

Dragon monthly

ISSUE 2 : JUNE 1986

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Classified this month is on page 14. Bargains galore this month

EDITORIAL:

Welcome to the second issue of Dragon Monthly, a little late this month but then that's not all our fault you know! We haven't been getting many articles being sent in, I've had to write a lot of it myself again. Where are all your wonderful programs? People have been complaining to me about the lack of programs in Dragon magazines but if nobody sends any in what can we do eh? What's more, we need to know what you want to see, what your opinions on anything Dragonish are, WE NEED FEEDBACK FROM YOU!!!

Talk to us, letters, get your name in print. There are one or two people contributing regularly which is a good job because if they get fed up you won't have a magazine, you'll have a front cover and me moaning on at you every month!

Some of you out there must know something about OS9, how about explaining it to me and the rest of our readers, anyone know the inner depths of Flex, Bulletin Boards, anything!

Enough moaning now, I hope some of you will be tempted into learning machine code with the new pages that start this week (written by me again - sorry, no more griping!). Anyway, if we get enough subscribers to DM, I hope to run it more like a club with special offers and bargains offered (see this month's classified), so pass the word around about DM - and put print head to paper and send stuff in <please>!

Wayne Smithson
Wayne Smithson

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NEWS ROUNDUP

After the recent success of the Ossett Dragon show last May, John Penn has set up yet another show for the southern Dragon users. The show, on the 28th June, will be staged at The Annexe, Coopers Hill Community Centre in Bracknell. The last one was a great success for all concerned so anyone on the area would be a fool to miss it. Prices at the door are £1.00 for adults and 50p for children and OAP's. Doors will be open from 10.00 to 4.00. More information from John Penn on 04203 5970.

More news of another show now, Microdeal are currently organising the main 6809 show at the Royal Horticultural Halls in London. The date has been set at the 22nd of November which is a Saturday. This show must be supported as the Dragon community relies on it. If this is not supported and the show is a disaster, it will be the last - that's for sure. Early days to tell who is going yet but I can say that Smithson Computing will try to be there. More details available from Microdeal on 0726 68020.

Cowen Software, writers of the excellent Colossal Cave adventure are due to release an exciting new program. The program will be an adventure writer, according to Malcomb Cowen, "The full version is not yet available as the manual has not been fully written but it should be available soon. We used the adventure writer to help with Colossal Cave". More details from Cowen Software at 23 Bristol Avenue, Levenshulme, Manchester M19 3NU.

SMITHSON COMPUTING PRESENTS

"ELECTRONIC AUTHOR" is THE machine code advanced word processor. Features include: Automatic page numbering, centering, paragraphing, 51/64 x 24 true upper/lower case screen display with full screen editing; either 'What You See Is What You Get' (WYSIWYG) type printing or let the computer arrange text, and it is all VERY easy to use. JUSTIFIED TEXT, making your letters, documents, etc., beautifully neat. Full block copy, delete, move included. Repeat key, excellent phrase search, change or delete facility. Fast typing, no missing out characters. Loading/saving rewritten to abolish I/O errors and allowing filenames of up to 20 characters. Comes with full documentation and configure program to allow it to run with ANY PRINTER. Text space available is a massive 19,000 bytes!! **DRAGON DOS VERSION NOW AVAILABLE.** Cost is £14.95 (cassette) or £19.95 (disk).

...It is an excellent program...easy and very versatile to use. A must for anyone who owns a printer. - T. Bottomley, Wakefield.

"Excellent" - Jason Orbaum, Dragon User.

"..it is advertised as THE wordprocessor for the Dragon...it probably is." - Barry Johnson, Dragon Update.

=====

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 colapsing 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!!!

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**IF YOU HAVE
ANY NEWS...
TELL US!**

LETTERS PAGE

Send us your views, hints and tips, pleas for help, suggestions etc., and we will print your letter. Again we only have one letter this month so come on, put pen to paper. Send to LETTERS PAGE, DRAGON MONTHLY, 24 COAL HILL GREEN, BRAMLEY, LEEDS 13.

I am interested in writing adventure games for the Dragon 32/64, and I was wondering if anyone could help me out.

I have heard there is a book called "Creating Adventure Games on your Dragon 32" by Clive Gifford. It was reviewed in Dragon User January 1985 and is published by Interface Publications.

Can you tell me where I can find a of this. I hope someone can help me

M. Kennally,
15 Gledhow Wood Grove,
Leeds,
LS8 1NZ.

SOUTHERN DRAGON USERS

are invited to come along to look at our software and pick up some amazing bargains on

SATURDAY 28 JUNE 1986

10.00 - 4.00

at the Annexe, Coopers Hill Community Centre, Bagshott Rd.,
Bracknell, Berkshire. (10 minutes from Junct.3 of M3
5 minutes from Junct. 10 of M4)

Adults £1.00 Children and OAPs 0.50p

If you are interested in demonstrating an unusual or interesting way that you use your Dragon, perhaps you would contact us.

