

# DRAGON'S TEETH



THE MONTHLY NEWSLETTER OF  
THE DRAGON CLUB AT THE DUNGEON

ISSUE 8. OCTOBER 1983.

VIEW FROM THE DUNGEON

## FEATURES

New Dragonware  
Letters Special (including  
initial 'Top Ten' lists)

## REVIEWS

Space Shuttle (Microdeal)  
Crusader (Morrison)  
Oscar the Owl's Maths Test  
(Dungeon)

## VENTURES

## COMPETITIONS

## M/C CORNER

## BOOKSHELF

## COUSINS

## OFFERS

Firstly, we must admit to our problem in catching up the "lost month" of 'Dragon's Teeth' publication. The various problems with our disc drives (six head crashes in total), lost data and manual repeats has meant that we are still four weeks adrift. We've already started on the next issue and hope to cut at least a week off the schedule each month, but it may take some time to recapture the lost weeks.

Now to the Dragon scene, which looks less healthy than before! Back in May the D32 looked a "best buy", with disc drives due at any moment and the '64' just around the corner. With the Commodore 64 up at £230 and an expensive dedicated recorder required for it, the D32 looked attractive at £175.

Here we are with Christmas approaching and the price remains £175, although the CMB 64 has breached the £200 barrier and been seen at £189. Disc drives have arrived, but was the wait worthwhile (see below) and the D64 remains an advertising "goodie" (how many have you seen in the shops?) We hope that the price doesn't remain locked into the £225 launch announcement or else declining sales will have an impact on all our hopes for the future. Already Boots are having to offer £43 of free software with the D32 to keep things moving and reports from the other big chains suggest that the 'Top Twenty' sales chart in one weekly (which puts Dragon down at number 7) might not be too far from the truth.

We have every sympathy with Dragon Data, who face a Catch-22 problem - hold up prices and watch sales and hence profits decline - or slash prices to stimulate sales and watch profits decline. Not nice at all!



# REVIEW

THE SPACE SHUTTLE from Microdeal

by Gareth Hurfurt

The Space Shuttle cassette is contained in a polystyrene package about the size of a book and also comes with its own flight manual.

The program is in machine code and loaded without a hitch. It starts off by asking your computer if it is able to handle the high speed poke. Next you get the titles and a picture of the shuttle taking off. Now we get to the main part of the program. First you are given a weather report of your landing site; you are also given the cloud ceiling and the wind etc. After this you will have to take off and place your shuttle in a small window in the top corner of your display. When and if you do this, as you must also be travelling at the correct speed, you go onto the next stage. Luckily there is an abort routine so you are able to get onto the next stage without completing the previous one except on the fetch stage, where it must be completed to continue.

The next stage is to retrieve a drifting satellite from space. This is split up into two sub-stages: the first, to park beside the satellite and be travelling at the same speed as the satellite - there is a very short time limit on this before it aborts onto the second part; the second, to grab the satellite within the arm of the shuttle. You have to open the cargo bay doors, extend the arm and grab and retrieve the satellite and close the doors. On this stage there is no abort routine, so it has to be completed - but it is not too hard to do this.

The final stage is to land the shuttle and this is also split up into two sub-stages: 1) Entry, 2) Final. The entry is returning from orbit to within sight of the runway and, again, you must place the shuttle in a small window but this time at the bottom of the display. You must also get your heading right with the runway. You must also get your altitude and velocity (speed) right. Again, this stage can be aborted. Now you get onto the final stage, where you have to land the shuttle with no fuel. You are faced with a picture of the back of the shuttle and in the distance the runway where you must land. To start with, the shuttle is positioned off to one side of the runway and you must bank the shuttle into the centre of the runway. Your velocity must be lower than 500 and your nose must be level and just edge slowly onto the runway. Your wings must be level and RTRW (distance from the runway) must be less than 0 and no more than 10000 (the length of the runway). This is probably, in my view, the best stage. When you do land, you are played a small victory tune and then you go onto the debriefing. This tells you which stage(s) you failed and how long the mission took you, how much fuel you used, your score and the high score.

There is a possible score of six hundred on the whole game and the points are distributed as follows:-

- 100 for parking
- 100 for retrieving the satellite
- 100 for perfect entry
- 200 for a perfect landing

It is very difficult to get a perfect score on the launch, entry and landing. I have never completed the launch or entry but I have parked and retrieved the satellite and landed the shuttle. My best score for landing is 144, which makes my high score 344.

This simulation uses the joysticks most of the time and the keys for opening and closing the cargo bay doors and for firing the engines on the parking stage and there is a bit of a poor response on firing the engines so you have to check that you have done so.

The graphics are in PMODE4,1 so are in black and white. They are of excellent quality as are all TOM MIX programs I have seen (e.g. Donkey King.)

This is a good idea and is a good improvement on the original flight simulation and for £8.00 is excellent value for money.

My only criticisms would be the poor response of the keys on the parking stage and the packaging which is O.K. for displaying in shops but, once it has been opened, it isn't very good for storing the cassette - the polystyrene soon wears down and the cassette falls out.

Presentation.....	7
Entry Complexity.....	9½
Play Complexity.....	8½
Play Balance.....	9
Interest Level.....	10
Overall Rating.....	9

\*\*\*\*\*

#### VIEW FROM THE DUNGEON (contd.)

But the disc drives? We were disappointed when Dragon opted for OS9 (after all, how many users are going to want multi-Dragon installations?), but the disc operating system selected defies all logic. Even raw beginners can see the advantage of random access files over sequential for 90% of serious uses. So why has Dragon Data opted for the positively self-defeating DOS it has lumbered its own-brand drives with? Simple to use, yes, but effectively limited to serial files. Whoever took the DOS decision at Dragon Data must have shares in Premier.

We'll be reviewing the two main drives in next month's "Teeth", but for now will restrict our comment to the fact that we would opt for the Delta/Cumana combination for any serious Dragon applications. At one time we felt that the problem with the Delta drives was the restriction to Premier/MST software. Now we hear that FLEX is on the way for Delta and, if this proves a real event (and not just another media hype) then our minds will be made up and we will kiss the Dragon Data drives goodbye. With regret, mind you! We did hope that they'd prove to be what was best for us all.

We now await the abusive letters from all those DD drive owners out there! Before you blow your valve, however, talk to the owner of (say) A TRS-80 system with drives - or any other micro/disc user employing LDOS. Find out just how easy it is to handle random access files with a proper OPEN/CLOSE routine (Open the file, Field the buffer and away you go!) Ask why the DD DOS lacks the FIND command, let alone wild-card search facilities? Why no BUILD and DO routines to facilitate unskilled operator usage - don't DD think that you will want to use the disc system for business purposes?

Enough! Enough! Let's have your views! K.O.D.B! (Keep on dragon-bashing, Mr. Handley.)

# Ventures

by Clive Gifford

In comparison with last month, this month has been pretty quiet. There have been a few releases on the Dragon adventuring front as far as I have heard.

At the Personal Computer World show, Premier, the disc drive people, were displaying a whole range of adventure games. I have a copy of one of the cheaper ones, Caverns of Doom, which I found to be an extremely weak adventure program. I counted no more than 20 locations and solved the adventure in several hours of rather unabsorbed play. Apart from the slow execution, the presentation on-screen was another major stumbling block. Words were cut in two and several were spelt incorrectly. Despite the relatively low price tag (£4.95) this adventure is not worth considering - I have seen better ones in books which only take several hours to type in at most.

