

# DRAGON MONTHLY

ISSUE 5

## INSIDE THIS MONTH:

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**NEWS ROUNDUP:** All the latest developments in the Dragon world. Page 2.

**CODED DRAGON:** This month we have a machine code utility to offer you, find out more on page 11.

**LEARNING MACHINE CODE:** The 4th part of our m/c tutorial series explains more about branches, plus the start of a real program for you to try. Page 4

**STEPHEN COGAN'S ADVENTURE PAGE:** Adventure fans can delight in another map this month, plenty of help and hints and tips too! Head west towards page 15.

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**LETTERS:** Send us your letter and we will print it. Found as always, on page 3.

**COMPETITION:** There are books and more books for you to win this month, have a go on page 9.

**REVIEWSOFT:** Some of the latest progs. are reviewed this month in great detail; Numerology Cuthbert & the Golden Chalice, also...a mag.! Page 13.

**CLASSIFIED:** Bargains to be found in here. Sell your unwanted items fast and easily.

**ARCADE AVENUE** Joystick bashers make tracks for page 6.

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DRAGON MONTHLY

Chris Lister

EDITORIAL:

Firstly, let me apologise for not getting the September issue of Dragon Monthly out, the reason for those of you who do not already know is because my printer committed suicide and blew itself up (I had two before you say "you should have had a backup", however the day before it blew up I sold the damn thing). For the time being, Barry Johnson has kindly agreed to print the master copy for me so many thanks to him.

Now then, its my turn once again to have a moan at you lot; the articles have stopped coming in, why is this??? Please, please send your stuff in, no matter how short it doesn't matter, little snippets of information can be very helpful. Also, why did no-one want to win 5 pounds last time on the top five adventures and arcade games? There is NO excuse for passing up the opportunity of free money!

Next on the agenda, (I bet there are loads of spelling mistakes in this by the way, I'm using a lot of words I'm not sure how to spell!), is subscription numbers. Your number is the one on the address label in the bottom right hand corner and could you always give your number when replying to adverts or writing to me - it saves time at this end.

While we are on the subject of adverts, you will notice the FIRE FORCE sheet enclosed. The price states 9.95 but just for you it will be only 8.95 but you must state your membership number and that you saw the advert in DM, (This is not a limited offer as in D.U., it applies anytime). Also, FRANKIE, our new mega-game with its 100 screens is listed at 6.95 but just for you we will let DM subs have it for 5.95! Also, next month, I will print the first part of the answer to Hackers Delight. Then you are on the way to all sorts of goodies. The thing is, if you don't buy it, you won't know will you!?

OUR ADDRESS:  
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Subscription charges: £7.50 per year (UK) £10.00 (Overseas) payable to Smithson Computing

News first of all of two new magazines for the Dragon (its becoming a trend!). The first is "Dragons Tail" which is due to be released at the end of November. It will be edited by Julian Cogdell, a name which regular readers of Radio Dragon run by Peaksoft will be familiar with. The magazine is A5 size (half the size of DM) and will include news, reviews and company interviews and will carry adverts. For more information and details of the price, contact Julian Cogdell, 34 Shooters Drive, Nazeing, Essex.

The other magazine is called "News from the Dragon" and it is FREE! (for the moment). Issue 1 has already been distributed and issue 2 is due out in time for the 6809 Christmas Show on 22nd November. All articles in it are sent by readers, I myself have donated the MCT's and our very own Stephen Cogan is doing a bit for it as well. If you want your name on their mailing list, get in touch with Graham Naylor, 30 Haugh Lane, Newhay, Rochdale, Lancs. He does ask that you pay for the postage of the magazine (13p or 18p) which is only fair.

The Talisman didn't show up in Cardiff, many people are asking me if it is going to show up at all. Well Roy Coates, the author, has been very very busy lately with other things so that is the reason it hasn't been finished. He will try and get it finished in time for Christmas but there are no promises - he doesn't have a lot of spare time.

Frankie didn't show up finished at Cardiff either so I can't complain. It has however been finished now, complete with all 100 screens, in full colour and with Hackers Delight which is well worth getting into, I will help those who get extremely stuck, but only a bit mind....see page 14.

Watch out for a new music program in the near future written by Chris Jolly and marketed by us called Advanced Music System (AMS for short). When I first heard my little old Dragon playing music from this program I could not believe what I was hearing - had my Dragon turned into a Commodore 64!? Not only can it play music in 4 voices (a la Composer), but you can choose a different waveform for each channel. That means that you can have a

synthesizer for channel 0, flute say for channel 1, maybe a piano or an oboe for channel 2 and, wait for it, you can even have a drum beat using the noise waveform for channel 3!!! The demo program written by Chris Jolly had me breakdancing on the floor it was that good. I am not easily impressed, but this program is well trendy. On disk and cassette, look out for it soon.....

**GORDON BENNET!** is a new multi-screen megagame for the Dragon 32/64. Can you control - Gordon through the maze of caverns avoiding steaming cowpats, man eating toilets and many other nasties as well as negotiating the collapsing floors, rising and sliding pillars, matter transporters, conveyor belts, the list goes on. Walk from screen to screen collecting the lost cargo as you go, returning for the ones you couldn't get at a later stage. Great graphics, superb sound, a thoroughly daft, silly and enjoyable game! If you don't agree, we will give you your money back, how about that for confidence!? The cost for this fantastic masterpiece is only an incredibubble £4.99 (cas), £7.99 (DragonDOS) inc. p&p!!!

