

DRAGON MAGAZINE

MARCH 1987

Birthday Edition!



Editorial

At last we're in the new print! Much more clear, isn't it? We planned a little to much for this issue, so some articles promised last month, like the DMP2000 review, will have to be printed next month.

News of two more shows came my way this month, so get your self along to them, if you can, as they are very important to the survival of the Dragon!

Andrew Hill,
Co-Editor.

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Subscriptions...

1 years subscription (12 issues) to Dragon Magazine costs £6.50 in the UK. and £9.25 overseas.

Cheques/postal orders should be in sterlin and be made payable to Andrew Hill. Send all subscriptions to the below address.

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.

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



Only £4.00 from Broomsoft !

Shows, shows, shows !

There are going to be two more shows for Dragon and Tandy users. One, the 6809 Show is to be held later this month, and the other, organised by John Penn early next month.

Shows are a vital part of the Dragon community, and if you don't use them you'll lose them! So unless you have a good reason for not attending - **Be there!**

For more details of the shows see the special adverts in this month's issue.

Pamcomms 'page-maker'...

Pam D'arcy of Pamcomms Ltd has recently released a 'pre-release' version of 'Window Screen', called 'Pixel Kit'. It costs £6.50 on cassette. Pam says that the fully released version won't be available until next year as she has been forced to stop work on the Dragon and go onto other computers, promising she will return once her company's finances are back!

For more information contact Pamcomms Ltd., 21 Wycombe Lane, Woodurn Green, High Wycombe, Bucks. HP10 0HD.

Microdeal 'oldies' - no more !

Microdeal Ltd. are stopping duplication of their older games, as the duplicating costs are too high to meet the small demand. But, do not fear, some unknown company has shown an interest in these titles.

All of their newer titles will be still available, including their two latest, **Stone Raider** and **Airball**. Contact Microdeal at P.O. Box 68, St. Austell, Cornwall, PL25 4YB.

Dragon Magazine - 1 year old

Dragon Magazine has now been running for 12 months. We would like to thank all you subscribers who have supported us, and the companies who have supplied review software and information.

We are all looking forward to another year of supporting the Dragon. Cheers!

Software Swop - gone missing !

The Software Swop lists have gone missing, during printing last month! So if you entered please re-submit the details to us at: Dragon Magazine, 30 Broomhills, Welwyn Garden City, Herts. AL7 1RF.

SPECIAL COMPARISON REVIEW !!

ROMMEL'S REVENGE Vs ROMMEL 3D

In this review I hope to compare the two available 'Battlezone' games and perhaps help you choose which one you would like best.

Both the games are excellently executed, in graphics and sound. In fact, the sound in Rommel 3D sounds suspiciously like the sound of its elder.

There is a bug in Rommel 3D which is that when a line is drawn off screen, say on a tank, it re-appears on the other side, giving a strange effect.

Rommel 3D has nice mountains whereas Rommel's Revenge has a flat horizon, but Rommel 3D has no 'saucers'. Apart from this difference the GAME is the same in both cases.

Rommel's Revenge has a much nicer presentation; a colourful title screen, friendly menu, and lots of hi-scores. Rommel 3D does have an important feature, though - changecolour set.

However, these are all only minor differences when you compare the speed. Rommel 3D is much, much, much too fast. Battlezone was a tactical game, not a high speed shoot-em-up!

Rommel's Revenge has all the grace of its arcade counterpart and so arcade freaks should get this one. Rommel 3D should satisfy those of you who like blowing things up very fast.

	Rommel's Revenge	Rommel 3D
GRAPHICS	95 %	95 %
SOUND	100 %	100 %
ADDICTIVE?	80 %	85 %
PLAYABILITY	95 %	85 %

Review by Michael Edwards.

"Reader's Letter"

Dear Sir,

Thank you for paying the extra 1p postage since the increase. I know it was only a few pence but it must add up when spread over most of your subscribers.

I look forward to every issue of DRAGON MAGAZINE and enjoy reading it from cover to cover. May I congratulate you on doing an excellent job - it must be very hard work!

We Dragon users are a lazy lot, or so it seems, but I am sure we all want to keep the Dragon alive, and it is thanks to people like you that it is still going.

You may print this letter if you wish, even if only so that the readers can see me sing your praise.

R.S.Lee, Yorkshire.