I suppose the one large piece of news concerns Shards Software's first entrance into the adventure market. Though disappointed with Shards' service, (I still await some tapes that were promised weeks ago), this game cannot easily be faulted. For all those who are addicted to standard, orthodox adventures, stop there, this game is not for you. Pettigrew's Diary, as it is called, is in 3 parts, each part an unorthodox adventure by anyones standard. The first is totally in high resolution graphics, where you must rescue a number of objects from a blazing farmhouse; the second sets you in London, where you must overcome muggers and the temptations of the gambling arcades to enable you to enter the third part.

The third and final part is a collection of 8 tasks, all of which must be completed to enable you to learn the secret of Pettigrew's Diary.

The game just comes within the boundaries that I laid down for adventures in the first issue of Ventures. Apart from the fact that the high resolution graphics are excellent, as is the use of sound and that the game has a professional 'feel' about it, its parts add up to cover 90K of adventure, pretty impressive, eh? Even more impressive when you consider the price, a mere £7.95. There can be no doubt that the game is terrific value for money. Talking about the value for money of Dragon games, I made a little survey when I was at the PCW show. I found that Commodore 64 games, usually larger in terms of memory and more complex, had an average price of £6 or £7. Spectrum games (and though it's hard to admit, some Spectrum games are better than their Dragon versions) were selling on average for around a fiver. Dragon games seem to have a price fixed by the early Dragon Data releases of around £8, often for inferior games. Come on, software companies, join the initiative that Shards have started and give better value for money games by increasing their specifications or cutting their price.

While on the subject of games in general, I would like to reply to several criticisms of previous games reviews that I have written. Firstly, I am not in Morrison's employment. Their games were some of the earliest on the market and, at that time, the best. Their new programs are of a higher standard as the quality of Dragon games in general rises. Everyone has their won opinion and this should be respected, but we reviewers try to give an objective opinion of the

program under review. If you compare some of my Dragon games reviews with the same games reviewed in other magazines, you will find that there is quite a large measure of agreement as to a good program and a bad program. There is a general opinion that Morrison games are among the better ones anyway.

On a different note, Andrew Nelson of Wilton wrote to me praising Romik Software's "White Crystal." It is a graphic adventure game which sets you in darkened caverns fighting your way through the many screenfuls of caves to get within striking distance of the fabled white crystal which must be smashed to save mankind. Andrews says "If the game was faster with a quicker response, it would cease to be an adventure and would become a rival to The King." Strong stuff indeed. I got a copy, at £10, a little expensive but I can see what Andrew means. The game is very good indeed and to get so many screenfuls of high resolution graphics with different enemies to overcome is quite an achievement. I have yet to get anywhere near the crystal - have others fared better?

Your comments and hints on adventures, specific or general, are much appreciated - send them in and I will try to deal with them all.

I have gauged a mixed response to Your Computer's regular series of adventure articles. While most people are pleased that a large facet of leisure computing is receiving fair attention at last, many feel that the way it has been done is rather poor. Choosing Vic 20 programs to use as examples around the text does seem an odd choice. The Vic is a pretty rotten standard machine, the number of characters across and the huge number of POKE's needed to operate many of its features, make Vic listings far from simple to convert, especially to the beginner at which this series is aimed.

Why not have the programs printed out twice? Once in the Sinclair style with the non-standard string handling etc., and one in good old Microsoft for many other computer owners (Dragon could be used for the Microsoft listings.)

One point which I do agree with the Your Computer series on, is that concerning Grid games being one of the best ways to start to write adventures. Grid based games are easier to construct, movement around them is very simple and adding other features is relatively straightforward.

There are several books with Grid games in them for the Dragon. Dynamic Games for your Dragon has 4 Grid based adventures and shows how they can be developed and increased in complexity. A small guide which must be recommended is published by Aardvark 80 and is entitled "Adventure Writing." Costing a rather exorbitant five dollars and only covering 16 A4 pages, which are very valid and very useful. It also includes a listing in Microsoft which needs little work to convert to the Dragon. It is available from Aardvark 80 at 2352 S. Commerce Walled Lake, MI 48088, U.S.A.

The last couple of Ventures have ended with a final desperate plea for adventure games. Well, the response was staggering (none!) but I completed my adventure book on my own (loud raspberry to all programmers who could not be bothered to send in their programs.)

This month's edition, therefore, ends with a plug instead of a plea. My book containing 5 full-scale adventures is called 'Creating Adventures on Your Dragon 32' and will be out by the end of December, hopefully.

Goodbye for now!

# REVIEW

CRUSADER from J. MORRISON(MICROS)LTD. £6.95

by Edwin G.A. Aird

This is a new approach to games playing, in which an adventure is made into an arcade type game - or, alternatively, you may think of this as an arcade game made into an adventure. In this "adventure" you, our intrepid crusader, have to overcome seven increasingly difficult stages in quest of the Holy Grail. Featuring eight different screens, you must scale the city walls to reach the inner sanctum, swing across the pit of fire and cross enchanted lakes whilst avoiding deadly scorpions and devilish dwarves.

It is fascinating just how frustrating this type of game can be. Part of the adventure with 'Crusader' is having to work out how to play the game, since there is no description of this, or indeed any clues or tips at all. I have already become very frustrated with Donkey King (or The King to Dragon Users) with its own special difficulties, especially with a worn down joystick! I still have to admit not even reaching the second screen. But 'Crusader' is just sufficiently tantalising to ensure that I keep trying. It cannot be good for the blood pressure, but it certainly keeps the interest

It is difficult to describe the game 'Crusader' in any more detail than that given above (from the 'blurb'), since I have only reached the third screen and had a brief glimpse of the fourth during the demonstration. The action of the joystick is relatively easy, since the hero only has to keep going left or stop (in the bits I've managed.) It is the pressing of the button and the critical timing of this which appears to be so vital when avoiding the scorpions or whatever else is likely to raise its ugly head. I say "appears to be" because I have a suspicion that more control may be possible, and that this is one of the learning processes involved with this game. Either that, or the random effects are defeating me.

The graphics of the introduction are superb. The moving pictures are less colourful, but the animated action is very good (machine code throughout.) Altogether an excellent game, very entertaining with good sound and good value for money. Are prices coming down at last?!

Presentation.....	9
Entry Complexity.....	8
Play Complexity.....	9
Play Balance.....	9
Interest Level.....	9½
Overall Rating.....	9

\*\*\*\*\*

## DRAGON ARITHMETIC

Can anybody explain why the following statement:

PRINT SQR(25)-5

produces the answer 1.86264515E-09 ?

# Review

## "OSCAR THE OWL'S MATHS TEST"

Educational Review - by Pauline Hampson

This game, produced by Dungeon Software at £4.95, is exactly what its title suggests - a timed Maths test.

The program is well presented with a clear display. You are welcomed to the test and asked to choose if you wish to add, subtract or multiply. You are then asked if you want the problems to be easy, medium or hard.

The game screen is really clear and colourful. An owl in a mortar board hat sits on a branch. A blackboard hangs from higher up and on this the problem is written. The numbers are placed underneath each other with the sign placed to the left. The question must be answered before a wriggly caterpillar has nipped from one side of the screen to a mushroom on the other side. If you do not answer in time, or answer incorrectly, the correct answer is displayed clearly. A correct answer is rewarded by a "WELL DONE" message and a tune. You have ten questions and your score is shown.

I particularly liked the presentation and clear display. The children found it user-friendly and simple to use.

In Level 1 and 2 the time given for answering is about fifteen seconds but in Level 3 you only have about eight seconds. The addition questions range from easy ( $7 + 5$ ,  $8 + 4$ ), medium ( $20 + 5$ ,  $16 + 15$ ) and hard ( $46 + 40$ ,  $42 + 1$ ). Subtraction questions are easy ( $7 - 2$ ,  $9 - 2$ ), medium ( $30 - 5$ ,  $8 - 25$ ) and hard ( $35 - 11$ ,  $18 - 40$ ). The multiplication ranges from  $1 \times 3$  or  $10 \times 3$  down to  $32 \times 7$  or  $26 \times 1$  in the hard section. These are, of course, examples and the questions are well varied.

