

DRAGON MAGAZINE

APRIL 1987

Dragon Magazine is run by Broomsoft & Dragonfire.

Editors: Michael Edwards & Andrew Hill

In this months magazine...

The AMSTRAD DMP2000 dot matrix printer,
Airball and Stone Raider reviewed!

Software Round-up!

Software of the year - the results!

R.T.T.Y. - the facts

Competitions!

Hacker's Corner, Arcade Yier & Adventure Page,
News File, and much, much, more. Take a look now!

SUBSCRIPTION DETAILS

A years subscription to Dragon Magazine costs just £6.50 (UK) or £9.25 (OVERSEAS). Thats 12 issues, at a budget price! Cheques/postal orders should be in Sterlin and made payable to Andrew Hill. Send all subscriptions to us at -

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

Dragon Magazine can be contacted at -

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

(Andrew Hill)

BROOMSOFT
30 Broomhills
Welwyn Garden City
Hertfordshire
AL7 1RF.

(Michael Edwards)

SOFTWARE HOUSES!

Any software for review should be sent directly to either of the above two addresses. Also any information concerning the Dragon can be sent to us, at the above addresses.

If you wish to advertise in Dragon Magazine, just write to us and we'll send you full details. Any quiriies concerning Dragon Magazine may also be sent to us, at the above, and we'll reply promptly.

Editorial...

The questionnaires have been coming in, and it seems as if you all like the magazine very much. Competitions seem very popular, but hardly any of you enter them when we do run them! So, because of their popularity (!) this month we'll try another one, and see what response it brings and if you want to keep it then use it!

We'd like to start a letters page, but as we suspect not too many of you would write to it this may just become a 'letters Corner' every so often. Its up to you.

A few said they would like more articles from readers... So if you've got anything at all to do with the Dragon and think other users will find it useful - send it in! The 6809 Show, which hasn't taken place yet, but will have by the time you read this. We were there... were you? And for readers up North, don't forget the John Penn show in Ossett!

Andrew Hill
Co-Editor.

*S*T*O*P**P*R*E*S*B*

Quickbeam Software have just released 3 new titles!

Superkid, Galactic Gus, and D.A.M.S. are their names. DAMS is a four channel music utility, which was used to create the music for Fire Force. Its priced at £8.45. Galactic Gus is a 'Jet-Pac' type of game, which, released at the last 6809 Show, sells for only £4.95.

The last of their new releases is Superkid. Priced at £8.95 its story line is that a young boy's imagination has 'created' a boy with super powers, who fights evil. But, as in all good stories, in the end rescues a beautiful maiden. They live happily ever after!

Quickbeam are also promising three two futher releases soon, Metal-on-Metal and Six-aside-Soccer. Expect reviews of Superkid and Galactic Gus soon... Contact Quickbeam at 67 Old Nazeing Road, Broxbourne, Herts., EN10 6RN.



DRAGON MAGAZINE
SUBSCRIBERS
SOFTWARE of the YEAR
1986/1987

ARCADE GAME OF THE YEAR
SHOCKTROOPER
ADVENTURE GAME OF THE YEAR
JUXTAPOSITION

UTILITY PROGRAM OF THE YEAR
PRINTER CONTROL

Those were the results of the Dragon Magazine Software of the Year (1986). All winners were voted in by our subscribers.

We would like to say thank you to all who voted, and a special thank you to the software houses who had winning releases among the results, and also to those who didn't quite make it, without whom this wouldn't be possible.

The winner of the competition was Mr. Justin Smith of Suffolk.

DRAGON NEWS FILE

NEW FROM OCCULT!

Occult Software, publishers of Numerology, have just released its latest piece of software for the Dragon, Bio-rythems! Not much detail about this yet, but it sounds good, and we hope to have a review for you by next month...

National Dragon Users Group

The National Dragon Users Group, which has now been running since 1984, set up after the collapse of Dragon Data Ltd., are still going strong. Their membership has increased, steadily, ever since.

The group, apart from its monthly newsletter, Dragon Update, can offer free repair services to your Dragons, only paying for the parts, special offers, and more. A years membership to the group costs £8.00 in the UK. Contact them at; 6 Navarino Road, Worthing, Sussex. for more details.

Pamcomms Update Sourcemaker

Pam D'Arcy, of Pamcomms Ltd. has just announced that an updated version of her 'Sourcemaker' utility program has just been released. All known errors in the original version are said to be corrected, among other things. If you purchased a version, dated in September, and haven't replaced it yet then contact Pamcomms at 21 Wycombe Lane, Wooburn Green, High Wycombe, Bucks. HP10 0HD.

(advertisement by Broomsoft)

THE SEQUEL IS IMMINENT!

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

Don't forget...

The Dragon Computer Show

at OSSETT TOWN HALL, OSSETT,
Nr. Wakefield, West Yorkshire.

The major Dragon retailers will be there, and you can watch demonstrations from Dragon users who use their computers in an interesting or unusual way.