C16, Plus 4 and Vic 20 software will also be available.

For further details contact
JOHN PENN DISCOUNT SOFTWARE,

DEAN FARM COTTAGE,
KINGSLEY,
BORDON,
HANTS. GU35 9NG

Bordon (04203) 5970

LEARN MACHINE CODE THE EASY WAY

Looking at the title (who thought of that), you may think that there is no easy way to learn machine code, well you couldn't be more right! When I mention machine code to fellow enthusiasts most of the responses are on the lines of "Oh machine code is beyond me" and "I can't do that its impossible" but I am here to tell you this is not true. Yes, machine code is hard at first, but NO it is not impossible or beyond you. Believe me, if I can do it anyone can do it!

The Dragon uses a CPU (Central Processing Unit) called the 6809 which is an excellent chip to learn on because of its superior instruction set to that of a <cough spit> 6502 or Z80.

If you are ready to begin, we first need the right equipment. If you are serious about learning machine code (it's worth it) you have to be prepared so the following items are needed before you read the rest of this page:

1> ASSEMBLER - This is a program that turns your machine code instructions into a format the computer understands, ie binary numbers. One I recommend is DREAM or ALLDREAM from Grosvenor Software, very excellent indeed and is the one I use.

2> DISASSEMBLER/MONITOR - Yet another program that does almost the opposite of an assembler, ie it converts binary numbers into LISTable machine code instructions (thats the disassembler part). The monitor lets you test parts of machine code programs and examines data as well as other things (not important yet). ALLDREAM or DISKDREAM contain an assembler, a disassembler and a monitor for about £15 - £20 BUT THEY ARE ESSENTIAL!

3> A GOOD BOOK (not Mills 'n' Boon) - I suggest "6809 Assembly Language Programming" by Lance A Leventhal published by Osborne/McGraw-Hill. This book does not deal specifically with the Dragon but explains every machine code instruction in great detail. Not essential but a great help and very useful. Don't be shocked but it costs around £13 (come on get up, its not that expensive if you say it quietly)

4> PATIENCE (is that spelled correctly?) - Without this you may as well give up now. Machine code programs rarely work first time when you are an experienced programmer let alone just learning.

5> A SPECTRUM - You need something to knock the hell out of when it all goes wrong and you lose a days work - and it will happen!

TERMINOLOGY:

If you are just entering the machine code world, some of the terminology used may be confusing, some explanations are listed below:

BINARY - The counting system of base 2 using only 1's and 0's (see June Dragon User P16 for more details)

HEXADECIMAL - The counting system of base 16 using the digits 0-9 and the letters A-F. Again see P16 of June Dragon User for more details.

MNEMONIC - An abbreviation of a machine code instruction for instance MUL is the mnemonic for MULTIply and LDA is the mnemonic for LoaD A accumulator.

ACCUMULATOR - This is an internal storage place for numbers. The store is only temporary and is used when performing mathematical functions. The range of numbers it can hold is 0-255 (or 00000000 to 11111111 binary). The 6809 has 2 accumulators called A and B. These 2 can be combined to give the D accumulator which has a range of 0-65535 (or 00000000 00000000 to 11111111 11111111 binary).

REGISTER - This is similar to an accumulator but bigger. A register on the 6809 can hold numbers between 0-65535 which is convenient as the memory of a Dragon goes from 0-65535. Registers are therefore used a lot to access memory locations. Arithmetic operations are limited to add and take away on registers. The 6809 has 2 registers called X, Y, but the User stack (U-see below) can be used as a third register.

STACK - This is a temporary storage space for registers and accumulators. They are 'pushed' onto the stack in a certain order and when retrieved they have to be 'pulled' off the stack in reverse order, ie Last In, First Out (LIFO). The 6809 has 2 stacks, the system stack that the Dragon's ROM uses called S and a user stack that a programmer can use as an alternative to S called U.

ADDRESS/LOCATION - An address or a location is a piece of memory that holds a number in the range 0-255. It is a place for storing a number permanently (until you switch the machine off of course). The Dragon has 64K of memory or 64x1024 bytes = 65536 of these addresses numbered from 0 to 65535. About half of these addresses can't be used to store your numbers because BASIC and other things already occupy it.

BIT - This is a single Binary digit, ie a 0 or a 1. Groups of bits together form a WORD and words can be different lengths, ie 8 bits, 16 bits, 32 bits etc.

BYTE - This is the name given to a word 8 bits in length. It is in the range 0-255 or 00000000 to 11111111. The Dragon's memory is split into bytes as mentioned above.

FLAG - This is a bit or a byte that changes its state (from a 0 to a 1 say) depending on certain conditions. When a flag is set, it usually means that that condition has been met and the program can then 'look' at the flag and act accordingly.

LABEL - Machine code does not have line numbers so the program must flow. When a jump to another routine is used, you must specify an address to jump to. Alternatively, when you are programming, you can give routines a name and jump to that name from somewhere else. The name given is called a label.

