

The Newsletter of the National Dragon Users Group

DRAGON



UPDATE

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\* ISSUE 76. 'Make sure you go to the Ossett show' APRIL 1991. \*  
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The Gaffer's Bit . . . . .

April once again, and as always it brings us all those wonderful things which make this time of year so enjoyable ... lousy weather, The Budget, still more tax on booze, tugs, petrol, and just about everything else, the first bills of the financial year, the mandatory Bank Holiday road accidents, and all the rest of those little things which go to make up Spring in Britain!.

Still, don't get TOO depressed, you still have the Group, and what more could any Dragon owner want? (no, please don't write to tell me, I don't have time to read lists THAT long!), and anyway, things COULD be worse, you could have THIS job!. Just imagine it, the chance to sit here smoking yourself kippered in order to help the Chancellor find enough cash to pay Thatchers "Expenses", balancing a cup of cold coffee in one hand (can't afford Smirnoff this week), while trying to answer phone queries, type this rubbish, untangle the twenty sheets of paper which have just wrapped themselves around the printer roller, all while watching yet another repeat on the tele and trying to decide if the burning smell is the copier overheating or something horrible happening to the Dragon!. You just don't know all the fun you're missing, but it's not too late to find out! ..... just form an orderly queue and I'll be granting interviews to suitable candidates shortly!.

Well, enough of this rubbish (or more than enough, if you want to be accurate). You've wasted quite enough time reading your way through this lot, so now get on with the interesting stuff .... it's in there somewhere, I think ... at least, Robin said it was, so what are you waiting for?, read on!.

*Paul G.*

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The Editor's Bit . . . . .

So, another Dragon Update hits the streets...What is there to talk about? We have what is likely to be the only Dragon Show this year at Ossett on April 27th. Make sure you go to it, because with support still steadily falling we need to support all the events we can.

Ossett aside, not much seems to be happening. In fact nothing is happening! A few dedicated Dragoneers are struggling on with new products, articles and so on, but otherwise things are pretty dead. Oh well, so be it. Well I hope my second issue isn't too bad. If it is, then tough, write something better. I'll scoot off now before the bottom of the page gets me.

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## PEEKING THE DRAGON (32) - BY MIKE STOTT

This month, unfortunately, I have not had time to use my new diary format. It is back to my old method of writing the whole article at the last moment. I have just started a new job and hope, eventually, to have more time away from work and to spend some of it on the Dragon. Unfortunately, since I left Bear Brand last Friday, I have spent one full weekend and three evenings back there working.

Anyway, down to the nitty gritty. The Ossett Show is on the 27th April at the usual venue and I hope to see as many of my old friends there as possible. Please come over to the Group stand and say hello to me. Feel free to hit me with whatever problems you have, but do not expect me to know all the answers. I should be able to point you in the right direction for help, though.

Have received some new software from Dragonfire Services. It is a tape of "Journey To The Centre Of Phobos" and "Anti-Gravity". Quite a few people have been enquiring about these programs so we hope to have reviews of them very soon in Update.

In my last article I told you about the problems Bill Saxelby was having with ANALYZER. The response was absolutely phenomenal. I was inundated with letters and phone calls offering help. J. Segenschmid has already sent Bill a copy and a complete listing to me. Eddie Stainer has sent me a copy so we now have two versions between us. Thanks also go to Ian Parris, Ian Jones, and Tim Lees for their help with the same piece of software. Sadly it is farewell to Ian Parris who is leaving the group. Ian Jones is looking for a broken unwanted DragonDOS cartridge if anybody can oblige. Tim Lees, who offered help with Analyzer only days after the article appeared, wonders if anybody can help him with a problem. In the December 1984 edition of "Your Computer" there was a machine code program to give a 128 x 64 text screen and give about 20 new Basic commands. Having typed about 90 lines of data Tim discovered the last line was incorrect. Did anybody out there get the program working, or is anyone able to help Tim if he sends a photocopy of the article? The problem appears to be with the checksum in the final line.

Peter Hawes has written to me to tell me that he has now solved BLACK SANCTUM with the help of our readers and progressed much, much further with EL DIABLERO. He has also completed WILDWEST DESTINY and sent me a solution sum-up for anybody who is stuck in this early Jonathan Cartwright adventure.

I have still not received any help for R. Cleminson with PERSEUS AND ANDROMEDA or Sotos Mandalos with VORTEX FACTOR. Surely somebody out there has completed one of them or got further than our enquirers. Just drop me a quick note with some tips and you could get even get onto Page 3. Why not put a query of your own in the letter. You could get just the tip back in response which will enable you to finish that adventure that you started in 1983.

Thanks for all the nice things people have been saying about me in your letters. It would appear that somebody enjoys my articles and, I must admit, it makes me feel that the effort I put into the Dragon scene is worthwhile if people find my writing is of some interest.

Although there is not much new software coming out now for the Dragon we still get the occasional program for review. What I need to do is update my reviewer list. If any reviewer has upgraded to a different setup or no longer wishes to review could they please let me know. Also if anybody else would like a go at reviewing please let me know what equipment you have got and what type of software you prefer. I cannot promise anything but reviewers for text adventures are most likely to get their preference.

Must leave off for now. Hope to see you at Ossett on the 27th April.

### Ossett Reminder . . . . .

I KNOW the "regulars" don't need any reminder about how good the Ossett Shows always are, but for the benefit of our newer members, if you live within reasonable range of Ossett (Yorks, t'other side of Dewsbury), then you really should make the effort to get here if you possibly can. Not just for the usual bargains, but for the chance to see, talk to, argue with, question, or even compliment all those people who are usually no more than names on an advert or an article!. Can you afford to miss a chance like THAT?!

Seriously, Ossett is well worth the trouble of attending, even if it does mean getting up at some ungodly hour and boldly going where you have never even considered going before!. (You can always hire a native guide at Watford Gap Services if necessary!). Paul.



## HOTEL ON MAYFAIR - KEITH STUART

As the title may suggest H.O.M. is a computer adaptation of the classic capitalist board game 'Monopoly' - all the the rules of the original apply and they are too long to go into here (instructions are provided for those of you who have never played the original). After selecting how many players are contesting (you can have up to 6 including the computer - it's attendance is compulsory), you can also input your names (or a variety of obscene words - whichever is applicable). Once the formalities are completed you are presented with the main screen which consists of a display of the whole board in black and white on the left (because it is the whole board the properties are numbered and not named) and on the right are displayed the names of the players with their cash and property value amounts underneath. The game is controlled by a number of single key choices. Each player takes it in turn to either roll the dice or consider one of the other options available on that turn. These choices are: 1) PLAYER POSITION - tells you where you are 2) CLAIM RENT - if someone lands on your property 3) IMPROVE SITE - add houses/hotels to property 4) VIEW SITES - look at property owned by yourself and other players 5) ROLL DICE 6) SELL HOUSE 7) TRADE - trade property. Once you have taken your choice you roll the dice and the game progresses. If you land on a property which is not owned then you get the choice to buy it. If you decline the property automatically goes to auction and each player can bid (even the player who declined the offer in the first place). As with the board game it is all about common sense, gambling, and mostly luck.

