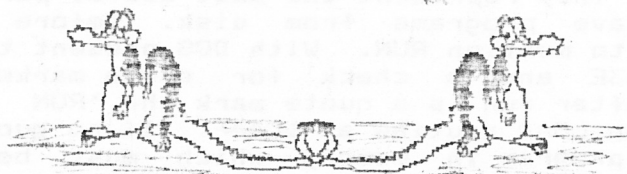


The Newsletter of the National Dragon Users Group

DRAGON



UPDATE

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The Gaffer's Bit . . . . .

Right, Computer Show news first. The news from the House of Preston is that there is a show (NOT Dragon specific) at the New Horticultural Halls, London, on the 10th. February, and that they will be there. Also the Ossett show will be at the usual venue on 21st. April. Anyone wanting more details, or intending to take a stand at Ossett should contact R. Preston on 0656-820965 as soon as possible. Before you ask (you did intend asking, didn't you?), the Group WILL be having the usual stand at Ossett, and you are "requested and required" to attend!. Don't forget to keep Saturday 2nd. June free this year for the Group's Summer Show at Hove Town Hall. This will be the last major Dragon & Tandy show that the Group will be running, because shows are simply no longer financially viable, and unless someone with money to spare feels altruistic that means it will be the last of the "big" Dragon shows, so make sure that it is one to remember!. We want all the exhibitors we can get, and of course the biggest possible crowd (Yes, BOTH of you!), so put the word around NOW. OK?.

By the way, I hear some of you are complaining that Weston "was a waste of money" .... The fact that there wasn't the expected number of stands was entirely due to illness, and if you think you could do the job of running a show better than Andrew Hill, why don't you stop whining and damned well DO SO. Believe me, everyone who puts on shows LOSES money in the process, to say nothing of time, and we're all thoroughly sick of hearing the whines from people who expect everything to be done for them, at our expense, of course. If you think you can do better, get on with it!.

Yes, I know I'm not at my most diplomatic right now, but there have been quite a few non-group related problems lately, as well as the usual Group snags, and it does nothing to improve my temper.

As you'll observe, we have an Editorial again this month, but contrary to Stephen's nasty suspicions the "disappearance" of his last month's effort had nothing at all to do with the content, just his 'orrible disc drive!. Anyway, that's enough from me, so Now Read On .....

The Editor's Bit...

Yes, I'm back!!! Paul's valiant but vain attempts to keep me hidden from these hallowed (and, to be honest, pretty hollow) pages have run out of steam this month, and I'm back to bore/criticise/entertain you once more.

I seem to be obstructed in all of my choices on what to write about this month. If I write about films, this piece will suddenly disappear "there should have been an editorial this month but I can't get it off the disc" style. If I write about the 1980s, it'll be too boring as everyone else on TV, radio, and in the papers has already beaten me to it. And it's been ANOTHER exceptionally dull month newswise (told you so, Paul!).

So, unless something startlingly amazing happens, like Paul being genuinely funny for once, I'm off to hide until next month.  
Stephen.

CoCo Matters (7) ... Chris Rouse.

We are nearing the end of the commands in the ROM and I have deliberately left these until last. They represent the most useful part as they provide the means to load and save programs from disk. Before I describe these final commands, I would like to mention RUN. With DOS present the BASIC command RUN is redirected to \$CA3E and a check for quote marks is made. If the next character on the line after run is a quote mark the 'RUN FLAG' is set and a jump is made to the LOAD routine at \$CA4F. If no quote marks follow, it is assumed that it is the program in memory which must be RUN and the BASIC routine at \$829C is used.

The two commands DSKI\$ and DSKO\$ are used by BASIC to read from or write to sectors on the disk. They make use of the routine in DOS called DSKCON. The disk manual gives all the information required to use DSKCON, so I will not repeat it here.

DSKI\$ is from \$D4ED to \$D561, while DSKO\$ is from \$D562 to \$D596. They use a number of common routines, mainly for checking the strings given in the command. Rather than try to use these two commands in your machine code, it is easier to access DSKCON directly. Simply set up the operation code in \$EA (2=read, 3=write), the drive number in \$EB, the track in \$EC, the sector, in \$ED, and the memory address in \$EE and \$EF. Any error will be reported in \$FO with a zero showing no errors.

LOAD and SAVE are the big ones for writers of machine code, enabling them to access programs on the disk. Both routines start in the same way, by checking for the letter M (ie save or load machine code programs). If it is found then a jump is made to the relevant machine code version. SAVE is from \$C9E0 to \$CA38. As well as checking for a machine code program, a test is made for saving the program in ASCII format. If this is required, the program is simply 'listed' to disk in the same way as it would be to the printer. SAVEM is located in memory from \$CF68 to \$CFBA.

LOAD is located from \$CA48 to \$CAE3, with the machine code version located at \$CFC1 to \$D012. It is probably this last routine that will be most used by the machine code programmer and I will describe its use in detail. The program name should be stored in the name buffer at \$94C (including the extension), then a call made to \$CA07, which collects all the directory information, then any required offset stored in \$D3. The program is then loaded by calling \$CFE3 and finally the drive switched off by a call to \$COF0. The short program below demonstrates this. You should insert the name of your program in line 160.

The name string should be 11 characters long, 8 for the name and 3 for the extension. Use spaces to pad this if necessary. The program has been written for EDTASM and the line numbers are those inserted by the program.

