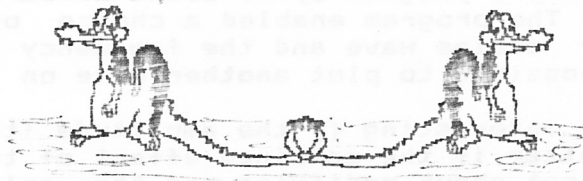


The Newsletter of the National Dragon Users Group

DRAGON



UPDATE

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 \* ISSUE 63. . . . . NOVEMBER 1989. \*  
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 #####

The Gaffer's Bit

No Editorial this month as our Editor is having his annual sulk ... you hurt his feelings by complaining about Batmania. Other than that there still isn't really anything new to report. Further to my statements of last month about the state of the Dragon scene in general and the Group in particular, the supply of material has increased (many thanks to all concerned), but there's no appreciable change in the rate of decline ... sales, renewals, and new subscriptions are still well down on what they need to be, so I'm not making any long term plans ... at least not further than the next Hove show! On the subject of shows, don't forget the Weston one on 10th December ... your last chance to buy your Dragon a suitable Christmas present this year! Off subject, but to save myself the bother of having to keep on answering the same old question .. the reason why I don't give a postcode for this address is really very simple, I want the mail to arrive!. Coded mail to this area either doesn't arrive at all or takes several days longer to get here, and so far as I'm concerned the postcode system comes into the same class as the "New Improved" telephone system ... useless garbage invented for the sole purpose of conning people into paying higher prices for inferior service!. You can go along with it if you like, but I'm damned if I will!. When we get the service we pay for, then I may consider co-operating, but until then no way!. I see the new owner of 4809 User is losing no time in putting the knives into Simon's back ... someone ought to explain to him that blaming others for your own mistakes is bad for business. Still, more on that later. I've just received the stand passes etc for Weston from Andrew, so I'll be sending them along to Bob Hall later this week, together with a supply of master discs, etc. Don't forget to take your cheque book along with you ... we need all the sales we can get, and Bob should have a good selection of Group software etc on offer ... Spend Early For Christmas!. On the subject of which, I HOPE I'll have the December issue ready in time for delivery before the "Christmas Rush" starts (that's the time when it takes half the usual number of letters twice as long to arrive), but a lot depends on when Stephen can get the master disc ready, so advance apologies for any delays ... things are always chaotic this time of year. Oh yes, there is NO truth at all in the rumour that Nigel Lawson resigned because the creators of Kermit claimed that his appearance was breach of Copyright, the real reason was that he said Thatcher was insane, and was threatened with prosecution under the Official Secrets Act!. Well, that's about all for now. More insults, comment, news, etc next month. Paul G.

*Paul G.*

GENERAL NOTICE.

I KNOW this has been said many times before, but please make sure that ALL articles, reviews, etc for publication are sent to THE EDITOR, and all advertising to PAUL GRADE, unless prior arrangements have been made. Failure to do this leads to a lot unnecessary confusion and delays, so it is in your own interest to co-operate in this matter. If you are trying to sell something sending the advert to the wrong address could easily result in it not appearing in the correct issue, and of course, the same applies to articles etc.

WESTON. SUNDAY 10th. DECEMBER. BE THERE.

## Waves... Roy Cashmore.

I came across a short program by A. Evans of Warwick in the January 1984 edition of Dragon User. The program enabled a choice of positive sine wave, negative sine wave or cosine wave and the frequency (number of cycles) to be selected. It was then possible to plot another wave on the screen at the same time.

I thought it would be interesting if the amplitude (the wave height) could be altered and then even better if the combined effect of two or more waves could be seen. I therefore set about modifying and then enlarging the program. The result is the listing below.

In addition to the choice in the original, you choose the amplitude (although it says 0-9, the actual maximum is 9.6, but with that size you will have trouble with combined effect waves). Both the number of cycles and the amplitude allow the use of real (non-integer) numbers. The first wave is drawn and remains on screen until a key is pressed. Next, the following choices are presented: to add a second, to plot the effect of the combined (no point until you have at least two on screen), clear the screen (ie start again from scratch), erase the combined wave plot (useful if you want to see the comparative effect of adding another wave), or to end.

I believe that those who have any dealings with waves will find the program of use; to others it may provide interest or at least give what my wife describes as pretty patterns! I find it hard not to 'just see what happens if...' It is difficult to see the plots of waves of more than about 20 cycles, but the effect of combining waves of high frequencies is interesting as the amplitude of the combined results tends to stay within the bounds of the screen.

```

10 DIM D(255)
20 PCLS:R=0
30 CLS3:PRINT@78,"WAVES";STRING$(27,175):PRINT@110,"====";STRING$(45,175)
40 PRINT@160,"A PROGRAM TO SHOW THE EFFECT OF":PRINT@230,"SINE & COSINE WAVES";STRING$(16,175):PRINT@265,"WHEN COMBINED";STRING$(42,175)
50 PRINT@320,"R N CASHMORE BASED ON":PRINT@353,"A PROGRAM BY A EVANS (1983)"
60 FOR X=1 TO 255:D(X)=0:NEXT X
70 CLS5:PRINT@64," "
80 INPUT"DO YOU WANT A SINE OR COSINE WAVE (S/C)";S$
90 PRINT
100 INPUT"HOW MANY CYCLES DO YOU WANT";W:W=INT(360/255)
110 INPUT"WHAT AMPLITUDE (1-9)";AM:AP=AM*10
120 PRINT:IF S$="S" THEN PRINT "DO YOU WANT THE WAVE TO BE A MINUS WAVE (START HEADING DOWN)?":INPUTU$
130 CLS:PRINT@226,"PRESS ANY KEY WHEN FINISHED":FOR R=1 TO 1000:NEXT R
140 PHODE 4,1:SCREEN1,1
150 LINE(1,2)-(1,109),PSET:LINE(1,96)-(255,96),PSET:FOR A=64 TO 255 STEP 64:LINE(A,93)-(A,99),PSET:NEXT A:DRAW"BM1,96"
160 A=3.1415/180
170 FOR I=1 TO 255
180 IF S$="S" THEN 210 ELSE B=I*W*A:C=COS(B)*AP
190 D(I)=D(I)+C
200 GOTO 220
210 B=I*W*A:C1=SIN(B)*AP
220 PSET(1,96-C,1)
230 D(I)=D(I)+C
240 IF U$="Y" THEN C=C1*-1 ELSE C=C1
250 NEXT I
260 IF INKEY$="" THEN 260
270 CLS8:PRINT@100,"DO YOU WANT TO:":PRINT"ADD ANOTHER WAVE(1)":PRINT"SHOW THE COMBINED EFFECT(2)":PRINT"CLEAR THE SCREEN(3)":PRINT"DELETE THE
  COMBINED EFFECT(4)":PRINT"END(5)":INPUTZ
280 ON Z GOTO 70,290,20,380,460
290 PHODE 4,1:SCREEN1,1
300 DRAW"BM1,96"
310 FOR J=1 TO 255
320 E=D(J)+96
330 IF E<0 THEN E=0 ELSE IF E>191 THEN E=191
340 LINE-(J,192-E),PSET
350 NEXTJ
360 IF INKEY$="" THEN 360
370 GOTO 270
380 PHODE 4,1:SCREEN1,1:DRAW"BM1,96"
390 FOR J=1 TO 255
400 E=D(J)+96
410 IF E<0 THEN E=0 ELSE IF E>191 THEN E=191
420 LINE-(J,192-E),PSET
430 NEXTJ
440 IF INKEY$="" THEN 440
450 GOTO 270
460 END

```

Mail Order... Alexander McIntosh.

