

DRAGON

MAY ISSUE 1989

EDITION 04/03

MAGAZINE

"THE BIGGEST AND BEST DRAGON MAGAZINE!"

*An Introduction
To Adventure Gaming!*

THE COLOUR COLUMN



back-Flash!

> LETTERS CORNER

>> 4 PAGES OF NEWS!

>>> THE OFFICIAL CHARTS

>>>> NEW SERIES - PART 1 TODAY!

>>>>> EXCLUSIVE READER OFFERS INSIDE!

>>>>>> AND MUCH, MUCH MORE - ALL INSIDE!

EDITORIAL

>CLASSIFIED<

"OUTSELLING THE REST BY BEING THE BEST"



THE DRAGON & TANDY SUMMER SHOW 1989

The Biggest and Best show for the Dragon and Tandy CoCo of recent years!! Taking place in the Great Hall, of Hove Town Hall, which is over 5000 sq. ft., the show will boast more exhibitors than any other Dragon show has for a long while! All the Dragon companies will be there - from hardware; to software and supplies!

Among those attending include - Computape, Dragonfire Services, Harris Micro Software, John Penn Discount Software, N-D-U-G, Pulser Software, R & AJ Preston, New Era Publications - and many more!!!

Any Dragon or Tandy CoCo owner worth his/her own salt will be there, and they will be able to pick up some great bargains too! It will be THE event of the year for ALL Dragon and Tandy owners - SO BE THERE!

10am until 3-30pm

Saturday, 3rd June 1989

The Great Hall

Hove Town Hall, Hove, Brighton, Sussex

HOW TO GET THERE!

Hove Town Hall is about 5 min. bus ride from Hove railway station, and about 10 min. from Brighton station.

There is a good service from London to Brighton, by train, and from many other areas too. In many cases, you can travel directly to Hove station.

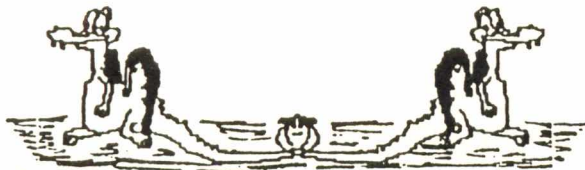
There is a good local and express bus and coach service, of course.

By car, there is, of course, easy access. Travel via. the A23, A24, A259, A27 and M23 roads.

SHOW ORGANISERS : DRAGONFIRE SERVICES/N-D-U-G

Further Details telephone DRAGONFIRE on 0495 292159
N-D-U-G on 0903 207585

(STALL SPACE STILL AVAILABLE - CALL NOW!)



EDITORIAL

HELLO, AND welcome! We hope we've done a good job at improving the magazines layout. Last month we went into A4 again just to hear your comments (and because we had very little time left with the deadline being a shortwhile before the Ossett Show, and we had to inform you, and the time taken up moving into and settling down in our new office!). Back to A5 now. We hope to introduce new and better print (again!) soon - we are currently looking at one or two set-ups, and, once ready, I'm sure you'll see a marked improvement in the set-out of the magazine. More info. next month, as they say - Watch This Space!

Onto, with haste, the Ossett Show, run, this time, by busy Dragon tycoon Robert Preston. A reasonable turn-out when you consider the little time between the actual publishing of the details, to the event, and the fact that Dragon User is no longer - 198 is a good number, a little more could have been expected, though. WHERE WERE YOU? OK, I admit, a small number of you turned out, but the rest - well you wouldn't care if the Dragon had a show or not. Shame on you! Congratulations to old Bob Preston on that, quite successful event.

And, before I hit the Save Key, let me refresh your memory... The Dragon & Tandy Sumer Show 1989 is taking place at Hove Town Hall (The Great Hall), Brighton, Sussex on Saturday, 3rd June 1989. Entrance is just #1 or 50p for children under 12 and at prices like that, along with easy travel connections, you Simply Have To Go. Put it this way - if I don't see YOU there, I may just cross you off the subs. list (accidently, of course)! See You there... with a wide NEW cheque book, flashy new Credit Card or just a bundle of cash!

ANDREW HILL

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LETTERS CORNER

JUST CRITICIZE!

It IS a shame! There are a few things that need to be mentioned. First of all, I would love to know who was the guy who wrote the review of the Dragon Graphics Studio (Knight Computer Services). As a Dragon user and from a customer's point of view, I am telling you that this review does not do any favour to the program. I am sure Mr. Knight must not be very pleased. I mean what does the program DO? What IS it? Frankly, I can only understand what the program is from its title! The phrase "graphics designer" was twice mentioned in the review and one of them was when it referred to other similar programs... That God for that! And what does the following statement mean: "... The bugs in the early version included bad cursor movement, and some of the features were unavailable, etc" What IS this? Does anybody understand it? Will you please explain to me, what ARE the features of the program. The reviewer assumed that all of us had a pre-released version of this program! Now come on you guys! I have heard the rumour, but if it is really getting boring supporting the Dragon then a perfect example is Reviews like this. And how about the material of the magazine? Tell me sincerely, are you satisfied with this? You are going on about The magazine etc. but where is it? Where is the material? Okay, okay, there was no February edition, because you moved to a different place etc, but was there was the March edition 02 (was there a March edition 01? If there was no edition 01, but I suppose that this is what the March "Edition 02" stands for, but do WE have to decode Dragonfire's way of thinking?).

Tell me you people is this something You Dragonees wanted? Or are we idiots to just accept any magazine because our Dragon is dying? Dragonfire Services have produced good programs for the Dragon, one of them is call WIMP, and it makes the Dragon look as good as the Apple Macintosh. But I am really sorry, Andrew, this March edition will not do. You are marketing a "DIF" program (as least I believe you do after reading the review of the December edition of the Dragon Magazine) and why you don't use it to produce the magazine is beyond me. This is not logical. Perhaps there is a logical explanation, I don't know. But if you can't use your own program for the Dragon Magazine, why don't you use the Desktop Publisher by NDUG. And I would suggest the same for the rest of the Dragon magazines, including Dragon Update. If you can't do this either, the would you use the Dragon Graphics Studio of Knight Computer Services? From what I gathered from the review you can use the program as a DTP package. If you think I am joking, I am not! Why can't you offer your subscribers a good magazine layout?

and, believe me, the time it would take, and the results obtained would simply not be worth it - there good for ads. etc. where only a limited amount of text is used. The publishers of these titles agree. Buy a copy, typing in this magazine on it, paste it up, and time yourself (and see the results). Readers would THEN complain in their droves! The reason why the content of Dragon Magazine is so varied is that its so hard to get anyone to write (for any Dragon publication). NO, I am not happy with the content of Dragon Magazine, and I know the editors of the others feel the same way about their mags. - but it really is upto the users to write material and send it in. Only then will consistency be obtained - I have asked many times for more material, to little or no avail.