## SPECIAL OFFER

Gordon Bennet! +  
"FRANKIE"

twin pack for £8.95!!!

*An Ideal Christmas Present!*

### GREAT LITTLE PRINTER?

I'm thinking of buying a Centronics GLP (great little printer) for use with my Dragon 64 and was wondering if any of your readers have used this printer with their Dragons. I would be grateful if they contacted me informing me of the advantages and disadvantages of this printer. Also, will this printer work with "Electronic Author"?

Finally, how about having some articles on printers that work with the Dragon as I've been unable to find any information on printers that are compatible with the Dragon.

G. Moulton,  
15 Beaufort Road,  
Cottesmore,  
Oakham,  
LE15 7AD.

Wayne says: Any centronics printer will work with Electronic Author since E.A. can be configured for different printers. All centronics printers will also work with the Dragon 32 or 64 (Centronics as in the interface, not the make). As for the articles on printers, how about it you lot out there with printers?

### HI-RES CORRECTION

Thank you for the fourth copy of Dragon Monthly. I have got to intervene on the part of Johnathan Cartwright whose program you (or rather Barry Johnson) reviewed in this month's issue.

It is my fault that the program has been advertised under the name "Hi-Res", as Johnathan named it "Res-Text". I have tried to make amends a little by subsequently naming it "Hi-Res-Text" on our advertisement and in our price lists. As a result of Barry's comments we will reduce the program to 3.00, and perhaps you could mention this, and the mistake over the naming, in Dragon Monthly.

Helen Penn,  
J. Penn Discount Software,  
Dean Farm Cottage,  
Kingsley,  
Bordon,  
GU35 9NG.

### MACHINE CODE BLUES!

Having received your issues 3 and 4 of DM I can't help but note that

you're all lonely and want us to write to you. So I've written.

I have been interested in the section "Learn Machine Code the Easy Way". First, have you realised that EASY (an adjective) is totally misquoted in the dictionary. I quote: "free from pain". This is utterly incorrect. All things are relevant but some are not relevant to me.

Is it because I've missed issues 1 and 2 or is it just that I've missed it 'cos all this talk 'bout assemblers and hex loaders just ain't in my vocabulary.

a> Having written a MC program (note the easy way he slips into abbreviations), how in the name of Dragon do I program it, ie stuff it into the computer?

b> I have noticed that "HEX" can be associated with MC, how do we swap from one to the other, and how do we load hex?

Alan Croucher  
3 Ballard Way  
Paddock Wood  
Tonbridge  
Kent TN12 6HZ.

Wayne says: Yes! the reason you don't know what an assembler or hex loader is, is because you have missed issue 2 where the machine code jargon was explained - available from Peaksoft. This also leads onto why you can't program the machine code in. There are 2 ways, using either an assembler or a hex loader! You don't need to be able to swap from machine code (you mean the mnemonics such as LDA £10) to hex because that is what the assembler does for you. If you tried to do it yourself it would take you years! To load HEX you use a hex loader (figures), there is one on page 8 of this month's DM.

## LEARNING MACHINE CODE THE EASY WAY

Rejoice mere mortals for I return with the 4th in the set of MCT's (Machine Code Tutorials) and the solution to a fairly twicky problem that was set last time: How to sort 200 numbers. Well here is one way of doing it (this was done using DREAM as usual):

```

                ORG £5000  *assemble code at addr 5000
                PUT £5000
SORT            CLR FLAG  *set flag to zero
                LDX £4000  *start of numbers to be sorted
LOOP            LDD ,X
                CMPA 1,X
                BHI NOSWAP *use BLO for reverse order sort
                EXG A,B   *swap A and B around
                INC FLAG  *increment flag to make it non-zero
NOSWAP          STD ,X++  *put the numbers back
                CMPX £4200 *end of 200 numbers?
                BNE LOOP
                TST FLAG  *is flag zero?
                BNE SORT  *if not we swapped so try again
                RTS      *return to BASIC
FLAG            FCB 0

```

The solution is fairly simple to understand, don't forget to use this in conjunction with the BASIC program I listed last time, and if you are not sure how it works, look back and recap (hey, I'm a pet and I didn't know it!) A Question I get asked quite often is "what is a hex loader?". Well, you will see one on page 8 (part of the program is a hex loader) and all it does is place hexadecimal numbers (such as \$9D and \$44) into memory for you. Also, if you are following this MCT, you need the necessary (I can never spell that word!) equipment - see issue 2, available from PEAKSOFT if you haven't got one.

In the last MCT, I said I was going to go on a bit longer about branches and the RELEVANT addressing mode..... but I am not going to! Well, OK, briefly on relevant addressing then. Basically, relevant addressing depends on where you are in memory. When a branch is assembled or worked out, the number following the branch instruction is not an actual address but an offset that is relevant to where you are. I'll explain, if the number following the branch was +20, then control would pass, (it would branch to), the location you are at, plus 20. Thus, no matter where you put the code, it would always jump 20 locations forward - this means that branches are POSITION INDEPENDANT, easy peasy!

