



**DRAGON**

**MAGAZINE**

oo OCTOBER 1987 oo

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**DRAGON**

**MAGAZINE**

*13 Parry Jones Close, Blaena, Gwent, NP23 3NH.*

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# EDITORIAL

I, firstly, must apologise for last months issue going out so late. Now all issues of Dragon Magazine have been upset; each month we will try and get the magazine out around three weeks after the previous one, so, eventually, we will get back on time. The reason, however, for the big delay last month was mainly the postal strike which is taking place in some parts of the country. While this isn't delaying letters a lot, about two days generally, it upsets the system; we were late getting articles, the printing material was late arriving, and then the magazine would have taken a day or two longer than usual to reach you. Though, we can't put all the blame onto the Post Office, we're to blame as well. But, having said that if they hadn't put us out to start it would have only been delayed by about a week.

We'll be at the 6809 Show in London, I hope you will. I dosen't matter how much it costs to get down there; its worth it. It may be worth your while organising a mini-bus if it's expensive to travel. You could all get down there and back for about £10 each then, if there's enough of you going. We'll also be at the show in November in Cardiff (see News File this month) which Preston Software are organising. It's not a Dragon only show, but the Dragon looks as if its going to be quite well supported with us, John Penn, Preston, and Computape (maybe more) attending for the Dragon. Whichever, or even the two shows you go to we look forward to seeing.

This month sees the end of an old column and the start of a new one. The Comms. Column is leaving us, but we welcome another series, this time on music! You see, Dragon Magazines always there with the new ideas like communications and music columns, magazine reviews, and reader offers. Thats why you MUST re subscribe to our magazine. Talking of reader offers, have you ordered your disks yet??? Sorry, I promised last month a good special offer for this month. However, time got the better of me and I've been unable to arrange one. Next month, hopefully, we'll be running another. What would you like to see offered? Let us know... or have you forgotten our address?!

ANDREW HILL

## CLASSIFIEDS

Classified adverts are FREE to readers (sorry, no free TRADE adverts)! So why not get rid of some of your old software, buy some hardware, find some pen pals. In fact, ANYTHING you wish to advertise do it through us and it won't cost you a penny (except for a stamp)! Trade and Non-Subscribers are charged at 5p per word - details on request. Semi-Display and part/full page advertising prices on request.

**WANTED:** 'TOOLKIT' cartridge by *Premier Micro Systems*. Will pay upto £8. Send details to Tudor Davies, 57 Sunnyside Road, Weston Super Mare, Avon, BS23 3QD.

**WANTED:** Anyone who subscribes to or has any *American Dragon* and *Tandy magazines*. Please write, giving details, to Andrew Hill, 13 Parry Jones Close, Blaina, Gwent, NP3 3NH.

**LOOK!** *Software Hire* for the *Dragon...* new and old titles, *American games*, and ones you may have never heard of! For free details send 2 \* 18p stamps or an S.A.E. to M.R.V., 120 Auriel Avenue, Dagenham, Essex, RM10 8BU. Software Exchange service available. Also for C64/128, C16 & Plus4.

# NEWS FILE...

Compiled by Andrew Hill.

Send all your Dragon News to us at-

DRAGON MAGAZINE (NEWS), 13 Parry Jones Close, Blaina, Gwent, NP3 3NH.

## ▣ 6809 SHOW & MORE!

The 6th 6809 Show is to take place in London this December, at a new venue. The venue, this time, is The Grand Hall of the Connaught Rooms, Great Queen Street, London. The date, 5th December 1987, doors open 10am and close at 3.30pm. There's a discount on tickets if you buy in advance (see advert in this issue for details and form). The companies already attending are H.C. Anderson, Computape, Grosvenor, Harris Micro Software, P.N.P., Compusense, MacGowan Consultants, John Penn Discount Software, R. & A.J. Preston, N.D.U.G., Dragon Magazine, D.U.D.E., some more demonstrators, and probably a few more companies by December. H.C. Andersen, the O/S-9 people, are attending the show, for the first time, and will have a price reduction on their O/S-9 systems. For more details on the show see advert in this issue

Two more shows are being planned for the spring of next year, both being organised by John Penn, organiser of this year's 6809 Show, the dates are Saturday 27th February 1988 at Cardiff Wales Airport and at Ossett Town Hall, Yorkshire, on the 30th April 1988.

Preston Software, an every growing name in the software industry, not only for the Dragon, are organising a show for all computers in Cardiff on the 21st December 1987 at the Central Hotel, Cardiff, South Wales. While it isn't a 'Dragon only' show, retailers for most computers will be there, it promises to be well supported for the Dragon with companies like Preston, John Penn, Computape, and Dragon Magazine attending. For more details contact Preston Software on 0656 880965.