Once again, thanks for writing - is there anyone else out there who has views - good or bad - on this topic, or any other. All I can say is LET US KNOW!

OPEN LETTER FROM ORANGE

RECENTLY, DRAGON users will have noticed that Orange Software have been keeping a lower profile than normal. People who know us well, are aware that we have always run the company as a hobby, rather than a full time job. We have found that the company has been far more successful than we had expected and it has been putting a very high demand on our time and private lives. It has now reached a point where we are finding it difficult to keep up with the orders and so we have decided to sell the company as a going concern.

For people who may be interested, we have over sixty items of software in our range. We value our company at around #3000 including production equipment and existing stock, and we are looking for offers in the region of #800 plus VAT.

Genuinely interested parties may write to the Bristol address with a suitable S.A.E. for a copy of the prospectus.

We have no intention of folding the company and are about to launch yet another version of Visitext, our wordprocessing system.

Graham Smith, Orange Software
3 Ashton Gate Terrace, Ashton Gate, Bristol, BS3 1IA

EDITOR REPLIES! Thanks, Graham, for letting the users know the situation. Anyone who is seriously interested in taking over the company should write to him at the above address only, and not the usual Orange address - orders at the usual address, however.

LETTERS COLUMN cont'd...

Consistency is something which is lacking in the Dragon Magazine (if I send you back my November issue you would see that there is something else that is lacking as well ...). In the computer world the word "consistency" is the most highly respected. That's why you are able to sell your programs. If there was no consistency in the software you sell nobody will buy them, and I know that all of you know that, at Dragonfire. But I don't expect Dragon Magazine to be The Dragon Update, let alone Dragon User, because it is certainly not. But I still believe that a little bit of effort to provide good service to the loyal people not only will help your career, but will also be the foundations of becoming a good professional.

Sotos Mandalos, 2 Kibblewhite Crescent, Twyford, Berkshire

EDITOR REFLIES! Thankyou for your letter. We're always, as I believe I've said many times before, pleased to hear any good bit of criticism from readers - who do we know what you like and don't like if you don't inform us? Call in a medium?

First things first. The review of the Dragon Graphics Studio was done by myself. I looked at the program for some time, but the review was done very hastily since it is not my job to do the reviewing - I don't have time - but no one else offered. So it may have lacked a little on product description. But, I will say that I pointed out in the review that the product does what is now expected of a new graphics package on the Dragon and just mentioned any different features not usually found. I think this was the best way to go about it. I would have thought that with a title like it had, and the information given throughout the review, that anyone could easily see what type of a package it was! We are not here to "do any favour to the program" - we are supposed to give it our views - nothing more. If something does really deserve sensationalism then we will really give good promotion to the title, but, as with DGS, it is a good title - but nothing revolutionary - we don't shout about it!

The 02 on the cover of the magazine was missing a 04 (it should have read "02/04" - just to confuse you more!). What this means is simple. The second edition of Dragon Magazine in its fourth year of publication... get it? Okay.

We are NOT marketing any sort of DTP program. The title referred to in the December issues review was, infact of the NDUGS Desktop package! As I said in the review of Desktop, it is not really upto publishing a magazine - the same goes for D.G.S. -

NEWS-FILE

SUMMER SHOW TO BE

A HOT EVENT!

THE DRAGON And Tandy Summer Show 1987, taking place on 3rd June 1987 at the Great Hall of Hove Town Hall, Brighton, Sussex, is to be visited by more exhibitors and, hopefully more users than any Dragon event in recent years!

At the time of writing a total of 21 exhibiting stalls were lined up, said organisers NDUK and Dragonfire. Among those attending include new faces... Greenweld Electronics, Nick Spears, Dragsoft, and others even a stall taken by the famous German Dragon group - Seigfrieds! A full list is at the end of this news item.

The venue, is said to be top class, with over 7,000 square feet of exhibitor space, now looking like being filled. An outside catering firm is now being brought in to deal with the demands of the hungry Dragon public! They will be serving up snacks throughout the event, and a bar will be open from 11am until 3pm.

Paul Grade, joint organiser, is said to be expecting "at least a 1,000 users" through the door, and more if at all possible! It will be THE event for the Dragon and Tandy in recent years.

Good promotion of the event is a priority, while keeping the costs down to a minimum. With the months issue of the NDUKs Dragon Update and Dragon Magazine (the two show mags),

promotion leaflets are being issued free with the magazine for active Dragon users to go around to their local News Agents, School, or Library and get it Finned Up! (PLEASE DO NOT FORGET - YOU'VE GOT TO DO THIS NOW - ED). All this extra NEW publicity should help bring in new users, not only to this show, but to future shows and the magazines too.

New software, hardware and material will be on sale at the show for the first time, with special show prices on many items!

DRAGON MAGAZINE SAYS - "IF YOU DON'T GO YOUR FILLING THE DRAGON... ATTEND OR ELSE!"

For further information on the show, please ring Paul Grade on 0793 292585 or Andrew Hill on 0495 292159.

STALL SPACE IS STILL AVAILABLE SO CALL THEM TODAY, AND BOOK!

EXHIBITORS - Computape, Chris Reos (Tandy), Dragon-art, Dragonfire Services (inc. Dragon Magazine), Dragsoft, D.U.D.E., Eric Hall (Tandy Material), Greenweld Electronics, Harris Micro Software, Jason Sholder, John Fenn Discount Software, Kouga soft-ware, Knight Computer Services, MacGowan Consultants, Nick Spears, National Dragon Users Group, NDUKSoft, Preston Computer Games, Protek Systems Fulser Software, Seigfried Computer Gruppe, and 6800 User.

Orange Software are undecided until a buyer is found. ASK THEM TO ATTEND - WRITE NOW!

NEW ERA LAUNCH "DRAGON" INPUT COURSE!

NEW ERA Publications, based in Essex, have, so proprietor, Mr Simon Jones, purchased all the rights to re-publish the Input series, formerly published by Marshal Cavandish. Jones did stress, however, that only the Machine Code articles for the Dragon were included in the rights. Even so, the whole series will join together to make several hundred pages of pure information - and, he claims, a ideal introduction to the programming art of M/C.

The whole series - destined to be re-set and professionally printed, will cost #6-95 inc. "Dragon Input" from New Era will be published in monthly parts, and sent out to subscribers.

