

Dragon monthly

ISSUE 1 : MAY 1986

INSIDE THIS MONTH:

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

CODED DRAGON: This month we have 2 machine code utilities to offer you, find out more on page 4.

PROGRAM OF THE MONTH: To start this month we have a machine code disassembler, ready for our forthcoming machine code tutorial pages. Page 8.

STEPHEN COGAN'S ADVENTURE PAGE: Adventure fans can read on in amazement at the number of adventures for the Dragon. This is the first of a regular page and is on page 13.

LETTERS: Send us your letter and we will print it. A plea this month for a Rainbow...

COMPETITION: There are three copies of "Gordon Bennet!" to be won this month, have a go on page 6.

REVIEWSOFT: Two of the latest games are reviewed this month in great detail; Beanstalker by Micro Vision and Gordon Bennet by ourselves. Page 11.

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

EDITORIAL COMMENT

Dragon Monthly is a new newsletter for the Dragon and will be published every month (I wonder if that's where the title came from). Anyway, the success of Dragon Monthly depends mainly on you, the Dragon owner. We at Smithson Computing will continue to support the Dragon as long as you support us by taking out a subscription, sending in articles, problems, letters, news etc about **anything** concerning the Dragon or compatible peripherals.

The cost of a subscription is only 7 pounds 50p for a year (or 75p per single newsletter) which is worth it to keep the Dragon going and will hardly make a dent in the old finances.

We do not intend to be a rival to "Dragon Update", the newsletter of the National Dragon Users Group, in fact I would urge anyone who is not a member to become one immediately. True Dragon lovers, (a group which I certainly belong to), crave as much information as they can get and are always seeking good programs and would therefore get both newsletters.

OK, I have waffled on long enough so remember, our success depends on you. If you have any advice, problems, news or if you just want a natter, give me a ring or write, the address is at the bottom of the page. Talk to you again next month?

Cheers,

Wayne Smithson

Wayne Smithson

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Bramley,
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NEWS ROUNDUP:

Micro Vision Software are due to release a new blockbuster game at the end of May. Written by Roy Coates (of Manic Miner, JSW and Beanstalker fame), it will be called The Talisman.

According to Roy, "The Talisman is 100 screens of adventure played arcade fashion". For this platform game, Roy has gone back to using full size sprites as apposed to the ones in Beanstalker, and will again be in PMODE4 graphics. For the hackers, there are many hidden extras within the program to find, what they are though, Roy is not saying!

Micro Vision will be displaying The Talisman at the Ossett show on May 31st. For more information, write to them at 8 Wensley Road, Liverpool, L9 8DW.

Peaksoft have started a new BBS called Radio Dragon. "We ran it experimentaly on Thursday (1st May) and that went fine despite a few teething problems and it will start properly on May 6th" says Harry Whitehouse. There are at present 2 sessions per week, Tuesday and sunday between 9 and 10.30pm.

Radio Dragon offers 45 pages of information for the first issue, it is updated every 2 weeks. There is information on Dragon User, Touchmaster, Prestel and Micronet. According to Harry, "We will accept any information of interest to Dragon owners". Telesoftware will also be available at a later date.

Dragon owners can access Radio Dragon free of charge, but you will need a short machine code program (Prestel users can find it on the Dragon pages).

Peaksoft also produce a directory of BBS users so that you can keep in touch. For more information contact Peaksoft on 0636 705230.

"The Manchester Dragon show did not go as well as hoped" seemed to be the view of most companies who turned up, although according to Quickbeam Software's Dave Hitchman, "Shaolin Master sold very well", so he at least wasn't too disappointed.

The next Dragon show is at Ossett Town Hall, Ossett near Leeds, on the 31st May. Organised by John Penn, there will be a number of companies there besides them:

Blaby, Compusense, Computape, Eclipse-Fenmar, Grosvenor, Peaksoft, Micro Vision and of course ourselves.

This promises to be a very good show with plenty of demonstrations as well as the usual buying, but it needs you to be there if it is to be a success. More details from John Penn on 04203 5970.

Microdeal have just released three new programs for the Dragon and Tandy machines. They are: Vortex Factor, Aquanaut 471, and Rommel 3D. The price of these programs is lower than usual at just 5.95 each. Contact Microdeal, 41 Truro Road, St. Austell, Cornwall, PL25 5JE.

If you have any news items concerning the Dragon, like new products and developments then write to NEWS ROUNDUP, DRAGON MONTHLY, 24 COAL HILL GREEN, BRAMLEY, LEEDS 13 and give us the details. Alternatively, you can ring us on 0532 551631 and tell us the details.

LETTERS PAGE

Send us your views, hints and tips, pleas for help, suggestions etc., and we will print your letter. 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.

SEARCHING FOR A RAINBOW

Can anybody out there help me with a problem concerning the whereabouts of a Rainbow.

I would very much like to know who distributes the magazine "RAINBOW" in the UK as I would like to subscribe to it. Someone must buy it in this country, can you help me please?

I wish all of you at Dragon Monthly good luck with your magazine, I am looking forward to receiving it every month. Thank you.

B.D. Johnson,
Flat 2,
4 Carisbrooke Road,
St. Leonards o/s, E. Sussex,
TN38 0JS.

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.

CODED DRAGON

To start off this month, we have a couple of simple machine code utilities. Each month, we will bring you machine code programs on varying aspects of the Dragon. Send in your own programs, if we publish them we will pay you five pounds, (providing you have a subscription of course), and make sure you include assembler listing and basic loaders for people without assemblers.