## ▣ Microvision Fold...

Microvision Software, the company set up in 1985 to support the Dragon and Tandy by Roy Coates, author of Jet Set Willy and Manic Miner, has folded. Their first release, Beanstalker, was a great success. Then problems arose with the 100 screen Talisman, which never made the light of day. But then in the Spring of 1986 they surprised everyone by releasing around 17 titles. Then, with very little promotion, Microvision got less and less well known. Some of their software will now be marketed by other software houses, their arcade / adventure games; Start Ship Destiny, Wild West Destiny and Dungeon Destiny have been taken over, though we cannot release any more details as yet.

## ▣ The Fanzines Fall...

Many of the Dragon Fanzines have fallen through the summer. Dragon's Roar Magazine (formerly The Drag Mag), Dragon's Tail (formerly Dragon Monthly) and News from the Dragon have all folded. Out of this gloom news comes a new fanzine, Dragon Land, run by Richard Ball.

## ▣ Preston Present

Preston Computer Games (R.&A.J. Preston), who took over the Blaby Computer Games range of software, have now released some new and old titles for the Dragon. Kung Fu the Master, Copta Snatch, Temple of Doom & Sword and the Sorcerer (double offer), Ruby Robba & Perilous Pit & Desperado Dan (triple offer) are now available on Dragon Dos disk, priced at just £4.99 per title or per pack (as described above). Also,

on cassette, some price changes have occurred on the following; Morbid Mansion, Fingers, Olympia, Trun, The Wizards Lair, Cosmic Crusader, Sword and the Sorcerer, and Boulder Crash have all been reduced to just £2.99 each while Gis A Job has been reduced to a mere £1.99.

Preston also announce new additions to their list. They are Vegas Jackpot and Bug Diver, previously in the Mastertronic range, at £1.99 each and a twin pack of Star Trek and Reversi for £2.99 for the two. Also available from Preston are books, disks, joysticks and light pens. For More details, or for a free copy of their latest catalogue, send a S.A.E. to Preston Computer Games, Kings Hall Court, St. Brides Major, Mid Glamorgan, CF32 0SE. Or telephone (0656) 880965 (anytime). Add 50p per tape or disk postage and package. Preston are also about to release some new titles, on disk. More details and reviews as soon as they are available.

#### ☐ Computape Takeover

Computape, the long established Dragon software distributor, has taken over many of Microdeal's old Dragon lines. For more information and new prices contact Computape with an S.A.E. at 27 Coombe Road, Southminster, Essex, CM0 7AH.

#### ☐ Free Gift!

Dragon Magazine readers will receive a small 'free gift' with their Christmas (December) issue. Dragon Magazine are also planning special offers and competitions for the festive season for it's readers as a 'thank you' for the support they've given them.

☐ ☐ DRAGON MAGAZINE - KEEPING YOU INFORMED ☐

⋮ DRAGON CHARTS ⋮  
THE OFFICIAL DRAGON MAGAZINE CHARTS!

**No. 1 AIRBALL**  
No. 2 JUXTAPOSITION  
No. 3 SUPERKID  
No. 4 BOULDER CRASH  
No. 5 SHAULIN MASTER+

Will it ever be moved we ask our selves? Microdeal's Airball is the game which has been at the top for 5, yes 5 months! No other game has been there for so long! Our congratulations to Edward Scio for writing such a game, and to Microdeal for publishing it. If it stays there next month it cannot be beaten as most popular game of the year for the Dragon! Whats YOUR views? If you agree with the chart then send in your TOP 5 to make sure it stays that way, if you disagree only YOU can change it by sending in your TOP 5! Games, utilities, and serious programs, whatever you beleive best. Send YOUR TOP 5 to -

DRAGON MAGAZINE, 13 Parry Jones Close, Blaina, Gwent, NP3 3NH.

NEXT MONTHS CHART: It looks as though it will be a tough contest between long running Airball and the latest Dragon arcade game, Superkid! But who knows... wait and see!!!

## SOFTWARE REVIEWS

Title : **STAR SPORES**  
Price : (new price - ask)  
Publisher: Microdeal Ltd  
Supplier : **Computape Ltd.** 27 Coombe Road, Southminster, Essex, CM19 7AH.

Basically, this game is a **Spave Invaders** game under a new name. It is, however, an appropriate name as the invaders are spores which when shot release spores in an invader guise. Another shot must then hit them in order to destroy them as they continually try to destroy you with Kamikaze dives while releasing shots at you at the same time.