Easy access from M62, & M1 (exit at Jnct. 40)

Admission: Adults £1.00 , Children/DAPs 50p

REFRESHMENTS AVAILABLE

Saturday 11th April 1987

If you would like to take part in the show as a retailer, or as a 'demonstrator' then please contact John Penn on (04203) 5970 NOW!

Tel: 04203 - 5970

Show advertisements are published FREE of CHARGE, with the compliments of Dragon Magazine. If you are organising a show, let us know!

LETTERS CORNER!

WIN

STONE RAIDER II

if your letter is our

STAR LETTER

write now to -

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

(The EDITORS decision is final)

* Also wanted, programs, hints, tips, pokes, and articles!

* If you have a problem with your Dragon, or if you can't find software, write (encloseing a SAE) and we'll try to help!

Here is some good news for disk drive owners - a program to let you put Microdeal games on disk.

The program works on most games after 1983. If you listen to about one minute of the tape then if there are many gaps it will not work. If there are a few gaps but then a long bit then it should work.

To use it simply insert the tape and run the program. The game will then appear to load. After it has, type in the save filename and press ENTER. Then, to run the game, type RUN"filename.BIN" and it will load, disable the disk drive and run.

It is really only an extension of the short program printed last month with the Stone Raider screen designer. Now you can put games on disk as soon as you get them.

```
10 GOSUB 100
20 POKE &HC88,0
30 ERROR GOTO 50
40 EXEC &HC00
50 EN=PEEK(&HC8B)*256+PEEK(&HC8C)
60 CLS:INPUT A$
70 SAVE A$,&HC00,EN,&HCBB
80 CLOSE
90 CLS:END
100 PCLEAR 1:CLS:FOR I=&HC00 TO &HCFF
110 READ A:POKE I,A:NEXT I:RETURN
120 DATA 16,206,3,254,189,186,119,142,12,143,48,31,189,144,229,95
130 DATA 189,186,236,142,1,210,159,126,189,185,51,142,12,178,48,31
140 DATA 189,144,229,142,1,209,127,1,218,189,144,229,142,1,242,159
150 DATA 126,189,185,51,189,185,51,142,64,0,189,183,91,142,1,242
160 DATA 159,126,189,185,51,134,126,183,1,142,142,12,89,191,1,143
170 DATA 190,1,254,191,1,231,126,183,91,134,57,183,1,142,182,12
180 DATA 136,50,230,189,186,119,158,126,175,140,32,190,1,231,175,140
190 DATA 24,159,126,189,185,51,142,1,242,159,126,189,185,51,190,1
200 DATA 252,175,140,9,191,12,201,57,0,0,0,0,0,0,0,77
210 DATA 73,67,82,79,68,69,65,76,32,72,65,67,75,69,82,13
220 DATA 70,79,82,32,84,72,69,32,116,100,32,68,73,83,75,13
230 DATA 13,0,84,73,84,76,69,32,58,32,0,142,157,61,191,1
240 DATA 13,134,6,151,188,127,255,72,126,186,119,57,186,119,127,47
250 DATA 125,109,125,111,125,111,127,111,127,111,183,111,247,111,119,111
```

Galactic Gus

Publisher : Quickbeam
Price : Five pounds

This game involves finding about 60 fuel pods and returning them to a spaceship. It is set around 215 rooms containing many types of monsters. You have a jet-pack and can fly around at will. There are also other objects - flasks which can be used to drop on monsters to trap them, bananas and a key.

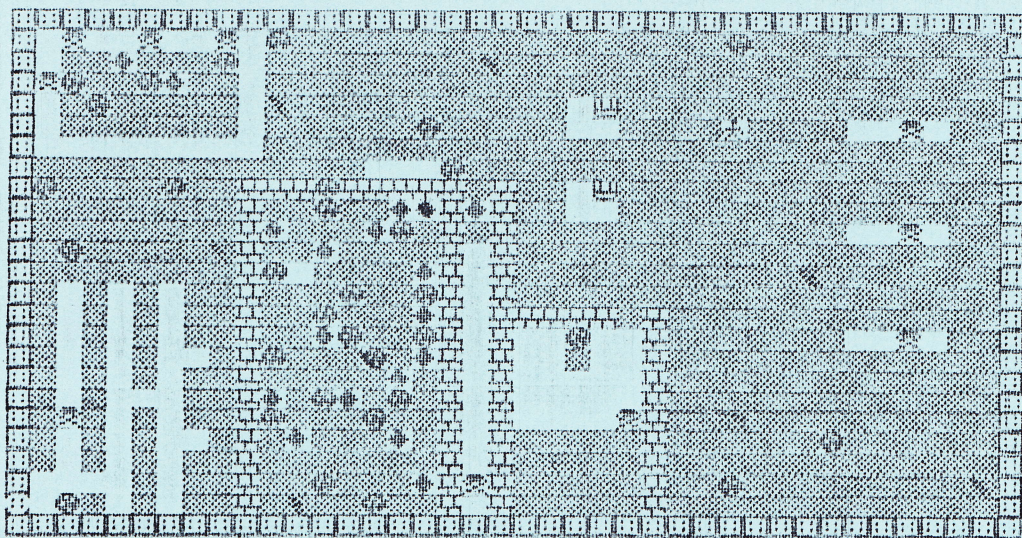
Like a true adventure, this has problems to solve - you must get past a Pac-man, through a door and also through 'Invisible land'.