If you land on a property which is owned by another player then they have a few seconds to claim rent from you. If they are not paying attention you get let off the hook (unfortunately the computer is always paying attention!). All the features of the original game are here including: Trading property cards with other players, Community chest and chance cards, Jail and the 50 pound bail fee, Buying cards off other players, Guaranteed bitter arguments which could last for weeks (unless, of course, you are only playing the computer in which case the arguments will be pretty one sided). The winner is the only player left with any money and also the one who later gets lynched by all the others.

I have always loved Monopoly, partly because it is enjoyable, partly because I'm good at it, but mostly because it brings out the absolute worst in everyone who plays. The computer version captures this hostile atmosphere perfectly and all it lacks is the ability to cheat, the fake money to waft in everyone else's faces and the little green houses to force feed to the other players in moments of aggravation. The sound is kept to a minimum and the simple game play control makes H.O.M. a fast moving and enjoyable game. Unfinished games, by the way, can be saved and loaded easily so there is no need to abandon half finished games (unless you are losing). H.O.M. is definitely one of the best multiple player computer games on the Dragon market and will provide absolutely hours of ferocious battling, arguing and insulting (a perfect evening's entertainment if you ask me). It is definitely best with other people as well as the computer (make sure you invite round 4 friends when you play).

So, to conclude, a highly recommended board game conversion and computer game in it's own right. Buy it.

Hotel On Mayfair available from R & A J Preston, Kings Hall Court, St. Brides Major, Mid Glamorgan, CF32 0SE, no price sent with review copy.

## "Rainbow" July 1990 issue - Paul Marlow

"The Rainbow" celebrates its tenth birthday with this issue, which contains an index for the previous twelve issues; a great help for finding useful programs from back issues. There are the usual letters asking for help on such things as OS-9 and disk drives. Programs usable by Dragon owners include:

**DATATRAN:** A game in which you play the role of a data communications chip. You may find problems are caused by the machine code routine.  
**EZTHELLO:** A simpler version of the game "Othello".  
**MAP:** A program to teach children to use map directions.

The articles include:

"Barden's Buffer" with some brain-teasing problems, how to add password protection to the OS-9 "login" command, part five of the DIY database, programming tips and software reviews.

After reading the past couple of reviews I have noticed that the list format I use can get quite boring, so I would welcome any suggestions for livening up this column and perhaps some idea of the sort of things you would like to see. My address is: Paul Marlow, 50 Lime Avenue, Bentley, Walsall, W Midlands, WS2 0JP.

Last month we began the series with a brief introduction to Desktop Publishers and those which are available on the Dragon; now let us examine how to go about using them.

#### FIRST STEPS:

Before putting finger to keyboard you need to have a clear idea in your mind exactly what it is that you require the finished product to be. This can only be done successfully if you follow a clearly defined path. This path will start with a situation arising for which some sort of document is required. Firstly I would suggest that you look at how other, more professional, designers have approached the same or a similar problem. You will need to assess how successful you regard these solutions to be; this is not easy when you are first starting out in DTP. When you are satisfied that you have collected enough information on how fonts were used (boxes, lines, bold text, headings and any other relevant items) you can start on your own designs. Note that I said *designs* and not *design*. It is not good practice to produce one design only, because you can never know that it is the best if you have nothing to compare it with.

Once you have selected your best offering, develop it, improve it, and ask whether it does fulfil its purpose adequately. When you do finally produce a hardcopy, sit down and study it and see whether it is possible to better it. To those of you with design experience in other fields, you may recognise the above pattern, and find it easier to apply. It is with the design process itself that subsequent articles will be concerned. It will be up to you to apply suitable solutions, using this information, after going through the other earlier recommended stages. Finally, spend some time looking at all types of professionally produced document as this will give you ideas as to how such publications are set out.

#### SPACING:

Spacing is of paramount importance in Desktop Publishing. Bad spacing can ruin the flow of text and impair readability. Typewriters and wordprocessors give an evenly spaced text which means that letters of varying width occupy the same space; for example an "i" takes the same amount of space as an "m". Dragon Update is printed like this. If possible compare a line of text produced by a typewriter or normal printer with the identical line as produced by typesetting. You should note that the professionally set text has the spacing varied to take into account the discrepancy in character width.

Most computer text is designed around a grid. "Publisher" uses a basic 8 X 8 grid. Therefore, characters will be given a fixed pitch. This pitch is usually the grid size plus any spacing set by the program. It is in fact possible, on "Publisher" to vary this pitch by selecting OPTIONS from the Main Menu, then SPACING on the sub-menu. This doesn't take into account variations on individual characters, however. To do this you will need to use SHIFT plus BACKSPACE whilst typing. Most people will find this constant altering of space every time they came across an "i" rather tedious, and would tend to stick with the pre-set spacing offered by the program. Remember though that the option is there and if you have the patience you could obtain a slightly more professional look to your output. Nevertheless it will not hurt to experiment and see how close you can come to a typeset line of text by experimenting with the inter-character spacing.

When spacing words or other groups of characters it is obvious that the space between words should be greater than that between individual characters. The line-spacing should also be greater than that between words. Again it is possible to vary the spacing between words with SHIFT + BACKSPACE, in the same manner as for characters. Again this is a matter for the individual to decide.

The spacing between lines on "Publisher" seems to agree with the values that I have seen for the size of font that is normally available, so it should not need altering for single-height text. Of course this does not apply if you begin to increase the character height!

So the task for this month is to experiment with inter-character and line-spacing, and to compare it with those found on typeset pages.



Machine Code-Is It That Hard?-E. Freeman.

Having seen some of the programs written by people like Jonathan Cartwright and that excellent disk of Anitunes written by Tony Davis and Dave Cadman, you may have felt envious and wished that you could program in machine code but felt it was too difficult. I have felt the same way, and have been making half-hearted attempts at learning machine code over the last two to three years by reading books such as Dragon machine Code by Robin Jones and Eric Cowsill. (Ed: I'd certainly recommend that one!) I have found that two main points have hindered me:

- 1) You are away from the Dragon when reading most of the time and
- 2) Generally books tend not to give the reader exercises. This I think aids learning tremendously.

To combat this problem I obtained the two excellent disks on Machine Code now available from the Group. I found sitting at the Dragon and using these disks a much better way to learn than simply reading from a book. I was also fortunate in that I was able to enlist the help of a group member in advising me when necessary. As I do not have a great deal of time available my progress has been relatively slow over the last few months but at last I feel I am getting somewhere and have progressed a lot further in these last few months than I did in the two or three years of reading books. Whilst I am far from being an expert machine code programmer I feel that my recent experience might encourage others to take the plunge.

