

SPECIAL OFFER Buy 2 deduct 10% * Buy 3 deduct 20% * 4 or more deduct 30%

INC VAT	Acheton	14.95	11.95	14.95	11.95	17.50	14.95	17.50
	Avon/Murdac	17.50	14.95	14.95	14.95	19.95	17.50	19.95
	Countdown	14.95	11.95	14.95	11.95	17.50	14.95	17.50
	Giant Kill	19.50	14.95	14.95	14.95	17.50	na	17.50
	King of H.	14.95	11.95	14.95	11.95	17.50	14.95	17.50
	Phil. Que.	14.95	11.95	14.95	11.95	17.50	14.95	17.50
	Return	14.95	11.95	14.95	11.95	17.50	14.95	17.50

Note: Archimedes versions (#) ONLY available in compilations, Phil. Que. & VAT: (!) Acheton with Kingdom of Hamil, (!) Phil. Que. with Count. to Doom and Return to Doom

Based on the tale of Jack and the Beanstalk, GIANT KILLER is, however, definitely not a game for the rising tides. In this best-selling riddles and adventures (used in schools everywhere) you start with the inescapable task of going to market to buy a pig. Discovering this to be impossible you are left with no other option but to go exploring. Only by finding the Giant and all the treasures and by solving all the mathematical puzzles - calculator work, spatial investigations, tessellations, mazes, etc. - can you win the maximum score of 250 points. Programmed by the author of classic adventure games the Philosopher's Quest, GIANT KILLER is aimed squarely at the 9 to 14 plus age range, although many adults are finding the game charming and the puzzles a really worth while challenge.



GIANT KILLER by Peter Kilworth

ADVENTURE GAMES CATALOGUE

P.O. Box 39
Stilton
PETERBOROUGH
PE7 3RL

0733 244682

Full details of all of our thought-provoking games - as described by reviewers - and of our new double-game release **AVON** (with MURDAC). Two games for the price of one!

*'All hail, great master, grave sir!
Hail! Welcome ever smiles, and
farewell goes out sighing . . .'*

In this light-hearted but immensely challenging look at The Bard's world through the keyboard of modern man, you find yourself, after watching too many Shakespeare plays (or perhaps reading them) wandering around a strange land. Here they use a richer language than usual, and some of the scenes remind you of certain Shakespeare plays. How you are going to return successfully to the present day is something that you will have to find out for yourself!

Why does the adventure take place on three different dates? What is the significance of the lady Portia's caskets? Why does Yorick sometimes say "Golesida" and sometimes something else? Why do you suddenly find yourself wearing an ass's head? These are just some of the tantalising puzzles that you'll meet when you welcome AVON . . . An exhaustive knowledge of the Shakespearean Canon is not necessary as, in most cases, just the problems rather than the solutions are taken from Shakespeare. If you get really stuck, Topologika's much-praised on-line 'Help' system is there to stop the sighing . . .

AVON is Jonathan Partington's first release since his best-selling 'KINGDOM of HAMIL' (also available from TOPOLOGIKA).

Also from TOPOLOGIKA

Kingdom of Hamil	Philosopher's Quest
Acheton	Countdown to Doom
Giant Killer	Return to Doom

PACK INCLUDES:
Disc's with on-line 'help'
Technical Guide
Coded 'Hints Sheet'
Intro Guide
and
Free BONUS game!

MONSTERS OF MURDAC

AVON © Dr. Jonathan Partington
Acorn conversions by Dr. J. Thackray
Amstrad conversions by Locomotive Software
Published by **TOPOLOGIKA** 1989
P.O. Box 39, Stilton, PETERBOROUGH PE7 3RL
Tel: (0733) 244682

FREE INSIDE

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AVON NEW RELEASE



PC	MS-DOS	ACORN	DFS	AMSTRAD	CPC	AMSTRAD	PCW	SPECTRUM	+3
5.25	3.5	5.25	3.5	464	664	6128	8512	9512 (disk only)	
Archimedes				(disk only)					



MONSTERS OF MURDAC

CLASSIC ADVENTURE by Jonathan Partington
Game size: moderate
Difficulty level: standard

May 1988
MICRO USER

Hamil is a land of sorcery and romance, a place of strange but loyal beings, of immense fortitudes, with a game does not disappoint. To put you in the picture: you are the true but disposed king. Once kidnapped in infancy, you now set about to reclaim your throne. The opening descriptions are in elegant prose which is a delight to read, together with a clear hint that you should start by exploring the chapel. From here on the complexly escalates with the first maze marvellous itself to the thunderous noise of rock slides, I am not a noted fan of mazes, but the one here which contains the hungry T. Rex kept my adrenalin flowing. I was delighted to see this package and recommend it unreservedly.

Kingdom of Hamil

AVON NEW RELEASE

MONSTERS OF MURDAC

THE forests of Murdac are some of the oldest in the land. Although living on their outermost fringes, you've never been able to penetrate them: every time you follow a forest track it somehow turns back on itself, taking you away from the secret heartlands of Murdac. cottage of Duesza, the wife of Murdac. Duesza can... And does. 'Th's one look's brighter than the last', she murtherst herself, while making you a cup of what looks like tea. 'It's time that the quest were done...' Following Duesza's instructions you go down a certain path, one hollowed in midnight. Drawing a pentacle, you stand within it and shout, as instructed. Whether or not you explore Murdac further is up to you, but do be very careful. It's not every adventurer who is going to survive the torridly alien world of the Monsters of Murdac, cannibals, ogres, the Old Man of the Sea - and more.... If you enjoyed Acheton or Kingdom of Hamil, Jonathan Partington's MURDAC is for you.



by Jonathan Partington

Game size: moderate
Difficulty level: medium



Game size: moderate
Difficulty level: standard

CLASSIC ADVENTURE by Jonathan Partington
Game size: moderate
Difficulty level: standard

Countdown to Doom

by Peter Killworth

**SCI-FI ADVENTURE
FANTASY**
Game size: medium
Difficulty level:
standard

Travelling through space on a routine mission you're in orbit around the long-deserted planet of Doom, blissfully unaware of its efficient automatic defence system. Moments later your craft crashlands on the inhospitable planet surface. Shaken, but otherwise unstirred, you examine the wreckage and realise that unless you can relocate the necessary parts, collecting as much bonus treasure as you can, your ship will corrode away in a mere 400 time units.