The graphics in the program lift the game into something better than an ordinary maths test program. I think that parents and teachers would prefer to set their own time limits to some extent, as the time allowed could be short for some children, especially on the hard level. The hard questions could be attempted with more time by children who otherwise could not manage. I also think that the subtraction section should not include questions requiring negative answers as, say,  $8 - 25$  is a very difficult concept and children tend to turn it round to  $25 - 8$ , which is not the same.

The program is a great improvement on the normal maths test. It looks attractive, which is important to children and the caterpillar gives it a touch of fun. The price is also reasonable, as many games these days seem to be going up in price.

I would recommend this for children of 7 and over although if more time could be included then 5 year olds could attempt the easy questions.

Presentation.....	8
Entry Complexity.....	7
Play Complexity.....	6
Play Balance.....	6
Interest Level.....	7
Educational value.....	7
Overall Rating.....	$6\frac{3}{4}$

(We are modifying the program in line with Pauline's suggestions - D.M.)

# Letters Special

## DRAGON 'CHECK-UP'

1. D.T. is excellent. Keep it up.
2. I am in the same category as Joe Smith (his letter, p.10, Issue 7). Do keep us in mind. Having said that, I'm quite sure you must cater for the higher flyers.
3. I enjoy the long letters section.
4. I strongly support T. Houltyby's (Issue 7, p.13) members' Top Ten suggestion. Hope I hear more about it.
5. I feel you could well keep repeating the best advice on loading problems - i.e., in each issue. Update it regularly, with new experience.
6. I'm not really into games, adventures and so on. In fact it must be 6 months since I last loaded a game. What I'm on the lookout for is good educational software, so I'm very pleased with your Issue 7 editorial.
7. A thought has crossed my mind which you may think is daft. (On the other hand you may not!)

My D32 reaches its first anniversary in the New Year - if I remember correctly, the guarantee runs out then. I've had no important trouble with it, just occasional loading problems and one mystery 'crash' that I never understood and has never recurred.

Would you feel inclined to suggest a routine which would exercise all its important muscles - a fitness check-up so to speak? If it passed the test, fine. If it didn't, I could get the problem(s) seen to while it's still under guarantee.

8. I hope you will remind me when my next subscription becomes due.
9. The first software I bought was Computavoice. It wouldn't load - we spent hours and hours and hours on it. It was a terrible introduction to home computing. I finally sent it back to Dragon Data in March 1983, asking for a replacement that would load. I never had a reply from them. What intrigues me more than their failure to respond is that since those early days I have never seen Computavoice mentioned, by users, reviewers, editors, and so on. So I wonder if Computavoice is a bit of a dead loss anyway.

Best wishes.

Mr. R. C. Womphrey,  
17 London Road,  
Old Stratford,  
Milton Keynes,  
Bucks. MK19 6AE.

### NORWEGIAN DRAGONS

It seems that the quantity of Dragons in Norway is growing fast, though the amount of available software is lagging behind. We went to a "data messe" in Sandefjord at the weekend and felt that the Dragon was a bit neglected - however, maybe it was a case of quality versus quantity. The arcade game type tapes are sold here at £12.72 per tape - which means that we think carefully before investing in too many!

We did just catch sight of the disc drive on one of the two Dragon stands but were unable to get a demonstration of it - shall try in our local shop today.

Our first Dragon, bought around Easter time, developed a nasty habit of going beserk and filling the screen with a jumble of unrelated characters, then going on strike and refusing all commands. We returned it to headquarters and got another, more docile one in return, and so far have been lucky with this one. We bought a Star printer when we were in England during the summer - and now my husband wants to use it for his school work, while our oldest son - the real Dragon-tamer at 15 years old - is writing his essays for school, so that at last his teacher can really real all his efforts. I think we shall have to invest in a "Telewriter" soon - though I'm a bit worried after hearing that some Dragons have been immobilized by the use of this - any ideas?

If you would like some more members for the club, I will talk to the local retailer about a little P.R. for Dragon Dungeon!

Margaret Day Johansen,  
Falkum Jordet 5,  
3700 Skien,  
Norway.

P.S. We are all hooked on Calixto at present - our 11 year old is learning lots more English now - as is our neighbour's son - though I miss the graphics; there should be a diagram of the study, lab., etc., surely no problem for a Dragon! Kjarton - at 15 - has really found his hobby? - career? - friends - lifestyle - many thanks!!

(It's good to hear news of the Viking Dragons! Keep us in touch with the Norwegian scene, Margaret. - D.M.)

### DRAGONDOS

I'm the proud owner of one of the new Dragon Data Disc Drives, which I've been using quite happily (touch wood) for about 7 weeks now.

I've just been reading the Brains' review in 'Dragon User' in which they compare the unit with the Delta one. They seem to have gone over the top with their conclusions - DRAGONDOS appears entirely comparable with equivalent systems I've used on PDP8's and 11's over the past few years. The 'random-access record' can be easily simulated for many purposes using SREAD, SWRITE - in those applications where it can't, you probably need more memory anyway. Most users who splash out on a disc will probably upgrade to 64K, for which the cartridge DOS is, presumably, irrelevant; it seems

to me that the DRAGONDOS is essentially for program development using the ROM BASIC and for that it is ideal.

R.W. Hall,  
Windsor Court,  
Clifton,  
Bristol BS8 4LJ.

(Must admit that we ourselves are not entirely happy with the Dragon Data drive approach to random access files, which we consider the primary requirement for disc systems. - D.M.)

#### MISSING REWARD

I am not actually a member of the Dragon Dungeon Club but my son is and as I pay his subscription and read his copy of Dragon's Teeth from cover to cover, perhaps you won't mind my writing to you.

You must be aware that many magazines offer to pay for publishing readers' programs. Well, our family had put together a program for the Dragon which we thought was quite amusing and so, spurred on by the prospect of a £6 reward, I sent it off to one of the computing weeklies. Soon a letter arrived to say that our program was to be published and then, in the middle of July, it actually appeared - here was fame at last!

So far, so good, but then the whole thing turned sour on us when the promised payment failed to arrive. We are still waiting for it and it is now the middle of October. About a month ago I wrote to the magazine but I have not received a reply. All in all I feel that I have been treated with complete contempt.

I wonder what other people's experiences have been? Have we been especially singled out or is this a common situation? Assuming that the magazine in question needs programs to fill its pages, why does it treat contributors like this?

Perhaps I'd better stick with Dragon's Teeth in future.

Yvonne Grainger,  
75 Land Oak Drive,  
Kidderminster,  
Worcs.

#### BREAK KEY

Other members may be interested in a BREAK key disabling routine, which I discovered by accident:

POKE 411,228:POKE 412,203:POKE 413,4:POKE 414,237:POKE 415,228

Following these POKE's the following will disable and return control of the BREAK key:

Disable	-	POKE 410,236
Regain Control	-	POKE 410,57

Paul Watkins,  
10 Heol Derwen,  
Cimlaneath, W. Glamorgan.

### DISC DRIVE

Further to the requests for members to elucidate their interests and systems I am currently using my Dragon with the Premier Delta System and two Schugart 80 tract, double-sided drives (over 800K of storage). My particular interests are machine code programming and Adventures, although most of the current batch are very limiting; the random factors in M. & M. are a real pain.