\*\*\*LOADING A PROGRAM FROM DISK\*\*

```

*
100          ORG          $7000
110 MOVE     LEAX        NAME,PCR
120          LDB          #$0B
130          LDU          #$94C
140          JSR          $A59A    / move the name
150          BRA          LOADM
160 NAME      FCC         /EXAMPLE BIN/
170 LOADM     JSR          $CA07 / collect program data
180          LDX          #$0000 /enter offset if required
190          STX          $D3
200          JSR          $CFE3    / load program
210          JSR          $COF0    / turn off drive
220          RTS

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I KNOW that Chris is a genius when it comes to Tandy matters, but is it really fair to leave the ENTIRE CoCo side of things to him all the time?. How about some contributions from the rest of you CoCo addicts?. Paul.

ORANGE BASE REVIEWED BY R. F. ROACH

ORANGE BASE is a very useful general database by Julian Osborne which is capable of many uses. It uses a 64 character screen display. It is on disc and is designed for DRAGON 32/64 in conjunction with DRAGON DOS. Datafiles can be originated under user specified titles, each with its own user specified fields. New entries or deletions are very simple to effect. The file can be sorted at any time alphabetically or numerically under any heading and comparisons (e.g. between cost price and sales price) can be made between any two of the fields. Record search is very efficient with simple key presses. Files on disc can be easily appended to those currently in memory. The print-out facility enables sequential listing of entries or tabulated print-out. In all it is a very useful, user-friendly programme. The accompanying literature is concise and easy to follow. Nothing in this world, however, is perfect and I would like the literature to have given the RUN instruction. It would also be nice were the 'fields' all listed on screen when making an entry, with the cursor moving down through the list as each field entry is made. It would also have been nice had the literature explained that 'size of field' meant the number of characters that could be input to each particular field.

But these remarks should not deter you. It is a good DATABASE and at 3.99 (+50p p&p) is a must for anyone needing to keep itemised records.

STARKE ISLAND - GEORGE DONAGHUE.

Good text adventure with several problems to solve: How to get past the dog. Escape from the lighthouse and quarry. Pit your wits against a Lephriscaun. Protect yourself from the Magpie. Keep out of the well/mineshaft/mill. Beware of the marsh, skeletons. A good idea is VLIST. It puts all verbs used in this adventure on the screen, (copy them down). This also gives the first problem as only the first three letters are used. What verb is ... BLE, BRI, DEF, INF...? Easy ones are GO, GET, PUT, DIG, TIE, ASK.. Good guess? DRO(P?), DRI(NK?), OPE(N?), LOW(ER?)... but VER (VERBS) is supposed to list all objects (it does not) as they are encountered. Should it not be NOU(NS)? HIT does not hit, the response is the same as GET/TAKE. There are several misleading to/from locations e.g. THERE IS A HILL TO THE NORTH AND WEST: GO HILL goes to the location NORTH only. In Large House, SOUTH (from stairs) = GO OUT OF DOOR to location EAST of house. In Bungalow WEST (from Kithchen) goes to location EAST of bungalow. Both House and Bungalow use only one location each but directions given in them (e.g. THERE'S A PATH EAST suggest several locations are used. Awkward when "mapping" adventures. TIME PASSES SLOWLY... is screened too frequently and interrupts keyboard input. This should only happen when danger threatens, as in the marsh, when immediate reponse (get away) is required, or else!! There's no HELP. There are many objects to get, some at fixed locations, others randomly set at each RUN. Some are quite intriguing - A fishing rod, a house brick!, personal stereo!!, lettuce leaf!!!, plus a RED HERRING?? Some objects can't be got e.g. dog food, sleeping pills. At locations, OPEN/EXAMINE/SEARCH gives YOU CAN'T or NOTHING FOUND or YOU CAN'T GET IT but type in INV(ENTORY) and you've got it. It's listed as carried. How rotten. I've not completed the adventure yet but I am sure one day .... Since I have no idea of the price I cannot comment on value for money but I am sure when the one or two niggles are cleared up it will provide lots of frustration. HAPPY ADVENTURING.

STARKE ISLAND was available from Orange Software but is now available from PULSER SOFTWARE.

Please note.....

As most of you will know, Orange Software no longer exists, but ALL titles previously marketed by Orange are now available from Pulser Software. Paul.



Easy Machine Code (8). R.A.Davis.

There are two questions which should have arisen in your mind from part 7. Firstly, how did the 6809 know that the contents of the A register were to be stored at the address pointed to by the X register and not in the X register itself? The opcode A7 is one of the INDIRECT methods of addressing. Indirect addressing means - use the data at the address mentioned in the register, or put the data at the address in the register referred to in the operand which follows the opcode. You will see by studying the opcodes that there are special ones for indirect addressing, also special ones for immediate addressing, and all the other forms of addressing. Immediate addressing was used to load the A register and the X register to begin the program. Immediate addressing followed by the hash (#) symbol will indicate that this number is to be used as a number and not as an address. The (\$) symbol denotes a hexadecimal number, without this the number is assumed to be in decimal. The operand 80, which follows the A7, indicates the X register and that it is to be incremented by 1 after the operation.

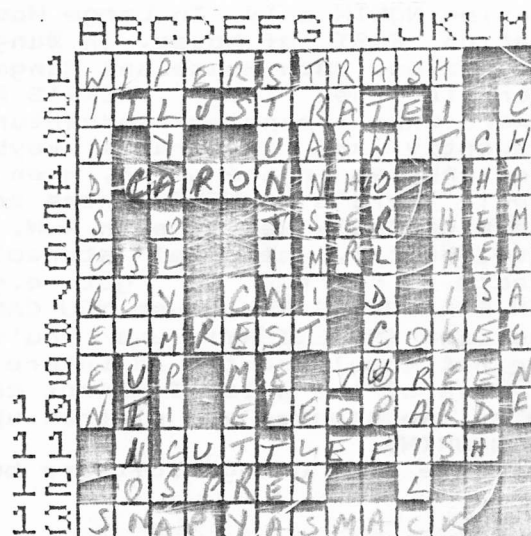
The other question should have been - How does the Hex F7 cause the program to go back to STA, X+? Here F7 is taken as a signed number and is negative. The numbers &HFF to &H81 represent -1 to -127. The remaining Hex numbers represent their positive decimal equivalents, so these are used to jump or branch either forwards or backwards in the program. Fortunately, an assembler will work out the number for you if you use what are known as LABELS to denote the various routines to be used, as we shall see in due course. Meanwhile, having got a clear screen the next thing to do, I suppose, is to print something on it.

Crossword 49.

ACROSS: 1A. Helps maintain visibility on motor vehicles; 1G. American rubbish; 2A. Make clear with pictures or drawings; 3H. Device for making or breaking circuits; 4B. Christmas bird; 7A. Cowboy Rogers; 8A. Tree that catches a foreign disease; 8D. Snooker accessory; 8L. Soft drink used as solid fuel perhaps; 9H. Oval dish used for serving soup etc; 10F. Large cat; 11C. Ten armed sea mollusc which ejects inky liquid when attacked; 12B. Fish hunting bird of prey; 13A. Break a childrens card game; 13E. Veil for a Far Eastern lady.