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 jct. 40)

Refreshments available

Saturday 11th April 1987

Admission: Adults: #1.00 , Children/DAPs 50p

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

TEL: (04203) 5970

These show advertisements are published free of charge, courtesy of Dragon Magazine.

VISIT THE NEXT 6809 SHOW

ROYAL HORTICULTURAL OLD HALLS, WESTMINSTER, LONDON

SATURDAY 28th MARCH

10.00 a.m. - 5.30 p.m.

Admission: Adults £2.50 Children £1.75

Reduction for Advance Ticket:

Adults £2.00 Children £1.00

Cheques payable to JPPR

Forward to: 28, Trevarrick Road, St. Austell, Cornwall

Further information from **Jenny Pope** at the above address

HACKER'S CORNER

written by:

MICHAEL EDWARDS

1st Anniverssary of Haacker's Corner!

Eat your heart out Microdeal! Here is a very useful hacker's program - to construct your owne Stone Raider II screens!

To use the screen designer: Firt type in adn run program A. Insert a blank cassette and type:

```
CSAVEM "STONE-R", &H2200,PEEK(126)*256+PEEK(127)-1, &H2200 .
```

INSTRUCTIONS:

Use the arrow keys to move around. The screen area is 40 by 25, bigger than one screen, so it scrolls. Keys A to K put objects on the screen. See below for what they are. Press <CLEAR> to clear the map.

When <ENTER> os pressed the screen is saved. The cursor **musr** be over **Mario** (M) or else the program will not work. The program will ask you a few questions.

To access screens and lives, type **STONE** (slowly) when on the title screen. This gives you a cheat menu.

KEY to OBJECTS

A ... Blank
B ... Earth
C ... Crystal
D ... Rock
E ... Wall
F ... Imperable Wall
G ... Exit
H ... Skull
I ... "Golfball Eyes"
J ... Mario
K ... Slime

PROGRAM A:

```
10 PCLEAR 1 : CLEAR 10  
11 FOR I = 1800 TO 1851 : READ M : POKE I,M : NEXT  
12 EXEC 1800  
13 PRINT "NOW DO WHAT THE MAGAZINE SAYS."  
30 DATA 134,126,183,1,142,48,140  
31 DATA 28,191,1,143,141,31,141,34,134,3  
32 DATA 151,0,142,64,0,141,9,10,0,38,247  
33 DATA 190,64,12,159,0,126,183,91,158,0  
34 DATA 126,126,185,51
```

PROGRAM B:

```
0 CLEAR 200,&H3FFF  
2 IF PEEK (&H4000) <> 190 THEN GOSUB 1000  
3 CLS:INPUT "SCREE NO.":SN: IF SN <1 OR SN > 25 THEN 3  
4 X = 18868 + (SN*509) - 509  
5 A# = " " + CHR$(175) + "*" + CHR$(191) + CHR$(159) + CHR$(255) +
```

