE TO THE ARCADIAN, TUDOR DAVIES, AT THE USUAL ADDRESS \*

IN THE NEXT ARCADE-YIER...

NEWS ON FUTURE "STARSHIP" RELEASES AND A LOT MORE!

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TITLE : NORTH-SEA ACTION  
PRICE : £2-99 (TAPE / DRAGON/CUMANA DISK)  
PUBLISHER : ORANGE SOFTWARE, The Garth, Star Road, Nant-y-Derry  
Abergavenny, Gwent, NP7 9DP.

With the blurb the came with this game was a note saying it was like Pacman, but different. That is probably the best way of putting in! It is strrongly based on Pacman (remember him?) but, I must add, is none the worse for that.

The idea behind the game is that you are working on an oil rig, and have to take down, into the sea bed, and oil line to bring oil upto the rig. There are small amounts of oil in may places, and larger reserves scattered around too (the bonus points!). You have to take your oil line to all these in order to get your oil. Simple? It would be if only no-one had such a wiered mind as to invent Oil Monsters! These little creatures move accross the screen, doing nothing special. If, however, you happen to have laid your oil line where they're about to cross then they basically "cut it" and you loose a life! Not the most pleasant of things to happen to you, I know, when your deep down in the sea bed, but thats the game!

The moral of that tale is whenever you see a little Oil Monster coming accross a line where you've laid a pipe press your fire button to return safely to base as quickly as you can! But, this is not always successful, because if you take longer to get back to base than the Oil Monster takes to get to your pipe then

Cont. on page 15.

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# DRAGON W \* I \* M \* P SYSTEM

*"Transform your Dragon!"*

**\*\* FULL FEATURE PACKAGE \*\***

Command Driven from Basic  
Joystick Controlled Pointer  
Flicker-Free Graphics  
Super-Fast Command Execution  
Text On Screen  
Text Windowing  
Automatic Storage of Pull-Down Menus  
"Easi-Boot" Loading System

Commands to do -

Boxes with Shadows  
"Blue" Screen  
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WRITTEN BY MICHAEL EDWARDS - BROOMSOFT SOFTWARE DEVELOPEMENT  
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TITLE : UTOPIA  
PRICE : £4-95 (+ 50p UK / £1-25 OVERSEAS P&P)  
AUTHOR : JONATHAN CARTWRIGHT/STARSHIP SOFTWARE  
PUBLISHER : PULSER SOFTWARE  
36 FOXHILL, HIGH CROMPTON, SHAW, OLDHAM, LANCs.

If anything has been given a big bild up recently, then its Utopia, Jonathan Cartwrights latest. His best? Well I'd certainly agree there, though, no doubt many would not. Basically, its a vertical scrolling Uridium game. Having not actually played Uridium, I cann't comment on its game play likeness, but I found Utopia a very difficult game to play, something which will put many off, I am sure, but should this really be the case? A challenge it certainly is.

The graphics are good. The scrolling lets them down, however, it is a bit slow and "jurky", but is still very playable. I didn't notice this for a while, I was so busy shoting this, and dodging that! I doubt if it until about a week later that I had time to notice this, which says a lot of the game. The music at the start is enjoyable, if not overwhelming.

Basically, what the game involves is flying your plain over your country in order to escape from there. They do, however, have a high defense system, so you'll need to be either very lucky, or very skillful to do so!

A complete re-write of the instruction sheet is needed. I was not flying on the black areas for sometime before I accidentally went onto it, and to my supprise, I wasn't killed! A mention of this in the instructions? There wasn't. What is mentioned is that the bullets are invisable, due, of course, to the amazing hi-tec gadgetary that your plane has. No doubt, as Jon adds in the instructions, due to a memory limitation! I like to see and hear my shots... but having said that you do soon become used to it. Better instructions, and you'll get to grips with the game, which is difficult, much sooner than most would otherwise do. If you cann't play a game then you're going to put it to one side and maybe not by their next... so how about it Pulser?!

Obviously a lot of effort has been put into this game. A little rushed is probably the reason for most of the small niggles with the game, a little more time and maybe a another great game would have come out of the Pulser stable, but, as it is, only a good game has emerged.

I enjoy the game. So will probably most of you who enjoy a challenging game right from the very start. At under a fiver it must be good value, and whats the programmer going to get out of it if you don't buy it? A fiver if hes lucky! I am not saying this so that you'll all rush out any buy it, so that Jonathan will continue writing more Dragon software... of course I want that... but it is well worth the price, and an excellent piece of programming, let down only by one or two MINOR niggles - and you must bear in mind that he can't pack everything into a 32k game!