More terminology next month. Anyway, onto our first machine code instructions (cue fanfare)!

LD - Load, a set of instructions: LDA LDB LDD LDX LDY LDU LDS. In other words Load A accumulator, Load B, Load D..etc. (complicated aint it!). A,B,X,Y,U and S can be treated like BASIC variables for sake of simplicity (up to a certain extent anyway), and the instruction LD can be treated the same as LET in BASIC. So, LDA #100 (don't worry about the #) means LET A=100 and LDX #\$7D6E means LET X=&H7D6E (the \$ means that the number following is in hex and is standard in any machine code).

ST - Store, a set of instructions: STA STB STD STX STY STU STS. In other words Store A, Store B etc. The Store instruction can be treated like the BASIC word POKE, so STA \$4FDE is the equivalent of POKE &H4FDE,A in BASIC.

You will notice that in the first case (LDA etc), I used a # sign whilst with the STA group I didn't. This is to do with ADDRESSING MODES and I will explain them next month. For now however, I will set you a simple problem but first you need more information:

The Dragon text screen resides in memory from address 1024 to address 1535. 1024 is the top-left corner, 1535 is the bottom-right corner. The screen is split into 16 rows of 32 bytes across. With your assembler, type in the following program:

```
START LDA #65
      STA 1024
      RTS
```

Given also that 65 is the code for A, 66 is the code for B etc, change the above program to place the letter G on the start of the 5th row of the text screen, (The RTS instruction means Return from Subroutine and just returns to BASIC in this case). If you get stuck then you can give me a ring and I'll help you out. See you next month.....Wayne Smithson

"BASJOY" - AN ARTISTS DESIRE

This month's mega terrific program is written by Wayne Smithson (never heard of him!) and is a high resolution screen designer for use with PMODE's 3 and 4. There are many such programs, but look at the picture below for an idea of its capabilities.

When run, the screen displayed will be in PMODE 4 graphics and is not cleared. To clear it press the CLEAR key, now press the H key. The H key is for Help and lists all the functions of this program. The cursor (flashing dot) is joystick controlled. The colour of the dot plotted is chosen by pressing R,G,Y or B and then plotted by pressing the fire button. A brief description of how to use the various functions follow, remember that when asked for numbers, Col, Y=2, B=3, R=4.

'/' - Place joystick where you want line to start. Press / then move the joystick to where you want the line to finish (you will see the line move with the joystick), then press fire button.

'F' - Place cursor within the area you want to fill, press F.

'A' - Move cursor to where you want the centre of arc or circle to be, press A.

'C' - Move cursor to top-left of area you want to copy, press C. Expand box over area you want to copy using joystick, press fire. Move area to where you want it, press fire again.

'P' - Move joystick to where you want the perspective point, press P.

'<A>' - Perspective lines on/off. When on, move joystick in position and press fire to draw perspective line. Press > when finished drawing lines.

'Z' - Press Z, input width of box and intensity, move box around screen pressing fire to spray. Press X to exit this mode.