The graphics are in **PHODE 3**; even when using black and white the graphics are not all that detailed. The controls are easy to master - left, right and fire, under joystick or keyboard control. There is a high score table which hold upto ten high scores, all of which are left blank at the start of the game. The game play is smooth and at a reasonable speed, not too fast and not too slow.

There are six differnt types of nasties whic must be destroyed and also a bonus round where they all fly in a formtion and are very easy to hit. One problem that I have encountered when playing is that if you use black and white the shots that fire at you look very much like the stars that twinkle in the background and this has lost me many lives.

The cassette inlay is quite colourful and uses the normal '**Grinning Cuthbert**' logo while loading. Although this game is 'alright' it has something lacking that '**Moon Cresta**', and others have - the great addictive feeling that makes you want to have another go. This one certainly doesn't.

52% - REASONABLE

Tudor Davies

Title : **ICE CASTLES**  
Price : (new price - ask)  
Publisher: Microdeal Ltd  
Supplier : **Computape Ltd.** 27 Coombe Road, Southminster, Essex, CM19 7AH.

When this game first came out nobody really took much notice of it. It wasn't reviewed by any of the major magazines, except the '**Cuthbert Chronicle**', which was **unfortunate** really because this game is **excellent**. In my view it was the **best graphical arcade game available before Airball** was released. It is totally in **3D** with hidden tunnels which can only be seen while the screen is being created, and various nasties which must be avoided at all costs. You play the part of **Bently Bear**, who must collect the gems from the many screens, while avoiding **Gem Eaters**, who eat the gems on the screen. **Berthilda** who is a witch must be avoided unless Bently is wearing the hat. There is also a honey pot which must be eaten quickly or else the bees will appear on the screen who must also be avoided. There are also trees which eat the gems and will kill you on contact but these can be stunned if Bently jumps over them. The hat makes Bently invincible to everything while it is being shown above his head.

The movement is extremely smooth and the collision detection is **excellent**. The ~~arcade game~~ **arcade game** uses ~~an~~ **an** ~~trackball~~ **trackball** and, although this

The movement is extremely smooth and the collision detection is excellent. The actual arcade game uses a trackerball and although this works well in the arcade game, it isn't so well implemented on the Dragon version. Incidentally, Ice Castles was released for the *Dragon* way back in 1984 and *Crystal Castles* for other computers (which is the same game) was released early in 1987 or late 1986! If you haven't already got this game and it becomes available again, buy it immediately, it is worth every penny.

87% - VERY GOOD

Tudor Davies

NOTE: Computape have taken over many of *Microdeal's* older games (see *News File* this month). Contact Computape to check availability and price on above to games - *EDITOR*.

❖ ADVERTISEMENT ❖

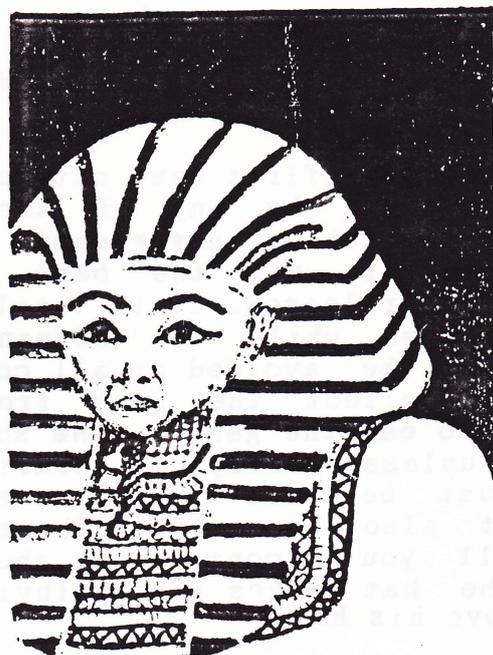
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# Note from the Technical Editor

M.Edwards, 30 Broomhills, Welwyn Garden City, Herts. AL7 1RF.

Although I have been T.E. for some months now, this is the first magazine the Post Office have decided to let me contribute to (enough moaning) so I will tell you my role in the magazine.

I am the person who takes care of all the technical details - questions, machine code and so on. In fact, I will be the Brian Cadge of DM.

To start the ball rolling, I am starting a Music column. This will be of interest of those who own Microdeal's composer and I will compile a lot of programs which will all be available on tape or disk in good time. It will help later if you have an assembler (I recommend ALLDREAM) for the complex enveloping and fading techniques I will show later. Firstly, though, I will show you how to develop your own waveforms (to play music on different 'instruments').