One event in the past week has prompted me to put pen to paper at last. Can I make a point in favour of mail order. Some members may be put off by bad experinces in the early days of the Dragon, or by hearing tales of such from users of other machines.

These people may prefer to wait for a show if they are fortunate enough to be within travelling distance and have the time to attend. I do not wish to discourage people from attending these shows - an excellent forum for meeting other users, to see at first hand what is happening in the 6809 scene, perhaps look at the item/items you wish to buy before purchasing and maybe even pick up a bargain. I do, however, wish to persuade more people to buy by mail order.

Firstly, there is not much choice - you will be hard pushed to find the item you want for your Dragon or Tandy in the high street.

Secondly, the firms left in the 6809 mail order market are very reputable (as were many of those who have left the 6809 scene). Although these firms may find it difficult to make a decent living in the 6809 market, their attitude is very professional.

Let me give an example. Pulser Software, who recently took over Orange Software and must now have one of the most comprehensive ranges available to the 6809 user on tape and disk, Dragon or Tandy.

I posted an order to Pulser on a Friday evening. On the following Tuesday evening, I had a 'PHONECALL from Pulser to say that they had just returned from holiday and were snowed under with orders and apologising for the delay. The parcel then duly arrived first thing next Saturday morning. For an order to be completely executed in 7 and a half days is good service by today's standards, but to also have a personal 'phonecall apologising for the delay makes it an excellent service. If the knid of service we can now expect, then you 6809 users out there who were a bit sceptical about mail order have nothing to fear.

Pulser also deal with secondhand software and publish a very good catalogue which is well worth sending for on its own if you are still a bit reluctant to part with your hard-earned cash, but do enclose an A5 size stamped self-addressed envelope.

I have dealt with almost all the companies advertising in Update, Dragon Logic, 6809 User, and Dragon Magazine, and have found no complaints with any of them.

<<I have had orders with Pulser in the past, and can only agree that their service is of the highest quality. Maybe you should give their vast range a try.

Stephen.>>

**Crossword 46 Answers.****ACROSS:**

- 1A). Thermostat
- 2B). Epoch.
- 2G). Topaz.
- 3A). Aroma.
- 3F). Carnival.
- 4B). Cress.
- 6B). Lemon.
- 6I). Trout.
- 8B). Styptic.
- 9A). Royal.
- 9F). Icing.
- 11I). Lower.
- 13A). Rancid.
- 13I). Penny.
- 11D). Horn.

**DOWN:**

- A1). Trafalgar.
- B1). Hercules.
- B9). Opera.
- C7). Stylus.
- D1). Rome.
- D8). Yacht.
- E4). Snoop.
- F10). Arid.
- G11). Nee.
- H1). Torque.
- I3). Nettle.
- I9). Nile.
- K4). Violet.
- K11). Wan.
- L2). Vacuum.
- M1). Salvation Army.
- G1). Statistics.



Tastat Uhr Revisited... Peter Harman.

The bones of the system were described by Lee Cooke in the November 1988 newsletter, so I will not cover old ground again.

Having ordered the unit from the German group, I was disappointed at having to wait about 3 months to get it and this only after several chasing letters. On top of that the Customs put the boot in and charged me 12.00 duty.

The printed circuit was complete but unfortunately some of the wires were broken (it is not a proper printed board). A full circuit diagram, nearly correct, is provided, so I was able to remake the connections.

I was to fit it in one of the Canadian 32K models with RS232 port and upgraded to 64K. This caused some confusion when I tried to follow the instructions for fitting the Tastat board. I got it wrong first time, but after many Dragon-type curses and midnight oil, I eventually solved the problem.

Reconfiguring the keyboard for use with OS9 took me a long time as the keyboard sequence is not one row at a time as the program printout suggests, but hops about a bit. The keyboard is now as I want it and lines up with the suggestions by David Rothery in DU March 1987 for use with Stylo.

Apart from the additional keys available, the RTC is useful as it date stamps all my files which includes letters, so I can easily tell which is the latest when I search the directory.

I think it was all worth while as I learnt a lot in the process. I have had correspondence with Paul Grade regarding lack of response from the Siegfried Gruppe to my letters, and I understand from him that they are in a state of disarray and may not survive. It looks like it will not be much good sending for their RS232 for fitting to a 32K which I wanted. Did anyone get one? If so, I would like details.

Letter To The Editor.

## Conversion of Dragon programs to CoCo.

For those of you who read Mike Stott's comments in Update 60 regarding running Dragon software on the a CoCo, I would like to make the following points. Firstly, and perhaps of not too much importance, Randy Longshore's program converts Tandy disks to Dragon and NOT the other way around. A quick glance at the classifieds will reveal the correct program to use. Secondly, getting Dragon programs working on a CoCo (or the other way around) is not quite as simple as it may seem. Tape based BASIC programs can be saved to tape as an ASCII file by a Dragon, then loaded into a CoCo. This is fine unless the program uses ROM calls (eg typical dirty Dragon tricks like EXEC 41194). If the program uses ANY disk commands then you have got trouble, for few DragonDOS commands have direct TRSDOS equivalents, especially file handling. Saving a program to tape that contains DOS commands won't help at all. As for machine code, you may be lucky - if all ROM calls use the indirect jump table at \$A000 then it should work (you just need a keyboard conversion table). Otherwise, forget it, unless you enjoy wading through reams of code.

Chris Rouse.

FONEBILL - REVIEWED BY R. SUDES

This is a program, as the title suggests, to calculate a quarterly telephone bill. I think that only a Scrooge would find this program useful. The telephone calls have to be recorded honestly over the quarterly charging period and a sheet is provided with the documentation for this purpose. Scrooge may be willing to do this, but I doubt if his wife or teenage daughters would be quite as pedantic as the program requires.

An annoying feature of the program is that all calculations are to a hundredth of a penny, the nearest penny seems to satisfy British Telecom. The accompanying booklet is very detailed showing how to change call rates, VAT etc. I'm afraid that this program will never be a competitor for the BT itemised billing service.

(S.Ed. - Mike Townsend, the author, tells me that he has used this program to successfully contest BT bills.)