Although the Dragon has good loading procedures, when you are stuck in the middle of a C60 cassette looking for 1 program in the middle of half saved programs, it can be quite some task. The reason for this is that when the Dragon is looking for a file header (the part that contains the name and type etc.), if it hears something it does not recognise as a header, it will stop with an IO error. This program has the effect of re-typing CLOAD/M when an IO error occurs until a valid file is found. Thus, if you are in the middle of a program on tape, the Dragon will click through that half a program and then load in the next valid file after it without stopping with an error. The program itself occupies 66 bytes at the top of RAM, the BASIC loader will insert the machine code and check it for mistakes.

```

0 CLEAR200:32700:CLS:PRINT"machine code
loading"
1 FORN=1 TO 65:READ A$
2 POKE32700+N,VAL("&H"+A$):PRINT@32,3270
0+N
3 C=C+VAL("&H"+A$):NEXT
4 IF C<>7771 THENPRINT"cock-up!":SOUND1,
10:END
5 POKE378,&H7F:'HEX ADDRESS OF
6 POKE379,&HBD:'MY ROUTINE.
7 POKE377,&H7E:'TO ENABLE
8 ''POKE377,&H39 TO DISABLE.
9 PRINT"load successful!":SOUND150,10
10 DATA 81,99,26,19,9E,A6,E6,01,C1,4D,27
,01,5F,FD,7F,FE,8E,7F,DB,BF,01,92,86,7E,
B7,01,91,86,99,39,C1,2A,27,0A,8E,39,39,B
F,01,91,BF,01,92,39,FC,7F,FE,10,9E,A6,6F
,21,ED,A2,C1,00,27,02,86,4D,BD,B6,D4,20,
E1
===== > BASIC LOADER <=====

```

```

ORG #32701 *THESE CAN BE
PUT #32701 *CHANGED.

CMPA #153 *CLOAD/M ?
BNE OUT *NO, RETURN
LDX $A6
LDB 1,X *CHECK FOR
CMPB #77 *CLOADM
BEQ MCODE *YES, KEEP 'B'
CLRB *NO, CLEAR 'B'
MCODE STD $7FFE *TEMP. STORE
LDX #ERROR
STX 402 *INTERCEPT
LDA #$7E *ERROR HANDLER
STA 401 *TO MY ROUTINE
LDA #153 *CLOAD/M TOKEN
OUT RTS
ERROR CMPB #42 *I/O ERROR ?
BEQ IOERR *YES, RELOAD
CLEAR LDX #$3939 *RESTORE ERROR
STX 401 *HANDLER
STX 402
RTS
IOERR LDD $7FFE *GET TEMP.
LDY $A6 *STORE & CLEAR
CLR 1,Y *PUT TEMP. AT
STD ,-Y *LESS 'Y'
CMPB #0 *CLOAD ?
BEQ CLOAD *YES
LDA #77 *NO, CLOADM
CLOAD JSR 46804 *JSR CLOAD/M
BRA CLEAR *GOTO BASIC.

```

Some locations of interest are:-

401-403 Whenever an error occurs, Basic jumps here and does nothing in particular, so you can intercept any error. (Each has a number held in the B ACC. NB=0 then no error).

377-379 Whenever a Basic command is typed in, a jump is made here which does nothing so intercept this and you can tell which command has been typed in. (Token will be in A ACC).

&HAE Basic pointer, tokenise a Basic line, store it address pointed to by this location-1, load A ACC. with the first token and the computer will think it is running a Basic line (dope). Each 'line' must end with a 0.

```

        ORG #32655
        PUT #32655
CKOPB EQU #35239
CKCOM EQU #35242
GETNUM EQU #36483
GETNU8 EQU #36433
        LDX #START *INTERCEPT
        STX 378 *TO MY
        LDA #126 *ROUTINE.
        STA 377
        RTS
START  CMPA #162 *SOUND TYPED?
        BEQ SOUND *YES,
        RTS
SOUND  LDX $A6 *NEW SOUND?
        LDA 1,X
        CMPA #'( *BRACKET?
        BEQ NEWS *YES SO JUMP.
        LDA #162
        RTS
NEWS   LEAX 1,X
        STX $A6
        JSR CKOPB *NEW SOUND.
        JSR GETNUM
        STX BEG+1 *BEGINNING.
        JSR CKCOM
        JSR GETNUM
        STX END+1 *END.
        JSR CKCOM
        JSR GETNU8
        STB VIB+1 *VIBRATION.
        JSR CKCOM
        JSR GETNU8
        ANDB #$FC
        STB VOL+1 *VOLUME.
        JSR 47813 *AUDIO ENABLE.
BEG    LDX #0001
LOOP   PSHS X
        PSHS X
VOL    LDA #$FC
        STA $FF20 *SOUND ON.
DEC1   LEAX -1,X
        BNE DEC1 *PAUSE.
        PULS X
        CLR $FF20 *SOUND OFF.
DEC2   LEAX -1,X
        BNE DEC2 *PAUSE.
        PULS X
        CLRA
VIB    LDB #10 *VIBRATION.
        LEAX D,X
END    CMPX #2000
        BLO LOOP
        LDA #134 *DATA.TOKEN.
        RTS

```

The second program for you is an extension to the rather drab SOUND command in BASIC. The PLAY command is not too bad, it can be made to sound different by doing the following:

```
PLAY"T255V15A":POKE65313,48:PL
AY"T40L5BP14L8BP16BP14L5B02T3P
14L6DL7P20D-P2401T2BP24BP24AP2
2L2B"
```

This is no good for the lazer hyper mega zappo type effects though is it! Once executed, a new command, SOUND(beg,end,vib,vol) is born. You can still do the usual sound commands ie SOUND10,1 but this is much better, oh yes! The parameters are as follows:

Beg: This is the beginning of the sound pitch, the higher the number, the lower the sound when it starts. Range 0-65535

End: Same as Beg but is where the sound ends (gerraway!).

Vib: This is the vibration of the notes, if you use 0, the sound will go on forever, 1 is smoothest. Range 0-255

Vol: This is the volume (it is?). Range 0-255.

The BASIC listing should have all the numbers printed as DATA statements from line 50 onwards. EXEC32655 to enable the new command. There is no restriction on where you use the command, variables and expressions are also accepted.

BASIC LOADER.

```

10 CLEAR200,32655
20 FORN=32655TO32767
30 READA$:POKE,VAL("&H"+A$):NEXT
40 EXEC32655 TO ACTIVATE
50 DATA .....