I have a complete disassembly of the operating system for the discs and now have machine code routines to access the directory, save and load routines from within machine code programs. The disc system also includes two additional file markers which do not normally appear, i.e., as well as BAS-BASIC, CMD-MACHINE CODE, DAT-DATA FILES, there is also ASM and TXT, assembler and word processor text files perhaps?

A couple of tips for users of the Premier System using data files are:

- 1) When inputting data to a file you can use multiple inputs if they are separated by CR, i.e. PRINT\*1,A\$;B\$ does not work but PRINT\*1,A\$;CHRS(13); B\$ does.
- 2) Watchout when recalling string data such as DRAW commands in graphics from files that you use LINE INPUT\*1 and not just INPUT\*1 as the input is prematurely terminated by any commas in the strings with no error message, obvious once you realise whats happening.

Finally, if you would like a review of the system or information on the direct page map and machine code entry points I would happily oblige.

M.E. Brook,  
64 King Ina Road,  
Somerton,  
Somerset TA11 6LA.

(Like many a member out there, we'd appreciate your review. If you would like to supply an overview of the m/c routines, we'd appreciate that too. - D.M.)

### MORE MADNESS

Further to the July issue of Dragon's Teeth, I too, like your reader M. Maloney, have confronted the sorcerer in El Diablero only to find that I don't know his name. The only elements that I can't find any use for are the crow, snake and skull. Any assistance in finding his name would be appreciated.

In Madness & The Minotaur I can occasionally discover the spells Okkan and Akhirom, but then they don't seem to do anything - again any comments would be welcome.

Concerning Dragon reliability (Aug. '83), my machine suffered the same symptoms as those of Paul Grade's, i.e., scrambled basic after about 1 hour's use. On returning the machine to my local dealer's they informed me that they were aware of this problem - it being the SAM chip. The machine was removed to the workshop and returned 5 minutes later

with a replaced chip and has worked correctly since.

My only other complaint is that the spacebar sticks.

B.W. Cooper,  
21 Stamford Ave.,  
Crewe.

(Okkan and Akhirom? Doesn't mean anything to us! - D.M.)

#### MASTER GORM-SLAYER

Congratulations to me, am I the first? Am I the greatest? But why should I get all these accolades? I'll tell you! I have completed 'The Ring of Darkness'. I finally shouldered my way past Gorm, the Guardian of the Ring today, after 3 months of playing the dastardly thing and am ecstatic. By the way, at the end of the program it says that Part 2 is on its way (returning Shedir, the Ring of Darkness, to its original owners on some distant planet.)

I thought maybe you would like to know how this is done. Here it is:

1. You kill the most powerful creature in the dungeons, the Gorm.
2. Now that you are a Gorn-slayer, you rescue the Princess (by killing the Jester for the key and hoping it is the right one.) I don't know whether you have to be up to Level 21 as I was but still, you may as well try earlier. She will tell you that the last ordeal awaits you in Xandra's Quest.
3. You enter Xandra's Quest. As soon as this is done, you will go through the mist to an enclosed room which is the final Quest. Here stands Gorm, guardian of the Ring. Beside him is a dais with a Ring on it.
4. You go as fast as possible to the dais and fight with Gorm. If you have a blaster, a deflect suit and at least 40,000 hit points, you will find it possible to bring Gorm to a point where he lies on the ground, recuperating. At this point, you must rush past and go next to the dais. Gorm will be chasing after you by this time, although without much power. You must use the 'GET' command to pick up the Ring. If this does not work, try again and again. Unfortunately, touching the Ring drains a lot of hit points and so you just hope you have enough hit points. Once you finish you become the bearer of the Shedir.

Many thanks to Wintersoft for a superb game. I wait, anxiously, to see if there is a Part 2.

I also wish to write about Champions. Have any other people become European Champions? I have also found a bug. If you reach the European Cup a second time, it gives an OD?Error. This is because it tries to read the Data of the other European Clubs for a second time and, of course, fails.

Keep up the good work in the Dragon Dungeon.

Edward Harvey,  
4 Bramwell Close,  
Sunbury-on-Thames.

(Several of you appear to have made it to the end of "The Ring."  
Interestingly, you all seem to have adopted different approaches. - D.M.)

#### SOGGY DRAGON

Thank you for producing a most readable, entertaining and enlightening newsletter. I look forward to each issue.

May I take this opportunity to pass on a tip to your readers? It is - Dragon's don't like sugar in their coffee! Rather, the tip is - insure your computer for all risks. My Dragon had its fire quenched after I dropped a cup of coffee when my 2½ year-old daughter fell off a chair - I went flying to catch her (successfully) while my coffee cup did a jig across the table and avidly leapt into the keyboard. What fantastic effects it produced! I could hear my program running - it sounded just like the ICL 2972 I write software for - but I wouldn't recommend it for general use!

Fortunately, I have a full-risks policy for the Dragon - and I now have a new (un-POKE=65497-able) machine. And a strict rule about drinking coffee (or anything else) near the Dragon.

I hope that this tale of woe will be of use to your readers - it could save them a lot of hassle.

Peter B. York,  
51 Buxton Road,  
Thornton Heath,  
Surrey.

(There's a moral here somewhere!~ D.M.)

#### JUNIOR PROGRAMS

I hope the Baby Dragon is better than the Shards Infant Pack - that is useless (there's an error in the second program.) Are you stocking the new Dragon Data education cassettes, particularly Circus Adventure and Hide and Seek? If so, what price and are they good? Also, do you have a device that will allow me to keep both the T.V. and computer plugged into the T.V. aerial socket? If so, price and description please.

I am enjoying Dragon's Teeth, but just one comment. In the catalogue particularly, and reviews of games, adventures, etc., could you give some indication of whether they are suitable for children and some age guide. I am finding many of the games and especially the adventures that we are interested in are much too sophisticated and difficult to control for children at the Junior school stage (7-11).

I look forward to receiving my tapes and your comments.

Mrs. L. Rabouhans,  
23 Mossy Vale,  
Maidenhead,  
Berks.

(You should be able to buy a TV/Computer T-link, with built-in switch, at many electrical stores. Your comments on age-group information are noted and will be acted upon. - D.M.)

MORE FOR JUNIORS

I recently received a copy of Dragon Data's "Circus Adventure" to review for another magazine. I was amazed that D.D. have the effrontery to sell this so-called "adventure", with poor sound and appalling graphics and written entirely in BASIC, for £7-95. I do think it is a good idea to produce adventure games for children, but one would expect the very limited number of locations and acceptable inputs, compared to adult adventures, to be reflected in the price-tag, or to be given far better graphics and sound to compensate for the simplicity of the game. I was even more amazed to see from your new price list that you are now stocking this program. Please will you reconsider this, before too many of my fellow members waste their money on it. (D.D.'s "School Maze" is a little better, tho' still by no means worth what they are charging for it.)

I think it is a great shame that there are so few good educational programs on the market (not only for the Dragon - the 380Z programs I've seen haven't been of a significantly higher standard) but surely it is better to concentrate on the few that are worthwhile and represent reasonable value for money, than to risk putting a lot of children (and their parents) off computers altogether by offering them rubbish.

By the way, I noticed that Microdeal's "Mansion Adventure" is marked in your price list as an Intermediate adventure. It didn't take me very long to solve and I don't regard myself as an experienced adventurer yet.

Margaret Norman,  
101 Narbeth Drive,  
Aylesbury,  
Bucks.

(And Margaret Norman should know! Enclosed with her letter was a program for early readers, which we have been given permission to publish.

We retract our classification of Microdeal's Adventures, which are all for beginners.-D.M.)