The game is certainly addictive and well written. It has no apparent bugs. The collision detection is excellent. In fact the game is better than many 'lots of rooms' games I have seen.

I have given it 4 out of 5, not for any fault but because that is what it deserves.

* * * * - Very good

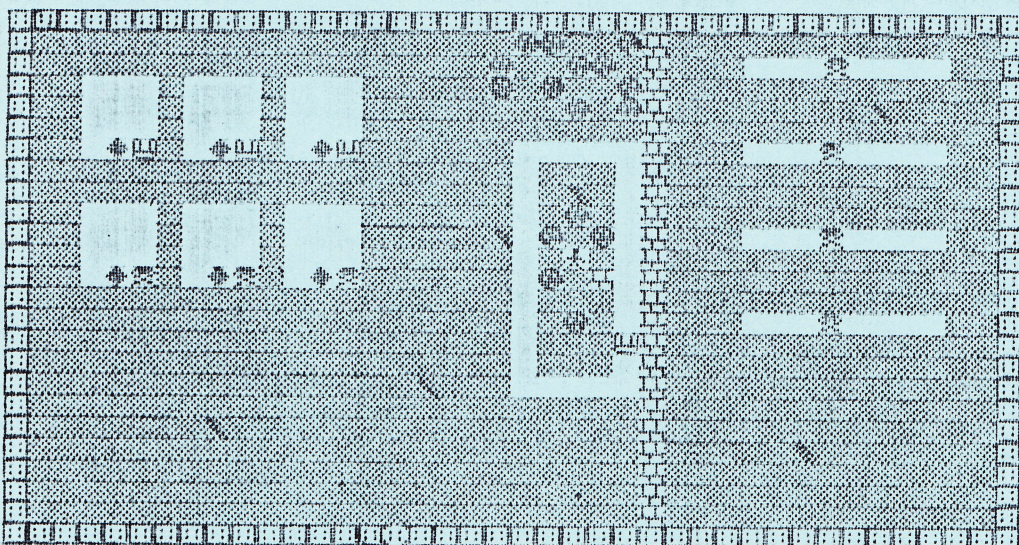
STONE RAIDER - SCREEN 6



Requires 60 crystals

- ☠ - Deadly Skull
- 👁 - Golfball Eyes
- ★ - Mario's start
- ✖ - Slime's start
- ⬜ - Earth
- ◆ - Diamond
- - Stone
- ▣ - Wall
- ▤ - Impermeable wall
- ⌘ - Future exit

STONE RAIDER - SCREEN 7



Requires 50 crystals

These are the full pictures of each level (1 to 5 last month). More next month..!

R.T.T.Y.

(Radio Teletype)

The equipment needed is -

A good, stable communications receiver or similar, with a B.F.O. (Beat Frequency Oscillator) facility. A BFO. allows you to 'tune' the tones heard on the loudspeaker when listening to morse code or data sounds. All communications type of receiver have one.

R.T.T.Y. software -

An interface which connects to the Dragon's printer port. This has a tone decoder which converts the tones you hear into data bits suitable for input via the Dragon's printer port.

A long wire aerial, and if possible, an aerial tuning unit, and a good connection to ground.

You can obtain both software and interface from Grosvenor Software.

You can also get the instructions on how to receive RTTY and, if you are licensed, how to send it.

The RTTY sounds are a sequence of two tones, easily recognizable with a little experience. You can in fact receive these direct into the cassette EAR lead with software, although this is not as good as with an interface.

You will hear these tones of frequencies ranging from 2 Mhz to 30 Mhz. They include weather forecasts, in various languages, and news, such as Reuters. Amateur Radio transmissions from around the world can also be read. The frequencies which they use are - 3.58 - 3.62 Mhz / 7.035 - 7.045 Mhz / 14.080 - 14.100 Mhz / 21.080 - 21.120 Mhz / 28.050 - 28.150 Mhz.

There are many other commercial transmissions, but in the main these are in code and so unreadable.

The Dragon and the software provided are said to be the best among all home computers for RTTY and other data purposes.

Other software enables you to receive 'Slowscan' (facsimile pictures), weather satellites, AMTOR, and Packet, which are alternative forms of sending script over the air. Some of these without any interface.

For more information on RTTY you can write to the British Amateur Radio Teleprinter Group, J.Jones, 40 Lower Quay Road, Hook, Haverfordwest, Dyfed. Please enclose an SAE with your enquiry.

This information on RTTY was kindly prepared for us by a Radio Amateur.

Unfortunately, we are unable to offer any advice on RTTY as we know very little ourselves. If you are interested you may like to write to the above address, or to Grosvenor Software, a major supplier of good quality RTTY software for the Dragon, among other computers. Remember to enclose an SAE !