ESSENTIALS (not a comprehensive list):-

1. As machine code manipulates data between registers a lot, you must understand the architecture of the machine.
2. Understand Hexadecimal.
3. Gradually learn the various assembly language commands.
4. Obtain an assembler such as DASM. (Ed: I think ALLDREAM is probably the best (it is certainly the most widely used). DSKDREAM is even better.)

TIPS I CAN GIVE YOU:-

1. Buy the Group's two disks on machine code. (Perhaps this should have been included under essentials!)
  2. I personally like to write my programs in small sections ("modules"?). This way they are easier to check for errors. Rarely does a routine work first time.
  3. Set aside some time each week for studying machine code and stick to it.
- Finally I have reached the conclusion that it is not all that difficult: all that is required is time and perseverance - so why not give it a try?
- I would also like to thank the Group member who helps me. I know that he would not wish me to name him, but many thanks to my friend and tutor.
- We have a number of members who are only too happy to help on a number of subjects and often their help, when given, is not acknowledged by the recipient. To those members, a thank-you from me. If anyone would like to write to me for further advice then I would be only too happy to try to advise or encourage them. But please understand that I cannot answer complicated questions on machine code programming as I am still very much a beginner.

Crossword 57 Answers.....

ACROSS	DOWN
1A. COMPACT DISC	11. CRISP
2C. CYRIL	17. DRONE
3H. PULLET	18. ARENA
5A. PANTOMIME	22. CHANTER
57. TOIL	21. PYROTECHNICS
6A. PATE	111. LEA
6E. HELP	64. SILVER
8E. WHEEL	113. PINPLE
87. RACE	110. YARD
10A. NATIVITY	18. LAGOON
101. GREDE	31. SOLITAIRE
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13A. BLIZZARD	11. BETHLEHEM
131. PLUS	111. LUG

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## Easy Machine Code (19)...RAD

