

# DRAGON MAGAZINE

9/7/87

JULY 1987

Dragon Magazine is run by Dragonfire Services & Broomsoft.

Editors: Andrew Hill & Michael Edwards.

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## ~~In this month's magazine...~~

*Occult Software's Bio-Rhythms,  
and The Onyton Quartet reviewed!*

*/NEW COLUMN/*

*THE COMMUNICATIONS COLUMN  
ON THE SPOT - INTERVIEW*

*Competitions!*

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

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## SUBSCRIPTION DETAILS

A years' subscription to Dragon Magazine costs just £7.50 (UK) or £10.00 (OVERSEAS). That's 12 issues, at a budget price! Cheques/postal orders should be in Sterlin and made payable to Dragonfire Services. Send all subscriptions to us at -

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

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Dragon Magazine can be contacted at -

DRAGONFIRE SOFTWARE  
13 Parry Jones Close  
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Gwent  
NP3 3NH.

(Andrew Hill)

BROOMSOFT  
30 Broomhills  
Welwyn Garden City  
Hertfordshire  
AL7 1RF.

(Michael Edwards)

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## 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 quiries concerning Dragon Magazine may also be sent to us, at the above, and we'll reply promptly.







# NEWS FILE...

Compiled by Andrew Hill.

## New Release by Dragonfire...

Dragonfire Services have just released a new utility for the Dragon, Computa-Text. It is designed to be loaded in with MacGowan's Printer Control word/graphic-processor, and used with a dot matrix printer.

It allows computer style text to be printed on a normal dot-matrix printer. All upper and lower-case letters have been redefined, as have the numbers and 'popular' symbols. It's in Dragonfire's new 'Budget Range' and is therefore priced at £2.00 inc. Cheques should be made payable to Andrew Hill and sent to Dragonfire Services, 13 Parry Jones Close Blaina, Gwent, NP3 3NH.

This latest release, which now gives Dragonfire three Dragon titles to its name, is not the last, they claim. More are promised for the future, especially if a deal is reached with a small, un-named, by Dragonfire, software house. They also invite any programmers to send in their programs, on cassette, for a no-obligation view on it, in the hope to publish some.

## A New Newsletter for the Dragon!

The latest newsletter being set up, as yet un-named, is based, also, in Gwent. It will be run by Richard Ball. It will be a postal 'club' for Dragon owners, with its own newsletter. More details from Richard at his home, R.Ball, 75 Sunnybank, Pontypool, Gwent, NP4 5LN.

## Quickbeam make the move...

Quickbeam Software, the expanding Dragon software house who have recently released Super-Kid, among others, have moved premises. They can now be contacted at Quickbeam Software, 36 Salisbury Road, Hoddersden, Herts. EN11 0HX.

## John Penn Show Surprise ??

John Penn may be organising yet another show for Dragon owners, once again, probably in Cardiff. Cardiff-Wales airport to be exact. No dates have, as yet, been set and he is waiting to see the support around for such a show before going ahead with its organising. So, to show your support for such a show, you may like to write to us at our editorial address and we'll pass on all your comments. And, if you think of a better show venue, write to us to - after all you're the customer, and that's who the show is there to please!!

## Buzz Software drop out !!

Buzz Software, the Dragon software company formed earlier this year who publish a wide range of Dragon software have decided to pull out of the Dragon market due to very poor sales of all their software. Their two proprietors, though, will continue being Dragon owners. All orders for their software will end on the 1st July 1987, and all correspondence will stop on the 31st of that month.



# ARCADE-YIER

by: ANDREW HILL

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

Ok then, so you want me to bring back the *Selection Box of Arcade Games* do you? Yes,, well, thanks to the magic given to me by the Wizard in *Microdeal's Wizard's Quest*, all becomes possible! So what your waiting for ??

