

# DRAGON MAGAZINE

AUGUST 1987

Editor - Andrew Hill  
Technical Editor - Michael Edwards

Published by DRAGONFIRE SERVICES.

*Editorial address*

Dragon Magazine  
13 Parry Jones Close  
Blaina  
Gwent  
NP23 3NH.



General Information...

A years subscription to Dragon Magazine costs £7.50 to UK addresses, or £10.00 overseas (N.Ireland is now an overseas postal address). Cheques or postal orders should be made payable to Dragonfire Services and sent to our editorial address (above).

Any articles for possible publication should be sent to us at the editorial address. Any programs must be supplied on cassette with full instructions. We will try to return any software sent, but please keep a copy for safety. We cannot pay for any material published, or not, but often software or vouchers can be supplied if the contributor so wishes to any published article, other than news items, and letters.

Any 'Star Letter' which is published in the Letters Corner which are given a free software cassette, or voucher, as stated in that or a prior issue. No other letters are paid for.

Dragon Magazine, or its proprietors, can accept no responsibility for any incorrect or misleading advertisements which may appear in Dragon Magazine. Nor can we accept responsibility for any errors, spelling or otherwise, which may occur in the magazine.

All competitions are subject to the normal Dragon Magazine rules. The editor's decision is final. Only one entry per reader.

Advertising rates on request.

EST. 1986



## ■ Editor's View...

For all of you who thought the last Dragon show was the last ought to be pleased to hear that your wrong! Yes, another Dragon show is on its way, and soon. This show, the *North West Dragon Convention/Show* is being organised by *Mr. B. O'Connor* of *Pulser Software*. Its aimed at the North of England Dragon owner, mainly, who don't seem to have received much support in the way of shows. Anyway, more information inside, and good luck to them.

Your trusty friend, master of the printer, *MacGowan* has been keeping a rather low profile lately, but have now come up with some programs for the Dragon, printer orientated, of course. Its nice to see that company is still alive, and kicking, since the quality of their software is really first class.

Here at the *Dragon's den* we are getting short of some articles. So when any of you get out the pen, or word-processor, as the case may be, write us up an article, or even two, and your plam could be placed with *software*, in return! So get writing... and if you don't know what kind of stuff we want then write and I'll let you know. Remember, you don't have to be an expert on the subject, or have a degree in English lit. OK ?! Bye for now, see you soon...

Andrew Hill,  
Editor.

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■ CLASSIFIEDS ■ ■ ■ ■ ■ ■ ■ ■ ■ ■ ■ ■ ■ ■ ■ ■  
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**OFFERS** for a *PRISM 1000* modem (without software) and a *VOLTHACE C.A.D.* software package, and instructions. *No reasonable offer refused!* Contact *Mr. John Shepherd*, 18 Templewood Road, Pitsea, Basildon, Essex, SS13 3JA.

### To place your classified-

Simply send us the wording and your address/telephone number and we'll place your advert in the next available issue of *Dragon Magazine*. The ideal way to advertise your software, hardware, services, or anything (it doesn't have to be computer related) without having to pay a penny (except for trade/non-subscribers)!

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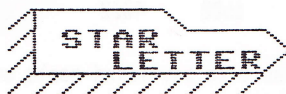


# LETTER'S CORNER

WRITE IN

Send in your views on Dragon Magazine, other magazines, clubs, groups, software, software houses, in fact ANYTHING you want. Let your view be aired! Allow other Dragon owners to see your point of view! And if your letter is the Start Letter of the month then you win a piece of software too! That's right, don't hang around, get writing. Our address is-

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



BY EDDIE FREEMAN

## Pricing Policy

There have been comments in the past in the computer press about the prices charged for programs by software houses. One comment that has been made is that software houses contributed to their own demise by the exorbitant prices charged for some programs and their 'Get Rich Quick' policy.

Let me discuss, but firstly let me state that I do not agree or disagree, except that I was *not*, nor am I *now*, prepared to pay £8 to £10 for a games program that will probably only be used a few times. However, my attitude alters if you are talking about a utility or business type of program.