Now then, certain persons have been asking when I am going to get onto some 'interesting stuff', well for my next trick, I shall show you all how to display and update a 6 figure number on the graphic screen which could be used for score in a game for instance. This is very simple in BASIC, but not so easy in M/C! The first thing you need is a brief memory map of the Dragon:

```

*****
* addr start * addr end * useage          *
*=====
*   $E000    *   $FFFF  * I/O devices & vectors *
*   $C000    *   $DFFF  * Cartridge ROM        *
*   $8000    *   $BFFF  * BASIC ROM            *
*=====

```

```

*   $3600 *   $7FFF * Program storage (RAM) *
*   $1E00 *   $35FF * Graphic screen 5-8   *
*   $0600 *   $1DFF * Graphic screen 1-4   *
*   $0400 *   $05FF * Normal text screen   *
*   $0000 *   $03FF * System use including: *
*                                     * System base page 00-FF *
*                                     * Interrupt vectors   *
*                                     * Cassette buffers     *
*****

```

We will be using graphic screen 1-4 in PMODE 3 so that is area 1536 to 7679 (\$0600-\$1DFF) therefore it stands to reason we have to put our machine code somewhere else. Why not put it at the top of memory - about 32000ish. The first thing you have to do before you start coding is design a character set. You will need to draw the numbers 0 to 9 using any graphics program but we do need set limits. First, each character has to be 8 bits wide (1 byte), which in PMODE3 is 4 pixels across (since in PMODE3, one pixel uses 2 bits). This has to include a gap at one side so the actual number will be only 3 pixels wide (this is enough don't worry). The next thing is the height of each character, we shall have a height of 7 rows (bytes), therefore the characters "0" and "1" could look like this:

```

00 11 00 00 00 11 00 00
11 00 11 00 11 11 00 00
11 00 11 00 00 11 00 00
11 00 11 00 00 11 00 00
11 00 11 00 00 11 00 00
11 00 11 00 00 11 00 00
00 11 00 00 11 11 11 00

```

Where 11 is a red pixel and 00 is a green pixel (01 is yellow 10 is blue). Draw all the numbers, in order 0 to 9 next to each other at the very top left of the first graphic screen. This is because that once drawn, the graphic data has to be transferred into high memory. Each character uses 1x7 bytes therefore all 10 numbers are going to use 1x7x10 bytes =70. So, to transfer them to higher memory use this simple BASIC line:

```

CLEAR200,31999:Z=32697:FORX=1536TO1545:FORY=0TO6:POKEZ,PEEK(X+Y*32):Z=Z+1:NEXTY,
X:PRINTZ

```

When that is entered, the number 32768 should be printed on the screen, what this does is to take each character and place it linearly into the memory between 32697 and 32767. Now save the data using CSAVEM"DATA",32697,32767,359. The execute address of 359 is used so that if you accidentally EXEC after loading it back in, nothing will happen. Remember you do not execute data because strange things will happen.

Anyway, get those drawings done, it will not take long, a matter of minutes. I will give you the code to display them next time we meet..... Wayne Smithson

# Steven Ropers Arcade Avenue

Hello good friends, first a few pokes.

Shock trooper :POKE 13895,Lives  
Rommel 3D :POKE 14747,Lives  
Boulder Crash :POKE 22307,Lives

These poke's have been sent in by Ian Rockett (Mr Puzzle himself!)  
Here some colour poke's first:  
Ice Castles: POKE 13071,232 (buff)  
Jet Set Willy :POKE 7859,232 (buff)  
Worlds of Flight :POKE 14039,224 (green)  
Astro Blast :POKE 21067,224: (green)  
Note all these poke's are unchecked by me.

Yes more poke's again sent in by John Davies  
\*\*\*\*\*

The Bells :Poke 10729,Lives  
Monsters :poke 23628,Lives  
Invaders Revenge :Poke 14719,Lives  
Scarfman :poke 2062,Lives  
Blothead :poke 10552,Lives  
Cave Fighter:poke 27078,0 (Unlimited Lives)  
Chopper Strike:poke 13108,Lives  
Dunkey Munkey:poke 151211,Lives  
Boris The Bold:poke 19411,Lives



And now... passwords:  
Mission Moonbase J18-E99  
If I Had A Million :Side 1(KRNS):Side 2(EMPZ)

Phew! plenty to keep you going there and it shut me up which can't be a bad thing can it!!

```
=====
= * D R A G O N T O P F I V E G A M E S * =
=
= (1) Boulder Crash.....(BLABY) =
= (2) Bean Stalker.....(MICRO VISION) =
= (3) Shock Trooper.....(MICRODEAL) =
= (4) Galagon.....(MICRODEAL) =
= (5) Shaolin Master.....(QUICKBEAM) =
=
=====
```

The top five was sent in by John Davies. John used the Caption :SEND ME THE BLOODY GAME!. (direct and to the point anyway! - Ed). One of the reasons he won was because nobody else sent in their top five (that's stupid of them). Also John you should have used only the top three to make your caption, but I'll let you off this time since you sent in those poke's as well. Well done John your fiver will be on it's way soon. (It will? - Ed.)

If any of you readers would like to win a fiver just send in your entry to me at STEVEN ROPERS ARCADE AVENUE, 56 WOODCROSS, MORLEY, LEEDS, LS27 9HU. Or tel:0532-536407.

All you Hackers out there should by now have heard of Frankie. Well it's out now and it has the best provision for Hackers I have ever seen so if you think you are good, then try this! See you next month and don't forget to send all your poke's in. Wait a minute..... HELP! I'm being chased by a Jooba - aarrggghhh! (to be continued..)