"EX%M@"

```

10 CLS 2 :
20 FOR I = 1 TO 11 : PRINT @ 32*I+8, STRING$(16,32);: NEXT
21 PRINT@33, "ARROWS";
22 PRINT@65, " TO ";
23 PRINT@97, " MOVE ";
24 PRINT@161, "A TO K";
25 PRINT@193, " ICON ";
26 PRINT@257, "ENTER ";
27 PRINT@289, " TO ";
28 PRINT@321, "FINISH";
30 P = 421 : FOR I = 1 TO 11
31 PRINT @ P, MID$(A$,I,1);
33 PRINT @ P + 32, CHR$(I+64);
40 REM START UP
41 P = X
42 P2 = X - 9
50 X = PEEK (P2+8) : Y = PEEK (P2+7)
51 XO = PEEK (P2+6) : XO = INT(XO/2)
52 YO = PEEK (P2 + 5)
53 GOSUB 200
99 REM MAIN BIT
100 SP = 1024+X+Y*32+40 : POKE SP,255-PEEK(SP): PLAY "P64" : POKE SP,
255-PEEK(SP) :PLAY "P64"
101 I$ =INKEY$ : IF I$ = "" THEN 101
110 IF I$ <> " " THEN 120
111 IF Y > 0 THEN Y = Y - 1 : GOTO 100
112 IF YO > 0 THEN YO = YO - 1 : GOTO 200
113 GOTO 100
120 IF I$ <> CHR$(10) THEN 130
121 IF Y<10 THEN Y = Y + 1 : GOTO 100
122 IF YO<14 THEN YO = YO + 1 : GOSUB 200
123 GOTO 100
130 IF I$ <> CHR$(8) THEN 150
131 IF X > 0 THEN XO = XO - 1 : GOTO 100
132 IF XO > 0 THEN XO = XO - 1 : GOSUB 200
133 GOTO 100
140 IF I$ <> CHR$(9) THEN 150
141 IF X < 15 THEN X = X + 1 : GOTO 100
142 IF XO < 12 THE XO = XO + 1 : GOSUB 200
143 GOTO 100
150 IF I$ < "A" OR I$ < "K" THEN 160
151 PM = P : P = ASC(I$)-64
152 IF P=1 OR P=2 THEN P=P+7 ELSE IF P >=3 AND P<=7 THEN P=P+8 ELSE IF
P=8 OR P=9 THE P=P-8 ELSE P=P-4
153 MP = PM + XO + YO * 20 + INT(X/2)
154 PO = X-INT(X/2)*2 : IF PO = 0 THEN P=P*16
155 A = (PEEK(MP) AND MA) : IF PO = 0 THEN P=P*16
156 A=(A OR P)
157 POKE MP,A
158 P = PM : GOSUB 200
159 GOTO 100
160 IF I$ <> CHR$(12) THEN 170
161 FOR I=0 TO 499:POKE P+I, &H88 : NEXT
162 FOR X=0 TO 19:POKE P+X, &HEE : POKE P+X+24*20,&HEE : NEXT
163 FOR Y=1 TO 23:POKE P+Y*20,&HEB:POKE P+Y*20+19,&H8E:NEXT
164 X=0 : Y=0 : XO=0 : YO=0
165 GOSUB 200
166 GOTO 100
170 IF I$ <> CHR$(13) THEN 100

```

```

171 XO=XO*2
172 POKE P2+5,YO : POKE P2+6,XO
173 POKE P2+7,Y : POKE P2+8,X
175 CLS
176 INPUT "HOW MANY CRYSTALS TO COLLECT:";NC
177 IF NC <0 OR NC>255 THEN 176
178 POKE P2+4,NC
179 INPUT "SCORE PER CRYSTAL:";SC
180 IF SC<0 OR SC>999 THEN 179
181 H = INT(SC/100) : SC=SC-H*100
182 T = INT(SC/100) : SC=SC-T*10
183 U=SC
184 POKE P2+1,H: POKE P2+2,T : POKE P2+3,U
185 INPUT "TIME LIMIT:";TL
186 IF TL<0 OR TL>255 THEN 185
187 POKE P2,TL
190 INPUT "TITLE:";T$
191 CSAVEM T$,P2,P2 + 508,0
192 END
199 GOTO 100
200 MP = P+XO+YO*20 : POKE &H300,INT(MP/256): POKE &H301, (MP AND 255) :
EXEC &H4000 : RETURN
1000 FOR I = 0 TO 63 : READ A : POKE &H4000+I,A : NEXT I
1010 DATA 190,3,0,16,142,4,40,198,11,52,4,95,166,128,52,2,132,240,68,68-
,68,68,23,0,22,53,2,132,15,23,0,15,23,0,15,193,16,38,232,53,4,49,168,32-
,48,12,90,38,219,57,52,16,142,64,59,166,134,167,165,92,53,144,88,101,0,-
0,0
6000 GOTO 6000

```

Well, now you've typed in that program you can start designing your own screens!