REPROGRAMMING KONG

Is anyone out there clever enough to alter the "King" program slightly to give extra men. Maybe when my husband gets to the end I can get back to more serious matters. His best non-practice game score is 96,200 and on a practice game he has reached the 13th screen. Can anyone help?

Pauline Hampson,  
10 Cherry Lane,  
Lawton Heath,  
Alsager,  
Stoke-on-Trent.

(Aren't the number of men in the practice mode enough? - D.M.)

\*\*\*\*\*

BYTE Micro Computing Centre are holding a three week exhibition in the main Nailsea Library, with the co-operation of the Avon County Library and under the banner of ComputerTown UK. In the latter half of November the exhibition will move on to other libraries throughout South Avon. Various demonstrations and symposia will be held, such as Education, Careers and The Home.

EL DIABLERO

Dragon Data's "El Diablero" is driving me crazy. I have used the clues Dragon Data provided and have not been able to progress further than being able to read half a dozen meaningless inscriptions. Can you help?

I have recently completed "Franklin's Tomb" which is a superb adventure with the right degree of difficulty and humour. Their idea of a booklet with location drawings is very good. I can't wait to play "Lost in Space."

P.F. Dutton,  
25 Green Lane,  
Thornton,  
Liverpool 23.

(Anyone solved the inscriptions?- D.M.)

TOP TEN

The idea of a members' Top Ten is a great idea, and I have enclosed mine, just in case you decide to go ahead. I have compiled it from the tapes that get the most use from myself, family and friends. You will notice what is number one (we won't get on that subject again) but it really does get the most use. I will be most interested to hear any comments you get from PSS over the matter.

Could we not also have a Top Ten rubbish chart, or would that be taking it too far?

I was very pleased to receive your new price list. However, I would have liked to see a few details on each tape, etc. Even so, I realise how difficult it must be for you to keep up and the extra work that this would involve. One that I like the sound of which is not listed is 'Inspector Cluesaeu' (Eurosoft). Have you got it? If so, please tell me and I will have one. Another one that looks interesting is 'The Knife of Kishtu' (Future). Any details?

I went to the P.C.W. Show on Wednesday 28th September and had a great time with the Microdeal people. They really love talking about the Dragon and I was interested to learn that they are getting involved with other machines. By the way, the Show is where I saw "Crazy Painter" - it is excellent. Have you really got it in stock? I have all the others in my Top Ten.

Sorry about all the questions. When I get time I will send you some reviews. A bash on the old typewriter will be a change.

P.S. - "Dragon 32 programmer's ref. Guide" (Melbourne House) is very good. I think Mr. Murray-Watson is being very unfair to Morrisons. They must now be one of the leaders in Dragon Software. O.K., they are not perfect, and I am sure there is better to come. However, I'm sure you will be the first to agree that compared with most they are excellent.

N.M.J. Keeler,  
115 Orchard Way,  
Wymondham,  
Norfolk.

(Haven't seen either 'Cluesaeu' or 'Knife of Kishtu'. Will try to get hold of them. - D.M.)

- 1 - DATAPLAN (P.S.S.)
- 2 - EMPIRE (SHARDS)
- 3 - CRAZY PAINTER (MICRODEAL)
- 4 - CUTHBERT GOES WALKABOUT (MICRODEAL)
- 5 - BONKA (MORRISON)
- 6 - CRUSADER (MORRISON)
- 7 - THE KING (MICRODEAL)
- 8 - ARTIST'S DESIGNER (WINTERSOFT)
- 9 - FROGGER (MICRODEAL)
- 10 - THE RING OF DARKNESS (WINTERSOFT)

#### AND ANOTHER TEN

I am writing to explain to Clive Gifford about the 'Steal' command in Ring of Darkness. I don't know how anyone ever rescues the Princess without stealing things. I wouldn't be a Level 9 Gornslayer if it wasn't for stealing. What you do is go to the next shopkeeper in the shop you want to steal from and type 'S'. Unless you are a thief, as I was, you generally get caught (and even I got caught sometimes.)

I also want to say something uncomplimentary about two programs:

- 1 - 'Space War', which is virtually uncontrollable and which kills you for no reason every so often.
- 2 - 'Crusader', which, although you have said it is brilliant, actually has average graphics and stops at the end of the second screen, so that you fall down on the scorpion (unless you are very lucky.)

		<u>My Score</u>
1	- THE KING (MICRODEAL)	85,600
2	- GOLF (SALAMANDER)	31(-4)
3	- PLANET INVASION (MICRODEAL)	68,500
4	- DRAGON TREK (SALAMANDER)	3,856
5	- SHUTTLE SIMULATOR (MICRODEAL)	304
6	- INVADERS' REVENGE (MICRODEAL)	65,100
7	- RING OF DARKNESS (WINTERSOFT)	Level 9 G'slayer
8	- CHAMPIONS (PEAKSOFT)	Final Europ'n Cup
9	- WIZARD WAR (SALAMANDER)	2 players
10	- SPACE WAR (MICRODEAL)	13,400

(Sorry, but we have members who can avoid the scorpions every time! The real problems in 'Crusader' come later. Zap read your scores with interest. - D.M.)

#### MORE TOP SCORES

Having recently seen some high scores printed in your newsletter, I thought I would inform you of some of my personal bests:

The King	-	1605900 (NOT practice)
Planet Invasion	-	66850
Invaders' Revenge	-	999700 (speed 5, computer 'froze' at this score)
Defense	-	89575
Morocco G.P.	-	5224
Storm	-	301635
Bonka	-	11020
Cuthbert Goes Walk.	-	2083

Now to something totally irrelevant - try this:

Press and hold down the spacebar and the up arrow on your Dragon keyboard. Now, repeatedly press the shift key. OR, press and hold down the spacebar and 'Y' key. Repeatedly press SHIFT. Using Z instead of Y gives BREAK, using X is equivalent to ENTER.

(P.S. - Why not have a high score table each month, giving the U.K.'s highest scores on the most popular DRAGON games?)

M.J. Pithouse,  
39 Cullerne Road,  
S-S-M,  
Swindon,  
Wilts.

(Interesting effects with your keyboard suggestions. Anyone got an explanation? - D.M.)

Dear D.M.,

#### AN EXCHANGE OF LETTERS

Since I first wrote about M. & T.M., I have had some success in solving it. I can regularly learn 3 or 4 spells before I get so weak that I either die or decide to give up. 5 spells and 6 treasures actually collected in that game is my record score although I hadn't got round to dumping the treasures in the forest. If anyone is struggling, I can provide a fair amount of information on receipt of an SAE.

The mushroom will always be found by going down from the tower and jumping the pit, if you are really lucky it will be before you reach the high path as you can return very quickly to the tower by jumping up. If you have to jump off the high path you need to go the long way round. Usually it will be around the dark chamber, in the winding, narrow, twisting passages or occasionally in the Minotaur's lair. Once I couldn't find it so I gave up, collected all the things from the maze, 4 of which you need for spells 2 to 5 and eventually found it in the small cave with the Minotaur tracks.

The maze is the only exit I've found to the forest when I'm carrying treasure. One of the pits in the maze, there are usually at least 3, will take you to it. Unfortunately, they change around so you need to discover which pit you need.

There are many things that I still don't know, like what spells 2 to 5 do when you've got them, apart from reduce your stamina score if you use them. They do not seem to clear blocked passages, remove the Hydra or produce a glut of treasure. I have found no use for the goblet, jewel box or scarab in the oracle statements; nor do they appear to be treasures. Why I cannot learn the nymph's secret, even when I'm carrying what it says I need, although I have been able to kill it/him/her? This didn't seem to help either. Can anyone produce any answers?