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# means we hold the only, or final stocks of these items.  
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```

10 'HEX LOAD, RUN OR CSAVE
    MIKE TOWNSEND 1986.
20 GOSUB250:PRINT"    ENTER A 'C
LEAR' COMMAND":PRINT:PRINT"
    THEN RE-RUN PROGRAM":PRINT:DEL2
0
30 GOSUB250:PRINT"    WHAT ARE TH
E START":PRINT"    (YOUR 'CLEAR'
NUMBER + 1)":PRINT"    AND EXECUT
E ADDRESSES?":PRINT"    (PLACE A
COMMA BETWEEN THEM)":PRINT"    ST
ART,EXEC.":INPUT">";SA,EX
40 ST=SA
50 GOSUB250:PRINT@233,"DATA LOAD
ING"
60 READA$
70 IF A$<>"ZZ"THEN POKE SA,VAL("
&H"+A$):SA=SA+1:GOTO60ELSE80
80 GOSUB250:PRINT:PRINT"    MACHINE
CODE LOADING COMPLETE.":PRINT:P
RINT"    EXECUTE PROGRAM OR CSAVE M
?":PRINT:PRINTTAB(9)"( E OR C ?
)"
90 K$=INKEY$:IF K$=""THEN90
100 IF K$="E"THEN EXEC EX
110 IF K$="C"THEN120ELSE90
120 GOSUB250:INPUT"    HOW MAN
Y COPIES";C
130 IF C=1 THEN C$="COPY" ELSE C
$="COPIES"
140 PRINT@228,"IS TAPE READY ? (
Y OR N)"
150 K$=INKEY$:IF K$=""THEN150
160 IF K$="N"THEN GOSUB250:PRINT
@131," SORT IT OUT THEN !!!*??"
:GOTO140
170 IF K$="Y"THEN180ELSE150
180 GOSUB250:PRINT:LINE INPUT" P
ROGRAM NAME (MAX 8 LETTERS) ?
";P$
30 GOSUB250:PRINT@164,C;C$;" OF
";P$;"":PRINT:PRINT"    NO
W BEING SAVED."
200 FORT=1TO C:MOTORON:SOUND180,
20:CSAVEM P$,ST,SA,EX:NEXT
210 GOSUB250:PRINT@235,"ALL DONE
!":PRINT:PRINT"    'EXEC' MACHI
NE CODE (1)":PRINT"    'END' PR
OGRAM (2)"
220 A$=INKEY$:IF A$=""THEN220
230 IF A$="1"THEN CLS:EXEC EX
240 IF A$="2"THEN CLS:END ELSE22
0
250 CLS:PRINT"    LOAD/RUN/SAVE:- M
IKE TOWNSEND.":PRINTTAB(128):RET
URN
260 DATA ZZ

```

ROUGH ACRE,  
 STAUNTON-ON-ARROW,  
 Nr. LEOMINSTER,  
 HEREFORDSHIRE,  
 HR6. 9HS.  
 Tel. 05447 385.  
 \*\*\*\*\*

Dear Wayne,

so you were desperate  
 enough to print my Basic Screen  
 Dump.....! Shock, horror, gasp! OK,  
 so here's another little wonder, this  
 time it will load, execute or save M/c  
 code data.

Make sure you save it before running  
 because Line 20 contains a DEL  
 statement.

Please note Line 260. This can be  
 over-written by you but once you have  
 entered all the DATA, you must end  
 your DATA statements with "ZZ". This  
 will switch off the M/c code loading  
 program.

I've used it to load the M/c code  
 screen dump in D.M. No 4. I haven't  
 got it to work yet but it's just a  
 matter of sorting out the Memotech  
 codes I hope. I have to admit, Machine  
 code baffles me so I'm following up on  
 the monthly M/c code pages.

Anyway, until I get the hang of it,  
 keep the Basic coming in from all you  
 folks. Let us know that you are alive  
 and your Dragon is still alive as  
 well.

cheers all .... MAY860046.

*Mike Townsend.*

MIKE TOWNSEND.

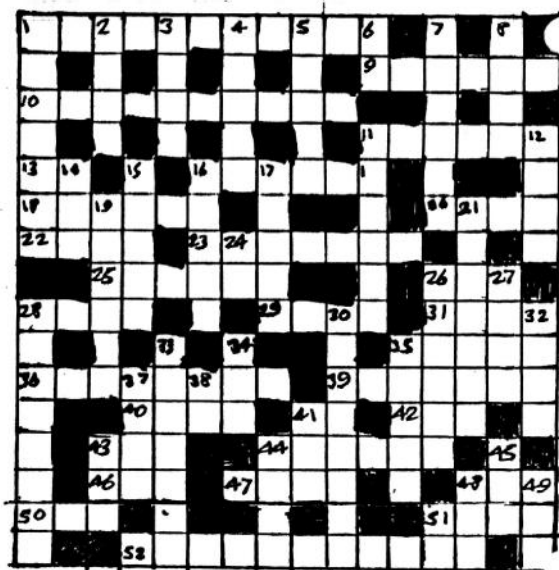


# Ian Rocketts Puzzle Page

p What a difference a month makes, after the previous lack of interest I am now faced with a deluge of entries for Augusts puzzles! Thank you all for taking the trouble and please keep them coming in. Thanks also if you included a note with your entry (especially to J.D. Haigh who included a Dragon puzzle for me to crack!) I can't reply to all of you but I will always reply to an s.a.e.

Now onto this months puzzles, as the last crossword was a bit easy (yes it was), this month sees the return of the dreaded Dragword. Don't worry though, this one is a lot easier than the first one. It also has a general theme which should help you with the answers. The theme is 'adventures' but don't let this put you off if you don't know much about them, neither do I!. Remember, you may not have to complete the crossword in order to win, the prize will go to the most complete entry received. As for the prize itself, even I can't believe it!. The best crossword received will win a set of four (yes, FOUR) Dragon computing books. Not only that but the winner of the second of this months puzzles will also win a set of four Dragon books. The closing date for entries is NOV. 25th. As always you can send in your entries on a copy of the grid if you don't want to cut up the mag.. Send all entries to:- I.Rockett, 2, Knowle road, Burley, Leeds, LS4 2PJ. I look forward to hearing from you, good luck.

:: ACROSS :: 1 Dirty deeds begorrah! (11): 9 Bread to make you agile? (6): 10 Continue a game (6,4): 11 The worlds most unanagrammable adv. (6): 13 Goes with 'Diablero'(2): 16 Type of bomb (6): 18 Copy of a Wintersoft game, or Quasimodo? (6): 20 A rip-off is a bad one (4): 22 A measurement of time (4): 23 The Dragon will act as one during combat stages (7): 25 10 14 down down! (6): 26 10 do something (3): 28 You may be in them during combat (4): 29 A subdivision of a house (4): 31 More than one, less than three (4): 35 This fruit is usually poisoned or golden (5): 36 In a dishonourable fashion (8): 39 You may find yourself walking them in Pettigrews Diary (7): 40 The dragon is usually this (4): 41 To move (2): 42 Adv. doctors and profs. are usually this (3): 43 How you escaped? (3): 44 He will give you aid (6): 46 1 down is the black one (3): 47 Olde stringed instrument (4): 48 You can 'get on' this in 52 across (3): 50 Edge (or what not to give the pi-man!) (3): 51 The torch cures this (4): An adv. with incident (11)



