

# 'DRAGON MAGAZINE'

FEBUARY 1987



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GROOMSOFT

AND

DRAGONFIRE SOFTWARE

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INSIDE...

NEWS: SOFTWARE RELEASES PLENTYFUL!

REVIEWS: FIRE FORCE, SHAOLIN MASTER+  
and others!

HARDWARE: A REVIEW OF THE AMSTRAD DMP2000  
DOT-MATRIX PRINTER!

PROGRAMING: A UTILITY PROGRAM.

PLUS ALL THE REGULARS:

PUNCHJAW'S ADVENTURE PAGE  
HACKER'S CORNER & ARCADE-YIER!

# CONTENCE

This month we have a show report by Michael Edwards, if you weren't there, then find out who was! Also we have a review of the Seikosha GP100A dot - matrix printer. In this month's Hacker's Corner you can find out how to put Jet Set Willy onto disk and see what's the new service Michael Edwards is offering to readers...

In the Adventure Pages Punchjaw gives us his personal views on Broomsoft's latest mega-adventure (!), The Imortal Strain. In Arcade - Vier there's a few details of some arcade games which have recently been released, and of course, a competition.

Shaolin Master + and Fire Force from Quickbeam, Sword & the Sorcerer from Blaby are among the software under fire this month. There's the first of the game-swaps printed as well.

## EDITORIAL

After Blaby's dropping of the Dragon last month (which upset my Christmas by the way!) some good news has, at last, arrived through my door. The news is of Microdeal and Micro-Visions new releases. Micro-vision has released a total of 17 programs, now that can only be good news for the Dragon market, and indeed, it user's. While Microdeal have only released two, but I am told of very good quality. I am now awaiting review copies of this software (take the hint!).

A reader has written in to say that after he heard that Blaby has dropped the Dragon he went upto Blaby (he lives quite close to them) and asked them what was going on, and why they were dropping us. Blaby said that it was due to poor sales of Boulder Crash, and a lot of people had been pirating it. So, I thought I'd let you know, it isn't there choice to drop the Dragon, but yours!

From the same reader, Adrian Human, came a request for us to print a list of all the Software a company produces. Say, one company every month. We've given this some thought and have decided to give it a go, starting off with Blaby next month, and the Microdeal, and so on. So if you have any ideas, write and let us know, because where ever possible we'll try to put pen to paper (or rather finger to keyboard) and write up an article to suit.

Andrew Hill.

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### 'NEW SUBSCRIPTION CHARGES AND ADDRESS.'

Due to certain price increases we have, unfortunately, have to raise our subscription charge from £5 to £6.50. This will still mean, however, we are one of the cheapest reads for the Dragon!

Make cheques or postal orders payable to : ANDREW HILL and send to

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

Next month is our \*\* 1st BIRTHDAY ! \*\*

---

BROOMSOFT, 30 Broomhills, Welwyn Garden City, Herts., AL7 1RF.

DRAGONFIRE, 13 Parry Jones Close, Blaina, Gwent, NP3 3NH.

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(Please enclose an SAE with every letter requiring a reply.)



# CHART

1st	BOULDER CRASH	ELABY COMPUTER GAMES
2nd	SHOCKTROOPER	MICRODEAL
3rd	SPEED RACER	MICRODEAL
4th	MOON CRESTA	INCENTIVE SOFTWARE
5th	BEANSTALKER	MICROVISION SOFTWARE

BUBBLERS: Frankie and Fire - Force.

VOTE: To vote in the Dragon Magazine Subscriber's Chart simply send us a list of your TOP 5 software programs for the Dragon, together with your name and address to the address below. A prize will be awarded every month.

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

## COMPETITION RESULTS

The missing number in Decembers 'Christmas Cube' was 50 . This number was found simply by substuting a number for the symbols which could be easily calculated, and then put in 'probable' numbers for the outhur symbols until the cube works out correctly.

Unfortunatley, we recived no enteries for the Christmas Cube, as you were all, probably, to busy eating the turkey to care about the compo!

## NEXT MONTH:

SOFTWARE: reviews of AIRBALL , Fernando Poo, and more...

HARDWARE: A review of the Amstrad DMP 2000 dot matrix printer.

Plus all the usual Hacker's Corners, Arcade-Yiers, and Adventure Pages, not to mention the first of 'SOFTWARE ROUND-UP' !

## PRICE INCREASE:

Unfortunatley, we have to increase the subscription price for Dragon Magazine to £6.50 , but we hope to have at least 18 pages a month for you from April on. Present subscribers do not, of corse, have to pay extra until their sub. ends, which , if it ends in the next three months, be informed (with their final issue) of a 50p OFF OFFER!

All subscription cheques / postal orders should now be made payable to ANDREW HILL and sent to us at the below address.