New Era publications are also on the look-out for new, and old software to publish, and offer royalties of upto and over 38%, depending upon the programs quality and price.

Their new hardware series, which will contain information on developing a serial mouse interface, and a BBC B compat. Dragon using an Electron board will hopefully be started in time for the Hove Show, which they are attending.

Jones said that he has hopes to having a mouse running at the show. The hardware series is using items supplied by Greenweld Electronic Components who will be making their first appearance at a Dragon show, at the Hove show, on their own stall. New Era on 0279 639615 or Greenweld on 0703 772501 or 783740.

DRAGONFIRE SUPPLIES DISKS

DYSAN, WELL known for their highly reliable 5 1/4" disks, are now available from Dragon dealer, Dragonfire Services, at heavily discounted prices. A box of 10 5 1/4" single sided double density 48/96tpi Dysan disks, boxed and complete with labels, w.p.s and sleeves, and, of course, lifetime warranty, usually retail at over #15 per box of 10. Dragonfire are selling them at just #8-00 per box, plus 50p postage and package within the UK mainland only. Orders to Dragonfire Services, Unit 3, Rising Sun Enterprise Centre, Blaina, Gwent, NP23 3JN. Or telephone 0195 292159.

PRESTONS AN OASIS!

R&AJ PRESTON, who now have a very large range of quality Dragon and Tandy Colour software, have just released a number of titles from the now deleted Oasis Software range for the Dragon. Titles include Sprint, a basic compiler, used for a number of commercial programs, and Fetti Pascal is a version of that very famous structured programming language, Pascal. Both are priced very reasonably at #9-95 each.

Dominos, Dragon Chess (one of the best Dragon chess programs available), Invader Cube, and others are also available. Contact 0656 88095 or Kings Hall Court, St.Brides Major.

DRAGONFIRE RELEASE MORE

SOFTWARE FOR DRAGON!

COMPUTA-TEXT AND Script are both fonts from Dragonfire for use with Printer Controls that are 8 bit Epson comp., which both received a five-star review in Dragon User, have now released their long awaited Gothic style font, based on an "Old English" type of writing systle.

Priced at #2-00, Gothic will be available on both Tape and Disk. Also just released on the Dragonfire label, is Don't Squeal, another adventure which is written by Hobbitsoft Adventures. Its available now on both tape and disk, and is set in a city where you are a P.I. - and, they say, whatever your case, "Don't Squeal"!

Dragonfire also have a new database system (disk only) for both the Dragon and Tandy Colour computers out soon. Hopefully, for the Hove show, which they are attending. The system, named the Intelligent Database, is a Dragon first in its design. Full details in the near future. All prices are plus 50p UK or #1.25 Overseas postage and package. Orders or for further details, write to Dragonfire Services, Unit 3, Rising Sun Enterprise Centre, Blaina, Gwent, NP23JW, or telephone 0495 292156.

ORANGE UP FOR SALE - FAMCOMMS SOLD!

THE MOST recent successful Dragon and Tandy CoCo software house, Orange Software, based in Gwent, is now up for sale. Graham Smith, co-founder of Orange, commenting on the sale said that the company simply grew too large, too fast for them to continue with it as a part-time hobby, while not being large enough to take it on as a full-time occupation. A price tag of #9000.00 has been placed, by Orange, on the company, which included a good range of 6809 Hardware, and all stock that is left at the time of the sale. Full details contact 0873 880252.

Famcomms Limited has been taken over by Stephen Wood of the NBUG. See overleaf for full details and new prices from NBUGSoft...

DRAGON LOGIC COMES

TO AN END ?

DONALD MORRISON, publisher of Dragon Logic, the magazine for the Dragon set up just a short while ago, aimed at the users who are not technically minded with the Dragon, has, it is presumed, folded.

While no confirmation of this has, at the time of writing, been confirmed, Jonathan Cartwright, who was distributing leaflets for Logic at the recent Ossett Show, said that Morrison was doubtful on the magazines future if all copies were not sold, and a number of new readers gathered. Only about 30 copies of the 100 supplied were actually sold. More information next month.

NDUGSoft FORMED TO
TAKE OVER THE FAMCOMMS RANGE

STEPHEN WOOD, Editor of Dragon Update - the newsletter of the National Dragon Users Group, has taken over the entire range of software formerly published by Famcomms Limited, run by long-time Dragon users, Fam D Arcy, who has now, after many years with the Dragon, has decided to move on to pastures greener.

NDUGSoft is the name of the new company who will be publishing the titles, which include the best-selling game, Formula One.

A set of prices are now given, but, Paul Grade says, these are presently "under review". At present Formula One is available on disk and tape for #7-95, Disk-Kit at #8-50, Sourcemaker at #8-50, Lightpen at #2-50 (disk only), and also available is Limited Stocks of that renowned book, "Inside The Dragon", which, while priced at #7-95 originally, is available for just #2-50, though hurry, stock are very low!

To order, or for further details contact NDUGSoft, 52 Pounsway, Springfield, Chelmsford, Essex, CM1 5UJ.

About to appear in the NDUGs software library are two titles from Cowan Software. Colossal Cave adventure is priced at #4, while the acclaimed Adventure Writer is heavily reduced in price to just #5-00. For further info.

telephone Paul Grade of the NDUG on 0903 207585, or write, enclosing a stamped, S.A.E. to him at 6 Navarino Road, Worthing, Sussex.

KOUGA - THE ALL NEW
BONGO BEAST!

WELL KNOWN for quality software, even though they only publish at present, two titles for the Dragon, Kouga Software have just announced details on a forthcoming release. One, this time, with a rather funny title... to say the least!

Revenge of the Alien Bongo Beast (in the Crissy Crossy Lines Dimension), is its short and boring title! Showing for the first time at the recent Ossett Show, Revenge is a 4 way hi-res action shoot 'em up type game, with smooth FMODE 4 graphics.

Kouga say "This game is our best to date", and features, "360 degree shoot'em up with the fastest and smoothest scrolling ever seen on the Dragon". Author is Stewart Orchard, author of Ball Dozer.

Priced at #6-00 inclusive, Revenge is available soon from Kouga Software, 95 The Oval, Firth Park, Sheffield, S5 6SF.

EXPECT A FULL REVIEW SOON.

IF YOUR NEWS ISN'T IN DRAGON MAGAZINE NEWS FILE YOU'VE HAD IT! RING 0495 292159 - TODAY!

An Introduction To Adventure Gaming!

