

.MGE format is that used by *Color Max 3* and the .CM3 format is used by *CoCo Max III*. You don't need either of these programs to use *UpDOS*, but saves you make will be compatible with them. *UpDOS* allows both types of formats to be compressed to save disk space. Another new command is the *HVIEW* command, which is the same as an *HSCREEN* command but doesn't erase the graphics page.

Some additional commands are *AUTO*, which allows automatic line numbering when entering BASIC programs; *RUNM*, equivalent to a *LOADM* and *EXEC* for machine language programs; *BORDER*, for changing the border color in the Hi-Res graphics and text screens; and *UNDO*, which removes many of the changes that *UpDOS* makes to Disk BASIC, allowing the running of some programs that would otherwise not be compatible with *UpDOS*.

A few commands have been enhanced by *UpDOS* to provide more capabilities. You can enter *DIR,W* to see a directory listing in multiple columns, allowing more files to be viewed at once. There is a "Copy filename to drive" command, as in *COPY "MYPROG.BAS" TO 1*, allowing saves from one disk drive to another without your having to retype the entire filename. *EDIT xxx,yyy* copies BASIC line *xxx* to line *yyy*, useful when the same line is used elsewhere with only a few or even no changes. *PCLEAR* can now be entered with a value up to 16 in order to reserve more space for low-resolution graphics.

*UpDOS* adds some very useful functions that are enacted with but a few keystrokes. *ALT-F* and *ALT-S* change the CPU speed to fast or slow while maintaining the correct printer baud rate. *ALT-O* toggles true 32-column lowercase. *ALT-P* toggles the dual output to screen and printer. *SHIFT-ALT-BREAK* does a cold start. (It is nice to be able to do a cold start without having to reach behind the computer to probe for the reset switch.) *UpDOS* also allows you to recall and edit the last command line entered. All BASIC functions can be entered in lowercase, and the program can be configured to boot up using lowercase. The only problem I found with this is that while editing it isn't possible to use lowercase to issue commands (such as insert or delete) so it is necessary to shift each letter or do a shift-lock.

*UpDOS* can be configured to your particular system using the menu-driven configuration program. Several options are available in this program that expand the power of the CoCo 3. You can choose either 35- or 40-track drives, single- or double-sided, at any step rate between 6 and 30 milliseconds. There are several features that are executed on power-up

with *UpDOS*. The screen can be set to come up in either 32, 40 or 80 columns, with any foreground/background color combination. For those using monochrome monitors, the color burst can automatically be disabled. Finally, upon power-up *UpDOS* can automatically issue a DOS command or run a specified BASIC program.

*UpDOS* can be used as a program that is loaded in from the disk, or it can be burned into an EPROM, which replaces the standard Disk BASIC ROM. When using *UpDOS* from disk, all of the configurable power-up options are executed when you first load the *UpDOS* program from disk, but not upon subsequent cold starts (*UpDOS* must be reloaded from disk).

I think you will find *UpDOS* a useful addition to your CoCo library, and that using this well-designed and user-friendly product will be a joy.

(ESP, P.O. Box 63065, Wichita, KS 67203, 316-722-7442; \$24.95)

—Michael G. Toepke

## Software

CoCo 1, 2 & 3

### *Paladin's Legacy* — Have Sword, Will Travel

*Paladin's Legacy* is a fantasy role playing Adventure designed to work on any CoCo with a minimum of 64K and a disk drive. In trying to be compatible with every CoCo model, the program relies heavily on color artifacting and therefore loses crispness if viewed on an RGB monitor. So graphics are actually clearer with either a composite monitor or a TV set.

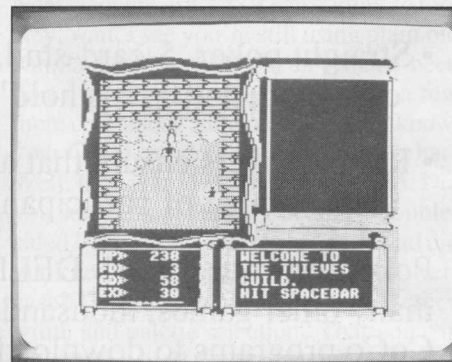
Paladin was a mythical figure who single-handedly brought peace and order to chaotic Tarinth, a land inhabited by elves, dwarves and humans. After 200 years of tranquillity, horrible, unearthly creatures are once again prowling the land, attacking at will and have gone so far as to kidnap the king. Moreover, the king is the protector of Tarinth and its five cities. The citizens of Tarinth now seek a champion to locate and rescue their king and hopefully restore peace in their land. The task is not an easy one.