Grosvenor Software, 2 Beacon Close, Seaford, East Sussex, BN25 2JZ.
Tel:(0323) 893378

Printer Control Review...

Price : £15.00 (from/disk version also available)

Supplier: MacGowan Consultants, 6 Arnhem Drive, Caythorpe, Lincs. NG32 3DQ.

This wordprocessor is the best I've ever seen on the Dragon, or on any other home computer for that matter. On this type of software you can either write pages or just a few paragraphs about it. I will only to the later, as I think thats enough to make any printer owner feel like buying it.

Firstly its compatible with both the Dragon 32 and 64, and 64 in 64K mode, making use of its extra memory! And secondly, it comes to you ready configured to suit your printer, so theres no messing around with control codes. These personal features are what you pay extra for on most software, but not this one! Its very reasonable priced, and the documentation is very user-friendly, as is the program. I got to know virtually all its ins and outs in just over a day!

The screen display enhanced, but only to 42 by 24. Which, while much improved, isn't really good enough for most wordprocessors, I was most because it is for this one, why? Because its own formatting during is so good why waste time and memory formatting the screen. You can use most of the formats available on your printer, and more. Like user-defined graphics characters.

Theres right hand justifaction, auto-repeat (with a speed option!), and screen dumping to name but a few of the options. All operate very neatly and are easy to use. Induividual letters, word or paragraphs can be in any of the fonts, and are easily changed. The screen looks a bit of a mess with all the codes on it, but you can rest assure, when printed your in true style!

One point I will draw your attention to is that it can only give you the features which are available to you on your printer, so don't expect double strike, NLQ, ect.. if your printer doesn't have them! Other than that anyone with a printer should be ashamed to be without this utility! Buy it! It can be configured to most printers, including dot matrix, daisy wheel, and electronic type-writes!

* * * * * - AN EXCELLENT PEICE OF SOFTWARE

Review by Andrew Hill

ARTICLES REQUIRED!

If you have any articles which you think may be of interest to other Dragon/Tandy owners, like hardware reviews, programs, ect. then why not send them in to us for possible publication? And this month we're offering a free copy of The Sword & the Sorcerer by Blaby for the best article recived, wheather or not we decide to publishe it! So send your article now to us (it can be written or printed, any programs on tape please). Articles to:-

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

ADVENTURE PAGE

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

The celebrations have ceased, the champagne cocktails are all finished, all the crackers have been pulled, all the steamers thrown and the cat has just been sic all over Trekboer. Oh, and my hangover has gone. Let's hope we will be celebrating the same time next year. If you want to then keep supporting us, buy new releases, and quit pirating games, and then we'll make it a date.

Firstly my thoughts on Airball, the latest and greatest release from Microdeal. Its a type of adventure, but mostly an arcade game which requires a lot of skill on the joystick. Whats it about? Well you've been turned into a ball by the evil wizard. Remember Wizards Quest, well this is part two. The problem is that you have a slow puncture, so to stay alive you don't need food, water, or even have to collect magical rings, but just a pump!

You also need to collect certain objects such as crosses, tins of beans, a Dragon statue, a pumpkin, a Buddha and a flask. You also need to manouvre crates about to get over certain obstacles. Your quest is to find a spellbook which will make you human again (if any of you find it give it a lend to Punchjaw - ED.).

I'll let the Arcade master, Andrew (What! - ED.), go into the game in more detail in his column, or review, seeing as its more of an arcade game, but the graphics are fantastic, similar to 'Alien 8' on the spitting Spectrum (the first 'intelligent' rubber plant - ED.). If you want Microdeal to continue supporting the Dragon, then BUY IT!

Back to more regular adventures. Mr. D.Mooes from Manchester would like to know how to cross the bridge in Trekboer. You must be carrying too much - lighten your load.

A few more hints on play-

KILL THE SPIDER - *Drug it then take it to the Ex-Xendos room and press button.*

CROSS FORCE FIELD - *Carry Amulet.*

NEED AN AMULET - *Climb Cenotaph.*

STOP ICE MELTING - *Carry ice in blanket.*

REMOVE GRATE - *Pour acid.*

LIGHT DARK ROOM - *Fill the beaker then pour liquid and press white switch.*

XENDOS FLOWER? - *Plant in dark room.*

and now... Aquanaut 471 tips...

MIRROR - *Protects you from lasers.*

COMPUTER - *Fix it with memory grid then RUN computer.*

MUTANT - *Shoot It!*

CAN'T LIFT MODULE - *Ask Huey.*

COMBINE MUSHROOM & SEAWEED - *to make a radiation pill.*

FIX REACTOR - *Eat vaccine and use the module to fix reactor.*

On wards... to the Hulk...

ANTS A PROBLEM - *Plug ears with wax, hold nose, close eyes.*

WHAT TO DO WITH THE FAN - *Wave fan at mesh to dispel bees.*

CAN'T LIFT RING - *Remember nightmare before entering room then lift ring.*

HINTS ON PLAY - *goto empty dome, bit lip, Dr.Strange appears and points to baseboard. Plug hole with wax then 'TALK STRANGE' to get information.*

I just recently received Time Machine Search from Broomsoft. It is an extremely hard adventure; not for beginners, which requires an awful lot of thinking.