If you have any technical queries (i.e. how to change the DOS plugged in if I have 64k and a ROM image on disk - a doddle with the right program) then write to me at the address above (under the header), which you should know by now anyway!

I regret to inform you that the Tape to Disk service offered for some months has had to be withdrawn. This is because (apparently) it is illegal to put games on disk due to all these infernal copyright laws. So you'll just have to do it yourself! We hope to get a few routines in the magazine to help you in this area in the near future, so don't give up hope, and we're always here to help you with advice anyway.

Michael Edwards - Technical Editor

## ❖ ADVERTISEMENT ❖

### COMPUTA-TEXT

NEW UNIVERSAL VERSION

If you use *Printer Control* from *MacGowan Consultants* then you need *Computa-Text!* Using the programs *BIT IMAGE* facilities and *Computa-Text* you get a *NEW FONT!* Yes, it's Computer style text - like that used on bank cheques, bar codes, ect. It simply loads in after *Printer Control* and away you go - printing away in this new text. There's four sizes of print available via *Printer Control* so it's very versatile too!

#### ACTUAL TEXT

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PRINTER CONTROL & COMPUTA-TEXT COMPATABILITY DETAILS: You MUST have an 8 bit (most) dot matrix printer capable of graphics.

# The Editor's PAPER ROUND!

Based on 'Paper Round' by Keith Hazelton of 'Next' the computer magazine on B.B.C. Ceefax. (NOTE: These two columns of the same name are not related in any way).

'NEXT'  
the micro magazine!

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CEEFAX

BBC2 PAGES 700 on...

*Our monthly delve into the magazine and paper racks to see whats on offer, and if it's worth reading!*

*Written by Andrew Hill*

Here's the Second installment of Paper Round, the column that reviews all; national papers and computer magazines right down to the small fanzines! It's OUR guide on what magazine to buy... This month we review two national newspapers, two computing magazines, and two Dragon magazines.

NEWSPAPERS - The two big competitors...

## THE SUN

I don't know how it's called a 'NEWSpaper' because it doesn't seem to give you much news! But it's light hearted, and usually quite well written. It shows some good opinions. The most popular daily, but not much serious stuff.

## THE DAILY MIRROR

The second most popular paper in Britain, designed to look very much like The Sun. I don't like the reports, disagree with the views, and find the paper totally unreadable.

MAGAZINES - One serious and one mixed...

## DESK TOP PUBLISHING

It's only in it's third month, but its full of colour, and offers good reviews, news, and help. Extremely interesting if your interested into Desk Top Publishing, and well worth the asking price. Top quality service, pitty it's only available mail order by subscription.

## POPULAR COMPUTING WEEKLY

It's the only weekly computing magazine that's around now, I beleive. It has improved a great deal since it's earlier days in 1983 when it used to be on 'newspaper' paper, and full of games. Now it has colour, and is on better paper. It has gone from being just a games magazine to being a very well mixed games and serious users magazine. It's excellently balanced (usually). It used to be published by Sunshine (who publish Dragon User) until very recently, now Focus have taken it over, it's still the same. It's only 60p and I take it every week.

THE DRAGON PRESS - Profesional Magazines & Fanzines...

## DRAGON USER

The first magazine devoted to the Dragon in Britain. It came out in May 1983. It used to be in colour, but not any more, the size has been very much reduced in size too. Due to the decline in the Dragon market its now only available though a subscription. Still a good read, and still the most popular U.K. magazine for Dragon owners, but the question most are asking is for how long it can continue...

## DRAGON LAND MAGAZINE

A new fanzine, poorly printed because its not photocopied, but simply printed out on a printer. But, the material - the part that counts most - is good and well worth a try to see if its to your liking; you owe it to the producer, Richard Ball, to at least try his magazine since he's taken the effort to write it for you, without much reward.

*Well, that ends this months look though the papers and publications. Next month we'll be back with more newspapers, magazines and fanzines to review, so don't go away, not for too long anyway!*

Dragon Land Magazine can be contacted at-

Richard Ball  
75 Sunnybank Road  
Pontypool  
Gwent  
NP4 5LN.

Please send a S.A.E. with your enquirey.

Any futher information required about any of the magazines listed can be obatined from us at our usual address (below). Please enclosed an S.A.E. for our reply.

Dragon Magazine, 13 Parry Jones Close, Blaina, Gwent, NP3 3NH.