:: DOWN :: 1 Wizardry (7): 2 A direction (4): 3 You must raise one in 'Quest' (4): 4 Your command is one (especially in Basic advs.!) (5): 5 If this is raised, you may be caught (5): 6 Impossible direction (or boy have you got problems!) (1,1): 7 Astounded (6): 8 This is for the hole (4): 11 Attempt to attract someones attention? (6): 12 Not quite 11 down (4): 14 Fib (3): 15 Big and nasty baddies (5): 16 ..of death? (5): 17 Tender (5): 19 Add a direction to 16 down to get thin (6): 21 Flew the coop! (7): 24 Directions (1,1): 26 Seem (6): 27 If the floor can do this you'll be in the pit (4): 28 In an evil fashion (8): 30 No longer useful (8): 32 Wait and recover (4): 33 A computer add-on (nothing to do with advs., sorry!) (7): 34 Deviously at the end (3): 35 Forewarned is fore this (5): 37 In the distance (4): 38 Little doctor (2): 41 Take (3): 43 Knock (3): 44 The incredible green guy (4): 45 If you find this in the cave, panic! (3): 48 Not good (3): 49 A 16 across reaction may get you this high (3): 51 Act (2)

p The second of this months puzzles concerns three notes that I have received from a granma (she's a bit mixed up), see if you can unscramble them. <1> "DARN GROUSER GOT MANNY, HOLD DR. DANGATE UP". <2> "IN IVORS COMIC, CHIMP GOONS NUT TIMS FAKE T POST (IN VENICE)". <3> "BLESS ME, A RASCAL P.C., A DAFT HORROR FAN TO LOG COOL BLIPS". As a little help, she mentions 1- magazines, 2- s/w.

companies, 3- mind your language!. She also mentions that the letters of any answer are not mixed by willy nilly (her grandson) but are grouped together consequetively. Remember, a granma may be a disguise!, good luck.

# ----- WINNERS AND SOLUTIONS FOR LAST MONTHS PUZZLES.

Lots of entries for the crossword but the first out of the hat and the winner of a copy of Frankie is EDDIE FREEMAN of Northampton. Here's the solution.:ACROSS :: 1 Teg: 2 Error: 3 Trainer: 4 Sea / Hen: 5 Rat / Eke / Way: 6 Ia / Spy / Rye / He: 7 Fir / Ice: 8 Or / Any / Ash / Us: 9 Bed / Map / Sod: 10 Woe / Tug: 11 Charter: 12 Train: 13 Eft :: DOWN :: 10 Oft: 11 Briar: 12 We / As: 13 Coda / Stet: 14 The / Nap / Are: 15 Era / My / Ye / Art: 16 Far / Ire: 17 Tit / Pa / Re / Nog: 18 Net / Sky / Her: 19 Rush / Ewer: 20 Go / An: 21 Duchy: 22 See::

The maths puzzle was pretty easy, especially with the clues given. The numbers are obtained by simply adding or subtracting the seven ASCII codes of the chars. of FRANKIE (i.e "F"=70, "R"=82 etc.) Using this method, F+R+A+N+K+I+E=512. F-R+A-N+K+I+E=192. F-R+A+N+K-I-E=64. I received quite a few entries for this, several with 'alternate' solutions which were quite clever (and appreciated). After studying the tie-breaker anagrams I have come up with the following two winners:- RAY SMITH, who said that after enduring the mental torture of the puzzles he felt like "THE SICK MONKEY OF DRAGON WEEK". Also, MIKE STOTT who came up with "DEMON FROG KICKS THEE WAYNE O.K.!". (I'm not sure I like that one! -Ed.) Both entries used all the available letters (although this wasn't necessary to win) so congratulations to both winners. Your copies of Frankie should be winging their way to you this very minute. Bye.

## STARSHIP SOFTWARE

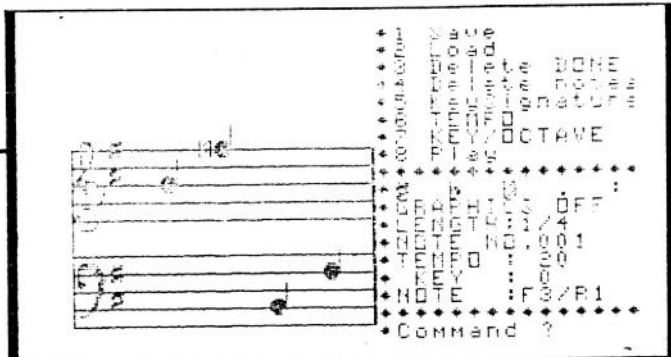
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A publisher for the program  
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tune at any time, single key  
commands, and much, much  
more !!

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stave under cursor control.  
Delete notes from the end of  
a tune at the touch of a  
button. Play the tune and then



carry on from where you left  
off.

No BASIC programs of data are  
required !

### APPLY TO:

Jonathan Cartwright,  
23 Tintern Road,  
Cheadle Hulme,  
Cheshire,  
SK8 7QF.

\*\*\*\*\*  
 CODED DRAGON : By Ian Rockett, "SCREEN SCROLL"  
 \*\*\*\*\*

