

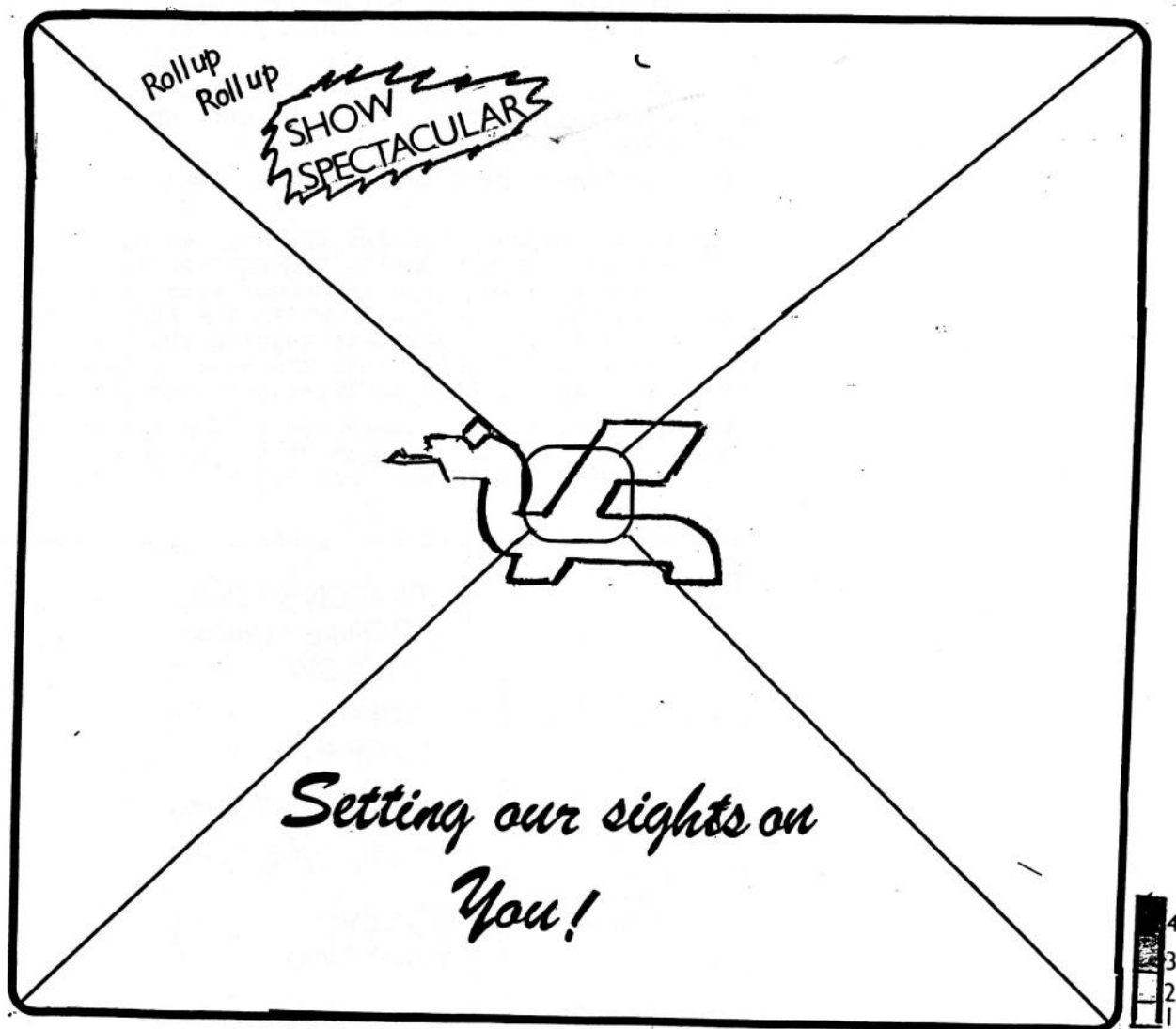
Edition I

!FREE!

DRAGON'S

ROAR

Not just another Dragon magazine... It's 'THE' MAGAZINE



- NEWS•VIEWS•INTERVIEWS•REVIEWS•PROGRAMMING•
- SOFTWARE LIBRARY•COMMUNICATIONS•ARCADE•
- ADVENTURE•LETTERS•SURVEY•COMPETITIONS•
- AND MORE!•

Editor's

BOX

The autumn leaves crackle in the freshly laid scent of glorious snow; last years Christmas cards are lavishly dusted, rejuvenated for yet another joyful year. The kids are wailing in the hope that Santa is up-to-date in the fight between the Gobots and the Robots...yes, wonderful winter is boldly upon us, and with it, Christmas!

'Now', I hear you discreetly mutter to yourself, what am I going to ask Santa for this year? Another of Aunt Ethel's knitted pullovers which wouldn't fit an elephant?! Some more aftershave (or perfume in the case of our female contingent) which smells like last years left over turkey, which you still havn't eaten? Or even, more of the seemingly breeding pairs of yellow and purple socks, which find their way into the loft before the wrapping paper can be hurriedly torn off, and which you could have sworn you received last year...

Whatever, I sincerely hope one small item is prominently placed on your list: subscription to Dragon's ROAR! Indeed, welcome to D.R., the bright, new, lively magazine desinged to pass away those previous magazine blues!

BUT, why, when there seems to be more Dragon publications than users, should I subscribe to Dragon's ROAR?

Well, perhaps, due to four fundamental reasons: UNLIKE THE REST we can offer the most extensive news service ever available; UNLIKE THE REST we can offer our unrivalled 'dragon directory', aimed to keep you in touch with the 6809 world as long as the 6809 world is in touch with you! UNLIKE THE REST we can offer our unprecedented 'software library', inevitably keeping you zapping those invaders into the 21st century... All this, and the most up-to-date, comprehensive, and indeed, one of the LARGEST 6809 publications in existence!

How do we do it?! Well, UNLIKE THE REST, I can assure you we don't make any profit out of it!... I hope you enjoy this brief sample of things to come as much as we've enjoyed producing it; MERRY CHRISTMAS, and may you all have a happy Dragoneneering new year!

Editor, Simon Jones.

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NEWS FILE **NEWS** NEWS FILE

Please send any Dragon related news to: Dragon's ROAR! 37 Collins Meadow, Harlow, Essex CM194EN

TELEPHONE : 0279 639616

SUNSHINE FOCUS DOUBT ON DRAGON USER

SCOT PRESS Ltd., and its subsidiary, Sunshine Publications, have recently announced the sale of *ST Update* and *Popular Computing Weekly* to Focus Magazines publishers of *Your Computer* amongst other popular titles.

The move has increased speculation over the future of *Dragon User*, Scot Press's only remaining magazine. It is now widely feared *Dragon User* will cease publication at the end of the current subscription period, although editor, Helen Armstrong

still remains defiant, commenting, "The sale of *Popular Computing Weekly* and *ST UPDATE* will have no effect on *Dragon User* whatever (sic) as, self-evidently, these magazines now belong to a different publisher".

She went on to add, "*Dragon User* is and has always been self financing and will continue to run as long as it remains viable", although neglecting to state how long the magazine can remain viable.

Staff leaving *Dragon User* include Athena Peerman and Anne Marie Allen.

Hardware ...with a Twist

GORDON TWIST has recently launched a Colour Graphics Adaptor board for use under OS9 or Basic with appropriate software.

Some of the features incorporated within this new development include text modes of 80x24 / 40x24, allowing eight colours, while also offering an astounding 320x240 screen resolution in hires mode.

In addition, there is also room on the board to accommodate a 'palette board', effectively allowing a total of sixteen colours.

Gordon Twist is also planning many more improvements, such as the inclusion of four different character sets, with both a viewdata and IBM compatible set being available at present. Priced at £105, further details can be obtained from : Gordon Twist, 88 Stonebridge DR, East Leake, Loughborough, Leics. LE12 6JP.

The Tale Continues

JULIAN COGDELL, editor of the now defunct, *Dragon's Tail Magazine*, has recently started editing a Dragon database on Prestel, namely *D.T.M. Online*, which is available by keying page *810427#

D.T.M. Online, the first database of its kind, offers information based on all aspects of Dragon computing, from reviews to the latest 6809 news, all of which, is free to access.

For further information, contact Julian Cogdell, at 34 Shooters Drive, Nazeing, Essex EN9 2QD.

The NDUG's gallery pages are on page 811220120.

No news is bad news

OVER the past year five Dragon publications have been set up and subsequently ceased publication within four months, the most recent of which is Richard Ball's magazine, ending after only one edition. In all cases, except with *Dragon Monthly*, which is now contemplating refunding the majority of subscriptions, full refunds have been given.

The aforementioned only endorses our view : If at ANY TIME, you are not happy with *Dragon's ROAR!* a refund upon your remaining subscription will be given.

Show Delights

COMPUTAPE will be releasing *Crazy Foota 2*, a graphical football simulation, following on from *Crazy Foota*. The game is expected to retail at £2.95, although no definite decision has yet to be made.

Other games expected to be released at the show include *Metal on Metal* by Quickbeam, although no further details are yet available.

STOP PRESS
- Page 23

NEWS ANALYSIS



DRAGON UPDATE

THE DRAGON REVOLUTION?

While doubts over the future of *Dragon User* have been echoing throughout the 6809 world, the Dragon army have been on the march!

In a recent edition of *Micro Mart*, a bi-monthly publication, extensively available on a subscription basis, six pages were designated, focusing upon the Dragon world with the aid of past NDUG articles.