You have just finished constructing your latest creation...a Time Machine, and while running tests on it you are knocked unconscious by a loud explosion. You awaken in a new world and to find your way home you must locate the Time Machine. What's the snag? Well... it has separated into 4 main pieces, all which are conveniently camouflaged so they blend into the surroundings. But some nice person has surgically implanted a detector watch in your wrist which helps you locate the four parts.

The problems you encounter are intriguing, interesting, and very original. There are over 100 locations, in which to explore.

The game, however, isn't as well presented on screen as Broomsoft's most recent release, 'the Immortal Strain'. The save facility was also fairly primitive (tape only). But Michael could easily fit in this tape/disk/memory routine.

Apart from those small snags I thought the game was excellent. Locations in the game include a pub (you should know that place quite well, David - ED.), a warehouse, and a school, if you can get past the poison mist, that is. There are many other places to visit, and you will have to do a lot of mapping. In the gym I encountered a robotic basketball player and once you deal with him you find something which will unlock the gates, where you will find an aqualung. With this you can go into the pool, but I still haven't found out why the pool wouldn't drain when I removed the plug (maybe it's blocked - ED.). I particularly liked the problem where you had to pollute the school's sprinkler system to deal with a fierce opponent. I don't want to give too much away in this excellent adventure. If you haven't bought one of Broomsoft's adventures you need your head examined. I thoroughly recommended the Immortal Strain, and this also gets my approval. Definitely worth investing 400 pennies for! I remember several years back Microdeal were selling worse adventures for £8!

Once again we dive into a pool of quick adventure reviews.

GRAPHICS:PLAYABILITY:VOCABULARY:CONTENT

The Immortal Strain :	N/A :	90 % :	85 % :	80 %
Time Machine Search :	N/A :	85 % :	85 % :	90 %
Fernando Poo :	N/A :	90 % :	80 % :	85 %
River of Fire :	70% :	10 % :	20 % :	60 %

Remember a few months ago I recommended River of Fire ? Well, I've had another look at it and decided it's terrible! No-one I know can get anywhere in it. So if you can, help us and please write!

I've also changed a few percentages on the games. That's because I've now got further into them, or, in some cases, just got sick of them.

Next month I'll be reviewing The Thirteenth Task, and I should have the complete solution to Return of the Ring, if I receive it in time. Also I may be allowed to print the Vortex Factor map by Broomsoft. See you then.

Send all your adventure maps, hints, tips, and questions to Punchjaw at the address at the start of the column!

Title : Stone Raider II
Price : £5.95 (+ £1 P&P)
Supplier: MICRODEAL LTD., PO. Box 68, St. Austell, Cornwall, PL25 4YB.

This is the second version of 'Boulder Dash' to become available for the Dragon, and since I did the comparison of it last month, this month I will nearly give a 'view' of it.

The game has some very good graphics, smooth scrolling and excellent sound. In fact it has all the makings of a typical arcade game that you've come to expect from such companies as Microdeal over the past year or so. So what's so good about it? Well, firstly there are quite a number of different things which can kill you, like boulders falling on your head, slime, not to mention the numerous types of monsters. Secondly it played on a screen several times larger than the Dragons screen, and its in levels too, making it a big game!

Its in PMODE 4, and theres no colour option. This shouldn't put you off as most good games now adays are in black and white, and often if colour is chosen it dosen't look very good. The sound, I believe, is four channel, and so it is quiet and not irratative, like on some games.

Its easy to get the hang of, but hard to master. I certainly won't complete it within a month! With the standard of games that are available for the Dragon these days it isn't that spectacular, but its as good as most, better than some. All I can say to you now is BUY IT - because I don't think you'll regret it. If Microdeal can continue producing games of this standard (or higher) then all I can say is 'Long Live Microdeal' (and all who support her, of course!).

98 % - excellent arcade action!

Title : Airball
Price : £5.95 (+ £1 P&P)
Supplier: MICRODEAL LTD., PO. Box 68, St.Austell, Cornwall, PL25 4YB.

This is said to be, in Microdeals advertisements, their 'latest and greatest game'. It certainly is! Its based on those marball games you can get in the arcades, and the popular versions you can get for other computers, such as Hewson's Impossiball, to name but a few.

Once again its PMODE 4 only, but this is needed in this type of game to provide the resolution required. The story is that after completing Wizard's Quest, the evil wizard got out his spell book and turned you into a ball - with a slow puncture, and put you in a maze. In the maze, among other things, is a spell book. This is want you will need if you want to turn yourself back into a human. Unfortunatly for you, these are spikes and numerous obstacles in the maze which will slow you down or evrn burst you! To stay alive you must keep up the air in the ball. And by what better way than by jumping up onto a pump?