PROGRAM C:

```

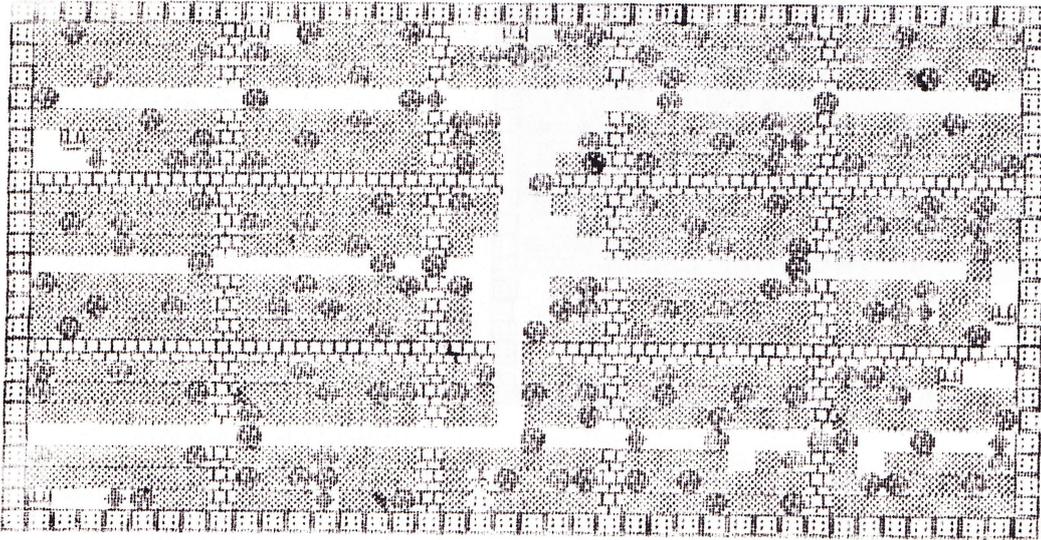
1 CLS
5 PCLEAR 1 : CLEAR 200,7168
10 REM GAME LOADER PROGRAM
11 REM BY MICHAEL EDWARDS
12 REM (C) 1987 BY BROOMSOFT
20 INPUT "INSERT STONE RAIDER II CASSETTE"
30 CLOADM
35 GOTO 100
40 CLEAR 200,32767
50 POKE &HFF48,0
60 EXXEC &H2200
100 INPUT "TITLE OF SCREEN:";T$
101 IF T$ = "" THEN 40
102 CLOADM T$
103 GOTO 100