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

## NOTICE:

In the January issue of Dragon Magazine, we sated, and incorrectly, that no enteries had been recived for the 'Flow Chart Symbol Competition' in the November issue. In fact one correct entery was recived by Broomsoft. The winner, therefore, is Gary Vaughan of Ponypridd, Mid Glamorgan. In future, we will be unable to offer prizes to enterents who send their enteries off to any address other than that stated.



# BROOMSOFT

30 Broomhills,  
Welwyn Garden City,  
Hertfordshire,  
AL7 1RF.



- P R E S E N T -

## SPACE TREK I

Save the crew of the starship Endeavour. Travel to the Planet Holberg in search of the cure to a deadly disease. Four members of the crew are controlled by a menu selection, each one can do things which the others can't.

## SPACE TREK II

The sequel to Space Trek I. Now you must rescue the adventurer whose minds have been captured. Beam the minds up, and the you must escape! A menu is also used to control characters as used in Space Trek I.

- What Mike Gerrard of Adventure Trail, Dragon User said -

" A lot of thought has gone into this game... "

" Very neat work. "

" ... I think this is an excellent adventure... "

" ... Worth every Penny. "

" ... You should invest #4 and get at least one of these adventures ... "

- Talking about Space Trek I & II., May & June issues 1986 -

## DREAM MACHINE , \*\*\* NEW \*\*\*

The Professor built the Dream Machine, but now he has been captured by a devil! Rescue him by travelling through legendary places to find the objects which the devil wants.

## THE TIME MACHINE SEARCH , \*\*\* NEW \*\*\*

The Time machine blew up into pieces and changed shape. You must find all the pieces to reassemble the machine. Nearly 100 locations for you to map out and many problems for you to solve!

All adventures are #4.00 each inc. Send a cheque or Postal order made Payable to BROOMSOFT to the above address.

### DIFFICULTY RATINGS

SPACE TREK I : Moderate

SPACE TREK II: Moderate - harder than Space Trek I

DREAM MACHINE: Hard

The Time Machine Search: Hard

NB. You do not have to have Played SPACE TREK I to Play SPACE TREK II, but it helps.



## SOFTWARE REVIEWS

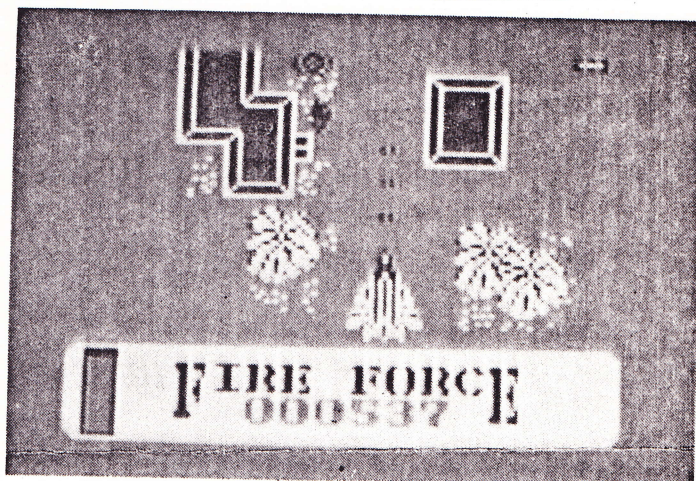
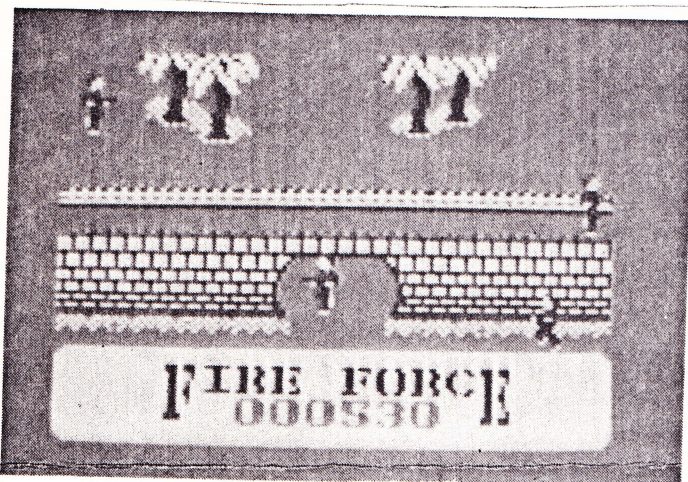
### FIRE FORCE

£9.95

QUICKBEAM SOFTWARE

This game is a good idea and quite well executed. It runs along the 'Commando' lines. The idea is to try to penetrate enemy lines and steal an 'IMFTC SPIRIT' and fly this home.

The first stage is a smoothly scrolling battlefield in a large



Here, the graphics are good, the sound is good and the scrolling is smooth. This stage is the hardest.