To continue the screen dump:-

```

400 @DWN2 LEAX 32,X moving the address held in the X register to the next byte
below.
410 LDA ,X again getting the data from the new address.
420 BITA @BIT to test this new pixel to see if it is set.
430 BNE @DWN3 if the pixel is not set, the print head need not be updated.
440 LDA @CUM because the pixel was set and the total for the printhead needs
amending.
450 ADDA #48 which is the number needed to set dots 5 and 6 on the printhead.
460 STA @CUM because it may need further addition.
470 @DWN3 LEAX 32,X to get to the pixel below. This one is the 4th pixel in the
column, the one for which the printhead can only set one dot this time, as all
seven will have now been used.
480 LDA ,X getting the data for the new byte.
485 CMPX #9120 this is a trap to discover whether the point has been reached
where only 3 rows remain to be scanned at the bottom of the screen. (cassette
users need CMP #7584 here).
486 BHS @DWN9 if so, the next scan is skipped and a move is made to start
printing. But if not-
490 BITA @BIT to carry on with the normal routine and examine the pixel.
500 BNE @DWN9 because the pixel was not set, the printhead need not be altered.
510 LDA @CUM because the pixel was set. This time we can only use one dot here,
as the printhead's seven dots have been used up.
520 ADDA #64 which will set the seventh dot on the printhead.
530 STA @CUM which now holds the numbers required to print all the dots which
have been set on the printhead, except that it also needs an addition of 128.
That number would, on its own, print a blank.
540 @DWN9 LDA @CUM get the total so far.
550 ADDA #128 to get the total needed for the printhead.
560 STA @CUM from which it can be used by the print routine.
570 LDU @CUM getting the address of @CUM into the U register, so that it is
pointing to @CUM.
580 JSR @PRINT which will print the dots.
590 LSR @BIT The opcode LSR will move all the bits in @BIT one place to the
right. If it contained $80 = 10000000 then it will now be $40 = 01000000. You
can see that next time BITA @BIT takes place, the second pixel will be tested.
Further LSRs will gradually move the set bit to right, testing further pixels
until it drops off and @BIT will equal zero. At that point the whole byte will
have been tested, and a byte can be counted by the B register.
600 BEQ @NEXBYT If the result of the LSR was zero then go to the sequence which
gets the next byte.
610 LDX @SCREEN The next byte wasn't needed and to continue with the same byte
the saved address of the first byte in the column of bytes is needed. Using
this address to move down the screen for 3 bytes puts the scan at the fourth
byte once more at a later stage.
620 BRA @LOOK going back to line 260 to repeat the scan on the next pixel of
the same byte. This loop will be repeated until @BIT is zero.
630 @NULINE LDU @CCR When a complete print scan has been made of the column of
four bytes, the printhead must be returned to the left. So the U register is
pointed to the store made with the C.R. command for the printer.
640 JSR @PRINT to operate the carriage return.
650 LDB #32 To start the count of a new row of bytes.
660 BRA @LOWER That routine scans the fourth pixel, but only sets one dot if
the pixel is set, and then scans pixels 5,6 and 7 with two dots if set.
670 @NEXBYTE DECB This routine was branched to when the @BIT became zero due to
LSR and a new byte was needed. Decrementing the B register will count the 32
bytes in the row across the screen, and when B reaches zero then that
particular scan is complete.
680 CMPB #0 To see if a new line is needed.
690 BEQ @NULINE if so.

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How I Use My Dragon: R.G. Warren....

So, I read in Dragon Update that short articles are required on the topic "How I Use My Dragon".

A couple of weeks ago that would have been easy, too easy, for one short sentence would have been sufficient. "Shoot 'em up and mind benders". Hardly an entry worth sending, or reading!

Then it began to happen, I acquired more hardware, including the goodies which are producing this rubbish. Now I can write letters, enter competitions, and in the very far future write that blockbusting masterpiece.

Well, considering your requirements, I made the statutory black coffee, sat at the Dragon keyboard, closed my eyes --- eyes --- eyes ---

-----the phone rang, but I never stirred, for it was answered for me, admittedly the voice at my end was rather metallic, but it served its purpose.

"Good morning/afternoon/evening, you have telephoned the house of my master who at the moment is unable to speak with you as he is asleep over my keyboard, dreaming of all the wonderful things he would like to get me to do. But between you and me he hasn't a prayer."

-----the window creaked, paused, and creaked again, then finally it was opened. Burglar Bill dressed in the requisite blue and white hooped sweater, with a natty black mask, (Bill not the sweater), climbed in. He put one foot on the coffee-stained carpet, and then ...

"What the \*\*\*\* do you think you are doing?" The dragon's voice was authoritative and scary (it scared me, I nearly woke up) and then he swung into action.

The window closed with a loud crash (see Footnote 1), and all the doors in the house locked solid, even the door to the outside loo.

All lights within a fifteen foot radius, give or take one or four feet, began to flash. The outside doorbell rang loud and true (it plays "Rule Britannia").

My curtains, and for some unexplained reason the next-door-but-one-neighbour's, began to open and close, keeping remarkably good time with the door bell.

Understandably, Bill was completely unnerved by all this Dragon activity, borrowed a fiver from the Dragon and took a taxi to the nearest nick (see Footnote 2).

Dragon never blinked an eyelid (how could he?), merely inserted another disk into D1.

-----I was thinking - pretty nifty programming for a shoot-'em-up idiot, but really must insert another door-bell tune in the programme, when an awful crick in my neck woke me up. The coffee was cold, at least the puddle on the white carpet was cold.

I switched on the Dragon - this time I'm really going to blast those space fiends!

R. G. Warren.

Footnote 1: Can anyone recommend a cheap glazier?

Footnote 2: How can I stop the Dragon being so free with my money?

Footnote 3: How come there was a size 11 footprint in the coffee stain on my carpet?

Footnote 4: I really hope this rubbish doesn't qualify for a Pro-Tech whatsit, as I wouldn't know what to do with one if I had one.

(Ed: Sorry, R G, you're stuck with it mate! Blame the others for not entering.)

COMPOSER (COMPANION): Roy Cashmore.....

I have felt for some time that the Dragon's sound does not produce very musical notes. Now I know different. With "The Dragon Composer" it is quite easy to produce very pleasing and musical sounds in four-part harmony. I obtained my copy of Composer from John Penn at the Hove show.

There has always been one serious criticism of Composer however, which is that it is not possible to enter music onto a stave, as music is normally written, and so it is necessary to translate the notes into note/octave form (A3, C4 etc.) and enter these into DATA statements.

This snag is overcome if you have "Composer Companion" from Dragonfire Services. It enables the music to be copied chord by chord onto a graphical stave.

(You can, of course, specify sharps, flats, note length and tempo.) This makes the job a lot easier, especially if you have trouble reading music; you simply copy what you see on the paper.

Having said that, it is also possible to enhance the music by using different voice channels. Each note has a musical "voice" (like the stops on an organ) and you choose which voice you want to play the melody by entering it first, second, third or fourth. This increases the possible variations. If part of the tune is repeated (as happens frequently) you can simply copy that section instead of writing it again.

There is the option of saving the finished piece as executable code with or without visual effects. These vary with the notes being played and can be almost hypnotic. Composer comes with a sample selection of tunes called "Jukebox", which it is possible to save. The saved tunes can be repeated by using straightforward BASIC "FOR...NEXT" loops.

Both programs come with adequate instructions; the manual with Composer contains information which is useful whether or not Composer Companion is being used with it. Both programs in conjunction make a very effective Dragon music package.



**DRAGON DARTS - REVIEWED BY KEITH STUART**

Dragon Darts is another multiple player game from Preston Software. 9 players (yes nine!) can be involved in any one game and at least one joystick is needed. Before you start the game you are provided with a few choices: 1 - Number of players 2 - Names 3 - Skill level (ranging from the ridiculously easy level 1 to the ridiculously difficult level 9) The change in skill alters the speed of darts, the size of the board, and the automatic firing time delay. When you enter the game you see a black and green dartboard and two small darts; one above the board which controls the horizontal projection of your shot and one on the left which controls the vertical projection. The object is to control these darts by moving the joystick, left and right to alter the horizontal projection and up & down for vertical. The point of intersection of these two darts indicates the position on the board at which your dart will impact. The dart is thrown by pressing the fire button although if you spend too long aligning the two control darts the "automatic firing" feature shoots the arrow for you. If there are 3 or more players then, after one person has won you are given the option to continue for 2nd and 3rd places etc. If a dart is thrown too close to another it will not count. Once you have finished there is a "same again" option which means you play again without having to re-select the initial three options.

I have never been much of a fan of darts but I can tell you that technically this is the best computer darts simulation I have yet played. The control system is unique and much easier to use than the most popular method of computer darts games i.e. when you have to control a cursor which is wagging all over the board. The D.D. method of control also relies much more on player skill rather than luck so an extra hint of realism is evident. The game is best with a group of players and there is no choice to play against the computer - a rather disappointing feature. The graphics are simple but so is a dartboard so there is no problem there. The sound is a dire collection of variously pitched bleeps which, thankfully, only appear after a "180" or no score. @ I found D.D. quite addictive and mildly enjoyable and can recommend it if only for its originality and social aspect.

Dragon Darts is available from R & A J Preston, Kings Hall Court, St Brides Major, Mid Glamorgan, CF32 0SE but no price was given with the review copy. (Ed: #1.99 I expect since it's an ex-Blaby game, but ask Preston first.)

**FRENCH TEST - BILL STEVENSON**

I enjoyed Pulser's FRENCH TEST. Strictly, it is a vocabulary test - it will not help you with your subjunctives. But it is good fun as well as good revision. You are given a word, usually in English but sometimes in French, and asked for a translation. You have a choice of Easy or Hard, and with or without the Speed Poke. Points are scored for correct letters and docked for wrong ones. The computer chases you, and if you are not quick enough puts in the next letter and docks another point. Just as you think you are winning, the speed increases and catches you out. After two or three Easy rounds you begin to see the same words coming round again, but when you go on to Hard the program works with a much larger and often more colloquial set of words. Worth the cost for the fun of it, and though it may not lift you a grade in an examination, it will not do you any harm either. You may even learn some new words!

French Test available from Pulser Software, 36 Foxhill, High Crompton, Shaw, Oldham, Lancs, OL2 7NQ on cassette or disk for 3.49 inclusive of postage.

**The Editor's Late Bit.....**

Right, what's there to talk about? New products being released, User Groups starting, new companies? Nope. Not a dicky bird. (First "robin" joker gets started at.) Oh yes, there IS of course, the OSSETT SHOW, OSSETT TOWN HALL, SATURDAY APRIL 27th. I don't know who else will be going, but I'll be there - don't let that put you off though, there'll be lots of normal people there as well. Make this show a must, because it will most likely be the only one this year, and possibly the last ever if nobody goes. Make it a date - be there or be cuboid.

The Gulf War is over, Iraq is poised on Civil War, Kenny Dalglish has resigned and I've got a project due in next week, but of course for you, all this is old hat.

I don't know if you still remember your last editor - he HAS been gone TWO whole issues now after all - but I'm sure he would appreciate one last round for the "Buy the Old Mug a Drink" fund. Finally in future when competitions with glittering, mouthwatering prizes are presented (such as Pro-Tech's interface), DO take the trouble to enter. We only just got enough entrants to give prizes to!

Well after this gripping instalment of mystery and intrigue I'll leave you on a cliffhanger and not print the crossword answers till next issue, or shall I? Robin.

## Centronics Port (2) . . . . .

Before I start to explain how to program the interface board I described last issue, I should add that I prefer projects which are driven by this board powered by another source (such as batteries) as my precious Dragon may be overloaded by a really ambitious project which consumes a lot of power. I have therefore merely provided power to the 74LS273 board from the Dragon supply. The ACK line is not used by the Dragon Operating System but I understand that this can be used as another input with suitable programming. I am looking into this and would appreciate any advice offered by other users on this subject. As for programming the device, there is a subroutine in ROM at \$BCF5 which can be called. It waits for the BUSY line to go low and then outputs the data held in the A register upon a pulse given on the STROBE line. However, this routine is meant for sending characters to a printer and the BUSY line is for the necessary "handshaking" signals. Therefore in order to enable the device to function properly using this routine from BASIC it would be necessary to tie the BUSY line to earth, which would mean the loss of our valuable input line. The following routine, stored at a convenient location (say \$6260 - decimal 28000) can be called repeatedly using BASIC or machine code. Again, as in the ROM routine, the A register holds the code to be output which is then enabled on pulsing the port STROBE line.