The rest are self explanatory. As this program stands it is set up for use with DragonDOS and disk drive. To change it to cassette, the alterations mentioned need to be done. Before embarking on a masterpiece, it is advisable to test out the various routines first. Good drawing!

```
CHANGES 43 CLS:INPUT"SAVE NAME";N$
FOR      44 SCREEN1,S:CSAVEN$,1536,7680,3
CASSETTE 59
VERSION: 46 CLS:INPUT"LOAD NAME";N$
          47 SCREEN1,S:CLOADM N$
          93 DATA 8E,6,0,A6,80,43,A7,1F,8C
          1E,0,26,F6,39
```



```
1 PCLEAR8: CLEAR200,32700: DIMZ(20
00): P=4: S=1: A=1: X=128: Y=96: GOSUB
92
2 PMODEP,1: SCREEN1,S
3 JO=JOYSTK(0): J1=JOYSTK(1): GOSU
B23
4 D=PPOINT(X,Y): PSET(X,Y,0): PSET
(X,Y,1): PSET(X,Y,2): PSET(X,Y,3):
PSET(X,Y,D): IF PEEK(65280)=126 OR
PEEK(65280)=254 THEN PSET(X,Y,C
): IF PP=1 THEN COLOR C,C: LINE(X,
Y)-(XP,YP),PSET
5 Q$=INKEY$: IF Q$="" THEN 2
6 IF Q$="/" THEN 94
7 IF Q$="I" THEN EXEC32701
8 IF Q$="H" THEN 86
9 IF Q$="@" THEN 90
10 IF Q$="F" THEN 80
11 IF Q$="A" THEN 64
12 IF Q$="P" THEN 49
13 IF Q$="," OR Q$="<" THEN PP=1
14 IF Q$="." OR Q$=">" THEN PP=0
15 IF Q$="Z" THEN 51
16 IF Q$="G" THEN C=1 ELSE IF Q$="Y"
THEN C=2 ELSE IF Q$="B" THEN C=3 EL
SE IF Q$="R" THEN C=4
17 IF Q$=CHR$(12) THEN PCLSBC ELS
EIF Q$="T" THEN 43 ELSE IF Q$="L" T
HEN 46
18 IF Q$="S" THEN IF S THEN S=0 EL
SES=1
19 IF Q$="M" THEN IF P=4 THEN P=3
ELSE P=4
20 IF Q$="C" THEN 31
21 IF P=4 THEN A=1 ELSE A=2
22 GOTO 2
23 LA=256-A: LD=192
24 IF JO<10 THEN X=X-A
```

```

25 IF JO>55 THENX=X+A
26 IF J1<10 THENY=Y-1
27 IF J1>55 THENY=Y+1
28 IF X<0 THEN X=0 ELSE IF X>LA
THENX=LA
29 IF Y<0 THEN Y=0 ELSE IF Y>LD
THEN Y=LD
30 RETURN
31 SOUND10,5:AA=X:B=Y:FORN=1TO4:
PCOPYN TON+4:NEXT
32 JO=JOYSTK(0):J1=JOYSTK(1):GOS
UB23
33 FORN=1TO4:PCOPYN+4TON:NEXT
34 COLOR4,2:LINE(AA,B)-(X,Y),PSE
T,B:LINE(AA,B)-(X,Y),PRESET,B:IF
PEEK(65280)=126 OR PEEK(65280)=2
54 THEN 35 ELSE32
35 IF B>Y THENT=B:B=Y:Y=T
36 IF AA>X THENT=AA:AA=X:X=T
37 FORN=1TO4:PCOPYN+4TON:NEXT
38 GET(AA,B)-(X,Y),Z,G:SOUND1,5:
DA=X-AA:DD=Y-B:X=AA:Y=B:LA=256-D
A-A:LD=192-DD
39 FORN=1TO4:PCOPYN+4TON:NEXT
40 PUT(X,Y)-(X+DA,Y+DD),Z,PSET
41 JO=JOYSTK(0):J1=JOYSTK(1):GOS
UB24
42 IFPEEK(65280)=126 OR PEEK(652
80)=254 THEN2 ELSE39
43 CLS:DIR:INPUT"SAVE NAME";N$
44 SCREEN1,S:SAVEN$,3072,9216,35
9
45 RUN
46 CLS:DIR:INPUT"LOAD NAME";N$
47 SCREEN1,S:LOADN$+".BIN"
48 RUN
49 PSET(X,Y,C):XP=X:YP=Y:SOUND10
0,1:GOTO 2
50 GOTO 49
51 CLS:INPUT"INTENSITY:";IN
52 INPUT"WIDTH OF SPRAY:";LA
53 LD=LA
54 B$="C"+STR$(C)+"R"+STR$(LA)+"
D"+STR$(LA)+"L"+STR$(LA)+"U"+STR
$(LA)
55 AA=LA:LA=256-LA:DD=LD:LD=192-
LD
56 SCREEN 1,S
57 FOR N=1 TO 4:PCOPY N TO N+4:N
EXT
58 JO=JOYSTK(0):J1=JOYSTK(1):GOS
UB 24
59 K$=INKEY$:IFK$="X" THENFORN=1
TO4:PCOPYN+4TON:NEXT:GOTO2
60 FOR N=1 TO 4:PCOPY N+4 TO N:N
EXT:DRAW"BM"+STR$(X)+" "+STR$(Y)
+B$
61 IF PEEK(65280)<>254 AND PEEK(
65280)<> 126 THEN 58
62 FOR N=1 TO 4:PCOPY N+4 TO N:N
EXT
63 FOR Q=1 TO IN:PSET(X+RND(AA),
Y+RND(DD),C):NEXT Q:GOTO57
64 CLS:PRINT"arc command"
65 INPUT"RADIUS [1-255 OR ENTER