The next stage involves walking along a bridge and shooting men again. This is the easiest stage. However, the screen flickers sometimes and is very annoying when it happens. The sound is still good.

The final stage is flying the plane home. This is good, allowing you to stay high and take out enemy fighters or to go low and collect pods.

At the end of each stage it says, 'Congatulations - stage completed', (yes, it does have a spelling mistake - it's not me!).

The music is excellent. In fact, I would go as far to say that it is EVEN BETTER than the Shocktrooper music.

Why don't you tell me what you think the best music in a game is, while we are on it. I vote Fire Force, Shocktrooper and Cosmic Crusader as 1, 2, and 3.

\* \* \* \* \*

EXCELLENT

Michael Edwards.

\*\*\*\*\*

### THE BELLS

£1.99

BLABY COMPUTER GAMES (now available from COMPUTAPE)

This game is pathetic. The man moves as if he hasn't even SEEN Jet Set Willy, and seems to have some kind of 'hyperspace' feature, as he crosses from one place to another without crossing the intervening space.

The screens are too easy at the start, and too hard later. I am wasting disk space keeping it!

\*

YES, WELL!

Michael Edwards.



# NEWS

## M I C R O D E A L   R E L E A S E   T W O   M O R E   G A M E S   !

MICRODEAL Ltd., have released two games for the Dragon/Tandy colour. They are; Stone Raider II and Airball, both priced at £5.95 + £1.00 postage and package. Stone Raider II is a 'Boulder Dash' type game which involves guiding Mario (remember him ?) around 25 different gaves, all of which occupy more than one screen! Among the baddies included in this game are 'Monsters, stones and walls, not to mention slime'!

Their other release is Airball, which is written by Edward Scio, who also wrote Wizard's Quest. It involves guiding your ball around over 150 rooms of an old mansion. But that is just one of the problems - your ball has got a small puncture, and when it gets low you want to hope you're near a room with a pump in it - so that you can jump onto the pump to pump the ball back up! Don't put too much air in it, though, or it will burst. That is just one of the many obstacles for you to tackle!

Microdeal can be contacted at P.O. Box 68, St. Austell, Cornwall, PL25 4YB, or on 0726 68020 if you hold a major credit card.

## Q U I C K   ,   Q U I C K   ,   Q U I C K B E A M   !

QUICKBEAM SOFTWARE, the company who recently took over Smithson Computing and their newsletter; Dragon Monthly, has just announced its to launch three new games soon. These are Super Kid, Metal on Metal and Six-aside-Soccer. We have received no details of what the games are about yet but you will be informed as soon as we do. Also D A M S has just been released by Quickbeam, once again nothing is known about it except for that it was used in Fire Force. For more information please send an SAE. to Quickbeam Software, 67 Old Nazeing Road, Broxbourne, Herts., EN10 6RN.

## M I C R O V I S I O N   P R E S S   R E L E A S E   !   gulp...gulp...gulp.!

MICROVISION SOFTWARE have drowned us with their list of new Dragon software ~~this~~ month, with no less than 15 new products, and a promise of more to come! Among their new releases are; CATACOMB CRISIS, STARSHIP DESTINY, DUNGEON DESTINY and WILD WEST DESTINY are all graphic adventures, while Composer Companion is a utility to accompany Microdeal's Composer package. All the software mentioned costs just £5.00 Inc. except for Catacomb Crisis, which sells for £7.95. Microvision also have released a range of software for use with the FLEX OS, including one adventure and collection of useful utilities. For more details send an sae. to Microvision Software, 8 Wensley Road, Liverpool, L9 8DW.

## B R O O M S O F T   R E L E A S E   N E W   A D V E N T U R E   !

BROOMSOFT have just released 'THE MORTAL STRAIN', a text adventure with over 60 locations. It has already received favorably reviews by Adventure Page writer David Barclay, and costs just £4 inc. It is available from Broomsoft, 30 , Broomhills, Welwyn Garden City, Herts. AL7 1RF.

Michael Edwards of Broomsoft also hopes to release an updated version of the 'sucessfull' Hack-It utility, this time on a handy cartridge.

## N E W S   F I L E   C O M P I L E D   B Y   A N D R E W   H I L L .



## Punchjaw's ADVENTURE PAGE!

By the time this well thought out piece of pure English literature is written, typed out, published, then sent out and delivered by Dragon Magazine's own personal courier, it will be February. But for me, Punchjaw (just in case you didn't notice the header!), it is very nearly Christmas. I have just hung a few stockings by the fireplace, left a few carrots for good old Rudolph, and a McEwans Export for Santa himself. My mother still hasn't realized that it is me who drinks the beer and the rabbit next door who gets the carrots. Don't tell her though, she still thinks that a small, fat, jolly man in a red suit fumbles his way down our chimney to receive our offerings!