```

OUTPUT STA $FF02    8D FF 02 (put code into port)
      LDB #$02      C6 02   (strobe line pulse)
      STB $FF20     F7 FF 20 (output through strobe line)
      CLR $FF20     7F FF 20
      RTS 39        (return)

```

To return signals input through the BUSY line we can use:

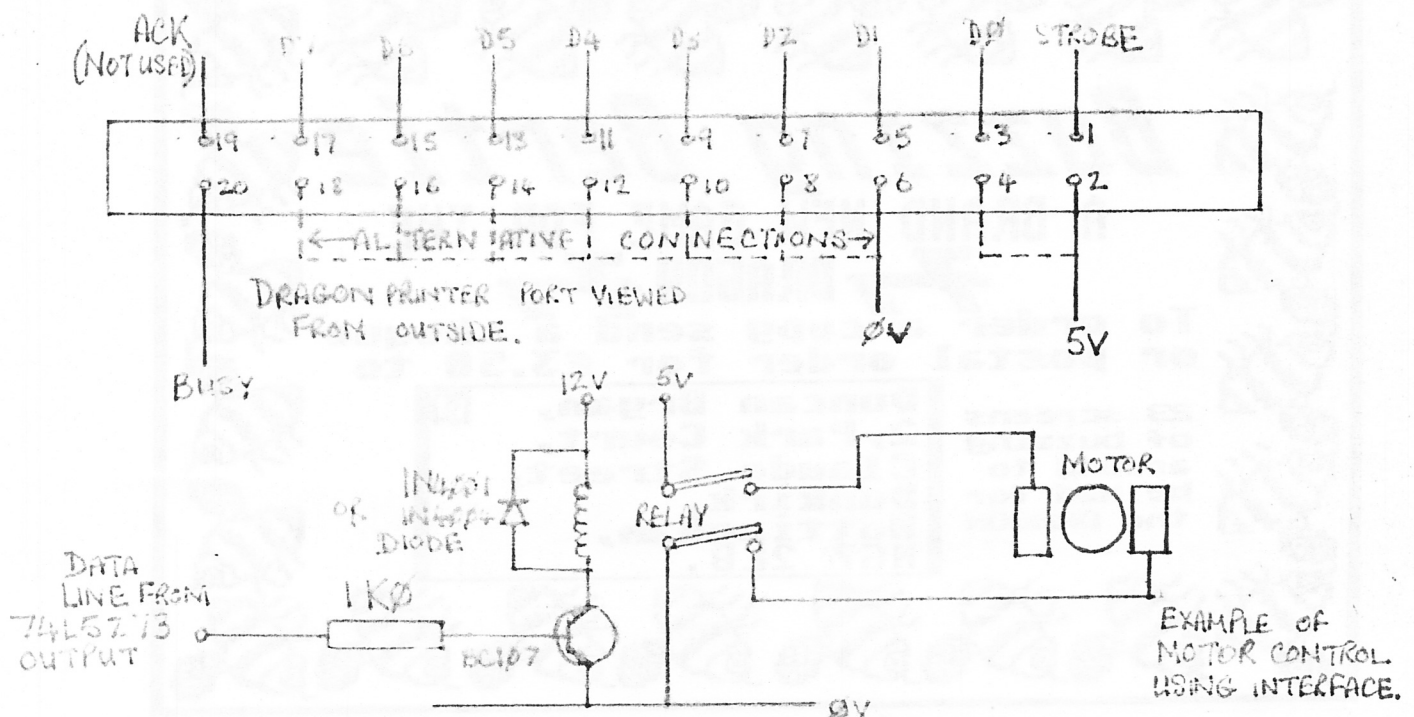
```