The feature was also supported by the major Dragon retailers, including: John Penn, Computape, R & AJ Preston, and Grosvenor software in the form of advertising, outlining the fact that the Dragon is far from dead.

The event can be seen as a major boost to the Dragon world, attaining the much earned publicity which has been undeniably lacking since the fatal demise of Dragon Data.

Micronet are also now readily admitting the computer industry did, and still do, greatly underestimate the number of Dragon users. Commented Chris Bourne, deputy editor of *Micronet*, "It is obvious the Dragon deserves far more support". Although when asked if they will be taking the initiative with the introduction of Dragon telesoftware for the first time, he firmly replied 'No!', perhaps reflecting the apathy of the computer industry in general.

Next month we'll be beginning the first in a new series focusing upon how the computer world views the Dragon, past and present, beginning with an interview with the editor of *Micronet*, Sid Smith.



POINTS
FROM
THE
POST

I am writing to inform your readers of our group: The "North East Dragon Users' Group" meets every Wednesday in Sunderland at a public house called 'The Grindon Mill' which is just off the A19 on the A183. (When joining the A183 at the roundabout head into Sunderland). At the second roundabout you will see the 'Grindon Mill' on your right. Ask for a room called 'Ettrick Lounge', which is a private room which we have for the night, therefore we are able to use computers.

We have different programs which are demonstrated by different members each week in the aim of helping members who require help on a particular aspect of computing.

While, in addition, we also have a substantial amount of members scattered throughout the North East who will offer assistance wherever possible.

Furthermore, we also have a further meeting once a month in order to discuss where the group is going and what will be displayed in that

particular month. We also write to people all over the world, and of course, anyone who wishes to write to members and keep up with correspondence are more than welcomed. Please write to the address stated, and all letters will be passed onto members of the club.

Mr Dennis Gates,
194 Bek Road,
Newton Hall Est.,
Durham DH1 5LH.

ED SAYS : Thank you very much indeed for your letter.

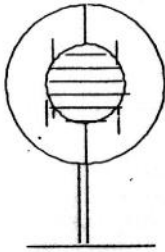
It is reassuring to know that the regional groups, which used to be so prominent, are still active.

If anyone else is involved with any regional user group then please let us know.

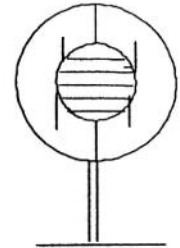
HAVE
YOU GOT
SOMETHING
TO SAY?

THEN
WRITE
AWAY!

We're giving
a fiver to the
person who
sends the
best letter
every month.



SPOTLIGHT SPOTLIGHT SPOTLIGHT



SPOTLIGHT, a popular addition to Dragon's ROAR!, puts the questions to the people who matter : YOU! First on the hotspot this month is the newly appointed software editor, and controversial proprietor of the Dragon software library, M.R.Vine!

M.R.Vine -Dragon Software Library

(1) HOW LONG HAVE YOU BEEN RUNNING YOUR SOFTWARE LIBRARY?

It is now THE software library, (rather than MINE) but it has been running since July-ish '83. Indeed, now it has become more of a 'business' rather than just a 'hobby'; I have (and NEED!) the help of two other people for both storage and operating. So, in effect, it's really three, independent smaller libraries, I suppose, which both gives me more spare time and keeps me in the clear with the occasional software company objection, since I can truthfully say, "I do not have their titles".

(2) HOW MANY GAMES HAVE YOU GOT AVAILABLE, AND WHAT'S THE FEE?

The current list runs to 451 titles, games and otherwise. There is a 'once only' membership fee of £5.00, with hire charges of £1.50 per title for a month maximum, with older games at '3 for £2.00'. These are generally the budget price/Basic/unpopular titles, or just some others where the inlay card has been 'thieved' by persons unknown!

(3) DO YOU ACCEPT THAT YOUR LIBRARY IS ILLEGAL?

THE library illegal? MINE isn't, but what the aforementioned "independent libraries" do has nothing to do with me!... But seriously, of course, I have seen the legal notice, "This tape should not be hired, copied...etc", on most tapes, but it appears that the notice is rather more legal when it appears on the outside of the inlay; i.e. visible when the tape is bought; tucked away inside the inlay means that it's not really more than just a few lines of print! As for "non copying permitted", well, you bought the tape, so you can do a few back-ups for your own use; put it on disc if you like, etc. The 'legal' position isn't quite so "cut and dry" as it might appear at first glance, and anything LEGALLY "illegal" wouldn't still be operating after four years, would it?

(4) WHAT PERCENTAGE (ROUGHLY) OF YOUR GAMES ARE NO LONGER AVAILABLE?

A quick count... I made it 102 out of the total (23%) can STILL be bought; that also includes games that have appeared as 'Last stocks of these items' in recent adverts.

(5) HOW DO YOU FEEL ABOUT PEOPLE WHO 'THREATEN' YOU, AND DOES THIS DETER YOU IN ANY WAY?

Until Maggie decides otherwise, everyone has the right to criticize something they do not agree with. Wayne Smithson has the right to write "threatening" letters about me, or the library itself, as does Mr. Hitchman have the right to 'phone me to express his opinions, but these ARE just opinions and such hot air is simply ignored. I imagine if Wayne Smithson had a genuine grievance, he would do more than write what amounts to a libellous letter in a recent magazine. It is perhaps noticeable that publications, such as *Dragon User*, have not printed anything derogatory about myself, as I imagine they know the FACTS and the laws of libel.

Rather than deterred, I should really thank Mr. Smithson for advertising the library, as there are usually an extra few enquiries from people who didn't know there was anything like this for the Dragon, such as after W. Smithson's two recent letters published on the subject. (News From The Dragon - ED.)

CONTINUED

SPOTLIGHT

—CONTINUED—

(6) DO YOU AGREE THAT THIS KIND OF LIBRARY IS EFFECTIVELY 'KILLING OFF' THE DRAGON?

The library began when *Microdeal* were producing simple, non-autorunning games AND despite this and at least one other software library, (deceased) I think Mr Symes has managed "to survive" and expand to supply other computers, all of which have some form of 'hire' service, so I don't agree about "killing off" the Dragon. I can't honestly believe that something with a few hundred or so members can do much harm to a software company with what must be a mailing list of thousands, at least. The library is largely "games", also, so cannot affect anything other than the games market, and only a percentage of Dragon owners are of the 'ZAP ZAP' mentality, surely. The Dragon is not being 'killed off', I would say, but gradually being discarded as owners change to a more recent, and up-to-date computers.

(7) HOW MANY MEMBERS IN YOUR LIBRARY HAVE YOU GOT?

400-ish, I think, but this includes "once a week" hirers and those who take something every other month, or so; so ACTIVE members is quite a bit less.

(8) HOW DO YOU SEE THE FUTURE OF THE LIBRARY, AND IN GENERAL, THE DRAGON?

The Library will continue as long as people want it, though I now handle less than a third of the work myself, and indeed, if I ever get too busy to handle even this, I would let someone else run it entirely. I have no plans to sell my 2 x D. 32's though, and will always be willing to deal with the enquiries/correspondence side of the library.

As for the Dragon's future... It is said the Dragon 64 still compares favourably with today's newer computers, BUT having bought a Commodore Plus 4, with sixteen colours in better resolution than the Dragon's PMODE 4 Black / White, and seen the Commodore Amiga with almost 'photograph' quality graphics, the humble Dragon looks a bit dated! In addition, I cannot believe many people will choose to buy 'upgrade' boards and other extensions to their Dragon system just to keep up-to-date when a completely new system of today's technology costs very little more, the Amiga 500, for example, starting at around £450 : This must be the 'ultimate' home computer, making the Dragon seem like an old Sinclair Z-80! (Mike obviously hasn't heard of the Archimedes - ED.) Finally, all I have to say is, there are still two 'smaller' software companies who don't appreciate the "Dragon Software Library". Members will know, as indeed this letter states, the library stock is split among three people, and I do not stock any tapes where the copyright notice legally applies, and such tapes should, therefore, not be hired. I do, though, believe that a complete selection of tapes should be available for those who wish to hire them. Anyone with a grievance about 'hiring' their tapes should ideally find and take it up with the person concerned.

An interesting and controversial interview. Obviously, if anyone has any comment to make with regards to the above, then we would be more than happy to print it. (PLEASE NOTE : Dragon's ROAR magazine is in no way connected to the aforementioned library - ED.)

Now, suitably enough, a few questions fired at Dave Hitchman!

Dave Hitchman—Quickbeam Software.

(1) HOW LONG HAVE YOU BEEN ASSOCIATED WITH THE DRAGON?

For five years; we were one of the first companies to support the Dragon.

(2) WHICH GAME HAS BEEN YOUR MOST SUCCESSFUL?

Our most successful in terms of sales has been *Fire Force*.

(3) DO YOU NOW ADMIT *FIRE FORCE* WAS OVERPRICED?

No. (99% think otherwise Mr. Hitch.- ED.)

(4) HOW DO YOU EXPLAIN YOUR PRICING POLICY, ESPECIALLY WHEN *MICRODEAL* ARE PRODUCING THE SAME QUALITY, IF NOT BETTER, GAMES FOR £2.95?