NOTE: Last months review of the STAR newspaper was written before it's 'New Look', after which our view of it sharply dipped. We apologise for any confusion with the 'Star' we was reviewing and the 'Star' any of you may of purchased

## **ARTICLES WANTED!**

Dragon Magazine, your favourite magazine, needs you! If you can write an article, be it a regular monthly feature, a short series or just a 'one-off' then we are always please to here from you. You need not be any great writer - even the worst article sent in, as long as it contains the information, can be edited and touched up by the Editor to give it a good appearance. We are also looking for programs; basic or machine code, long or short. We don't pay for articles, but arrangements can be made in the field of payment. So please, don't keep your knowledge to yourself - Share it with others! Write now to -

The Editor, Dragon Magazine, 13 Parry Jones Close, Blaina, Gwent, NP3 3NH.

*...we look forward to hearing from you!*

## **AUGUST COMPETITION ANSWERS...**

Here are the answers to the competition published in the August issue of Dragon Magazine... did YOU get them all right? What do YOU think of competitions??? Let us know YOUR views - WRITE NOW to our EDITORIAL address.

1. LISTER
2. PULSER SOFTWARE
3. DRAGON'S ROAR MAGAZINE
4. CRAZY FOOTA
5. LEVERSOFT

Look

# COMPOSERS CORNER

M.Edwards, 38 Broomhills, Welwyn Garden City, Herts. AL7 1RF.

In this column I will show you how to improve Composer no end. I will demonstrate the following over the months:

- 1 ..... How to change the 'instrument' music is played on.
- 2 ..... How to envelope your instruments (i.e. a 'piano' effect)
- 3 ..... How to fade out and change volume
- 4 ..... How to speed up Composer's copiling (albeit not much) and extend the instruction set

For those of you surprised by number 2 above (particularly the D. Makin, author of Music Maker who laughed in my face at the 6809 show when I asked if you could change the envelopes - 'You mean waveforms - envelopes aren't possible on the Dragon.' If I had MEANT 'waveforms' I would have SAID 'waveforms') I assure you it is possible.

To avoid copyright limitations I have to change the Composer BASIC program line by line and I must considerably change the machine code before changing it to do other things.

## ■ Changing Waveforms

The waveform is what makes the instrument sound. In standard Composer, there are 4 - one for each channel. The following program displays a graph of them - load in any tune starting at &H6000 and RUN this:

```

10 CLEAR 200,&H6000
20 PMODE 4,1:PCLS:SCREEN 1,1
30 X=&H6200
40 FOR I=0 TO 255
50 LINE(I,191)-(I,191-PEEK(X)),PSET
60 X=X+1
70 NEXT I
80 IF X=&H6600 THEN 1000
90 IF INKEY$="" THEN 90
100 PCLS
110 GOTO 40
1000 GOTO 1000

```

To change this, remember:

Each waveform is 256 bytes long.

The values of it can go from 0 to 63.

Waveform 1 starts at &H6200, number 2 starts at &H6300 etc. up to number 4

If you mess higher than &H65FF the tune will be affected.

Next month I will show some examples, along with a programming competition, but if you want to dabble before then try geometric shapes (i.e. sine curves, triangles) - not all forms work, especially random numbers, but most sound at least a bit musical. You will have to experiment. The tape/disk containing this series (details in a few months) will have about 20 working envelopes. So, if you can NOT wait, experiment. Otherwise, see you next month!

# Punchjaw's

# ADVENTURE Page

David Barclay, 1 Dalbeattie Road, Dumfries, Scotland, DG2 7PE.

Firstly, can I stress that I did NOT go to Blackpool for my holidays as suggested by a certain editor (Me? well... ED) I visited Blackpool (Ah! - ED) for a day, with a few friends and in no way did I stay there for over 7 hours (well, it was a misunderstanding between us and some one in your family). Floods of letters rushed in, only days after last months magazine was sent out on how I can put up with Mr. Editors over - editing. Many readers could not understand WHY Mr. Editor edits most of my column, I don't include foul and abusive language in it, nor do I break any Dragon Magazine publishing rights (So that's what he thinks... - ED). Then why does he do it? Many of you suggested it may be some form of prejudice, some of you even thought that Mr. Editor needed some sort of help (Yes, your right, a few helpers would do nicely - ED). In fact at this very minute you may be reading only 30% of the original Adventure Page (You arn't, of course - ED). You may not be reading this paragraph at all. It may have been edited. But then, you wouldn't know that! More letters concerning this controversial subject can be sent to the above address (under the header).

The winner of my last competition was a Mr. Kelvin Coward from Barnsley, South Yorkshire. He should now of received his copy of Onyton Quarted plus my sought after signature.

This month you have the chance to win the 'Larkspur Waldorf is Missing' adventure which was reviewed earlier in the year. All you have to do is answer the following questions and send them to be no later than November 30th 1987.

