

 **DRAGON** Data Ltd.

FIRE YOUR IMAGINATION



A FAMILY COMPUTER TO

ENTIER the Dragon, the new Dragon 32. It's the first of an entirely new generation of microcomputers — British designed, British built, and ideal for all users.

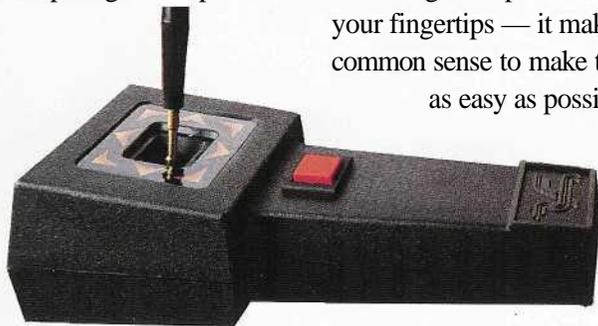
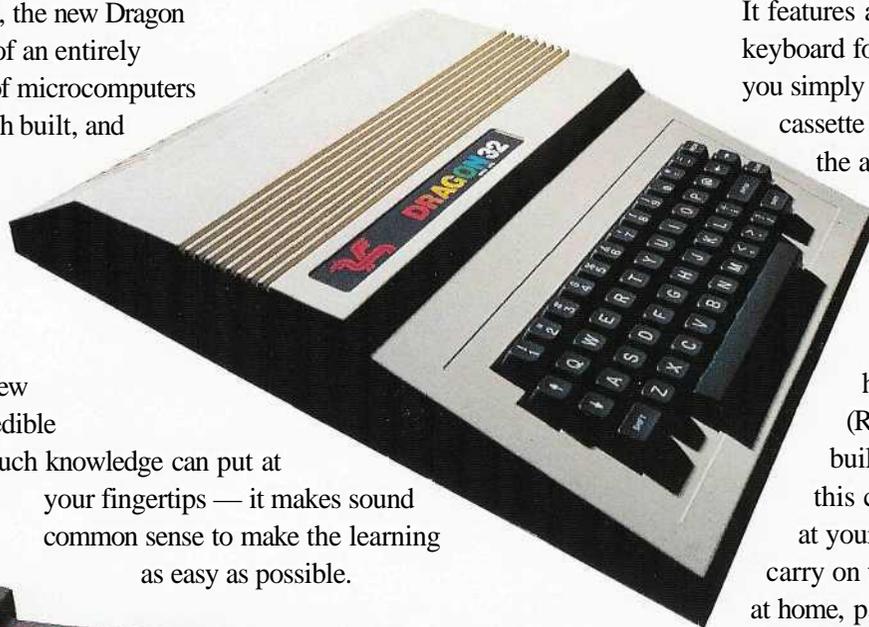
With schoolchildren learning to use computers as second nature, with parents having to learn a totally new technology, with the incredible computing

power such knowledge can put at your fingertips — it makes sound common sense to make the learning as easy as possible.

And it's here that the new Dragon 32 really comes into its own.

It features a standard typewriter keyboard for total familiarity, and you simply plug in a standard cassette recorder, connect up to the aerial socket of a standard UHF television set - and you're ready to start an incredible adventure.

Dragon 32 is powerful, too, having a massive 32K RAM (Random Access Memory) built in as standard. With this computing power literally at your fingertips, children can carry on the learning process at home, parents can learn with them, and the whole family can be entertained for hours with the wide range of computer games currently available.



FIRE THE IMAGINATION



Read all about the amazing features the new Dragon 32 brings into your home in the following pages.