	/	G	/	S	/	A	/	O	/
Pengon	/	52%	/	47%	/	72%	/	61%	/
Golden Chalice	/	67%	/	39%	/	75%	/	63%	/
Beanstalker	/	94%	/	50%	/	97%	/	98%	/
Chuckie Egg	/	87%	/	72%	/	92%	/	93%	/
Beam Rider	/	39%	/	50%	/	54%	/	49%	/
Moon Cresta	/	82%	/	79%	/	90%	/	93%	/

G - Graphics / S - Sound / A - Addictiveness / O - Overall

You agree ? Oh, you don't! Which ever way, write to e at the address above (under the header) and I'll be pleased to answer your queries either in the column by letter if a stamped addressed envelope is provided. Not forgetting all your maps, pokes, hints, tips and the rest are all required by me if they are on arcade games!

Now onto some hi-scores, this month sent to me by 'hacker' M.R. Vine of Dagenham. These are what he got...

Beanstalker	-	320,000	on Screen 60 (4 lives used)
Beam Rider	-	235,420	
Boulder Crash	-	2137	Level 4
Chuckie Egg	-	76,320	Level 11
6809 Express	-	259,600	

Can you beat 'um? If so drop me a line, or if you've got any that you consider to be high on any other games. What about *Airball*? I'm ashamed to say it, but my high score on that (without lives poke) it a mere 90 (or thereabouts)... whats yours? But now onto some pokes, also sent in by Mike Vine - Wizard's Quest - *POKE 29469*, lives (MAX 99). Moon Cresta - type *JOHN* while playing for a message. Mike says he still hasn't found a lives poke for that one yet, but is now working on a theory that there's a poke for *each* of the *three* sections of the game. Well wheather he's nearly cracked it there, or not, some of us are getting desperate out here so speed it up someone, though who am I to complain? After all, it's not me tring to find this very difficult poke, though, I must confess, I did try and failed very badly...

Anyone bought *Quickbeam's Super-Kid* yet? Well if you have there's a "nice" message in the program, so I'm told, from it's author, *Wayne Smithson*. So if and when you do by it (it is good) then start hacking if you want to read it, because one reader said "its almost breaking into for!". So what it is, I've yet to find out!!

Software front dead, isn't it? Arcade games probably getting the lowest support at present, with utilities doing quite, if not very well! Never mind, though, hope to have *Six-aside-Soccer* and *Metal-on-Metal* soon from *Quickbeam*, when they're released. And if they're as good as *Superkid* is then I'll have no complaints.

And to leave you, my friends, this month, I just wish to say - next month I'll have some 'American' software reviewed for you here, yes on this very column. See ya'!



# THE COMMUNICATIONS

Simon Jones, 37 Collins Meadow, Harlow, Essex, CM19 4EN.

## column!

Hello, and welcome, welcome to a whole new world ... the intriguing, exciting world of *communications*!

Welcome, also, to this, a new feature in *Dragon Magazine*! As most of you should know, in between trying to get *Airball* to load, I write a weekly magazine based on prestel, nortoriously (?) called the *Drag Mag* (well, its about as original as our name! - ED) ... more on that later. Over the next few months I'll be looking at communications in general, and what it has to offer for *Dragon* users. Of course, a large extent of the content will be based on your *feedback* - so please do send your queries to the above address (and don't forget to enclose a S.A.E. if you require an immediate reply ... I'm not a Post Office!).

Right, where shall we begin?? I can't think of a better way than to describe the equipment required, in order to get set up; I'll also briefly outline the many aspects of *Prestel*. So, are you sitting comfortably? Then I shall begin...

To initially start, you, of course, need a *modem*, along with suitable software. There are a large range of modems available, ranging in price from as much as £200, to as little as £60, although the vast majority of these do require a *Dragon 64*. If you own a 32, then your mainly limited to a *Prism 1000/2000*, which is specifically designed for *viewdata* purposes, at 1200/75 baud, which *Prestel* operates at, and 1200/1200 for user to user communications. Baud rate being the rate, or speed, of data transmission; it may range from 300/300, which the majority of *Bulletin Boards* (BB's) operate at, to 9600, which very few use!