```

```

8E 7F 9B BF 01 7A 86 7E B7 01 79 39 81 A2 27 01 39 9E A6 A6 01 81 28 27 03
86 A2 39 30 01 9F A6 BD 89 A7 BD 8E 83 BF 7F D9 BD 89 AA BD 8E 83 BF 7F F9
ED 89 AA BD 8E 51 F7 7F F5 BD 89 AA BD 8E 51 C4 FC F7 7F E0 BD BA C5 8E 00
01 34 10 34 10 86 FC B7 FF 20 30 1F 26 FC 35 10 7F FF 20 30 1F 26 FC 35 10
4F C6 0A 30 8B 8C 07 D0 25 DE 86 86 39

```

COMPETITION PAGE

Every month we will be giving away a prize or prizes to the best entry to our competitions. If you want to enter, you must send in your answer to the problems as listings only, no cassettes please, produced on your Dragon, along with your name, address AND subscription number. One entrant per person is allowed, failing to include subscription number or sending more than one entry will lead to instant disqualification. Closing date is 1st June 1986.

This month we will start with an easy puzzle for you to solve as we do not want you to get disheartened just yet! Using computers to unravel a coded message is not a new thing by any means, but it can still be quite a challenge.

There are many different ways to code a message, one way was to use "key codes". These were numbers that used to unlock the pattern in the jumble of coded letters. E.g. take the key code 4123:

412341234123412341
XIKVDJUCEAMHBAERHF

All these letters have had the number above them added to it so to get back to the original, you must subtract the number above from it so X-4=I, I-1=H, K-2=I, V-3=S, D-4=space since the space would come between Z and A as it loops round, i.e. XYZ<space>ABC.

The advantage of this system is that the spaces move or just disappear and not all letters stand for the same thing, i.e. not every P stands for a G say.

A much simpler way of coding a sentence is to use just one number, between 1 & 26 and add that to all the letters in the same way as the key codes. This system will again move around the spaces thus separating the words in different places, but all the letters will stand for the same thing so every A may stand for a G for instance.

It is this type of code that we want you to unravel this month. Because it is a simple code to crack, we want you to find the QUICKEST way to crack the code, there is a way to find the key number in at most 2 attempts. All you need is a basic knowledge of the English language.

The task therefore is to decode the following message using a BASIC program. I want to know the message and the key number, below is the jumbled up message, remember, quickly does it. Good luck!

JSZZNRBASNLBHNVOISNQEQYSRNGVSN
REOUBAN BAGVZLNQB CSGWGWBANQBRS

HOW TO ENTER

To enter this competition, just send in your answer to the problem as a computer listing, no cassettes please. The prize this month is 3 copies of "GORDON BENNET!" a multi-screen strategy/arcade game to the sender of the best 3 entries. In the event of a tie, please complete the following sentence in not more than 15 words:

"I like Dragon Monthly because..."

Send your answers to COMPETITION ANSWER here at the Dragon Monthly address.

STOP PRESS!! Dragon User may become a subscription-only newsletter after next month! See Radio Dragon for details!

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TATUNG TP100 PRINTER Epson-compatible, tractor & friction, wide range of faces + hi-res screen dump capability, free Dragon lead. £199.95.

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****NEW**Dragon T-SHIRTS** £2.49 (RRP £3.50) SWEAT SHIRTS £4.99!! (RRP £7.50) Please state S,M,L or XL size. Both are white - T-shirts have large red Dragon logo, sweat shirts have small logo on left breast. HALF-PRICE SPECIAL OFFER - For EACH £10 spent on other goods, order 1 T-shirt for £1.24 or 1 sweat shirt for £2.49!!!

****NEW**"I LOVE MY DRAGON"** re-usable red+white car sticker (sorry we can't show the graphics!) 99p

DRAGON BOOKS: Inside The Dragon (THE book!) £9.45, Exploring Adventures On The Dragon £6.95. All others @ £2.50 each!: Educational Programs, Dragon Magic, Best of PCW Software, Trainer, Games Master, Working Dragon, Advanced Sounds/Graphics, Artificial Intelligence.

#Brand new heavy duty POWER SUPPLY £14.95 complete. D'n Data DISK DRIVE TRANSFORMER £14.95. Trojan LIGHT PEN £9.95! LEADS:AERIAL £2.50, CASSETTE £2.50, PRINTER £11.95. DUST COVERS £3.95. Omega DATA RECORDER £24.95. Briefcase-style CARRYING-CASE for Dragon & power supply £9.95! TAPE HEAD ALIGNMENT KIT £3.95 ****NEW**Dragon** KEY-BOARDS £24.95

Single-sided double density DISK DRIVE UNITS as supplied to Dragon Data, without cases, power supplies or interfaces. Just "discovered" by us in the store where they've been for 18 months! They are untested, and supplied without warranty - but at £29.95 (yes, read that price again!!!) who cares? Special order form needed - please send self-addressed envelope.

#BINDERS for Dragon User - Untitled, each holds 12 issues £2.50.

MAGAZINES Dragon User back numbers. £1 each. Dates still available- 1984:Feb/Mar/May/Jul/Nov/Dec. 1985:Jan/Feb/Mar.

TO ORDER: Note your name, address and goods required on the back of your cheque or postal order, payable to Peaksoft. ACCESS/VISA orders accepted by phone. Minimum credit card order: £5. Postage on all items is FREE. Personal callers welcome (please phone first). Free credit for personal callers. SORRY...we're trying to get more Touchmasters!

GUARANTEE: We try to give a meaningful guarantee, which is easily understood. Goods marked # are our own, and are guaranteed BY US against manufacturing or material defects for 3 months. Other goods are purchased from outside suppliers - with the exception of the disc drive units, they are guaranteed BY US for 1 month against manufacturing or material defects, after which you should take advantage of the guarantee offered by the manufacturer or distributor. This does not affect your statutory rights. DIARY DATE: Yorkshire Dragon Show, Ossett Town Hall, May 31st.

PROGRAM OF THE MONTH : "CODE SPOTTER" by Wayne Smithson

The program of the month is usually sent in by readers of Dragon Monthly. It should be sent in on cassette with your listing(s) and you must explain in full how to use it. We will pay the best one 5 pounds every month, have a go, what have you got to lose!