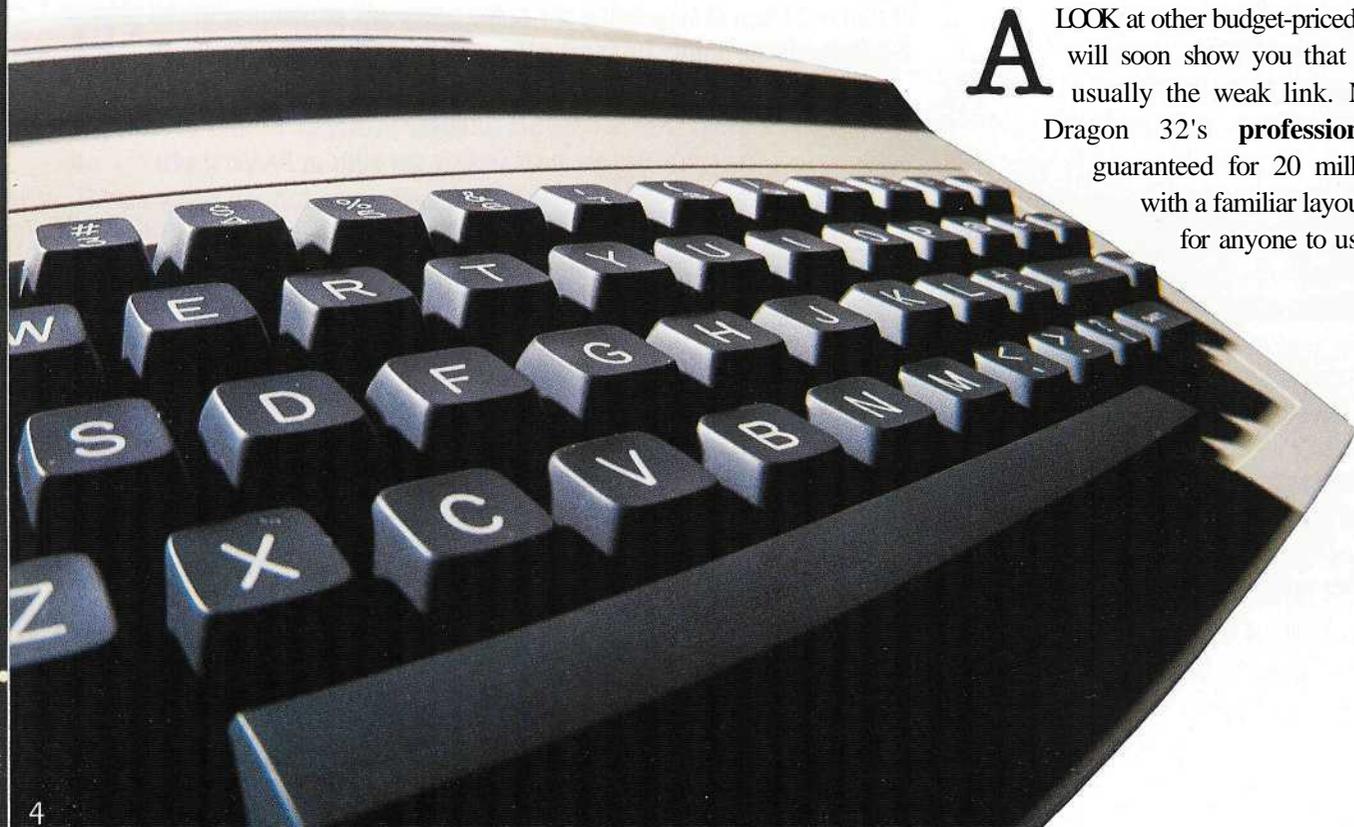
You'll find no other micro will fire your imagination more.

Or you can learn to type using one of the programs available with the Dragon 32. Sort out the family finances with a special budgeting program. Even learn new languages — virtually everything's possible with the Dragon 32's wide range of optional software packages. And, of course, you can even write your own programs using the built-in BASIC that's designed to be easy to learn — and that's when the fun can really start!