So, how much does it all cost? A *Prism 1000* modem, with suitable software/leads, which a great many *Dragon* users own, can be obtained from *Peaksoft* and *Computape* for £64. They also provide you with a *free* three month subscription to *Prestel/Micronet*. Other modems, and comms. equipment can be bought from *Compusense*. You will find most of the cost involved is related to *phone bills*! A recent phone bill, which I had the pleasure of receiving, was at almost £400 (Now that's put every reader off! - ED)!! Of course, it is largely based on how much you use it - *Prestel* being local rate, is roughly 60p per hour, when used *off-peak*. There is no other charges when using *Prestel*, except when using it in the day, when you incur a charge of 6p per minute ... thus, you don't use it in the day! I'll be covering more on the cost, and indeed how to reduce it (it doesn't seem you've been very successful there, £400?! - ED), in later articles.

Once you have purchased your modems, you have effectively opened your life to a whole new world, through your *Dragon* (and wallet - ED)! You may access *hundreds* of 'databases', the most popular of which is *Prestel*, offering facilities such as *Multi-User* games, enabling you to pit your wits in a nationwide adventure against 64 other people, *simultaneously* playing the adventure, all of whom you can fight, kill, plot against, talk to, or even sometimes be friendly! Also popular are nationwide *chatlines*, giving you the chance to 'talk' to anyone else



using the system, along with telesoftware (I'm sure there's a lot for the Dragon there - ED), teleshopping, and a mailbox facility, where you are given your own mailbox for messages ect... of course there are also over 400,000 pages of information, offering a major attraction to business users', ranging from the latest arrivals at Stanstead Airport, to Austrailian butterfly collecting!

Specifically for the Dragon Prestel/Micronet offers very little, there is no telesoftware, and apart from Drag Mag, no other Dragon releated news. Questioned about the lack of Dragon facilities, *Micronet's editor* replied, "*The Dragon is dead*", summing up his feelings on the subject in four decisive words!

Well, that's it for another month. I'll be exploring more of Prestel next time, as well as looking at the many bulletin boards! For now, please do send your queries, tips, complaints, or anything else to the address below the header. So until then, happy communicating!

ED - Don't forget to write to simon if you do have any queries, will you. And to start him off, I thought that you would be able to connect more modems to the 32 if you added a RS232 (from Compusense, ect.) and even more so if you added another 32K to your trusty 32? Is this so?? After all, these upgrades are now very good buys, and would allow the 32 owner to use a more versitile modem if he/she so wished...

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EXCLUSIVE!

## On the Spot!

Interview with Drag Mag's Simon Jones!

We decided to do some *interviewing*, this month with *Simon Jones*, editor of the *only* on-line Dragon based magazine, the *Drag Mag*. We found out his view, opinions, and how the Drag Mag got set up...

*When did you first start a magazine, and why on Prestel ??*

I first started the magazine in August 1986, although I had previously been planning such a magazine for quite some time. I set up Drag Mag on Prestel quite simply because it was extreamly cheap, and had the advantage of being quite unique in the way that it was constantly updated... sometimes every day!

*Was anyone else involved in the set-up of Drag Mag, if so, who ?*

No one else was involved in the immediate set-up of the magazine, although as soon as it was launched, a great many people helped.

*Did you recive much help from the Dragon software companies either when setting up the magazine, or now whilst it's running ?*

Nope, no help from any of the software companies... but then again, I didn't ask for it! The Drag Mag was, and is, totally independent.

*How many readers do you estimate that you have ?*

I estimate I have roughly 150 readers, of which an estimated 80 are current Dragon user's; 50 are 'old' Doris users, who changed their micro, and the remainder (I was never very good at maths!) are quite simply owners of 'lesser' computers, who read Drag Mag purley out of boredom!



7  
Do you carry any personal and/or commercial advertising at present, or have you any plans for this in the future ?

Unfortunately, at the moment i don't carry any commercial advertising, it is restricted to a personal basis, which is, of course. completely free. With regards to the Drag Mag newsletter, I will hopefully have commercial advertising, although this is subject to the support I recive - the more readers, the more chance.

*What Plans do you have for the future of the Drag Mag ?*

In the near future, as mentioned, I hope to introduce a brief newsletter which will be available to all Dragon owners. The newsletter will summarise the news and features shown on the Drag Mag in that particular month. It will also be completely free to subscribe to - well, almost... I will be asking for postage to be paid, in the form of a cheque (£2.15 for a years sub.), or stamps, covering the amount of newsletters you wish to recive. So what have you got to lose ?!