The game allows you to create your own champion, give him a name and choose his attributes (strength, dexterity, wisdom and intelligence). Once you've done this, your champion is placed onto the terrain to fend for himself. You move around by pressing

the arrow keys, but be careful as unprovoked attacks by a variety of beasts are constant. Once your hero has fought off attackers — accomplished by pressing the space bar — he earns gold and experience points. Gold can also be obtained by finding treasure chests.

In order to survive, you need to find some sort of weapon and armor as soon as possible. It may also be prudent to pick up a snack, lest you die of starvation. Food, weapons, armor and information can be obtained in five cities. Once a city tower or door is found, place your character on top of it and press E to enter the city. At this point the program prompts you to flip the disk over so that the required data can be loaded for your activity in the city.

When the character leaves the city, the disk is again flipped to get back to the playing field. One unique feature of the game is that it allows you to "talk" to any of its citizens. By moving your player in front of the person you want to address and



pressing T (for talk), you can gain some hints, clues or information. It is not enough to be an able-bodied swordsman or a great combatant, as you must also be able to manage your gold properly. It costs 1000 gold pieces, for instance, to buy a boat needed to sail across the waters. Special equipment, such as boots to scale the mountains or heavier and better armor, can all be bought at stores in the cities. Magic — which enables someone to walk through walls — can also be obtained by a clever adventurer. You can even have an audience with the queen, who may or may not give you a promotion to the next level.

To help the weary adventurer, a continuous run-down of the character's current status is displayed on the screen. This lists the amount of food and gold and how many hit points you have. Further information, such as what armor you are wearing and what weapon you are wielding, is found by pressing S (for status). In fact, all commands are simple one-letter commands: A for Attack, B for Board boat, D for Drop, E for Enter, L for Leave boat, etc.

Six pages of instructions, including a background story, accompany the floppy (a

floppy disk instructions and adventures saved and — as it sur to go to an of rebooting

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The CMP pal

floppy disk that you flip over). These instructions adequately cover everything the adventurer needs to know. Games can be saved and recalled, and when death comes — as it surely does — the game allows you to go to an area and be resurrected instead of rebooting and starting all over.

One side of the floppy is copy-protected so that the user can only back up one side (which is like getting one side of your car insured). Furthermore, the instructions start by stating: "...thank you for purchasing this software instead of pirating it." True, pirates exist, but why insult your customer's integrity? If he is reading the instructions, chances are he bought the item and should not be subjected to such comments!

While the constant flipping gets to be annoying and the graphics resolutions are minimal, operation and movement are smooth. The role-playing connoisseur will probably not mind parting with the money to play *Paladin*. The novice, on the other hand, may soon tire of pressing the space bar or may die of starvation before ever really getting involved.

(Sundog Systems, 21 Edinburg Drive, Pittsburgh, PA 15235, 412-372-5674; \$24.95)

— George Aftamonow

## Software

CoCo 3

### A World at War— Revised and Improved

In the November 1989 RAINBOW (Page 110) is a review of *A World at War*. In early December 1989, I was assigned to review this game for a second time. RAINBOW seldom reviews the same product twice unless revisions are so extensive that it is virtually a new product. So, what gives?

As I began examining Greg Wittmeyer's new offering, I kept the November review by Greg Snow beside me. It is a favorable review, but it does contain some minor criticisms. I am pleased to see that the new version appears to have been coded with the review right beside the computer. All the original positive features are still there, but each of the previous areas of criticism is now improved. I believe any programmer who responds that rapidly and positively to a review will probably provide excellent customer service and product support.

The original version is written for the CMP palette and does not contain any con-

venient way to modify the version for an RGB Monitor. I've displayed this game using default CMP colors on an RGB Monitor and it's not bad, but compared to what it should be, the loss in artistic merit is worth mentioning. The new version provides a well-implemented Color Slot Code Editing option along with partial documentation. Fortunately this editor displays each color chip along with the color code and slot it is placed in. Unfortunately, Mr. Wittmeyer does not have an RGB monitor to play around on, so he avoids providing a list of the preferred RGB color codes for each slot. Wittmeyer is correct in his observation that people set their color and hue controls so differently that what I like and consider "peach" may or may not be what

you consider peach. I will list the color codes you might use to start with in setting up the RGB palette (see Table 1).

I played two or three games using the default CMP palette on my RGB monitor. The visuals are impressive and the games fun. Then I converted all the files on the two disks to the equivalent RGB codes and tried running them again. I found amazingly beautiful improvements to what was already a good product. If you own an RGB monitor, take the time to modify the color codes in each slot of each file; the results are worth the effort.

When Greg Snow reviewed this package, he found five ready-to-run *War* files plus a blank default file on which to practice editing. I found six plus a blank. My

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