```

```

TO EXIT THIS ROUTINE]";R
66 IFR<1 OR R>255 THEN2
67 INPUT"COLOR [0-3]";C
68 IFC<0 OR C>3 THEN67
69 INPUT"ELIPSE RATIO [<1=ELONGA
TED, >1=TALL ELIPSE OR 1=CIR
CLE]";H
70 IFH<0 OR H>255 THEN69
71 INPUT"START ARC IN DEGREES";S
72 IFS<0 OR S>360 THEN71
73 S=S-90:IFS<0 THENS=360+S
74 S=S/360
75 INPUT"END ARC IN DEGREES";E
76 IFE<0 OR E>360 THEN75
77 E=E-90:IFE<0 THENE=360+E
78 E=E/360
79 CIRCLE(X,Y),R,C,H,S,E:GOTO2
80 CLS:PRINT"fill command":PRINT
81 INPUT"FILL COLOUR [0-3]";F
82 IFF<0 OR F>3 THEN2
83 INPUT"TO WHAT BORDER-COLOUR";
B
84 IFB<0 OR B>3 THEN83
85 SCREEN1,S:PAINT(X,Y),F,B:GOTO
2
86 CLS:PRINT"/-DRAW LINE BETWEEN
POINTS","F-FILL AREA WITH COLOU
R","A-DRAW ARC, CIRCLE OR ELIPSE
S","C-COPY SECTION OF SCREEN","R
,G,Y,B-RED,GREEN,YELLOW,BLUE"
87 PRINT"P-SET PERSPECTIVE POINT
","<>-TURN P POINT LINES ON/OFF"
,"Z-TURN SPRAY BRUSH ON","X-TURN
SPRAY OFF IN B MODE","I-INVERT
SCREEN",,"CLEAR-CLEAR SCREEN"
88 PRINT"T-SAVE SCREEN TO DISK",
"L-LOAD SCREEN FROM DISK","S-CHA
NGE SCREEN COLOUR SET","M-SWITCH
BETWEEN PMODES 3&4",,"@-SET BACK
GROUND COLOUR";
89 Q$=INKEY$:IFQ$=""THEN89 ELSE2
90 CLS:PRINT"PRESENT BACKGROUND
">"BC:INPUT"BACKGROUND COLOUR [0-
3]";BC
91 IFBC<0 OR BC>3 THEN90 ELSE2
92 FORN=32701TO32714:READA$:POKE
N,VAL("&H"+A$):NEXT:RETURN
93 DATA 8E,C,0,A6,80,43,A7,1F,8C
,24,00,26,F6,39
94 SOUND100,1:XX=X:YY=Y
95 FORN=1TO4:PCOPYN TON+4:NEXT:C
OLORC,C
96 JO=JOYSTK(0):J1=JOYSTK(1):GOS
UB23
97 FORN=1TO4:PCOPYN+4TON:NEXT:LI
NE(XX,YY)-(X,Y),PSET
98 Q$=INKEY$:IFQ$="X" THEN101
99 IFPEEK(65280)=126 OR PEEK(652
80)=254 THEN2
100 GOTO96
101 FORN=1TO4:PCOPYN+4TON:GOTO2

```

STEVEN ROPER'S ARCADE AVENUE

Every month I will give you a new cheat routine for most of your best software. I will start my page this month by giving out a cheat code for the brilliant game SHOCK-TROOPER. Since some of us are not equipped with a mega-brain, I will list it in detail:

- 1 LOAD GAME
- 2 BEGIN GAME AS NORMAL
- 3 TYPE (P) EQUIVALENT TO PAUSE
- 4 TYPE (S) THIS ACTIVATES CHEAT MODE
- 5 TYPE (R) EQUIVALENT TO RETURN TO GAME

Now you should be raring to go. To check if you have used this routine properly look at the top of the screen and it should say TEST MODE ACTIVATED. PLEASE NOTE:

1. The cheat mode enables you to walk around without been killed except:
2. You can still be killed by using too much radiation, or by falling off a lift
3. You can only use this code once, if you would like to try it again just reload the game.

I hope you will enjoy your fearless battle with this code, more next month, including a look at a new arcade game from Starship Software called 'BLOCKMAN' a version of the old favourite GRIDTRAP. If any programmers out in the big wide world, know of any cheat codes or pokes will you please contact me at this address: STEVEN ROPER, DRAGON MONTHLY, 24 COAL HILL GREEN, BRAMLEY, LEEDS 13, ENGLAND.

Roy Coates
presents

BEAN STALKER

What about the parts the story tellers couldn't reach? After all, in Giantland, everything was bound to be larger-than-life. Jack would have come across human sized birds and insects as well as giant caterpillars which changed, at will, to and from the butterfly stage in their search for human prey.

In this up-to-date version of the well-known story, can you guide Jack as he collects golden eggs, harps, keys and even golden bananas? Help him to negotiate the beanstalk, spider's webs, stacked chairs and to swing across vines and chains in his quest to reach the top. Show him which lifts to use and which banks of cloud to hanglide through.

But beware! There are traps to fall into and tricks to be learnt in this all-action, machine-code, arcade/adventure game with its 60 screens of mystery and excitement.

(DRAGON 32/64)

£7.95

including p&p

**MICRO
VISION**

8 WENSLEY RD, LIVERPOOL L9 8DW



Micro Vision is a new company dedicated to supporting the Dragon and its users
by providing the highest quality software.

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: The Dark pit
TYPE: Arcade/strategy
PRICE: 8.00 (cass)
SUPPLIER: MICRODEAL
PO BOX 68
ST. AUSTELL
CORNWALL
PL25 4YB

The dark pit is a recent game with 64 screens, the sound effects are realistic and the graphics good too. The idea of the game is to work your way through 64 screens collecting treasure, keys, and useful items. There are six of these items to find: shotgun, lazer, power bow and the ray which in my books is the most powerful weapon of these four which when used wipes everything that can kill you off the screen, (where can I buy one of these!?).

There are also two helpful items, the plazma ray which wipes out parts of the screen that are difficult so you can pass through areas of the screen without any problem. The second helpful item is a shield you should know what that does. All but one of these six items use energy which you gain by collecting different stage lightning bolts. With the shotgun you need ammo as well (who said it was going to be easy).