82% - GOOD, IF DIFFICULT

Andrew Hill

## IMPORTANT NOTICE

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DRAGON MAGAZINE, as the leading amature magazine for Dragon and Tandy CoCo owners, is improving its magazine format to stay ahead of the competition. As mentioned in an eariler issue, we offered readers an A4, or A5 format. The readers put their support heavily behind the A5 (half A4) option. Now, Dragon Magazine is putting the readers wishes into action - as usual!

The next issue (pray, pray!) of Dragon Magazine will be in A5 format (booklet form), and many more pages, with much more to read, and, better presented. To make this change a LOT of preperation is needed. For this reason we're not publishing Dragon Magazine next month (subs. will be adjusted). Hopefully, the month after that the new format magazine will be winging its way through your door! WHY CAN'T WE DO A "QUICK CHANGE"? Simply answer. As a part-time company we don't have ANY spare time to lay out one mag. and change to another at the same time. Secondly, we're taking subscriptions under full computer control so no problems should arrise there from the next issue onwards (though many would say, thats when your problem starts!).

Special Offer! If you send us a Stamped, Self Addressed Envelope at the End of September you'll get a Free copy of "News Update" which is a brief unpdate on all important developements in the Dragon world between now and the next issue. Take this offer, or not, your subs. will not be affected (AVAILABLE TO SUBSCRIBERS ONLY). You know the address, keep it in mind.

This move into another format is the reason why this issue is a little "empty" to say the least! Sorry... but we think you'll agree, the "new" mag. will be worth all the waiting! EDITOR.

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TITLE : Picture Maker  
PRICE : £5.00  
PUBLISHER : John Penn Discount Software, Dean Farm Cottage,  
Kingsley, Bordon, Hants. GU35 9NG

THIS PROGRAM was written by David Makin, who also wrote 'Music Maker' for John Penn. Included in the program is a demo tune for 'Music Maker II', which sounds extremely good. This tune is played while you view the instructions to the program, which seem extensive but do not seem to explain very much. An extremely useful feature also included, is the ability to print out the instructions from the program to a printer. Very good idea! Unfortunately, these are basically the same as what appears on the instruction sheet that comes with the program. The sheet is A4 and is photocopied on both sides.

It is here that the program really falls down. With 'Music Maker' there came a small but concise instruction manual which was well written and very explanatory. 'Picture Maker' doesn't. This is unfortunate, as the program itself is very good and I rate it quite high on my utility list. But utilitiy programs need to have instructions...

Anyway, enough complaints, what about the program I hear you cry (or do I?). It is extremely well written and performs its task faultlessly as far as I can see. There is a full range of commands available for use (basically the same as in BASIC, but easier to use) ranging from get/put, paint and the most useful - magnify. Yes, you get a large version of the screen appear for you to edit. Not just a small portion, but the whole screen which can be scrolled around while editing. Due to the fact that it uses PMODE3 for all its work, you have a decent selection of colours available for painting, etc. On the whole a very sound program that only falls down on documentaion.

Also included on the tape is a screen dump routine, but unfortunately, my review copy wouldn't load, so I can't tell you about it. I also had to return my review copy to Dragon Magazine but I will no doubt buy my own copy at the next show.

72% Very Good

TUDOR DAVIES

Cont. from page 11

you've had it anyway! Fast reaction is very necessary!

After all the dots (or oil spots) have been collected by yourself, then you move on to the next screen, and away you go again! Boreing? Definately not! Exciting it is. Every 10,000 points you get a Bonus Life (and welcomed it is!). There are about 8 screens altogether. I've just recently managed to complete them all. After which you return the the start, but with that dreaded message appearing ... no the Oil Monsters will move faster!... I soon lost my 4 lives that I managed to collect in eariler screens by careful play!

While written in 100% machine code, this has to be one of the simplist games released for a long time. But certainly one of the most addictive and enjoyable too. I don't think I've ever played a more simple, yet addictive game ever before. Its even more addictive than the infamous Mined-Out game, from many a year ago! I can recommend this game to ANYONE. It isn't detailed, not hard to play, but enjoyable, addictive, and generally fun to play. Thats what its all about, isn't it? Fun?

Congratulations to Orange and to the team from Norway on this, their first of what I beleive is several titles. If they're all as fun to play as this one, then I'll certainly look forward to them arriving on my desk anytime. If you'll give up detailed graphics, and spectacular sound all of a good, enjoyable game, then this certainly must be your choice! At £2-99 its a treat to add to any collection. It really deserves to get more than what I'm giving it on game-play, but because no effort has been put into the sound/graphics area I feel I am bound by a lower score.

79% - ADDICTIVE FUN!

Andrew Hill

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