—CONTINUED—

SPOTLIGHT

CONTINUED

The simple answer is that *Microdeal* can afford to transfer their Dragon losses to their other products. (But, surely, if *Microdeal* weren't making a profit out of their Dragon software, then they would not be producing Dragon software? - ED.) As I only produce games for the Dragon, I have to cover my costs for advertising, production and royalties in a short space of time. No doubt you feel that ALL software is overpriced, (No, only yours - ED.) the only way I can think of changing your mind is to suggest that you try and produce it for less than me. I wish you the best of luck!!! (I suggest you take a look at the 'Dragon ROAR!' software library - ED.)

(5) HOW DO YOU FEEL ABOUT 'SOFTWARE LIBRARIES', SUCH AS MIKE VINE'S?
NO COMMENT.

(6) HOW LONG DO YOU FEEL YOU CAN CONTINUE PRODUCING DRAGON SOFTWARE?
For ever! (...so long as I make a profit.)

Many thanks to Dave Hitchman, proprietor of Quickbeam software.

Michael Edwards -Broomsoft

(1) WHEN DID YOU INITIALLY START WRITING ADVENTURES, AND WHY DID YOU DECIDE TO CALL YOURSELF 'BROOMSOFT'?

I started in May 1986. The street I live in is called 'Broomhills' and 'Broomsoft' seemed to sound right! I thought of the name back in 1985, when I first thought of starting a company.

(2) WHICH WAS YOUR FIRST ADVENTURE, AND HOW WELL DID IT SELL?

Space Trek I was the first, selling (so far) 15-20 copies; (not bad, really) it is still quite popular (meaning I still get orders for it!).

(3) WHICH HAS BEEN YOUR MOST SUCCESSFUL?

Dream Machine is starting to take off, probably being my most successful.

(4) HOW LONG, ON AVERAGE, DOES IT TAKE YOU TO WRITE AN ADVENTURE GAME?

My latest, *The Immortal Strain*, took : One day to write the text routines; one week to write the actual adventure, and one weekend to de-bug.

(5) HAVE YOU EVER THOUGHT OF ACTUALLY SUBMITTING YOUR ADVENTURES TO A LARGER SOFTWARE COMPANY?

Since I started programming, when I was about ten, I always considered that quality games I wrote I would sell myself. Although, obviously, if I ever wrote something REALLY good, I would sell it to *Microdeal*; only THEY can afford full page adverts. to promote things.

(6) WHAT PROBLEMS HAVE YOU ENCOUNTERED WITH *BROOMSOFT*?

I have had, thankfully, no major problems. One early problem was that people sent me cheques made out to *Broomsoft*; as I am too young to hold a business account my father opened one for me, so that problem was solved.

(7) HOW DO YOU SEE THE DRAGON'S FUTURE?

As long as magazines such as *Dragon's ROAR!* and my own, *Dragon Magazine* exist the Dragon will. I see *Flex* and *OS-9* as a great help - much software will hopefully be released for these. On the games side, a huge Tandy user-base exists in the USA, and which can privately be tapped, unleashing a flood of software, which cannot otherwise be found...

I give my best wishes to the Dragon!

Many thanks to Michael Edwards.

Who would you like
to see in the Spotlight?

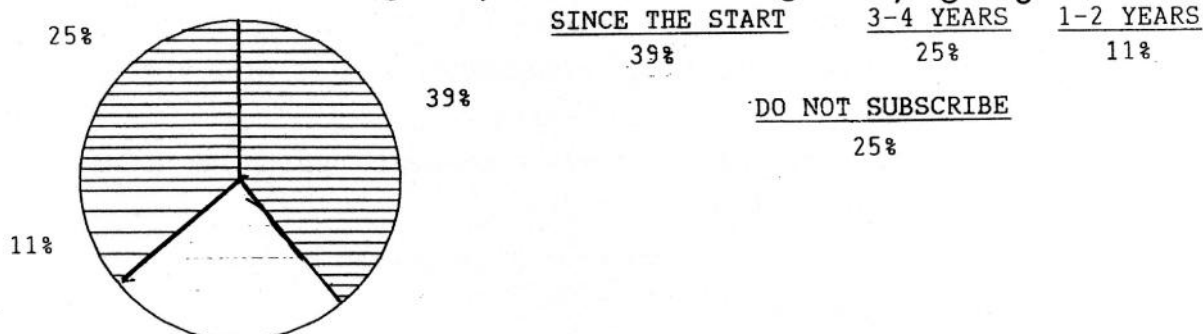
What questions would
you like asked?

HAVE YOU GOT
SOMETHING TO SAY?

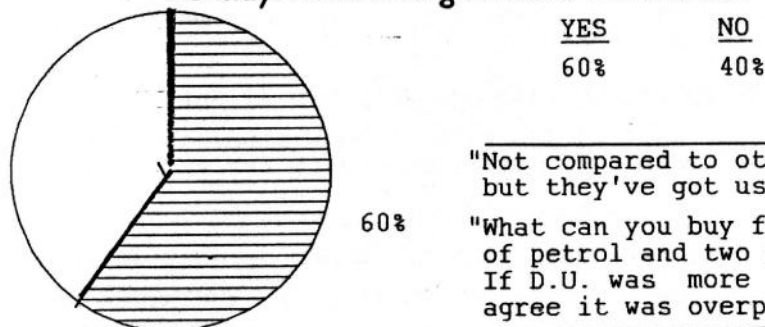
D R A G O N

Every month Dragon's ROAR! will be conducting an unique survey, reflecting the views of Dragon users on a particular aspect of 6809 computing. This month, taking a sample of thirty Dragon users based on the *Micro Mola* bulletin board, and Prestel, we're looking at the most prominent Dragon subject - *Dragon User* magazine.

How long have you been subscribing to/buying *Dragon User*?



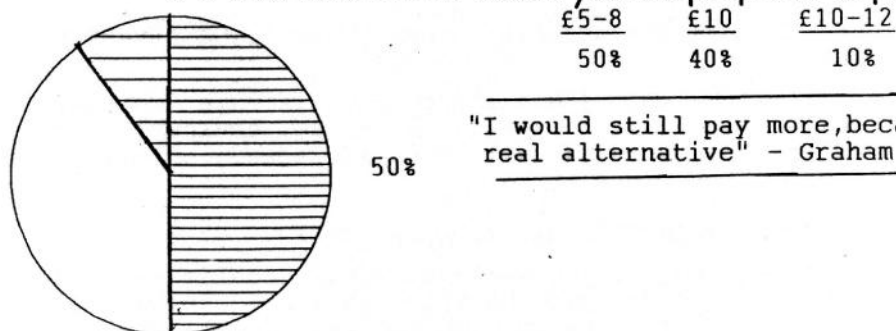
Do you feel *Dragon User's* worth £14?



"Not compared to other computer magazines, but they've got us by the b*" - Graham Smith

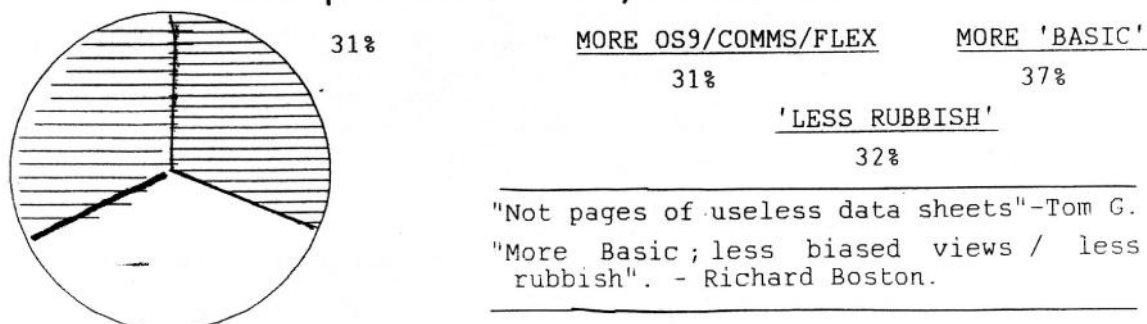
"What can you buy for £14? Eight gallons of petrol and two rounds of drinks. If D.U. was more than £50, then I would agree it was overpriced" - David Child.

If not, how much would you be prepared to pay?



"I would still pay more, because there is no real alternative" - Graham Smith.

What improvements would you like to see?

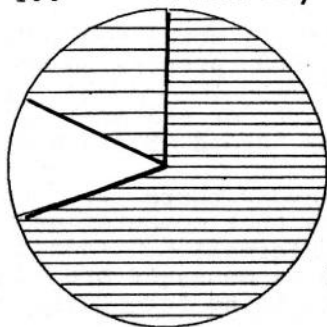


"Not pages of useless data sheets" - Tom G.

"More Basic; less biased views / less rubbish". - Richard Boston.

SURVEY

18% When do you think *Dragon User* will cease publication?



END NEXT YEAR

70%

'GO ON FOREVER'!

12%

DON'T KNOW

18%

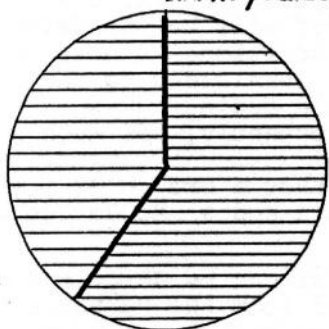
"I thought it had already died" -David Bailey.

"As long as people feel that the money spent is justified".-John Garvey.

"Until such time when something worthwhile comes along" - Boris Szymczuk.

Will you continue subscribing?

