

The Newsletter of the National Dragon Users Group

DRAGON



UPDATE

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Chairman: Paul Grade. 6, Navarino Road, Worthing, Sussex. Phone: 0903-207585.

S/W.Ed: Neil Scrimgeour, 125, Occupation Road, Corby, Northants. Phone: 0536-66590

Editor: Tim Lomas, 211a, Amesbury Avenue, London SW2. Phone: 01-674-0327.

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The Gaffer's Bit.....

Yes, I KNOW it's almost Christmas, season of goodwill, and all that, but what do you want ME to do about it?....draw holly leaves round the edge of the page or something?!. No way!, I'm just going to sulk. Why?... 'cos I think the whole thing has become ridiculous!. It's the time when we spend money we don't have buying presents that nobody wants for people we don't particularly like!, The time when everyone sits around stuffing themselves (although they always get peeved if I suggest they do so normally!), trying to decide whether the indigestion has subsided enough for them to start working up to a good hangover. The time when all the people you can't stand the sight of "just drop in", just as you've fooled yourself into thinking you can get a couple of hours peace and quiet. The time you spend a fortune buying toys for the kids and then shout at them for making so much noise playing with the things. NOT one of my favourite times!., still, at least it may give me a chance to catch up on some of the outstanding paperwork.

By the way, I think Tim ought to complain about job discrimination!...after all, people tip the dustman for collecting rubbish, but no one tips Editors for producing it.....

What's all this got to do with Dragons?...nothing at all, but I couldn't think of anything interesting to write about the scene this month, so I thought I'd give myself a change.

I know I could write about the London Show, but I thought I'd leave that for Tim, I'm sure he'll do a better job than I can. I would like to say thank you, though, to all of you who turned up there, especially those who were helping on the stand. In my opinion the show was a good one, but the lack of commercial interest was depressing...a few more stands could have made it so much better.

Well, that's all for now. Have a good holiday, and don't over eat TOO much, I need you fit to write all those articles you've been promising!.

*Paul G.*

THE EDITORIAL BIT

Well, this month I have had to fill in to get this damn thing done. What do I want for Christmas???? You guessed, articles, lots of them, get your fingers out and write something!!!

Review some of your hardware (doesn't anyone use anything but a CGP115 printer ??? I've got 3 reviews of that) Just do something, I'm not going to write the newsletter myself. I haven't got the time, I would also tend to get VERY boring after page 3.

What else can you do? Well, what interests you?, write about that, how to program in PL9 even, anything at all. T.L.



## MULTI USER GAMES... (T.L.)

Well, seeing as no one wants to write anything for me and I usually stick a comms bit on page two, I think I'll write about something that interests me - Multi user games. Just as a warning, I like these games and unless I get enough to fill the page I may well decide to review one or two of them in detail, so if you find this boring, make sure I don't have the space to do it again!!!

So, what are multi-user games and what do they have to do with Dragons? They are a type of simultaneous multiple player adventure game. The only thing they have to do with Dragons is that I use a Dragon to play them.

To give a more accurate description, they are adventure games which you access by modem and phone. The number of players who can log on to these games at the same time varies from 2 or 3 to 10 or more, depending on which game you are playing.

What happens when you log on is that you will be asked for a persona name (on some games, if you are not registered, you can only play as 'Guest' or some other such persona). You will then be asked for a password (to stop others using your persona), then you will be logged onto the game proper:-

You will get output looking similar to many normal adventures that you are probably familiar with, ie. You are standing in the inn yard .... and a description. The difference is that this time there are other players playing at the same time. Typing the command 'who' will normally give you a list of who is currently logged onto the game and .... You can communicate with them. Try shouting to them to say hi (Usually <shout>'Hi there' will work), if they are in the same location as you, you will be told along with the description (.... Angelina the Dangerously sane is here). In some games (Gods among others) the players may have customised descriptions of themselves (Chameleon the difficult to see is here, you can just make out two eyes looking at you) If they are in the same location, you can use 'say' instead of 'shout' (while I think about it, try not to use upper case, it tends to annoy people and make their screens look untidy).

So, what next, well, as well as chatting to the other players you will want to explore. Use the same commands you would use on a normal adventure (n,s,e,w etc) and have a look around (You never know, some of the high level players may even show you around). Make a map as you go in the normal way. The other objective is to score points (these will be saved from game to game, this is how you advance in rank within the game) The ranks depend on the game, the MUD ranks begin at novice and go up to wizard, the wizard is an immortal rank (2000000 points) with great power, power that has been known to be misused. The only rank above wizard is arch wizard, this is only available from the sysop. The duties of a wizard should be to keep the mortal ranks in order. For those who misuse their wiz powers, the duties of the select few arch wizards are to keep the wizards in order.

One game which differs in this respect is Gods. Whereas the normal MUGS have the immortal rank of wizard when you reach 2000000 points, Gods has 3 types of rank: Normal ranks, ranging from scum (0 points) to Overlord (1040000), then the holy ranks, Initiate (2040000) to High Priest (16000000) and the gods, Demigod (32000000), Minor God (64000000) and God (128000000). As you can see, the points required are much higher than the other games. The method of gaining points is also different, in most MUGS you collect treasure and drop it in the swamp (MUD), Mad Kings Room (Shades) or some other such location (provided you get the treasure first of course). In Gods, you collect the treasure and take it along to a temple (at the moment there is only the temple of Blob, a system god in order that players can get points before the first player got to god), soon a second temple will be in place, the first player having attained godhood. There you do one of two things, either offer the treasure to the god yourself, or if a holy ranked player (Initiate, Monk, Priest or High priest) is present, give it to them in the temple and let them offer it for you. The second method gains more points for all concerned.