FAMILIAR KEYBOARD

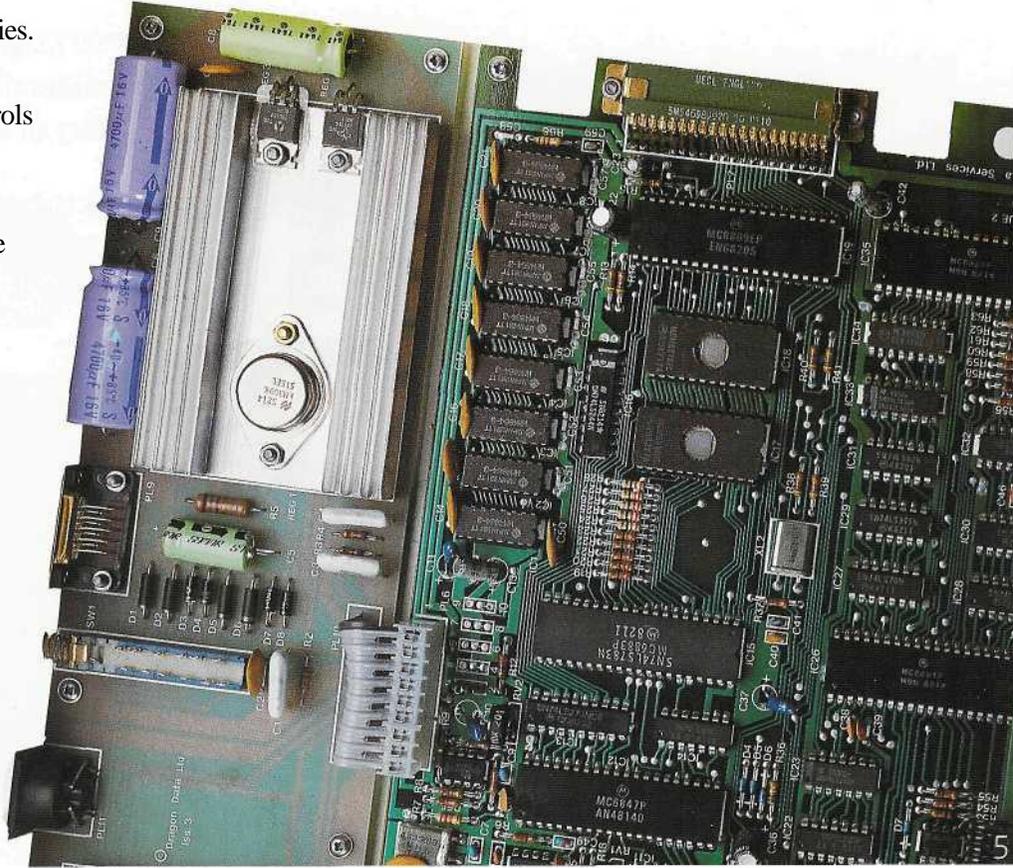
A LOOK at other budget-priced microcomputers will soon show you that the keyboard is usually the weak link. Not so with the Dragon 32's **professional** keyboard, guaranteed for 20 million strikes and with a familiar layout to make it easy for anyone to use.