If, for the moment, we ignore overhead costs and profit and concentrate on the costs which can be directly associated with producing and selling a program, then we find that the costs involved are -

1. The development costs (programmers time, etc.).
2. Cost of blank cassette.
3. Cost of reproduction.
4. Cost of packaging.
5. Royalties.

Once the program has been written then the *development* costs can be considered a *fixed* cost. The cost of the cassette and reproduction, packaging and variable costs (ie. they vary in proportion to the number of cassettes produced/sold). Royalties could be fixed or variable dependent on whether the royalty has been paid as a one off amount or according to the numbers produced/sold.

One programmer whose program was being marketed for about £9.00 was looking for sales of at least a 1000.

Let us consider the costs etc. assuming the following -

a. Development costs	£5000.00
b. Blank cassette	50p each
c. Reproduction	40p each
d. Packaging	10p each

Then, if a 1000 are sold the following would be the financial result.

Sales 1000 @ £9.00	£9000.00
Fixed costs (development)	£5000.00
Variable costs (cassette, reproduction, packaging)	£1000.00
Profit	£3000.00



It should be noted that a program selling at £9.00 will produce a contribution of £8 towards fixed costs and otherheads. Thus the total contribution is £8000 (sales £9000 - variable costs £1000).

Let us consider the effect if the selling price is reduced to say £7.50, £6.00, £3.00, then to maintain the same contribution the following quantities would have to be sold.

Selling Price of Programs	£7.50	£6.00	£3.00
Variable Costs	£1.00	£1.00	£1.00
Unit Contribution	£6.50	£5.00	£2.00

Number of copies which would have to be sold to achieve a contribution of £8000	1231	1600	4000
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By reducing the selling price there is less contribution per unit available to pay fixed costs and other overheads such as advertising ect. However, the £4,000 Dollar question is whether sufficient more sales would result and give a larger overall monetary contribution.

This has been looked at very simplistically and has not taken into account middlemen (wholesalers) and the costs quoted have only been used for illustration purposes as I have no idea of the actual costs involved. Futher, I may not have included all costs.

Eddie Freeman, 80B Main Road, Old Duston, Northampton, NN5 6RA.

OUR REPLY Well, Eddie, thank you for your interesting letter. I'm sure that many have been interested by the thoughts provoked by it. Two points which I would like to point out. Firstly, is that there are staff wages, office rental/rates ect. also to be deducted from those profits. Secondly the **actual** price for a C5 cassette, including reproduction, is £345 for 1000, which is a big saving of £655 on your quoted in the letter, although you state that its estimated only, thats just 35p per cassette, duplicated!

If any readers would like to add to any comments made by Eddie, or any software houses feel they have a case to defend, please write in and we'll publish your letter.

### Alone & Deserted

I'm very lonely here in Greece, after Dragon Data collapsed. I have a Dragon 32 and a cassette recorder only, I'm afraid, but I can't find any disk drives for my Dragon here. Anyway, I have to rely on the basic stuff.

I do have quite a few games for my Dragon, and adventures which I find stimulating and of great interest. I have some problems with Calixto Island.

Satos Mandalos, 34 Kifissias Ave, Ampelokipi, GR-115 26 Athens, Greece.

OUR REPLY Any reader who would like to write to Satos, concerning help with Calixto Island, or just the Dragon in general can contact him at the address above. He has very good English, and should therefore find no difficulty in answering, or reading, your letters.

### \* BACK ISSUES \*

Back Issues of Dragon Magazine are now available! All issues from March 1986 available, except May, June 1986, and June 1987. Prices are £1.00 for any two issues before October 1986. £1.00 per issue after October 1986. Cheques/Postal Orders payable to DRAGONFIRE SERVICES, and sent to-

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



# NEWS FILE...

Compiled by Andrew Hill.

Any news for the Dragon computer should be sent to us at -

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

## Roaring Magazine Change...

The Drag Mag. (not us!), which started life several months ago on Prestel, and then moved on to both printed and electronic magazines now have decided to drop out of 'electronic' magazine publishing, and concentrate on the printed version. This change has also brought about a change in their name, from the Drag Mag to The Dragon's Roar!