AN INTRODUCTION TO ADVENTURE GAMING

- PART 1 - PART 1 - PART 1 - PART 1 - PART 1 - PART 1 - PART 1

WELCOME TO this, the first in a three part series, aimed at introducing you to adventure gaming. So all you game players, or w.p. ers out there NOW is your chance to start the fantastic journey into the Adventure Kingdom!

INTRODUCTION

So, you finally got fed up of playing Manic Miner, Chuzzlewit and Frogger and you are wondering what "those text games" are all about. You have heard that they need patience, and you think you have some (otherwise you would not be reading this!). This introduction will give you a few tips and hopefully start you off in the right direction. It should also be of use to the beginner who seems to be stuck in a thousand games, not making any progress in one of them! It can NOT tell you how to become an expert - only practice and much thought can do that.

WHAT IS AN ADVENTURE GAME

An adventure game sends the player away on a wild and dangerous mission. This is usually mediaeval, fantasy, or sci-fi, but of course, the possibilities are endless.

The player must pick up and use several objects to overcome various problems. This leads to more problems and more objects.. and eventually the player completes the game or comes to a sticky end.

The player's fate, then, is decided entirely by the computer's reaction to the commands which the player types in.

GAME STYLES

A conventional ("classic") adventure uses just text. It relies on the players imagination to conjure up vivid scenes of sword and sorcery (or blasters!).

The path of play runs thus: The player's location is described by the computer. S/he then types in his/her command. The computer describes the resulting events. The player then types in another instruction.

Article Continues Overpage...

An Introduction To Adventure Gaming (Cont'd)...

There are far more adventure games of this ilk than of any other and so the examples are limitless. The Bomb is a good game to get started with. Other examples include Colossal Cave, Pyrad - venture, the Space Trek series. These examples are like leaves in a forest: in order to keep upto date with the scene, I recommend that you subscribe to at least one Dragon publication (Dragon Magazine is your best bet!).

Now, there are many adventures which use graphics as well as text. This does not usually affect the commands which you must input. For some adventures, notably Trekboer, Calixto Island, etc. from Microdeal these pictures are just nice to look at. For some, such as Tanglewood (again from the late Microdeal) and JuxtaPosition, it transforms the method of movement in the game.

A few more complex games allow full-sentence inputs (see later), such as the aforementioned Juxtaposition. Some have you controlling more than one character, like Tanglewood and The Quest for the Meaning of Life.

Well, now you should have some idea of what to look out for. But I strongly suggest keeping to text-only adventures to start off with.

In the next edition of Dragon Magazine, which, I am sure, you will now all look forward to receiving with bated breath, I will take a look at communicating with the computer, and, maybe, a bit on an adventures logical way of thinking. But, until then, have fun playing Adventure Games!

-- WRITTEN BY DRAGON ADVENTURE WRITER, R.E. HEMMINGS

-- CONTACTS : MICRODEAL 0726 68020

- DO YOU KNOW A BIT ABOUT ANY PARTICULAR MICRO TOPIC? -

- IF YOU DO, BE IT COMMS., DTP, WP, GAMES, PROGRAMMING, OR ANY -
- THING ELSE, GET YOUR KNOW-HOW IN PRINT, IN DRAGON MAGAZINE -
- TO HELP MORE USERS AS THE BIGGEST SELLING MAGAZINE FOR THE -
- DRAGON GET STARTED! THERE IS ALWAYS SOMEONE WHO KNOWS LESS!! -

- WRITE, GIVING INFORMATION ON YOUR KNOW-HOW TOPIC TO US AT -

- UNIT 3, RISING SUN ENTERPRISE CENTRE, BLAINA, GWENT -

DOS-PLUS UPDATED - REVIEW UPDATED!

TITLE : DOSplus 4.8
PRICE : \$15-00
SUPPLIER : PRO-TECH & ORANGE

Finally, Phil Scott informs me that he has "improved the handling of NE errors". I'll have to take his word for it, I didn't notice anything wrong in the first place!

WHAT DO you mean, "Oh no, not another"? Well, yes, it is another "DragonDOS Compatible update EFROM", but you don't have to wade through another full review. If you want to do this, refer to the December 88 issue of DM. This chip is the replacement to DOSplus 4.6, reviewed a few months ago. So, considering I said that that chip was "bug-free" and "truly DragonDOS compatible", why do we need 4.8? The answer is simple. Version 4.6 eliminated all KNOWN bugs, but since then one or two more have cropped up. Taking these one by one, then.

Firstly, the bug which was reported in Dragon User, Jan. 1989 News Desk. It was rather obscure, but, nevertheless was found to be resident in ALL DragonDOS compatible ROMs. It concerned SREAD and SWRITE. Occasionally accessing the wrong sector. This has been corrected.

That was the only true "bug" as such, which could lead to the loss of files. Next came the discovery that, with the DOSplus auto-repeat F0KE entered it was impossible to toggle back from lower case (inverse video) letter to upper case without preforming a warm start (reset). That has been corrected.

Well, that just about wraps it up for the bugs. Now, concerning compatibility. The first point which must be taken into account is that very few (if any) of the DOSplus ROM routines start at the same location as their DragonDOS equivalents. Therefore direct jumps to them from machine code will usually cause a crash. However, to do this is bad programming practice anyway. These routines, if required, should be called by an indirect jump via the entry table addresses, which remain the same. So, to call the "Count Number of Free Sectors on Disk" routine, which actually starts at \$D2A7, one would perform an indirect JSR to address \$C018 thus: JSR (\$C018). Address \$C018 contains \$D2, and \$C019 contains \$A7. All the relevant information can be found in the (excellent) manual supplied.

The other compatibility consideration is the use of RAM "hooks". DOSplus uses some different hooks to DragonDOS, and so occasionally a program may crash if it uses these as well. There is usually a cure for this, but I can't say how.

In practice, however, DOSplus will run almost any program. Here is a list of those found to run: Disk-Kit, Duplidisk 2,
CONTINUED OVERPAGE...

DOSplus review cont'd...

Electronic Author, Desktop (NDUG), Dskdream, Lucifers' Kingdom, Space Trek I, The Immortal Strain. Here is a list of those found not to work: Rally. Also, Dragon Graphics Studio, will sometimes not allow new fonts to be loaded. The simplest answer to these two is to replace your 1.0 chip when running them; alternatively, search for a solution.