```

Program written by **Michael Edwards.**

(C) Copyright 1987 by **Broomsoft.**

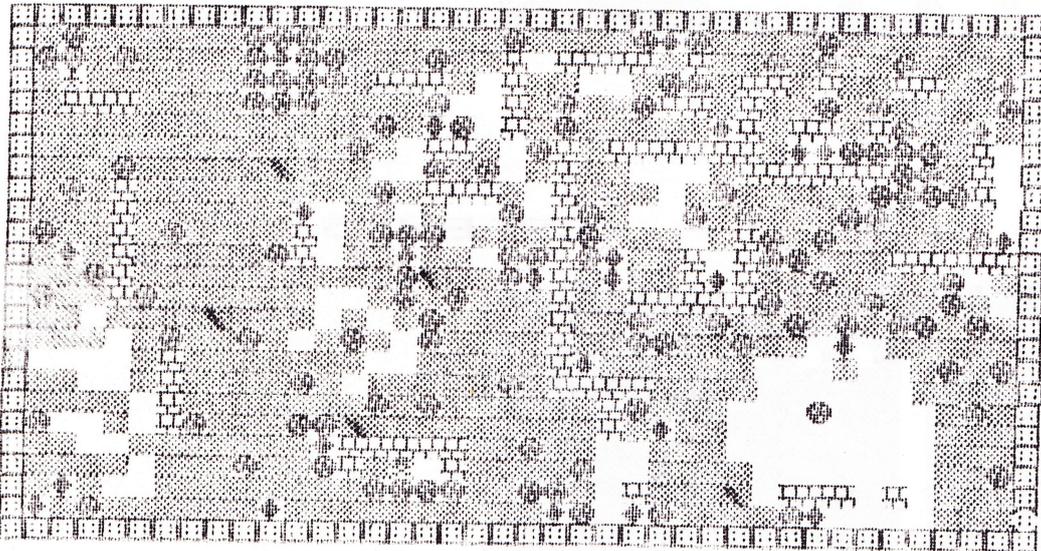
STONE RAIDER - SCREEN 1



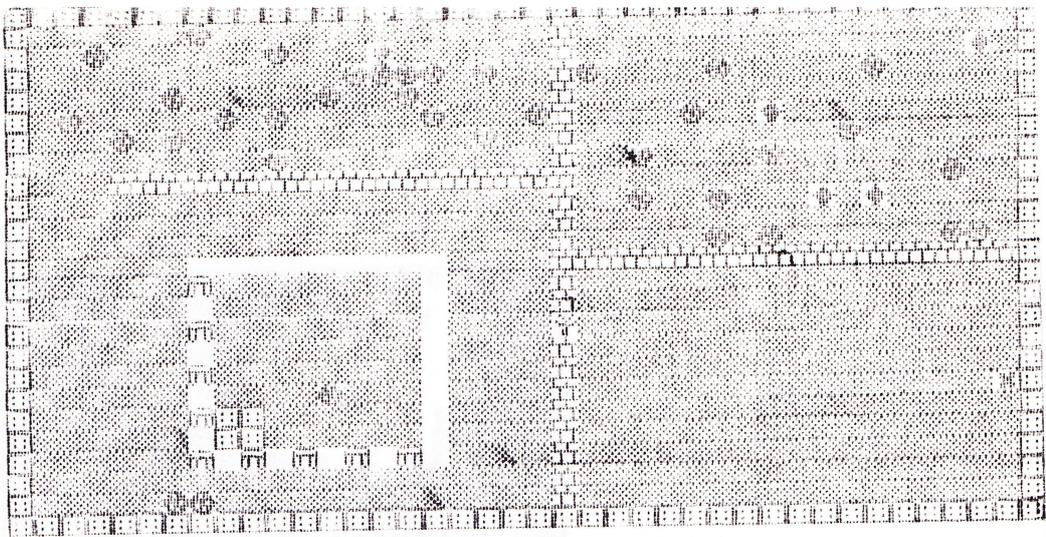
Requires 8 crystals

- ☠ - Deadly Skull
- 🏀 - Golfball Eyes
- ♠ - Mario's start
- ♣ - Slime's start
- ⊞ - Earth
- ◆ - Diamond
- ⊙ - Stone
- ⊞ - Wall
- ⊞ - Impermeable wall
- ⊞ - Future exit