Here's a handy routine if you don't know too much about machine code, a text screen scroll. The routine is P.I.C. which means that it can be located anywhere in memory and it will still work correctly, (i.e. you do not have to use the addresses given with the listing). If you don't have an assembler then you can POKE the HEXVALues into memory, don't forget to protect the routine with a CLEAR command first. To make the following easier, let's assume that the routine is poked in and that 'S' holds the start of the routine. The routine allows any portion of the text screen to scroll up or down, to define whether the scroll is up or down you must POKE a value into S+2. Poking zero into this location forces a downward scroll, any other value and the scroll is upward. The start and end of the scroll are also poked into memory, the screen consists of 16 lines, the line numbers are the values to be poked. POKE S+4,LINE 1 (i.e. the upper line of the scroll) POKE S+5,LINE 2 (the lower line of the scroll). For instance, if you wanted to scroll lines 3 to 10 upwards you would POKE S+2,0 : POKE S+4,3 : POKE S+4,10 : EXEC S. Note that once values are poked into the routine they are not destroyed after EXEC. This means that if you only wish to scroll the same portion of screen repeatedly then there is no need to rePOKE any of the values, they are already there, all you have to do is EXEC S. There is a further option in the routine, this will print a line of spaces either at the start line of the scroll (if the scroll is down) or at the end line of the scroll (if the scroll is up). This keeps the screen tidy by avoiding the 'duplicated' line caused by the scroll. To activate this, POKE S+3,ANY VALUE (poking S+3,0 will turn it off). You can also change the char. printed out from spaces to any char. you wish, just POKE S+91,CHAR.VALUE. If you have any problems etc., just let us know.

ADDR.	HEXVAL.	LABELS	OPS.	OPERANDS
3000	2008		BRA	PROG
3002	00	UPDOWN	FCB	£00
3003	00	SPFLAG	FCB	£00
3004	03	SLINE	FCB	£03
3005	05	ELINE	FCB	£05
3006	0000	START	FDB	£0000
3008	0000	END	FDB	£0000
300A	A68CF7	PROG	LDA	SLINE,PCR
300D	C620		LDB	£32
300F	3D		MUL	
3010	1F10		TFR	D,X
3012	308903E0		LEAX	992,X
3016	AF8CED		STX	START,PCR
3019	A68CE9		LDA	ELINE,PCR
301C	C620		LDB	£32
301E	3D		MUL	
301F	1F02		TFR	D,Y
3021	31A903FF		LEAY	1023,Y
3025	10AF8CDF		STY	END,PCR
3029	6D8CD6		TST	UPDOWN,PCR
302C	2717		BEQ	DOWN
302E	A680	UP	LDA	,X+
3030	A788DF		STA	-33,X
3033	AC8CD2		CMPL	END,PCR
3036	23F6		BLS	UP
3038	6D8CC8		TST	SPFLAG,PCR
303B	2726		BEQ	OUT
303D	AE8CC8		LDX	END,PCR
3040	3088E1		LEAX	-31,X
3043	2015		BRA	SPOUT
3045	3121	DOWN	LEAY	1,Y
3047	A6A2	DLOOP	LDA	,Y
3049	A7A820		STA	32,Y
304C	10AC8CB6		CMPL	START,PCR
3050	22F5		BHI	DLOOP
3052	6D8CAE		TST	SPFLAG,PCR

3055	270C	BEQ	OUT
3057	AE8CAC	LDX	START,PCR
305A	8660	SPOUT	LDA £96
305C	C620		LDB £32
305E	A780	SPLOOP	STA ,X+
3060	5A		DECB
3061	26FB		BNE SPLOOP
3063	39	OUT	RTS

The locations 300A to 3028 calculate the actual addresses for the start and end of the scroll and store them in START and END. 3029 to 302D check whether the scroll is to be down and if so branches. If not then the program naturally falls through into the UP routine. Locations 302E to 3037 are the ones that do the upward scroll. 3038 to 303C check to find out if a line of spaces are to be printed, if not then a branch is made to quit the routine altogether. 303D to 3044 set up X as the screen pointer and then a branch is made to the 'space output' routine. Locations 3045 to 304F handle the down scroll. 3050 to 3054 is another check to see if the line of spaces is to be printed, if not then a branch is made to leave the routine altogether. If spaces are to be printed then the program simply continues at address 3055. This sets X to be the screen pointer and then falls through naturally into the 'print spaces' routine at locations 3058 to 3060. Location 3061 is the RTS which fully quits the routine. Remember, this routine is P.I.C. and can be placed wherever you choose.

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DRAGON MONTHLY "REVIEWSOFT"

Whether you belong to a company or are an individual, if you have a program you would like reviewing then send it to REVIEWSOFT here at Dragon Monthly. Let us tell the Dragon world about your program!

PROGRAM: Numerology  
TYPE: Informative  
PRICE: 6.95 (cass) <4.95 thru DM>  
SUPPLIER: Occult Software  
1 Merrieleas Drive,  
Chandlers Ford,  
Hants.,  
SO5 2FQ.

Now and again, something comes onto the software market that is completely different to anything else ever released. This is one of those programs. Numerology is, as the name suggests, based on the ancient art of numerology whereby a person can be "looked at" using numbers (each number has a different meaning) and sets of numbers.

The numbers are derived from the users name quite simply, and you can see this being done on the screen - this effectively teaches you how to do numerology (the basics anyway). The name and the date of birth is entered from which different aspects of you as a person are revealed. There is the 'inner self', the 'outer self' and then there is the overall character. The very informative inlay card with the program explains in detail what all these aspects mean but briefly they are what you are really like, how you project yourself to others and then how the world at large sees you.