Fonebill is available on cassette or SuperDos/DragonDos disc for 3.00 from Dragsoft, 41, Hereford Street, Presteigne,, Powys, LD8 2AT.

**UNFAIR!!!!**

Sorry, but I CAN'T let that comment about "itemised bills" go unchallenged!. For one thing they don't exist yet, for another Telecon (no, that isn't a misprint) only intend to itemise calls of over 50p, and thirdly, Telecon bills only show what they claim the exchange meter shows for your line, which frequently has no connection at all with reality. Anyone with more sense than money should cross check EVERY bill, especially ones from Telecon!. Paul.



Meeting The Maker (1) . . . Alan Cook.

The inside story of Duncan Smeed.

To every half-serious Dragon owner, the name of Duncan Smeed should be a familiar one. As one of the co-authors of our very own bible, "Inside The Dragon", and a former Dragon Data employee, he knows a fair bit about the ins and outs of our machine. I met him at Strathclyde University, where he is now a lecturer in Computer Science, and he told me about his involvement with the Dragon.

Early in 1982, the toy manufacturers Mettoy, in conjunction with Motorola, came up with a plan for a new home computer, and they developed an early prototype. It was similar to the Tandy CoCo, but it was NOT intended to be a complete rip-off - the two machines were deliberately incompatible. For his new machine, Microsoft were supplying their Extended BASIC, but could not supply the BIOS ie the machine dependent parts, since the existing BIOS belonged to Tandy. Motorola, who are based in East Kilbride, turned to Strathclyde University, where they found a lecturer by the name of Duncan Smeed. Duncan had already worked with the 6809 - he regards it as the best 8-bit architecture and he ended up writing the BIOS for this new computer. Just to prove to the world that it was all his own work, Duncan left his initials hidden within the machine. Ever wondered why the letters 'DNS' appear in the end-of-line printer sequence at locations 334 to 336? Well, now you know!

Originally, the Dragon was intended to be a 16K machine, just as the Spectrum then was, but it was decided to make it better than the Spectrum by giving it 32K. Too bad, then, that the 48K Spectrum appeared soon after. In Duncan's view, the machine should have had 64K right from the start, and should have run off of OS9, which he rates as "very elegant and efficient". One thing became clear - Duncan Smeed is a BIG fan of OS9.

At this stage, Duncan was offered a job in charge of software, but he turned it down. Meanwhile, in the autumn of 1982, the Dragon's success story was beginning. Only 25,000 were expected to be sold, but demand soon outstripped supply, and so it was decided to step up production to meet this demand. Dragon Data was set up properly in the new premises and backed by, among others, the Welsh Development Agency.

Everything was pretty hectic, in order to get the machines out as soon as possible. Richard Wadman was hired to write the manual, but it wasn't even proof-read when it came back from the printers - no wonder there were so many typos in it! Things, however, were perhaps moving a little too fast, and people were over-ambitious and over-confident. For example, Dragon Data made the decision not to subcontract the board assembly process, but rather to install all the machinery itself, thus relying heavily on its own resources alone, and pushing up the set-up costs at the same time. But this was boom time, and nobody cared. The offices were plush, and the directors treated themselves to fast cars.

If any company, and especially one in the hi-tech industry, is to progress, it must invest in research and development from an early stage, in order to keep up with new products. However, it was not until well into 1983 when Dragon Data set up its R & D unit, and this time Duncan accepted the position of head of software R & D. An excellent R & D team was built up: probably not, they were stuck in a col warehouse with nothing to keep them company but a couple of gas heaters and a load of foreign language Dragon manuals! What, perhaps, the working environment most conducive to technological innovation.

IN PART TWO - THE DRIVES, THE DRAGON 64, THE BOOK, AND MUCH MORE!!

DON'T FORGET WESTON 12th DECEMBER 10TH.

CoCo Matters (6) . . . Chris Rouse.

Following on from the data file handling routines last time, this month we look at the commands that are used for general 'disk management'. These commands are used to perform the housekeeping functions. Like the file handling routines these commands, although powerful when used in BASIC, offer little to the machine code programmer. However, some of the subroutines called can be very useful. This group contains six commands.

**BACKUP** from \$D262 to \$D2D1. A check is made to ensure that at least one drive number has been supplied, and if all is well any open files are closed and a memory check is performed, to ensure that at least two tracks can be read into memory. All memory from \$988 up to the value held in the variable at \$27 (BASEND) is available for use, so if you have set the top of memory with the CLEAR command, BACKUP could take much longer than necessary. If two drives were specified then the BACKUP proceeds automatically, otherwise a block is read into memory, a 'change disk' message is displayed, then the memory is written to the destination disk. The command exits by jumping into BASIC's main loop at \$AC73.

**COPY** from \$D3B9 to \$D475. On entry, there is a check for valid syntax, then a memory test is performed. COPY uses a number of very useful subroutines, and I will go into these in more depth at a later date. They are: \$C68C get file data; \$C6E5 check directory entry is real; \$C79D read FAT to \$600; \$CD1E calculate number of granules in use. These are called one after the other, to build up a list of all the required information. The disk is then checked for enough free space, and if all is well, the program is copied. Any disk errors are checked for by a subroutine at \$D059.

**DSKINI** from \$D4ED to \$D561. This command marks the beginning of all the 'disk handling' routines in the DOS ROM. All the sector and track handling routines are stored between here and the end of ROM. The usual syntax checks are made, and then a table is built up at \$700 to \$712 that shows the order in which sectors are written to. In order to allow the computer time, sectors are not written/read in physical order ie sector 2 does NOT follow sector 1. Instead, the next sector is located five sectors away, for example the first six sectors on a track have the numbers 1, 12, 5, 16, 9, 2, and so it can be seen that sector 2 is in fact five sectors on from sector 1. Having read the data from sector 1, the computer has time to process it before the read/write head gets to sector 2. A complete 'empty' track is built up in memory by calling the routine at \$D691. All data bytes are set to \$FF and the information required by the FDC is added. The head is positioned over track 0 and this dummy track is written to the disk. The small hole in the disk, near the centre, is used by the FDC to determine the start of the track. Then all 35 tracks are written to the disk. Once this task is complete, the whole disk is read back to check for errors. If none are found, a return to BASIC is made via \$D2CD.

**KILL** from \$C6EF to \$C743. The following calls are made: \$C973 scan name; \$C79D read FAT to \$600; \$C68C read directory and get file data; \$C6E5 make sure entry was real. The granule table is then cleared of the granules used by the program and the first letter of the directory entry is set to zero. This directory sector, and the granule table, are written back to the disk.