Even though I'm still enjoying the Christmas spirit and your gulping down the last sparkling glass of Andrews (or is it Anidine?) trying to tame down that everlasting hangover, there's no need but to enjoy my newest offering. You are enjoying it? (The thought of it fills my heart with warm pleasures!) Ha!

This month I have a treat for you all. Broomsoft has released yet another adventure. This time it is called 'THE IMMORTAL STRAIN' and I'm very privileged to be the first adventure column writer to review it. That is unless that Mike Gerrard gets his hands on it and publishes HIS review before February.

Wait a Minute? I hear you ask.

Q. Doesn't Broomsoft write and publish Dragon Magazine?

A. Yes, he does, and very well too!

Q. And doesn't Punchjaw write articles for Broomsoft and Dragon Magazine?

A. Yes, I suppose (modestly) I do.

Q. Well couldn't Broomsoft bribe Punchjaw to fake a review and pay him a handsome reward to give his own adventure an excellent write up?

A. No, sadly he doesn't! So this is going to be a review (as all mine are) without bribes, or any money exchanging hands, OK?

So what's the game about? Well Michael tells me you have to become immortal to win. What might entail I asked myself. Well among the first few locations I found a piece of paper, on which was written "5 rings, 5 stones, 4 horns; powdered.". The text suggested it could be some sort of cooking recipe, but somehow I didn't think it made Christmas Pudding or even mince pies for that matter. Perhaps an ancient parchment with a recipe to decapitate and destroy an evil blood and fire breathing demon, but surely not a cooking recipe.

The screen layout is very neat, and keyboard input has a good response. A lot of effort has gone into programming, and also careful thinking and planning of the game. The vocabulary is very extensive and there was the occasional witty comment which cheered me up. There are over 60 locations to explore, but one of my favorite features was the motor boat which gave you the option to zoom to four different locations. It added a touch of fun to the game. No hunting for a paddle or bucket to bail the water out from a punctured dinghy. Just jump in and zoom away!

Some silly person left a hand grenade in the forest, and I also found a map written in Swahili which I still haven't yet deciphered. Can any of you speak Swahili?



There's no major obstacle that prevents you getting anywhere in the game. And that is the dreaded ZARGRON! He moves around on his own and after a certain number of moves he kills you. I have to confess I had to phone Broomsoft to ask for help on him. It so happens I knew how to kill him but not the right command. Nevertheless, I've finished him off and I now have four powdered horns, only four stones, and no stones. HORNS

The SAVE facility in this game is the best I've ever seen in ANY adventure - it's EXCELLENT! You can save your current position to Tape, Disk, or even to Memory and recall it at any time. This works well, and I'd like to see it in all future adventures - who ever writes them.

For a laugh I decided to kill off the Goldsmith who had the check to ask me for some coins to turn my melted gold into a gold ring. 'Don't be cruel' was the reply I got. So I left the miserable being to play with his hammer and anvil!

There was a subtle clue in that lot for any adventure morons out there.

Congratulations to Broomsoft for creating an excellent adventure which puzzled me for hours and continues to do so. At only £4 it is an excellent investment. So buy it!

You may wander where the 'Selection Box of Adventures' is this month. Well, it has just gone into hibernation, but should be back with us next month. It asked me to take it out of its straw filled box after the New Year, when celebrations are over. It hates noise!

Many people ask me why I never review bad adventures. Well I don't see the point. There's nothing more boring than reading a review which slags off an adventure. To give an example of this and satisfy all those curious people I'll review a bad game. It is called Keys of Roth, and is written by Tony Nuttall and is very boring. Once loaded you are greeted with an out of key rendition of the original Play School theme.

You play the part of a round yellow thingy which looks distinctly like a 'Pac-Man'. The graphics are pretty feeble, response from the keyboard overall is slow and the vocabulary is pathetic.

To sum up the game - 'Its crap!' Sorry Tony if your reading but you must have been receiving psychiatric help while writing it. Maybe someone out there enjoyed it. If so: Go directly to Jail, do not pass Go, do not collect £200.

'On that sour note I leave you to finish completing my pressie list '(I know you were all a bit busy around Christmas). Next month I'll look at Fernando Poo giving some clues on how to finish the Vortex Factor, and I'll be giving away Broomsofts new adventure in my latest competition. Don't miss it!

PUNCHJAW'S ADVENTURE PAGE is written by David Barclay.

When writing please enclose an SAE if an individual reply is also needed.

DAVID BARCLAY, 1 Dalbeattie Road, Dumfries, Scotland, DG2 7PE.



# SHOW REPORT :

By Michael Edwards.

At the 6809 Show of 1986 there were quite a few companies present, including Quickbeam, Blaby, and (of course) Microdeal.