DOWN: A1. See 1A; B6. The answer to your problem is in a liquid; C1. Degree of thickness as in wool perhaps; C5. Sporting event held every four years; E7. Possibly the dead centre of a town; F1. To knock senseless; F5. Shake up silent to find a Christmas decoration; G1. Send out as radio signals perhaps; G10. Situated 16 miles north of Cambridge on the A10 road; H1. Slice of bacon; I3. Sporting event held every four years; J9. Curtains will be found on this; X1. People who stick up a certain digit at passing vehicles; L3. Dairy produce; M2. Fizzy expensive drink.

Thousands of winners last month (well, a couple of dozen anyway!), but this month we're back to normal routine, and only the first two all correct entries out of the box can win a tape. ALL entries to Paul, please. (By the way, you don't HAVE to cut up your priceless copy of Update to enter, a list of answers will do just as well!).



S I L  
T N E



## Fishy Business(9)...Dudley etc...

Christmas. Don't you just love it? Only three days to go now and I can hardly contain my aquatic excitement. "But Wait!", you cry, "Christmas was last month. Has the greatly revered DTIGG finally cracked under the strain of international stardom?" Well, no surprisingly enough. In fact, as I type this, it's the 22nd of December. Great fun this writing in advance. But enough of the yuletide distractions.

Down to the serious stuff. Yes, how many of you saw me at Weston? Not many, judging by the appallingly low attendance. Anywy, there was a good amount of software, even if the hardware was a bit thin on the ground, and, through a series of unfortunate circumstances, we didn't have any blank discs to put copies of the group software onto. I managed to get a copy of the finished 100% working 'Total Eclipse' from John Penn. I haven't had time to get into it yet, so that'll have to wait until next month.

I also picked up a copy of Zotoka from R & AJ Preston. As this has been recently reviewed in Update, I won't bore you with the details of the game (so what's new?). This is a pretty slick piece of software. The graphics are good and the presentation and general gameplay are of a very high standard (if a little slow). Not having printed instructions to refer to (they're saved as a separate program on the tape) is annoying at first, but it only takes a while to master the game. And, sadly, this is where Zotoka is very badly let down, because it's just too damn easy. I really like this sort of game, the sort you can get lost in for a few hours, but after winning on my FIRST go on the hardest level, I haven't played it at all. The potential is there for a vast improvement on the old Kingdom/Empire type game, but in the end Zotoka is so easy to win that you'll feel that you haven't exactly got value for money. Admittedly I only paid 1.99 for it, but even so I do expect some sort of challenge to my piscine brain cells.

Far better is the third game I bought, also from R & AJ Preston. Starman Jones, an ex-Blaby title, is a game along the Planet Invasion/Copta Snatch lines, ie fly along a horizontally scrolling landscape blasting a variety of aliens. Although the game's very simple (literally just shooting aliens and refuelling every so often), the graphics are good and there are new sets of aliens as you progress. What's more, it's disgustingly addictive. The gameplay, especially the firing routine, is a bit suspect, but apart from that, it's definitely worth a go. And just to make your life even easier, here's a poke from Paul Burgin for extra lives on it (x=amount of extra lives required):

POKE 10024,x

Thanks for that, Paul. Here's some more from him which may stop you tearing your hair out...

Cuthbert and the Golden Chalice (extra lives):

POKE 30192,x

Trouble with the controls etc on Tubeway Army? These should help:

POKE &H458F,&H20 - autorepeat bomb

POKE &H457A,&H27 - auto bomb

POKE &H4534,&H85:POKE &H4535,&H10 - change down key to P

Fancy boosting your stock of lives on Superkid?

POKE 15959,x

More of those next month. Finally, onto the promised cheat mode on ROTAB8. Firstly pause the game. Then hold down S, T and U simultaneously. Type "I HOPE IT'S CHIPS.", and make sure you get the punctuation right or it won't work. This should give you invulnerability. Must be going, I haven't posted my letter to Santa yet, requesting among other things four tons of Deluxe "Fishy Flakes", 2000 water shares and a small, warm part of the Mediterranean. See you next month, if I don't die of a turkey overdose.

## Basic Fractals...Roy Cashmore.

In issue 88 of MicroMart, there was an article on Basic Fractals. The article explained that fractals are based on the fact that repeatedly square rooting any number greater than zero will give one. (Try it on a calculator). Repeated squaring any number will end in one of three results. (Try this). The illustrating programs were written in Sinclair Spectrum BASIC, which I have translated..

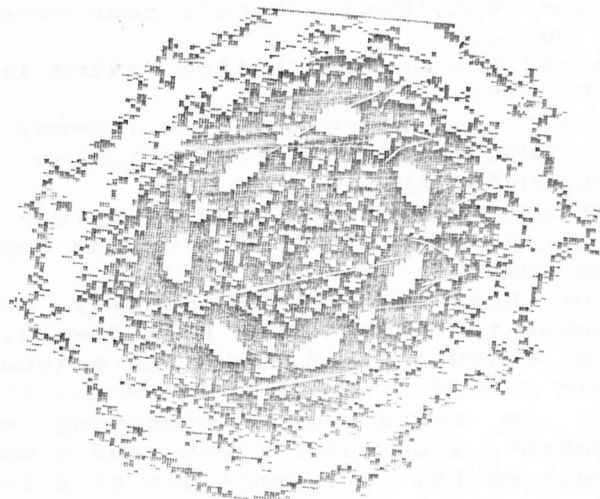
The first program, given below, asks for a date of birth to be input in the form of 25,12,88 and these are used in line 70 to calculate the value coordinates to be PSET. Lines 80 and 90 check that the values will be within the screen limits, or make them do so. The loop continues until the CLEAR key is pressed to return to the start. The dates of birth for older people (those born in the early years of the century) take several hours to fill the screen, but a small pattern will be produced quite quickly. Numbers other than dates of birth can be input, for example vital statistics, and these will work equally well.

I have chosen to use PMODE 2. PMODE 4 will give smaller points. One of the four colour PMODEs can be used, and an extra line can be added at 95 to determine whether, for example, X1 is odd or even, and change the colour used to PSET in line 60 accordingly. Fractals can be used as parameters in SOUND statements, but you may have to wait a very long time before you hear a masterpiece. Later on, I will be going on to fractal trees, which are behind the fantastic landscapes that are sometimes used in magazines and on the television, especially for advertising.

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10 CLE3:PRINT@66,"BIRTHDAY PATTERNS"
20 INPUT"DAY, MONTH, YEAR - E.G. 1,11,80";D,B,C
30 PMODE2,1:SCREEN1,1:COLOR1,0:PCLS
40 XP=0:YP=0:X1=0:Y1=X1
50 'LOOP
60 PSET(XP,YP)
70 XX=Y1-SGN(X1)*ABS(B*X1-C)^0.5:YY=D-X1:X1=XX:Y1=YY
80 XP=X1+127:IFXP>255THENXP=255 ELSE IFXP<0THEN XP=0
90 YP=101-Y1:IF YP>91 THEN YP=191 ELSE IF YP<0 THEN YP=0
100 A$=INKEY$
110 IF A$=CHR$(12) THEN 10
120 GOTO 50
130 END