No praise is high enough for DOSplus, it really is the best D.DOS compatible available. At #15.00 it is a most attractive purchase for any programmer. P. Scott is also very helpful. If you have already bought DOS plus 4.6 simply send it to him (Tri-Ess, 4 Badgerwood Drive, Frimley, Camberley, GU16 5UF) for a replacement with 4.8. That's about all I have to say apart from BUY IT! I would like to finish with details on changing your DGS disk to run with DOSplus, kindly supplied Phil Scott.

REVIEW BY R.E.HEMMINGS

PROGRAM BY PHIL SCOTT

Firstly make a BACKUP and work on that, in case of a typing error. There are two basic programs which need loading, updating, unprotecting, and replacing. There are STUDIO.SYS and CODE.BIN.

For STUDIO.SYS -

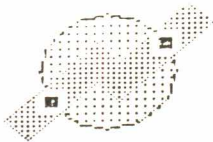
```
Line 1 Delete CLEAR 200, 31640:
Line 3 Replace F0LE 361,66 :
F0LE 360,124 with F0LE 31620.
PEEK(360): F0LE 31624, PEEK
(363): F0LE 361, 123: F0LE 360
, 123: F0LE 363,123: F0LE 361,
139
Lines 4-7 Replace with:
4 CLEAR 200, 31620
5 FOR A =31621 TO 31633: READ
V: F0LE A,V : NEXT
6 DATA 187,0,0,126,124,66,134,
95,167,159,0,134,136
7 FOR A = 34200 TO 34210: READ
A$: F0LE A,VAL("SH"toA$):NEXT
```

For CODE.BIN -

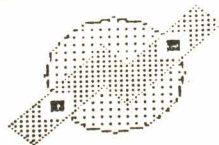
```
Line 2 Insert F0LE 359,126 :
F0LE 31624, 57
Line 32 Replace F0LE 359, 126
with F0LE 31624,126 and F0LE
359,57 with F0LE 31624, 57
Line 174 Delete from F0LE 760,
167 to end of line, then
restore I=0:RETURN as the end
of the line.
```

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If your subscription has ended, then don't forget to re-new your subscription with us. There's a Special Offer price of #8.00 on at the moment - that's cheaper than the rest - so you've got no reason NOT to re-subscribe. Send cheques or postal orders to us at Dragonfire Services, Unit 3, Rising Sun Enterprise Centre, Blaina, Gwent, NP23 3JW. And remember - get it to us BEFORE the 15th of the month for the next issue to continue on!



DRAGONFIRE



NEW HOTLINE ORDERING - 0495 292159
SEE ACCROSS FOR DETAILS!!

NEW! NEW! NEW! NEW! NEW! NEW! NEW! NEW! NEW! NEW!

AIRBALL CONSTRUCTION KIT JET-SET WILLY SCREEN DESIGNER

**DISK £ 5-00
DISK £ 5-00**

Both will automatically transfer the original cassette versions to disk, and allow you to re-design these games with ease. Re-vamp these classic games! Requires original version of game.

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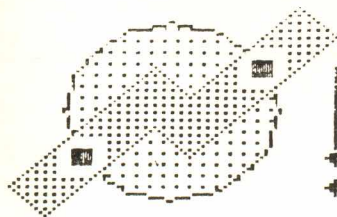


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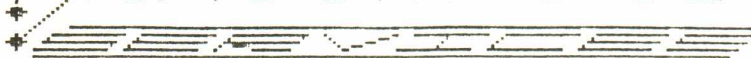


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+++ VISITEXT UPDATE +++

TITLE : VISITEXT EXTRA/DELUXE
PRICE : #13-95 / #15-95
SUFFLIER : ORANGE SOFTWARE, The Garth, Star Road, Nant-y-Derry,
Abergavenny, Gwent, NP7 9DF.

SINCE OUR first review of Visitext and Visitext Plus (this disk version), Orange have released to further versions. Extra, and now Deluxe. The latter being of greatest importance, since it contains the most updates. Both are available on disk only, but the original is still available on cassette.

On the Extra version, the only upgrade I know of is the Multi-Column feature. This allows any number of columns to be created, as long as all together they don't go over the 64 characters per line limit. This is a very handy feature for myself - and, I no doubt, many others - but, if you won't use this feature then there is little point in just going for the Extra version.

On Deluxe, as well as offering the above, end of page markers have also been included, as have data in letters, auto-page, datamerge, and multiprint. Quite a bit, as you can see, and all quite useful to the avid w.p. user, like myself.

End of page is my favourite addition - I can usually make a good guess, but its always nice to know (especially when you have only limited space, like now!). The disapointment here is that I believe the page has been set to one of the non-standard fan - fold paper sizes - and not true A4 - which is a knock for me since I use single-sheet A4 for the vast majority of my work (I last used that tractor fed stuff over a year ago!). So, if I follow what Visi. tells me, I am left with a blank few lines at the bottom of my page. But, not to worry, I can easily get over this problem - and it should suit most w.p. users, anyway.

The price of Extra is only #13, while Deluxe costs #15, which, says Orange, keeps it in the competetive market with its rival w.p. (Electronic Author), but, they say, shows up better. Well, I am NOT a E.A. fan myself, and have only used it once or twice. I use Visi. a lot for general w.p. work, as Deluxe (not extra - you may as well pay the extra, if you excuse the pun) is very easy to use. For specialist work I return to the best w.p. I have come accross on any computer - the amazing Printer Control (great, fab, give it a knighthood!). If your w.p. needs are general then give Visi. Deluxe your money - its a great little word processor (on which I'd say more, but I can see those little end of page markers... my times up!).

ANDREW HILL

TITLE : 5 GAMES TAPE
PRICE : #3-99
SUPPLIER : R&AJ PRESTON
0656 880965

I HAVE, for quite a while now, longed for a look at the Snip Software titles. I have been unable to do so since they ceased trading a few years back, and I have been unable to contact them. Prestons have now come along with the Five Games Tape, which is a tape, obviously, containing all five Snip Software titles: Roulette Mudlingly, Cecil Plays 21, Craps, and Telepathy.

As this is intended to be just a brief review, I will not go into all the titles, but just give a summary of the tape as a whole. I found that all the games presented well, and did provide many hours of fun, in a different way to most games. This makes a change from the constant zapping of aliens, or such similar well used game ideas. If you play this tape on your own, only a limited amount of enjoyment can be obtained - because card games, roulette, and so forth are all really ment for multi-player use. With, say, 3 or 4 players then very many hours of enjoyment can be had, for the very enjoyable sum of #4. Which is very good value. Well worth a mention and worth the #4 alone is the talk on telepathy on the reverse of the cassette. Its great with the graphics demo!