**MERGE** from \$CA39 to \$CA3D. This simply sets a flag and jumps into the LOAD routine.

**RENAME** from \$D01B to \$D065. This command will only allow a file to be renamed on a single disk, ie RENAME "FILE1/BAS:0" to "FILE2/BAS:1" is NOT allowed. Syntax is checked to make sure that this has not happened, and then the file data is obtained by a call to \$D056. The new name is inserted in the directory sector, overwriting the old one. This command returns via an RTS and so could be called from a machine code routine, but watch out for disk errors that would cause a return to BASIC via the error routine.

## PEEKING THE DRAGON (19) - BY MIKE STOTT

In some ways this has been a busy month for me as I have had several requests for copies of the Dragon/Tandy keyboard conversion chart which I have sent out as each request came complete with S.A.E. Surprise, surprise I have received a letter asking for help in adventures. Just as I was giving up hope, too. Unfortunately I am unable to help with the two problems so I am asking for help on behalf of Alexander McIntosh of Edinburgh. Firstly, in Mansion Of Doom - Where and how do I find the mallet to drive the stake into the vampire or is there another way to finish him off? Secondly, in Poseidon Adventure - Where or how do I find the wrench to open the hatch or is there another way out? Somebody out there must have been clever enough to get past these problems so please let me know, do not rely on someone else coming up with the answer. If you are stuck on something let me have your queries and we will see how good N.D.U.G. members are at adventures.

Knight Computer Services have sent me a copy of Shaded Lo-Res Epson Text Printer for review and also Dragon Graphics Studio Plus which are now both available at 2.49 and 5.99 respectively. Steve also sent me a copy of Publisher, which he hopes to release at the Weston Show, to try out on my collection of Dos's. There are no instruction sheets yet for this DTP package but it looks very good from what I have seen of it. The protection on this new program is interesting. Backups can be made but will not run. The original disk can be re-formatted and then re-installed from the backup. This will then work normally, so I am told, although I have not as yet tried it out.

Have finally received my copy of Dragon Magazine (Oct 14th) which should have come in July. Andrew Hill apologised for the lateness which was partly due to fewer articles and subscriptions. Andrew has long been a staunch supporter of the Dragon and, I'm sure, would appreciate more subscriptions to his magazine which is now only 4.99 per annum with as many issues as possible in that period. You should be reading this before the Weston Show so why not go along on Sunday 10th December and support those in the Dragon world who are trying to support you.

Since I wrote my last article my family have acquired yet another computer, but unfortunately this one is not 6809 based but a BBC Master 128 for my wife who is an infant school teacher. With the system came a Panasonic KX-P1080 printer which I have now attached to my Dragon instead of the old Tandy DMP105 and I now appreciate the improvement since I have found a screen dumper for the new one. Back to the BBC, my wife complains that she would like software for the BBC that is as good as the educational programs that we have for the Dragon. My youngest son has used the Dragon from when he was three and has really enjoyed learning with Shards etc. This surely dispels the myth that the BBC is the only educational computer worth buying. Does any reader know of any good BBC software for 4 to 8 year olds? None of what I have seen comes even close to LET'S COUNT from Dragon Data or many of the other titles which used to be available years ago.

Whenever I see adverts from people selling up Dragons there is usually mention of old Dragon Users but never old Updates. I have got every one from Issue 27 and would like to get hold of the earlier ones. If anyone hears of any going CHEAP please let me know as I often use Magbase to find an article about a particular subject and find it most annoying when it is in an issue that I have not got. Hopefully with Christmas rapidly approaching there will be a flood of new software through my letter box and I will be able to let you know about it in my next article.



SPACE TREK I & II - REVIEWED BY ALAN COOK

These two text adventures offer one feature which I have certainly never seen before on a Dragon game. Instead of controlling a single character, you control four separate characters, and certain actions can only be performed by a particular character. You can move from one character to another by choosing from a menu, and this system is quite effective and very easy to get the hang of. It also gets round the need for a complex parser - these games manage fine with the standard verb/noun formula.

The games themselves are both set in the spaceship Endeavour, although there are also a few locations on planet surfaces in each game. One drawback, only apparent if you play both games, is that most locations are duplicated in both games - the ships are exactly the same, with virtually all the objects in the same places. No doubt the author was trying to create the feeling that Part II is a direct continuation of Part I, but it is a great waste of memory and if different locations had been used instead then the games could have been made much larger in scope. That apart, there are about seventy locations in each game, although many of them serve no purpose other than to 'pad out' the game and to create atmosphere.

The puzzles vary in complexity, but in general the games are relatively simple and would offer few problems for the experienced adventurer. Once or twice I did have trouble finding the right words for a certain action, even though a full verb list is provided. Another small gripe is that the author continually spelt "WE'RE" as "WER'E" - that and a few other spelling mistakes do tend to jar and detract from the game presentation. At 4.00 each the games are probably worth buying, if only to have a look at the clever multiple character system, though in any event they should provide you with a few hour's entertainment.

SPACE TREK I and SPACE TREK II are both available from Dragonfire Services, Unit 3, Rising Sun Enterprise Centre, Blaina, Gwent, NP3 3JW on cassette or disk for 4.00 each plus 50P p&p.

DOMINOES. REVIEWED BY PHIL CHATFIELD

I would like to begin by saying that I found this program very playable and one which I will return to on future occasions when seeking to pit my wits against the bionic brain. There are only two negative aspects as far as I'm concerned. The first is that, in spite of the fact that you are assured in the instructions that the computer cannot 'see' your pile and therefore cannot base it's move upon the tiles you hold (or more usually don't), you have this uneasy feeling that perhaps this is not altogether true. This could of course be loser's sour grapes or skillful setting of the skill level (I played using level three). The second aspect I found quite irritating was the interminable wait whilst the brain contemplates it's move. I'm quite sure we are all used to this aspect of computer games but at risk of upsetting the dominoes purists I fail to see what there is to think about for over a minute. I'll be the first to admit that there must be complex aspects way above my head but even so. One example I experienced was in the end game when the computer tiles were visible. It held a double six and a six/three tile. It could play a tile with a six at one end or a tile with a two at the other. This, in my view, does not take two minutes to reach a decision!

However, in summation, this is a game I think most people would like to have. It is quite a relaxing pursuit and has the advantage of making silly noises when it is your go. Get DOMINOES, get a good book, and settle down to a pleasant evening of reading, interspersed with tactical play and occasional nagging doubts as to whether this devious bionic box is peering over your tile wall. P.S. The graphics are very clear and easily legible(?) and the keyboard action very positive.

Dominoes available from R & A.J.Preston, Kings Hall Court, St.Brides Major, Mid Glamorgan, CF32 0SE but unfortunately no price was sent with the review copy.

New from the Group!

Having been informed when we were advertising the "Quickshot" joysticks (all sold now, sorry!) that some people were experiencing difficulty in obtaining the requisite interfaces, I have now bought a batch of twenty five of these. They are made by Altai, and enable you to use either Commodore or Atari joysticks with your Dragon or Tandy machine. These are NOT just "adaptors", they are a proper interface unit, which simply plugs into your normal stick ports and has two Atari type "D" sockets. Price INCLUDING postage is 2.20, so order yourself one for Christmas!. Paul Grade.