To go to the next screen you need to collect keys that are the same colour as the lock.

The Dark Pit is a souped up version of Beserk it may sound offputting but is really a realistic and fun game to play. I would rate this program 5 out of 5 because it is a very addictive and well written game. Go and buy it!

Steven Roper

PROGRAM: Boulder Crash
TYPE: Arcade/strategy
SUPPLIER: BLABY COMPUTER GAMES
CROSSWAYS HOUSE
LUTTERWORTH ROAD
BLABY,
LEICESTER

When the program had loaded in (first time), I pressed the letter 'I' for instructions, brilliant start I thought, I may get somewhere in life after all! (I doubt it...Ed). After thoroughly reading these I pressed the fire button for joystick option (a keyboard option is also available).

Now, I was expecting a platform game but to my suprise and joy - I did a triple salco with a half sommersault - I found a quite different screen layout than I was expecting. Instead of the platforms, my little player had the freedom of the whole screen to explore in all 4 directions. The screen is littered with diamonds and rocks (which have a nasty habit of flattening you!). The idea of the game is to collect a certain amount of diamonds by running into them, sounds simple so far, it isn't.

If you remove the sand from underneath a rock, the rock will fall, if that rock was holding up other rocks then they will also fall causing a boulder crash (rock fall). Should your man be in the way then he is instantly granulated! As the levels increase (12 in all) they inevitably get harder and harder.

In the later screens you have to avoid hungry ghosts, flappers and slime as well as falling rocks. You can also collect power pills which enable you to shoot at the nasties if you get cornered. In some screens you have to create your own diamonds by killing the flappers or by using the magic water (I thought that was called Beer...Ed).

The graphics are fairly simple but very effective, your man responds well and the scrolling (vertical and horizontal) has a slight jerk (not the only slight jerk around here I can tell you...Ed) but you get used to that. Sound effects are limited to when rocks fall or you get crushed.

I must say finally that if you do buy the game make sure you have plenty of spare time to play it. It is VERY addictive and I played it for hours on end. In all, a very thrilling and excellent game from the Blaby people, one of the best games for a long time to bless the Dragon.

Graham Reynard

*** JOKES *** JOKES ***

Yes folks, we at Dragon Monthly do believe in a bit of laughter now and again, these jokes have nothing to do with the Dragon and are about as useful as a concrete parachute but who cares!!!!

Q. What do you call a vicar on a bike?
A. A cyclist!

Q. What is green one minute and green, red, white and spinning at 1000 rpm the next?
A. A frog in a liquidiser!

If you crossed a sheep with a kangaroo would you get a woolly jumper? If you crossed an elephant with a kangaroo would you get big holes in Australia?

NOTICE: The box marked 'FOR THE SICK' is for monetary contributions only.

The M1 is not all its cracked up to be!

In communist China, the workers take the lead. (In Socialist Britain, they take the copper tubing as well!)

Was Handel a crank?

PROGRAM: Temple of Doom
TYPE: 3D Graphic Adventure
SUPPLIER: BLABY COMPUTER GAMES
CROSSWAYS HOUSE
LUTTERWORTH ROAD
BLABY,
LEICESTER

Starman Jones has somehow been embedded in an ancient temple, flickering lanterns light his way. You must help him escape by collecting the keys that will open the trapdoor to the next level (5 in all). You must assume that Jones escapes to freedom if he makes it out of level 5 (I didn't get that far).

You must follow the hands to find the exists to the dimly lit chambers. The longer you move around the quicker your energy is reduced. If your energy reaches zero you will die of pure exhaustion. In order to stay alive you must eat the food that lies around. You must also pick up certain objects if you intend on surviving in the inhospitable maze containing killer gas, bats and something your not meant to see!

The game incorporates some very good 3D graphics and this seems to keep you interested because after a few games it can get rather tiresome. I found it easier to play if you map the temple as you progress. I also found it difficult to control the man at first but this was overcome once I got used to the 3D movement. There is a keyboard option and a joystick option, the keys used for keyboard can be altered if you so wish. The flicker as Jones moves can be slightly distracting (especially after coming back from the pub!).

This is a game more for the adventurer rather than the seasoned arcade player but is still worth buying just for the novelty of the good 3D graphics and to put yourself in Starman Jones's boots.

Graham Reynard

CODED DRAGON

This month's machine code program is yet another utility for you to use in your own programs. All it does is to place a fancy multi-colour border around the text screen and then rotate it. I say rotate but what it actually does is to make the colours come from the bottom right of the screen and converge at the top left of the screen. You will see what I mean when you type it in.