STONE RAIDER - SCREEN 2

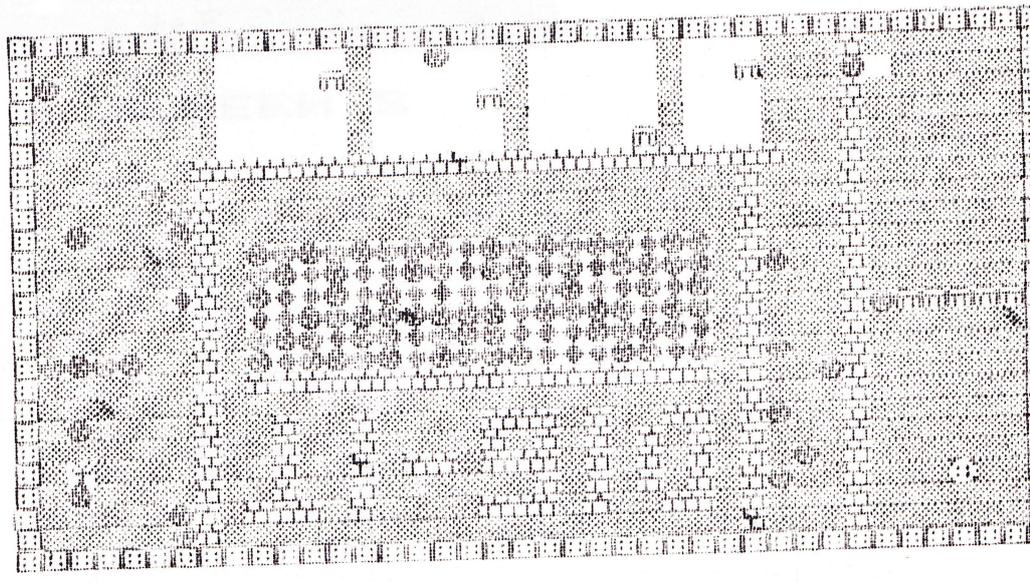


Requires 35 crystals



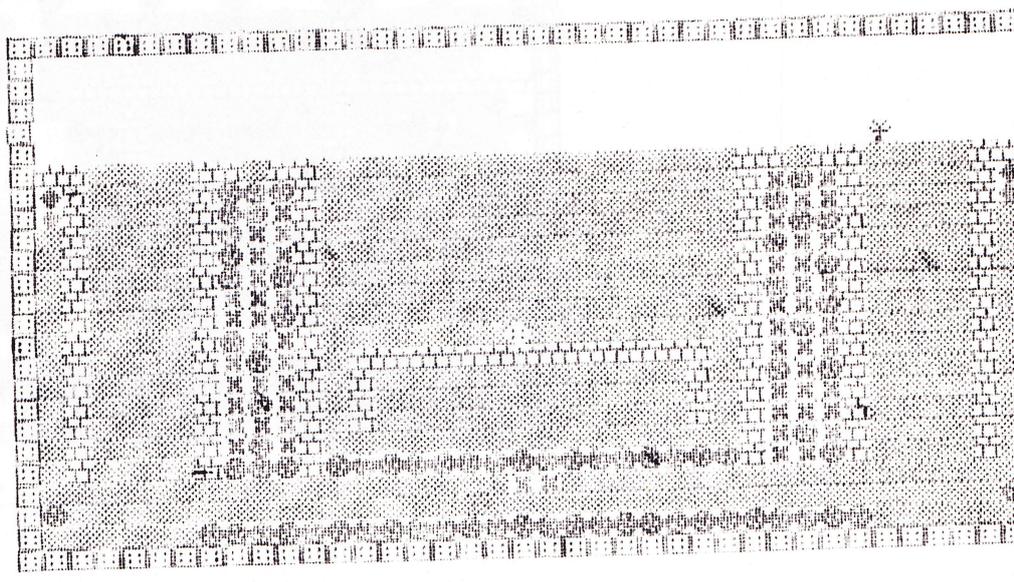
STONE RIDDER - SCREEN 5

requires 20 crystals



STONE RIDDER - SCREEN 4

requires 105 crystals



STONE RIDDER - SCREEN 3

Punch Jaw's ADVENTURE Page

Happy birthday Dragon Magazine!

That's right, one year old this month.

Consider this magazine as one giant party and everybody celebrate.

Wait a minute, don't all rush to take out your streamers. While all of you are sipping your tea or coffee, we at Dragon Magazine HQ. are throwing back the champagne!! Send all birthday presents, gifts, alcohol, ect.. to the below address.

C E L E B R A T I O N
C E L E B R A T I O N
C E L E B R A T I O N
C E L E B R A T I O N
C E L E B R A T I O N

Now for Fernando Poo, Fernando what? Actually it's a small island off the cost of Africa, and it's also the title of Robert Margrave's new adventure. Your job is to look for the 'Goddess Statue of Fernando Poo' which legend says will bring vast wealth to its finder. The snag is, it has split into six parts; the body, the head, an eye, a goblet, a necklace, and a tooth.

The adventure is in two diffeent parts that load seperately. 1. Find the 6 pieces and assemble the statue. 2. Cleanse the statue of evil and return it to its rightfull resting place.

The game also incorporates a save routine to both tape and memory. A must for all new adventures.

The screen layout is excellent, very similar to Broomsoft's "The Immortal Strain". Fumbling through the first few locations, ater digging up a toll bridge pass, I discovered an abandoned cottage. This was where I found a pair of sunglasses and an old bycycle pump. I also found some food scraps in the kitchen when I quickly ate feelinga bit peckish. Grasping my stomach and then dying I discovered the scraps were poisonous. How nice!! Other objects you may find include dynamite, portals, sand dunes and a 'lazer cage' (I know lazer is spelt laser!).

The game is not only original, but even better than some of the popular adventures from leading software houses.

The amazing news is that you can by both parts of this adventure from **Robert Margrave**, 24 Canon Young Road, Whitnash, Leamington Spa, CV31 2QU. at only #3.00 each or a staggering #2.00 if you supply the blank tapes.

The game is worth considerabl more, and it gets 100% for 'value for money'. You can also purchase a solution booklet, which is well thought out, and includes a complete map of the game. This will cost you an additional 50p per game solution. Well done to Robsoft Adventures and I'd like to see more from the same author. If you're reading Robert, let me know if you've anything planned.

Onwards to the competition. No entries for last months, so the prize will be added onto this months 'goody bag'.

The question: How many time was the word EXCELLENT spelt wrongly in the last issue of Dragon Magazine, February 1987 (I'm too quick for tha old type-write!-ED). All answers to the address at the end of this column before April 20th 1987 and the first correct entry pulled out of the biscuit tin will win Broomsofts new adventure, 'The Immortal Strain', which was given my recommendation last issue), plus the previous game offered, 'Shenanigans'. Never again will such a spectacular prize be given away in any Home Computer magazine. My decision is final!

Now lets delve into a Selection box of Quick Reviews.