This program is basically a disassembler program to allow you to list machine code in its mnemonic form. When RUN, the program will eventually ask you whether you want double speed, if your computer can not handle the speed up poke (65495,0) then you must type N. Also type N if you intend to use the printer. When the program asks you for a command, you press one of the following keys:

D - Disassemble. This will disassemble memory. The program will ask you DISASSEMBLE FROM? and you must type in the address at which you wish to start disassembly. Hex numbers may be typed in by preceding them with &H as usual. When disassembling, the spacebar will pause scrolling if you hold it down, the enter key will stop it until it is pressed again. The break key will exit disassemble mode.

M - Memory dump. This will print the contents of all memory locations starting from the one you ask for until you press break to exit.

P - Printer on/off. Pressing this once will turn the printer option on, pressing it again will turn the printer option back off. When the printer is on, the output from the memory dump and disassembly will output to the screen and printer as well.

Q - Quit to BASIC. This just exits the program back to BASIC, you can RUN the program again to get back in.

When you load in machine code programs to disassemble, make sure you preserve the top of RAM where it loads using the CLEAR command. If your m/c program loads in low down in memory, PCLEAR8 before loading it in. Make sure it does not overwrite Code Spotter. If all this typing in is too much for you, then I will gladly save it to cassette for you if you enclose one with a pound and an SAE, then send it to me at the Dragon Monthly address.

```
0 CLEAR250:DIM0$(276),P$(255),T$
(138):CLS:POKE411,228:POKE412,20
3:POKE413,4:POKE414,237:POKE415,
228:POKE410,236
1 PRINT"*** CODE SPOTTER DISASSE
MBLER ***":GOSUB76:GOTO63
2 X=0:IFL<16THENL$=0$(L):RETURNE
LSEIFL>17THENL$=0$(L+21):RETURNE
LSEIFL=17THEN5
3 Z=PEEK(D1+1):IFZ>&H20 ANDPEEK(
D1+1)<&H30 THENL$="L"+0$(PEEK(D1
+1)+21):RETURN
4 FORN=116TO138:IFZ=VAL("&H"+T$(
N))THENL$=0$(N-116+16):X=1:RETUR
NELSENEXT:L$="?????":RETURN
5 L$="":Z=PEEK(D1+1):IFZ=63THENL
$="SWI3*"ELSEIFZ=131THENL$="CMPU
#3"ELSEIFZ=140THENL$="CMPS #3"EL
LSEIFZ=147THENL$="CMPU $2"ELSEIF
Z=156THENL$="CMPS $2"ELSEIFZ=163T
HENL$="CMPU ^"ELSEIFZ=172THENL$=
"CMPS ^"ELSEIFZ=179THENL$="CMPU
$3"
6 IFZ=188THENL$="CMPS $3"
7 X=1:RETURN
8 LINEINPUT"DISASSEMBLE FROM>";D
1$
9 LINEINPUT"DISASSEMBLE TO >";D
2$
10 D1=INT(VAL(D1$)):D2=INT(VAL(D
2$))
11 IFD2<D1 ORD1=D2 ORD1<0 ORD1>6
5535 ORD2>65535THENPRINT"??BAD V
ALUES":GOTO64
12 H$=HEX$(D1):D2$="":D$="":L=PE
EK(D1):GOSUB2:GOSUB13:Q$=RIGHT$(
L$,1):L$=LEFT$(L$,LEN(L$)-1):GOT
O14
13 IFL$=""THENL$="?????":RETURN
ELSERETURN
14 IFQ$="^"THEN25ELSEIFQ$="-"THE
N39ELSEIFQ$="@"THEN50ELSEIFQ$="!
"THEN61
15 Q=VAL(Q$):IFQ=0THEN17ELSEFORN
=X+1TOQ:A$=HEX$(PEEK(D1+N)):IFLE
N(A$)<>2THENA$="0"+A$
16 D2$=D2$+A$:NEXT
17 IFLEN(H$)<>4THENH$="0"+H$:GOT
O17
18 Q=VAL(Q$):FORN=0TOQ:A$=HEX$(P
EEK(D1+N)):IFLEN(A$)<>2THENA$="0
"+A$
19 D$=D$+A$:NEXT
```

```

20 PRINTH$ " ";D$;TAB(14);L$;D2$;
TAB(27);:GOSUB100:PRINTW$:IFH TH
ENPRINT#-2,H$ " "D$;TAB(26);L$;D2
$;TAB(50);W$
21 D1=D1+Q+1:IFD1>=D2 THEN64
22 Q$=INKEY$:IFQ$<>""THENP=ASC(Q
$)ELSE12
23 IFP=3THEN64ELSEIFP=32THENFORN
=336TO345:POKE,N,255:NEXT:GOTO22
24 IFINKEY$<>""THEN12ELSE24
25 IFL=16 OR L=17 THENV=2 ELSEV=
1
26 Z=PEEK(D1+V):D2$=P$(Z):IFD2$=
""THENL$="?????":GOTO17
27 Z=VAL(RIGHT$(D2$,1)):ON Z GOT
O29,31,33,35,37
28 Q$=STR$(V):GOTO17
29 A$=HEX$(PEEK(D1+V+1)):IF LEN(
A$)<>2 THEN A$="0"+A$
30 D2$=A$+D2$:D2$=LEFT$(D2$,LEN(
D2$)-1):Q$=STR$(V+1):GOTO17
31 A$=HEX$(PEEK(D1+V+1)*256+PEEK
(D1+V+2))
32 IFLEN(A$)<>4 THENA$="0"+A$:GO
TO32 ELSE D2$=A$+D2$:D2$=LEFT$(D2
$,LEN(D2$)-1):Q$=STR$(V+2):GOTO1
7
33 A$=HEX$(PEEK(D1+V+1)):IFLEN(A
$)<>2 THENA$="0"+A$
34 D2$="[ "+A$+D2$:D2$=LEFT$(D2$,
LEN(D2$)-1):Q$=STR$(V+1):GOTO17
35 A$=HEX$(PEEK(D1+V+1)*256+PEEK
(D1+V+2))
36 IFLEN(A$)<>4 THENA$="0"+A$:GO
TO36 ELSE D2$="[ "+A$+D2$:D2$=LEFT
$(D2$,LEN(D2$)-1):Q$=STR$(V+2):G
OTO17
37 Z=PEEK(D1+2)*256+PEEK(D1+3):D
2$=HEX$(Z):Q$=STR$(V+2)
38 IFLEN(D2$)<>4 THEND2$="0"+D2$
:GOTO38 ELSE D2$="[ "+D2$+" ]":GOTO
17
39 IF LEFT$(L$,1)="L" THEN43 ELS
E Z=PEEK(D1+1)
40 IF Z<128 THENO=D1+2+Z:D2$=HEX
$(O):Q$="1":IFLEN(D2$)<>4 THEND2
$="0"+D2$:GOTO17 ELSE17
41 O=ABS(D1-(256-Z)+2):D2$=HEX$(
O):IFLEN(D2$)<>4 THEND2$="0"+D2$
42 Q$="1":GOTO17
43 IFL>17 THEN47 ELSEZ=PEEK(D1+2
)*256+PEEK(D1+3)
44 IFZ<32768 THENO=D1+4+Z ELSEO=
ABS(D1-(65536-Z)+4)
45 D2$=HEX$(O)
46 IFLEN(D2$)<>4 THEND2$="0"+D2$
:GOTO46 ELSEQ$="3":GOTO17
47 Z=PEEK(D1+1)*256+PEEK(D1+2):I
FZ<32768 THENO=D1+3+Z ELSEO=D1-(
65536-Z)+3
48 IFO<0 THENL$="?????":Q$="1":G
OTO17 ELSE D2$=HEX$(O)
49 IFLEN(D2$)<>4 THEND2$="0"+D2$
:GOTO49 ELSEQ$="2":GOTO17