40%



YES

60%

NO

40%

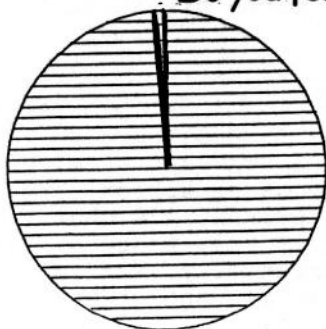
"I'll subscribe to this, and other mags., for as long as they last" - Mike Townsend.

It is obvious to see from our results, while the majority of people feel that *Dragon User* is a necessity and will continue to subscribe as long as it exists, a substantial amount of people feel *Dragon User*, in its present state, does not warrant the £14 subscription and will, therefore, no longer continue supporting the magazine.

We also asked how people feel about Quickbeam's pricing policy...

1%

Do you feel Quickbeam's games ARE overpriced?



YES

99%

NO

1%

99%

We feel the figures speak for themselves.

Next month we're hitting the streets to see what the average *Dragon User* is really like... What political party does the average *Dragon User* support? Are they human?!

The editor would like to thank all those who took part, especially Tom Goodfellow, for his help in setting up the survey.

Dragon's DEN

HAVE you got a problem? Do you need some help? Then why not call the 'D' team?! Yes, Dragon's ROAR! is here to help YOU...!

Classified. If you've got something to sell, computer orientated or not, let us know! From cars to modems, all classified ads. are FREE of charge! If we can't help then our readers will!

HELP. Got a technical problem? Track that old program down in SEARCHLINE!

Searchline Want to swap something? Then there's no better place than SWAP SHOP! Just write in...

Swap Shop. If there's anything else, quite simply, CONTACT US!

Anything else??

dragon directory

As part of your subscription, you're entitled to a FREE bi-monthly copy of the 'dragon directory', which is simply a collection of names, addresses and interests of Dragon users who wish to be included, allowing you to 'keep in touch' with fellow Dragoneers. So, if you wish to be included, let us know on your subscription form. What could be easier?!

!SOFTWARE LIBRARY!

The others have talked about it...we're gonna do it! YES, the FIRST Dragon software library, consisting of YOUR programs is here!! We agree to publish ABSOLUTELY ANYTHING at a price you wish us to sell it at! From ten line basic programs to prospective Juxtaposition's, we'll give you a RECORD BREAKING 100% royalties, a figure not matched by ANY OTHER software company for ANY computer, merely taking the cost of production!

Send us your programs NOW, stating the price you wish to sell it at, and we'll do the rest!

DRAGON'S ROAR! : GUARANTEEING your Dragon's future!

LETTERS...

WANTED*

Wanted

Regular

Writers...

We're awarding £5 to the person who sends the best letter every month! Complaints, suggestions, hints, tips, compliments, queries, all gratefully received! Become rich and famous (well, famous anyway!) and write for Dragon's ROAR! Yes, we're looking for a technical editor, reviewers, machine code columnist's, infact we're looking for just about anybody who is prepared to write us a C.V., don't send us anything! Don't send us your name! reference... Just send us your name!

ARTICLES!

Even if you don't wish to become a regular writer, we're always looking for articles! So, why not take out a pen, typewriter or printer...and GET WRITING!

Charts

..... We must have your votes for our monthly charts! GET VOTING!

Programmers' Palace

Extra PCOPY on the Dragon 64

Although this routine has been located in 32 mode, it should work if placed higher in memory in 64 mode, by altering line 40. The routine, as printed, will copy Page 3 of PMODE 3,1 to memory at &H6000. In line 100 the variables P1 and P2 hold that address, to be loaded into the 'X' register. The 'Y' register is loaded with the start of Page 3, &H1200, defined by the variables P3 and P4 in line 100. The routine loads the 'A' register from the address pointed to, by the 'Y' register, and stores it at the address pointed to by the 'X' register, incrementing both 'X' and 'Y' until 'X' points to &H6601 (1537 bytes), which is defined by the variables P5 and P6 in line 100, which is a subroutine.

You can make your own further subroutines for other pages, re-defining P1 to P6 as needed. You will see from the subroutine at lines 130 / 140 that the addresses to be POKEd with the variables are also defined as variables, and occur 1&2, 5&6 and 8&9 Bytes after the start of the machine code routine. These must be re-calculated by you if you move the routine from its present location and substituted for those in the listing.

The subroutine at line 190 does the POKeing, and can be called at each change of P1-P6 variables, for different pages. The memory map at the rear of the manual gives all the relevant addresses, but notice that in line 70, you must clear sufficient memory for the stored pages with a CLEAR command, to avoid the space being overridden by Basic.

Line 260 re-defines the variables P1-P6 to PCOPY the stored page back on to the screen, going to the subroutine at line 190 in order to do this. The demonstration merely clears PMODE 3,1 to yellow, copies page 3 to memory, then onto the new blue screen, but this should show the effect. The number of pages you can store and copy will depend on the memory you clear to hold the store and the memory you need for your Basic program, of course. DOS users will have to amend P1-P6 to suit their system.

```
10 DATA 8E,00,00,10,8E,00,00,8C
20 DATA 00,00,24,06,A6,A0,A7,80
30 DATA 20,F5,39
40 FOR I=&H7000 TO &H7012
50 READ A$:A=VAL("&H"+A$)
60 POKE I,A:NEXT I
70 PCLEAR8: CLEAR200,&H6000
80 GOTO 120
90 ' SUBROUTINE FOR PAGES
100 P1=&H60:P2=&H00:P3=&H12:P4=&H00:P5=&H66:P6=&H01
110 RETURN
120 ' ADDRESSES TO BE POKED
130 A1=&H7001:A2=&H7002:A3=&H7005
140 A4=&H7006:A5=&H7008:A6=&H7009
150 ' PCOPY PAGE 3 TO MEMORY
160 PMODE 3: PCLS 2: SCREEN 1,0
170 GOSUB 100: GOSUB 190: GOTO 220
180 REM PCOPY ROUTINE
190 POKE A1,P1: POKE A2,P2: POKE A3,P3: POKE A4,P4: POKE A5,P5: POKE A6,P6
200 EXEC&H7000
210 RETURN
220 FOR D=1 TO 1000: NEXT D
230 ' SUBROUTINE TO PCOPY TO 3
240 PMODE 3: PCLS 3: SCREEN 1,0
250 FOR D= 1 TO 1000: NEXT D
260 P1=&H12: P2=&H00: P3=&H60: P4=&H00: P5=&H18: P6=&H00
270 GOSUB 190
280 GOTO 280
290 ' END !!
```

By R.A. Davis

FIRST of all allow me to introduce myself : my name is Tom Goodfellow and I run a Bulletin Board called *MicroMola*, which has been going for well over two years and has hosted thousands of calls.

I will start off by attempting to explain how it all works and indeed what equipment is required, so join me if you will and prepare to enter the wonderful, intriguing world of communications!

But, I hear you mutter, what IS a Bulletin Board, or BBS as it is known? The term BBS meaning "Bulletin Board System", or "Bread Board System", as it used to be referred to.

Well, BBS's first took off in the USA, in its heyday there were thousands scattered up and down the country. It was a way that computer users could 'talk' to each other, swap interests and get information. Indeed, it was literally a Bulletin Board type of idea, where as messages are stuck on a 'notice board' for all to see, so if you had anything for sale you would 'post' it there.

The very first BBS in the U.K was set up in the Midlands, with the idea quickly spreading; soon others were setting up similar systems, the most popular of which was *TBBS* running on CP/M machines.

Today BBS's are more sophisticated than their predecessors; now we have Networking where a message left on a BBS in London will be transferred to an appointed BBS, for example in Scotland. In addition, we have software (games and utilities) that can be automatically downloaded to the user... none of these facilities were available on the old BBS's.

So, what do you need to get started and more importantly, how much will it all cost?

Well, to get started you will inevitably need either a Dragon 32 / 64 with a suitable interface (RS232), some comms. software and a Modem and leads.

RS232 - More than a song from Spitting Image

What is it?! Well, in its simplest form an RS232 can be described like a cassette port; it is used to transfer data to and from the computer and is sometimes called the "Serial Port" due to the fact that, like cassette data it is transferred sequentially.

The MODEM

The word modem is really an abbreviated term for "MODulator DEModulator", which subsequently means it converts a digital signal produced by the computer into an audio signal suitable for transmitting down the telephone line. This signal is then converted back into its original form by the modem waiting at the other end of the 'phone line.

Before deciding on buying a modem there are several points to be taken into consideration, the most important of which is the speed. As stated previously, data is transferred via the RS232 into the modem; this can be done at several speed settings, obviously the quicker this is done the less time spent on the telephone, and therefore less 'phone bills.

The speed settings accepted by modems are :

V21	300/300
V22	1200/1200
V23	1200/75
V22bis	2400/2400

What does it all mean?! Well, data is transferred "TX" and received "RX". At V21, which is 300 TX and 300 RX, meaning 300 baud or approx. 30 chars. per second, which subsequently means that V22 is approx. 120 chars. and so on...right through to V22bis. The odd one out is V23, where as data is received at 1200 baud and sent at 75 baud. Unfortunately, V23 is the most popular setting in the U.K mainly due to Prestel and other Viewdata systems...I will explain about Viewdata later.

I say unfortunately as you can see that the RX and TX is split into two separate speeds, so V23 is known as a split baud rate. This causes some problems for Dragon owners as the chip used in the RS232 port (6551) cannot be split, ie...it can only handle speeds where the RX and TX are the same as in V22 baud. This problem can be overcome by software splitting, but it's not as efficient as a hardware split.