	G	F	V	C
Fernando Poo	N/A	90%	70%	95%
The Immortal Strain	N/A	80%	85%	75%
Golden Batton	N/A	80%	85%	80%
The Valley	30%	65%	30%	70%

(G:Graphics/P:Playability/V:Vocabulary/C:Content)

Okay, so I didn't get to review Fire Force. There was some confusion over the matter and although I wrote a lengthy review it wasn't published (It came in too late to print - ED). Letters of sympathy should be sent to the below address, with a small donation. Cheques made payable to 'Punchjaws Charity for Homeless and Under Nourished Adventure Writers'. I'd just like to say the game is fantastic so buy it. Music and graphics are ACE!

I'd like to hear from more of you, telling me of any adventures you'd particularly like to see a reviewed. And of course the usual tips and questions. Also letters of praise for this column will gladly be taken in. However any readers who hate this page, keep your pen tops tightly on and don't bother writing! Microvision have released several new adventures including CatacombCrisis, Starship Destiny, Dungeon Destiny, and Wild West Destiny. All of which are graphic adventures, and I hope to get review copies of them fairly soon. Further details can be discovered at Microvision Software, 8 Wensley Road, Liverpool, L9 8DW. All the above are #5.00 each axcept for Catacomb Crisis which is #7.95 and I've been told it's set in an underground maze of caverns and tunnels where you must avoid several deadly objects such as sparks and cream cakes while collecting swords!!! Should be fun.

A rather sensible column I thought this month. I'll leave you now. Next month I've got - well I'm not yet sure what will be in it. I hope you'll be reading.

Contact Punchjaw at :-

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

Software Reviews

Title : 9 Games Cassette
Price : #3.95
Publiser: Datacom Publications, 407F Hockley Centre, Birmingham, B18 6NF.

This cassette, as its title suggests, contains nine programs, and as usual in complimation tapes none could be justly sold seperatley. The nine programs on this tape are of a highe quality, though, than say whats on the old Microdeal Game Packs.

1. Execution

A version of 'Hangman'. This has a reasonable vocabalary, and is graphically the best version of 'hangman' avalible for the Dragon. It is a simple and straight forward game in which you must guess the word. The number of letters in the word are shown by dashes on the hi-res (Pmode 3) screen. A wrong guess, or if you take too long to deside will result in a soldier marching accross the screen to the left, where he haults. If you guess the word before all the soldiers are on the screen then you (a little man) jump up and down, if your unlucky though, and get the word wrong then the ten soldiers take aim and shoot you. You then fall to the fall, dead. There is also a hint feature built in, and an example of this would be 'Capital'. One point that I didn't like was the time limit allowed was much too short.

PERCENTAGE FOR EXECUTION: 55%

2. Snail Pace

This is a 'horse-racing' type game, but involving snails. You can place a bet, if you wish, on any one of the snails which arerunning in that particular race. Thats if you have any money, of course! After choosing your snail you move up onto the Pmode 3 screen and watch all the parcipitating snails race it out. This is slow, and would have held more excitment if done faster. The graphics are reasonable, though, and at lest two players have to play to make it interesting. A bug in it was when you all run out of money the program doesn't stop, you have to Break it and re-run it.

PERCENTAGE FOR SNAIL PACE: 59%

3. Empire

Remember 'Santa Laverina', on Dragon Data's 'Happy Birthday Dragon' compilation ? Yes, well this is it! No...well don't worry too much, I find it a very boering strategy/adventure game.

PERCENTAGE FOR EMPIRE: 27%

4. Hilo

This game involves guessing wheather the next number the computer picks will be higher or lower than the one at present (with a range of 1 to 10). Its a trivial game, played mainly on the Pmode 3 screen. But, its ok. for young children, or for that odd five minutes when you've nothing else (isit every that bad?) to do.

PERCENTAGE FOR HILO: 50%

5. Air Assault

A 'Blitz' type game where you have to bomb to the ground a part of the city for your helicopte to land safley. Its slow, boering and tiresome after a short while.

PERCENTAGE FOR AIR ASSAULT: 42%

There are other games on the tape, of course, but all are of the same quality; reasonable graphics (for that type of game), a little fun if played by two or more. The last program (number 10) is not a game, but an advert for Datacom. It contains details about Hotel-on-Mayfair and Auto-Run II.

All-in-all this tape may prove to be ideal for a children's party, but don't expect a lot of it, or anything like most #1.99ers, because you won't get it. Just before I leave you (thank God for that I hear you say?) you may like to know the author of this was David Reading, who wrote Total Eclipse under the ill-fated Eclipse-Fenmar lable.