A years subscription to their new magazine, Dragon's Roar, now costs £7.50. More information can be obtained from the editor (a lion, no doubt!), Simon Jones, 37 Collins Meadow, Harlow, Essex, CM19 4EN. Their dropping out of the market left the Dragon with no electronic magazine on Prestel. Until recently, that was. Now Julian Cigdell, former editor of Dragon's Tail, is editor of a small magazine on Prestel's Clubspot 810.

## Take it Away, Dragon!

Dave Cadman, a musician, has been teaching his Dragon to play music! Dave regularly send his 'excellent' music on RTTY for the Dragon, and is said to be one of the most popular spots on Dragnet, the RTTY for Dragon owners. His music is now available to more of us, on cassette and disk. His music ranges from classical to rag-time, and is produced on an extended version of Microdeal's Composer. For more information contact Dave at 32 Breedon Hill Road, Derby, DE3 6TG.

## What do Printers Talk About ?

MacGowan, of course! MacGowan Consultants, the publishers of the excellent Printer Control, have just released a few more titles on their Dragon range of software, all concerned with printers, of course! Their first is Special Control, which is Printer Control with a difference. Its been enchanced so the producing of forms, and the like, is much or easy, with right hand justified bit-image graphics, and more. Prices go from £20.00 on cassette and £25.00 disk, depending on what printer you own.

Their second release is Lightpen Software, for the Trojan light-pen. The software which came with the pen was its main down-fall. Now MacGowan has put this right with a machine code program, with printer dumping and ability to use all of the screen! Prices may vary, once again, according to printer but generally £7.00 on cassette or £9.00 disk. The Trojan lightpen, itself, is also available from MacGowan, with the new software priced at an extra £7.00 to above prices.

MacGowan software, continued...  
More News overleaf..

Any news for the Dragon computer should be sent to us at -

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

 Dragon News Every Month!







## 0000 Where's Punchjaw ???

Yes, where's *Punchjaw* and his regular *adventure column* this month? Well, he *doesn't know we know*, and he *definatley doesn't know* that you know. He's gone off on his holls without sending us his adventure page! So the least we can do is tell you where we've *found out* he's gone...! To *Blackpool*! Yes, and if he doesn't send us a *post-card*, which we very much doubt if he will (too busy getting a tan, or drunk (or both!) to remember us back here at Dragon Magazine H.Q. slaving away over a hot keyboard for hours on end (no, days on end)) then we'll have either to get you all to send him *blackmail* letters (not to do the Adventure Page ever again, or we'll all take a trip upto Dumfires, Scotland, and, well we decide what to do with him then...) or to let us *PUBLISH* his *holiday snaps* (if he bothered to take any)! In fact that sounds so good I hope he *DOESN'T* send us a post card, nor read this little paragraph about himself! Anyway, he did send us a review (which I have had the upper-most pleasure of adding little comments to!) of what looks like a good new adventure from a small new company, so read on to get just a litte of the very original Punchjaw literary which he is so infamous for...

TITLE : *LARKSPUR WALDORF is TRAPPED!*

PRICE : £2.00 inc.

AUTHORS : John Smallwood & Hobson Bullman

SUPPLIER: *John Smalwood*, 51 Kings Drive, Fullwood, Preston, Lancs, PR2 3HQ.

This is the first graphic adventure in the *Larkspur Trilogy*. You control the '*luckless Larkspur Waldorf*'. What, or even who he is beats me. You do not play the part of Larkspur, merely *control* him. This is a little strange since you usually play the part of the hero. Perhaps he's remote control!

Don't get too excited about the game having graphics as there's not much to get excited about in that department. It is the presentation and the smooth running of the game that makes it *outstanding*.