In response to Mr. Houlty's idea of a Top Ten, I've included mine but as we all have individual preferences (like I actually PREFER text adventures to graphics adventures) I don't know that you will get much from it. Whilst on the subject of preference, how glad I am to see some reviewers are being more selective (or do I mean honest?) Too much fulsome praise has been heaped on programs that could at best be described as mediocre. I have my own list of reviewers whose advice I totally ignore and find this works surprisingly well. One very bad review recently, concerned an item released by Dungeon Software in the Junior adventure series, perhaps you could comment on this, as this was a reviewer who I have found to agree with my own preferences (by definition therefore, he must be right - ha! ha!) I should also like to know from a source other than Mr. Gifford (who is unfortunately the other kind of reviewer) what kind of adventures the Mike Meineck ones are.

If any club adventurers are interested I can send them some FREE conversions from Exidy/mainframe programs. They are text only (of course) and have fairly slow response times but are quite challenging. A tape to record on and the postage to return it are all that is required.

TOP TEN

- |                       |   |                      |
|-----------------------|---|----------------------|
| 1) Empire             | - | Strategy             |
| 2) Hide & Seek        | - | Education            |
| 3) Donkey King        | - | Arcade               |
| 4) Champions          | - | Simulation/Strategy  |
| 5) Activity Selection | - | supreme value        |
| 6) Calixto            | - | Adventure            |
| 7) M. & T.M.          | - | you tell me          |
| 8) Pirates Ahoy       | - | Adventure            |
| 9) Black Sanctum      | - | Adventure            |
| 10) Death's Head Hole | - | Simulation/Adventure |

If they were commercially available Lemonade, copied from Rainbow, and Sliding Picture Puzzle, written by club member Margaret Norman, would have been included. Utilities and cartridges have been deliberately omitted from the list.

- from T. London, 9 The Heath, Chalden, Caterham, Surrey.

Dear Trev,

A brief note to thank you for your interesting letter, which we will be publishing.

There's no accounting for taste! Our friend at Slade Farm (Mr. Murray-Watson) sent back 'Pirates Ahoy' in disgust, considering it rubbish! Next minute we read that you class it in your 'Top Ten'! You will no doubt make lots of enemies ref. 'Ring of Darkness' - we wonder how far you progressed in it? Have to admit that we found it repetitive in the extreme in the early stages, but it improves steadily as your experience points build up.

Again, individual tastes! We played 'Empire' once and junked it as boring - didn't like the Waddingtons board game version and Shards computer conversion plays exactly the same. Bottle up the enemy on an offshore location such as Australia/Borneo and it takes hours to finish the end-game, even though it is clear that you can't ail to win. No criticism of the programming or graphics - just the game concept!

Now to 'Giant's Castle' - in defense of Mike Meineck. It is quite clear that the reviewer in question has no children of the age group for which it was intended. While reviewers are free to take whatever view they wish, it is most unfair to judge a game on false criteria and even more to review without reading the package insert.

In rebuttal, we would note:

- a) The program was judged as "Educational " software, which it is not (we have a separate 'Educational' series.) It was intended as a super-simple Adventure, which could be customised by the parent to suit the child.)
- b) Under the circumstances (bearing in mind that the whole idea is to provide questions suitable for the children concerned), it appears churlish to criticise the questions. Equally, the lack of error-trapping was deliberate, to permit trouble-free editing. In any event, not a single child is any of the testing was dim enough to type TEN to answer 6 + 4. Maybe 7-year olds are brighter than magazine writers.
- c) The location descriptions are criticised as "brief and repetitive." Too true! This was again deliberate. If the reviewer had the faintest experience of early readers or could remember his Peter and Jane books, he might begin to understand.
- d) If the reviewer could see our 7/8 year olds knocking six bells out of opposing Action Man/toy soldiers/cowboys, he might keep his trendy views on "invitations to violence" to himself. Ban Star Wars! Down with Judge Dredd! Seriously though, we kept the usual bloodshed and monster-killing out of the 'Castle' (they merely slink away defeated.) The incident referred to occurs on a blackened screen with "ouches", "bangs" "biffs" and blinking eyes, followed by the (to our mind) fairly innocuous encouragement "Go on! Give 'em a good punch." If that's violence, there should be a ban on Dr. Who!
- e) The reviewer totally fails to understand what the intention of the game was - partly due to not reading the leaflet, but more clearly by not playing the game through. He probably found it beneath him, which is why we suggest that reviews of programs for youngsters should include play by youngsters. The whole idea was to provide an ultra-simple Adventure, with no hold-ups for problem-solving, to give the child a brief taste of the 'Black Sanctums' to come.
- f) Finally (and, here again, it proves that the leaflet was not read and the game not played to conclusion), the sexist comments on the "fair maiden" (he obviously never saw what she really looked like!) were covered in the instructions, which carefully catered for girl players. You just can't win!

Anyway, all the 7 - 9 year olds who played 'Castle' for us liked it - so, yah sucks to P.C.N! Suggest they get younger reviewers.

In closing, we would note that we share your views of Margaret Norman's work. We have just finished testing her excellent 'Animated Alphabet', which meets a long-felt need, which even the B.B.C. programs don't cater for. Most pre-school readers are taught in lower case and the average spelling/reading test/game fails to appreciate that whatever is shown on the screen - the keyboard (being in capital letters) is incomprehensible to the child. In 'A.A.', Margaret has put together a terrific little program to lead the young reader from lower case to capitals and thence to the keyboard. It's colourful, amusing, 100% graphics and keeps 'em

at it, just to see what the next "reward" animation is.

Your offer of FREE mainframe conversions is really asking for it. I hope your letterbox is big enough. If you do get a Dragonised version of 'Colossal Cave', can we have one?!

Aye yours, The Dungeon Master.

\*\*\*\*\*

"CRYSTAL CHALICE"

Those of you who purchased early copies of Mike Meineck's adventure "THE CRYSTAL CHALICE OF QUOROM" will have noted "bugs" when attempting to SAVE or re-run (PLAY AGAIN Y/N ?)

A last-minute deletion of a "Game-save" facility from the "CRYSTAL CHALICE" has given rise to problems when you attempt to play again after an untimely end.

While it is perfectly possible to RUN the program again, most players would prefer the program to work properly and we give below the editing corrections necessary to correct the "CRYSTAL CHALICE."

- a) Edit line 94 to change OB(16,1) in the first statement to OB(18,1). Also change FOR I=1 to 16 to FOR I=1 to 18 in the fourth statement.
- b) Delete Lines 500 and 520
- c) Edit Line 3000 to add on the end : ,0,0,0,0
- d) Edit Line 6005 to delete : SAVE, 10015, RESTO, 10016
- e) Add a new Line 10026 : IF D\$="Y" THEN RUN

Sorry about the "bug." We suggest that you load the program, edit as above and CSAVE it on the other side of the original tape under the program name "CHALICE." You will have to blank off the write-protection depression on the rear edge of the cassette (a small plug of paper should suffice), remembering to remove it again when you have recorded the edited version.

\*\*\*\*\*

MEMBER'S AD.

Mr. R.E. Chamberlain of 7, France Hill, Honley, Huddersfield, W. Yorks, has produced a two-game educational tape entitled "HAPPY WIZARD". The games, which have been tried and tested in schools, consist of 'Happy Maths' and 'Spelling Wizard'. For a copy send £3.45 direct to Mr. Chamberlain.

# Competitions

## 1. ARCADE COMPETITION

Oh dear! Not a single entry for the September competition. Do Dragon-users lack a sense of humour or are you all shy?

Ah well, back to more serious stuff this month.