1. Unscramble the following letters so they spell just one word. NETOUSDJORM
2. What do you get if you add 2 to 200 four times?
3. Mr. Broke the Banker has 2 coins in his left-hand pocket. Together they add up to 60p One of them is not a 50p piece, so what are the two coins?

Jonathan Cartwright of Starship Software has just informed me that his series of adventures, Dungeon Destiny, Starship Destiny and Wild West Destiny, all have had to be withdrawn from Microvision. But he hopes that they will be published again by another company in the near future. More information can be obtained from Starship Software, 23 Tintern Road, Cheadle, Hulme, Cheshire, SK8 7QF. More dissapointing news is that the 'News from the Dragon' fanzine is packing up. I have been informed that one more edition is being sent out.

Well how many of you turned up at the Rochdale Show? Not many! It seems in fact only around 200 people attended throughout the whole day. I hope to have a full report of the show for you next month when I get round to finishing it off. Next month I will also be reviewing 'Pyradventure Amenophis III' written by Tim Wheals. It's advertised elsewhere in the magazine. Tim would like help on the adventure 'Demon Knight'. I haven't heard of this adventure (published by A.S.P. Argus Press Software - ED) so I can't help him. But if you know how to free princess write to him at 23 Ashby Road, Thurton, Norwich, NR14 6AX.

A rather short column this month, but with what lovely weather we've been having (??? - ED) and last months confusing belated Dragon Magazine I haven't got time to mutter on for three or four pages. But after next weeks drinking session I'll be back with all my usual full blown Adventure Page, packed with reviews, jokes, and letters. Until then, keep the faith.



COMPLIMENTS  
 FROM  
 PUNCHJAW.

# ARCADE-YIER

by: ANDREW HILL

Andrew Hill, 13 Parry Jones Close, Blaina, Gwent, NP3 3NH.

Yes, I'm back! After last months absence of this column. So what I promised to bring you last month will be here in this months column. No, you haven't missed anything. Yes, your right, the Dragon arcade scene IS dead at the moment. I hope it won't stay like this tho. At the moment all we know thats coming our way is **Metal on Metal** from **Quickbeam**, around Christmas time. But, with any luck we'll also have some from **Preston Software**, and maybe even **Microdeal** (though I ain't putting my hopes to high on the latter yet!). **Microvision's** folding means the arcade games available from them are unobtainable at the moment, but I know several of them will be re-released by a different firm in the next month or so, but I can't say the names yet.

The Dragon and Tandy in the good old **U.S. of A.** is, it seems, still going quite strong. Apparently a **Californian** based company is supporting the Dragon and Tandy with games like **Poppye**, **Gauntlet**, to name but two. You could get them over here in the U.K. if firstly you had their address, and secondly were prepared to pay about **£40.00** after import and export tax, postage has been added to the original price of the game. But I've hered they are good, so it's up to you. Also, if you were in a local Dragon and Tandy computer club it would certainly make the idea look more realistic if you got together and bought a copy. One word of warning, a lot of the software is, of course, for the Dragon **64** and Tandy **64K only**.

I'll continue with the American tale with one more American game review. The title which I'm reviewing here, reviewed last month, and will continue to review are usable on the 32 as well. **The Official Zaxxon** is it's name, and here's about the game! Your aim, to fly over enemy territory, bombing as you go, in a hope to reach, in the end, their base which must then be destroyed. To try and stop you reaching your goal is, of course, the enemies own fighter planes and guided missiles. The latter being hardest to escape from.

The graphics are **very good**, the sound is average. The game, in all, is a favourite of mine, certainly in the top few 'arcade conversions' available for the Dragon. It was written in **1983** when a game of this quality overhere on the Dragon would have sent sales of the Dragon flying, and perhaps we would not be in the sorry state we are today. However, that was then, this is now. If you can get hold of a copy then do!

In the column this month is a 'map' of the **first level** in **Temple of Doom**. I hope this will help some of you who are presently stuck in level one. Also for a game released at the same time, **Boulder Crash** (**Preston**) I can offer you help. A lives poke, found using the **Hack-It** utility by Michael Edwards. The code is **POKE 22307, n** (**n** is lives upto **255**). And on that note I'll leave you, not for good, but just until next month.

>> SEND ALL POKES, HINTS, TIPS & MAPS TO ANDREW AT THE ABOVE!

>> For TEMPLE OF DOOM map see overpage!

# THE COMMUNICATIONS

Simon Jones, 37 Collins Meadow, Harlow, Essex, CM19 4EN.