Its a hard game, especially if joysticks are used, personally I prefer to use the keyboard. The graphics are the best I have ever seen on the Dragon, and the scrolling is, well I doubt if you will ever see better on your Dragon again! The music is very good too (have you noticed, in recent Dragon releases music is an important feature, often programmed by someone other than te games author?). The idea is excellent, and I've been waiting to play a game like this on my Dragon since hearing about it on other computers, not very long ago. The Dragon seems to have just

caught up with the latest 'trend' in games, and we don't have to wait about a year for a similar version at last! Well done Microdeal.

Its programmed by Edward Scio, author of Wizards Quest. To whom I must congratulate. I would certainly like to see more software from him. If you don't all buy this game then personally I don't think its worth anyone releasing anything else for the Dragon - its excellent. Buy it now, without delay!

100 % - The best game yet!

Both reviews by Andrew Hill.

(advertisement, by Dragonfire)

AVAILABLE SOON!

TYPE WRITE

'A new printing utility for the Dragon 32/64 & DMP2000 printer!'

a touch of whats in store...

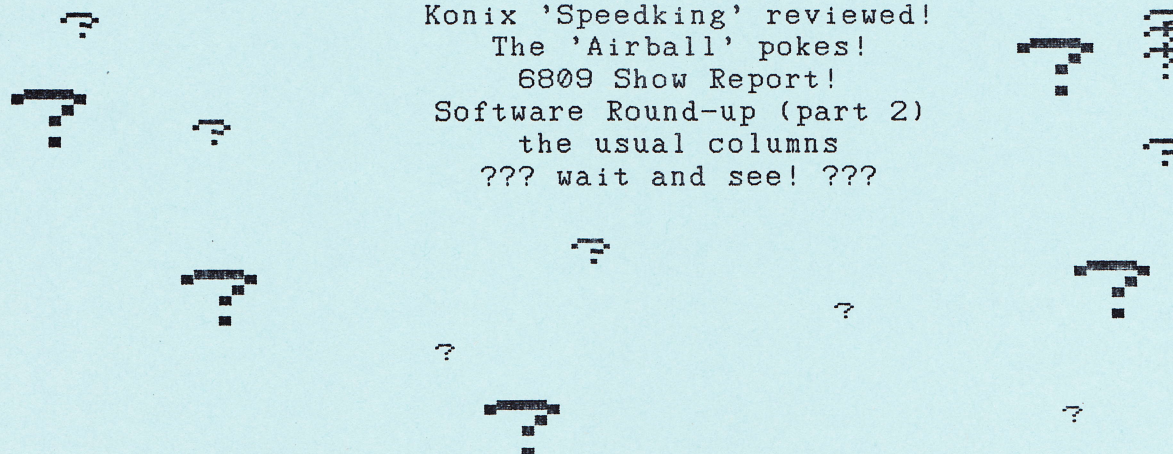
6 different fonts to chose from!
4 'versions' of each font!
3 paper feed options!
3 colour sets - to suit all t.v.'s!
64 character per line screen display!
...and more...

WATCH THIS SPACE!

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

NEXT MONTH...

Konix 'Speedking' reviewed!
The 'Airball' pokes!
6809 Show Report!
Software Round-up (part 2)
the usual columns
??? wait and see! ???



AMSTRAD DMP2000 REVIEW!

The Amstrad DMP2000 is an 'Epson Compatible' printer, which means it has the same control codes for the various fonts as an Epson printer, and so should run with most programs configured for an Epson printer. This is useful, as Epson has become an 'industry standard' among printer manufactures over the past few years.

There are all the usual type faces found on most good quality dot matrix printers, including superscript, subscript, NLQ, and double strike, to name but a few. In fact, all the different types possible are over 100 ! And all are relatively easy to use.

One thing different about this printer is its front loading. Whereas most printers take in paper through the back, this printer takes it in through the front. I've found this to be a much easier way of paper loading. Also, a valuable addition, is the legs on the bottom. These don't have to be used, but if they are they can make extra valuable room under the printer for paper storage.

The 'dip switches' on this printer are, although at the back, are on the outside. So this makes life easier, because on some printers you have to open the case up to change them! On the front of the printer are three 'soft touch' buttons, one for 'on line', one for form feed and another for line feed. There are also three lights, one to tell you if your 'on line' with your computer, one to show that power is on, and another if the paper is empty. If the paper is empty then a beeper sounds for a few seconds to warn you too.

It's a reasonably fast printer, printing at around 105 characters per second draft, or at a good 30 characters per second in N.L.Q. mode. Its type is nice, and up to the standard needed for wordprocessing, whatever for.

The manual is well designed, giving the different commands for different computers. And although the Dragon is not included Microsoft Basic is, and so only a PRINT#-2, is needed instead of the LPRINT command to make it 'Dragon compatible'. It's nice to see some companies are making an effort in this field.

All in all a very nice printer, reasonably priced, and good looking. A suitable printer for anyone, I would think.

NAME : DMP 2000
MAKE : AMSTRAD
PRICE : around £170
FROM : most good high street electrical stores

Review by Andrew Hill.

(advertisement by Broomsoft)

The Sequel is Imminent!