PERCENTAGE (for whole tape): 57%

Title : The Sword & the Sorcerer
Price : #3.99
Publisher: BLABY COMPUTER GAMES, Crossways House, Blaby, Leicester.

This is an adventure with a difference, or at least as far as Dragon adventures go anyway. Why? Its in 'Dungeons & Dragons' format, which is a much neater and simpler method of adventure playing, in my opinion ofcourse.

There are 255 locations to the maze in which you have to travel through. Your aim is to find three parts of a key, and then find a bolted door which you unlock and escape. But on your search for the parts of the key and the door you will come accross many creatures, such as unicorns, and many weapons, such as swords, and magic portions to replenish your energy. With the weapons you must fight the creatures, some weaspons being more affective on some creatures than others. When, as you will, come accross the path of a creature you may, if you have any gold pieces, try to bribe him. He may accept or decline this offer! Or you can run away... Bribing can save your life, but also cost you many gold pieces!

The size of this adventure is quite large, and is sure to keep most of you occupied for days, weeks or even months! This must be my favorite adventure, even over Juxta-postition! Though many of you may think me mad because of it! I like this type of adventure and think more should be written along these lines (Broomsoft...get writting!). I would not have it missing from my collection, and nor should you. **Buy it!**

(advertisement by BROOMSOFT)

The Sequel is Imminent!

ARCADE-YIER

by: ANDREW HILL

This month, as its our birthday issue, I thought I would treat you all to a special column, in which I will have a selection box of arcade games, and, as promised, a special comparision review of Stone Raider II and Boulder Crash, so here we go...!

Microdeal, as you all probably know, have recently released Stone Raider II, a Boulder Dash type game. You probably also know that Blaby have a version, Boulder Crash, which has recived good reviews. So I am now attempting to compare them for you.

To stop repetition of the same words from now on Stone Raider II will be refered to as SR, and Boulder Crash as BC, simple. Both games load and execute neatly, BC having a nicer loading screen though. In both versions you may start on various levels, the only difference being that in SR its random, unlike where you choose in BC. As for graphics, both are excellent, though I prefer the 'style' used in BC, the graphics are better in SR.

Sound is better in SR than in BC, although it could be a little louder. I thought there were more features in SR than BC, and I found it a lot harder. There are also more screens in SR, 25, compared to BCs 20. The screens in both, by the way, are made up of around 5 screens which scroll smoothly in both.

There is, following a recent trend in Dragon arcade games, a built in code-word so to cheat in SR. (See Hacker's Corner). And even though this seems a minor feature, its a well worth extra to any game. There is none, I know of, in BC. It is extreamly hard to decide which is really the best, but after weighing up their advantages and disadvantages Stone Raider II from Microdeal wins the contest. Those of you who have completed Boulder Crash, Stone Raider is well worth a challenge as its harde!

Now that enormus strain on my brain (yes, I have got one, contary to common beleif) is well and truly over maybe I can get on and open this months Selection Box of Adventures. Yes, so here it is -

	G	S	P	V	O
1. Cuthbert / Cooler	58%	42%	62%	58%	59%
2. Fearless Freddy	82%	64%	78%	95%	96%
3. Tea Time	68%	63%	84%	96%	95%
4. Pit Fiend	50%	42%	45%	60%	52%
5. Zak's Son	71%	50%	58%	55%	57%

G-Graphics/S-Sound/P-Playability/V-Value/O-Overall

Now all you regular readers of this column (you do read it regularly, don't you) may well be wandering where this months 'silly sentence' or 'silly word' to start off this months column is. Well, plane and simply - there isn't one! I couldn't spell it, no one I know knew how to spell it, and I doubt if any of you would know who to spell it, it is a proper name though!

Missing!...Does anyone know what has happened to the Talisman? No, neither do I, but if you do write and let me know so I can publish it

Punchjaw's Adventure Word Search

QUEJUXTAPPOSTREKBOGAT
ROTCAFXETROVEHTETTLH
TRANSLYVANIANANTOWEROE
SBTNFERNANDOPPOOSOCKI
EUDTIMEMACHINEHELLOM
ALRARETURNNOFTHERINGM
QUESTCUELTSSRRTAEERO
KLAMNJUXTAPPOSITIIONER
NOMARDOORANEUTSVALOOT
ISMNCIELNGMCNHCEVMBA
TTAPT KVLGLSHITESRAKL
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