Not Fishy Business Seven.

I know many of you will probably cheer, but Dudley the Fish is not present this month, as a previous article of his got chewed up by the post and consequently I didn't have the "article in advance" which he thought I had. Rest assured, though, I have it on the highest authority (ie mine) that he will be gracing our pages again next month. He might have had some letters by then...

So this month, it is a welcome back to CoCo Matters, which for some reason beyond my comprehension had disappeared last month. My apologies, Chris. It WILL be monthly eventually.

And finally, to all those people who write to Paul complaining about my articles, YOU COULD ALWAYS TRY WRITING YOUR OWN BLOODY MATERIAL!  
Stephen.

ADVENTURE WRITER REVIEWED BY RAD.

If you are able to understand how a Basic Adventure program is constructed, and have even a slight acquaintance with any sort of Assembly Language, then you will, after some practice with these three powerful Machine Language routines which have been created by Malcolm Cowen, be able to program a Machine Language Adventure. It is available on tape or disc (DOS V1.0), both versions compatible with Dragon Dos. There are three routines - X-FORM to format a database, - X-EDIT to construct or amend the database, - and X-EXEC which runs the completed adventure. The tape version has one short example Adventure which has deliberate errors and omissions for you to rectify, while the disc version has two such examples for practice. Although designed for Text Screen only, this advanced version allows the use of Rainbow Writer, or any similar utility to enhance the display, and in any event enables the use of graphics characters 127 - 255 as well as normal text, by direct keyboard entry. It also provides for jumps to and return from Basic lines incorporated in your Basic Loader routine, to do such things as 'play a tune' or whatever you fancy, which is a valuable feature. Up to 252 Locations, Objects, Text output, Vocabulary synonyms, Movement lines and Command lines can be constructed, and facilities are provided for dumping the Database to printer for debugging. A comprehensive, re-written manual is provided. My only disappointment with this excellent utility was that there is no provision for REM statements in the Command sequences, and the lack of a Command specifically to CLS. The program is on sale by the Group - see small ads.

NDUGSoftware.

Yes, "see small ads". You are always complaining that there isn't any software for the Dragon, yet you don't seem to want to actually BUY anything! Now, you can't tell me that EVERY Dragon owner owns ALL of the 5 titles available from NDUGSoftware! I haven't had ANY orders for Adventure Writer! It's received very good reviews IN THIS MAGAZINE, yet no-one is interested. When the Dragon scene eventually collapses due to lack of software houses (who have left because of lack of sales), you won't be able to blame US for not trying!

I'd hazard a guess that this killer disease called apathy is not just confined to NDUG either. If you don't buy the software, no-one will write any new titles. And NO computer, no matter how "loyal" its supporters, can survive without software.

Maybe you should buy some software now and again? Stephen.

Been to any good shows lately?

As you know, the final Dragon & Tandy Show of 1989 will be at Weston on Sunday 10th. December. The Weston events may be smaller than the main ones, but that isn't necessarily a disadvantage, and they ARE good Shows. Andrew Hill puts in a lot of work and expense to get these shows organised, and he most certainly doesn't make a profit out of them ... for YOUR benefit!. Do yourself a favour, and if you can possibly get there, DO SO, it will be well worthwhile. There's another angle too, if THIS show isn't a success, there may not be enough support from the remaining traders for the Hove show next June to be viable, so it's entirely up to you. Bob Hall will be running the Group stand at Weston as usual, so don't forget to save up all your most awkward questions for him! ... and while you're at it, don't forget to take your cheque book along ... we aren't proud, we'll take money from anyone!.. Paul.

The first thing you should do when writing an assembler program is to clear the space it will occupy in RAM. Normally the Dragon clears the top 200 bytes for string storage. This space can be moved downwards in memory with the CLEAR command. CLEAR 200,&H6FFF will leave the RAM from &H7000 to &H7FFF free for your machine code program, which can start at &H7000. The DASM assembler allows you to write your program in assembly language using normal Basic line numbers and the normal Dragon EDIT facilities. You can save the assembly version as well as the final machine code. As far as I am concerned this gives it a head start. Your first line with DASM would be;

```
10 CLEAR 200,&H7000 if you only need 200 bytes for strings and want
your code to start at &H7000.
```

The second command is always the EXEC command to start DASM converting the assembly language into machine code equivalents. This could be line 15. There are then various alternative instructions you can put on subsequent lines, depending on what you want. Eg. Complete list of the 'passes' etc.etc. Then you define the start address by;

```
20 @START EQU * which puts the start at &H7000 in this case.
```

From this point on, you can begin to assemble the machine code itself. Take note that SPACES are important in assembly lines. Now we can make a start.

## MACHINE CODE TUTORIALS . . . Ken Grade.

If you always wanted to learn this mysterious "machine code", and could never understand the books and articles, (which taught very useful things, like how to fill the screen with X's) then this is for you. The series begins with simple binary numbers, explaining the relationship between them and decimal numbers and leads onto the structure of the 6800E, the various addressing modes and instructions with a special section on use of the DASM assembler. That's just the first batch ! There are another 16 sections, 25 parts in all, covering various topics from simple arithmetic to using graphic screens. The final three show how utilities such as Composer and Rainbow Writer can be used from machine code, and how to create simple sounds with machine language programs. Each section begins by asking a simple question, and if this is answered correctly, you can go directly onto the next part. There is no need to plough right through from part one to find the topic in which you're really interested. There are usually questions to answer at the end of the section as well - no better way to find out how much you've absorbed - and if you don't answer correctly, the message displayed leaves you in no doubt! Also included are useful addresses of ROM routines, how memory is allocated to various uses in the Dragon and several mini-listings of example assembly language programs. These can be listed to printer, as well. Effective use has been made of Rainbow Writer to give a very clear screen display.

Anyone who doesn't know a byte from an opcode should be able to write their own machine code programs after the first 10 parts of this series. For those who can already, much can be learned from the following parts (I did, and I was only going through to see what was there).

The tutorials were compiled by R.A.Davis, originally for Dragnet use, but he has kindly donated them to the Group to assist with funds. Available only on DragonDos disc, at 3.50 inc.post, it has to be bargain of the month. N.B.Orders to Paul Grade only - not to Stephen!

## Another new one for the Dragon!

You read the book, you heard it on radio, and saw it on the box, but can you handle it on the Dragon?! Hitch-Hikers Guide to the Galaxy, now fully "Dragonised" and on DragonDOS disc (only) can be yours for just FIVE POUNDS inclusive. This is a full length text adventure, so big it makes Colossal Cave look like a mole hole, and is completely different from any other adventure game you've ever played. Save game facility is available at any point . . . and you'll need it!. Order your copy in time for Christmas . . . you'll still be playing it in the New Year!. Cheques and orders to Paul Grade.