DETECT LDB $FF12    F6 FF 22 (fetch value on BUSY port address)
      RORB          56       (rotate right & put lsb in carry)
      BCS DETECT    25 FA    (continue scanning if carry is 1)
      RTS          39       (else return & continue program)

```

With this routine, however, the microprocessor is tied up with polling the input line. The experienced programmer may use interrupts here, but I have not found this necessary with the projects I have been successful with so far, which includes "handshaking" a program from the Dragon RAM to the RAM of a 6502 based microprocessor board I made at College, and a "Noughts-And-Crosses" playing XYZ robot made out of my son's Lego outfit.

I find computer control of the outside world a fascinating subject and, although it is one of the first projects I have attempted, this interface board has opened up a whole new world for my Dragon. I gleaned most of the Dragon-related information for this project from Smead and Somerville's book "Inside the Dragon", an excellent investment for the enthusiastic Dragon owner.



## CROSSWORD NUMBER 58.

ACROSS: 1A. Chemical spoon; 1H. Backward S. American vultur found in the Andes; 21. Instrument larger than violin but smaller than violincello; 5B. To leap about like a goat; 5G. Exhibition & contest by cowboys; 6B. Limit to which wire will stretch before permanent damage occurs; 6J. Slide uncontrollably; 7A. Not moving; 10A. Animal found in Arctic regions; 10K. To break & turn up earth with a spade; 11B. Famous world war II aeroplane; 11K. Go to the back of a sailing vessel; 12I. Instruments for opening or closing locks; 13A. Place famous for its illuminations.

DOWN: A1. Timing device with a flashing light; B1. Pain killer not bad for the stomach; C4. Pertaining to the roof of the mouth; D1. Gentleman of the road; D7. Supposedly unsinkable ship; E1. Joined together; E6. The property of an angle of a triangle found by dividing the opposite side with the hypotenuse; G1. Pain killer bad for the stomach; G8. Green vegetable often found in sandwiches; H2. To share out; I1. Egg shaped; J8. Large wine container; K1. National day supported by A.S.H. on 13th. March; M1. Principal church of a diocese.

Please send ALL crossword entries to Paul Grade. As usual the first all correct entry out of the box gets a choice of programs from Dragonfire Services list, second gets a tape from our collection!, the rest ... better luck next time!!.

	A	B	C	D	E	F	G	H	I	J	K	L	M
1	S	P	A	T	U	L	A	R	O	D	N	O	C
2	T	A	R	N	S	A	V	I	O	L	A		
3	R	R	A	I	P	L	O	S	T				
4	O	A	P	M	P	I	L	I	M	H			
5	B	E	A	P	E	R	R	O	D	E	O	E	
6	E	E	L	A	S	T	I	C	S	K	I	D	
7	J	T	A	T	I	O	N	A	R	I			
8	C	A	T	I	N	R	T	R	N	A			
9	O	M	A	T	E	R	E	A	G	L			
10	P	O	L	A	R	B	E	A	R	D	I	G	
11	E	L	A	N	C	A	S	T	E	R	A	F	T
12													
13	B	L	A	C	K	P	O	O	L	L			

#####

## IN ANSWER TO YOUR QUESTIONS . . . . .

To save myself having to repeat the same answers half a dozen times per week .... DRAGON PRINTER LEAD CONNECTIONS ARE AS FOLLOWS: all connections "1" to "1" except lines 2 & 4 NOT connected, and line 20 offset to pin 21. TO ADD SECOND DISC DRIVE bridge the DS numbers required (0 or 1 for first drive, 1 or 2 for second, depending on numbers used), plus HS on both drives. Leave all other connections open. Remove terminator ballast from top drive. (This applies to D. Data Alps drives, others may vary.). Paul.

Paul



## Buzzing Bertie

A BRAND NEW GAME FOR THE

### ✈️ DRAGON ✈️

To order a copy send a cheque  
or postal order for £3.50 to

23 screens  
of buzzing  
around to  
be had for  
the DRAGON

**Duncan Bryan,**  
2, Park Court,  
Claude Street,  
Dunkirk,  
Nottingham,  
NG7 2LB.



The Batman Booze Fund!.

Further to my comments in the last Update re the lack of response to the "Buy the ex-Editor a Drink" fund, the current position is that I eventually managed to send Steve a cheque for 15.00, to purchase a quantity of whichever "cleaning fluid" (well, that's what MINE goes on the books as being!) he prefers!. Many thanks to all concerned. However, since then I have received another seven quid in delayed donations to this most worthy cause (well, if you drive my Editors to drink you ought to help 'em pay for it!), which I will be sending on in a week or two, in case anyone else wishes to add to the total.

It's a hard life, being an Editor .... getting moaned at by the punters and threatened with all kind of unprintable fates by that 'orrible Gaffer bloke!, having to use what is probably the most infuriating text formatter program ever written, and then having the resulting discs carefully destroyed by the Post Office, and wondering why you didn't take up something more peaceful like being an instructor on a Kamikaze squadron or something in that line. You should see what it does to 'em!, Stephen was a perfectly normal person when he first joined the Group, with no more than the usual kinks and perversions that one would expect in your average Dragon Owner, but now?! .... you can easily identify him at Dragon shows, he's the one wearing his knickers over his tights and drinking Smirnoff while hanging upside-down from the light fittings!. What effect Editorship will have on Robin I can't imagine (although I can have fun trying!), so please, be charitable to poor, destitute former editors .... one day you too could meet the same fate!!!. Paul.

GERMANY CALLING!!.

A rather interesting leaflet arrived from Germany this morning, advertising what appears to be some VERY interesting Dragon developments. There was no covering letter, so I can only pass on the basic details supplied, I have NO other information at all!.

SOFTWARE: 1. "WRIGGLE" race game with colour graphics and four voice sound. 4.00 on disc, 4.50 on tape. SOFTWARE: 2. "DOOM" five level "pick up and put down" type game. 1.00 on disc, 1.50 on tape. SOFTWARE: 3. "STONE OF MAGICIAN" adventure game controlled with joystick and icons!. No text to enter! Digitized effects. Disc drive (DragonDOS) D64 ONLY. 6.50. SOFTWARE: "DANGER" graphics adventure game. 2.50 on disc, 3.00 on tape. SOFTWARE: "AUTOMAT 9". Full simulatiuon of the "King" slot machine . Disc only 2.50. HARDWARE: Joystick interface (Junior, for one stick) 5.00; (Senior, for two stick) 7.00. DRAGON Power Joystick 10.00.

HARDWARE: Digitizer. 6 bit sampler, software and hardware, connects to RH stick port. 4.00.

HARDWARE: Midi Interface and software. Record one channel from keyboard and play the Dragon with SIX voices. 8.00.

HARDWARE: Scanner. Low cost scanner with professional software. Hardware installs on printer head. Includes "Drago Chrom Painting Studio". 3.50.

PD Software: DRAG 001. Stone Raider II Construction kit (design your own level), including MT80 screen dump). DRAG 002. Various Basic games plus DREAM to DASM data converter. DRAG 003. Various demo programs. DRAG 004. Demo of the famous Amiga "Ball" plus other graphics demos. DRAG 005. 3D rotation (real time!) program, fast BACKUP program, CAD, etc. All PD 1.00 on disc, 1.50 on tape.

The address is given as Dragon Power Software, (Alfred Knotig). Wilh.-Engelhardt Str.40, Postfach 1623, DW-6430 Bad Hersfeld, Germany.