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## DRAGON DIARY ..... NEIL SCRIMGECUR

I don't intend this piece to be about the 6809 show and what it had to offer, but some interesting points were made at the show and are worth writing about (well, I think so). Do you remember a short time ago that I mentioned an input listing which would not work on a D64? Well, this problem was brought up again at the show by Dennis Swift. Now, apparently any program that tries to PCOPY anything over the 8th page won't work. I can't see any logical reason for this and nor could anyone else who manned the stand. Dennis suggested that we get a disassembled version of the PCOPY routines for the 32 & 64 and compare them.... With the 64's extra memory, getting this program to work could be very useful. So, is anyone willing to do it, or give me an explanation of why you can't PCOPY over 8 pages on the 64? The second point concerns a DeltaDos manual, or the lack of one to be precise. For the life of me, I can't remember the name of the guy who wanted it. He'll know who he is, we had a chat about Pascal and its mod 2 version. Anyway, get in touch with me or Tim and let us know exactly what you want and who you are. We can then put a request in Update. I'm sure that someone could let you borrow the manual to have a look. Halfway through the afternoon, I decided to go round the stands asking for progs to review in Update (Tim came along as my minder, it's a dangerous business asking for free progs!) (Actually, I hadn't had a chance to look round properly and I thought I'd better see what was going on as I was supposed to be doing a review of the show....TL) One of the stands we visited was Quickbeam. Some of you may remember back in the dim distant past (Issue 12) that I reviewed their 'Shrunken Scientist' adventure but had to get hold of a bootleg copy for various reasons. If asked, I send a photocopy of a review to the company concerned so they can use it in ads etc. I can't remember if Quickbeam recieved one, but they definitely read the review as they said they were not giving us any review copies as the last one we reviewed was a pirate copy. That's fair enough comment and I can understand their reluctance. Later on in the day, it dawned on me that they sell Duplicas, one of the best tape copiers. This state of affairs seemed a little hypocritical, as they totally abhor any pirate copies of their own software, but were willing to sell a copier that would copy other firms' programs. Now, there's no point in them saying 'that's only to make backup copies' as no-one can be that naive. Dragon software cannot be speeded up in its loading time and cassettes are reliable enough not to require a backup. If the tape does go weird then you can get a replacement from the company concerned. I'm going to say no more on the subject, but it does make you think about software companies and their views on pirate software. What's good for the goose doesn't seem to be good for the gander.

Now onto something different. I mentioned in Issue 25 that J. Morrison had stopped trading. Last week they sprang up in a computer mag selling hardware add-ons for the Amstrad CPC's, therefore they are still alive & kicking. If for any reason you want to get in touch, they are at: 4 Rein Gardens, Tingely, West Yorks. WF3 1JR. In the same issue, I mentioned that Wintersoft were unobtainable. In this month's Dragon User (I borrowed a copy) it seems that Microdeal have bought them up, so any problems with Wintersoft software should be addressed to Microdeal. Talking about Microdeal, the annual rumours of them pulling out of the Dragon market have sprung up again. This time though, it might be true. Microdeal are fast becoming a major force in the Atari ST market (one of their best sellers is Time Bandit, converted from the Dragon funnily enough) and they may want to concentrate on that market & drop the Dragon software. It will be a sad day when (or if) that happens.

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Yes Tim, you WERE supposed to be doing a review of the Show.....so where is it?!. Paul.

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## ASCI CORNER ..... PAULINE HAMPSON

Every now and then, a tape drops through my letterbox. Some time ago it was the 'Thirteenth Task' by Alan Cook. He wanted to know what I thought of it: Well, I really liked it and made a few suggestions to improve it even further. Alan made a few changes and I am pleased to say that it is now on the market. You are Hercules, with one more task to perform, to kill Hades. Unfortunately 13 is an unlucky number and many of your enemies from previous labours turn up to haunt you. The story is of course based on the labours of Hercules but you don't have to know anything about them. When you meet something like a Grae, type 'explain' and all you want to know about them will be explained. You certainly do meet lots of strange creatures, Chimera, Cerubus, the Gorgon and many more. There are lots of puzzles to solve and 135 locations to find. Many creatures need killing or otherwise dealing with. The horrible gap while you wait for the computer to answer doesn't exist. I really enjoyed the game, it was a standard adventure and I loved the atmosphere and unusual plot. All in all a great adventure at twice the price, and it's even cheaper for you club members. Go and buy it, Alan deserves to make some money. (When are you writing another one Alan?)

You can buy "13th.Task" from ARC Software, 272, Mearns Road, Newton Mearns, Glasgow. for the special Group Members price of just 2.50 plus 30 pence postage.