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

ARCADE - YIER

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

Yes, here we are again, another month flown by. You may remember that around Christmas time there was a competition in this column. I wanted to know your favorite arcade game. The prize was a pack of 5 software games. The most popular game was Fire Force, by Quickbeam Software. The winner picked out of a hat was Mr. E.G. Freeman from Northampton. The software has been sent to him. Also, in the competition was a sentence which you had to finish off. So because he was the winner, heres his sentence... I think that 1987 is going to be the year of the Dragon because...new software houses are arousing interest in the Dragon for it to breathe fire again! Well done to Mr. freeman.

On the subject of Fire Force, this has been a game which one or two of you have wrote into me about, concerning the widly varing views that have appeared in all the different newslettes and magazines for the Dragon. Some, or most of the reviews have praised Fire Force, and quite highly. Others, namely the one which appeared in Dragon User, have slashed the game. Well, you thought I was going to clear it up, didn't you? Yes, well your wrong! I just can't agree with the reviews published in this magazine, or anyother, except for Dragon User, that is! I dislike the game. Fair enough, it has good sound and graphics, but the game, well, its true what was said. The gun does have a few blanks, and I often get stuck up the odd tree! It isn't very payable, and quickly becomes boering. Its a case of you'll either really enjoy playing it, and it will be one of your best games, or you'll just hate it. I hate it. Sorry Quickbeam. Before buing it I would recommed you play it first at a show or some where.

Played Microdeal's latest yet, Airball? Now thats what I call the latest and greatest game ever to be released on the Dragon! And, in my opinion, if you can pay ten quid for Fire Force, then Airballs worth twenty! Its sheer excellence, but its quite hard. And for those of you who are finding it difficult, don't worry. Thanks to Michael Edwards we'll be bringing you a lives poke for it next month! Not too long to wait, I hope.

Any of you got a lives poke for Incentives Moon Cresta? If so send it in. Don't worry, the competitions over now to win the machine (I won it!). And why not send in your highest scores on it too. Not just for that though, but for all your games, and I'll publish them. And finally, lets move quickly along to the quick review section.

	G	/	S	/	P	/	V
AIRBALL	100%	/	95%	/	92%	/	100%
DANGER RANGER	52%	/	53%	/	65%	/	50%
PEDRO	64%	/	67%	/	72%	/	63%
LEGGIT	41%	/	38%	/	52%	/	50%
B.C.BILL	52%	/	52%	/	63%	/	58%

(G-GRAPHICS/S-SOUND/P-PLAYABILITY/V-VALUE)

Send all your maps, hints, tips, pokes, and requests on arcade games to this column at the above address. Please include an SAE if you require a personel reply.

don't forget - free poke list still availible!
(SAE please, for a free copy!)

PUNCHJAW'S
ADVENTURE HELP

Need help? Stuck in an adventure? Ask Punchjaw ! The following adventures hidden in the text have all be solved by myself (most of them), and I will try to assist you by answering any questions you have on them. Write to:-

Punchjaw, 1 Dalbeattie Road, Dumfries, Scotland, DG2 7PE.

written in a way that only Punchjaw could do! - ED.

Whats the best sort of adventure for a beginner to start off with ?

Well, Shenanigans is fairly easy and it has many problems that will tease you and stretch your brain to the limits.

Once completed, you could visit Calixto Island, or even go for a swim in the Sea. Question is can you handle it ? I wouldn't try arriving at Voodoo Castle, just yet, or even making an appointment with the Sorcerer of Claymorque Castle. If you did you might find yourself getting into a Tangle. Wood you like to know my favourite adventures ? Well, the best adventures around are Juxtaposition, and Return of the Ring. But if you try harder adventures too soon you might get Lost. In Space is the setting for one particular adventure. If you still haven't got it ask Franklin. Tomb is another favourite.

A good idea to get started is in a Time Machine, shooting up through the Vortex Factor and on to the Circus. You may also like to see the Pyramid of Doom on your little Trek. Boering you am I? I hope not.

Many people think that to complete an adventure you have to become Immortal. Strange thing is you don't. You may also like to go on a Space Trek, and if you get lost try asking a friendly Pirate. Adventures are complicated pieces of programing, and it takes a lot of time and thinking to finish them. But once you have completed your first you will know the satisfaction us adventure addicts get. Don't just sit there and Dream. Machine-ry is taking over. Plug in your Dragon and get thinking.-

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>> If you're adventure still isn't listed - you can still write and ask!

CLASSIFIEDS

Help! Can anyone sell, lend or swap (for software) the April 1984 issue of Dragon User. Contact: Bob Lee, 362 Burton Stone Lane, York, North Yorkshire, YO3 6EZ.

Software Library : Adventures/games/utilities. Can't buy that old deleted program? Then hire it ! (also recent titles). Established Two & Half years. Send SAE or 2 * 18p stamps for details. M.Vine, 120 Auriel Avenue, Dagenham, Essex, RM10 8BU.

Classified advertisements are free of charge to Dragon Magazine subscribers. Send in your advert now! Non-subscribers or trade - 5p per word.