All prices are given in Sterling, but if you are sending money I would suggest that you send an IMO or DM cheque or he'll go broke paying bank charges!. I would suggest that you enquire first, enclosing an International Reply Coupon for reply, of course.

Please don't ask ME for more details as I don't have any!. You now know as much about it all as I do!. Paul Grade.

**GROUP SERVICES ETC.****DRAGONART GRAPHICS LIBRARY SERVICE.**

Contains THE biggest selection of graphics screens for the DRAGON. All available at nominal charge only. The Library needs YOUR graphics screens too. Full details & list from The Librarian, 5, Glen Road, Parkstone, Poole, Dorset. (Screen dumps and text editors etc also available.).

**BACK ISSUES OF UPDATE!!!**

Reprints of all Update issues available at only 95p each inclusive. Full index of ALL Update articles available for only 2.50 inclusive. Single articles reprinted 50p each. Please send s.a.e for full details.

Eric Hall, 32, Thackeray Mall, Fareham, Hants. PO16-0PQ.

All cheques made payable to "NDUG Back Issues Dpt."

**THE GROUP P.D. LIBRARY!. ENQUIRIES TO:-**

Stuart Beardwood, 38, Salisbury Place, Boothtown, Halifax.

**ALL NDUGSOFT PROGRAMS NOW FROM DRAGONFIRE:**  
to save on administration costs all NDUGSOFT programs are now being handled by DRAGONFIRE SERVICES. Prices as before  
Formula One 7.95; Disk-Kit 8.50; Sourcemaker 8.50;  
Lightpen (disc only) 2.50; Colossal Cave Adventure 5.00;  
Adventure Writer 7.50. Contact Robin Hemmings for details.

**13th task adventure program by Alan Cook.**  
Still available only through NDUG 2 only 2.50 inclusive.  
ARC Software, 272, Mearns Road, Newton Mearns, Glasgow.

**DOS adaptor kits from Sutcliffe Electronics.**  
Allows DOS cartridge to be fitted INSIDE the Dragon. 16.68  
LETTER WRITER UTILITY PROGRAM. 5.00 ONLY. ORDERS TO:-  
J. Sutcliffe, 15, West Street, Hothfield, Ashford, Kent.

**PD SOFTWARE FOR DRAGON & COCO from U.S.A.**  
R. Longshore, 6738, Vanderbilt Place, Rancho Cucamonga, CA 91701

**GROUP SPECIALS!!**

D32 TO 64K UPGRADE MANUAL.	2.00
CIRCUIT SHEETS. D32, D64, DRAGON/CUMANA/COCO DOS. each.	1.00
NDUG FORTH O/S WITH FORTH ASSEMBLER ETC. DRAGONDOS.	6.00
AS ABOVE BUT WITHOUT ASSEMBLER. DELTADOS ONLY.	4.00
DRAWZEE GRAPHICS UTILITY. DRAGONDOS OR TAPE.	2.50
NEWCOPY TAPE COPY UTILITY. TAPE ONLY.	2.00
DRAGON TO COCO DOS DISC FORMAT CONVERTER.	5.00
COCO TO DRAGON DOS DISC FORMAT CONVERTER.	5.00
DISC EDITOR UTILITY.	4.00
R.A.D. FUN DISC. 24 ASSORTED PROGRAMS.	3.00
R.A.D. BEST OF INPUT. INPUT MAGAZINE LISTINGS. (DISC)	3.00
R.A.D. ANITUNES. MUSIC ACCOMPANIED BY ANIMATED PIX!.	3.00
EZEE MACHINE CODE TUTORIAL DISCS 1 & 2. (EACH)	3.00
EZEE ADVENTURE WRITER UTILITY DISC.	3.00
EPROMS COPIED TO ORDER. CONTACT PAUL GRADE FOR DETAILS.	
ALL THE ABOVE FROM PAUL GRADE. ALL CHEQUES PAYABLE TO NDUG	
ORDERS TO:- 6, NAVARINO ROAD, WORTHING, SUSSEX.	

**DATABASE PROGRAMS FOR THE DRAGON.**  
Name & address 3.50; Facts of the World 3.50; QSO Log 4.50  
Home Accounts 3.50; LP Files 4.50; Magazine Details 4.50.  
Special bases written to order. Orders & enquiries to:  
Graham Strong, 78, Coleridge Crescent, Goring-by-Sea, Sussex

**UTILITY PROGRAMS FROM DRAGSOFT!.**

Data Loader & Printer 3.00; Fonebill Calculator 2.00;  
TV/Monitor Setter 2.50. Please state DOS type, tape, or  
ASCII format for use with Tandy machines.  
Slow but Sure Screen Dumps (Lo-Res & Hi-Res & Text). Easily  
edited to suit your own Epson Compat. printer. Many sizes  
and configurations possible. 5.00. All prices inclusive.  
DRAGSOFT, 41, HEREFORD STREET, PRESTIGE, POWYS. LD8-2AT.

**TOP QUALITY DRAGON T SHIRTS!. ALL SIZES 5.99**  
Sizes S, M, L, XL. Colour Navy with discrete red Dragon logo.  
I. SMITH, THE COTTAGE, TABORA, LONDON ROAD, BRIGHTON, SUSSEX

**GROUP & MEMBERS PROGRAMS!!****THE N.D.U.G. DESKTOP PACKAGE!.**

This package is available on either DRAGONDOS disc, with EPSON type screen dump, or on CoCo disc with DMP105/6 dump  
Several versions now available so write or phone for full details. Minimum of 19 different type fonts available plus many other features. Perfect for producing video title screens, small posters, adverts or even amateur magazines!  
Standard versions price only 12.50 from:-  
The Librarian, Dragonart Library, 5, Glen Road, Parkstone, Poole, Dorset. Cheques payable to N.D.U.G. please.

**DELTA DOS UTILITY PROGRAM.**

Machine code utility to copy ALL Basic and m/c files from disc to tape in one operation!. Basic listing of loader & Hex dump price 1.00, or on tape for just 2.50 inclusive.  
Orders and cheques to:-  
J. Bussell, 33, Tennyson Avenue, Clevedon, Avon. BS21-7UJ.

**K.C.S. PUBLISHER PROGRAM. DTP FOR D64s.**

Full 38 font DTP disc for the D64 only. Price 15.00 inc.

**DRAGON GRAPHICS STUDIO PLUS.**

Graphics / drawing program on disc only. Price 5.99 inc.

**PRINTER CONTROL & DESKTOP FONTS.**

20 additional fonts for MacGowan's W/Ps. Price 4.99 inc.  
K.C.S. 76, Etwell Road, Hall Green, Birmingham. B28-0LE.

**THE DRAGON NOTEBOOK!.**

All the hints, tips, routines, PEEKs, POKEs, etc you need, plus details of the Dragon memory map, Basic, DragonDOS codes and much, much more. Essential for ALL Dragon users!  
Price just 3.00 from the DRAGONART GRAPHICS LIBRARY.  
5, GLEN ROAD, PARKSTONE, POOLE, DORSET.  
(Please make all cheques payable to the N.D.U.G.).

**PLEASE NOTE THAT THERE IS NO CHARGE FOR MEMBERS PRIVATE "SALE / WANTED" ADVERTS**

**FOR SALE:**

Dragon 32 computer, complete & boxed. 2 Joysticks, game tape, 12 blank tapes, various Dragon books and D>User magazines from Issue 1 to December 1984.

Bargain at 30.00 plus postage.  
Please phone A.WATKIN ON 0494-711442.

**ABSOLUTE BARGAIN IF YOU LIKE BIG RAMS!**

Compusense "Plus" board 20.00 plus postage.

**WANTED, URGENT!**

Instruction manual (or good photocopy) for Super Dragon Writer II. (NOT the H.C.Anderson version!).  
Please contact Dave Riley, "Little Rising", The Avenue, Langport, Somerset.TA10-9SA. or phone 0458-250586 please.

**HELP REQUIRED PLEASE!.**

Can anyone supply instructions for "Ring of Darkness" or ANY assistance with how to use it?

Please write to J.Brown, 45, Marlborough Avenue, Falmouth, Cornwall. TR11-4HS.

\*\*\* Johnny, I bought "Ring" when it was first released, and there weren't ANY instructions supplied. Paul B.\*\*\*

**CAN YOU PLEASE HELP???**

PRINTER DUMP ROUTINE URGENTLY REQUIRED FOR OKI MICROLINE 82A PRINTER AND DRAGON. WOULD PREFER DISC BASED ROUTINE BUT TAPE ONE VERY WELCOME. COPY OF THE MCGOWAN "DUMPER" TAPE FOR OKI82A WOULD BE OK. PLEASE WRITE TO: John J. Timmons, 29, Cahergal Avenue, Old Youghal Road, CORK, Co.CORK, IRELAND.

**DISC DRIVE WANTED!!!.**

Wanted, Dragon disc drive and DOS controller cartridge preferably Dragon Data or compatible unit.  
ALSO WANTED URGENTLY, information on saving and retrieving data using the Salamander DRS tape. Can you help, please?.  
Contact Tony Drewitt, 27, Chandler Close, Weston, Bath, Avon. or telephone BATH 333027/424729.

**WANTED (WITH MANUALS):**

DASH/DEMON ON TAPE OR DISC, OR DISCDREAM, DREAMBUG, DREAM. ALSO REQUIRED: DRAGON USER MAGAZINE FEBRUARY 1984 ISSUE. AND "MACHINE CODE FOR THE DRAGON" (PUBLISHED BY GRANADA). Reasonable prices please!.