Well done Prestons, for bringing back yet another old title at an even better price! Buy it - today ?! RATING : 89%

TITLE : 10 GAMES
PRICE : #2-99
SUPPLIER : R&AJ PRESTON
0656 880965

I HAD the pleasure of reviewing this title a few years back, when Datacom was publishing it at the "good value" price of #4. Now, Prestons have brought it back at a #1 loss!

Firstly, I must point out that this 10 games cassette was released in the early days of the Dragon (83) when, I am sure, it represented great value for money (normal games retailed at around #9). Today, because the quality of the games on the tape are low, its #3 price tag is, I believe, just right. The games offer no outstanding features, but, they are nice, especially, for younger children (age, say, up to 10 years), and a few people playing together makes the tape great fun - like Prestons 5 Games tape. Snail Race is great, and Empire is a game I really enjoy!

I can recommend this cassette for the simple reason that while none of programs are of any notable quality, they all together, for a mere #3, offer plenty of fun, even if for the short term only. Who can argue with that? Games retail at around #20 for the S1 that can give less enjoyment than this pack!! That can't be bad.

RATING : 75%

NEXT MONTH IN BRIEF :
INTELLIGENT DISC COLLIER
GOTHIC
AND MORE!

THE COLOUR COLUMN

BY CRAIG MOSS

WELCOME ONCE again to the Colour Column. At last I have received some evidence that some one actually reads the column. Thankyou Mr. F.Lunt, from Cheshire, MR.Rae, and Mr.McIntosh - I hope you would the information most useful! Anyone who would like a copy of the "TANDY SOFTWARE DATABASE" need only send 2*14p loose stamps, along with their name and address to us at the usual address.

And now for some bad news. I will no longer carry the article about the Media File. (Sorry Mr.R.F.Roach, from Cornwall). The reason being it will take far too long to publish it all, and I keep updating bits (some already published), to suit my own needs. BUT DON'T WORRY... I, along with Dragon Magazine are at this very moment putting the package together, and it will be available FREE OF CHARGE to anyone who wants a copy (listing). It will be ready be the next issue of Dragon Magazine... full details then.

OSSETT SHOW : Whats In It For A Tandy Owner?

The show I went to about 2 years ago in Manchester was about 3 times more bigger than the Ossett venue on the 25th. It's been a long time since I last visited a Dragon/Tandy show, and I could see the toll over the years. (The Dragon & Tandy Summer Show, at Hove will restore all those years -ED). However, after my initial fright, I soon started to mingle and talk to the exhibitors. The only exhibitor I revealed by true identity was to Dragonfire and Dragon Magazine, I have been waiting some time to meet my editor. (Well, that dispells the rumours that we all work in a 10 storey office building, owned by the Dragonfire Group, drinking coffee all day! -ED). The other exhibitors, I was not sure if they would know about my column, and despite that, I wanted to be treated the same as any other interested user. All the exhibitors were friendly and were happy to give out advice. Software for the Tandy was available if you knew where to look, and what to look for (plug... plug... the Tandy Software Database... order your copy NOW!). Hardware was harder to buy (punn? -ED) and if you did not have a technical mind, I would advise you to choose carefully. The exhibitors could only hand out a certain amount of advice as they knew more about the Dragon. I was looking for a second disk drive, but I was not sure of the compatability, neither were the exhibitors, so I decided not to bother. Even though the attendance figures were low I was glad that I attended and will definatly attend the next one. Thanks R&AJ Preston for organising the show.

THE COLOUR COLUMN Cont'd overleaf...

The Colour Column Cont'd...

I will leave you now with two screen dump programs. One for the Tandy DMF106, and the other for the CGP-115. Next month I will be back with software reviews, info. on Dragsoft and the Tandy, and details on how to obtain your free copy of our exclusive Media-File. Until then, write to me at Dragonfire Services, Unit 3, Rising Sun Enterprise Centre, Blaina, Gwent, NP23 5UU.

DMP 106 SCREEN DUMP PROGRAM

```
10 PHODE 4,1:SCREEN 1,0
20 X=0:Y=0:A=1:B=1
30 PRINT#-2,CHR$(27);:PRINT#-2,CHR$(20);:PRINT#-2,CHR$(19);
40 PRINT#-2,CHR$(16);:PRINT#-2,CHR$(A);:PRINT#-2,CHR$(B);
50 IF PPOINT(X,Y)=1 THEN S=S+1
60 IF PPOINT(X,Y+1)=1 THEN S=S+2
70 IF PPOINT(X,Y+2)=1 THEN S=S+4
80 IF PPOINT(X,Y+3)=1 THEN S=S+8
90 IF Y+3=192 THEN 130
100 IF PPOINT(X,Y+4)=1 THEN S=S+16
110 IF PPOINT(X,Y+5)=1 THEN S=S+32
120 IF PPOINT(X,Y+6)=1 THEN S=S+64
130 PRINT#-2,CHR$(128+S);
140 S=0
150 X=X+1
160 A=A+1
170 IF X>255 THEN 190
180 GOTO 50
190 Y=Y+7:X=0
200 PRINT#-2," "
210 IF Y>192 THEN 240
220 A=1:B=1
230 GOTO 50
240 PRINT#-2,CHR$(30);:PRINT#-2,CHR$(27);:PRINT#-2,CHR$(20);" "
```

SCREEN DUMP FOR CGP 115

```
10 PHODE 4,1:SCREEN 1,0
20 PRINT#-2,CHR$(18):PRINT#-2,"M480,0":PRINT#-2,"I"
30 D=0
40 FOR Y=0 TO 191
50 FOR X=0 TO 255
60 P=PPOINT(X,Y)
70 IF P=1 AND L=1 THEN G=G+1
80 IF P=0 AND L=0 THEN G=G+1
90 IF P=1 AND L=0 THEN PRINT#-2,"R0,-";G=G+1:L=1
100 IF P=0 AND L=1 THEN PRINT#-2,"J0,-";G=G+1:L=0
110 IF X=100 THEN CLS:PRINT#40," PRINTING IN PROGRESS"
120 IF X=1 THEN SCREEN 1,0
130 IF L=2 THEN L=P
140 NEXT X
150 IF L=0 THEN PRINT#-2,"J0,-";G=G+1
160 IF L=1 THEN PRINT#-2,"R0,-";G=G+1
170 L=2
180 D=D+1:PRINT#-2,"N"+STR$(D)+",0"
190 NEXT Y
200 PRINT#-2,"M0,-600":PRINT#-2,"I":PRINT#-2,CHR$(17)
```

Back-Flash

BACK-FLASH is a new "column" which I, as Editor, have now decided to include in every issue of Dragon Magazine from this month, until... well, until we run out of good, interesting features from our old editions of the great, and legendary Dragon magazine!