## EASY MACHINE CODE (2) .. R.A. DAVIS

As we saw, a half byte, a nibble, will count up to 15. But it's inconvenient to use numbers which are rows of zeros and ones, and hexadecimal notation make the job easier. This will count to fifteen in the 'units' column. From 0 to 9 we use ordinary decimal figures, but from ten to fifteen, the letters A to F are used. The count is:- (&H) - 1,2,3,4,5,6,7,8,9,A,B,C,D,E,F. The hardest part is to remember what the letters A to F stand for. The binary number %0101 would be &H5 - %1001 would be &H9 - %1011 would be &HB (11 in decimal). That's not very difficult.

The Dragon uses a whole byte to to work with, this can be split into the High nibble and the Low nibble: For example, the binary byte %00010001 can be split into 0001 and 0001. the Hexadecimal is &H11. The decimal is 17. Binary %11111111 is &HFF, decimal 255. Try a few numbers until you get the hang of it. The Dragon will always oblige with a check. Try PRINT &HFF. Also PRINT HEX\$(decimal number). These are the tools you need. Next for the 6809 itself.

## Surround yourself!.....E.Freestone.

```
10 'SURROUNDS FOR ANYTHING !!
20 PMODE4,1:SCREEN1,1:PCLS:DIMCR(21)
30 FORD=8 TO 2 STEP -2:CIRCLE(10,10),D,1,1.5:NEXT D
40 GET (0,0)-(20,34),CR,G
50 FORY=0 TO 167 STEP 24
60 PUT(0,Y)-(20,Y+24),CR,PSET
70 PUT(234,Y)-(254,Y+24),CR,PSET
80 NEXT Y
90 FORX=0 TO 234 STEP 18
100 PUT(X,0)-(X+20,23),CR,PSET
110 PUT(X,167)-(X+20,191),CR,PSET
120 NEXT X
130 GOTO 130
140 'INLINE 30, CHANGE 1.5 TO 1 THEN TO .5
150 'THEN YOU CAN CHANGE THE LINE TO SUIT YOURSELF
160 'E.A.FREESTONE
```





## Open letter from Gerald Hale...

It has occurred to me that we are all accepting a very good service from Paul, Tim and others, namely a first rate newsletter each month, plus a cheap repair service from Paul, and presumably many of us take advantage of the cut price offers that the Gaffer manages to get for us. But I wonder how often we think about just what this must cost the Gaffer to run, not just in terms of giving up all his spare time, but in terms of costing. Just think for the moment (and longer I hope) of the cost of the newsletter alone!

- 1) Postage 12 @ 13p = 1.56
- 2) Take a look in Boots or Smiths (or any other stationers) and see how much paper you can get for a fiver! Not much ...
- 3) Ink, ribbons etc + electricity to run the printer, copier etc.
- 4) I shudder to think what the Gaffer's phone bill must be like, try making half a dozen phone calls a night and see how sympathetic BT will be!.
- 5) Other work that he could have been doing, were he not sweating his guts out night after night, so that we, the members, be adequately informed and kept up to date with Dragon matters. We get more information in 1 newsletter than some of the commercial mags. Exercise - take one commercial mag and with a pair of sharp scissors, cut out all the adverts! surprising isn't it, there's not much left!

Now come on lads & lasses, I really feel that the Gaffer must have better financial backing than we are giving him, so that he is not 'out of pocket' and he can continue to expand the excellent service that he is giving us. I have one or two suggestions to hand, such as paying an annual sub of say a fiver + the cost of producing the newsletter & postage, so how about it? come on all you eggheads out there, find a way that we can provide more cash painlessly, let me know your views, I will collate them and pass them on to the Gaffer and his friends, in other words, it's about time we did our bit. If we don't, this club might fail, and I wish to do everything I can to see it does not.

Why not help the club now, order some stickers (they are very attractive) instead of leaving the Gaffer stuck with them!.

Now I have a PERSONAL gripe. Twice over the past couple of months, I have sent off replies in response to 'wants' in our newsletter. One was a cassette, the other a badly needed Dragon User magazine. I did this at my own expense and asked the recipient to send a donation to the copier fund. You've guessed it, I have not had the courtesy of a reply, nor any reply from another request that I answered. Now, this is a club, not a free handout service. This may be you who has wanted something for nothing, well, you've got it, but I shouldn't ask again because as far as I'm concerned, you won't get it.

Finally, come on, let me know your ideas for making sure the Group lives on. <<Just a note from me concerning that last paragraph, if you have put a want ad in the newsletter and someone has sent what you wanted free, even if they don't say so, the polite thing to do is to send them a thank you note (and as far as I'm concerned, send them the stamps to cover their postage), otherwise the person who has sent it will tend not to do so again, this means that the next person to need something has less chance of getting it. So just remember, be courteous, thank anyone who sends you anything, that way, next time you need something, you may get that too!!! No one likes to be taken advantage of, not even YOU!.....T.L.>>

Anyone wishing to respond to Gerald's letter should write to him at "Rose Cottage", Hungerhill, Coolham, Nr. Horsham, Sussex.

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INTRODUCTION TO MODEMS ... TIM HAYDON

This article is aimed at the Dragon owner who is thinking of entering the expanding world of computer communications. I'll try to give you an idea of what you need, what is available and what it will cost you. Note that it is not a comprehensive review. Assuming you have a Dragon and telephone, there 3 basic requirements: 1) an RS232 port (the 64 has one built in), 2) a modem and 3) a program to operate the hardware and code & decode the outgoing and incoming messages.