The screen is split into *five windows*. Three small squares at the top of the screen. One displays Waldorf pulling one of his '*lickless expressions*'. The centre box displays the graphics view. This is a simple *wire drawing* although quite effective. Nothing as classy as *Trekboer* or the *Vortex Factor*. And not every location has a picture. The third box displays your *inventory*. A centre bar neatly separates the two screens. On this bar is written your optional *movement* (N,W,S,E,U,D). The bottom half of the screen is used to display your commands and also describes whereabouts you are in the *castle*, which *scrolls up beautifully* at *just the right speed*. By the way, Waldorf is in the castle, high up on a rock. Guess what? You have to rescue him!

The screen presentation is nothing short of *fantastic*. Probably the tidiest adventure presentation I have yet seen. Except, *perhaps* for Juxta-Position. The loading screen is also *effective*, displaying a picture of *Waldorf* battling with a snake and getting his *leg chewed off* by a *Pacman*.

The game itself isn't bad, either, perhaps not as hard as '*The Thirteenth Task*' or as sophisticated as '*The Immortal Strain*', but still good. Since you are trapped in a castle, you'd expect the number of locations to be *enormous*. Well, your *right* (that had all of you who though he was going to say, 'Well, your wrong'! -ED). The vast number of locations will confuse you and unless you make a map you will surely get lost.



*Unless*, like the *Editor* (what ever gave you that impression? Though, your right, of course! -ED), you have a good memory (ha, ha!):

On my first expedition through the castle I discovered a *Medieval Torture Chamber* (thats what we should use to get articles out of our readers! -ED), a banana (no comments) (why? -ED), a *bar* and a *wine cellar*, which was more my cup of tea (took the words out of my mouth, about you -ED) and a changing room for swimmers. So I put on the cravat (before you set off on your holidays? -ED) I found earlier, and not forgetting my hat and my banana (of course not -ED), I went for a swim. Several strokes later I was *smashed to death* on some rocks (so we can't expect your adventure page next month, either? -ED).

The adventure isn't the most original I've seen, although the name, 'Larkspur Waldorf' is. And at only £2 any adventurer would be mad (like you -ED) not to buy it. In fact, if no one buys it I must be wasting time reviewing games that no one really intends to buy. I must stress that at only £2 it makes it one of the *best budget games* I have seen. Buy it now. You won't be disappointed. Its one great game. *Congratulations to John and Hobson!* Look forward to the second part...

VOCABULARY - 65% \* CONTENT - 90% \* VALUE - 100% \* GRAPHICS - 40%  
DIFFICULTY - easy to difficult (hard to say)

David (PUNCHJAW) Barclay.