But why? I hear you all say. The answer is simple. We have published a LOT of top class material in the past - when our readership was anything from about 20, to no more than 80. Most of you lot out there will not have seen it the first time round, here, or for that matter, else-where. So why should you miss out on the top quality material that only Dragon Magazine can bring you just for the sake of printing only new articles? But, we will promise you this - Only The Best, most interesting and useful articles will feature in Back-Flash. A good idea? We certainly think so!

But, before I go, leaving you to read this, the first installment of Back-Flash, which is, this month, on RTTY. I will say this. We won't be printing anything, even the most interesting article, if it was just topical - like a show review, or the like. OK?

The Editor.

BACKGROUND : Written by RTTY user, R.A.Davis, for Dragon Magazine. Published in the April 1987 issue of Dragon Magazine. Other Items of interest : DMF2000 review, and Software of the Year results.
DRAGON MAGAZINE APRIL 1987

THE EQUIPMENT REQUIRED

A good, stable comms. receiver or similar, with a B.F.O. (Beat Frequency Oscillator) facility. A BFO allows you to "tune" the tones heard on the loudspeaker when listening to morse code or data sounds. All All communications type of receiver have one.

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The RTTY sounds are a sequence of two tones, easily recognisable with a little experience. You can in fact, receive these direct into the cassette EAR lead with software, although this is not as good as with an interface.

You will hear these tones of frequencies ranging from 2 Mhz to 30Mhz. They include weather forecasts, in various languages and news, such as Reuters.

ARTICLE CONT'D OVERPAGE...
PAGE

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Along with these theres the commercial transmissions, but in the main, these are in code and so unreadable.

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For more information on RITTY you can write to the British Amateur Radio Teleprint Group, J.Jones, 40 Lower Quay Road, Hoot, Havant, Hampshire. Please enclose an SAE with your enquiry.

Dragon Magazine knows very little about RITTY, and, as such, are unable to offer any advice to Dragon owners on it. But we can advise you to write to either or both of the addresses supplied (above and below). Grosvenor is a well known supplier of software and equipment of RITTY for the Dragon and other micros.

GROSVENOR SOFTWARE, 2 Beacon Close, Seaford, East Sussex. Telephone 0323 893378.

* * BACK-FLASH NEXT MONTH : DESIGN YOUR OWN SCREENS - EDITORIAL * *

Hemmings on Adventures

THE FLOOD of adventures that we saw being released in July to November 1988 seems now to have slowed to a trickle. (No doubt now I've said that there will be a huge increase in the number). Dragon adventurers are now left looking back through old issues of Dragon User (RIP) and others, and wondering which adventures they should buy. What should you look out for when you are in this situation? Perhaps there is a lesson to be learnt here for adventure writers.

The days when we would buy any thing with the word ADVENTURE on it are gone. There are now such a lot of adventures available that to buy them all would be a folly - you'd never get into them all. Since we are no longer beggars, we can afford to be choosers a little more (New Adventures should read the new series, starting in this issue of D.M.). These days, the game with the most interesting plot will sell. (Graphical adventures seem to have almost stopped - Rally is the only recent one. After all who can follow the likes of Trekboer and Juxta-Position?). So, text-only authors should pay more attention to the plot of their games. Seeing the plot for Diamond Manor for the first time brought over me a wave of nostalgia (or is that nausea?). There have been too many games that send you looking for treasure alone, where few have ventured, etc.. etc..

Personally I am always tempted to buy a new game with an original plot. The Great Fish Van Scandal, reviewed in my last column (DM JAN '89), is a great example. It puts you in a cell with no idea of why you are being held! (Actually, the game never tells you why you were being held, but its still an unusual plot). Anyway, that is enough of my rambling, but adventure writers take note!

This month's adventure is an older title (relatively), now being distributed by Orange. Arc Software is the company, and the game is The Thirteenth Task. The plotline here is interesting enough; you are Hecules, the Greek Demi-God who was given twelve tasks to complete to redeem himself from a terrible crime he committed in a frenzy. On completing these, Hercules has now been given a thirteenth task - to steal the crown of Hades and return it to his master.

Although in this case the general object is still there - to steal a crown - it is disguised well enough. So what of the adventure itself? When you get rid of the lion in the first location you can wander through alpine paths (loads of 'em!), a labyrinth, meadows, quiet paths, a village, and even a mystic temple. Before you go far, it becomes obvious that you will be encountering mainly obstacles from Greek mythology.

Hemmings on Adventures!
continued overpage...

Hemmings on Adevntures Cont'd...

Most of the original twelve labours seem to be present. I have yet to gain entry to the Underworld, but so far most of the problems encountered have been original, if violent. Not a torch to light a dark room in sight!

There is a Score feature, as well as a Help which actually give you hints if you are in the right location. Save and Load are both present and correct. The screen layout is also good. Most of the screen is dedicated to your location description, and a window at the bottom contains you inputs and the game's responses. Curiously, these are all printed slowly (though somewhat faster than reading speed) - this is not annoying, however, and is almost pleasant to watch. I assume it is because some messages cannot fit in the window all at once.

Despite the majority of the screen being assigned to the descriptions, these are rather short. Having completed around 65% of the adventure, I have found 80 locations, so this must account for the short discription length.

This is a good game. I have enjoyed watching my score steadily rise, and the occasional well placed wit. However I am now stuck so unless I can find some gold to pay for I may well need help from Arc. (They offer a help service). Upto this point though, most of the problems have not been too difficult. So whether you are experienced and adventure-starved, or a novice, this game could be for you. Oh yes, it is available for #203 (50p p&p on Dragon or Land, Tape, DragonDos, DeltaDos, and LandDos. Next time I'll be looking at Dragonfire's Sunten Ghost, and perhaps taking a peep at Rally, space permitting. Right now, space permits very little else than for me to say... see you next time!

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In the Dragon Domain this month, our special is DOS-HELP - a great, really useful utility written by Mike Townsend. It aids the use of the Dos commands, allowing easier formatting, disk back-up, protecting, and many others... Beginners to Dos will find it invaluable, and existing users will probably find it helpful, making their life easier too!

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- more Dragon Domain in the next issue -

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competition page??

THIS MONTH sees, after a short break, the return of the competition page, with its new format. A wordsearch will, for the time-being at least, replace the old questions. What you have to do is simple. We have hidden 15 words, all of which are computer related, in the square. You just have to find them, write them on a piece of paper, and send it back to us, here at D.M. - and the first to be picked out of a hat will win... Win a great copy of DON'T SQUEAL! - the great NEW adventure from Dragonfire Services. Please state either tape or disk version required.