```



SAMPLE PRINTOUT ... MY BIRTHDATE.

## PEEKING THE DRAGON (21) BY MIKE STOTT

Yet again there has been not even one item of software for review. Although I keep hearing about new games and utilities that will be released shortly nothing whatsoever has dropped through my letter box for quite a few months now. I have heard of a number of people who have followed my example and had a Zif switch fitted to their Dos cartridge. Quite a few other people tell me that they are more than happy with the Dos adaptor kits available from Sutcliffe Electronics, 15 West Street, Hothfield, Ashford, Kent, TN26 1ET which allows you to fit the Dos inside the computer and leave the port empty for other uses. At 16.68 inclusive this has got to be a snip especially for those who use cartridges regularly.

Much to my surprise I find that there are still quite a few Dragon owners out there who still enjoy adventures. Following Alexander McIntosh's requests for help I received a number of letters offering help. The first letter I received was from Patricia Hill of Carshalton Beeches, Surrey who must have written almost as soon as she received that copy of Update. She tells me that in Castle of Doom, the mallet is randomly placed in any of the locations (except Count Doom's room) and there is no other way to kill him. In Poseidon Adventure the wrench to open the hatch is found in the cabinet of the tool room and needs to be opened with the crowbar. The wrench needs to be used on the plates of the ship's hull (not the hatch) in order to escape. Thanks to Patricia and to those others who came up with the same answers albeit not so quickly. Patricia has got some pleas for help herself.

ADVENTURELAND : How do you get out of the maze?

SECRET MISSION : How do you get the envelope next to the tape player (is this different to tape recorder?) and also how do you search the dead saboteur?

GOLDEN VOYAGE : How do you get to Rock Strand (is this random?). She has managed it once but cannot get there again.

Finally Patricia has never managed to complete any of Simon Hargreaves' adventures and has written to 'The Solver' for solutions but has never received a reply. Are you still with us, Simon? Please let us know if you are. There are no other requests for help this month so please don your thinking caps and pick up your pens with the answers to these. I'm sure somebody must know the answers to these problems for Patricia who has been good enough to help somebody else out. One thing which might be useful in Secret Mission is that the saboteur has got yarn, envelope, pill case etc all on him and, in my scribbled notes, it says to also GET SABOTEUR as the identity card has his picture on it. Unfortunately it is several years since I attempted this adventure so I cannot remember much about it. Whenever I get the time to do an adventure I always jot down in a notebook how to get past the obstacles etc but it is only in the last few years that I have bothered mapping out the locations.

I hope this article reads alright when it is in print. Although I started it early December I was affected by a bug - no not in any of the software, but the dreaded flu virus which appears to have hit nearly everybody. I am now struggling to complete it on Christmas night while my wife mops up our flooded kitchen which is due to a broken washing machine. There is certainly never a dull moment in this household, I can tell you.

By the way, there are a number of reviews which have now been outstanding for quite a few months and I would appreciate if these were returned as soon as possible so that we can put them in print and let our readers know all about the software that is on offer. The writers and companies have done their bit in writing and releasing them so let us tell the public what there is for them to buy.



Meeting The Maker (3) ... Alan Cook.

## The Inside Story of Duncan Smeed

Now we move onto the topic that everyone's interested in - the legendary Dragon Professional. Duncan was right at the heart of the development process, in his capacity as head of software R & D. This machine was known during development as the Dragon Alpha, and basically it was a Dragon 64 with twin 3.5" drives and OS9 Level I. It was aimed at the serious hobbyist and the small business, and was intended to exploit OS9 fully. There were problems, however, with the prototypes, which was as far as the machine got - the drives were unshielded, and therefore somewhat unreliable, and the machine ran too warm, though the boffins tried putting fans inside the casing, which helped a bit.

Being developed at the same time, however, was something of which very few people were aware, although it was in fact described in the July '84 issue of Dragon User (p.9) - the same issue which reported the receivership of Dragon Data. This was the Dragon Beta, and it boasted some impressive specifications: OS9 Level II; 256K RAM, extendable to 512K; dual 6809 chips, one of which acted as a disc controller; 3.5" drives, with the option of adding a Winchester disc; 80x40 text screen, with hi-res "Amiga-type" colour graphics, and graphics extensions to BASIC09. Early benchmarks rated it faster than most available machines, and certainly 4 or 5 times faster than the IBM PC. This was definitely to be a 'serious' machine - the Dragon Alpha was to be a mere stopgap. Who knows what course history would have taken if this machine had seen the shelves of Boots, let alone the light of day? Had it done so, however, there was the possibility that it would have been overpriced. Nevertheless, it certainly was, as Duncan puts it, "one very smart machine". There were only two or three prototypes, and these got lost when the receivers were finally called in.

So, what exactly went wrong at Dragon Data? Duncan points to suicide as the cause of death, leading to a failure of the circulatory system. In other words, they made a booboo which led to major cashflow problems. Sales for Christmas 1983 were bouyant, but then, as we all know, Christmas is a particularly good time for sales of most products. Did I say that we ALL know that? Sorry, that's not quite true, for Dragon Data expected sales to continue growing throughout 1984, instead of peaking at Christmas and then tailing off. As a result, extra finance was raised, production was stepped up, and so on. When sales didn't keep growing as predicted, the cash stopped flowing and certain investors got cold feet. Part of Dragon Data was sold to GEC, and they brought in their own 'hatchet man', Brian Moore. By now, it was only a matter of time... When Dragon Data was finally wound up, it had a deficit of only a million pounds or so - quite small for a company of that size and type, suggesting that, but for their miscalculation of future demand, the company might well have continued long enough to show us some new machines.

And what happened to the various protagonists in this saga? Eurhard SA, a Spanish company, bought the production rights to the Dragon, but they preferred to keep themselves to themselves, and have now disappeared; the spirit of Dragon Data itself lived on with Touchmaster, a company whose main product was the Touchmaster Touchpad, but that ran into major production difficulties and wasn't a major success; some of the R & D techies at Dragon Data, including Duncan Smeed, came up with an idea for a lap-top computer, but Brian Moore wasn't interested, so they took the idea to Thorn EMI instead, and it evolved into the Liberator lap-top. Finally, after one year with Dragon data and two years with Thorn EMI, Duncan Smeed returned to lecturing at Strathclyde University, where he now holds young student prodigies spellbound with tales of how he once helped create a Dragon.