```

```

50 Z=PEEK(D1+1):Q$="1":D2$=""
51 IFZ>127 THEND2$="PC":Z=Z-128
52 IFZ>63 THEND2$="U,"+D2$:Z=Z-6
4
53 IFZ>31 THEND2$="Y,"+D2$:Z=Z-3
2
54 IFZ>15 THEND2$="X,"+D2$:Z=Z-1
6
55 IFZ>7 THEND2$="DP,"+D2$:Z=Z-8
56 IFZ>3 THEND2$="B,"+D2$:Z=Z-4
57 IFZ>1 THEND2$="A,"+D2$:Z=Z-2
58 IFZ>0 THEND2$="CC,"+D2$
59 IFRIGHT$(D2$,1)="," THEND2$=L
EFT$(D2$,LEN(D2$)-1)
60 GOTO17
61 Z=PEEK(D1+1):Q$="1":IFZ>136 T
HENZ=Z-71 ELSEZ=Z-1
62 IFZ<0 OR Z>115 THENL$="?????"
:Q$="0":GOTO17 ELSE D2$=T$(Z):GOT
O17
63 CLS:PRINT"CODE SPOTTER DISASS
EMBLER (C) '84"
64 PRINT"COMMAND?";
65 Q$=INKEY$:IFQ$<>""THENP=ASC(Q
$)ELSE65
66 PRINT:IFP=68THEN8ELSEIFP=81TH
ENPRINT"BACK TO BASIC":POKE65494
,O:END ELSEIFP=80THENIFH=1THENH=
OELSEH=1
67 IFP=80 THENPRINT"PRINTER ";:I
FH=1 THENPRINT"ON" ELSEPRINT"OFF
"
68 IFP<>77THEN64ELSEINPUT"MEMORY
DUMP FROM>";D
69 IFD<0ORD>65535ORD<>INT(D)THEN
PRINT"?BAD VALUE":GOTO64
70 A$="":D$=HEX$(D)
71 IFLEN(D$)<>4THEND$="0"+D$:GOT
O71ELSEPRINTD$"*";:IFH THENPRINT
#-2,D$"*";
72 FORN=1TO9:D$=HEX$(PEEK(D))+
":IFLEN(D$)=2THEND$="0"+D$
73 A$=A$+D$:D=D+1:IFD>65535THEN7
4ELSENEXT
74 PRINTA$;:IFH THENPRINT#-2,A$
75 IFINKEY$<>""ORD>65535THENPRIN
T:GOTO64ELSE70
76 FORN=OTO276:READO$(N):NEXT:FO
RN=OTO255:READP$(N):NEXT:FORN=OT
O138:READT$(N):NEXT:PRINT@393,"D
OUBLE SPEED >";
77 Q$=INKEY$:IFQ$="Y" THENPOKE65
495,0 ELSEIFQ$="N" THENPOKE65494
,0 ELSE77
78 PRINTQ$;
79 PRINT@480,"** PRESS ANY KEY T
O CONTINUE **";
80 IFINKEY$<>"" THENRETURNELSE80
81 DATA NEG $1,,COM $1,LSR $1,,
ROR $1,ASR $1,ASL $1,ROL $1,DEC
$1,,INC $1,IST $1,JMP $1,CLR $1,
SWI2*,CMPD #3,CMPY #3,LDY #3,CMP
D $2,CMPY $2,LDY $2,STY $2,CMPD
^,CMPY ^,LDY ^,STY ^,CMPD $3,CMP