Send your entry to us at -

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The Editors' decision is final
All entries must be received
by the 15th May 1989.

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This program consists of twenty fonts for use with MACGOWANS Printer Control.

What better way is there to describe the program than to use several of the fonts in writing this review.

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 like this.

THIS IS A MUST
HIT THIS PRICE

ECOLE FRESNAY

VIEW TWO!

TWENTY FONTS for my favourite word processor, at under a fiver, that can't be bad. It isn't!!! All fonts are of a reasonable standard - though the Script and Computer style ones are not quite upto the same quality as those marketed by Dragonfire Services, who are charging #2-00 per font. But, when you consider the price - and all the other fonts you obtain, it can still offer excellent value, even if say, 10 fonts are not to your liking!

Also on the disk (it is only available on disk at the mo.), is also a low-res 8 bit font designer. Its very similar to the one included with Printer Control, but has one or two extra features - which may help you if you do a lot of designing!

Overall, a very nice set of good value fonts, for a great w.p. - and this only adds to its versatility. Nice second release for Knight Computer Services - Well Done!

[illegible]

DROP THE SHOOPER?

IO BE fair, we can all understand why the Dragon and Tandy micros are not covered in the major magazines. But, I just cannot understand why a decent publishing house will simply not allow such machines - which still have decent followings - a mention on the news pages for their show events which organisers have worked hard, very hard, to put together.

Computer Shopper started just a little while ago, and published by Dennis Publications, once (in its first few months) mentioned these micros - the Dragon, Oric, and like. NOW ITS ESTABLISHED it simply doesn't want to know them! They said "No" to giving the Dragon a little space on their News pages. WHO WANTS A MAGAZINE THAT JUST PRINTS THE NEWS IT wants to PRINT... FROM THE COMPANIES WHO PAY THEM IN ADVERTISING?

Popular Computing Weekly, on the other hand, TELEPHONED to enquire on the show! I KNOW WHICH MAGAZINE I STOPPED TAKING UPON HEARING THIS. I KNOW WHICH YOU SHOULD LEAVE ON THE SELF TOO!

The OFFICIAL Chart

EXCLUSIVE TO DRAGON MAGAZINE EACH MONTH!

Don't read the inaccurate charts - when you want to know what users REALLY vote for each month as their best titles, read the Dragon Magazine charts!

No. 1.	IMPOSSIBALL	Pulser (0706 849189)
No. 2.	Lucifers Kingdom	Orange (0873 880252)
No. 3.	Dragon WIMP System	Dragonfire (0495 292159)
No. 4.	Dragon Graphics Studio	Knight (021 777 2477)
No. 5.	Airball Construction Kit	Dragonfire (0495 292159)
No. 6.	Formula One	J.P.D.S. (04203 5970)
No. 7.	Utopia	Pulser (0706 849189)
No. 8.	Rola-Ball 2	Prestons (0656 880965)
No. 9.	Indoor Football	Computape (0621 772589)
No. 10.	Boulder Crash	Prestons (0656 880965)

BUBBLERS! all those who NEARLY made it into the chart...

Computa-Text & Script	Dragonfire (0495 292159)
Juxta-Position	Computape (0621 772589)
Speed Racer	Computape (0621 772589)

LOOK OUT FOR! the HOTTEST titles to look out for...

Printer Control Font Disk	Knight (021 777 2477)
Intelligent Disk Copier	Dragonfire (0495 292159)
Editext	Prestons (0656 880965)

TO VOTE IN THE GREATEST CHARTS FOR THE DRAGON...

Dragon magazine allows YOU to voice YOUR opinion on YOUR top titles for the Dragon and Tandy. Just jot down your best top 5 or 10 titles on a piece of paper, postcard, or back of a sealed envelope and send it to us here at D.M. along with your name and address. A TITLE FROM OUR TOP TEN WILL BE AWARDED TO A RANDOM VOTER! GET INTO THE BEAT... VOTE TODAY!

Dragonfire, Unit 3, Rising Sun Enterprise Centre, Blaina, Gwent, NP3 3JW.

THIS MONTHS CHARTS! We've added the telephone numbers to all the titles in this months chart so that you can find out more details on them, and know from whom you can order - good idea? Well, now you've No reason NOT to buy, have you?! Lucifer was finally kicked out of his kingdom at the top, there, but the voting was VERY tight... maybe he'll be back next month? Who knows? YOU KNOW! So VOTE today, without delay!

+ APPEAL + APPEAL + APPEAL + APPEAL + APPEAL + APPEAL

Every Time you write to Dragon Magazine or Dragonfire Services the STAMP off the envelope made good use of. For each one now goes to an appeal. The Jeannie Campbell Radiotherapy Appeal.

SEND YOUR USED STAMPS (ANY COUNTRY) TO US TOO!

REMEMBER - DRAGON MAGAZINE, YOUR CARING MAGAZINE!

>>DRAGON MAGAZINE INFORMATION!

DRAGON MAGAZINE has decided that it is too much to produce a monthly magazine - and has, therefore, now gone Bi-Monthly. This will help keep the contents quality up, regularity, and, generally, a better service.

So that Dragon Magazine readers can, as they always have done, been first with the news, we will be printing a special News-Sheet every month not covered by the magazine. This is available Free Of Charge to any subscriber who wants it - just send us a stamped, self-addressed envelope for your free copy (dates for publication below). The newsletter, "Stop Press", will be able to cover the gap between issues of the bigger and better magazine! - We think a better service all-round!

Both Dragon Magazine and "Stop Press" will be published on, approx., the 1st of the month. So, at the 1st of June Stop Press issue 1 will be available, and, on the 1st of July, the next issue of Dragon Magazine - the issue your reading now is the 1st of May (published early). Please get your S.A.S.E.s into us by the 28th of the month if you wish to obtain a free copy of the Stop Press news-sheet.

WE WOULD LIKE YOUR COMMENTS ON THIS ISSUE OF THE MAGAZINE, AND THE NEW PUBLICATION DATES. Please enclose a loose stamp if you require a personal reply.

The Editor

In STOP PRESS - Out 1st June 1989

INFO ON HOW TO OBTAIN A FREE COPY OF "MEDIA-FILE"

DISCOUNT VOUCHERS FOR THE HOVE DRAGON & TANDY SHOW!

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- MORE OFFERS NEXT MONTH!

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