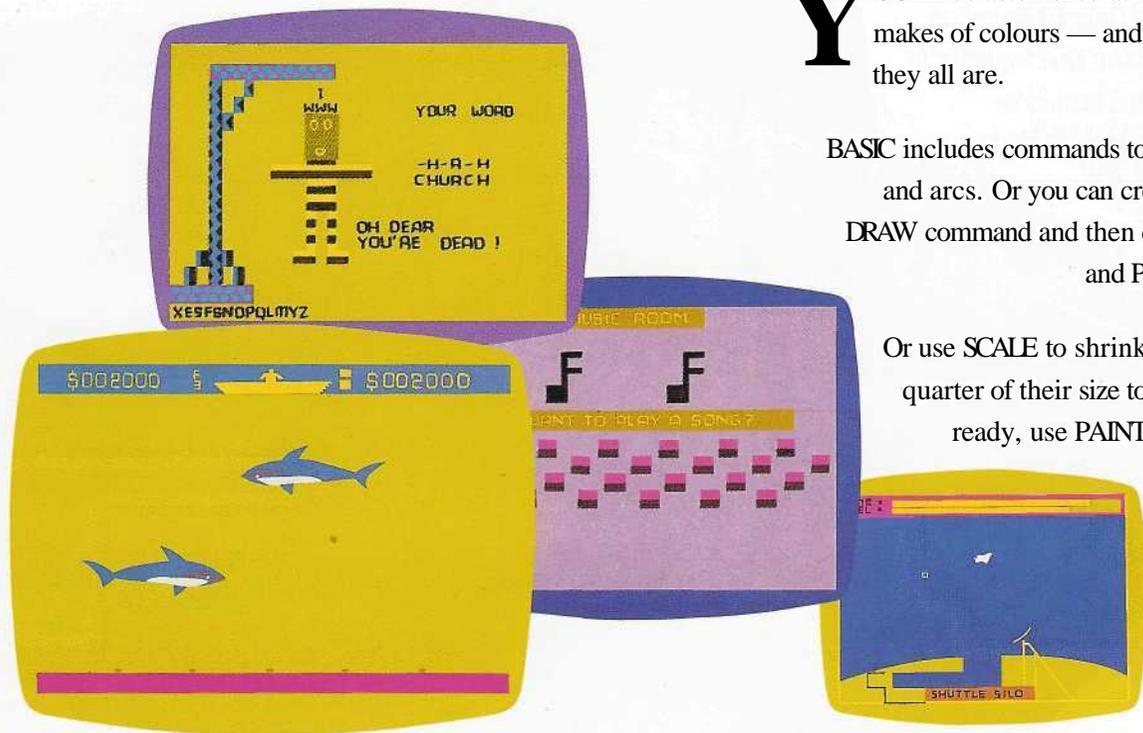
MEMORY

A COMPUTER has two separate memories. The first, called a Read Only Memory (ROM), stores the program that controls the operation of your system and cannot be changed by the user. On the Dragon 32, ROM is an impressive 16K, which also contains the built-in Microsoft BASIC.

The second memory, called Random Access Memory (RAM), contains the programs you're running and the graphics. RAM is not a permanent memory, and contents are erased when you've finished with them. At 32K, the Dragon 32's RAM is more than powerful enough for the average user's needs.



COLOUR AND GRAPHICS



YOU'LL be astonished at what use the Dragon 32 makes of colours — and how sharply defined they all are.

BASIC includes commands to draw lines, rectangles, circles and arcs. Or you can create irregular shapes using the DRAW command and then copy or duplicate with the GET and PUT commands. It's all so easy.

Or use SCALE to shrink or grow your creations from a quarter of their size to 16 times bigger. When you're ready, use PAINT command to fill in the colour.

You can create up to eight pages of full-colour graphics in this way, and by switching from page to page — that's right, animation!

With five levels of resolution from 512 blocks to 49,152 pixels, Dragon 32's powerful graphics can be used for maps, pictures, graphs, spaceships, aliens — whatever fires your imagination.



SOUND GENERATION



ALL the ZAPs, POW!, BRRRM!, UMPHs! and AAARs! you want can be produced on the Dragon 32. So can tunes and even speech.

SOUND command generates a range of no less than 255 tones lasting from 1/15-15 seconds. **PLAY** command uses standard music notation across a five-octave range to create your own music to match your graphics. And because the Dragon 32 has been designed to control a cassette recorder, pre-recorded speech or music can be played through the TV speaker to add a soundtrack to your games. Or use the Dragon **COMPUTAVOICE** program to get your computer to actually talk to you! That's what you call flexibility.