Modem prices vary depending on the speed which they can TX and RX data. Still, the most popular speed is V21, followed by V22; V22bis is still rare owing to the price of modems which cater for this speed, as a note, a good modem which covers all speeds will cost about £650...enough said.

Bulletin Board, begins a new series on Communications

Before I continue on the subject of modems there is one other point : some modems are called "Hayes compatible", which in turn means they follow a set of instructions which all Hayes modems will follow, similar to a 'rule book'. Hayes modems are, indeed, the best to buy as they also feature a buffered option, allowing split baud rates on the Dragon.

In the next issue I will explain more about modems and inevitably how to connect up and get going, along with explaining in depth the jargon involved. For those with modems I can be contacted on the following bulletin board :

----BBS----
MicroMola

01 316 7402

If you have any comms. related queries you would like to put to Tom, then please write to:
*Comms. Corner, Dragon's ROAR, 37 Collins Meadow,
Harlow, Essex. CM19 4EN.*

The Terminology

Auto dial ... A modem facility enabling you to dial out without the need to manually dial the telephone.

Auto answer . . A modern facility that automatically answers incoming calls and connects the caller to the computer - essential for use in a BBS.

Bulletin board A free access system operated by a species known as a SYSOP. It usually consists of one telephone line, a computer, an auto answer modem and appropriate software. Bulletin Boards are usually run on a non-profit basis.

Comms. . . Short for 'computer communications' - an abbreviation often used.

Electronic Mail . . . Or 'Email' for short; one of the self-explanatory pieces of comms. terminology. As a subscriber to an Email service, such as Telecom Gold, One-to-One, and indeed Prestel, you are given a personal identity number and an electronic mailbox where incoming mail can be collected and outgoing messages sent.

Hayes Standard . . . As previously explained, a modern standard code developed by Dennis Hayes, a U.S modem manufacturer. Most new modems are being built around it, and most new software caters for Hayes compatibility. (similar to the Epson standard in printers).

Intelligent modem . . often called a 'smart modem'. Has few panel switches, and is completely controlled by the computer through software. It should also have auto dial and auto answer.

Microlink An Email and database system; one of the most successful aspects of Telecom Gold. It has many services available, including : telex, typesetting and radio paging facilities, while also offering direct links to similar databases based in Europe, usually at the cost of a cheap rate telephone call.

Micronet The largest and most successful information provider (IP) on Prestel with 20,000 subscribers.

PRESTEL A British Telecom run database and messaging system, incorporating many other independent IP's. (Information providers)

P.S.S. Standing for 'Packet Switch Steams', which is a service run by British Telecom. PSS allows access to long distance computers, while in effect making only short distance calls.

SYSOP Stands for System Operator - a person who runs a bulletin board.

Telecom Gold Extensively an Email service run by British Telecom.

Viewdata A term given to the method of displaying information as frames or pages of information made up of text and limited graphics.

Dragon Related Areas

Dragon's Tail

PRESTEL: 810427

NDUG

PRESTEL: 811220120

Dragon's ROAR!

PRESTEL: 811220014

SWWOC

RETNRO

Please send all software for review to:

DRAGON'S ROAR!, 37 COLLINS MEADOW, HARLOW, ESSEX CM19 4EN.

And now for the second half...

GAME: *Crazy-Foota 2*

PRICE: £2.95

SUPPLIER: Computape

AVAILABLE: Computape
27 Coombe Road,
Southminster,
Essex. CM0 7AH

CRAZY FOOTA 2 is billed, naturally enough, as an improved version of Computape's last Dragon release, 'Crazy Foota', and quite an improvement it is too! (though this review is only based on a pre-release copy and there are still more additions to be made before the December release date.)

The loading screen itself has been re-designed with, a lethal looking football boot; (announcing the author's intention for anyone who does not buy the game???) then we start with a short composer-ish tune before the on-screen instructions/option menu appears, the menu being the most welcome addition as it allows one player/game speed/length of game options to be selected. You can name both teams too, so mighty Liverpool (who?! -ED) can thrash the all-comers, as usual. (Well done lads league champions AGAIN this year, eh?!)

Kick-Off

Then blow the whistle and start the game, which is now in glorious (well PMODE 3, anyway) colour! Joysticks control the full eleven players per team, lined up along the goal line, though not in 4-4-2 formation. Each player may move horizontally any distance up to the opponents goal-line, and it soon becomes obvious to arrange your players roughly into normal formation, as both attackers and defenders need to be in position ready to intercept the ball. Player control is still maintained by moving a pointer behind each goal-line to select each individual player, but now with use of the fire button which makes control rather more precise and helps stop control moving to another player if you inadvertently move the joystick slightly up or down while running across the pitch. Then it's just a

rising 'roar' from the crowd to signify a glorious goal.

It's probably expecting too much to have men running around ALL OVER the pitch in true match style, but even with each player moving only left/right passing the ball needs precise positioning and control. The one player option is only moderately difficult as it is possible to get the ball, run the length of the pitch and score without the computer being able to stop you if the 'goalie' is out of position (but having said that, the 'Reds' still went down 3-0 at my first attempt).

Sound

Sound is probably the one weak point of the game, apart from the 'roar' of the crowd when you score, there's an annoying repetitive 'click' which doesn't exactly sound like football boots on turf, so it's probably easier on the ear to play with the volume down (unless the 'Match of the Day' theme could be added, Graham??).

Still, all in all it's good fun, and is the only real 'graphic' football simulation on the Dragon, so it's perhaps a shame *Crazy Foota* was released to only 'average' reviews before this improved version was completed.

One to fill the Xmas stocking with, now new Dragon releases are so rare.

Graphics 70%

Playability 63%

Addictiveness 86%

Sound 58%

Value 82%

*****OVERALL : 75% *****

MIKE VINE

Rating's

	G	S	P	A	V	O
Superkid	99	100	94	89	78	93
Fire Force	81	94	10	17	9	42
Cuthbert & Chalice	19	2	0	3	9	3
Champions	--	--	94	100	94	95
Vegas Jackpot	56	59	71	59	79	61
Aquanaut 471	33	5	45	38	64	52
Cashman	42	39	67	72	65	62
Time Bandit	76	43	62	79	82	79

Budget-Beam

GAME: *Galactic Gus*

PRICE: £5.00

SUPPLIER: Quickbeam

36 Salsbury Road,
Hoddesdon,
Herts EN11 0HX.

GOOD GOD, here's one Quickbeam are selling at a realistic price! This has marked similarities to *Cuthbert in Space* and *Jet Boot Colin*, although it is superior to both in all aspects.

Our hero, "Gus", having crashed his ship on a distinctly hostile planet, must collect fuel pods and return with them to his ship. His small jet-pack can only carry three objects at one time though, so frequent journeys have to be made, which is an adventure in itself!

En route you can also collect bananas (eh ??) and flasks, which can be dropped in the aim of trapping monsters. The game would seem to set a new record for the number of screens (certainly more than *Frankie's* 100), some being simplicity itself, while others are recommended for 'Experts' only.

Set in glorious PMODE 3 colour throughout, this game, unlike another Quickbeam title whose name escapes me, has no faults/bugs of any kind, and the collision detection is *excellent*; what you see on the screen is just as it should be.

A five-stage skill level controls the speed of the game, ranging from 'Fast' to, once again, 'Experts only', movement at all speeds being equally smooth. In addition, (it states), there's a screen that allows extra lives, though this writer has yet to encounter it.

To sum things up, if not the largest, it's certainly one of the better and more addictive 'multi-screen' games.

GRAPHICS 82% SOUND 67%
PLAYABILITY 91% VALUE 84%
***** OVERALL : 86% *****

All aboard for the Thirteenth Task!

GAME: *The Thirteenth Task*

PRICE: £3.00

SUPPLIER: Arc

AVAILABLE: John Penn Discount Software
Dean Farm Cottage,
Kingsley,
Bordon,
Hants GU35 9NG.

THE THIRTEENTH TASK is a pleasant surprise, not only an adventure, but a lesson in mythology as well, though no real knowledge of history is required in order to play! You are cast as Hercules (the 'Super-kid' of ancient times?), and having completed the twelve tasks the history books tell of (hands up all those who don't know all the twelve tasks... No, I don't know either). However, since sitting around on your laurels wouldn't be much of an adventure you must now perform one more challenge, *The Thirteenth Task!*

Your aim is to kill Hades, king of the Underworld, and win his crown (hang on, wasn't Hades THE underworld, not the ruler of it... No matter).

It is difficult to review an adventure in too much detail without giving too much of the plot away, and indeed, I don't want to spoil anyone's fun, but during your travels you encounter and must deal with many mythological characters which re-appear from your earlier

quests, including a GORGON (one look at it turns you to stone. Bit like Norman Tebbit, I imagine...), along with similar beasties.

No adventure would be complete without a maze, though in this, it's in the form of a 'Labyrinth' (wasn't there a minotaur in there, or was it David Bowie... I couldn't find either!). Good film though, wasn't it? (Shut up and get on with the review! - ED.)

However, to continue, or rather NOT continue as I want to have another go, *The Thirteenth Task* shows that it's not only the big companies which can produce quality adventures.

The keyboard response is 'instant', except in one or two locations, and the only obvious criticism is that the program doesn't accept directions as *single keys* as in the normal: N, S, E, W, etc.; NORTH or NOR. has to be used.