## The 2nd Colour Computer Convention

I must have been mad! Got up early on Saturday, packed an overnight bag, and set off; five hours and 200 miles later, arrived in little place called Weston-Super-Mare. And for what, you may ask. The Second Colour Computer Convention. The Rozel Hotel was not too difficult to find, neither was parking. Passing through the doors on the stroke of 10 o'clock, the room was already filled. Not including exhibitors, I estimated 30 people, and when I left at 12.20 it was still pretty full. The NDUG was there in force, but unfortunately somebody forgot to bring spare blank discs and no-one was selling any! Despite this, business was brisk. Next to them, Protech had their Dragon module systems, DOS cartridges etc. The next table was empty, it should have been Computape, and further along John Penn was again doing good business with his discount software. Further along still were Sunnydale Publications, new owners of 6809 User, with some software and hats. The late arrival of Knight Computer Services nearly caused an upset, but all's well that ends well, they were showing off their new DTP. This was impressive to say the least. All the work was done on your normal screen but with a facility to scroll another screen sideways, and downwards four times, giving you eight screens. These can be printed out, resulting in an A4 format, or you can have the smaller A5 size.

I would have liked to have got a copy, but my finances had a deep hole in them. Next was Dragsoft, who were demonstrating SETTER for tuning your Dragon, and their other programs, FONEBILL, DATA LOADER/PRINTER and SLOW BUT SURE, a suite of printer dumps in BASIC for your tailoring. R & AJ Preston were doing brisk business as usual with software and hardware, as well as back issues of Dragon Logic. Datalink Systems should have been there, but their stall was taken by Dragonfire Software, the new (that day) owner of Dragonfire. I don't recall seeing A-M Enterprises, the owners of dragon Magazine and show organisers - maybe I looked in the wrong places.

Conclusions? A great day for myself, if a bit expensive! The exhibitors I spoke to were delighted at the response, but it could have been better supported. The attendance was approximately 80. Will I go again? Yes (if there is another one!).  
Frank Fisher.

## The Alternative Micro Show Report.

First, my congratulations to the organisers on an excellent two pounds worth, even for a Dragon/CoCo owner. Over half of Bingley hall, Stafford, was filled with Einstein, MSX, Lynx, Oric, 8 bit Atari, Memotech, a little BBC and Electron, some Spectrum and lots of QL. I never realised how popular the Texas TI99/4a was and how much software was available for it. Coupled to all this was a fantastic amount of electronic bits and pieces all at bargain prices. All in all, a good effort worth attending.

But what of the Dragon/CoCo? Well, Prestons were there doing their best. I hope it was all worthwhile. I know that one member, and it wasn't me, had offered to run the NDUG stall, but Prestons were the only Dragon exhibitor. Such a pity really, for despite its limitations it's a good machine. I've been using it for five years and feel that I have only scratched the surface as far as potential is concerned. I know it's not dead, as during my years of membership of NDUG I have received much help from Dragon/CoCo enthusiasts. However, apart from, a small, brave, yearly exhibition at Ossett, everything seems to happen south of Watford. Sorry Paul, but for me it's not worth 50 pounds via British Rail, or a slightly cheaper but more hazardous road journey, to Hove or Weston.

Yet, at this show, the attendance must have been near, if not greater than, 1000. What a potential for Dragon/CoCo software and user club members for 'Update'.

Ray Stevenson.

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A few comments are called for, I think .... Firstly, we DID have ONE volunteer to run a Group stand ... a CoCo owner with no Dragon equipment and no show experience, and running ANY show stand is damned hard work for HALF A DOZEN PEOPLE, for one it would be virtually impossible. I asked for volunteers, but the request was studiously ignored by all those "enthusiasts" who live "north of Watford".

Secondly, stands at Alternative shows are damned expensive, as are power supplies, and there is no way we could recover the outlay .... do you REALLY want your money wasted in this manner?.

As to cost, it costs considerably more to transport a "stand crew" of ten or twelve people, plus equipment, than it does for one person just "attending a show". We have a member in Antigua, so should we run a show THERE because it would be expensive for him to travel to Hove or Weston? We do the best we can, but have you ever thought that those running a stand at ANY show see nothing at all of the show itself, do a days hard work, and pay for the "privilege"?.  
Paul Grade .... and the regular "stand crew"!

Problems Solved...

Dear kiddies,

Ho ho ho, greetings from Lapland. In my post box, I have found a letter from Alan Finch, asking for lots of things for Christmas. I passed the note onto my chief adventure elf, Robert Cleminson, and this is what he has come up with:

"1. Mansion of Doom:- To kill vampire and rescue princess, you must have STAKE and MALLET with you at the coffin (small hammer is too light), where you kill the vampire by SLAY VAMPIRE. Unfortunately, I cannot help you with the location of the mallet. (\*\*See this month's Peeking...SC\*\*\*)"

2. Vortex Factor (should be TrekBoer):- To get through grill, you should POUR ACID and the GO GRILL, remembering that you should have refilled the beaker after pouring the acid the first time round on the ship."

Elf Robert also mentions that he can supply a map and a solution to TrekBoer if Alan wants an extra stocking filler. Drop me a line if so, Alan. Santa.

Editorial Afterthoughts 65..

Voila, O unbelievers! (yes, YOU!). Not just an Alternative Micro Report, but a Weston Report as well! Now find something else (and, preferably, someONE else) to moan about/at!

It's heartening to see that the Dragon grapevine is still in full working order. My thanks to Robert Cleminson for such a swift response, and if anyone wants to tackle the other problems, send the answers to the usual address.

Time once again for the annual plea for articles. I would... oh no, damn. I can't do that yet. I must have at least ten pieces which I haven't used yet. Well, that should see us into 1991 no problems.... Now do you see how weak an argument it is? Maybe some of you should try doing something constructive instead of moaning to Paul behind my back.

Very, very, VERY tempted to launch a personal attack on one member in particular this month, but in the interests of all friends together, plus of course the fact that Paul does have a tiny smidgen of interest in keeping the group going even if

no-one else does, I shall refrain.

Thought for the year: the NDUG - with a few exceptions, probably the liveliest bunch of people in the world; Paul Grade - probably the easiest person to work with in the UK; Carlsberg - probably the best lager in the world. (Drop me a line if you need this explained).