I had a great time entering all my friends (both of them) and seeing what it came up with. The different aspects are listed (about a screen full for each aspect - a lot of detail), and take my word for it, it was damn accurate. I entered myself of course and if you want to see what it said about me you will have to buy the program but it was very, very accurate and quite uncanny!

It is also very interesting to see how the aspects change with nicknames or just first names. For instance, if I typed in my full name (including middle name), it became less accurate. Apparently this is because the middle name isn't often used. Also you can see how you as a person have changed since getting married, assuming you changed your name the possibilities are endless.

To sum up, although this is not a game needing fast reflexes it is just as stimulating. This program still holds my interest now and I've had it for months, especially when you have a group of people round when it can be quite amusing! My only quibble was the lack of a printout option, however I've spoken to the author (Andrew Pearce) and he is putting that in and it will be ready for the 6809 show in London. An unusual and first class program - highly recommended. <Rating 5/5>

Wayne Smithson

PROGRAM: Cuthbert & the Golden Chalice  
TYPE: Arcade  
PRICE: 5.95 (cass)  
SUPPLIER: MICRODEAL  
PO BOX 68  
ST. AUSTELL  
CORNWALL  
PL25 4YB

It is nice to see Microdeal bring down their prices a bit - or so I thought. After loading this program in, I began to see why. Cuthbert and the Golden Chalice is a souped up version of "Hunchback" in PMODE 4 graphics. The graphics are not too bad, quite large as well, it is just that the game is very, very boring!

You control Cuthbert (who needs to go on a diet by the looks of him!), and make him jump over the pits in the ground (a la Hunchback) and also dodge the odd snake, spider and the bees. There are 20 screens and 3 skill levels (slow, medium and fast) but the screens get to be very difficult and involve critical timing. I just couldn't get into this game at all but then I never have liked this type of Hunchback program.

This is definately not one of the best programs Microdeal have ever released and I hope this is not going to become a trend for the future. Having said that, you lot will probably dash but and buy it but I haven't actually met anyone who likes it yet..... <Rating 2/5>

Wayne Smithson

PRICE: FREE (at the moment)  
 SUPPLIER: Graham Naylor  
 30 Haugh Lane  
 Newhey  
 Rochdale  
 OL16 3RB

I don't usually review magazines but in this case I will make an exception, the reason being that this one is FREE. This newsletter/magazine has been set up purely for the benefit of the Dragon and its owners.

The first issue has 14 pages of information which includes an arcade slot, an adventure slot and a competition page. The newsletter relies on articles donated by readers and anyone who is interested. The printing is all done on a laser printer and consists of text only (except for the odd line graphic drawings) but adverts are going to be included in future issues.

All in all, this is a nice newsletter and you must all be completely barmy if you don't get your name on their mailing list because it is F.R.E.E which spells "doesn't cost any money"! - Except the postage, they ask that you either send them 12 first class stamps for a years supply or 1 a month so that they can send you the magazine which is only fair. I'm on their mailing list and shall be contributing the learn m/c articles so what are you waiting for? The address is above.

Wayne Smithson

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Hello, and welcome to another session of a column that an incredible amount of people read, wait for it...5! P.A Ravenscroft, J.P Davies, Austin Barlow and Ian Rockett to name but a few (or most!). Whoops! I haven't dealt with their problems. (does this remind you of The Expert? No, oh well). Austin Barlow wants help on a number of things; Caverns of Doom where he wants to cross a pit, QMBDF CFBNT\* (if it say where put QJU). On Madness and the Minotaur how to get rid of the spell that pushes you out of a room and how to get past blocked passages. I can't help on these, he has a number of problems on Syzygy but luckily for him I have just received a number of hint sheets and I have one for Syzygy so if you send me an SAE I'll let you have a photocopy. He also needs help on a few others, Stalag how to stop the leg bleeding after the dog has bitten you, and how to kill the dog, again I can't help, Final Countdown, how can you get in the elevator? Calixto Island, how to avoid the natives, ESPQ KFXFM CPX\*, Keys of the Wizard, how to kill the jester, I can't help on that one (what else is new! - Ed), El Diablero, how to get past the room with posinuous gas and a skull, all I'll say on that one is to keep going down and west then up and a WEIGHT should come off your shoulders when you come to the surface. He can give help on Mansion adventure, Eno, Trekboer. Austin Barlow lives at 23 LIME AVENUE, CAMBERLEY, SURREY, GU15 2BQ.