```

```

Y $3,LDY $3,STY $3,LDS #3,LDS $2
82 DATA STS $2,LDS ^,STS ^,LDS $
3,STS $3,NOP*.SYNC*.,,LBR - ,LBS
R -,DAA*,ORCC #1,,ANDCC #1,SEX*
,EXG !,TFR !,BRA -,BRN -,BHI -,B
LS -,BHS -,BLO -,BNE -,BEQ -,BVC
-,BVS -,BPL -,BMI -
83 DATA BGE -,BLT -,BGT -,BLE -,
LEAX ^,LEAY ^,LEAS ^,LEAU ^,PSHS
@,PULS @,PSHU @,PULU @,,RTS*,AB
X*,RTI*,CWAI #1,MUL*,SWI*,NEGA*
,,COMA*,LSRA*,RORA*,ASRA*,ASLA
*,ROLA*,DECA*,INCA*,TSTA*,CLRA
*,NEGB*,,COMB*,LSRB*,RORB*,ASR
B*,ASLB*,ROLB*,DECB*,
84 DATA INCB*,TSTB*,CLRB*
85 DATA NEG ^,,COM ^,LSR ^,,ROR
^,ASR ^,ASL ^,ROL ^,DEC ^,,INC
^,TST ^,JMP ^,CLR ^,NEG $2,,COM
$2,LSR $2,,ROR $2,ASR $2,ASL $2
,ROL $2,DEC $2,,INC $2,TST $2,JM
P $2,CLR $2,SUBA #1,CMPA #1,SBCA
#1,SUBD #2,ANDA #1,BITA #1,LDA
#1,,EORA #1,ADCA #1,ORA #1
86 DATA ADDA #1,CMPX #2,BSR -,LD
X #2,,SUBA $1,CMPA $1,SBCA $1,SU
BD $1,ANDA $1,BITA $1,LDA $1,STA
$1,EORA $1,ADCA $1,ORA $1,ADDA
$1,CMPX $1,JSR $1,LDX $1,STX $1,
SUBA ^,CMPA ^,SBCA ^,SUBD ^,ANDA
^,BITA ^,LDA ^,STA ^,EORA ^,ADC
A ^,ORA ^,ADDA ^,CMPX ^
87 DATA JSR ^
88 DATA LDX ^,STX ^,SUBA $2,CMPA
$2,SBCA $2,SUBD $2,ANDA $2,BITA
$2,LDA $2,STA $2,EORA $2,ADCA $
2,ORA $2,ADDA $2,CMPX $2,JSR $2,
LDX $2,STX $2,SUBB #1,CMPB #1,SB
CB #1,ADDD #2,ANDB #1,BITB #1,LD
B #1,,EORB #1,ADCB #1,ORB #1,ADD
B #1,LDD #2,,LDU #2,
89 DATA SUBB $1,CMPB $1,SBCB $1,
ADDD $1,ANDB $1,BITB $1,LDB $1,S
TB $1,EORB $1,ADCB $1,ORB $1,ADD
B $1,LDD $1,STD $1,LDU $1,STU $1
,SUBB ^,CMPB ^,SBCB ^,ADDD ^,AND
B ^,BITB ^,LDB ^,STB ^,EORB ^,AD
CB ^,ORB ^,ADDB ^,LDD ^,STD ^,LD
U ^,STU ^,SUBB $2
90 DATA CMPB $2,SBCB $2,ADDD $2,
ANDB $2,BITB $2,LDB $2,STB $2,EO
RB $2,ADCB $2,ORB $2,ADDB $2,LDD
$2,STD $2,LDU $2,STU $2,,X", "1
,X", "2,X", "3,X", "4,X", "5,X", "6,X
", "7,X", "8,X", "9,X", "10,X", "11,X
", "12,X", "13,X", "14,X", "15,X", "-
16,X", "-15,X", "-14,X", "-13,X
91 DATA "-12,X", "-11,X", "-10,X", "
-9,X", "-8,X", "-7,X", "-6,X", "-5,X
", "-4,X", "-3,X", "-2,X", "-1,X", "
,Y", "1,Y", "2,Y", "3,Y", "4,Y", "5,Y"

```

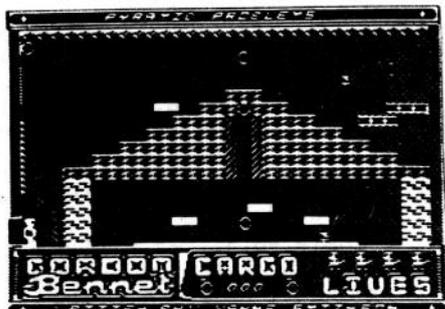
```

"6,Y", "7,Y", "8,Y", "9,Y", "10,Y",
", "11,Y", "12,Y", "13,Y", "14,Y", "15
,Y", "-16,Y", "-15,Y", "-14,Y", "-13
,Y", "-12,Y", "-11,Y"
92 DATA "-10,Y", "-9,Y", "-8,Y", "-7
,Y", "-6,Y", "-5,Y", "-4,Y", "-3,Y",
"-2,Y", "-1,Y", "U", "1,U", "2,U", "
3,U", "4,U", "5,U", "6,U", "7,U", "8,
U", "9,U", "10,U", "11,U", "12,U", "1
3,U", "14,U", "15,U", "-16,U", "-15,
U", "-14,U", "-13,U", "-12,U", "-11,
U", "-10,U", "-9,U"
93 DATA "-8,U", "-7,U", "-6,U", "-5,
U", "-4,U", "-3,U", "-2,U", "-1,U", "
S", "1,S", "2,S", "3,S", "4,S", "5,S
", "6,S", "7,S", "8,S", "9,S", "10,S"
", "11,S", "12,S", "13,S", "14,S", "15
,S", "-16,S", "-15,S", "-14,S", "-13
,S", "-12,S", "-11,S", "-10,S", "-9,
S", "-8,S", "-7,S"
94 DATA "-6,S", "-5,S", "-4,S", "-3,
S", "-2,S", "-1,S", "X+", "X+", "
-X", "--X", "X", "B,X", "A,X", "X
1", "X2", "D,X", "PCR1", "PCR2",
,, "[X++]", "[--X]", "[X]", "[B
,X]", "[A,X]", "X]3", "X]4", "[D
,X]", "PCR]3", "PCR]4", "5", "Y+
", "Y++", "Y", "--Y"
95 DATA "Y", "B,Y", "A,Y",
96 DATA "Y1", "Y2", "D,Y", "PCR1
", "PCR2", "[Y++]", "[--Y]",
"[Y]", "[B,Y]", "[A,Y]", "Y]3", "
,Y]4", "[D,Y]", "PCR]3", "PCR]4"
,, "5", "U+", "U++", "U", "--U",
"U", "B,U", "A,U", "U1", "U2", "
D,U", "PCR1", "PCR2", "[U++]",
,, "[--U]", "[U]", "[B,U]"
97 DATA "[A,U]", "U]3", "U]4", "
[D,U]", "PCR]3", "PCR]4", "5", "
S+", "S++", "S", "--S", "S", "B,
S", "A,S", "S1", "S2", "D,S", "P
CR1", "PCR2", "[S++]", "[--S
]", "[S]", "[B,S]", "[A,S]", "S]3
", "S]4", "[D,S]", "PCR]3", "PCR
]4", "5"
98 DATA "D,X", "D,Y", "D,U", "D,S",
,, "X,D", "X,Y", "X,U", "X,
S", "Y,D", "Y,X", "Y,U",
"Y,S", "U,D", "U,X", "U
,Y", "S,D", "S,X", "S,
Y", "A,B", "A,CC", "A,DP"
99 DATA "B,A", "B,CC
", "B,DP", "CC,A", "CC,
B", "CC,DP", "DP,A", "
DP,B", "DP,CC", 3F, 83, 8C, 8E, 93, 9C,
9E, 9F, A3, AC, AE, AF, B3, BC, BE, BF, CE
, DE, DF, EE, EF, FE, FF
100 W$="":FORN=1TOLN(D$)STEP2:A
$=CHR$(VAL("&H"+(MID$(D$,N,2))))
:IFA$<" " OR A$>"z" THENA$="."
101 W$=W$+A$:NEXTN:RETURN