You know, someday, Paul may actually find a new joke. It amazes me that no-one has yet realised that this reputedly funny "you can't do anything 'coz it's all bad for you" wheeze has appeared at least three times in Update. The first time, it was funny, but it's getting rather thin now. Even the obligatory attack on Thatcher, which everyone likes because "it's so socially acceptable to hate the government and SAY you'll support Labour" even though the vast majority of people know sod all about politics, has been done to death. Still, why should I care? If everyone's too myopic to realise this, Paul doesn't have to expend any brain cells on thinking up a new gag.

With regard to this month's final installment on Dragon Data, I think it's a bit harsh to lay all the blame with the 'Data execs. After all, the home computer market was booming in 1982/83, and while the management may have been a little overly optimistic with their production schedules, even THEY could not have foreseen the slump which was to come in 1984. By all accounts, the market should have continued to grow, and while Dragon Data were wrong to "wish it could be Christmas everyday", they were right to try and follow the boom. Even giants like Acorn and Sinclair could not have predicted the slump - they only survived the storm because they could ride on the back of past sales. OK, so DD screwed up, but some of their misfortune was beyond their control.

And finally, the jape of the year award must go to Atari, for re-launching the 2600 for a staggering 50 quid. Nice one, guys!

Stephen.

P.S. BatMan. Well..it wouldn't be Christmas without a few repeats.

####

Having a line or three left to fill this page, I'll give you an answer, Stephen. Point one: I never HAD a joke, old OR new, I don't even attempt to make funnies, I just get peeved about the gullible types who actually BELIEVE in all the political garbage, scare tactics, misinformation, etc, and who then insist on inflicting it on ME in addition to the HMG Original versions!. So I say so. Secondly, Steevie, I NEVER "support Labour" ... I believe ALL politicians to be both ridiculous and corrupt, and personally I don't give a monkey's whether anyone agrees with me or not. You knew better than THAT Stephen, three years ago ... looks like the inanity of the "system" is getting to YOU now!. Lastly, the slump in the home computer market was screamingly obvious to everyone except the "experts", it HAD to happen, the only surprise was that the boom lasted as long as it did!. As to the "Government" ... it's not so much that I don't suffer fools gladly, I'd just prefer not to suffer at all!. Paul.



## Did you know that ...? R.A.D.

By typing AUDIO ON ENTER before DSKINIT ENTER when formatting a new disc, the speaker of the monitor outputs the sound of the formatting. (DOS V1.0). This does NOT work with SuperDOS, of course!.

With disc systems, by typing BEEP 1 ENTER before saving a program to cassette, the monitor speaker will output the sound of the data being CSAVED. (DOS V1.0). Does NOT work with SuperDOS.

Cumana V2.0 DOS has the facility to copy direct from cassette to disc, or disc to cassette, both Basic and machine code programs using @ to indicate cassette. e.g. COPY "1:TITLE.BIN" TO "@:TITLE" will copy a machine code program from disc to tape.

The Random Number selection can be improved by using two like this. Run it once or twice and compare the results.

```
10 I=RND(20)*RND(20):IF I=>51 THEN 10
```

```
20 PRINT I::GOTO10
```

This is for RND(50) of course.

## DragonDos Load Routine...Ken Grade.

To complement the excellent article by Chris Rouse on using Tandy Dos routines from assembly language programs, here is the equivalent DragonDos routine.

\*\*\*ROUTINE TO LOAD PROGRAM FROM DISC FOR DRAGONDOS 1.0\*\*\*\*\*

```

      ORG 32500 ;ANY SUITABLE      LDY #9;BYTES IN HEADER
      PUT 32500 ;ADDRESS          LDU #0 ;FILE SECTOR
      BRA @RUN                   LDB #0 ;BYTE WITHIN SECTOR
NAME FCC /PROGNAME/              *****LOAD FILE HEADER*****
LEN EQU *-NAME                  JSR ($C014)
EXT FCC /BIN/;'BAS' IF BASIC     LDX HEADER+2,PCR;LOAD ADDRESS
HEADER RMB 9                    LDY HEADER+4,PCR;CODE LENGTH
@RUN LEAX NAME,PCR;FILENAME       LDU #0 ;FILE SECTOR
      LDB #LEN ;LENGTH OF FILE   LDB #9 ;BYTE WHERE CODE STARTS
      LEAY EXT,PCR;PROGRAM TYPE  *****LOAD CODE*****
*****CHECK FILENAME*****       JSR ($C014)
PARSE JSR ($C008)                JSR ($C010);CLOSE FILE
*****SEARCH FOR FILE*****      LDA #0
      JSR ($C00A)                STA 65352 ;STOP DRIVE MOTOR
      LEAX HEADER,PCR;HEADER BUFFER LBSR (PUT EXEC ADDRESS OF CODE HERE)

```

The routine at \$C010 is important - it clears out the drive buffers, which is necessary if you want to load another program after executing the first.

## Crossword 48 answers . . . . .

ACROSS: 1A.Sodium; 1G.Carol; 2B.Pulser; 3F.Rabble; 4A.Vial; 5E.Dunce; 5K.Oxo; 6D.Merry; 7C.Magyar; 8B.Magic; 8I.Lead; 9A.Constable; 10A.Oust; 10G.Mortice; 11A.Outer; 11J.Star; 12A.Thirteen; 13A.Plankton.

DOWN: A1.Silver; A9.Coot; B2.Privet; C3.Walkman; D9.Stern; F1.Mercury; F8.Can; F11.Net; G1.Crab; H5.Cyril; H11.Inn; I1.Robe; I5.Eagle; J3.Ligaments; K9.Sitar; L8.Ducat; M1.Hydroxide; M11.Rod.

\*\*\*\*\*

## Warning for P.C. Users.

A virus disc entitled "AIDS information diskette" has been sent to subscribers of certain computer magazines by "PC Cyborg Corporation". This disc is deadly to your data and if received must NOT be run on your computer. If you have received this disc, and loaded it into your C: drive as requested you must NOT turn off your computer until the virus has been eradicated, because after approximately thirty boots all information on your hard disc is scrambled.

I have some information that may eradicate this program from users machines. If they think they have it they should write to me at the following address, including a S.A.E, and I will send them a copy. Please distribute this information as widely as widely as possible, and ALWAYS be very careful of unsolicited discs!.

My address is:- Ian Burford, 79,Hereford Road, Stevenage. SG2-8SE.

