

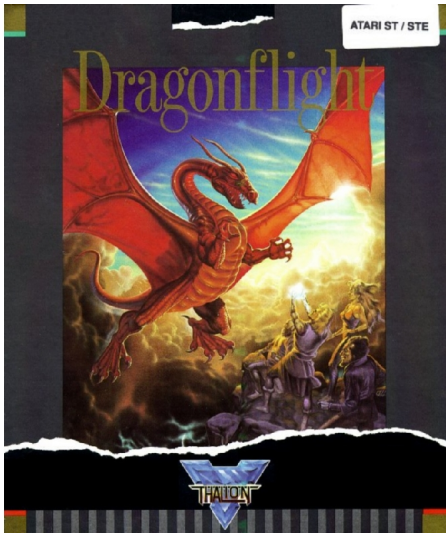
# Dragonflight



## General informations

Genre	Adventure - RPG (2-D)	Year	1990
Language	1990	Publisher	Grandslam Entertainment
Controls	Mouse	Distributor	
Players	1	Developer	-
Resolution		License	Commercial
Programmer(s)	Bitz, Gunter / Fischer, Udo Raasch, Michael / Rosocha, Marc Thisell, Niclas	Country	United Kingdom
Graphic Artist(s)	Simon, Erik	Software language	English
Game Designer(s)	Simon, Erik	Documentation language	
Musician(s)	Hippel, Jochen	License	Commercial
Sfx	[unknown]	Serial	
Cover Artist(s)		ST Type	
MIDI		Version	
Protection		Number of Disks	

## Disk





LEISURE

THALION £34.99

# dragonflight



■ Hit a skeleton hard enough and it collapses in a heap of bones. Here are some skeletons who are about to be hit hard enough



■ Running from a fight is detrimental to your score. However, fireballs are even more detrimental to the health of these orcs



■ Discretion may be the better part of valour but running from combat doesn't do a character's score any good. Use the grid as a guide

**T**halion have spent more than a year working on this adventure RPG and it's already paid off by topping the game charts in Germany. Cast in the *Dungeon Master*/*Ultima* mould, *Dragonflight* is a hybrid combination of adventure styles.

You can leap straight into the action or plod through the 104-page scene-setting novella which tells the story of how magic and dragons, once bountiful, have all but vanished from the world. Now they are both needed to save humans, dwarfs and elves from evil powers.

You control four characters: two humans (a fighter and a wizard), a dwarf fighter and an elfen all-rounder. They each begin the game with a little food and money, and one of the four Rings of Stasis – into which they retreat when mortally wounded.

The wizard also has a piece of a map which can be examined to show a large-scale plan of the game world. Unfortunately, the other eleven pieces of this cartographical opus are scattered across various landmasses. The piece you possess only proves the game world is bloody enormous.

Exploration takes place over an *Ultima*-like display: overhead graphic screen, character status window, and action menu. You can chat to city inhabitants, wander into shops and inns, and visit residents in their homes. Once kitted out you can leave Pagana, the city from which your quest begins, and seek out the dungeons that were once the "schools" of white and black magicians and which still contain much that's useful to you.

The dungeons are brilliantly designed; you travel through the corridors in first person perspec-



It's common for adventures to take years to program and *Dragonflight* is no exception. First conceived back in January '87 by two German programmers, the game has just grown and grown and grown to the point that it now spans three disks. But, to quote a popular saying, size isn't important, it's what you do with it that matters. When the game was started it was included elements from the programmers' favourite adventures but since then there are more new features have been added. There are two major elements which distinguish this role-playing game from others in the genre – a four man team and a unique battle option. Programming team Udo Fischer (left) and Erik Simon (right) seem to have been successful – at least in Germany where the game has already reached the number slot.

tive and as your torch burns low visibility decreases.

Features are limited to doors, chests and magical mouths built into walls: doors may be locked and lead either into rooms or stairwells, chests usually contain something of worth, but are often booby-trapped, and the magical

mouths work on a riddle mechanism. If you closely examine one of these features, it asks a question and you must provide the answer to proceed. Monsters only inhabit rooms, so at least you're safe in the corridors. When you enter a room the perspec-

## EFFECTS

The graphics are colourful and atmospheric, and impressive animation sequences crown a well-presented game. Combat sequences are nothing like the usual joystick blast but are instead tactical exercises showing fireballs and spells as they're hurled from character to character. A wonderful attention to detail means the magic mouths in the dungeon poke their tongues out at you when you get answers wrong.

Music is passable, but won't have you rushing down to the shops to get the twelve-inch. More sound effects, which are limited in the dungeon and combat areas, wouldn't have gone amiss.

## VERDICT

The scenario may be old hat, but your quest is long term and open-ended enough to give you complete adventuring freedom. For those who like their role-playing on an epic *Dungeon Master* scale, *Dragonflight* is an absorbing addition to any adventurer's collection. On the negative side, the documentation is awful, despite the obvious work that went into it, and wonderful in-game presentation is let down by counter-intuitive execution. Unfortunately, the price, at least a tenner more than the game's worth, is likely to banish this otherwise enjoyable game to the distant realm of legend.

SEAN MASTERSON

GRAPHICS	7
SOUNDTRACK	6
INTELLIGENCE	5
INSTANT APPEAL	5
LONG TERM INTEREST	8
OVERALL	71%



■ Wandering around the city of Nimravell, looking for supplies. Shops have red signs over their doors