The code is relocatable which means that it can be placed anywhere in memory and executed. The hex loader will input the code for you, although you have to specify an address. If you want to run the example program after the hex loader, specify an address of 3072 (which is actually one of the graphics pages). To save the machine code to tape or disk, the addresses needed are the start address that you specified, followed by the end address (that will be printed on the screen when the hex loader has finished), followed by the start address again. I.e.:
CSAVEM"BORDER",start,end,start

When using the border routine in your own programs, print a CHR\$(255) at position 0 on the screen before executing. When the program is executed, it will shift the colours once then return to BASIC. This allows you to check for a keypress or something. To shift the colours again you just have to execute it again (without clearing the screen of course).

If you have any machine code utility programs, why not send them in, providing they are your own work of course!

```
10 CLS:PRINT@0,CHR$(255)
20 PRINT@40,"THIS IS A DEMO OF"
30 PRINT@98,"THE COLOUR BORDER R
OTATOR IN"
40 PRINT@173,"ACTION":PRINT:PRIN
T" PRESS KEY 0->9 TO CHANGE SPEE
D"
50 A$=INKEY$:IFA$<"0" OR A$>"9"
THEN70
60 S=VAL(A$)*10
70 EXEC3072:FORD=OTOS:NEXT:GOTO5
0
```

```
OC00 OC00 ORG #3072
OC00 PUT #3072
OC00 8E0400 LDX #1024
OC03 A684 LDA ,X
OC05 8010 SUBA #16
OC07 818F CMPA #143
OC09 2602 BNE TBROW
OC0B 86FF LDA #255
OC0D A78901E0 TBROW STA 480,X
OC11 A780 STA ,X+
OC13 8010 SIDES SUBA #16
OC15 818F CMPA #143
OC17 2602 BNE SKIP
OC19 86FF LDA #255
OC1B 8C0420 SKIP CMPX #1056
OC1E 25ED BLO TBROW
OC20 A784 STA ,X
OC22 A7881F STA 31,X
OC25 308820 LEAX 32,X
OC28 8C05E0 CMPX #1504
OC2B 26E6 BNE SIDES
OC2D 39 RTS
OC2E
```

HEX LOADER

```
10 'REMEMBER TO CLEAR MEMORY
20 'FIRST IF YOU ARE PLACING THE
30 'CODE HIGH IN MEMORY.
40 CLS:INPUT"ENTER CODE AT WHAT
ADDRESS";AD
50 IF AD<1536 OR AD>32767 THENRU
N
60 READA$:IFA$="*" THENEND
70 POKEAD,VAL("&H"+A$):AD=AD+1:P
RINT@65,"ADDRESS="AD
80 GOTO60
90 DATA 8E,4,0,A6,84,80,10,81,8F
,26,2,86,FF,A7,89,1,E0,A7,80,80,
10,81,8F,26,2,86,FF,8C,4,20,25,E
D,A7,84,A7,88,1F,30,88,20,8C,05,
E0,26,E6,39
100 DATA *
```

STEPHEN COGAN'S ADVENTURE PAGE

For this months page I'll be reviewing The Ket Trilogy and give out some hints including a couple for one of MICRODEAL's newest adventures, The Vortex Factor.

The first part of the Ket Trilogy is the Mountains of Ket, a quick INVENTORY reveals a couple of coins and a trusty sword. Trying to be kind to someone and to help them keep warm (no not with Jane Fonda's keep fit book) only met with snobishness from the residents of the town, "I don't want your charity!". A couple of aspirins later and I thought up the right phrase and was supplied with seven coins and a map. From there a few weighted dice came my way, (I think they are anyway because I play a certain creature later for something you need in part 2 and I usually lose!). There is a guard dog who would do anything for a bit of food so long as he's CHAINED up. Examining the wand and a wall gives you the method to get past with a terrible pun. The programmer seems to have a punny sense of humour! A Goblin Gazete seems very interesting to a creature who makes his home in a cellar. To get to this place you have to remember a word someone said to you outside the stable. After getting beaten at a game of dice by an Ogre I picked up the remains of my shattered pride and tried again, and again! After falling off the top of the mountain a few times I decided that I'd had enough and so loaded The Temple of Vran.

If you had got anywhere in the first part then it would take you all of about 0.01 seconds to figure out how to cross the river. A trampoline and an elephant aren't exactly the right things to put in a land of evil but they are essential parts of the adventure. I figured out how NOT to get Warted to death pretty quickly with the aid of a feline friend. I was getting frustrated with a stuck door and was about to kick the computer but kicked the door instead and surprise, surprise it worked! A skeleton lurked below a Wart kitchen and probably died from food poisoning judging by the state of the kitchen. Armed with some peanuts I managed to put the Elephant to use. Down a cliff I went and with a step-ladder I found the Warts' cubby hole for their private things (a-har!). Using some useful objects enabled me to get across a swamp and at first I thought that I'd come across a hippie camp with flowers and sweet music! This turned out to be Aphrodite, Goddess of Love. She asked me to return two different pieces of her jewelery from different time zones, Women! (Apologies to female readers of the page!).