COMPUTAPE LTD

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Title      : Crazy Foota
Price     : £2.99 inc.
Supplier  : Computape, 27 Coombe Road, Southminster, Essex, CM0 8AH.
```

I Filled in my cheque and sent it off to *Computape* and within *three* days I had received my order. I have to say that *Computape* are *very good* with regard to their mail order service.

The cassette inlay is simply a screen dump of the title screen (which is in *PMODE 4*, as is the *whole* game) and some instructions. The instructions are clear and consise. They explain all. The music, as the game starts isn't really music when compared with *Fire Force*, *Shocktrooper*, ect. but is a simple tune consisting of a few beeps.

The game is played by two players using joysticks. The game play is *good*, especially when a goal is scored. It is a very good idea to have a *digitised crowd applaud* a goal and this greatly adds to the game. There are eleven men to each side which are small and clear, but not detailed. They do flicker when running, but not enough to distract.

The right-hand joystick controls all the men with their right hand in the air, and vice-versa for the left-hand player. When a man is chosen, a marker alongside the screen shows which man is in use and that man also waves when stood still.

The game plays *extremely well*, although at first the controls are *difficult* to master, but '*practice makes perfect*', as they say. If you are looking for a simple-type game, with a degree of difficulty and a lot of skill required then *buy Crazy Foota!*

85 % - Very Good

*Tudor Davies.*



# THE COMMUNICATIONS

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

by-

Simon Jones

*column!*

Helo, once again, and welcome, to this, the monthly delve into the world of **communications**. This month we're diving further into the deepest depths of Prestel, emerging only to take a brief look at a couple of **B.B.'s** - better known as **Bulletin Boards**!

To begin, the news of a **mini revolution** in Prestel; this is arisen from the fact that they've finally introduced **keyword searching**! Keyword searching being where you may simply type in a word related to the section you wish to go, without slogging through the many thousands of of slow, and costly, menu's. For example, if you wish to see how many Arsenal are beating Spurs by (who ever they may be - ED) you may simply type **\*FOOTBALL £** (hash), leading you straight to the football section, avoiding having to find the direct page number!

Indeed, as outlined last month, the benefits of Prestel are seemingly never ending, and as demonstrated by their new keyword searching, always improving. To further this, another recent addition to Prestel see's the introduction of **Electronic Yellow Pages** - or **E.Y.P.** for short. E.Y.P. simply being a glorified, **nationwide**, version of that infamous directory; although this time, it's a case of '**Let your phone bill do the walking**'!

Onwards, now, and to **Electronic Mail**, an aspect of Prestel which isn't quite so fast in improving - said to be one of the **worst in the U.K.** As soon as you subscribe to **Auntie Stella** (ok, ok, Prestel!), you are given your very own mailbox (MBX), for messages ect.... Although, this is limited to the screen size, which consists of 15 lines, each of 35 characters long. Also annoying, is the method of replying: Instead of typing **\*REPLY £** (hash), after reading the message you must first note the MBX number, go to page **\*77£** (hash), enter the MBX number, and then, finally, type the message! Very tedious, very slow, and even worse, very costly - as time is money!

A more popular side of Prestel/Micronet is their unique '**Gallery**' which gives the would be Robert Maxwell's (or, if your better at it, Rupert Murdoch's - ED) a chance to create their very own pages for all to read. A special page, or '**frame**', costs just 99p for a period of **three months**; you are allowed a maximum of 26 frames, updating them whenever you want, at a cost of just 1p! Proving it really is value for money, I, of course, used these facilities to produce, yes, you've guessed it, **The Drag Mag**! The Drag Mag being the first Dragon only pages to 'hit' Prestel/Micronet since the glorious days of **Dragon Data**!

Another area of Prestel/Micronet which is of particular interest to most, are the popular **chatlines**, allowing you to 'talk' to anyone else using the system. Prestel offers only **one** chatline, costing 7p per message, while if your a **Micronet** member as well you can enjoy upto **ten** chatlines, ranging from religion to adventuring! All Micronet chatlines are completely free, as is the '**celebrity chatline**' enabling you to talk to all those famous celebs., such as **Rolffy Harris**, **Paul Daniels**, and even nasty **Nick Cotton**!



Cont...

And so ends our little tour of Prestel this month, as we progress onwards to B.B.'s. In short, Bulletin Boards are 'mini Prestels', offering a varied amount of information, which is usually free to access. The majority of B.B.'s are at 300/300 baud, as stated last month, although an increasing amount can be accessed by Dragon owners at 1200/75 baud. Indeed, one such board can boast being of the *best in the U.K.*; that board being 'Gnome at Home', or 'Micrognome' (not run by Paul Daniels? - EI) and is available by dialing 01-888 8894. Micrognome offers many of the facilities seen on Prestel, including their unique chat lines with the *sysop* - or *systems operator*.

Well, that about sums it up for this month. Next month I'll be taking a look at *Multi-User* games, along with *YOUR* queries... Yes, that *IS* a hint, so if you haven't done already write to the address under the header, *NOW!* I'll leave you then with a list of the most popular B.B.'s, all of which are available at 1200/75 baud. Finally, if your *kind Ed* (I haven't said yes yet... - ED) will allow me a quick mention, *The Drag Mag* is now available in *newsletter* format, and indeed, by sending a mere postage stamp you can access your first issue free! Until next time... *Happy communicating!*

**MAILBOX 80 - DRAGON - 051 428 8924**

BB-Belton (0493 7813334)  
CBBS SW (0392 53116)  
Dark Crystal (01 954 9847)  
Vulcan Board (0628 46691)  
CABB (01 631 3076)

~~~~~  
**\*\*\* COMPETITION \*\*\***  
**WIN**  
**SUPERKID**  
**WORTH £8.45 !**

Here's your chance to get your hands on one of Quickbeam's latest arcade games, with speech, Superkid. The arcade game which has been given five star reviews! Simply send off, on a postcard or letter (which ever you prefer) the answers to the questions below, along with your name and address, to us at -

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

All enteries must reach us before the end of August. Normal Dragon Magazine rules apply. Subscribers Only.