```

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: Gordon Bennet
TYPE: Arcade/Strategy
PRICE: 4.99 (cass) 7.99 (disk)
SUPPLIER: Smithson Computing,
24 Coal Hill Green,
Bramley,
Leeds 13.

Just a little dissertation on a game that some one decided to call GORDON BENNET; though the reason for that completely escapes me, anyhow, G.B. (for brevity) is a platform type game and is great fun to play, good value for money and is not that easy, you will not be completing this game after a few goes! The hero of the game, "GORDON BENNET" himself, is supposed to be on some weirdo planet, but wherever it is, the labyrinthine depths that you find yourself in have a peculiar logic of their own (or the authors!). For instance there are whirling columns that transport you up or down but the ones that go up do not go down etc.; sometimes there is only one in an area sometimes there are several. That is where the logic starts to come in, you can only use some of these transporters in certain orders and quite often, a route round the screen has to be worked out to avoid being eaten by cowpats (!) or something.

While you are moving around trying to collect all of the "pretties" you must remember that every step you take, unless in a well defined (or rather undefined) manner, is positively hazardous! The ground in some areas is quite ethereal and once you have passed over it, it is gone. This forces you to take a different route if you have to retrace your steps which of course is also lethal (eventually). Each "zone" is divided into four rooms and each room takes up one screen. You enter each through a doorway and the difficulty of trying to avoid virtually anything that moves means that you can often find that you have passed one danger only to fall through into the adjacent area and be immediately 'rubbed out' for taking the wrong route. I should add that the little progress that myself and a colleague managed to make in several of the rooms cost me the large part of a bottle of scotch. Although the basic construction of the different areas is similar, that is, made up from the same sort of things, (conveyor belts, risers, sliders, platforms etc), the complexity varies quite a lot; and those places that seem to be devoid of much danger can be just as frustrating as any other. There are things called zone zappers which transport G.B. between different zones but they are very difficult to get into! Anything else that moves is positively nasty - do not accept any lifts.

As stated in the instructions, there is a cheat built into the game (how else would I be able to find my way round all the screens - no! I'm not telling you what it is). The graphics are silly to say the least, when did you last get chased down the street by a toilet!? As to whether you can actually win at this game and escape from perpetual madness I do not know. It's certainly not just a case of going round zapping things.

If you think you are good at platform games then try this one! It is a must for all platform game fans, of which I confess I am not, still, just one more go.....

Barry Johnson

PROGRAM: Beanstalker
TYPE: Arcade/Strategy
PRICE: 7.95 (cass)
SUPPLIER: Micro Vision,
 8 Wensley Road,
 Liverpool,
 L9 8DW.

Beanstalker is the first program from Micro Vision and is the latest from Roy Coates, (of Manic Miner fame), and what a belter it is! Before loading the cassette, I was expecting a Jet Set Willy type game but not so, in fact it is more of the "Chuckie Egg" type of program.

When the program loads, the menu displays keyboard or joystick, green or buff and black screen display and one option that says reserved!? I will go into more detail on that last one later, but on to the game itself.....

The graphics are very small but quite adequate and some of the screens (there are 60 in all), are very complicated to complete. You control the little man grabbing every banana (!) in sight while dodging the caterpillars and things. The nasties tend to head for you and should you meet one it results in a mild case of death at which point you start the screen again. A clever twist to the game is the fact that you can dig holes that fill up again after a few seconds. Nasties can fall down them but beware because so can you! The game plays extremely well and the 60 screens will last you quite a while, believe me.

The reserved bit of the program asks for a code which of course you don't know so unless you find it you can do no more than return to the game. I did a little, OK so I did a lot of hacking and found said code which meant I could get a bit further into the reserved section. However, Mr. Coates has not made it quite as easy as that (have you Roy), in fact it leads onto another problem. More hacking got me through that and then.....:

I'm not telling but if you consider yourself to be a hacker then it is well worth solving the mystery as it opens up a whole new section of program to you. (yes Roy, I've found it and I was right wasn't I?). Mind you, no doubt there is even more to find yet.



To end with, if you haven't yet got this game then why not? You don't know what you are missing; excellent, I look forward to Micro Vision's next production.

Wayne Smithson

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For the first month's page I will try and list as many Dragon Adventures and their suppliers as possible. MICRODEAL have about 14 adventures including SHARDS and SALAMANDER adventures. Caverns Of Doom:-4.95 this is a text adventure which I highly recommend for the price. Keys Of The Wizard:-4.95 also text but still worth trying at this price. Trekboer:-8.00 (might be cheaper in any current sale). This is a brilliant graphics adventure from Mark Data. Just in case you have been living on Alpha Centuri for the past 5 years they brought you Calixto Island, Black Sanctum, Sea Quest and Shenanigans. The Vortex Factor is another graphic adventure which I have heard has just been released for 5.95 (more information on that next month with any luck).