## GROUP SERVICES.

**DRAGONART GRAPHICS LIBRARY.** Contains THE biggest and best collection of graphics screens for the Dragon, all available at special charges. The Library also wants YOUR original graphics efforts. Full details and list available from:-  
The Librarian, 5, Glen Road, Parkstone, Poole, Dorset.

**TX** Lo-res screen editor and manipulator. Written by Ian Rockett. Price 2.75 inclusive.  
The Librarian, 5, Glen Road, Parkstone, Poole, Dorset.

**BACK ISSUE UPDATES.** Reprints of all issues of Update (from original master sheets) available at ONLY 75 pence per copy inclusive of postage. 14 page index of Update articles only 2.50. Single articles 50p each. (sae for details). @ Send to Eric Hall, 32, Thackeray Hall, Fareham, Hants. PO16-8PB. Cheques made payable to 'Back Issues Dept. (NDUG).

**P.D. Library.** We regret that the PD Library service is suspended until further notice. New arrangements will be made as soon as possible.

## GROUP SPECIALS!

**UPGRADE MANUAL.** Full DIY instructions for upgrading your D32 to 64K. Written by Bob Hall. Price 2.00.

**CIRCUIT DIAGRAMS.** Available for D32, D64, Dragon DOS controller, Comana DOS controller, and CoCo DOS. All the same price 1.00 each.

**NDUG FORTH O.S.** Written by John Payne, the best FORTH implementation available. Includes Turtle Graphics, 80 col w.p. and assembler. Available for V1.0, E5/6 and DosPlus price 10.00 with comprehensive manual. Delta version (single or double density), NO assembler. Price 7.50 inclusive.

**DRAWINGS.** The best selling Graphics utility program. Written by R.A. Davis. Available on tape at 2.50 inc. or the NEW DISC VERSION with FREE 'Mirrorimage' program included (DOS V1.0 or CoCo DOS) only 3.00 inc.

**NECOPY.** Machine code tape utility. Allows copying of headed and headerless programs. Written by Stuart Mills. Price 2.50 inclusive.

**DRAGON DOS TO COCO DOS.** Want to run Dragon discs on your CoCo? No problem. This program written by Chris Rouse allows your CoCo to convert Dragon DOS discs to its own format and retokenise Eric routines. Versions available for CoCo DOS V1.0 and V1. Price 5.00 inclusive.

**COCO DOS TO DRAGON DOS.** Dragon version of the above program! Allows you to convert CoCo discs to Dragon DOS format. Written by Randy Longshore. Price 5.00 inclusive.

**ROM EPROMS.** EPROMS blown to V1.0, patched V1.0, V4.0, V4.1, or translated & debugged V4.1. Price 3.00 each. Send a clean 2746 EPROM when ordering. ANY EPROM up to 27256 copied. Price 3.00 plus suitable clean EPROM.

**DISC EDITOR.** Utility disc for V1.0. Full view and editing facilities. Written by John Cox. Price 5.00.

**FUN DISC!** Over two dozen simple games, quizzes, pix, tunes, utilities, etc. Written and compiled by R.A. Davis specially for the Group. Something to amuse and interest ALL ages and tastes. Available on Dragon DOS disc (only) for just 3.50.

**"BEST OF INPUT".** A disc of selected listings from INPUT magazine produced by permission of Marshall Cavendish Ltd. Price 3.50 inc.

**"ANITUNES".** Disc containing a selection of tunes with animated graphics display. Written by R.A. Davis and Dave Cadman. Price 3.50 inc.

**MC-E.** No, we haven't got the formula wrong! Machine Code IS Easy with the new Tutorial Disc written by Tony Davis for use in conjunction with the Update Easy Machine Code series of articles. Why plod on with Basic when you can teach yourself machine code programming? Dragon DOS disc only 3.50 inclusive. @ Hitch Hikers Guide to the Galaxy. Now fully Dragonised and on DRAGONDOS disc. Price 5.00 inclusive.

**Joystick interfaces:** Genuine Altai interfaces to enable you to use Atari/Commodore sticks with your Dragon or CoCo. Group price only 2.20 inclusive. (only ONE required for TWO stick ports).

**ALL THE ABOVE AVAILABLE FROM PAUL GRADE @ 6, NAVARINO ROAD, WORTHING, SUSSEX.** Cheques payable to N.D.U.G.

## GROUP &amp; MEMBERS PROGRAMS etc.

**NDUG DESKTOP!** The Group's DTP package. Based on a FALSOFT program (produced under licence) this package is available on

either Dragon DOS disc (with Epson type screen dump) or CoCo DOS (with DMP105 dump). Produce your own small posters, advertisements, magazines, program title screens, video title screens, etc. 19 font version 12.50. Orders to:-  
Ray Smith, 5, Glen Road, Parkstone, Poole, Dorset. Cheques made payable to NDUG.

**OS9 MODEM PROGRAM.** Up & downloading of files, any Baud rate from 50/50 to 9600/9600. (NOT split rates). Up/download buffer from 4 to 32K. All 6551 options supported. Price 8.00.  
Phone Barry Knapp on 0932-242800 evenings only.

**DELTA DOS UTILITY.** w/c utility to copy ALL Basic and w/c files from disc to tape in one operation. Basic listing of loader and Hex dump price 1.00, or on tape 2.50 inclusive.  
J. Bustell, 33, Tennyson Avenue, Clevedon, Avon. BS21-7UJ.

**THE PROLOG COMPILER.** A unique PROLOG compiler which converts Prolog 2 to 6809 Assembler. Full implementation with runtime module and comprehensive documentation on disc. Requires Assembler 09 (NOT supplied). SPECIAL MEMBERS PRICE 12.50  
METASOFT, 4, Pinehurst Walk, Orpington, Kent.

**NDUGSOFT!** The former Pamcosms programs are now available from the Group.  
Formula One ... 7.95; Disk-Kit ... 8.50; Sourcemaker ... 0.50; Lightpen (disc only) ... 2.50.  
Orders to NDUGSOFT (NW), 52, Downsway, Springfield, Chelmsford, Essex. Cheques made payable to NDUG.

**MORE FROM NDUGSOFT!** We can now offer the Malcolm Cowen programs, Colossal Cave Adventure and Adventure Writer. Available on cassette only Colossal cave is 5.00 and Adventure Writer 7.50. (Disc version of A.W. now available at the same price).  
NDUGSOFT (NW), 52, Downsway, Springfield, Chelmsford, Essex. CM1-5TU.

**Data & Loader Printer.** Turns w/c into Basic loader and data statements. Prints out hard copies for use in magazines or emergency data backup. 2.50.  
**Fonebill.** Being overcharged? How much of the bill is really yours?!. Just time your calls and Fonebill does the rest. 3.00.  
**Sette.** Set up your Dragon for better colour & sound. Also assists qualified persons in setting up TV's & monitors. 2.50.  
Prices include p&p and 10% donation to Group funds!. Please state Dragon DOS, SuperDOS or tape.  
Mike Townsend (Dragonsoft. Dept. D.U.), 41, Hereford Street, Presteigne, Powys. LD8-2AT.