1. What's the name of MacGowan's new utility which will give your program an 'excellent printout' ?
2. What's the name of the software company who are organising the N.W. Dragon Show & Convention latter this year ?
3. What's the new name of the Drag Mag ?
4. What's Computape's graphical football game for the Dragon called ?
5. Who publishes the graphic adventure, Larkspur Waldorf is Trapped ?

All answers can be found in this months Dragon Magazine - Read It!  
(answers published next month)

**\*\*\* ENTER TODAY! \*\*\***



# ARCADE-YIER

by: ANDREW HILL

ANDREW HILL, 13 Parry Jones Close, Blaina, Gwent, NP3 3NH.

As promised last month, in this months column I bring to you some reviews of some American/Tandy software which is generally not available in Britain. If you want to purchase any American software, or quality Tandy software then maybe your only answer is to subscribe to Rainbow or Hot Co-Co and order direct, but, as you know, that works out to be very expensive, and now Elkan Electronics don't import the Dragon and Tandy mags from the U.S. then that is the only way you can get hold of them. Unless you know anyone who imports them? Anyone know the address of the National Tandy Group? If so drop me a line and I'll get in touch with them. Whats all the fuss about, you say? Well, I'll tell you what its all about... in the U.S. theres a LOT of quality software around for the Dragon, and what's more, its the games like your friends, or maybe foes (!) on the Spectrum, Commodore and Atari have been playing! Yes, games like The OFFICIAL Zaxxon, Bar-Tender (on the Dragon called Brew Master), to name but two, and other excellent games like Pooyan, Colour Car and Sea Dragon. The list goes on. Games which SHOULD have be brought over here. More on that in a future issue.

But now onto my first American review... Brew Master. This game is that which 'US Gold were selling for other 'lesser' computers, under the name 'Bar-Tender' which was very sucessful. Its a game where you've got to keep your customers at the bars happy by keeping them filled up with drink, and not forgetting to collect their empty glasses before they slide off the edge of the bar! The graphics are not super, the movement is, I found, bad. But the idea is great, original, and provided me with some of the best fun I've had on my Dragon for ages. I really enjoyed this game, having fancied it in Boots one day last year when it was on display on the Commodore. A game of enjoyment, if not experiancing any graphical wanders.

Now, allow me to move forward onto a small simple game which goes by the name of Mazeland. And is simply that. Nothing much to this game. Your just being chased around the maze by some small objects, and you have to get some pellets. As you've by now probably guessed, its based on PacMan (oh no, I here you say!) but none the worse for that. I've enjoyed it much more than I have any Pac Man. The sound it just screaching. But its good, I thought, how it was done, and I liked it. A simple, but enjoyable game when you what to get away from the graphically amazing Airball, and difficulty of Juxta-Position.

Now I'll have to stop my reviews of U.S. games there. Why? Because I want to bring you some next month too! And so now onto some high scores, this month sent in by reader I. Ross, who lives up there in Caithness, Scotland! He's scored 251,040 (level 23) on the ever popular Chuckie Egg, and 36,100 on Donkey Kong (The King). In Manic Miner he's got 17,170 and in Microdeal's pocket money program, Tea Time, 18,720. And his final high score was on Ninja Warrior which was originally brought out by Programer's Guild (Program Factory in the US) and now being marketed at a very relistic price by Computape. He managed to get a good 37,200 on that, and so earned himself a black belt (thats as far as I got!). Well done to him for some very good scores. Beat 'um can you? Then send them in! Any high score for any games wanted as it allows other readers to 'compete' against you. And competition brings about a heathly games column. So get out your gaming joystick, through away 'Ye Olde Dragone Dater' (no, not a spelling error) joystick, and get gaming. Now, So until we meet again. Don't know where, but I know when (next month, at about the same time) see 'ya, and send in ALL your hi-scores, maps, pokes, codes and request. ANYTHING. Address under header.



