

Announcing a new classic text adventure from Topologika

Inspired by THAT book, **SpySnatcher** is from the pen of Jon Thackray (Acheton, Hezarin), Jonathan Partington (Kingdom of Hamil, Avon, Murdac, etc) and Peter Killworth (the Doom Trilogy, Philosopher's Quest, etc) - so you know it will be good! You can read all about it below - & you'll find version & ordering details on page 4.

In **SpySnatcher**, you have been summoned to MI7 headquarters, popularly known as 'The Zoo', in order to unmask a 'mole'. The chief of MI7, Sir Arthur Cayley (known to his friends as 'Z') is extremely worried, because the plans for the new Sonic Macrothrodule are believed to have been leaked. They were kept in his office safe, and were there yesterday when he arrived at 9 a.m.; the safe had been disturbed when he checked it in the morning but the plans were still there. Z reckons that it would take at least an hour to remove the plans, copy them, and return them.

With Cayley is Superintendent Hardy of Special Branch who has been assigned to MI7 on special duties for some weeks.

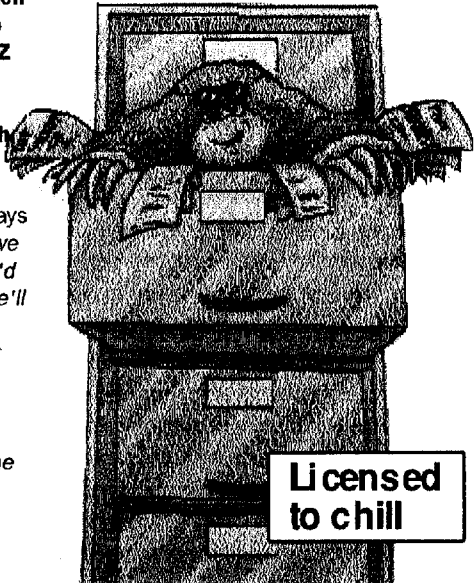
"We're off for a drink in the 'Cloak and Dagger' now," says Z. "Take a look round. Because of your unofficial position we can't openly give you access to the files, but if I were you I'd start with my secretary's office while she's downstairs - she'll have details of my movements yesterday, as well.

"You can probably rule out Newton, who is abroad, & Brauer, who's on holiday. Nobody else knows you're in the building now that a new Security guard has come on duty. The guard usually patrols at about 7 p.m.

"Don't let anyone see you, or you'll have to abandon the investigation. Come & find us if you think you have some useful information. Good luck!"

Game size: moderate **Difficulty level:** medium

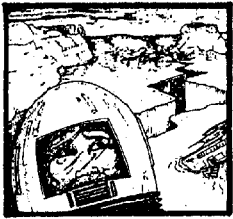
SpySnatcher



The Masters of Classic Text Adventures!

Countdown to Doom

Return to Doom



If you enjoy the sort of game which involves hours of careful exploration, with enough hidden puzzles and encrypted conundrums to drive anyone else round the bend, *Countdown to Doom* is for you! It's a sci-fi adventure fantasy, set on the planet Doomawagara

(Doom, for short), where, shaken but un-stirred after your spaceship's crash-landing on Doom's inhospitable surface, you emerge from the wreckage to realise that unless you can locate the necessary spare parts - collecting as much treasure as you can from the hundreds of other wrecked ships in this graveyard in the sky - your ship will corrode away in a mere 400 time units! The locations are extensive, (atmospherically described by author **Peter Killworth**), and for the most part extremely hazardous. Striding boldly into the unknown will lead to an early death at the hands of one of the planet's exotic creatures... (NB: Disc version is much bigger & more complex than the original tape versions.)

Game size: medium
Difficulty level: standard



As the only person ever to have escaped from Doom, you are the obvious candidate to answer a distress call from yet another ship in trouble. The fact that one of the passengers is the Ambassador of Regina adds to the urgency. You land in a

swamp, 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, it isn't), the only way to escape from a swamp might be to enter an alternative universe...

Enough clues. First released in 1988, *CPC Computing* reckoned **Peter Killworth's Return to Doom** the 'text-only adventure of the year'. Bigger and tougher than part 1 of the Doom Trilogy, *Return to Doom* will see you repeatedly saving your position - assuming you want to survive Doom for the second time! (NB: Play 'Countdown' first!)