Before buying a modem, you should decide what facilities you require. First there is the question of transmission rate (baud rate). The 2 main rates are 300/300 and 1200/75. These days, many boards can run at both rates to suit the user, but many small boards run on 300/300 only, while Prestel type boards run at 1200/75 only. If you can't afford a multi-rate modem, I think that a 1200/75 is best. For D32 owners who need an RS232 port, there are big problems as there are no longer any ready made interfaces available with terminal software. Modem House used to do a micropack including modem for 65.00 and Tandata also introduced a similar package, but both have now been discontinued, so, unless you can find any old stocks lying about you are rather stuck! If there are any electronic DIYers out there, an RS232 interface kit from Maplin for 300 baud only costs 14.00. A combined RS232 and i/o interface is available from Compusense, price 70.00 But there is no terminal software for either of these available. If you own a D64, you just need a modem and the terminal software. Modems come in 2 distinct types: Acoustic coupler or electronically coupled. The former are subject to interference from noise and are difficult to fit while the latter require one of the new standard BT sockets. There are many modems available ranging from cheap single baud models to luxury multi-rate jobs. Prices vary from around 30.00 to several hundred pounds, some popular models are listed below.

Make & model	baud rates	price	make & model	baud rates	price
cirkit acoustic	12	30	prism 1000	12	30
voyager 7	3/12	70	voyager 11	3/12	90
miracle ws2000	3/12	110	pace nightingale	3/12	120
miracle ws4000	3/12	150			

All the above modems also have 1200/1200 half duplex which can be used for user to user communication. The Voyager 7 & 11 have autodial (on the Nightingale for 50.00 Extra and the WS2000 for 30.00 Extra). The Voyager 11 and WS2000 can be expanded later to give extra functions, the WS2000 also has Hayes compatability built in. Prices for software from about 5-30.00, Compusense do a good range of programs on cassette or disc for the 64, but as I said before, D32 owners have problems unless they can write or modify the software.

Finally, a word about operating costs. Many boards have free access so the only cost is the telephone call; this depends on how far from the board you are situated. The combined Prestel/Micronet subscription is 16.00 per quarter; access is free at off peak times and the telephone call is local rate. For the more adventurous it is possible to access boards world wide, even this may not be too expensive via a network such as PSS.

I hope this has given some idea of the basic requirements for entering the field of communications. For more information, try reading Gary Coxhead's articles in previous issues, or write to me at 36 Laurel drive, Willaston, South Wirral, Liverpool L64 1TW

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By the way, I STILL need your views on whether or not the Group should get into Micronet....so far I've only heard from two of you on the subject....hardly a fair sample!. Paul.

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### RTTY RECEPTION PROBLEMS.....

I've had a note from R.A.Davis (the one who wrote about RTTY some issues ago, regarding the sunspot cycles.

For those of you who want to listen to rtty, due to the sunspot cycle, which is an 11 year cycle, the short wave frequencies are not very good at the moment. They will be picking up to a peak gradually and in five or six years will be at a maximum. Meanwhile, you should listen on frequencies between 2mhz and 7mhz for some action which varies in distance according to the hour of day or night. Those using a random length of wire should get or make an aerial tuning unit, which will make their wire resonant to the frequency they are using.

### M/C SCROLLS

This assembly listing provides a selection of machine code routines to scroll the hi res screen right, left, up and down.

To use these, EXEC the following locations:-

UP       \$5049  
DOWN     \$505E  
RIGHT    \$5022  
LEFT     \$55000

Note that the up and down scrolls are much faster than left or right. These routines scroll only one pixel at a time, to scroll the screen off to blank, just use a basic loop or add a loop to the routines.

All routines are FULLY relocatable but remember to alter the EXEC addresses if you move them.

```

5000          35      PRT
5000 8E0C00  50 @ST LDX #$0C00
5003 C620    60      LDB #$20
5005 6884    70 @LOOP ASL ,X
5007 5A      80      DECB
5008 2714    90      BEQ @EOL
500A 8680   110     LDA #$80
500C A401   120     ANDA 1,X
500E 2706   130     BEQ @NO
5010 A684   140     LDA ,X
5012 8A01   140     ORA #$01
5014 A784   150     STA ,X
5016 3001   160 @NO LEAX 1,X
5018 8C2400 170     CMPX #$2400
501B 26E8   180     BNE @LOOP
501D 39     190     RTS
501E C620   200 @EOL LDB #$20
5020 20F4   210     BRA @NO
5022 8E23FF 220 @ST1 LDX #$23FF
5025 C620   230     LDB #$20
5027 A684   240 @LOOP1 LDA ,X
5029 47     240     ASRA
502A 847F   240     ANDA #$7F
502C A784   240     STA ,X
502E 5A     250     DECB
502F 2714   260     BEQ @EQL1
5031 8601   270     LDA #$01
5033 A41F   280     ANDA -1,X