## GROUP SERVICES.

**DRAGONART GRAPHICS LIBRARY.** Contains THE biggest and best collection of graphics screens for the Dragon, all available at nominal charges. The Library also wants YOUR original graphics efforts. Full details and list available from:-  
The Librarian, 5, Glen Road, Parkstone, Poole, Dorset.

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The Librarian, 5, Glen Road, Parkstone, Poole, Dorset.

**BACK ISSUE UPDATES.** Reprints of all issues of Update (from original master sheets) available at ONLY 95 pence per copy inclusive of postage. 14 page index of Update articles only 2.50. Single articles 50p. each. (see for details). @ Send to Eric Hall, 32, Thackeray Mall, Fareham, Hants. PO16 0PB. Cheques made payable to "Back Issues Dept. (NDUG)".

**P.D. Library.** We regret that the PD Library service is suspended until further notice. New arrangements will be made as soon as possible.

## GROUP SPECIALS!

**UPGRADE MANUAL.** Full DIY instructions for upgrading your D32 to 64K. Written by Bob Hall. Price 2.00.

**CIRCUIT DIAGRAMS.** Available for D32, D64, Dragon DOS controller, Cumana DOS controller, and CoCo DOS. All the same price 1.00 each.

**NDUG FORTH O.S.** Written by John Payne, the best FORTH implementation available. Includes Turtle Graphics, 80 col w.p. and Assembler. Available for V1.0, ES/6 and DosPlus price 10.00 with comprehensive manual. Delta version (single or double density), NO assembler. Price 7.50 inclusive.

**DRAWZEE.** The best selling Graphics utility program. Written by R.A. Davis. Available on tape at 2.50 inc. or the NEW DISC VERSION with FREE "MirrorImage" program included (DOS V1.0 or CoCo DOS) only 3.00 inc.

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**DRAGON DOS TO COCO DOS.** Want to run Dragon discs on your CoCo? No problem. This program written by Chris Rouse allows your CoCo to convert Dragon DOS discs to its own format and retokenise Basic routines. Versions available for CoCo DOS V1.0 and V1. Price 5.00 inclusive.

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**DOS EPROMS.** EPROMS blown to V1.0, patched V1.0, V4.0, V4.1, or translated & debugged V4.1. Price 3.00 each. Send a clean 2746 EPROM when ordering. ANY EPROM up to 27256 copied. Price 3.00 plus suitable clean EPROM.

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**FUN DISC!.** Over two dozen simple games, quizzes, pix, tunes, utilities, etc. written and compiled by R.A. Davis specially for the Group. Something to amuse and interest ALL ages and tastes. Available on DragonDOS disc (only) for just 3.50.

**"BEST of INPUT".** A disc of selected listings from INPUT magazine produced by permission of Marshall Cavendish Ltd. Price 3.50 inc.

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**MC=E.** No, we haven't got the formula wrong!, Machine Code IS Easy with the new Tutorial Disc written by Tony Davis for use in conjunction with the Update Easy Machine Code series of articles. Why plod on with Basic when you can teach yourself machine code programming? DragonDOS disc only 3.50 inclusive. @ Hitch Hikers Guide to the Galaxy. Now fully Dragonised and on DRAGONDOS disc. Price 5.00 inclusive.

ALL THE ABOVE AVAILABLE FROM PAUL GRADE @ 6, NAVARINO ROAD, WORTHING, SUSSEX. Cheques payable to N.D.U.G.

## GROUP & MEMBERS PROGRAMS etc.

**NDUG DESKTOP!.** The Group's DTP package. Based on a FALSOFT program (produced under licence) this package is available on either Dragon DOS disc (with Epson type screen dump) or CoCo DOS (with DMPIOS dump). Produce your own small posters, advertisements, magazines, program title screens, video title screens, etc. 19 font version 12.50. Orders to:- Ray Smith, 5, Glen Road, Parkstone, Poole, Dorset. Cheques made payable to NDUG.

**OS9 MODEM PROGRAM.** Up & downloading of files, any Baud rate from 50/50 to 9600/9600. (NOT split rates). Up/download buffer from 4 to 32K. All 6551 options supported. Price 8.00. Phone Barry Knapp on 0932-242800 evenings only.

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**THE PROLOG COMPILER.** A unique PROLOG compiler which converts Prolog 2 to 6809 Assembler. Full implementation with runtime module and comprehensive documentation on disc. Requires Assembler 09 (NOT supplied). SPECIAL MEMBERS PRICE 12.50 METASOFT, 4, Pinehurst Walk, Orpington, Kent.

**NDUGSOFT!.** The former Pancomas programs are now available from the Group.

Formula One ... 7.95; Disk-Kit ... 8.50; Sourcemaker ... 8.50; Lightpen (disc only) ... 2.50. @ We can also offer the Malcolm Cowen programs, Colossal Cave Adventure and Adventure Writer. Available on cassette only Colossal cave is 5.00 and Adventure Writer 7.50. (Disc version of A.W. now available at the same price).

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**Data & Loader Printer.** Turns m/c into Basic loader and data statements. Writes to printer OR tape for hard and soft copies!. Price only 3.00.

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**Dragon Graphics Studio PLUS!** Updated version of the well reviewed DGS. 5.99 on disc. Printer Control/Desktop Fonts: Twenty fonts for these popular MacGowan w/p's. 4.99 on disc or tape. Text Screen Printer! Print text screens with graphics etc. 2.49 on disc or tape.

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**13th.TASK!.** The classical Adventure that got rave reviews everywhere! Play the part of Herculese as you clear up the Ancient World baddies!. Usual price is 3.00, but Special Offer to NDUG members of 2.50 inclusive. If you haven't tried this adventure yet you haven't lived!. Orders to :-

ARC SOFTWARE, 272, Mearns Road, Newton Mearns, Glasgow.

DOS ADAPTOR KITS to fit your DOS inside the Dragon leaving the port for other uses. A fresh batch of these units is now in production, still at the old price of 16.68 each inclusive. Sutcliffe Electronics, 15, West Street, Hothfield, Ashford, Kent. (0233-634191).

WANTED FOR GROUP USE!. Shinwa CP80 Mki printer. MUST be Mki ONLY, and reasonably priced. Paul Grade.

TWO cased disc drives, one DS 40 track, one SS 40 track. 70.00 the pair. Monitor 40.00. Barry Johnson. Phone 0424-714048.

FOR SALE: Peaksoft (Mary Whitehouse) New Era Interface, plus Prism 2000 modem, with leads. 50.00. Phone Terry Kiley on 0963-40065.