## COMMENT!

>> The final installment in the Communications series. We would like to say a big thank you to Simon Jones to kindly offered to write the column for us using his expert knowledge of communications. Now that the columns ended he can move on to other things, though he has offered to help anyone, at any time in the future with any communications queries they have so please write to him if you have any. Please enclose an S.A.E. with your query. The Editor.

As the Christmas bells chime once more, welcome to this, the last edition of the exciting, intriguing, unprecedented series of articles which have enthralled us all...

The last for several reasons, the main one of which, I must admit, is due to the re-launching of "Dragon's Roar", but also, inevitably, due to my rather redundant post bag! **Not one** letter has ventured it's way onto my awaiting door-mat, which only leaves me to conclude; (A) No-one is reading this, and I'm doing this purely for Andrew Hill's (the Editor) benefit; (B) No-one has any interest in any aspect of communications what-so-ever; (C) No one can be bothered to do ANYTHING... I'll leave it to your descretion to decide which one is correct...

Anyway, enough of my whining, and on with the Show! And, indeed, talking of shows, those of you who wish to find out mote about communications will have the golden opportunity to enter the vast world of Micronet through the courtesy of "Dragon's Roar".

As, indeed, to lauch the exciting new magazine...plug, plug (indeed, plug anyway at our expense! - ED), we have persuaded Micronet to support a '**Live Link Up**' which subsequently means that users at the **6809 Show** will be able to 'talk' to those **unable to attend**, as well as participating in numerous interviews, and other event planned. And, of course, in addition, those unable to attend, and who have the required equipment, will still be able to support the show, accessing the latest up to the minute news, and talking to many of the users and retailers without even leaving their own armchair (though we'd prefer you to be there - ED), through a specially designated area...

For more information on the even, which is due to take place from **12.30** to **3.30** please see the "**Dragon's Roar**" stand, and don't forget to pick up your free copy of the magazine too!

Other news this month is in the form of the large array of Dragon Support which has attached itself to the comms. world... "**Dragon's Tail**" being the most prominent, which can be accessed though Prestel by keying **\*8104270F** (hash). D.T.M., updated monthly, offers the latest news while still 'boasting' it's old familiar features from its previous days as a printed magazine. Other Dragon orientated areas on Prestel come in the guise of the **National Dragon Users' Group** gallery pages. Written by **Tim Hayton**, and **updated every week**, the gallery offers five pages related to absolutely anything and everything!

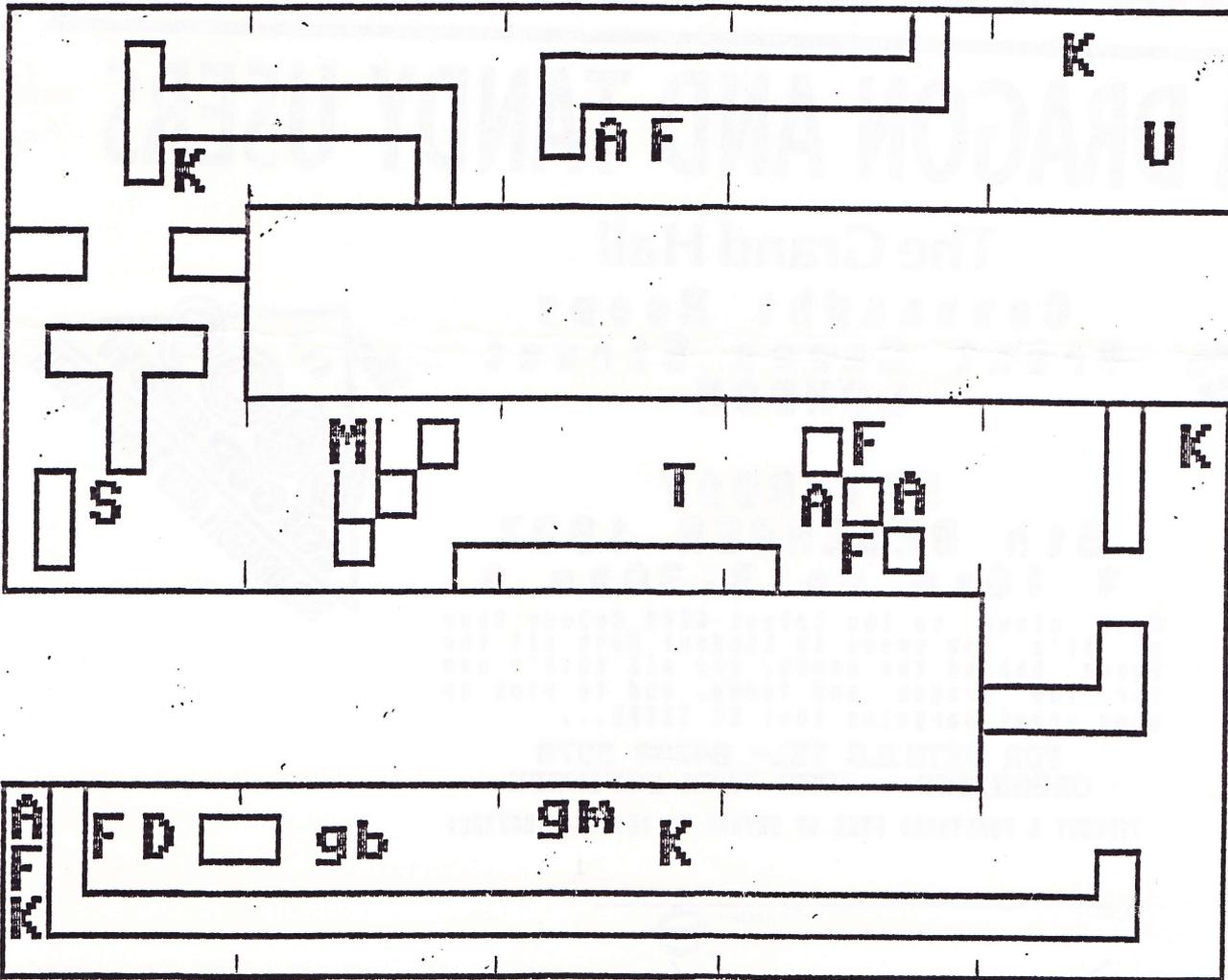
Although, offering even more is "**Micro Moia**" bulleting board, formerly know as the "**6809 Board**", and which can be accessed, if you have scrolling software, by dialing **(01) 316 7402**. Run by sysop (systems