J.Rogers, Flat 5, 115, Church Road, Richmond-upon-Thames, Surrey. TW10-6LS. or 081-940-2847. between 2p.m. & 8p.m.

**WANTED . URGENT**

DOS CARTRIDGE FOR TANDY COCO II COMPUTER  
PREFERABLY DOS V 1.1 BUT V 1.0 ACCEPTABLE.

Please contact BRIAN RAYNER, 24, TROVE COURT, NEWCASTLE HILL RAMSGATE, KENT. CT11-8PG.

BIG SALE! PHONE TIM BURTON ON: 061-320-9222.  
2xD34s 70.00 each; 3xD32s 35.00 each; D.Data disc drive & SuperDOS controller 90.00; Touchmaster Graphics pad 40.00; Panasonic (NLQ) printer KXP1080, unused! 90.00; 5" mono TV, batt/mains. 25.00; 3\* power supplies 5.00 each; TR17 cass. recorder 5.00; 2\*Keyboards (good qual.) 10.00 each; Various mags. 10.00; 20 books 25.00; 8\*Joysticks 10.00 the lot; Plus 100s of tapes (copies & originals) carts, discs. 25.00 lot!.

**WELL, DO YOU LIKE IT OR NOT?!**

The more observant amongst you will by this time have noticed that we have changed the advertising layout. Personally, I think it looks better this way, and with any luck should be a bit more readable, BUT, you're the ones who have to read it, so please let me know what YOU think about it. If you prefer the old style we can return to that for the next issue ... it's entirely your choice. Just for once I'm willing to be all democratic and go along with any majority decision except "I dunno"!.

Anyway, please let me know your views on the subject BEFORE I have to start making up the NEXT ads pages. OK?. Paul Grade.

\*\*\*\*\*

\*\*\* The All New \*  
Dragon Software Company  
Address Guide!

Who's still around in the Dragon World?

What Software is still available?

Find out in this carefully compiled guide which also includes the complete TOP 30 software chart !!!

*Don't be seen without one!!*

Price - only £2.00 including postage and packing.  
Please send cash, cheques or postal orders made payable to PETER HAWES

9 Strangford Road Whitstable Kent CT5 2EP



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

Just for a change I have to start with a complaint and a warning!. Those of you who read the "real" computer magazines like Shopper, Micromart, etc may have noticed several advertisements purporting to have come from the Group. They HAVEN'T!! You all know my policy of not advertising, and that hasn't changed at all. The point is that these adverts claim that I publish a MAGAZINE, and don't even mention the Group at all!, with the result that I have had to answer a lot of letters from people demanding sample copies of "the magazine", several of whom have quite justifiably been most irate when they learn that there isn't one, only a Group Newsletter, and made threatening noises about "misleading advertising".

Now, I can well do without the trouble of having to apologise for something which was done without my knowledge or consent, and the Group could well do without the cost of the extra wasted postage involved, so please take notice that anyone else publishing advertising in my name without prior consent will be dropped from the Group immediately, and I will take whatever action may be necessary to ensure that no computer magazine ever accepts ANY advertising from him or her again.

In case you are wondering, Peter, I DO know who is responsible for the current situation, "Shopper" gave me your name and address and promised to "take the necessary action" to prevent this happening again. Your motivation may well have been good, but the result has been a lot of unnecessary work, trouble and expense for me, the Group, and for those who answered the adverts. In future, if you (or anyone else) gets bright ideas in this line, CHECK WITH ME FIRST!.

Right, that's that little lot out of the way. What do you think of the revised ads page layouts?. The basic idea was to try to produce a clearer format which would be easier to read, and was achieved by grossly abusing an IBM "Label Maker" program. Whether it was worth the effort or not is another matter entirely .... I think so, but that's for you to decide. We can always return to the old format if you prefer.

All ready for Ossett now?, cheque book and credit cards packed?, guides and porters hired?. Good!. I don't THINK there is really any truth in the rumour that Rob Preston has asked for Riot Police to control the expected crowds, and hired a fleet of Securicor mobile piggy banks to get the loot back to Welsh Wales, but if you make an effort you could make him wish that he had!. Give it a try!.

You lot out there are slipping badly, you know .... so far I've only had ONE complaint about our new Editor, and even that one turned out to be unjustified (they'd been trying to phone him on the wrong number!). What are you trying to do, give him delusions of competence or something?!. No, he's not making a bad job of things at all, I must admit, but don't let him know I said so!. (It's OK, he won't bother to read this rubbish, so the secret is safe here!).

Oh well, I think I've covered just about everything that resembles news (and a few things that don't). Contrary to the heading on the last Update, which claimed that the date was "January", that really WAS the February issue, and this one, believe it or not, IS the April one, so we aren't really running a month behind schedule .... Robin's calendar was a month slow, and my proof reading was as lousy as ever, so the error wasn't noticed until it was too late to be corrected. For those forward planners out there who want to enter a reminder in their Personal Organiser thingy, the NEXT issue will be the JUNE one. OK?. Meanwhile, as the clocks were turned back last night, depriving me of an hours well earned kip, and as tomorrow is All Fools Day (in celebration, I believe, of the invention of politics), and as it's nearly tomorrow now, I think I'll quit writing this garbage and try to forget about computers for a few hours, phone calls permitting!. (Well, I HAVE had reverse charge calls from Dragon owners in Tel Aviv at 3a.m. before now!). Oh yes, one request .... if anyone has such a thing as a spare D64 keyboard for sale please let me know as mine is now beyond all hope of further repair and I HATE using this D32 one on the old D64. Have fun at Ossett, and DO try to spend too much!. Paul G.

80b Main Road  
Old Duston  
NORTHAMPTON  
NN5 6RA.

April 19th 1991

Dear Paul,

Herewith answers to crossword number 58:-

1A Spatula	A1 Stroboscope
1H Rodnoc	B1 Paracetamol
2I Viola	C4 Palatal
5B Caper	D1 Tramp
5G Rodeo	D7 Titanic
6B Elastic	E1 Unite
6J Skid	E6 Sine
7A Stationary	G1 Aspirin
10A Polarbear	G8 Cress
10K Dig	H2 Allocate
11B Lancaster	I1 Ovoid
11K Aft	J8 Barrel
12I Keys	K1 Nosmokingday
13A Blackpool	M1 Cathedral

As I lost out on getting the plus board from Dave Riley if you here of any more going or even a 64 with the plus board would you please if you remember let me know.

I am also interested in a cheapo PC so that I can do some work work at home. I am not giving up the Dragon and I never will.

Derek Bonham and I will be going to Emmerdale Farm country on Saturday April 27th. So there will be at least two N.D.U.G. members at the show.

Kind Regards,

Eddie Freeman.

Mr Paul Grade,  
6 Navarino Road,  
Worthing,  
Sussex.