There are a few unusual verbs: EXPLAIN will inform you about the creatures you encounter, while PAY will persuade at least one person to let you go.

To sum things up, an excellent adventure, which is well worth the price!

DIFFICULTY 79% VALUE 92%
****OVERALL : 86% ****

REVIEWS

GAME: *Blockbusters 2*
 PRICE: £6.50
 SUPPLIER: Computerware
 PO BOX 318,
 Stoke-on-Trent, ST6 6UX.

IF you liked *Blockbuster 1*, and the T.V. prog. of the same name, you'll naturally like this, another chance to test your general knowledge, in the ever hopeful aim of getting down or across the board, forming a line of hexagons.

Indeed, as *Blockbusters 1*, it's two players; each must press a designated key first in order to answer the question, but again like "B.B.1", you must press a key to tell the program someone's won, it cannot detect a winner itself (this surely wouldn't be too difficult? One for Mike "Expert" Vine to look at I think..).

BLOCKBUSTER?

Evidently, detecting a winner would greatly improve the game, making it a much more realistic simulation of the television programme.

Still, that aside, it's still good fun, with even more daunting questions for you to puzzle over due to the extra memory created by a PMODE 1 screen.

GRAPHICS 52% SOUND 11%
 Playability 59% Addictiveness 78%
 Value 79% Originality 85%
 *****OVERALL : 72%*****

* UNBELIEVABALL! *

GAME: *Airball*
 PRICE: £2.99
 SUPPLIER: Microdeal
 AVAILABLE: Computape,
 27 Coombe RD.,
 Southminster,
 Essex CM0 7AH.

This should really be "Wizards Quest II", as you have now escaped from the Wizard's dungeons, though not quickly enough to prevent yourself being turned into a ball. Even worse, a ball with a slight puncture, which before being returned to your true form, must locate a lost spell book in order for the wizard to magically zap you back to your former state.

Why you should not be content with bouncing around another set of alternatively designed rooms isn't made clear, although it would make an unusually boring computer game.

The evil wizard has kindly provided pumps in selected rooms, upon which you must jump to maintain your 'pressure', though either over inflation or complete deflation means

an explosive end to one computer gamer. The screen layout bears strong resemblance to R&AJ Preston's *Temple of Doom*, moving diagonally out of one room into the next, with the bonus of optional eight directional movement.

Many rooms contain broken glass/spiked balls/spikes and needless to say, contact with any of these is to be avoided. No colour option is provided but the sharp, detailed graphics more than compensate for this.

Finding the next pump to re-inflate yourself can prove tricky, but once mastered, the game proves very challenging, with an "adventure" element thrown in.

The one minor riggle is the speed with which you deflate. Just as Dave Gibbons has slight problems with detection, so Edward Scio seems a bit mean with energy levels. This is no way really detracts from the game though, the super-smooth movement of the ball making it a definite "5 Dragon" game. (5 what?-ED)

GRAPHICS 96% PLAYABILITY 98% VALUE 99% OVERALL 98%

GOLDIE GOLDIE!

GAME: *Bug Driver*
 PRICE: £1.99
 SUPPLIER: Mastertronic
 AVAILABLE: Computape,
 27 Coombe RD
 Southminster
 Essex.
 CM0 7AH.

Ah, Mastertronic, purveyors of cheap but good games...

Indeed, this resembles *Cuthbert in the Mines*, going DOWN instead of UP, in which you, (an egg eating beetle) must dive to the sea bed in the eventual aim of stealing fish eggs, pausing only to deliver them to a speed boat on the surface.

Naturally enough, the fish aren't too keen on this and will do their best to stop you.

Even with a high degree of difficulty (you can't even cheat!), this quick loading, neat little game, which doesn't seem too dated nowadays, is a valuable addition to any games collection.

Graphics 65% Sound 29%
 Addict. 73% Value 75%
 *****OVERALL : 69%*****

GREETINGS gentlemen! Yes, I have valiantly returned, bringing a little class and culture to these humble and prestigious pages, and those of you to whom culture is something they grow germs in are kindly requested to turn the page immediately!! Firstly, a big HELLO to the new *Dragon User* (Dragon what?!-ED.) 'Expert', (goodbye Jason!) who tells me he's taking over the page completely soon, having supplied many of the pokes/cheats over the years. I am asked not to spoil the surprise 'until the details are final', but his initials are not dis-similar to a certain failed share issue !?

Onto something completely different, (or is it?) and for those of you who find *Airball* too easy, Paul (a REAL EXPERT) Burgin tells me that pressing the 'F' key makes the ball travel faster (as if it wasn't hard enough already, B.P, I mean P.B...). There may still be people who don't know what a POKE is, or even where to POKE it, but fear not, as Eddie Freeman, in true heroic style, has come forth with a twelve sheet compilation list of POKES and CHEAT ROUTINES for all the major games, which includes details of how to load the game and actually USE the pokes. This can't be supplied free, of course, but if anyone wants to pay the photo-copying cost (£1.20), then they are more than welcome to a copy. It subsequently includes published routines, with references, from all the major magazines, plus some from my own little POKE book which havn't yet been published. Indeed, *Dragon Update* readers will know I offer help to those who cannot 'hack' a game themselves (or transfer a game to disc). So, provided you can send proof you've already bought the program, such as an inlay card, sending yours truly a blank tape gets a copy of as many programs as you like, ready for 'poking' (again, don't forget that all important S.A.E.!).

At any rate, I hope a few of you will put pen to paper and write to me, I mean I need to know what you want to read, don't I?? Those amongst you who've had a social intercourse (Er, yes, well...ED.) with me before (that's the SAFE kind) will know I generally reply promptly and help out where I can... On now to a MAJOR ANNOUNCEMENT, focusing upon a NEW GAME, which should be released in December. Forget the poor reviews you may have seen of Computape's : *Crazy-Foota*, the new improved *CRAZY FOOTA 2* is here, the first and only, 'Men on a pitch' football game instead of the 'Champions' - style text screen presentation. There should be more on this game elsewhere between these illustrious pages, but suffice to say, I've seen a preview copy and, indeed, it's a neat little game, so well done to Graham Smith, so 'Come on Down' 'cos the price is right too!

No self-respecting column would be totally POKE - less of course, and as I imagine there are more than a few USA/Tandy games 'doing the rounds', I will include a few you might not know of : firstly to change a B/W game into colour and please note, these look equally clear in colour as in B/W :

BREWMMASTER : Poke 19063, 224. CHOPPER STRIKE : Poke 9140, 224/Poke 10416, 224. CANYON CLIMBER : Requires a short Basic routine, available by sending a tape! CUBIX : Poke 21813, 224. CASTLE GUARD : Poke 19570, 224. POOYAN : Poke 25516, 224. DOUBLEBACK : Poke 23274, 224. DUNKEY MUNKEY : Poke 19862, 224. QIKS : Poke 21265, 224. outhouse (only works on some versions) : Poke 23020, 224. ZAXXON : Poke 25230, 224. POLTERGEIST : Poke 8612, 224. SEA DRAGON : Poke 20599, 224. ZAXSOND : Poke 16444, 224. SEA DRAGON : Poke 20599, 224. SPACE SENTRY : Poke 13613, 232.

There are still some U.S.A. games I havn't got, so anyone wanting to 'Swop', or even if you're having any problems with any pokes, then please write in. NOW onto some gratuitous SEX and VIOLENCE. No, I'm sorry, this is a respectable family column so I can't put in anything like that, after all, I was just checking to see who's still awake.

As you see from the above pokes, to change a B/W game to PMODE 3 colour means putting a value of 224 into one location. If you PEEK these locations before using the pokes you will see they contain, largely, a value of 248 (or occasionally 255). So then, if you're clever enough to PEEK through your own games to search out similar values you will subsequently be able to alter the colour, though many B/W Dragon games don't look nearly so good in colour, as do the Tandy or other American ones. Right then, remembering that the location determining the colour of a game will always have similar values immediately

before and after it, the following POKES are endorsed: B/W 248; PMODE 3: 224; PMODE 3 (Buff) : 232. Useful, eh??
 Righto, I'm sorry if this has got a bit too serious, but if you really want boring pretentious twaddle, you should really be reading other mags., (did I name names, Jason ??) though if you DO want boring pretentious twaddle, please write in. Now, for the clever clogs who've managed to get into the *Superkid* high-score table, you'll know there's a 'Cheat routine' for both endless lives and collision detection. Well, you can fiddle around with your joystick some more because I'M not going to tell you it, not right now, anyway (and there must be hundreds of thousands of different combinations to try before... you find the right figures...ho, ho, ho (But I might! The figures add up to 50, while the password seemingly resembles something to do with Wonderland ...hehehe - ED.)) Now, we'll be right back after the break...

Is there an old game you missed and can't get now? (and I'M paying you 10p per 1,000 words for this?! -ED.)

FEAR NOT, much of the deleted and older games ARE still available for hire at ridiculously low prices. If you would like more details and a list, simply send a 20p coin and an S.A.E. to : M. R. Vine, 120 Auriel Avenue, Dagenham, Essex RM10 8BU.

Hello, and welcome back to part two of the column, where we re-join it at a crucial stage, just as the ace writer is beginning to run out of ideas; so comrades, your suggestions, ideas or general insults are required for the next time we meet, which incidently is in less than 2,690,400 seconds... Finally, all that remains for me to say is a big T H A N K Y O U for reading this far, and I'll shall assume if no-one writes to me you all agree with everything said, O.K.?? If you would like to comment on any of the points mentioned, or generally criticize then please let me know, or I'll send Norman Tebbit round one dark night !!!