```

```

5035 2706   290     BEQ @NO1
5037 A684   300     LDA ,X
5039 8A80   310     ORA #$80
503B A784   320     STA ,X
503D 301F   330 @NO1 LEAX -1,X
503F 8C0BFF 340     CMPX #$0BFF
5042 26E3   350     BNE @LOOP1
5044 39     360     RTS
5045 C620   370 @EOL1 LDB #$20
5047 20F4   380     BRA @NO1
5049 8E0C00 390 @ST2 LDX #$0C00
504C EC8820 400 @LOOP2 LDD 32,X
504F ED81   410     STD ,X++
5051 8C23E0 420     CMPX #$23E0
5054 26F6   430     BNE @LOOP2
5056 6F80   440 @LOOP3 CLR ,X+
5058 8C2400 450     CMPX #$2400
505B 26F9   460     BNE @LOOP3
505D 39     470     RTS
505E 8E2400 480 @ST3 LDX #$2400
5061 EC88DE 500 @LOOP4 LDD -34,X
5064 ED83   510     STD ,--X
5066 8C0C20 520     CMPX #$0C20
5069 26F6   530     BNE @LOOP4
506B 6F82   540 @LOOP5 CLR ,X
506D 8C0C00 550     CMPX #$0C00
5070 26F9   560     BNE @LOOP5
5072 39     570     RTS
5073        580     END @ST

```

## DRAWEZEE EXERCISE.....E.A.FREESTONE

First load Drawezee. Once the program is running, it will ask if you require instructions, say 'N'  
The screen menu will then ask if which PMODE, say 4, PCLS, say 5, SCREEN, say 1  
We can now press 'Z' and input our line command co ordinates ('/'=<enter>)

	X	Y	X	Y	Color	Command
1	125/	83/	132/	90/	2/	Z
2	120/	90/	127/	87/	2/	Z
3	182/	102/	186/	116/	2/	Z
4	156/	102/	180/	102/	2/	Z
5	148/	116/	156/	102/	2/	Z
6	118/	62/	104/	86/	2/	Z
7	140/	88/	188/	88/	2/	Z
8	76/	96/	76/	108/	2/	Z
9	140/	62/	140/	104/	2/	Z
10	132/	104/	114/	86/	2/	Z
11	74/	86/	74/	96/	2/	Z
12	70/	96/	96/	96/	2/	Z
13	104/	116/	188/	116/	2/	Z
14	108/	60/	188/	60/	2/	Z
15	188/	60/	188/	116/	2/	Z
16	132/	104/	140/	104/	2/	Z
17	96/	96/	104/	116/	2/	Z
18	76/	86/	114/	86/	2/	Z
19	76/	108/	98/	108/	2/	Z

Now press 'C' for circle commands:-

	X	Y	RAD	COL	FULL	COMMAND
20	168/	116/	5/	2/	1/	C
21	168/	116/	10/	2/	1/	C
22	168/	116/	14/	2/	1/	C
23	82/	116/	5/	2/	1/	C
24	82/	116/	10/	2/	1/	C
25	82/	116/	14/	2/	1/	C

Now press '\*' for text commands

	X	Y	COL	SIZE	TEXT	PRESS
26	145/	72/	2/	8/	DUGN	<space bar>
27	10/	10/	2/	8/	DRAGON USER GROUP	<space bar>
					NATIONAL	
28	90/	170/	2/	8/	DRAWEZEE/	<space bar>

This is a very simple drawing, and I'm sure that with a bit of practice you can do better ones yourself!. When you do, why not send in an example....it could help others.

## ADVENTURELAND...Neil Markwick.

This is the first in a series of thirteen adventures from Scott Adams. During this adventure you must wander through an "enchanted realm" and try to uncover the 13 lost treasures.

In the beginning of any of the 13 adventures you will find yourself in a specific location. The top portion of the display tells you where you are and what you can see; the bottom area of the display is designated for your input commands which may consist of up to 2 words or a letter. These commands are sent to your robot computer. This part of the screen is also needed for receiving messages as a result of your commands. You have to get used to looking at the top and the bottom of the screen in order to follow what is occurring!!! The object of the game is to amass treasure for points or accomplish some other goal such as preventing the destruction of the automated nuclear plant in "Secret Mission" (the third adventure). Completing a game is far easier to state than achieve. You may find a treasure but be unable to obtain it until you are carrying the correct combination of objects that you find in the various locations.

An enjoyable game which is very easily addictable. I give the game 9 out of 10.



## A FEW COMMENTS ..... CHRIS JOBSON.

TANDY: A friend of mine had occasion to visit both the USA and Australia in the same year and since he owned a TRS80 computer, visited the local Tandy stores. He reckoned that the catalogues were printed identically, even to the price figure! The only difference being that in England, they put a pound sign in front and in the US and Australia, they put the dollar. It could account for the silly prices they charge over here ..... or is my friend having me on ??

MAIL ORDER: There are not many cities that boast a good number of specialised computer hardware shops that cater for the enthusiast, even Newcastle for all it's size only has Tandy(?). It seems that mail order is the only resort, but there is always some doubt as to the quality of the after sales service. Sometimes someone gives a recommendation which helps the choice. With that in mind, I pass on my experience. Someone at my local computer club bought a printer from a firm called 'Thoughts & Crosses' and was quite pleased. So, I found their advert in PCW and ordered a Shinwa printer at a good price which was delivered and worked great. Then after 6 months it chewed a new ribbon, I sent it back, they investigated the problem, phoned with a bit of advice, replaced the ribbon and returned the printer, all in a nice friendly manner. This chap can be contacted up to 8.00 pm. not bad eh?. Their number is (0924) 409753.