## 2. OCTOBER COMPETITION

At the Annual Computer Reliability Marathon, six home micros were tested, scored and placed in order of result.

The CoCo was as many places behind the Vic as the Spectrum was before the Oric, but the CoCo and Vic were not placed consecutively (in either order.) The Spectrum disappointed Clive Sinclair by failing to gain first place, but neither the Oric nor the CoCo came last. Dave Tebbut had bet that the Vic would come 4th - but he lost his bet! As the manufacturers left the hall, the Lynx salesmen were taunting the Genie team that the placings showed that their machine was twice as reliable.

What was the actual Marathon result? Software worth £15 to the winner!

## m/c Corner

Not enough space left this month for a tutorial, so let's start to answer the many queries for memory locations.

\$B0	Address of start of USR function address table
\$B2	Foreground colour
\$B3	Background colour
\$B4	Active colour
\$B6	Graphics mode
\$B7/8	Top address of current graphics screen
\$B9	Count of bytes in a row of graphics
\$BA/B	Base address of current graphics screen
\$BD/E	Current X position
\$BF/C0	Current Y position
\$112-4	Timer \$114 cycles 0-\$FF in about 5s.
\$120	Start of "STUBO" - Used to set up entry points for Basic keywords
\$120	Number of normal reserved words
\$121	Address of normal reserved words list
\$123	Address of statement despatch table
\$125	Number of function reserved words (tokens will be preceded by \$FF)
\$126	Address of function reserved word list
\$128	Address of function despatch table
\$12A	STUB 1: normally a dummy to make end of stubs. Layout as for STUBO except:
\$12D	address of statement despatch routine
\$132	address of function despatch routine

(contd. p.22)

# BOOKSHELF

The flood of new Dragon literature continues, but does not, alas, include a machine-code book. The legendary 6809 Assembler/Language of the Dragon, has still not appeared and Melbourne House's 'Machine Code for Absolute Beginners' has not emerged from the printers (despite extensive advertising.)

New books, due any minute, are:

- 'Dragon Graphics & Sound' (Granada) by Steve Money £6.95
- 'Introducing Dragon Machine Code' (Granada) by Ian Sinclair £7.95
- Announced for early 1984 is a Granada Publication 'Learning is Fun'. This will be a collection of 40 listings of educational games for the Dragon 32 and will sell at £5.95.
- From the Dungeon Price List you will note that we are expecting into stock (at any moment) S.M. Gee's 'The Dragon Programmer' (Granada) £5.95 and 'The Dragon 32 Book of Games' (Granada) £5.95

We urgently need some reviews of Dragon books by members. Don't worry if you are only a beginner - views of "average" Dragon owners are equally valuable!

\*\*\*\*\*

## M/C CORNER Contd.

\$134	STUB 2 (as above)
\$134-147	Are normally used for the USR function address
\$15E-1AF	are subroutines (length 3 bytes) used by the Basic ROM. By default they return immediately with a RTS, but these can be modified to jump to your own code to provide extensions to the Basic. Some of the more useful ones:
\$167	Input a character
\$16A	Output a character
\$182	Read an input line
\$18B	Evaluate an expression
\$18E	User trap )
	System error trap ) error handler
\$194	RUN
\$19A	Read in next statement (after returning, the keyboard is polled for break, so increasing the return address by 4 will disable BREAK.)
\$1A3	Crunch Basic line for storing
\$1A6	Decrunch Basic line for output

# Cousins

## THE U.S. 6809 SCENE

- The number one talking point at the moment seems to be how the new Tandy MC10, the mini-CoCo (or, to use Tandy terms, the 'Micro Color Computer'), will fare. With a sub-£100 U.K. price, this puts it squarely in the Sinclair market!

Regretfully, we share the view of many U.S. pundits, that Tandy have got it wrong. With only 4K RAM (so you have to buy a 16K expansion at once) no hi-res (only chunky graphics) and bog-standard Color BASIC (not Extended, as in the CoCo and Dragon) it seems to be aimed at raw beginners.

Seems a waste of the 6803 chip!

- Spectrum Projects have introduced the QUESTAR BLASTER! - ADJUSTABLE SPEED AUTO-FIRE MODULE. This is a plug-in module that converts the firing of any Atari-like joystick into awesome high speed machine gun action and will interface with Dragon or CoCo with an adaptor (see below.)

Speed is adjustable from 1 to 20 shots per second. The BLASTER adds faster action and new excitement to shoot-em-up games. ZAXXON, DEFENDER, etc., can be played at a higher level with new firing capabilities. The BLASTER equalizes players, allowing a "handicap" so parents can play competitively with children and skill levels can be matched.

A WICO Command Control adapter is required for the CoCo. The BLASTER costs only \$14.95 plus \$3.00 for shipping. From Spectrum Projects, 93-15 86th Drive, Woodhaven, N.Y. 11421.

- Spectrum have also brought out a 'Voice Pak' for the CoCo at \$69.95, plus \$3.00 postage in the U.S.A. The advertising gives the following features:

- \* Unlimited Vocabulary
- \* Automatic Inflection
- \* The Famous Votrax SCO 1 Phoneme Synthesizer
- \* Four Programmable Pitch Levels
- \* Add Voice to any Basic Program in Minutes
- \* Super Efficient - a Single Line in Basic Produces a Full Sentence
- \* Comes Complete with Users Manual and Software Cassette
- \* Voice Editor Creates an Unlimited Number of Words, Sound Effects, etc.
- \* Now Cost Effective in Education, Robotics, Speech Therapy, Games, Aid to Handicapped, Security, Any Prompting Application
- \* Fully Assembled and Tested
- \* 90-Day Warranty
- \* Ready to Plug in and Talk!

\*\*\*\*\*

## BUY CLIVE GIFFORD'S PRINTER!

Clive is changing his Seikosha GP100 printer and wants to sell it! It is in excellent condition, still in the original packing and will be supplied with some paper! Clive's asking £160 for it and can be contacted at - 18, Edward Way, Ashford, Middx. TW15 3AY.

# Goodies

## NEW DRAGONWARE

Some comments (not reviews) on a selection of the flood of Dragon goodies that have arrived this Autumn:

### A. DRAGON DATA

'Alldream' Editor/Assembler/Monitor - Probably the best tape E/A/M available to date, but at £24.95, only a fiver cheaper than the much more convenient DASM/DEMON or MACE cartridges.

'Circus Adventure' (£7.95). An "adventure" for 4 - 8 year olds, designed to encourage decision-making skills (but see readers' letters)

'Final Countdown' (£7.95). Crazy general starts nuclear countdown and player must abort missile launch via a series of "skill tests." Haven't yet seen this one and can't comment on game.

'Galax Attax' (£12.95). A highly-priced Galaxians-type arcade game, as good as any Microdeal clones, but difficult to justify at the price.

'Hide & Seek' (£10.95). A program to develop short-term memory and reading skills in children 4 - 11 years old (difficulty selectable.)

'Mansion of Doom' (£7.95) Classic text adventure on the Dracula theme. Beginner/Intermediate, depending on your viewpoint.

'Poseidon Adventure' (£7.95). We ahrdly have to outline the plot, which mirrors the film.

'Rail Runner' (£19.95). On a tape this could be a good buy, with a busy arcade-style simulation of trains and handcars to be shuttled round the tracks to bring the hobo back to the platform. But at £19.95?

'School Maze' (£7.95). Another "decision making" game for 4 - 8 year olds, but difficult to jsutify the price.

'Shuttlezap' (£12.95). Presumably licensed in ex U.S.A. (at that price) the game is described as a "space adventure with lively graphics" which "talks to you." Should like to see this one.