The first setting is 1940 and you are in Germany complete with horse hair and dive bombers. After being shot a few times after being called "Ein Spy!" I managed to get the jewelery along with more terrible puns (not as good as mine though!). The next time zone was in the 24th century and had yet more bad jokes, for example, (those of a nervous disposition skip this bit), 'an alien who is having trouble breathing played music, "Ah they were right tunes really do help you breathe more easily!"'. I found my way into the Temple of Vran and finally got past the mad monk so I decided to give the third part, The Final Mission an airing.

In Final Mission you are in a cell with only a chair for company. Getting out of this cell is fairly easy and leads into yet another cell. Only finding a piece of straw I tried all the things I could think of and when I found out how to get out of the cell I could have bought a Spectrum and that's saying something! Suffice to say it was totally unlikely so here is the solution in code, (for the code look at the end or use the program printed after this page): ESPQ SJOH. Going down a trapdoor having first protected myself with garlic, (who knows what might have been lurking down there!). Seeing Delphia's dead body (Aphrodite was good for something) wasn't too bad, though a "slimy cancerous tentacle" is enough to send any Dragon owner running for cover! Now is the time I think to go on to the ratings :-

| | | | |
|-----------------|--|-----|-----|
| | (1) | (2) | (3) |
| The Ket Trilogy | :- Problem difficulty 8/10 7/10 8/10 | | |
| | :- Type: Text only (all 3) | | |
| | :- Value for money 10/10 (apart from the jokes!) | | |
| | :- Overall 10/10 | | |

I give this star rating and for 9.95 it has got to be excellent value.
And now.....this:-

Here we will have a quick perusal of The Vortex Factor from MICRODEAL. You have to go through time and space (sounds familiar) in your time machine to collect treasures and to store them in the curators office of a museum in Detroit 2063 (!). There are plenty of exhibits including a space expo which has a model of the TREKBOER and a plaque thanking the crew, namely me. There are some brilliant graphics, for instance a scientific exhibit that liquids flow around, apparatus and electricity sparks. In the waxworks you can even examine Mae West! (hasn't everyone). Going back and forward in time from the dungeons of 13th century London to the Mummies of 318 B.C. is quite interesting. There is even a topical location though slightly further forward in time, 2305 where a nuclear disaster has polluted the entire west coast of the USA, it even comes complete with mutant humanoids. I can personally recommend Vortex Factor and is excellent value at 5.95 from MICRODEAL. Well, it's time to go, if you have any problems with adventures or know of anything good on the adventure front, drop me a line c/o Dragon Monthly and I'll see what I can do.

To work out the code you have to take each letter back one e.g. HFU BYF would be GET AXE. For the Vortex Factor, to repair the battery:- TRFFAF MJNF first having DVU MJNF.

```

10 ' *****
20 '          DECODER
30 ' =====
40 '          BY P.A.RAVENSCROFT.
50 '          31/5/86
60 ' *****
70 CLS3:PRINT@104,"D";:SOUND150,1:FOR X=0 TO 800:NEXT X
80 PRINT@105,"E";:SOUND160,1:FOR X=0 TO 800:NEXT X
90 PRINT@106,"C";:SOUND175,1:FOR X=0 TO 700:NEXT X
100 PRINT@107,"O";:SOUND180,1:FOR X=0 TO 600:NEXT X
110 PRINT@108,"D";:SOUND190,1:FOR X=0 TO 500:NEXT X
120 PRINT@109,"E";:SOUND195,1:FOR X=0 TO 500:NEXT X
130 PRINT@110,"R";:SOUND200,1:FOR X=0 TO 400:NEXT X
140 PRINT@168,"FOR DRAGON MONTHLY";
150 PRINT@296,"BY";
160 PRINT@360,"P.A.RAVENSCROFT.";
170 FOR X=0 TO 1:PLAY"L4004ACEG03ACEG03ACEG04ACEG":NEXT X:PLAY"L4004DEFGAB05CDEFG"
180 PRINT@453,"PRESS ANY KEY TO START.";
190 X$=INKEY$:IF X$="" THEN GOTO 190
200 SOUND150,1
210 CLS1:PRINT:PRINT" TYPE IN YOUR CODED MESSAGE IN NOW PLEASE.":PRINT
220 PRINT" PRESS [1] TO CLEAR THE SCREEN OR [9] TO END.":PRINT:PRINT
230 PRINT" ";
240 A$=INKEY$:IFA$=""THEN240
250 IFA$="A" THEN A$=CHR$(91)
260 PRINTCHR$(ASC(A$)-1);
270 IF A$=" " THEN PRINT " ";
280 IF A$=":" THEN PRINT ":";
290 IF A$="-" THEN PRINT "-";
300 IF A$="," THEN PRINT ",";
310 IF A$=";" THEN PRINT ";";
320 IF A$="." THEN PRINT ".";
330 IF A$="/" THEN PRINT "/";
340 IF A$="1" THEN GOTO 210
350 IF A$="9" THEN CLS:PRINT@263,"HAPPY ADVENTURING !":SOUND150,2:SOUND180,1:END
360 GOTO 240

```

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