**Dragon Graphics Studio PLUS:** Updated version of the well reviewed DGC. 5.99 on disc. Printer Control/Desktop Fonts: Twenty fonts for these popular MacGowan w/p's. 4.99 on disc or tape. Text Screen Printer: Print text screens with graphics etc. 2.49 on disc or tape.

Cheques & orders to S. Knight (D.U.) 76, Etwell Road, Hall Green, Birmingham. B28-6LE. (021-777-2477). P.P. 30 pence U.K., 60 pence Europe.

**13th TASK!** The classical Adventure that got rave reviews everywhere! Play the part of Hercules as you clear up the Ancient World baddies!. Usual price is 3.50, but Special Offer to NDUG members of 2.50 inclusive. If you haven't tried this adventure yet you haven't lived!. Orders to:-  
ARC SOFTWARE, 272, Wearn Road, Newton Wearn, Glasgow.

**Database programs for D32/64 & DragonDOS.** All with full facilities including search, sort, and print.  
1) Names & Addresses, 170 items, 4.00. 2) Magazine details, minimum 5000 entries, 4.00. 3) LP records or cassettes, minimum 2000 items, 6.00. 4) 800 contacts, minimum 3000 entries, 6.00.  
Any particular requests?, the above were written to order. Also available, Home Accounts program 3.50, and Facts of the Worlds Countries (also on tape) 3.50. Please specify format when ordering. Details (sae please) from:-  
Graham Strong, 78, Coleridge Crescent, Goring-by-Sea, Sussex. BN12-6LT. (Phone 0953-485751).

**DOS ADAPTOR KITS** to fit your DOS inside the Dragon leaving the port for other uses. A fresh batch of these units is now in production, still at the old price of 16.68 each inclusive.  
Sutcliffe Electronics, 15, West Street, Hothfield, Ashford, Kent. (0233-634191).

**WANTED FOR GROUP USE!** Shinwa CP80 Mki printer. MUST be Mki ONLY, and reasonably priced. Paul Grade.

Large (Winchester?) hard disc unit, also 8" disc drive. Buyer must collect (Derby) or arrange transport!. Reasonable offers please (50% donated to Group funds).  
Does anyone have a 'Claw' interface for sale?  
Contact George Dawson on 0332-571309.

If Jeff Purcell is still interested in running hard disc, please contact Andrew Oakes at this address. Also I want a 40/80 track single drive and original Stylograph disc and manual.  
1, Trumpet Terrace, Cleator, Cumbria. (0946-812758 after 5pm.).

# CLOSING DOWN SALE

## By Pulser Software

Between Sat.25th November and Sat.9th December 1989

**ONLY PART OF THE ABOVE STATEMENT IS CORRECT.** In fact, we **ARE** having a sale, **but we do not have the slightest intention of closing down.** The reason for this unusual heading is twofold...

1) We regret that we are unable to attend the Weston Show in December, so we have decided instead to offer discount prices on many of our titles for a two-week period **ONLY**. Prices will revert to normal after the 9th December. We hope to see you at the next show in 1990.

2) When Dragon retailers have held sales "to make way for new stock" in the past, it has often been a prelude to their closure, and the "hacks of the popular press" have anticipated the event (not always correctly).

**WE ARE ONLY HAVING A SALE.**

**Reductions of up to 50 % off list prices, for 2 weeks only !!!**

TITLE	LIST PRICE	SALE PRICE	TITLE	LIST PRICE	SALE PRICE
Beanpatched	£ 3.50	£ 2.00	✓ North Sea Action	£ 2.75	£ 1.50
CAD-6809	£ 5.00	£ 4.00	Orange Base*1	£ 3.00	£ 1.50
Copycat*1	£ 2.50	£ 2.00	Orange Boot*1	£ 1.75	£ 1.00
Crazy Foota 3	£ 2.50	£ 1.50	Orange Flex 1*2	£ 4.00	£ 3.00
Curse of Comarc*2	£ 5.00	£ 2.50	Physics and Chemistry	£ 4.50	£ 3.50
Data-Designer*1	£ 4.00	£ 3.00	Pyradventure	£ 2.50	£ 1.50
Easel Plus*3	£ 4.50	£ 3.50	Sherlock*2	£ 5.00	£ 3.00
Forest of Doom	£ 2.75	£ 1.50	Sprite Designer	£ 4.50	£ 2.50
French Test	£ 3.00	£ 2.00	✓ Spy Against Spy	£ 4.00	£ 2.00
✓ Impossiball !	£ 5.00	£ 4.00	Supanova	£ 2.50	£ 1.50
Lucifer's Kingdom	£ 5.50	£ 4.50	Turnover	£ 1.75	£ 1.00
Magbase (+DU file)	£ 3.00	£ 2.50	✓ Utopia	£ 4.50	£ 2.50
Matchmaker	£ 2.75	£ 1.50			

**Please add 75p (U.K.) or £ 2.00 (outside U.K.) to the total for postage and packing.** (We regret the increase in P&P costs, which reflects the Post Office's increase.)

\*1 Available on disk only

\*2 Requires FLEX system (disk only)

\*3 Requires Harris BASIC 42 system (disk only)

**>>> HARDWARE AND MANY MORE SOFTWARE TITLES ALSO AVAILABLE - SEND AN A5-SIZED S.A.E. FOR A FREE CATALOGUE AND PRICE LIST <<<**

*Our Address*

Pulser Software, 36 Foxhill, High Crompton, Shaw, Oldham, OL2 7NQ

☎ (0706) 849189

*Look out for new releases in January !!!*

FREE to WEIGHTLIFTER!. Large IBM Golfball printer with interface for Dragon and some programs. Absolutely free to good home. Doug Richardson, 01-878-6936. (Richmond).

Dragon 32, 2 joysticks, 12" mono TV, Shinwa CP80 printer, 6 dram cassette cabinet, 2 cassette recorders, appx.90 cassettes including very good w/p and Edit, and many books and Dragon User magazines. Price for the entire package 150.00. Peter Taylor 0202-700408 evenings or weekend.

DragonDOS fitted with Superdos chi, Single disc driven Philips amber screen monitor, OS9 System, Stylo, RMS, Dynacalc, Basic89, Basic42 with Click & Point plus utilities, Ed:164 and 128, Rainbow Writer, Telewriter, Dasm/Demon, Disk-Kit, Dynafast, plus others. All with manuals. Various books and all D.Users. Price 165.00 the lot. Mike Stein, 01-599-4509.

Manuals etc for many NON Dragon computers ... will swap for anything Dragon!. I also want a copy of the TAPE software for the Trojan Lightpen. Many thanks to the many NDUG members who have been so helpful .. too many to name, but they know who I mean. Thanks chaps!. J.Brown, 45,Marlborough Avenue, Falmouth, Cornwall.TR11-4NS.