Send all your pokes, tips, complaints, trash, money, poison pen letters, libel writs, software, petitions and anything else you can think of, to : ARCADE ACTION, Dragon's ROAR!, 37 Collins Meadow, Harlow, Essex CM19 4EN, enclosing an S.A.E. if you require a personal reply.

Dragon CHARTS

YES! Here we have it, the ONE and ONLY... Dragon CHARTS!

- 1.(1) AIRBALL - Microdeal.
- 2.(3) SUPERKID - Quickbeam.
- 3.(2) TANGLEWOOD - Microdeal.
- 4.(4) JUXTAPOSITION - Wintersoft.
- 5.(6) STONE RAIDER II - Microdeal.
- 6.(9) SPEED RACER - Microdeal.
- 7.(15) THE THIRTEENTH TASK - Arc.
- 8.(5) FIRE FORCE - Quickbeam.
- 9.(7) SHOCKTROOPER - Microdeal.
- 10.(-) THE IMMORTAL STRAIN - Broomsoft.

ALL-TIME GREATS	
1.	JUXTAPOSITION.
2.	Speed Racer.
3.	Airball.
4.	Shocktrooper.
5.	Time Bandit.
6.	Superkid.
7.	Return of the Ring.
8.	Tanglewood.
9.	Chuckie Egg.
10.	Champions!

No great surprises, since our last charts, to see that *Superkid* still hasn't burst the ball, with *Tanglewood* being chopped down to number three. Congratulations are in order, though, for *Broomsoft* for sweeping into the charts for the very first time!

VOTE!VOTE!VOTE! - Yes, we need YOUR votes! Not only for the monthly charts, but also for our prestigious annual awards, finding out the best game of 1987! Please complete the form enclosed...the first one, of which, to be pulled out of the dustbin, will win a fabulous joystick!

Beginner's BASIC

Julian Lister

AND now for a newcomer to the fraternity. Yes, folks, it's me... The one and only... Julian Lister! What's that, never heard of me? Oh well, never mind, you'll soon get to know me!

Indeed, I have luxuriously been given this illustrious monthly column to write, suitably called 'Beginner's Basic'; but first, are you sitting comfortably? Then I shall begin...

An introduction...

I have been playing around with computers since my latter years at school, mainly bashing Spectrums. So it comes as quite a surprise to me that I am writing this column for a Dragon magazine. How did I come to get involved with Dragons? I hear you anxiously ask... You didn't?! Well I'm going to tell you anyway! The Dragon I have actually belongs to my brother. They bought it about five years ago in the aim of running it as a business computer for the farm which my father owns and runs, but unfortunately they were unable to find any suitable software, and therefore a new home was found for it; namely, the loft! And, indeed, there the lonely beast stayed until I inadvertently came across it a few months ago; upon further expectation, I suddenly realised what the big ugly lump of plastic was, and subsequently started wondering if it still worked...

So out the loft it came, and with a dazzling flash of a green screen, its powers were unleashed! Next, with a duster in hand, a thorough read of the manual was due to see if I could get to grips with Dragon Basic.

Basic BASIC

The first thing I will say is how much easier to understand the manual was to the Spectrum manual (The Spectrum manual can't have been that bad, surely?!-ED.). Most manuals seem to start easy with the PRINT, EDIT and "using the computer as a calculator" sections and then suddenly get very hard to understand; this is where most people give up and leave the idea of learning Basic behind them. The Dragon manual is much easier to understand. It starts easy and builds up gradually, soon finding it easy to write small routines that actually work, adding confidence with every turn of the page. So pick it up and start reading!

The second thing I'll say is how easy it is to type on the Dragon keyboard as opposed to the Spectrum keyboard - the old keyboard that is!

Right then, onward, ever onward... On with the first exciting installment of lessons!

Consider this small program;

```
10 REM Computers never make mistakes
20 PRINT "TYPE IN A NUMBER"
30 INPUT A
40 LET A=A+1
50 PRINT "I THINK THE NUMBER YOU TYPED WAS ";
60 PRINT A
```

Now RUN it. You should get a message on the screen telling you to : "TYPE IN A NUMBER". Now enter a number, for example 7; it should then PRINT on the screen "I THINK THE NUMBER YOU TYPED WAS 8".

Now let's work through the program one step at a time :

```
10 REM Computers never make mistakes
```

This is what is known as a REM statement; REM being short for REMinder. This is simply ignored by the computer. It is there solely as a marker for the programmer to tell him/her what the next part of the program is for. It makes working out what various sections of the program do a lot easier.

```
20 PRINT "TYPE IN A NUMBER"
```

I think most people are aware of what the PRINT command does. It simply tells the computer to PRINT whatever follows the command to the screen.

```
30 INPUT A
```

Firstly, I'll explain 'A'. This is what's called a VARIABLE. This is where

CONTINUED:

the computer will store the number or string you assign to it. If you imagine that inside the computer there is a long row of pigeon holes, when you give a variable a value, as with INPUT A, it labels one of these pigeon holes 'A'; it will then subsequently store the value you assign to 'A' in that specific 'pigeon hole'. This is so when it comes across 'A' anywhere in the program, it will then look in pigeon hole 'A' and see what value is stored within it, assigning that value to the program, which in our case, is 7. Variables, as suggested earlier, may also be in the form of a string (literal), although when doing this, a '\$' has to be added, signifying the variable is literal and not numerical. If you fail to do this, the computer will prompt you with a '?TM ERROR' (Type Mismatch).

```
40 LET A=A+1
```

This is another way of assigning a value to a variable. This, in simple terms means LET the new value of 'A' = the old value, plus one, so in our case, the new value of 'A' would equal eight.

```
50 PRINT "I THINK THE NUMBER YOU TYPED WAS ";
```

The only difference between this PRINT statement and the previous one is the semicolon (;). This tells the computer that anything printed after this statement is to follow immediately, as demonstrated in our program.

```
60 PRINT A
```

This time there are no quotation marks; this is simply due to the fact that we wish to print the value of variable 'A' to the screen. If we had put quotation marks around the 'A' it would inevitably print the letter "A" to the screen.

GOTO

Right, now for the last command...and that is GOTO.

Our program at the moment stops when it gets to the end of line 60 and if you want to try it again you have to re - RUN it. Although, if you insert the following line : 70 GOTO 20, the program will re-RUN itself. This is because when it gets to line 70 it is told to GOTO line 20, so it, in turn, jumps back to line 20 and begins the program again.

And, so, there ends the first thrilling instalment! Before I go, if any of you more competent programmers have any valuable little routines or programs/problems associated with programming, then please write to me at the address below... I leave you now with our monthly programming puzzler! See 'ya' next month!

Competition Time

Every month we'll be running a competition, the aim of which will be to write a simple routine for a specific job. The shorter and more efficient the better! This month, we require a routine to generate a random number WITHOUT USING THE RND COMMAND...so get writing! The routine judged to be the best will win, wait for it, a LIFE TIME subscription to Dragon's ROAR! A truly splendid prize!

Please send your routines, along with absolutely anything else related to programming to : Dragon's ROAR!, 37 Collins Meadow, Harlow, Essex CM19 4EN., marking your envelope, "Beginner's BASIC".

```
10 PMODE4,1:SCREEN1,1:PCLS:DIM CR(21)
20 FOR D=8 TO 2 STEP-2:CIRCLE(10,10),D,1,1.5:NEXT D
30 GET (0,0)-(20,34),CR,G
40 FOR Y=0 TO 167 STEP 24
50 PUT(0,Y)-(20,Y+24),CR,PSET
60 PUT(234,Y)-(254,Y+24),CR,PSET
70 NEXT Y
80 FOR X=0 TO 234 STEP 18
90 PUT(X,0)-(X+20,23),CR,PSET
100 PUT(X,167)-(X+20,191),CR,PSET
110 NEXT X
120 GOTO 120
130 REM E.A.FREESTONE
```

Changing 1.5 to 1 then .5 allows alternate effects.

OPEN FILE

£Computing on a

BUDGET £

PHILIP BEED offers some timely advice

RECENT magazine articles have made much of the high price of software recently published by a certain firm, and we all know how expensive an hobby computing can become once you step past that initial stage of playing games with a tape recorder for loading. Printers and disc drives can take an hefty bite out of the bank balance. Added to this is the high number of younger users relying on pocket money, mum and dad, and Christmas presents in order to expand their hobby. Therefore, any opportunity to save money will be jumped upon.

Some things are fairly obvious, for example, a perusal of current computer magazines will reveal numerous outlets of supply discs for as little as 33p each if you can get together with a friend and bulk buy (considerably cheaper than the £1 each, which they sell for in the shops!). Another way to save money is with printer ribbons - many people overlook the fact that they can be re-linked, and for less than half the cost of a new ribbon!

Although, one of the best places we can make savings is with the second hand scene. It is always worth keeping an eye on the local press, newsagents windows, and of course *Micro Mart* for bargains as people change their systems. (Philip is an expert on this matter, recently being in the unfortunate position of having to 'down grade' to an ST! -ED.) I have seen printers at give away prices! In addition, anyone with an original Dragon Data drive should bare in mind that only the bare drive unit is required to upgrade it to a dual drive, which are commonly advertised for as little as £30 - I have seen them for just £10 on odd occasions! If there is a Radio Amateurs rally near you then that is definitely worth a visit; at a recent one I saw some extraordinary bargains, with very cheap bare drives, many cheap printers, among them a daisy wheel for just £20 which had me trying to make a decision for over an hour.