'At close quarters the planet looks even more forbidding than it did from the sky. Its hostile terrain is characterised by extreme changes of climate; murky swamps border leafy jungles, mountain paths lead up to icy glaciers and down into the exhausting heat of a sandy, disorientating desert... The locations are extensive, atmospherically described and, for the most part, extremely hazardous. Striding boldly into the unknown is likely to lead to an early death at the hands of the planet's exotic creatures. Slugs, allodiles, electrically charged blobs, hungry metatermites and rampaging decapods would be easy to avoid if only you knew where they lived...

'A large part of the extensive environment is immediately accessible so success depends much more on wandering around and discovering what you have to do than performing a series of specified tasks.

'If you enjoy the sort of game which involves hours of careful exploration, Peter Killworth has added enough puzzles, hidden pitfalls and cryptic conundrums to make the long and hazardous journey more than just worthwhile...'



CRASH
May 1988

**PART 2 OF THE
'DOOM' TRILOGY**
Game size: large
Difficulty level:
advanced

'Being the only person ever to have escaped from the planet Doom (see *Countdown to Doom*), you are the best one to answer a distress call picked up from a ship which has also crashed on the planet.

The fact that one of the passengers is the Ambassador of Regina adds to the urgency, and you head off at full speed.

You land in a jungle clearing. Initial explorations reveal problems in all directions... To the west is an object essential to the completion of your mission... To the south ... the door should prove to be less of a problem if you realise that the marks have been made by an intelligent being. Entering the shaft without first realising the significance of the air draught is likely to prove dangerous...

'... Exhaustive saving of your position is highly recommended. If this seems off-putting, let me clarify by saying that the situations are well advertised in advance — there simply don't seem to be any alternatives at the time!

To give you an example, after successfully passing some Allodiles, who attack if they can see you, and being followed by little creatures who steal any possessions dropped to map a maze — which, incidentally, isn't — I found the only way to escape from a swamp was by entering an alternative universe.

'I was then told I didn't have a further requisite object, and was promptly dumped back in a location I couldn't escape from.

'Unless something remarkable happens in the next couple of months, this is undoubtedly the **best text-only adventure of the year**. It is amazingly intricate and craftily constructed.'



CPC COMPUTING
November 1988

Philosopher's Quest

by Peter Killworth

**A BAFFLING AND
MAGICAL ADVENTURE**
Game size compact
Difficulty level:
advanced

'In the days when the BBC micro reigned supreme, one software company, *Acornsoft*, consistently produced the best games for it.

'Although they lost this reputation with regard to arcade games, their adventures are probably still regarded as among the best. Now *Topologika* has converted them for the PCW.

'*Philosopher's Quest* was one of the early Acornsoft games and one of the most baffling. For this version the game has been considerably extended with several new series of puzzles closely following the tradition of the original.

'While browsing in a junk shop, your attention is attracted by a magic wand. As soon as the shopkeeper's back is turned, you foolishly pick it up and wave it.

'Before you can say abracadabra, you find yourself in another shop — very different in nature from the first.

'As your gaze wanders around a voice inside your head tells you that as a punishment for abusing the wand you must collect all the treasure you can find and bring it back to this location.

'Among the problems facing you are a location where you 'cease to exist' and every command you give is ignored, invisible dogs, and the Tower of Babel, where everyone, including yourself, seems to speak a different language and nobody can understand what you say — including your micro!

The game has a very magical atmosphere and is exceptionally well constructed.'



**COMPUTING WITH
THE AMSTRAD PCW**
December 1987

**CLASSIC CAVE
ADVENTURE**
Game size: Probably
the biggest micro
adventure ever
written
Difficulty level:
expert

'*Acheton* takes place in the four thousand and twenty-seventh year of the reign of Yelka-Oekim IV. It's a challenge to the greatest adventurers in the known universe, but that won't prevent YS readers from having a go as well. Your task? Simply to uncover the secrets of the land of Acheton. Did I say 'simply'? To give you some idea of the scale of this disc-only game you're given a clue sheet which won't give anything too much away by itself, but which runs to 233 questions! The 'on-line' help is a feature of *Topologika* games. If you're having trouble with something, you type HELP and you're prompted for a clue number, which you get by looking at the clue sheet. Typing in the number gives you a genuine clue, and you're then asked if you want a more detailed clue, right through to the solution to the problem being given — but you're always warned if that's about to be revealed.

'With this sort of game you start at the end — the end of a road, surrounded by forests, farmhouses, fields and a slight depression. You already have 50 points to your credit and haven't even touched the keyboard yet! Can this success last? Well, it seems to do early on, as you can soon pick up a few treasures. I like the Tomb Room where failed adventurers are buried. It does open up to other areas too later on, and obviously the treasures get rather tougher to collect!

'At about 140K the game's size means a lot of game-play — as your map will soon show. If you don't insist on the latest state-of-the-art graphics adventure, then *Acheton* is good value-for-money.'



YOUR SINCLAIR
June 1988