# XXXXXXXXXXXXXXXXXXXXX [ VOTING CHART ] XXXXXXXXXXXXXXXXXXXXX

Here's the *AUGUST 1987 Dragon Magazine Reader's Chart*... Agree, or disagree with it you have the chance to change it! Simply send a list of your *top five* Dragon programs, to us, and not only could you see some of your favourites in the chart, or even number one, but also win yourself and your Dragon a piece of software! Get writing...

**No. 1. AIRBALL**  
 2nd Superkid  
 3rd Juxta-Position  
 4th Tangle-Wood  
 5th Wizard's Quest

Yes, *Airball*, by Edward Scio, one of Microdeal's latest is still at the top! Will it ever be moved? One thing for certain, it will have to be a good game to beat it! To enter your top five simply complete the form below, or copy it out if you don't want to cut your *D.M.* about, and send it to us at the address below. The winner, which is the chart picked out of the bag first, will receive a piece of software!

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XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX
X  DRAGON MAGAZINE CHART TOPPER  X
X          AUGUST 1987          X
XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX

1  _____
2  _____
3  _____
4  _____
5  _____

NAME _____
ADDRESS _____
_____
_____
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TEL ( _____ ) _____

[ ] WIN MICRODEAL'S MUD PIES [ ]
  
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XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX
X  DRAGON MAGAZINE CHART TOPPER  X
X          *EXAMPLE*EXAMPLE*EXAMPLE* X
XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX

1  AIRBALL
2  SUPERKID
3  STONE-RAIDER II
4  BOULDER CRASH
5  WIZARD'S QUEST

NAME A. Person

ADDRESS 23 Some Lane
        Little Town
        The County
        TC23 LT4

TEL ( 80200 ) 273157

[ ] WIN MICRODEAL'S MUD PIES [ ]
  
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Send Your Top Five to -

*DRAGON MAGAZINE (CHART), 13 Parry Jones Close, Blaina, Gwent, NP3 3NH.*

## XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX [ Sorry & Results ]

We apologise, but forgot to mention the answers to the April 1987 competition in *Dragon Magazine*. Our thanks go to everyone who has written in to let us know! So, here's what some of you've been waiting for...

1. Eclipse-Fenmar Ltd.
2. Euro-Hard S.A.
3. Dragon World (also their newsletter, Stop Press accepted).
4. Cuthbert & the Golden Chalice.
5. Jones (Star Man Jones).

And now the results for the May/June issue...