One i64 with Plus board, one D64, CoCo64, believed good condition but needs conversion to work UK monitor (diagram supplied) and transformer, Philips B/W monitor, Disc interface, two drives (1 single, one double sided 40 track). Wide range of software inc. most OS9, much DragonDOS including Edit128 for the 80 col.Dragon, and all necessary manuals. About 30 spare discs also available. Sensible offers ONLY please (Circa 200.00+). Buyer to collect. Barry Johnson. 0424-714048.

## BLANK COMPUTER DISCS

Quantity	10	25	50
5 1/4" D/S D/D 96TPI	£4.45	£10.25	£19.40
5 1/4" D/S D/D 48TPI	£3.95	£9.10	£18.90

All discs are guaranteed & complete with sleeves & labels

100 capacity lockable storage boxes £7.95 each  
(only when purchased with discs)

All prices include VAT and delivery UK only.

Cheques/Postal orders made payable to

## Barnston Computer Supplies

18 Barnston Green, Barnston, Great Dunmow, Essex CM3 1PH

Telephone: Great Dunmow (0371) 874234

### CROSSWORD 47. Compiled by J.D. Bateman.

ACROSS: 1A) Water based paint perhaps. 2J) Biblical ship builder. 3B) One way to cook beef. 4A&D) Used for topping up batteries. 6A) Frighten. 6I) To express sorrow audibly. 7J) Appx. 915 millimetres. 8D) Property board game. 9A) Mix up a super compass point to read carefully. 10F) Type of spectacles. 11E) Person who does works of art (?) on the skin. 12A) Go back. 12I) Utensil used by gold prospectors. 13A&H) Mode of transport named after pre decimal coinage. 13I) Colour of one of the earliest stamps.

DOWN: A4) Vanish. B1) Famous deserted ship. C4) Neck protection. D2) See 4A. D11) Harden as a jelly. F4) Wolflike. G7) Well mannered. H3) See 13A. I1) Lets light into a room. I9) Computer term for going round in circles. I10) Fossil fuel. K1) Small Japanese tree. K9) Condensed moisture falling in drops from clouds. L2) Bone in the ear. M1) Sixties guitar playing group still popular today. F12) Qui ir Spain.

Yes, I KNOW I haven't been printing the names of the winners recently, but this is so that I can leave selection until the last possible moment. First two all correct out of the box still get the usual prizes. Paul.

	A	B	C	D	E	F	G	H	I	J	K	L	M
1	E	M	U	L	S	I	O	N	W	B	T		
2	F	A	W							I	N	O	A
3		R	O	A	S	T	P	N	N	M	E		
4	D	I	S	T	I	L	L	E	S	S	K	S	
5	P	E	C	E				N	O	A	I	H	
6	J	C	A	R	E			W	A	I	L	A	
7	A	E	R					O	Y	Y	A	R	S
8	P	L	F	M	O	N	O	P	O	L	Y	O	
9	P	E	R	U	S	E	L	L	R	W			
10	E	S						B	I	F	O	C	A
11	A	T	S	T	A	T	O	O	B	S	T		
12	R	E	L	E	A	S	E	P	A	N			
13	P	A	R	T	H	I	M	B	L	A	C	K	

### The Late, Late Bit .....

There are lies, damned lies, and the kind of garbage that gets thrown at people who have to cease publication of newsletters. This month I find myself in the usual position of having to defend the honour (if not virtue) of Simon Jones. It has come to my attention that the new owner/editor of 6809 User has been making some VERY unpleasant accusations against Simon. Amongst other things he claims that Simon "let down most of the regular contributors", that he failed to hand over all relevant funds and information, that he left many unpaid debts, and that he was only running the mag in order to "impress" people in "the world of journalism". Simon and I may have disagreed on many things, but I can say from my own experience and information that the above allegations are completely false. The new owner appears to have imagined that running a magazine the Dragon is a profit making concern ... it isn't, and never can be. Costing is NOT a simple matter of "subscription X subscribers = capital" and incidentals like advertising, competition prizes, special offer deals, equipment, etc make a large hole in the available funds. Simon was operating at a personal loss, and in fact is still in the process of paying for equipment and settling outstanding debts/accounts from his own pocket. ALL regular contributors and subscribers were given ample notice of the impending change of ownership, and if you consider that Simon was 12 years old when he started the Dragon publishing scene, the claim of "trying to impress" looks as ridiculous as it obviously is. The current owner of 6809 User got all the funds and material due to him, and I think Simon deserves thanks rather than insults. There's nothing new about muck slinging ... I can hardly wait to see what people have to say about ME when I eventually quit!. (but then, what will they print it in?!). Paul.

*Paul*





# THE 2ND NATIONAL COLOUR COMPUTER CONVENTION for Dragon & Tandy Owners

The Rozel Hotel Madeira Cove, Weston-super-Mare  
10 am until 3pm  
Sunday, 10th December 1989

## SEE ALL THATS NEW...

By visiting The 2nd National colour Computer Convention. THE show for ALL Dragon and Tandy Owners, you'll be able to see all the new releases before everyone else, and have a chance to buy them, often at special prices!

## MEET THE FACES...

Everyone who has a future in supporting the Dragon & Tandy will be at the show. You will be able to meet all these people who support you, and produce your favourite products! And you will be able to tell them, face to face, what YOU want in the future. What kind of service you would like, and whats already planned for future release!

## ALL THE FAMILY...

Weston-SUPER-Mare is a superb venue, offering facilities for ALL the family. Including a large shopping centre, and everything else you'd expect to find in a Major Resort!



## WHO WHO AT THE SHOW ?

### COMPUTAPE

-for all the Microdeal and Quickbeam range, plus many more bargain titles!

### DRAGSOFT

-for useful utilities.

### JOHN PENN DISCOUNT SOFTWARE

- for loads - a - bargains, including Flex and O/S-9!

### NATIONAL DRAGON USERS GROUP

- software, hardware, and the best in support available!

### PROTECH SYSTEMS (GB)

- drives & DOS cartridges!

### PRESTON COMPUTER GAMES

- many titles, disks, printers and books, and supplies!  
6809 User  
- with its New owners!

### KNIGHT COMPUTER SERVICES

- for top quality graphics package and their new DTP

ENTRANCE FEES: £2.00 (EVERYONE) / £1.00 UNDER 12s

HOW TO GET THERE: ALL MAJOR MOTORWAYS LINK WITH M5, WHICH BRINGS YOU WITHIN A FEW MILES OF THE TOWN CENTRE. JUNCTION 21.

FURTHER INFORMATION / ORGANISERS DRAGONFIRE - 0495 292159 - 24hr

*• MORE EXHIBITORS NOW BOOKED!!*

*• Bar + Snacks Available!!*