Send all adverts to:

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

if cheque or postal order needed, please make it payable to Andrew Hill

"What?" I hear you all cry. "but Andrew Hill is doing an Airball review!"

Quite true, but as its such an excellent game (and I bet I've got futher than him because I have found every location and nearly finished it!), I am too!

The reason I have done my own Airball review is because in the light of playing experience, I have found it much more enjoyable. When I first got it, I could do nothing. The movement was difficult to manage precisely. This was remedied slightly by using the keyboard, but only by tapping the keys lightly could exact movement be managed, Silly? No. Some of the problems in this game involve doing certain things (I won't say what!) to let you move exactly.

The instructions say, "Press D to swap between 4 and 8 directional movement." Really you should have no choice. Some problems require you to move at angles to the blocks. But what does it matter.

Another critical point that another review might have is that the arrows are used formoving you north-west, and it may become confusing. Not at all. One key press for normal movement is much easier than perhaps two (up and right for NE).

Just in case Andrew Hill has not done a review this issue (which, of course, he has - ED), the game is a 3-D arcade adventure, along the lines of Knightlore and Alien-8. It involves finding a spell book to turn you from a ball back to a human (well, actually ... see below).

There is no flicker at all and the game is executed brilliantly. That is a mini-summary of the game.

When you find the spell book (which is two locations away!) you must return in to the start room and drop it. Hey presto ... the Wizard appears and says ... "Get me six ingredients ... bye!" And that is the aim of the game. As you are reading, I am tring to finish it. I know where they all are, so just wait!

* * * * *

(yes 6 out of 5!)

the BEST game I have seen yet!!!

Clues - to get the spell book go NE, past the hill of blocks, and get to a room with two lamb statues. Jump onto one block and press space to get to the top one. Go and drop it somewhere far away. Next get to the position indicated below and press space. You should ge the book (use keyboad controls). Return to the start location, drop the book and start in earnest...

Room Layout

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**@
**

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** = Crate / -- = Book / @ = Ball Position

Next month - AIRBALL POKE!!!

SOFTWARE ROUND-UP

BLABY COMPUTER GAMES

Perilous Pit	£1.99
The Bells	£1.99
Barmy Burgers	£1.99
Laser Run	£1.99
Mutant Wars	£1.99
Boris the Bold	£1.99
Ruby Robba	£1.99
Darts	£1.99
Bombs Away Basil	£1.99
MacDougal's Last Stand	£1.99
Mission Attack	£1.99
Brock's Kingdom	£1.99
Do-Do	£1.99
Copta Snatch	£1.99
Star Defence	£1.99
Desperado Dan	£1.99
Star Swoop	£1.99
Fruit Machine	£1.99
Guardian	£1.99
Kama Karzy	£2.99
Hubert	£2.99
Detonate + Alien (twin)	£2.99
Morbid Mansion	£3.99
Cosmic Crusader	£3.99
Olympia	£3.99
Wizard's Lair	£3.99
Starman Jones	£3.99
Trun	£3.99
Caverns of Chaos	£3.99
Fingers	£3.99
Sword & the Sorcerer	£3.99
Gis-a-Job	£3.99
Boulder Crash	£5.00
Temple of Doom	£5.00
Kung Fu - The Master	£5.00

All the above software is available from :-

BLABY COMPUTER GAMES, Crossways House, Lutterworth Road, Blaby, Leicester.

Next month in Software Round-up we'll be listing some of Microdeal's software for the Dragon, past and present!

Just a quick word...

We'd like to say a thank you to all you who turned by at the show in London this week, and to the companies who attended as well. Don't forget the John Penn show (see ad. in this issue!). There'll be a show report next issue!

WANTED! Someone who'll be attending the John Penn show at Ossett to write for us, a show report.

details to:-

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

COMPETITION

WIN

THE THIRTEENTH TASK

(supplied by Arc Software)

All you have to do to have a chance of winning this months prize is answer the simple questions below, and send them off, to us at the address below. Entries should arrive no later than the 1st May 1987.

QUESTIONS

1. What ill-fated company published Total Eclipse?
2. What is the name of the Spanish company who now produce the Dragon?
3. What was the name of the magazine published by Dragon Data?
4. What was Cuthbert's most recent adventure?
5. What is the name of the character is some of Blaby's games ?

RULES

1st MAY
1987!

1. The editors decision is final.
2. No entries recived after the 1st May will be allowed entry to the competition.
3. Dragon Magazine subscribers only.
4. You may enter each competition only once.
5. We reserve the right to publish the winners name and address.

Send your enteries to:-

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

NEW FEATURE!

'SEARCH-LINE'

If you are looking for that old piece of Dragon/Tandy software (or Hardware) that you saw advertised a few years ago, but can no longer find anyone who stocks it, write in! We will help you search for it. Its FREE to us (except for a stamp) and could easily bring results!

When writing please include as much detail about the item as possible, like old address of supplier, price, name, ect. Not all of this is necessary, but it may help us find it sooner!

send all your Search-Line problems to

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

* Don't forget to include a first class stamp with your enquiry to pay for the return postage!