Mansion Adventure 1, Jerusalem Adventure 2, Williamsburg Adventure 3 and Ultimate Adventure 4 are all BASIC text adventure which might be worth getting cheap at a show but at 4.95 each I would go for Caverns Of Doom or Keys Of The Wizard. El Diablero I have left until last as I consider this to be THE hardest adventure around, it's been out for about three years, first with DRAGON DATA and more recently with MICRODEAL. At 99p it is good value if you consider yourself to be ready for this adventure, but if you haven't got past Dragon Mountain and you decide to get this then there is plenty of help available. MICRODEAL also distribute SHARDS and SALAMANDER adventures which are:-Cricklewood Incident:-2.99 which can't be bad. Dan Diamond Trilogy at 12.95 this consists of Franklin's Tomb, Lost in Space and Fishy Business. Wings Of War is going for 4.95, Pettigrew's Diary and Mystery Of The Java Star are at 7.95.

One very important point, if you are ordering from MICRODEAL don't forget to add 75p for postage. MICRODEAL live at 41 TRURO ROAD, ST AUSTELL, CORNWALL PL25 5JE.

WINTERSOFT have Ring Of Darkness, Return of The Ring and Juxtaposition part1, part2 (Ursurper of Rune) has been delayed because they have had problems fitting it all into memory. I really must give WINTERSOFT my congratulations as they have been feeding the Dragon with adventures right back from 1982 and each adventure they have released has been better than the previous one with JUXTAPOSITION being better than most adventures on other computers (I think so anyway). WINTERSOFT are at:-30 UPLANDS PARK ROAD, ENFIELD, MIDDLESEX, EN2 7PT

A lesser known company is S.C.R Adventures who market Castle Blackstar, an adventure I hear good things about but haven't seen myself, this has a very extensive vocabulary and at 5.00 on tape or Disk might be worth a try. SCR ADVENTURES are at:-5 CHRISTCURCH ROAD, SURBITON, SURREY KT5 8JJ.

A fellow adventurer, M. Edwards, has decided to form his own company, BROOMSOFT, to sell Space Trek which is unusual in the fact that you don't control one character but four! At 4.00 it sounds very worth while. BROOMSOFT are at:-30 BROOMHILLS, WELWYN GARDEN CITY, HERTS AL7 1RF.

J. MORRISON MICROS- released an adventure called River Of Fire a while back which is, (or should I say was, as when I contacted them about it, I was told that they no longer supplied Dragon Software), a very good graphics adventure. So if the author is reading this, why not find someone else to market it?

I think EUROHARD should sell English versions of their software in the U.K as there are a lot of good Dragon Data adventures in amongst the versions of Invaders. Some of the oldies are Dragon Mountain, Quest, Black Sanctum, Calixto Island, Adventure Trilogy, Monsters and Magic, Madness and the Minotaur, El

Diablero (the infamous!), and Cimeeon Moon. Some of the newer ones are Beyond the Cimeeon Moon, Viking, Sea Quest, Shenanigans, Poseidon Adventure, Final Countdown, Mansion of Doom, and Stalag/Eno. You could try writing to EUROHARD S.A., ESPANOLETO 25, MADRID 2810, SPAIN.

COMPUTAPE distribute Channel 8 and Adventure International Adventures which are; Adventureland, Secret Mission, Pirate Adventure, Vodoo Castle, Mystry Fun House, Pryamid of Doom, Ghost Town, Golden Voyage, Savage Island Parts 1&2, The Hulk, Sorceror of Claymogue Castle, Time Machine, Escape From Pulsar 7, Arrow of Death Parts 1&2, Circus Adventure, Ten Little Indians, Perseus and Andromeda, and Wizard of Akyzt. (Phew!) Excellent value at 5.50 for any two of these adventures.

COMPUTAPE also distribute Madness and the Minotaur which is only 2.99. They sell a hint sheet for 50p+SAE which is helpful (geddit!). COMPUTAPE live at:-27 COOMBE ROAD, SOUTHMINSTER, ESSEX CM0 7AH.

INCENTIVE sell the Ket Trilogy which for 9.95 is great value. Next month I'm devoting quite a bit of space to reviewing it so you can look forward to that as it is an excellent adventure.

The end of the page is scrolling nearer so I will explain about my help section. Every month I'll put in hints, questions and solutions about different adventures. For hints I'll use a very simple code which is:- every letter is moved forward one so A becomes B, Z becomes A, e.g:
THROW DAGGER becomes UISPX EBHHFS.

So to start the ball rolling, a hint on JUXTAPOSITION. A problem that seems to bother a lot of people is how to get past the NIGHTEYE DROID. All I'll say on that one is:-VTF DBNFSB and you get it from the QIPUP HBMMFSZ JM SFD APOF in the white city. Finally, a hint on TREKBOER, to get past the bridge on the garden planet:-ZPV POMZ OFFE:-DBQTVMF, 'CFBLFS PG BDJE BOE BNVMFU

If you have any problems, hints or tips on adventures or if you would like an adventure reviewed then send your letters to STEPHEN COGAN, C/O DRAGON MONTHLY, 24 COAL HILL GREEN, LEEDS 13.

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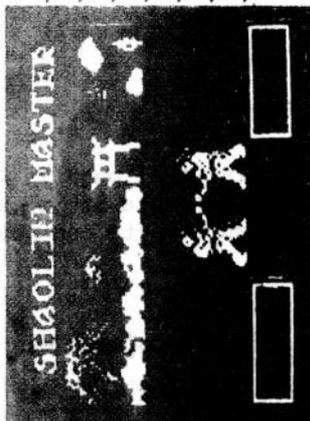
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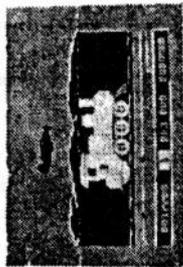


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