As I walked through the door QUICKBEAM's stand was looming ahead, so I went there first. Three monitors were at the top of a massive square thing. One was showing Fire Force, one was showing Shaolin Master+ and one was playing a video.

The video, it became obvious, was being played, to the tune which comprised of their games being played to the tune of 'Frankie' for 'Frankie'; 'Ghost - busters' for 'Dickies Den' and 'The A-Team' for 'Fire Force'.

The games that Quickbeam had were in rather unattractive covers, but seemed to sell quite well. Fire Force looked very good.

BLABY had all their usual games, and no new additions. I got a copy of 'The Bells' from them and there is a review of it in this issue. They had an impressive array of around five computers, each playing different computers. Their table was surrounded by noon.

MICRODEAL had three displays - one with normal games at lower prices (where I got Rommel 3-D), one with one pounders, and one selling Tandy games.

Grosvenor Software had SuperDOS, along with all their normal things. Also they had a radio set up with a Dragon with some interesting messages on it.

COMPUSENSE had many peripherals; including an EPROM Programmer kit for only £18 ! They also had something I had never seen before - blank cartridges.

Edward Scio was there demonstrating the totally excellent 'AIRBALL'. He also had a good music package which should be on sale from John Penn Software from around about now. X

Also there was PNP., Salamander, John Penn Discount Software and Mike Vine, wearing a stupid sweatshirt (well I noticed him, so it worked).

The show was surprisingly uncrowded and I think that the next one will probably be the last one. X

## : CLASSIFIEDS :

**SOFTWARE SALE :** Junior's Revenge, 8 Ball, Storm, Keys of the Wizard, Mummy's Curse, Collide, Jet Boot Colin, and Football Manager - ALL for ONLY £8 O.N.O. enquiries to Mr. N. Leach, 'Tarnview', Garstang Road, Cockerham, Nr. Lancaster Lancs., LA2 OEG.

**PRINTED LISTINGS & SCREENS:** BASIC Dragon programs listed or PMODE 0,2,4 screen dumped on an AMSTRAD DMP 2000 printer. Send SAE. for price list/details. To - A. Hill, 13 Parry Jones Close, Blaina, Gwent, NP3 3NH.

\* \* \* \*

To place your FREE classified ad of upto 30 words simply send off what you want printed to the DRAGONFIRE address on the inside cover. If your advert is over 30 words, or you aren't a subscriber then it costs 5p a word. (Small amounts in stamps please).



# DRAGONFIRE SOFTWARE

13 Parry Jones Close,  
Blaina,  
Gwent,  
NP23 3NH.

- P R E S E N T -

## PRINTER PROMPT II



\* Versions available for the Seikosha GP100A & Brother HR - 5 \*  
\* Printers. Custom versions also available - Please enquire \*

This easy to use utility for the Dragon allows you to write letters, lists, ect. quickly and easily onto your Printer. It has a 64 character screen display with true lower case, and which can Print, on the screen as well as the Printer, in double width type. It has a on - screen menu, with options for changing from normal width type to double, and vice - versa, changing the number of characters per line on the Printer, which defaults to 64 for true What You See Is What You Get (WYSIWYG) type Printing.

This Program was reviewed in DRAGON UPDATE, the newsletter of the National Dragon Users' Group in the September 1986 issue. This is what they said :

" This is a very useful Program for anyone ... "

" Congratulations Dragonfire Software ! "

>>> HOW MUCH ??? <<<

ONLY #4.00 INC. <UK ONLY> !!

\* OVERSEAS - Please add 50P for P&P per tape \*

\*\* All orders usually dispatched within 48 hours.

\*\* FREE : A hi - res screen dumper with every order for PRINTER PROMPT II for the SEIKOSHA GP100A only,

\*\* Please make cheques / Postal orders payable to : ANDREW HILL

\*\* Supplied on cassette with full instructions.

\*\* For 'custom version' details for your Printer send S.A.E. to the above address, details sent by return.

SOFTWARE FOR THE DRAGON : SOFTWARE FOR THE DRAGON : SOFTWARE F  
OR THE DRAGON : SOFTWARE FOR THE DRAGON : SOFTWARE FOR THE DRAGO  
N : SOFTWARE FOR THE DRAGON : SOFTWARE FOR THE DRAGON : SOFTWARE



This is number 12. Yes! It is hard to believe but Dragon Magazine has now been going for 12 months. Next month, March, is the anniversary issue. Well, I hope to have something special for you then but what of this month?

For those of you lucky enough to own disk drives but unlucky enough not to have disk games I introduce a new service - TTD. Firstly, though, let us look at Jet Set Willy.

The following Program should be run and then the JSW tape inserted. When the tape has finished, rather than executing the game, the cassette motor will stop.

When this happens insert a blank tape and Press PLAY & RECORD then Press a key. A non-autorun version of Jet Set Willy will now be saved.