operator) *Tom Goodfellow*, the board's main aim is to provide a forum to discuss Dragon related topics, or non Dragon related topics in some cases, even though it has now largely become a charitable service for those unfortunate enough (was that a error? - ED) to own an *Atari ST...*

The bulletin board is very much recommended to all Dragon users, and is yet another element in the ever increasing list as to why you should buy a modem.

Well thatm rather rushed prose, ladies and gentlemen, boys and girls, and even Helen Armstong (don't you count Helen as a lady, Simon..? - ED), is well and truly it! Needless to say, if any of you ever have any communications queries, then don't hesitate to contact me. I look forward to seeing you ALL at the show, and in turn, welcoming you aboard "Dragon's Roar" in the near future (don't leave us for them, mind! - ED)... *Goodbye!*


**STARMAN JONES**
  
 MAP OF LEVEL 1

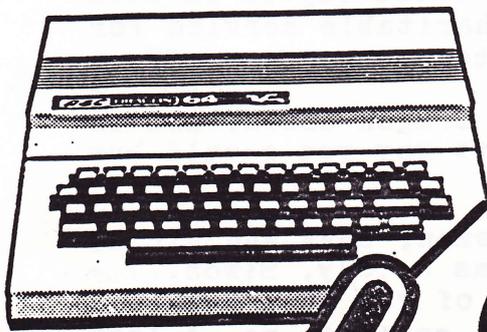


Mapped by **Michael Edwards**  
 Drawn by **Andrew Hill**

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— — — KEY — — —

S = START \* A = APPLE \* F = FISH \* D = DRINK \* U = UGH! \* GB = GAS BOTTLE \* GM = GAS MASK \* M = MIRROR



**THE**  
**6809**  
**COLOUR SHOW**

**FOR DRAGON AND TANDY USERS**

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 Connaught Rooms  
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 AGAIN!**

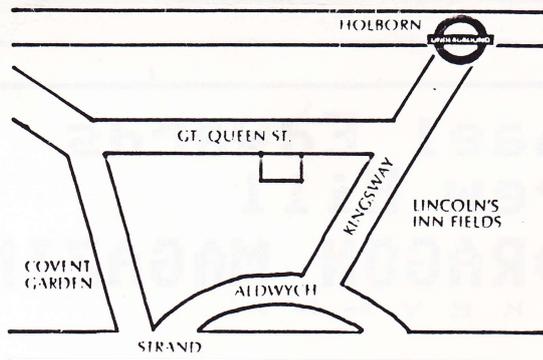
**SATURDAY  
 5th DECEMBER 1987  
 \* 10am to 3:30pm \***



Come along to the latest 6809 Colour Show at it's new venue in London! Meet all the faces behind the names, see all that's new for the Dragon and Tandy, and to pick up some great bargains too! **BE THERE...**

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