

Dragon Spirit

Backgrounds of S. Radic

Dragon Spirit (Doragon Supiritto) is a vertically scrolling shooter arcade game released by Namco in 1987 and licensed to Atari Games for American production and distribution.^{1]} It runs on Namco System 1 hardware and was later ported to Amstrad CPC, Commodore Amiga, Commodore 64, DOS, Atari ST, X68000, PC Engine/TurboGrafx-16 and ZX Spectrum platforms.

Basic idea. In the kingdom of Mitgult, a snake demon named Zawell escapes after a thousand years of captivity and abducts Princess Alicia. A soldier named Amul is selected to save her and destroy Zawell. He turns his sword upwards into a mighty blue dragon. He can spit fire and drop bombs, as well as gather up to thirteen additional powers during his journey. Amul must fight nine of Zawell's most powerful animals, one at the end of each stage, before facing Zawell himself.



Screenshot aus der Arcade-Version des Spiels



Amul always moves forward, but the player can move him in 8 directions. He can shoot flames at air enemies or throw bombs at enemies on the ground. Amul has a bigger appearance than most enemies and is therefore easy to hit, although he can score two hits before losing a life. The powerups that give the player additional heads can give him double or triple firepower, but they also give him double or triple exposure to enemy fire, which can be very difficult to avoid, especially in later phases. That's why it's not easy to win the game.

Dragon Spirit was also released in 1988 for the PC Engine/TurboGrafx-16. This version retained most of the original arcade graphics and sound quality, but had only eight levels compared to the nine levels of the arcade version.¹ On July 2, 2007, the PC engine (or TurboGrafx-16) conversion of the game was added to the Nintendo Virtual Console, and on September 8, 2009, the arcade version was released as part of the Virtual Console Arcade in Japan. It was released on Xbox 360 as part of the Namco Museum Virtual Arcade on November 4, 2008.

4-Beat (T=170)

The musical score is arranged in six staves, all in 4/4 time. The top staff is for *Strings Adv.*, showing two chords: a triad of G4, B4, D5 and a triad of G4, B4, E5. The second staff is *Mute-Git.*, featuring a continuous eighth-note pattern: G4, A4, B4, A4, G4, F4, E4, D4. The third staff is *Bass*, with a pattern of eighth notes: G2, A2, B2, A2, G2, F2, E2, D2. The fourth staff is *Perc. Adv.* for *Tambourin*, with notes on G4, A4, B4, A4, G4, F4, E4, D4. The fifth staff is *Drums*, showing a *small crash* on the first beat of each measure, followed by a pattern of eighth notes: G2, A2, B2, A2, G2, F2, E2, D2. The bottom staff is labeled *BD* and *DSD*.

Programming instruction

A very fast 4 beat is essential for any PC-GAME sound background! In the above style only the basic rhythm and its advanceds are shown. The chord carpet belongs obligat to it. The tambourine is also shown here as adv. and has the task to support the DSD (Disco-Snare-Drum), but could also be replaced by handclape. The bass is very moving and closes every two-stroke phrase with a devalued, dismantled chord run. The "MUTE-GIT" part plays a special role here, which runs incessantly and thus boosts the game speed!