*What are the main problems encountered in running a magazine like this ?*

Obviously, as I'm sure you know (!), the main problems are related to a certain lack of articles!! With a weekly magazine, containing twenty or more pages, I sometimes struggle to fill them up!

*What kind of future do you see for the Drag Mag, and indeed, for the Dragon community as a whole ?*

I do see quite a future for the Drag Mag; as long as there's a Dragon user, there will be a Drag Mag (even if it's only myself!), For the Dragon as a whole, I find the future less optimistic. The Dragon's support in terms of user's is dwindling down, so much so that by this time next year, we can realistically expect no Dragon User magazine, and no major company (Eg. Microdeal and Compusense) (I don't see why not if we all support them enough! - ED). Thus, the Dragon will remain as an enthusiast's machine, with newsletters such as this, helping preserve it for as long as possible, and for as long as you support it! Lastly, I would like yo thank you kind ED. for the interview, and for allowing me to interview him, which can be seen by all you lucky modem users!!!

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#### May 1987 Competition Results...

The May competition date of last entery was extended, as mentioned in the letter. Therefore, we accepted all enteries upto the 25th June 1987. The answers were as follows -

1. Preston Software (or R.& J. Preston).
2. Arc Software.
3. Konix Computer Products.
4. Drag Mag.
5. Icons Utility.

The winner was a *Mr. Justin Smith* of Bungay, Suffolk. His prize of *Task Ship* has been sent to him.



## ☐ It's Cult... ☐

Title : *Biorhythms*  
Price : £4.95  
Author : Andrew Pearce  
Publisher: *Occult Software*, 1 Merrieleas Drive, Chandler's Ford, Hants, SO5 2FQ.

*Biorhythms* is *Occult's* latest release, their second for the Dragon, following on from *Numerology*. A biorhythm is a chart showing your 'ups and downs' for different aspects of your life, for example, your physical 'strength' during a period. A biorhythm does not predict what is going to happen, but just acts as a guide-line for you to act upon. It is also only useful on a *individual* basis. For example, if your physical strength is high then this does not necessarily mean you will be great at physical activities for that day. It will just mean you should be able to achieve a 'personal best' on that day, be at the height of your ability.

The program asks details of your date of birth, name, ect., and then calculations are carried out. All these calculations are displayed as they are being done on the screen so that you can see what's happening. Then when all the data is collected a graph will be drawn, showing the cycle of your intellectual, emotional, and physical 'ups and downs' through-out the month in question. This *graph* then may be printed, if wished, one one of a range of printers. The screen text is displayed on the *hi-res* screen, through-out, so it is easily read.

The graph, now updated, is very easy to read, and is well presented. The information on it can only be taken as a guide-line and so it is very hard to say if it truley works, or not, as the case may be. But, having tried it, I must say I was quite pleased with it, and through-out June it has proved to be very correct. Obviously, some months this won't be so since it depends on what you will be doing for that month in each of the three fields. For example, a bad physical cycle for most of a month won't affect you too much if your not going to do much of that requires much physical effort, and so on.

*Biorhythms* is *well documented*, as was an interesting, and potentially useful piece of software. It deserves to do well, after all the effort put into it's research, like *Numerology*. Its well worth a look at, even if only to see what it's all about!

83 % - Very Good!

Andrew Hill.

☐ Dragon Magazine ☐

## ☐ CHART TOPPER ☐

- |                    |                      |
|--------------------|----------------------|
| 1. AIRBALL         | Microdeal            |
| 2. Superkid        | Quickbeam            |
| 3. Juxta-Position  | Wintersoft/Microdeal |
| 4. Stone Raider II | Microdeal            |
| 5. Shocktrooper    | Microdeal            |

BUBBLERS - Tanglewood & Boulder Dash !

Don't forget to vote this month -  
just send in a list of your favorite five Dragon programs! There's a prize for the first pciked out of the bag!



# Punch Jaw's ADVENTURE Page

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

It was around **November 1985** that **Wintersoft** released the ultimate adventure for the Dragon. **Juxtaposition** was to become the best selling adventure for the Dragon, and was set to become the most famous game any Dragon owner would know. Today it still is.