Anyone out there got any recommendations they'd like to pass on?  
One slight hiccup in this tale, the printer cover was cracked by the post office on its journey from me to the firm and I am now corresponding with the PO on the matter. There could be another article in this saga ... watch this space.

## Going Foreign.....Paul Grade.

Now over the past couple of years a lot of you have enquired what other Groups are around for the Dragon, and generally speaking the answer has had to be "not many", but I wonder if any of you in this country have thought about "foreign" Dragon groups?

The idea isn't particularly original.....we've got members in most countries, and WE'RE "foreign" so far as they're concerned, so why not the other way around?.

Two groups which I can personally recommend, having been in touch with them for well over a year and read all of their newsletters, are the Belgian GROUPE 6809 and the West German SEIGFRIED COMPUTER GRUPPE, both of which are almost exclusively Dragon.

In both cases the newsletters are really informative, (and at times make me feel rather ashamed of Update!), and both have a number of very interesting "specials" available, including some VERY neat hardware projects.....and more to the point they are both well established, well run groups, with absolutely NO "cowboy" tendencies at all!.

The only snag, of course, is that you need a working knowledge of French or German in order to really appreciate the newsletters, but it's surprising how easy it is to get the meaning of another language if you know anything about the subject matter at all, and in any event, many of their members can read and write excellent English, so you could make some very interesting contacts by joining.

I would like to make an appeal on behalf of both of these groups: they are always short of software for review, supplies in Europe being even worse than here!, so if you have any connection with ANY software company, PLEASE ask them to consider sending them review copies of current programs.....it could result in quite a few sales, so would really be a good investment.

Anyone interested should contact:-

J.Vanslemsbrouck. c/o Institut Supérieur Industriel du Hainaut, Rue Paul Pastur, 2, B-7500 Tournai, Belgium.

Bernd Neuner. Seigfrieds Drachenpost, Dina-Ernstberger Strasse 23, D-8524 Neunkirchen-am-Brand 1, West Germany.

I'm sure that either Group would be pleased to hear from you, and will send you details of subscription rates etc.

Were YOU conned?!.....E. Freeman.

Due to the lack of news, Information and publications, did you too think "GREAT!" when you saw that Smithson Computing were going to issue a publication called DRAGON MONTHLY?.....Did you, like me, send off your cheque for 7.50?.

Now after issue five we are told that there are to be no more issues, and (Big Deal!) that we are to receive a new publication called Dragons Tail for the rest of our subscription!. In issue one of Dragons Tail it states this is a FREE magazine.

I believe the total number of subscribers to Dragon Monthly was in excess of 200, therefore at least 1500.00 has been received by Smithson Computing. I have, therefore, demanded an immediate refund from Smithson Computing. I received five issues, but I think some subscribers may only have received ONE in return for their 7.50.

WE HAVE BEEN CONNED!. Smithson Computing have not fulfilled their part of the contract. I understand that the proprietor of Smithson Computing, Wayne Smithson, will now be working for Quickbeam....You can guess how much support they will be getting from me, and I suspect the other victims will have very similar views.

# This is one of several similar letters I have received on this subject. I did warn you, Wayne, that people wouldn't be happy about it, so if either you or Quickbeam would care to reply I'll certainly print your answer. P.G.

The Late, Late Bit.....

Right, before you all start writing in to complain I'd better tell you that [a] I don't know what's happened to Jason's OS9 page again this month, it simply hasn't turned up; [b] The listings which should have followed last month's article by Peter Asbury Smith aren't in either, because there appears to be an error in the copy that I have here and there isn't time to wait for Tim to send me the originals; and [c] Yes, I would like to know where that promised review of the Show by Tim is too!. Hopefully we'll have [a] and [b] sorted out to everyone's satisfaction by the January Issue....as to [c] I'm damned if I know!. It's no use asking me, I only print Update and write rubbish like this occasionally!, any queries on content or lack of it should be addressed to Tim!.

So what's new?..well, not a lot: the "Copier Fund" is hovering around the 200.00 mark now, so we're in with a chance (thanks to all of you who generously contributed...but why is it always the same ones?!); Cumana say that they will NOT be producing any more DOS cartridges for the Dragon, as of now; Compusense appear to have run out of new Dragons, and I'm told that they claim Eurohard aren't supplying any....if this was reported correctly I would appreciate some information about the situation from Compusense; but apart from that there doesn't seem to be anything new to mention except the "special" on Dragon User subscriptions...if you read it very carefully you'll notice it has something all the other subscription forms do NOT have....a "satisfaction or money back" guarantee...so how can you lose by subscribing? I know DU and Update don't always agree...there would be no point in having both publications if we did....but the Dragon scene needs a commercial magazine just as much as it needs us, and DU are trying hard to carry the entire Dragon commercial sector on their own, so how about giving them a bit of support too?. They aren't perfect, but nor are we (Oh alright then, YOU may be), so don't kill 'em off through lack of subscribers....you need their help to keep the Dragon alive.