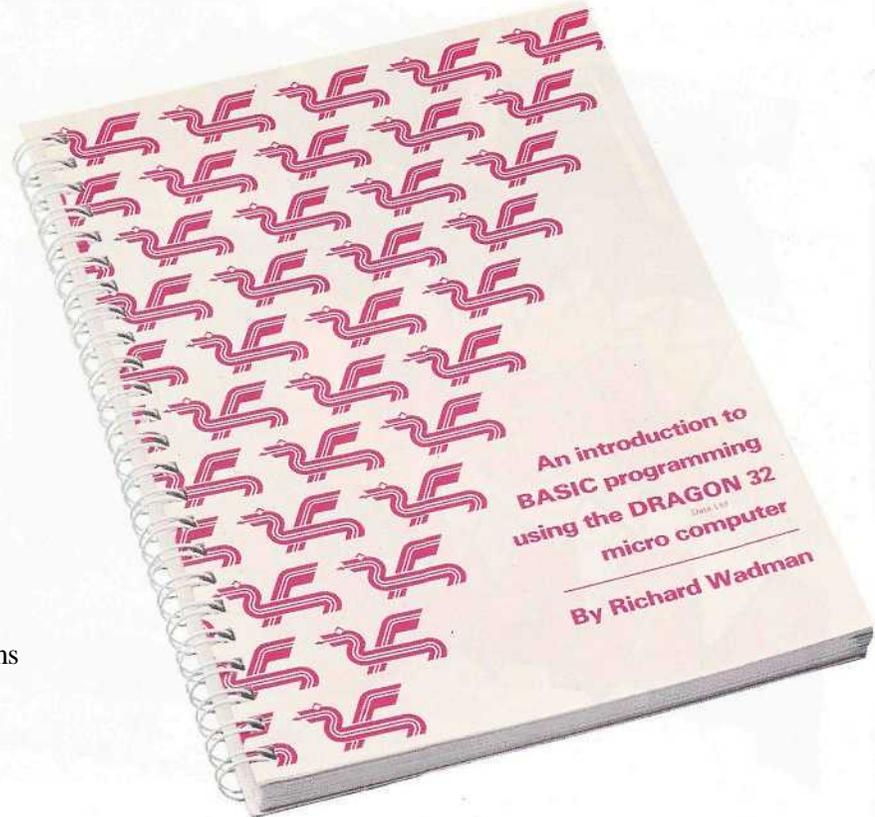


LANGUAGE

BASIC is, as its name implies, one of the easiest computer programming languages to learn. With Dragon, we've gone one step further.

Using Microsoft Extended Colour BASIC, Dragon 32's operating system is **immediately** accessible to the user, yet contains **all** the features even an expert would require. For example — all standard mathematical operations and functions; powerful string handling; display and print formatting. They're all in there, including a full line editor that enables you to alter programs to suit your needs.

You'll find full details on all these features in the 160-page programming manual that comes with every Dragon 32. It's a step-by-step guide with some 60 programs designed to make the Dragon 32 one of the most flexible, easiest—to—use microcomputers available.



TECHNICAL DATA

Microprocessor - 6809E, the most advanced 8-bit processor available.

Memory - 32K RAM, 16K ROM. Usable RAM 30.5K, with 4 pages graphics 24.5K.

Analog/Digital Ports - 2 joysticks, cassette I/O, plus 1 Centronics parallel printer port.

Other Outputs — 1 x 40-line connector with data lines for ROM hardware and peripheral expansion; 1 x UHF TV output with sound and video signal; 1 x monitor output for PAL-encoded video and sound.

Keyboard - professional quality full QUERTY keyboard to data-entry terminal standard. 53 keys, guaranteed for 20 million strokes.

Display — Text—black on green with 16 rows of 32 characters. Supports 128 ASCII character set plus 128 graphics characters.

Graphics-	16 x 32	— 9 available colours
	32 x 64	— 9 available colours
	128 x 96	— 2 sets of 2 colours
	128 x 96	— 2 sets of 4 colours
	192 x 96	— 2 sets of 2 colours
	192 x 128	— 2 sets of 4 colours
	256 x 192	— 2 sets of 2 colours

Sound Generation — through TV speaker or external amplifier.

Graphics Generation - full Microsoft Extended BASIC for advanced features — line, draw, circle, paint, print, etc.