Recently, we all heard that there was to be no **Juxtaposition II** and I have recently heard that **Microdeal** have no plans whatsoever to market '**Usuper of Rune**'. This will mean that the thousands of adventurers who have completed '**Barons of Ceti V**' will not be able to satisfy their imaginative hopes and play **Juxtaposition II**. Why won't Microdeal market it? It seems unreal that they won't develop a second part because they would ultimately make a fortune. 99% of all Dragon owners with '**Barons of Ceti V**' are crying out to pay £6 - £10 for '**Usurper of Rune**'! Suppose Microdeal did market the second part, they would surely make a profit. And after all, that is your main priority - to make a profit!

If all of you write to Microdeal begging them to market it the perhaps, next year, **Juxtaposition II** will be at the top of the charts. Rumours are saying that there is a **Juxtaposition II** kicking around for the **Dragon 64**. Remember Wintersoft were having difficulties fitting it all into the 32's memory? Well if anyone know where that copy is, let us know. Microdeal had no comment on it.

You've probably noticed the large table of adventures. Remember the '**Selection Box of Adventures**'?, well this is it's Dad! The comments are only my opinions and are there only to give you an idea of what the adventure is like. You may disagree, if so write and tell me why. Anyway, it should let you know what adventures you should have, and the ones you should stay clear of. The second part to the table will be in next months page.

The last competition, several months ago, was won by a **Mr. E. Freeman** from Northampton. He seems to be winning an awful lot of competitions in this magazine. I can assure you it's *not* a conspiracy. He won copies of '**Shenanigans**' and '**The Immortal Strain**'.

This month I'll be giving away '**Onyton Quartet**' by **P.C. Asbury-Smith** (reviewed later on). The prize isn't just one game, but **four** games combining to form a complete saga. Mr. Smith is willing to swap our cassette version for a **Dragon Dos** version if the prize winner would prefer. So remember when you're entering, please specify the version you would like. Now the competition...

1. Jack and Jill were born on the same day in the same year, and are the children of the same parents, and yet they are not twins. How come?
2. How much dirt is there in a hole 3 metres deep and 1 metre square?
3. Find a common English eight letter word with four G's in it.

They are all fairly easy if you think about them. Although number 3 is quite hard. You *don't* have to answer all three, just the ones you can manage. Send all your enteries to me at the above address (under the header) before the **31st August**. My decision is final.



Now, onwards to the 'Onyton Quartet' review...

This complete sega comes in four parts, *Onyton*, *Gnome*, *The House that Dad Built*, and *Gloria*. Each part is loaded in separately and has its own instructions. The game is well presented in that you load the instructions first, which then, very neatly, go on to load in the main game. 'Onyton' is not a true adventure, but rather a **puzzle**. You are faced with a series of choices, on each location, only one is correct. 'Onyton' is a small town and after enquiring at the town hall you find it has a town where 'ordinary' things happen. You have to find a job, somewhere to live, ect. After several Chinese 'carrots' (Ah, and I thought they were 'take-aways'?! - ED), and umpteen visits to the cinema I found accomodation. It is this choice between several options that is Onytons peculiar way of developing the storyline. I must admit, this wasn't my idea of an adventure, however, it was fun exploring the town and its infinite locations. The author says that he's writing Onyton to get away from the blood and thunder and fantasy, of normal adventures and instead to explore logic and the complicated plot of the 'ordinary'. Weird, Eh?).

'Gnome' is a **classical** adventure for Dad himself. This part to the quartet is just a typical text adventure. You have to establish a relationship between the family and the gnomes. This is of crucial significance later on in the game, so I'm told.

You find yourself in *Gnomeland* after being kidnapped by the *Gnome Vizer*. He wants you to return the Gnome Diamond which was stolen by a notorious gang. Since the diamond has been missing a terrible curse has hit Gnomeland and only one man can return the diamond. The game allows you to save and restore your position. The copy of Gnome which I had, had a bug in it which meant it wouldn't load, but I'm sure Mr. Smith will recopy it for me (to be reviewed separately next month).

'The House that Dad Built' introduces us to **interactive** characters. This means that different characters have different actions to carry out. The story continues with the family settling down as neighbours of the hostile gnomes and the celebrations of the marriage of their son.