Well, that's got to be all for now. Many thanks to all of you who have helped out during 1986, whether with material, copier cash, information, or just moral support (and believe me, my morals are much in need of it). Thanks to the firms, software and hardware, who have stayed with the Dragon. To those firms who decided to opt out, may I wish you all that you deserve...and you can take that any way you like!. See you next year. Paul.

*Paul G.*

**Crossword 17 answers.**

ACROSS: 1a) King Cobra. 2a) Attack. 2h) About. 4a) Executing. 4j) Comb. 5e) Refil. 6a) Peaksoft. 6j) Ache. 7e) Express. 8a) Livid. 8g) Seesaw. 9a) Litter. 9i) Bilko. 11) Tycoon. 12h) Treaty. 13a) Caverns of doom.

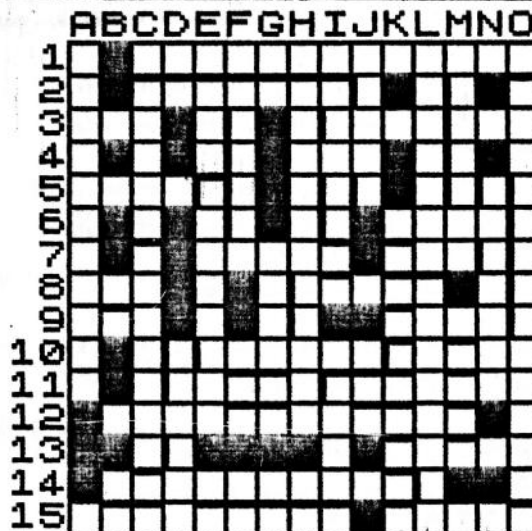
DOWN: a1) Caterpillar. b2) Taxi. c9) Lute. e3) Cursed. e10) Scar. g2) Cliff. h1) Rain. h9) Tonto. i4) Glue. i8) Ebb. j4) Classified. 12) Tomahawk. n1) Tumbleweed.

X-Word 17 winner was Graham Smith. Number 18 winner is going to be lucky....just 'cos it's Christmas I'll be giving THREE games to the first all correct entry received. What are they?....you'll find out when you win them! OK?

**CROSSWORD 18...Compiled by J.D. Bateman.**

ACROSS: -1c) Roman places of entertainment. 2c) A certain location in memory. 3a) Computers brain. 3i) This could contain apples or jam. 3n) Large expanse of water. 4h) Computer transport. 5a) Drops that fall on your head. 6k) Once a model in the Vauxhall range. 7e) A high flying card. 8a) Shy. 8h) Spencer (old actor). 9a) Nervous twitching of facial muscles. 9k) South American big cat. 10e) Alcoholic drink. 10k) County in Southern Ireland (quite near Donegal Bay). 11d) Piece of crockery. 11i) Brand name of a sugar substitute. 12b) These utility programs sound like a job done on washday. 13k) Exhausted. 14b) Bottle containing 2.5 litres or a rifle. 15a) Stir up an orchestra to obtain a beast of burden. 15k) A magnificent number.

DOWN: -a1) This word is usually spelled incorrectly. c2) Pertaining to sound. c7) A one eyed giant. d10) Run fast. e2) Small depression or pickpocket. e5) Gather together. f2) Animal used by magicians. g7) List of duties. h2) Parts of a program possibly written in underwater vessel. i2) Baffle an old piece of tree perhaps. i11) Not open. j1) Rub out. 11) Supposedly unsinkable ship. 18) Time around Christmas. n1) Book in advance. n5) Surname of man who invented the first computer (HUGE HINT! He was almost a vegetable). o2) The gas mammals breathe out.



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DUG/11/86



## Classified and Special Offers Page.

FOR SALE... C6P115 Printer Plotter...New pens & paper roll. Good condition. 30.00.  
Ken Grant TEL.0274-597986

Basic Programs Listed. 1 Program Listing...0.75 upto 4 pages. Additional pages 0.05 each.  
2 or more Programs...0.50 each.  
ALL tapes and listings will be returned as far as possible the following day...  
G.V.Hale, 'Rose Cottage, Hungerhill, Coolham, NR.Morsham, W.Sussex. RH13 0QE.

New D32 owner urgently requires ANY second-hand software, particularly games, and many books about programming.  
Please contact...Geoff Dodson, 253 Park Road, Heage, Belper, Derbyshire. DE5 2AB

Software For Sale... Edit+ disc including 128K version...10.00  
Telewriter disc version...8.00, Rainbow Writer tape...4.00,  
Telewriter tape version (with Telemod tape)...5.00, Teleforth tape...5.00, Teletutor tapes...5.00.  
All above are ORIGINALS with instructions. Contact David Rothery, 1 Heath Road, Glossop SK13 9AY TEL 04574 3912

FOR SALE:- Premier (Delta) DOS cartridge, plus handbook & w/c Users Guide. 45.00 or exchange for equivalent value OS9 software.  
Telephone Roger Merrick on 021-384-6885.

WANTED!.. Contact with anyone using a Dragon for medical or nursing applications or study, to help me make more use of my Dragon with Ophthalmic Diploma studies.  
Contact Philip Beed at 27, Findon Road, Gosport, Hants.or phone:-0705-504340.(evenings).