#### Program:

```
5 REM WILLYHACK BY M. EDWARDS
10 FOR I=&HAB TO &HDB:READ A:POKE I,A:NEXT I:EXEC &HAB
20 DATA 16,206,0,255,189,160,146,142,1,94,204,57,75,167
25 DATA 128,90,38,251,173,1599,150,0,39,250
30 DATA 142,26,0,52,16,191,1,231,142,127,255,52,16,142,26,3
35 DATA 52,16,191,1,229,126,153,27
```

Now, then. To save a disk copy of JSW type:

```
PCLEAR 1:CLEAR 200,&H1800:CLORDM
SAVE"JETSET",&H1A00,&H7FFF,&H1A03
```

This Program will load in JSW and execute it from disk!

```
10 PCLEAR 1:CLEAR 200,&H1800
20 LOAD"JETSET.BIN"
50 POKE &HFF48,0
60 POKE &H1A0B,&H21
61 POKE &H2CC0,57
100 EXEC &H1A03
```

If you add various lines for Pokes then you can cheat!

```
62 POKE &H2B08,&H7D
(infinite lives)
62 POKE &H2B08,&H7D
63 POKE &H2B0B,&H7D
64 POKE &H2B14,&H39
(immunity)
70 POKE &H1EB3,&HF0
(colour = green on black)
70 POKE &H1EB3,&HE0
(colour = PMODE 3:SCREEN 1,0)
```

For cassette users this version can be used to load JSW more quickly (and more reliably) and to use Pokes!

```
PCLEAR 1:CLEAR 200,&H1800:CLORDM
Pokes here from above
POKE &H1A0B,&H21:POKE &H2CC0,57:EXEC &H1A03
```

Also, if you lose your Protection card this means you don't have to give up JSW. This version does not need it.



## HACKER'S CORNER continued...

T.T.D. stands for 'Tape to Disk'. This is the new service offered by Dragon Magazine to its readers. Here is how it works:

1. Write to us at the BROOMSOFT address (found inside cover) stating which games I have to put on disk.
2. I will write back to you, telling you which games I have not got from your list and asking you to send them, along with a disk.
3. I will put the games on disk.
4. Any DRAGONDOS disk will do but please no DeltaDOS.
5. Please WRAP YOUR DISKS with extreme care. Postmen can sometimes be careless.

NOTE: originals only - if there is no need to send your tape (to save on the postage) we MUST have an ilay (or manual of some sort) to give us some kind of proof that your game is an original, or indeed, you have it at all.

### PRICES ARE:

1.	Games which WE already have	50 p
2.	Microdeal & Tom Mix games	50 p
3.	ANY game published before 1984	50 p
4.	Game published after (or in) 1985	£1.00
5.	Menu program adds to disk which requires you to type 'BOOT' and all games on disk will be displayed and can be loaded by pressing letter, A - Z (upto 26 games per disk), which adjusts for extra games	ADD 50 p
*	*	*

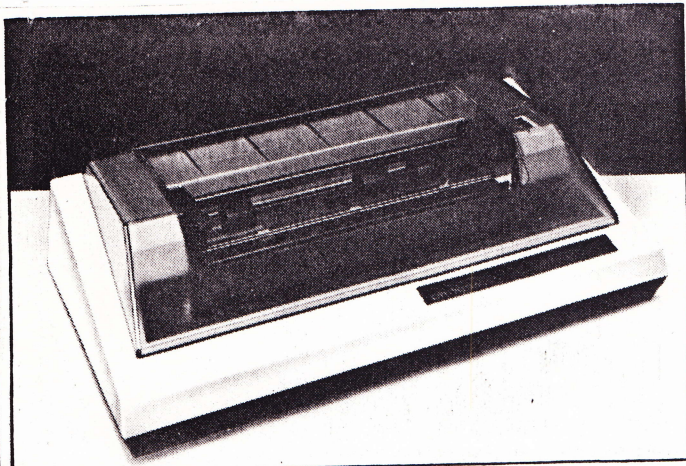
### NOTE FROM THE EDITOR:

I apologise for this months issue being typed, but we first hoped to change from the usual no-near letter quality printer to a near letter quality one, this then became unavalible for use until after the publishing date and so we were left with sending the magazine out late, or a typed issue. This is what we chose.

Next month we'll be in NLQ. for sure, see you then.

Andrew Hill,  
Co - Editor.





SEIKOSHA  
GP100A

Review!

PRICE: £120.00 (around)  
MAKE : SEIKOSHA (SEIKO)

C.P.S. : 30 (modle 1) 50 (modle 2) φ  
MAX. NUMBER CHAR/LINE: 80  
TYPE FACES : TWO, normal and double width (no TRUE decenders)  
PAPER SIZES : Almost any size, from 4" to 12" - A4.  
PAPER MOVEMENT : SPROCKETS (uses TRACTOR - FEED paper).