'Gloria' also uses interactive characters, but is much harder to solve than the previous program. It is also the end of the saga where all tensions are resolved, 'but not before the depth of despair has been passed'!!

Once I receive a copy of Gnome that loads I'm sure this will make a great program. A lot of programming effort has been injected into this game, not just an excellent presentation, but also in the games originality. It is definitely the most original adventure that I have encountered. Mr. Smith would like to stress the storyline is unfolded using a totally different principle, and those people trying to treat it as a run of the mill adventure will be a little confused.

The four games tell of one mans exploration of adventureland as you explore the story of a family. For someone who claims never to have played an adventure before he wrote this game, it is an amazing feat. The only snag being that when you fail a task or are killed the program ends rather abruptly.

Onyton Quartet is available from **LEVERSOFT**, 73 Guinness Court, Lever Street, London, EC1. (A great name, for a great court).




At only £5 for all four adventures, it makes it one of the most value for money games I have ever seen. P.C. Asbury-Smith will also be pleased to help you with any inquiry about the game, and will try to help you on any problems you may encounter. It is the sort of service that makes Dragon owners some of the friendliest computer owners around. After posting my letter of enquiry I recived a reply just 4 days later from him.

If you don't feel like entering my competition then I suggest you buy the game for yourself. It is also available in Dragon Dos format for the same price, £5.00.

Well that's it for this month. I know I promised to give away Airball as a prize this month, but that will have to wait until the August competition. Remember, keep those letters coming in. Any maps, hints, solutions, questions, ect.? Send them in...

Don't forget to read the big,  
'Selection Box of Adventures'  
else where in this months DM!

*Kunchyau*  
Z



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■ W I N ■  
BIORHYTHMS  
by  
OCCULT SOFTWARE

Win a copy of *BIORHYTHEMS*, the latest program from *Occult Software*, publishers of *Numerology*! Just answer all the **five** questions (below) and send them to -

DRAGON MAGAZINE (COMP),  
13 Parry Jones Close,  
Blaina,  
Gwent,  
NP23 3NH.

All enteries must be recived before 31st July 1987.

## Questions -

1. Who publishes the *Onyton Quartet* adventures ?
2. What is the name of the software company who produce *Dickie's Den*, and have recently moved address?
3. What Dragon software company have recently dropped out of the Dragon software market.
4. What's the name of *Dragonfire Services* new font for Printer Control?
5. What's the name of the new *monthly column* in *Dragon Magazine* ?

**The Editor's Decision is Final**

# STEFAN MARRAS

**QUICKBEAM SOFTWARE** has just released *Metal-on-Metal*. No details as yet, but hopefully more next month! Or, if you can't wait then write to Quickbeam Software, 36 Salisbury Road, Hoddersden, Herts. EN11 0HX.

**COMPUSENSE LTD** announce their latest Dragon offering, *Express O/S-9*! Its for use with the O/S-9 operating system and *Dragon Plus*. It costs £16.95. More details telephone - 01-885 3300.

**NEW ERA INTERFACE** is Peaksoft's latest! It has a RS232 interface, through port for disk-drives, and a spare socket for Eprom software. Phone Peaksoft on 0636 705230 (or Prestel MBX 219996240) for more details.

We hope to bring you more details on these iteams next month...