FREE!!!. ONE ONLY original TELE-FORTH. All I ask is the postage!.  
Phone Stan Davies on 0332-550534. evenings.

FOR SALE: Blaby original, "TRUN" game. 2.50.  
John Davies,86,Radnorware Drive, Cheadle Hulme, Cheshire.PHONE:061-485-3478.

WANTED:- Dragon DOS version of Elitecalc, preferably complete with manual.  
Chris Jobson, 091-4165415.

THE ADVENTURE RELEASE OF THE YEAR!. "13th Task" from ARC Software.  
Only 2.50 + 30 pence postage.  
ARC. 272,Mearns Road, Newton Mearns, Glasgow.G77-5LY.

FEELING STRONG?...If so you can have THE disc drive offer of the century... provided you can carry it away. All you need to do is call in and buy me a drink!  
What does it get you?...a cased pair of 8 inch drives including PSU. They're too heavy to post and I need the space, so come and get 'em!  
Alan Butler, 16, Barnston Green, Barnston, Great Dunmow, Essex. (0371-4234, evenings after 6. only.).

FORTH OPERATING SYSTEM: Simply the best there is. Written by John Payne, and available for DragonDOS or Double density DeltaDOS.Avaliable ONLY through the Group. 8.50 inclusive.  
Orders/cheques to the Group, 6, Navarino Road, Worthing, Sussex.

STICK IT!!!!..Dragon User Group self-adhesive stickers available in two sizes, 2.25"x1.5" or 3.25"x2". Price 10p and 10p each. Include a stamp with your order please.  
Orders to Paul Grade, 6, Navarino Road, Worthing, Sussex.

Circuit Sheets: Available for D32 (most variants), D64, Dragon DOS controller, and Cumana DOS controller. All the same price 1.00 each.  
Cheque/orders to the Group. 6, Navarino Road, Worthing, Sussex.

Dragon Upgrade manual: 32/64 conversion method fully explained so that you can update your 32 yourself without difficulty. Written by Bob Hall and available only through the Group. Price 2.00.

Cheque/order to the Group. 6, Navarino Road, Worthing, Sussex.

Delta DOS utility: A w/c utility to copy all BASIC and w/c files from disc to tape in one operation. BASIC listing of loader and Hex dump 1.00 or on cassette for 2.50.  
J.C.Bussell, 33, Tennyson Avenue, Clevedon, Avon BS21-7UJ. (0272-875528).

Set of six MST programs...as new. Cost 100.00 sell for 20.00 or will split. Business accounts/Invoice/Statements; Calc spread sheet; Stock control; Mailer/Address book; Database. Also original games @ 1.00 each.  
Contact Howard Knight on 021-777-2477.

OS9 MODERN PROGRAM: Up and downloading of files. Any Baud rate from 50/50 to 9600/9600 (but not multiple rates). Up/Download buffer from 4k to 32k or program will adapt to largest capacity available. All other 6551 options supported. Price 8.00.  
Please phone Barry Knapp, 0932-242800 evenings only.

DRAGONDOS DISC EDITOR: Easy to use. Two operational modes, examine and edit. Will read and edit ANY disc including those written on other systems. Reclaims KILLED files. Accesses and changes files directly on disc. Includes DISCMENU which can be used with any of your own discs. Written by John Cox. Price 6.50 inclusive.  
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DRAWEZEE! A graphics drawing program, on tape, which we think is one of the best!. Written by R.A.Davis, it must be a bargain at 2.50 including postage. Orders to Paul Grade,6,Navarino Road, Worthing, Sussex.

BARGAIN SALE!.Trojan light pen 5.00;Rainbow Writer 5.00;Telewriter 5.00;Dreambug 5.00;Inside the Dragon 5.00;D32 Programmers Guide 1.00; Introduction to Basic 1.00; W/c for the absolute beginner 1.00; Chess 2.00;Sprite Magic 2.00;Dragon Selection2 1.00.  
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DRAGONDOS EPROMS: Your DOS 2764 rebloated to "patched" V1.0 specification, or to Eurohard V4.0 or V4.1, or to PETER WILLIAMS TRANSLATED & DEBUGGED ENGLISH VERSION OF V4.1. Price for any version just 3.50.  
Computil, 22, Grove Park, Burbage, Hinckley, Leics.LE10-2BJ.

BACKDATE UPDATES: Copies of all earlier Updates available from either John Cox, 3, St.Peters Road, Portslade, Sussex. (0273-422492) or Chris Channing, Main Road, Dunsby, Mr.Bourne, Lincs.PE10-0UB.

WANTED: OS9 Stylograph Key Assignment chart/summary to replace my lost one!. Also wanted one or two double sided 80 track drives and a good dot matrix printer.  
For Sale: MCP40 printer/plotter + pens, paper etc, and many cassette games.  
Details from Nic Coome on Swindon 643035.

Disc Diary: A new program written for the Group by Tony Simmons....keep track of dates and events without having to keep track of all those bits of paper you wrote them down on!. Available on DragonDOS for D64's at only 5.00 inclusive.  
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Phone I.Rees on 01-908-0519 for further details.