Do beware though, don't knowingly buy faulty gear unless you are sure you can repair it without spending too much, and be wary of cowboys, who from time to time advertise goods and fail to send them after you send the money. Most adverts. are genuine, but it only takes one to make any savings already made, pointless.

Good luck with the bargain hunting!

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Adventure

THE INVADER
RETURNS!

AND with a blaze of glory, amidst screams of delight, YES, ladies and gentlemen, boys, girls and Jason Orbaum's, the INVADER has returned, albeit in rather humble surroundings... He, who usually graces any arcade column, has prominently be placed in an adventure column of all things, due, I am informed, to a certain M.R. Swine. Reluctantly, I shall continue, diving into the seemingly endless realms of solutions, tips and anything else you can possibly imagine, inevitably making any Peter Gerrard look like an Arabian plant collector!

El Diablero

First out of my bottomless bag (anyone got a needle and thread?), is a complete solution to *El Diablero* from Simon "Solver" Hargrave himself, who, I'm informed once again, no longer writes for "Dragon's Pail", but will soon be diverting his so-called skill to "Dragon's BORE" (you're sacked! - ED.). Anyway, enough of this waffle aimed at trying to fill up a gap, and on with the show!

- (1) Go to the pool of blue water and GAZE.
 - (2) Go to the cabin and get the seeds.
 - (3) DREAM MOUNTAIN and plant the seeds in the rich patch of soil. Get twig from it.
 - (4) AWAKE CAVE. You cannot go back to the mountain and desert locations after entering the cave.
- The only item that you need to complete the game from desert and mountains is the twig. The rest just give you clues as to what you will have to do later in the game.
- (5) Twist then pull the ring. Go down then east and get the bell.
 - (6) Ring the bell at the columns and GO BEAST.
 - (7) Collect the skull and GO POND.
 - (8) Swim in the following directions : Down, east, down, east, down, up, up, shore.
 - (9) Get the granite block and GO POND again.
 - (10) Swim in the following directions (Anyone got a rubber band?): Down, down, down, east, then DROP BLOCK. Swim up, up, up then swim to the shore.
 - (11) Push the pillar across the chasm and go across it.
 - (12) Go through the gold door. and GAZE at the statues. Get the figurine which glows and go back through the door before smashing the figurine.
 - (13) GO GOLDEN BRIDGE then south to cross it.
 - (14) Push the golden statue into the chasm and DIP TWIG.
 - (15) Go to the chamber with the coyote and throw the twig.
 - (16) Say the name of your teacher, Uxmal.

And there endeth another exciting solution... For those who wish to converse with the notorious 'Solver' may do so by writing to Crawley Hill Farm, Uley, Dursley, Glos. GL11 5BH, or you may even have the unsurpassed luxury of 'phoning/MBXing him on (0453) 860361.

Right, what now, I hear you shriek? Good question...er, em; now what can I fill a page with?? Any suggestions?! What's that? Want some tips on *Trekboer* do we ?? (No-Ed.) Well, seeing as it's Christmas...

Can't kill the spider? : Drug it with the capsule; take it to the Xendos room, then press the red button.

Can't cross the force field? : Carry the amulet, which is found by climbing the Cenotaph.

Can't remove the grate? : POUR ACID.

Stop ice melting : Carry ice in blanket.

Xendos Flower? : Plant in the dark room.

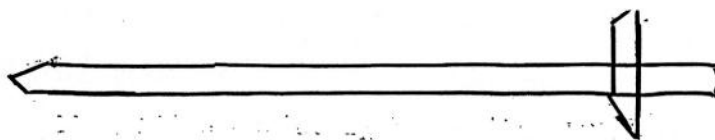
Continuing with the theme of space, a few co-ordinates on *SYZYGY* should keep you busy over the festive period :

PLANET : (PRESS) 0,4,1,5,PULL LEVER.

EMERALD 2,7,3,0.

DARTH VADER 1,6,0,3.

Has anyone actually solved it yet? A complete solution will be highly rewarded, namely with a prestigious mention by myself... So get those solutions in the post NOW ! (I sound like Marti Cane). Well, we've almost finished the first page... What exciting prospects await us on the next page?! Don't ask me, I only write the thing!



Welcome back, as the nation anxiously holds its breath, eagerly awaiting the next exciting batch of clues... Wait no longer, it's *The Vortex Factor*! Take the following items to the curator's workroom via the lift, in order to score those all-important points :

Diamond 16 pts.	Bracelet 2 pts. *
Sapphire 10 pts.	Nugget 6 pts.
Scepter 18 pts.	Buddha 13 pts.
Silver Cup 10 pts.	Necklace 15 pts.

Avid readers of this exuberant column (hello all five of you), will notice, of course that the solution to *The Vortex Factor* has already been published, namely in the first very hurried and brief edition of this magazine, but to those who were fortunate enough to escape the experience, solutions are still available from myself, from the aforementioned address, enclosing both an S.A.E. and five quid note, to cover the cost of my undevoted time in posting it to you. Alternatively you may seek contact, once again, with the Solver for the decidedly small sum of just 20p.

As payment for this inspired prose runs out, a few quick clues on *Tanglewood* wouldn't go amiss.:

Ant trouble? Throw Tansy at it.

Foghorn's glasses? : Fish in the water near the dog house.

Fishing Rod? : Use the wand to get rid of the gnome, and GET ROD.

And there we have it. The end has to be bestowed upon you. All that remains for me to say is merry Christmas! Next month you'll find the so-called 'King' of Dragon adventures behind these words, as the Solver solves. Perhaps I may return next month in one of my other guises...who knows?!

...The INVADER

Graham Smith

SHOW-DOWN

Wales and West
Computer Show

Firstly, I must explain that this report is done from memory and not a particularly good memory at that : Not being an experienced high class reporter I did not take notes.

The show was arranged by PRESTONS, along with JOHN PENN; one new and one old Dragon software house. I feel it's fair to call them software houses now, as like COMPUTAPE, they are now selling new software under their own names.

The show was only based in one room this year, inevitably keeping it nice and cosy for the three hundred people who attended the show. PRESTONS were demonstrating their latest game, *Rolaball*, a three dimensional 'marble madness' type game, while COMPUTAPE were displaying *Crazy Foota 2*, a much improved version of the original football game, in PMODE 3 colours and with the option to play against the computer for only £2.95 on disc (Dragon DOS and Delta DOS) or on tape (OK, that's enough advertising for now!-ED.).

JOHN PENN were showing off *Total Eclipse V1.3* and *Larkspur Waldorf Is Trapped*, along with other new games, while on another stall the Atari ST, Commodore Amiga and BBC Archimedes were lined up together, so you could have a fair comparison of their respective graphical capabilities : No comment on these.

One stall was even selling ex-rental portable colour televisions and videos, and indeed, if you had the odd 60 or 70 quid to spare, you could have easily taken home a telly for the Dragon...They even had some Amstrad monitors if you wanted one of those! (Do they work on the Dragon ??)

In all, it was an interesting day, if a bit quiet. Lets hope the 6809 show is a bit busier... See you all there!

Stop Press...Stop Press...Stop Press

DATE : 1/12/87

NEWS : Microdeal are now feared to have completely pulled out of the Dragon market. More details next month.

Competition Time!

LORD EDWARD of SYMONOS

WIN!WIN!WIN! Yes, we're offering prizes galore, in this, the LARGEST Dragon competition in existence! The person to send in the first correct entry will win over £25 worth of software, with the next lucky runner-up fabulously receiving a free year subscription to Dragon's ROAR! All that is required is the correct answers to following questions, set by the notorious Lord Edward of Symonds!

- (1) As I was going to St. Ives
I met a man with seven wives,
* Each wife had a cat
Each cat had a kit,
How many were going to St. Ives?
- (2) A customer says to a shopkeeper, "I will buy half of your oranges plus half an orange". The second customer buys half of the remainder plus half an orange, and the third customer buys half of the remainder plus half an orange.
No oranges were left and none were cut in half. How many oranges were there to start with?
- (3) I recently discussed with a friend the tenancy of his property and he informed me that he had a 99 year lease. I asked him how much of this had already expired, and expected a direct answer. However, his reply was that two-thirds of the time past was equal to four-fifths of the time to come.
Can you tell me how much of his lease had expired?



LORD EDWARD

Please send your entries to Competition Time, Dragon's ROAR!, 37 Collins Meadow, Harlow, Essex CM19 4EN, to reach us by no later than January 5. As with all competitions, the editor's decision is final.

NEXT MONTH CRYSTAL BALL

30 PAGES!!

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COLOUR

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- * **DRAGON SURVEY** What ARE Dragon users really like?
- * **DRAGON V ST** We compare the two machines in a new series looking at the rest of the micro market.
- * **COMMS SUPPLEMENT** We go underground into the unsuspecting world of hacking.
- * **THERE'S NO BUSINESS LIKE SHOW BUSINESS!** As usual, Dragon's ROAR! will be first with a complete show round-up.
- * **VIVA ESPANIA!** With sun lotion in hand, Dragon's ROAR! takes off to sunny Spain in search of the elusive Eurohard S.A.
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- * **PLUS! **SPECIAL FEATURE**** : Is there life after Dragon User?

CONTRIBUTORS : Tom Goodfellow, Julian Lister, Lord Edward, The INVADER, Philip Beed, Graham Smith.

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