Philip Ravenscroft of 40 CEDAR ROAD, WILLENHALL, WEST MIDLANDS, WV13 3BZ offers help on the Trial of Arnold Blackwood, Calixto Island, Eno, Mansion, Ring of Darkness, Space Trek I and Dragon Mountain. He also supplied the Return of the Ring map that should follow this column. He needs help getting off the train in 'Ten Little Indians' and how to open the golden gate in Jerusalem Adventure. If you can help please write to either him or me as I could then print the solutions for anyone who might not have plucked up enough courage to write to the great man himself. (no not Wayne).

Jonathan Cartwright who seems to have had a bit of bad press or rather, Wayne, (I can't say programs are brilliant if they're not can I? - Ed), has written a trilogy of graphic adventures two of them in full colour. They have a small window for the graphics with upper and lower case characters for your input and location description. I won't review them individually as they haven't been released (good reason!). What he's looking for is a software house to market them for him. I have spoken to Roy Coates and he says that someone from Microvision is looking at them along with a host of other programs. I know plenty of other companies read this so if you're looking for some good adventures contact JONATHAN CARTWRIGHT, 23 TINTERN ROAD, CHEADLE HULME, CHESHIRE, SK8 7QF or contact me. I'm not saying these are brilliant but with a bit of work on the verb side of the input and a bit more work on the location description these could become the best (if only) adventure trilogy of the year.

Underbeings of Croth is an adventure I wanted to see for a while and I finally got it a few weeks ago. It's written by P.A Dollemore of Maridian and is a text adventure with upper/lower case letters and quite a long location description. It also has a big vocab of 165 words, it understands sentences like Kill Wayne then Bury Him (just joking, Sir), (ha, ha, ha..... your sacked! - Ed). There are 85 locations but it seems many more when you are actually playing the game. I haven't found many sudden death routines which is a good thing as I would have knocked off a couple of points. At a few locations a few people might be tempted to quit but if you examine everything the solution should become obvious. (This advice could apply to almost every adventure). You can get this

\* To work out the codes move each letter back one (A becomes a Z, B=A etc).



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"6809 ASSEMBLY LANGUAGE PROGRAMMING" by L.A. Leventhal book for sale, completely unused gift, only £10. Contact Barry Johnson, Flat2, 4 Carisbrooke Road, St Leonards o/s, E. Sussex, TN38 0JS. This is the book recommended in the machine code tutorial in issue 2 of DM.

100 original games to be swapped. If interested, write for a list enclosing an S.A.E, to J.P Davies, 49 Heol Morlais, Hendy, Nr Llanelli, Dyfed, SA4 1FF.

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### \* REVIEW EXTRA \*

PROGRAM: Wizards Quest  
TYPE: Arcade/adventure  
PRICE: 5.95 (cass)  
SUPPLIER: MICRODEAL  
PO BOX 68  
ST. AUSTELL  
CORNWALL  
PL25 4YB

Well, if anyone said the Dragon was dead, Microdeal didn't hear them or didn't believe them because they have just released 3 new games and this one is very good.

The idea of the game is to go around some of the two hundred screens (well there seems to be) and to collect certain items scattered around the rooms, however it's not that easy because the mansion is inhabited with evil creatures, ghosties etc. There are many traps for unwary players to fall foul to.

Wizards Quest has outstanding graphics and sound and is a version of the old Spectrum favourite "Attic Attack".

The view as you are playing is from above and the screens all take the same basic layout but the game is still very enjoyable and is one for the collection, I would recommend you to buy it. <Rating 4/5>

Steven Roper

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UTILITIES

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Harris's BASIC 42 £14.95 (for the 64 only)

Allows printing on the hi-res screen with standard PRINT commands, using 24 lines of 42 characters per line redefinable character sets, repeating keys, up to 8 user-defined windows plus one fixed, but non-destructive window, inverted video, underlining, some extra print commands and functions, commands in lower case, and automatic startup of a BASIC program.

GAMES

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WAS £4.00 NOW £3.00

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