1. Preston Software
2. Ark Software
3. Konix Computer Products.
4. The Drag Mag.
5. Icons Utility.

>>> DON'T FORGET TO ENTER THIS MONTHS COMPETITION <<<



|                              |                     |                  |
|------------------------------|---------------------|------------------|
| Beanstalker                  | / Microvision       | / March 1986     |
| The King                     | / Microdeal         | / March 1986     |
| Jet Set Willy                | / Software Projects | / March 1986     |
| Brock's Kingdom              | / Blaby Com. Games  | / March 1986     |
| Chuckie Egg                  | / A. n. F Software  | / March 1986     |
| Total Eclipse                | / Eclipse - Fenwar  | / April 1986     |
| Barry Burgers                | / Blaby Com. Games  | / April 1986     |
| Eddie Steady Go!             | / Incentive S/H     | / April 1986     |
| Rommel's Revenge             | / Design - Design   | / April 1986     |
| NO JUNE 1986 ISSUE AVAILABLE |                     |                  |
| Kung Fu - Master             | / Blaby Com. Games  | / July 1986      |
| Junior's Revenge             | / Microdeal Ltd     | / July 1986      |
| Tea Time                     | / Microdeal Ltd     | / July 1986      |
| Graphics System              | / Salamander S/H    | / July 1986      |
| Caverns of Chaos             | / Blaby Com. Games  | / July 1986      |
| Temple of Doom               | / Blaby Com. Games  | / August 1986    |
| Boulder Dash                 | / Blaby Com. Games  | / August 1986    |
| All-Dream                    | / Grosvenour S/H    | / September 1986 |
| Composer                     | / Microdeal Ltd     | / September 1986 |
| Sprite Magic                 | / Knight Software   | / October 1986   |
| Pooyan                       | / Datasoft          | / October 1986   |
| Sea Dragon                   | / Adventure Int.    | / October 1986   |
| Official Zaxxon              | / Sega & Datasoft   | / October 1986   |
| Zaksund                      | / Elite Software    | / October 1986   |
| Golden Chalice               | / Microdeal Ltd.    | / November 1986  |
| Wizard's Quest               | / Microdeal Ltd.    | / November 1986  |
| Frankie                      | / Smithson Comput.  | / December 1986  |
| Speed Racer                  | / Microdeal Ltd     | / December 1986  |
| Numerology                   | / Occult Software   | / December 1986  |
| Whilybird Run                | / Spectral Ass.     | / December 1986  |
| Res-Text                     | / John Penn Disc.   | / January 1987   |
| Gorden Bennett               | / Smithson Comput.  | / January 1987   |
| Pogo - Jo                    | / Morrison Micros   | / January 1987   |
| Fire Force                   | / Quickbeam S/H     | / February 1987  |
| The Bells                    | / Blaby Com. Games  | / February 1987  |
| ShaoLin Master +             | / Quickbeam S/H     | / February 1987  |
| Rommel V Rommel              | / D.D. & Microdeal  | / March 1987     |
| 9 Games Cassette             | / Datacom           | / March 1987     |
| Sword & Sorcerer             | / Blaby Com. Games  | / March 1987     |
| Galactic Gus                 | / Quickbeam S/H     | / April 1987     |
| Printer Control              | / MacGowan Const.   | / April 1987     |
| Stone Raider II              | / Microdeal Ltd     | / April 1987     |
| Airball                      | / Microdeal Ltd     | / April 1987     |
| Airball (again)              | / Microdeal Ltd     | / April 1987     |
| Superkid                     | / Quickbeam S/H     | / May 1987       |
| Galactic Gus                 | / Quickbeam S/H     | / May 1987       |
| Dynafast                     | / Compusense        | / May 1987       |
| Hi - Text                    | / Micro-Vision S/H  | / May 1987       |
| NO JUNE 1987 ISSUE PUBLISHED |                     |                  |
| Biorhythms                   | / Occult Software   | / July 1987      |

-OTHER SOFTWARE ALSO REVIEWED IN THE SPECIALIST COLUMNS-

-BACK ISSUES AVAILABLE AT COST - PLEASE ASK/-

00 FOR YOUR REFERENCE 00



# THE N.W. ENGLAND DRAGON SHOW AND CONVENTION

SATURDAY, 12th SEPTEMBER 1987

at Bishop Henshaw Upper School,  
Rochdale, nr. Manchester,

10 a.m. to 4 P.m.

Entrance Fee:- £1.50 for adults, and  
£1.00 for children.

On September 12th, Pulser Software will be organising the N.W.England Dragon Show and Convention, at Bishop Henshaw Upper School, Rochdale, Lancs.

Many of the major retailers have been invited to come along to sell or demonstrate their software and hardware, including :-

DRAGON USER MAGAZINE

NATIONAL DRAGON USERS' GROUP

COMPUSENSE

HARRIS MICRO SOFTWARE

COMPUTAPE

MICROVISION

JOHN PENN

QUICKBEAM

PEAKSOFT

P.N.P.COMMUNICATIONS

PANCOMMS

R & AJ PRESTON

GROSVENOR

OS9 USER GROUP

We also hope to have demonstrations, a computer 'clinic' with a Panel of experts to help with Peoples' Problems, a forum to answer Peoples' queries, and hopefully a Prize draw. Snacks and seating will be available and a licenced bar has been applied for.

Easy access from the M62.

Any retailers or demonstrators interested in booking a stand should contact Pulser Software on (0706) 849189