Game size: large
Difficulty level: advanced

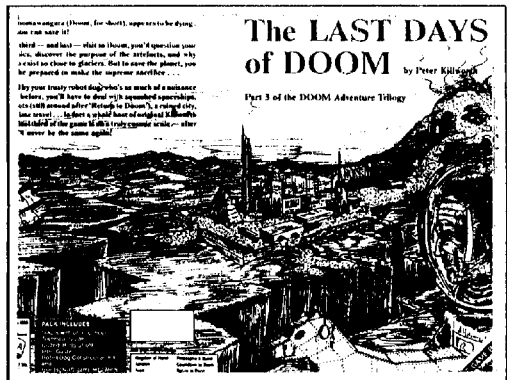
Last Days of Doom & Hezarin

In this final instalment of **Peter Killworth's Doom Trilogy**, the planet is - you guessed it - *doomed*, and it's your job to save it! Quite why this is worth doing is something you'll find out as, accompanied by your trusty robot dog (who's as much of a help and a hindrance as before) you venture forth once more onto Doom's rapidly deteriorating surface.

You'll have to deal with squashed spaceships, renegade robots, slow beings, a ruined city - in fact a whole host of original Killworth puzzles - in your quest to save Doom. You may even have to make the ultimate sacrifice (one that the game's automatic 'oops' facility won't be able to deal with!) With over 150K of text and around 218 'rooms', we know you'll find the adventure even more challenging than parts 1 and 2 of the Doom Trilogy.

But don't let that put you off. As with all of our games, *Last Days of Doom* comes with on-line help so that you will, eventually, be able to solve even the most tricky puzzles.

Game size: large **Difficulty level:** advanced



Hezarin, by **Steve Tinney, Alex Ship & Jon Thackray**, transports you to the strange and wondrous world of the evil tyrant and sorcerer **Arijith**. As a swim-in member of the Adventurers Guild you cannot ignore the inhabitants' pleas for help. Although this will not stop you from acquiring the odd treasure along the way, your ultimate task is to overcome the tyrant and free the peasants from his oppressive regime. A great game.

Game size: large **Difficulty level:** advanced

Last Days of Doom includes a free game - HEZARIN

Avon & Murdac

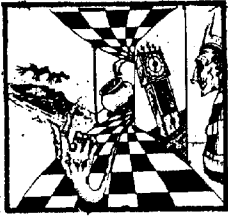
In **Jon Thackray** and **Jonathan Partington's** light-hearted but challenging look at The Bard's world through the keyboard of modern man you find yourself, after watching too many Shakespeare plays, wandering round a strange land. Here they use a richer language than usual, and some of the scenes remind you of - well, some of the plays! How to return successfully to the present day is what you have to find out!

- *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 are you wearing the head of an ass?*

These are just some of the tantalising puzzles you'll meet in 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 The Bard's works. And if you get really stuck, Topologika's much-praised on-line 'Help' system is there to stop the sighing...

Game size: medium **Difficulty level:** medium

Acheton



First produced on the BBC micro in 1980, **Jon Thackray's Acheton** has become a classic in its own right, and is still (we think) the biggest text adventure ever written. It's a challenge to the greatest adventurers in the known universe! Your

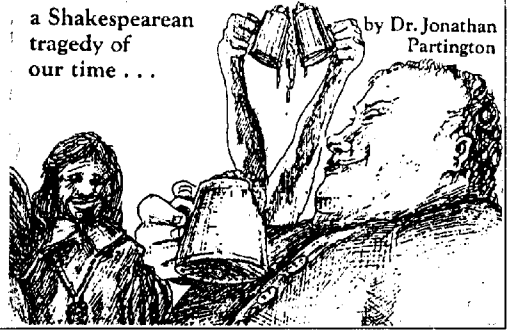
task? To uncover the secrets of *Acheton*, the events taking place in the four thousand and twenty-seventh year of the reign of Yeika-Oekim IV. You start at the end - the end of the road - surrounded by forests, farmhouses, fields and a deep depression. You already have 50 points to your credit, and you haven't touched the keyboard yet! By no means a game for beginners, *Acheton* demands stamina, tenacity and intelligence - plus a very large sheet of paper on which to build up the map of the mysterious land of *Acheton*! To give you some idea of the scale of this game, the 'Help' system sheet contains 233 questions!