# Punchjaw's Adventure Master Score Board!

13

## □ Part 1 □

: Adventure game name	: G	: V	: C	: Comment	: O
: The Return of the Ring	: 60%	: 70%	: 90%	: For it's time it was a good adventure.	: 80%
: Return of the Ring	: 100%	: 90%	: 100%	: My personal favourite. Every Dragon owner should have it!	: 100%
: Juxta-Position	: 100%	: 95%	: 100%	: Must be the best adventure for any home computer.	: 100%
: Calixto Island (graphics)	: 80%	: 75%	: 75%	: Everyone's favourite...	: 70%
: Circus Adventure	: N/A	: 70%	: 75%	: Your in a circus. But where's everyone ?	: 60%
: Franklins Tomb	: N/A	: 60%	: 60%	: Where the **** is Franklin?	: 40%
: Lost in Space	: N/A	: 60%	: 60%	: Franklin's back !	: 40%
: The Thirteenth Task	: N/A	: 75%	: 80%	: An adventure filled with Greek mythology. Buy it!	: 80%
: Dragon Mountain	: N/A	: 50%	: 50%	: A bit predictable	: 50%
: Everest	: 25%	: 60%	: 50%	: Quite addictive. Can you get a team up Everest?	: 50%
: Super Spy	: N/A	: 50%	: ???	: Mmmmmm...	: 30%
: The Valley	: 40%	: 40%	: ???	: Gets a bit tedious	: 50%
: Transylvanian Tower	: 25%	: 30%	: 40%	: If you like rubbish, then this is the game for you!	: 20%
: Voodoo Castle	: N/A	: 55%	: 70%	: One of Scot Adams' better games.	: 50%
: Waxworks	: N/A	: 70%	: 70%	: Okay...	: 60%
: Williamsburg III	: N/A	: 40%	: 30%	: Yawn...	: 20%
: Tanglewood	: 85%	: 80%	: 90%	: Wood Tangle? Perhaps... A great game!	: 90%
: Golden Baton	: N/A	: 70%	: 75%	: A really good adventure. What else do you want me to say...?	: 60%
: Danger Island	: N/A	: 45%	: 55%	: Extremely slow response, give it a miss.	: 30%
: Pettigrews Diary	: N/A	: 35%	: 80%	: Not one of my favourites.	: 50%
: El Diablero	: N/A	: 60%	: 80%	: Annoyingly hard. No save option!	: 60%
: Quest	: N/A	: 55%	: 65%	: A quest!!	: 40%
: Sea Quest	: 80%	: 75%	: 75%	: Another good game from the Trekboer team.	: 70%
: Shenanigans	: 80%	: 75%	: 75%	: Excellent for beginner. My first adventure. Great Stuff!	: 70%

□ G - Graphics / V - Value / O - Overall □

Well, that was the first part of the adventure master score board, I hope it's been of use to you. Next month part two will appear here (well, actually, in next months magazine, and not this months...! - ED) so watch for it! And don't forget to let me know on your views on the above, as they are only my personal views, and different people have different tastes on adventure games...

Views and comments on the above to -

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

Don't forget to read Punchjaw's adventure Column in Dragon Magazine!

## @Letters Corner@

We require your letters! We want your views on **ANYTHING** to do with the Dragon. Our magazine, any other magazine, software, services and general items. In fact anything! Let other Dragon owners what you think! This month the **Star Letter** will receive a copy of *The Thirteenth Task* by Ark Software, complete with help sheet and map! Send your letters not to -

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



# Dragonfire Services

SUMMER 1987

## PRINTER PROMPT II (Version 2.5) :

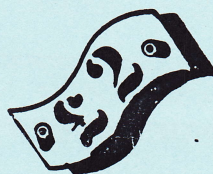
This, a new version of *Printer Prompt II*, allows easy printing of letters, lists, ect. as it's 64 character per line screen display gives *WYSIWYG* - *What You See Is What You Get* type printing! As well as being capable of displaying *double-width* letters !! An 'address blocker' is also included in this updated version.

Versions available for - Brother HR-5 TTP., Seikosha GP100A, and Epson (FX range) compatible printers (EG. DMP200, ect). Custom versions available - SAE for details. Please state version when ordering.

PRICE £4.00 !!



**BUDGET!**  
**RANGE**



## SEIKOSHA SCREEN DUMPER :

This very useful program will dump the contents of the Dragon's hi-res screen modes 0, 2, and 4 to the printer in one of *two* sizes - *mini* or *large* (approx A4) ! It is compatible with the Seikosha GP100A printer.

PRICE £2.00 !!

## NEW! FONTASIA - COMPUTA-TEXT :

This is a useful file for use with MacGowan's *Printer Control* word processor. It gives a new text font - 'Computer-Text', which is ideal for many different things! All the alphabet (upper and lower), numbers, and selected characters have been changed into this new font!

Example print - *Computer-Text* by Dragonfire!

NB. *Printer Control* from MacGowan is required for this file to be used.

PRICE £2.00 !!

To order : Make a cheque or postal order, payable to DRAGONFIRE SERVICES for the correct amount and send it to -