The Seikosha GP100A is now quite an old printer, which canm out back in 1983. φ  
This is shown by the relitivley slow print speed and the fact that it only has φ  
two type-faces and no true decenders.

It is, however, made robustley and as it is capabile of 80 column print it can 6p  
be used for almost any application, like for spread-sheets or word processing.  
Its type-face is clear, but not of any great quality, and does not stand up  
against todays N.L.Q. prints. And, becuae of this, any 'really serious' work  
on word processing can almost be ruled out.

Dragon magazine has used this printer to print the newsletter right from the φ  
very start, but, as you can see, has no changed. The paper fits onto the sproc  
ets easily (you should try doing this on some printers!), and is made well.

#### CONCLUSION:

This printer is ideal for letter-writing, listings, and almost anything, excep  
where NLQ. is required. There are a lot of these printers in use, with the  
Dragon and other printers. Finding a program to work with it for graphics or  
text should not be a problem.

R A T I N G : \* \* \*  $\frac{1}{2}$  / 5

By Andrew Hill.

NEXT MONTH a review of the Amstrad DMP2000 printer!

The **DAY 1** club

#### IMPORTANT:

MICRODEAL have a club, THE DAY 1 CLUB, which allows you to buy all their new  
Dragon releases through-out the year at only £2.95 + postage. They need only a  
few more members and then will be able to guarantee publishing of more softwar φ  
for the DRAGON in '87. To join you must have a credit card. For more details  
write to (enclosing SAE) :  
MICRODEAL LTD., P.O. Box 68, St. Austell, Cornwall, PL25 4YB.



# THE IMMORTAL STRAIN!

## B R O O M S O F T

Written by Michael Edwards, you take on the role of an adventurer with just one aim - TO BECOME IMMORTAL !

You may search through some 60 locations of this adventure and find the objects needed, if you are lucky! Thwart the attempts of your rival , ZARGRON. Enlist the help of the Goldsmith.

AVAILABLE ONLY FROM BROOMSOFT AT A MERE

**4.00 !**

DIFFICULTY RATING : MEDIUM

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COMING SOON from BROOMSOFT....

### H A C K E R ' S      S O F T W A R E      Version 2.8

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\*                      \*                      \*                      \*                      \*                      \*

### R E V I E W !

SHAOLIN MASTER +  
£8.45  
QUICKBEAM SOFTWARE

This is the second Quickbeam game I have reviewed this month. It is a version of those Kung-Fu games you have on other (Spit, Dig!) computers.

The game has excellent graphics, excellent sound (as all Dave Gibbon's games have) but has a poor collision detection. However, it has to be said that you get used to the collision detection and so this is not much of a problem. XX

What IS a problem is that it so easy in player one mode. The computer player is so predictable that I got a score of 100400 on the day after I got it! Two player mode is the best to play on this, though.

The game is, in conclusion, amazing. I wish I could design graphics like that!

\* \* \* \* \*

Excellent!

14

M.Edwards.

XX



# Arcade ~ Yier

by Andrew Hill.

Well that's it from me for this month, I'll be back next month, though, so be warned! Oh...my word-processor has packed it, no it hasn't, it's just me being a bit stupid again! Well, I thought I would start off this months column like I usually finish it, others writers start off their coulms with a silly word or sentence, why can't I ?, I said to myself. And I'll start of the column next month with a 'silly Sentence' (I was going to use it this month, but I couldn't spell it - wait and see!).

And while we're on the subject of 'silly Sentences' or 'stupid Beginings' why not have a little competition to see who can write the silliest! Send your funny, witty, or silly sentence off to me now (to the address below) and the one which I think is best will recive a copy of J.Morrisons POGO-JO , so get your 'thinking cap' out! (and maybe, if I feel cruel, I will send off a copy of Star Spores to the worts entery!). Try to get your entery in by the end of Feb. though, as I want to brighten up my life within the next month, and you may have two extra pages next month if your sucessful!

Seen thoughts 'Quick Reviews' that Punchjaw does out of his 'Selection Box of Ad-ventures', well I just happen to have a selection box of games for you this month, and maybe every month!

1)	ULTRAPEDE	G 55 %	S 29 %	P 75 %	V 82 %
2)	STAR SPORES	G 22 %	S 28 %	P 43 %	V 32 %
3)	MUDPIES	G 65 %	S 54 %	P 76 %	V 82 %
4)	DARTS (Blaby)	G 39 %	S 10 %	P 53 %	V 67 %
5)	OFFICIAL FROGGER	G 47 %	S 60 %	P 64 %	V 68 %

Some good news came in one the software front this month, Micro-Vision have just released around 15 programs, only one of them arcade though, and Microdeal have released STONE RAIDER II and AIRBALL. The one arcade game which Microvision have released is Misers Dream. Yes, it was in last months column, I know, but originally Blaby were going to market it, but when they decided to drop out of the Dragon gam: market they must have sold the rights to Micro-Vision. Remember back a few months in this column when I promised that I'd do a 'twin review' compairing the two in the column ? We'll sinse Microdeal have so kindly provided me with a copy of the 'Boulder Dash' look-a-like, I will be compairing the two next month.