WANTED: Dragon DOS cartridge and disc drive urgently required. Reasonable price please!. Phone Colin Dixon on Brighton (0273) 609597.

WANTED: Formula One, Boulder Crash, and instructions for Ring of Darkness, ALL ON TAPE, please. Phone G.Roberts on 0244-679306.

SELLING UP!. 2 Dragon 32's, 1 Dragon 64, twin Dragon Data disc drives, P.M.P (SuperDOS) controller, and all remaining Dragon bits and pieces including complete set of Dragon User, Alldream cartridge, etc. For collection ONLY unless I can deliver easily (e.g S.E.London, or between Wycombe and Birmingham). Absolute give away at 120.00 the lot. Pam D'Arcy, 21, Wycombe Lane, Woodburn Green, High Wycombe, Bucks. (04285-26232).

FOR SALE: D32 plus PSU & manual 25.00. another complete D32 (not working) 15.00. Dragon Data twin disc drives (complete) 115.00. 7" monitor 25.00. BHK Packet Radio modem and cartridge 85.00. "Inside the Dragon" 5.00. "Dragon Programmer" 3.50. 12 D>User mags 2.00. Collection of software including OS9, Teleforth, Telewriter, and many more 10.00. plus various data sheets, handbooks, etc, etc, all very cheap. Phone D.Thompson on 0395-265059.

Moving on to a PC, so ALL Dragons must go!

D64, DragonDOS cartridge, Dragon Data double drives, Flex, OS9, Joysticks, manuals, books. All boxed. 200.00 o.n.o.

D64, DragonDOS cartridge, Deltados cartridge, Dragon Data double drives, Joysticks, manuals, Flex, OS9, several books, DragonDOS & Deltados software. No boxes. 200.00.

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VERY near offers considered for all packages.

J.E.Slade, 3, Bridges Close, St.Nicholas-at-Wade, Thanet, Kent. (0843-47340).

Database programs for D32/64 & DragonDOS. All with full facilities including search, sort, and print.

1) Names & Addresses, 170 items, 4.00. 2) Magazine details, minimum 5000 entries, 4.00. 3) LP records or cassettes, minimum 2000 items, 6.00. 4) 250 contacts, minimum 3000 entries, 6.00.

Any particular requests?, the above were written to order. Also available, Home Accounts program 3.50, and Facts of the Worlds Countries (also on tape) 3.50. Please specify format when ordering. Details (sae please) from:- Graham Strong, 78, Coleridge Crescent, Goring-by-Sea, Sussex, BN12-6LT. (Phone 0903-48573).

"Slow but Sure". Screen dumps for text, Lo-Res, and Hi-Res. Many sizes, upright and sideways. 1/4 size to full A4. Written in Basic and easily edited to suit your own Epson compatible printer. 5.00.

PLEASE NOTE!. Anyone wanting their early version of Data Loader and Printer upgraded to the NEW V2 version should return their ORIGINAL TAPE, plus return postage, for FREE UPGRADE. Dragsoft, 41, Hereford Street, Presleigne, Powys.LD8-2AT.

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## THE OSSETT SHOW.

PLEASE make an effort to attend the Ossett Show on Saturday 21st. April. We always get complaints about "There's never anything north of Watford", but you can't use THAT as an excuse for missing out on Ossett, it's well t'other side of The Gap!.

The number of members who bothered to turn up at Weston was an absolute disgrace .... you're supposed to be "ENTHUSIASTS", remember?, so see if you can do better THIS time!. Paul Grade.



## A letter from Simon . . . . .

Following certain rumours circulating around the Dragon scene, I would just like to "set the record straight" with a few comments of my own. Firstly, many thanks, Paul, for coming to my defence, but I would like to enlarge on it a little.

Contrary to popular belief, ALL funds from New Era Publications were handed over to Sunnydale Publications, along with around 80.00 of my own money. This was to cover about 190 subscriptions at 65p per edition owed. I would have liked to have given Roger more, but unfortunately I simply couldn't afford to do so at the time. However, considering that Bob Harris was given no money AT ALL when he took over Dragon User, I feel that this was quite a generous settlement. I also gave Roger all remaining "6809 User" merchandise, to the value of around 100.00. I'm sorry if Roger feels that this is not adequate, but I DID tell him that he would make NO money out of 6809 User, and I'm sure that Paul will confirm this. (100% correct. P.G.).

The suggestion that I only published 6809 User to "further my own career" is absolute nonsense!. If I had the time and energy I would still be running it now!. True, it was good experience, and was probably a deciding factor in my eventually securing a job on a newspaper, but my primary objective in running 6809 User was enjoyment. I hope to remain active on the Dragon scene for a long time to come.

Now a few apologies. Lack of time has prevented me from answering letters, and if anyone has sent me cheques these have not and will not be cashed, as of course New Era Publications no longer exists. All our resources went to making sure that 6809 User has a future, so NO subscriptions will be refunded unless you specifically request a refund (i.e 4.00). If you require this please let me know and you will be sent a cheque as soon as possible.

Finally, thanks to everyone for making 6809 User the success it was (OK, Simon, I won't say "don't be sarcastic", honest!. Paul), particularly to Sotos Mandalos (don't worry, I WILL send you those games soon), and Ian Jones and John Gilbertson (see you on Prestel) ... I was thinking of thanking Paul too, but I can't think what for!. Simon Jones.

## The Late, Late Bit . . . . .

Firstly, many thanks to all of you who sent cards, etc, and I would like to apologise for not keeping up with the mail during the last few weeks, but things here have been in rather more of a mess than normal, with the result that I've only been able to make time for Update OR the mail, not both, and Update does really have to be given priority over "no-urgent" mail. Hopefully matters should return to normal during the next few weeks, but if you haven't had a reply to your letter, don't worry, I WILL get around to it as soon as possible.

As Stephen never tires of telling you, there isn't really very much happening on the Dragon or Tandy scenes at this time .... or on any other computer scene for that matter. Only the IBM types seem to be doing anything at all, and even their primary occupation appears to involve not a lot more than spending vast amounts of money!. I wonder how long it will be before people start asking "Do you remember those computer things they used to make?". Yes, I admit that it is just possible that things will improve, but currently it all looks most depressing, so instead of boring you with more of this I'll sign off, have a drink, and make a start on sorting the unanswered mail ready for tomorrow. Hang on a minute!, I've just had a phone call from a new Dragon owner, Ron Hayward, who is in VERY urgent need of a Dragon manual .... if you can help please phone him. The number is 0823-279378. Much thanks. Paul.