Game size: enormous **Difficulty level:** expert



a Shakespearean
tragedy of
our time . . .

by Dr. Jonathan
Partington



FREE! This **TWO GAME PACK** also includes:

Murdac (also by Thackray and Partington) sees you flying off to the ancient land of Murdac. Your mission? To discover its secrets with the help - if you can call it that - of the old witch Duessa.

"Go down a certain path at midnight," she tells you, "until you come to a clearing. Draw a pentacle, and stand within it."

In this challenging game you'll meet ogres, cannibals, the Old Man of the Sea, endless hours of trudging until you come across a beautifully laid out garden and a small stone hut - where the secrets of Murdac will begin to be revealed!

Game size: moderate **Difficulty level:** medium

Philosopher's Quest



Philosopher's Quest, by **Peter Killworth**, is one of the most baffling games ever written. 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 wave the wand. Before you can say 'Abracadabra', you

find yourself in another shop - very different from the first! A voice inside your head tells you that - as a punishment for abusing the wand - you must collect all the treasure you can find. Among the problems facing you is a location where you 'cease to exist' and where every command seems to be ignored! You'll also meet invisible dogs and the Tower of Babel, where everyone, including yourself, seems to speak a different language so nobody can understand what you say - including your micro! (NB: Disc version is much bigger and more complex than the original tape versions.) "The game has a magical atmosphere and is beautifully crafted." (Amstrad PCW, December 1987)

Game size: compact **Difficulty level:** advanced

The Masters of Classic Text Adventures!

Kingdom of Hamil



"Hamil is a land of sorcery and romance, of strange but loyal beings, of immense fountains, with a castle and a museum full of bizarre antiques which only the King can put to use."

So runs the opening sequence of the game - elegant prose which is a delight to read and which includes a clear hint that you should start by exploring the chapel.

To put you in the picture - you are the true but dispossessed King. Once kidnapped in infancy, you now set about to reclaim your throne. A simple start, but the games complexity escalates with the first maze manifesting itself to the thunderous noise of rock-slides while a hungry Tyrannosaurus Rex will keep your adrenalin flowing. Kingdom of Hamil is by **Jonathan Partington**. (NB: Disc version is much bigger and more complex than the original BBC tape versions.)

Game size: moderate Difficulty level: standard

In the days when the BBC micro reigned supreme, one software company, **Acomsoft**, consistently produced the best games for it. *Philosopher's Quest*, *Kingdom of Hamil*, *Countdown to Doom* and *Acheton* were among those early tape-based games!

When **Acomsoft** decided to cease publishing these titles, we took them on, developing disc-only versions that were, in some cases, **TWICE AS BIG AS** with **TWICE AS MANY PUZZLES** as the original games!

We have also released brand new games like *Return to Doom*, *Avon* and *Last Days of Doom* (see this catalogue) and moved the games onto a wide range of computers. **RISC OS** titles are *only* available in the compilations shown.

*** Atari ST versions now available!**

All games include BUILT-IN ON-LINE HELP and COMPREHENSIVE CLUE SHEETS.

TOPOLOGIKA ORDERING INFORMATION

Prices

Title/Version	BBC	CPC	PCW	IBM	Nimbus	Atari	RISC OS
Countdown	£15	£15	£15	£15	£15	£15	Compilation £30
Ret. to Doom	£15	£15	£15	£15	£15	£15	
Phil. Quest	£15	£15	£15	£15	£15	£15	
Acheton	£15	£15	£15	£15	£15	£15	Compilation £20
Hamil	£15	£15	£15	£15	£15	£15	
Last Days/Hez	£20	£20	£20	£20	£20	£20	£20
Avon/Murdac	£20	£20	£20	£20	£20	£20	£20
SpySnatcher	£15	£15	£15	£15	£15	£15	£15

All prices include VAT. Add £1.00 p & p (first item)
Upgrade fee BBC to RISC OS: £5.00 per game.


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