Quite a few of you have taken advantage of the Free pokes offer - its still on for those who want a copy , and if you can wait , a copy will be enclosed with next months issue of the magazine to those who haven't already taken advantage of the offer.

Ah! No one told me but there happend to be a Jet Set Willy map in the June issue, wich was, unfortunatly, the only one I missed! So after searching hours on end remapping (or at least trying to) JSW for you all (after I lost my original map) it seems to have been a waist of time!

If you have any ideas which you would like to pass on, tips, pokes, maps , ect, or any queiries which you may like to be answered just write and let me know!

And now to end as I suppose to start. Hello, and welcome to the fourth Arcade - Yier, and this month I have for you....

WRITE TO : (ENCLOSING AN SAE. IF PERSONEL REPLY REQUIRED) :

DRAGON MAGAZINE, 13 Parry Jones Close, Blaina, Gwent, Np3 3Nh.



## REPEAT ... UNTIL instruction

```
10 A$="8E7F50BF7ECFCE01348603A7C48E7E26AF418E7E47AF438603A7458E7E36AF458E7E37AF4
8395245504541D4554E5449CC5748494CC556455253494F4EA446414C53C5545255C5811A270984
B2720811C2739399D9FFE7ECF11B37ED1230B9E68109EA63630FF7ECF39C6057E83449D"
20 B$="9FBD88720D4F260BFE7ECF37309F68109FA639FE7ECF3730FF7ECF399D9FBD88720D4F27E
E20E1C10E2709C1102726C1122726398E7EA97F8C5B455854454E444544204241534943205645528
3494F4E20312E30005F7E8C36C0FFFF7E8C3700"
25 X=&H7E00
30 M$=A$:GOSUB 100
40 M$=B$:GOSUB 100
50 CLEAR 200,&H7E00
60 EXEC &H7E00
70 END
100 FOR I=1 TO LEN(M$) STEP 2:X$=MID$(M$,I,2)
110 POKE X,VAL("&H"+X$)
120 X=X+1:NEXT I:RETURN
```

```
5 REM TAPE PATCH
10 POKE &H7E00,42
11 POKE &H7E40,206
12 POKE &H7E4C,207
13 POKE &H7E52,208
14 POKE &H7E98,68
15 POKE &H7E9C,70
16 POKE &H7EA2,72
```

This program will add several new commands and functions to BASIC.

REPEAT ... UNTIL is a bit like a FOR ... NEXT loop except instead of incrementing a counter the program loops round and round UNTIL a condition is true.

REPEAT ... WHILE is the same, except it loops WHILE a condition is true.

Example 1

```
10 I=0
20 REPEAT
30 PRINT I
40 I=I+1
50 UNTIL I=5
```

is the same as:

```
10 FOR I=1 TO 4
20 PRINT I
30 NEXT I
```

TRUE and FALSE are the two functions. TRUE gives a value of -1 and FALSE gives a value of 0. These can be used for 'Endless loops' without using a GOTO.

```
10 REPEAT
20 do things
30 UNTIL FALSE
```



REPEAT...UNTIL PROGRAM continued....

The 'Repeat...Until' instruction can be nested up to 32 times in a program. A ?GO ERROR will be produced if you try to exceed this limit. To clear the stack, use EXEC &H7E00 as the first line of your program.

DISK USERS: Use the program as follows. Type in and save using SAVE ' "REPUNT" , &H&E00, &H7EFF, &H7E00

TAPE USERS: Run the program, then run the 'Tape Patch' program. Save the code using CSAVEM "REPUNT" , &H7E00, &H7EFF , &H7E00 .

WARNING: Always use CLEAR 200 , &H7E00 before loading in the utility.

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Written by Michael Edwards.

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## D R A G O N M A G A Z I N E S E R V I C E S & O F F E R S !

A full list of the services and offers which Dragon Magazine can provide will be published in next months issue. A few are;

FREE POKE & CODE LIST  
ADVENTURE HELP  
TAPE TO DISK TRANSFER

plus many more, some free others with a small fee. FULL DETAILS of ALL the present services will be listed along with their price(s).

W A N T E D : If you think you can help fellow Dragon owners with some problems then please give us your subject which you can help on, name and address. Because remember - 'What mmght be a trivial matter for YOU may be a big problem for some- one ELSE !'.

SEND NOW!