'Shark Treasure' (£12.95). Another U.S.-licensed product, which justifies the high price by the great graphics and seemingly simple, but explosively difficult game. The only game liable to induce heart attacks that we have seen lately! A classic in the making.

'Storm Arrows' (£7.95). Multiscreen 'Gridrunner' game complicated by hostile arrows rather than "Katerpillar" droids (in the Salamander/Minter version.)

'Whirlybird Run' (£12.95). Not up to 'Choplifter' standards by all accounts, but we'll reserve judgement until we see it. Described as a maze-flight game.

## B. MICRODEAL

'Cuthbert in the Jungle' (£8.00). Atari 'Trapfall' (you've seen it in the T.V. ads) by Tom Mix. 'Nuff said! Allow 20 minutes per game.

'Cuthbert Goes Digging' (£8.00). Described by Morrison addicts as "Cuthbert goes Bonkers!" Yer pays yer money and takes yer choice - 'Bonka' or 'C.G.D.'

'Keys of the Wizard' (£8.00). Intermediate level adventure.

'Crazy Painter' (£8.00). Compares well with all the other 'Painter' programs.

'Intergalactic Force' (£8.00). A version of 'Star-Trench Warfare' (first published in Rainbow and later CoCo'd by Programmers' Guild.)

Another 15 (!!!) de ex-Microdeal shortly.

## C. SHARDS

'Pettigrew's Diary' (£7.95). Good value for what is, in effect, a three-program tape. A mixture of "slow-motion arcade" and traditional adventure.that is certainly different!

## D. MORRISONS

'Maurice Minor' (£6.95). 'Morocco Grand Prix' with a difference. This time your car is a beat-up old Morris that threatens to fall to bits the faster you go. Yet you have to stay ahead of the racers or be flattened!

## E. PROGRAMMERS' GUILD

'Taskship' (£8.95). A programmable 'Scramble' (design your own caves) has to be a step forward.

'Mr. Eater' (£8.00). Finally successfully Dragonised, this famous CoCo program is probably the best Pac-Man game available. Two pages of menus enable you to customise it to suit any skill level or age group. To be launched November.

## F. M. & D. SYSTEMS

'Castle Attack' (£6.50). Starts with a hi-res arcade game similar to 'The King' in someways with your 'knight' rushing up and down ladders and ramps to get the castle keys (rocks and arrows fatal.) Moves on to a Mastermind-type end game.

## G. PORTENT ADVENTURES

'Robin Hood' (£5.95). Intermediate level Sherwood adventure, with all the Merry Men involved. Portent are located in Nottingham, of course!

#### H. OASIS

'Dragon Chess' (£9.95). Long advertised, but only just available, the Oasis chess program represents excellent value for money - clear colourful graphics and a wide range of options. Plays an excellent game, which, while not up to 'Sargon' standards, is one-third of the price. Our own choice for a chess program.

#### I. B. & H. SOFTWARE

'Pub Crawl' (£6.95). Jilarious 'Gridrunner'-type variant, where, each evening, the "little man" emerges from his "home" and has to visit every pub on the screen for a pint. Traffic speeds up on the roads the more drinks he has and keyboard control gets "sloppier." You can "sober up" by visiting the Wimpy Bar and ating a hamburger! From Screen 3, the police become involved!

#### J. ROMIK

'White Crystal' (£9.99). Excellent real-time graphics adventure, on the swords and sorcery theme.

'Romik Cube' (£9.99). The "cube" taken to extremes. 4-D amd Time Cube options. Hard!!!

#### K. ALLYN SOFTWARE

'Sums Up 1' (£6.95). Basic Arithmetic skill testing 7 - 10 years.

'Sums Up 2' (£6.95). Fractions for 7 - 10 years.

#### L. ANIK

'California Gold Rush' (£7.95). Busy arcade game, with elements of 'King', 'Painter'/'Cuthbert' and a few others incorporated.

#### M. ABACUS

'Music Tutor' (£9.95). Straightforward music instructor.

'Metrical' (£5.00). Conversion program for metric units.

'O' Level Geography' (£6.50). Teaches weather map symbols.

'Tell the Time' (£6.50). Tell the time in German, French or English.

'Measuring Instruments' (£6.50) 'O'-Level physics program that covers micrometers and vernier scales in hi-res.

'First Letters & Words' (£6.50). First-class instruction program to teach early readers to write. Highly recommended.

'Purchase/Sales Leger' (£29.95). Complete ledger accounting package.

'Cashbook/VAT Accounts' (£15.00). Two business programs to assist in the preparation of cash-book and quarterly VAT returns.

'Non-VAT Accounts' (£15.00). Small business accounts for the trader not registered for VAT.

#### N. ALLIGATA SOFTWARE

'Jaws' (£7.95). A variant of 'Choplifter' where the "survivors" (rather than "hostages") have to be rescued from sharks.

#### O. DUNGEON SOFTWARE

'Bugged' (£5.95). A tactical, multi-screen, arcade game, which has kept games testers at the keyboard for hours. Bugs, Bug Eggs, Indy-Bugs, Bug Nests and Mass Mutation!

'Animated Alphabet' (£4.95). A program to lead early readers from lower case to capitals and thence to the keyboard.

\*\*\*\*\*

# Offers

#### MEMBERS' PRICES

Remember that Club Members are entitled to 10% off all software, firmware and hardware purchased from the Dungeon. We regret that the margins on books do not allow a discount, however.

All members' purchases (except books) are post-free.

#### CHRISTMAS OFFER

To assist members to make up Dragon presents, the Dungeon offers a 25% DISCOUNT on the following THREE-TAPE CHRISTMAS PACKAGE:

- a) Any one of Dungeon Software's own programs
- b) Two tapes of your choice from the following selection:

- Golden Apples of the Sun (Bamby)
- Alien Odyssey Parts I & II (Bamby)
- Scanner 13 (Bamby)
- Surprise (Bamby)
- Gridrunner (Salamander)
- Nightflight (Salamander)
- Wizard War (Salamander)
- Attack (P.S.S.)
- Drone (Cable)
- Dragrunner (Cable)
- Space Mission (Gem)
- Baby Dragon (Gravesend)
- Missile Defender (Tiger)

"RAINBOW" magazine available in U.K. & Europe. U.K. edition contains exclusive DRAGON compatibility chart. Sample copies £2.25 (+ 63p p & p) from ELKAN

**ELKAN ELECTRONICS**  
**3 BRAND NEW PRODUCTS**

**Quick-shot Self-centring Joystick**  
 Specially developed by Elkan Electronics for the DRAGON 32 or Tandy Color Computer. Plus straight into the machine with NO WELD!  
**ELKAN PRICE £14.95 (+ £1.00 p&p) EACH**  
 or £28.95 (+ £2.00 p&p) PAIR

**DRAGON CRUNCHER**  
 First cassette-based menu-driven program to convert from DRAGON 32 to DRAGON 32 programs to Tandy color- and non-tandy color computers  
**ELKAN PRICE £7.95 (+ £1.00 p&p) EACH**

**NEWS COLOR COMPUTER MAGAZINE - HOT CO CO**  
**NOW HERE**  
 One reference card to find out the Easy to handle! Easy to read! The magazine why waste time and frustration shopping with the books? This card has it all! Contains review and published information on the DRAGON color  
**ELKAN PRICE £3.95 (+ p&p free)**

For all your DRAGON'S requirements, send cash, cheque, postalmoney order or credit card number to:  
**ELKAN ELECTRONICS, FREEPOST, 11 BURY NEW ROAD, PRESTWICH. MANCHESTER M25 6LZ or Telephone 061-798 7613**  
 Prestel number 258-2022. Export and trade enquiries welcome.



