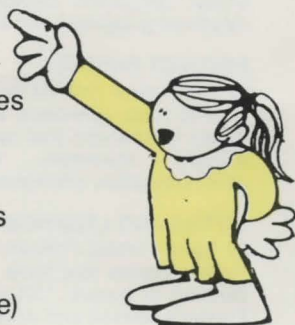


# SOFTWARE CATALOGUE

# Learning and Leisure

TOPOLOGIKA was formed in February 1987 to publish quality *recreational* and *educational* software.

Whether you're a teacher, parent, both or neither - we're sure you'll find something of interest. We take ACCESS orders over the 'phone (24 hours), or just drop us a line. Cheques should be made payable to TOPOLOGIKA. Official and Trade orders are welcome, with discounts for bulk or regular purchases. Goods are normally dispatched return of post, and are guaranteed for life. All prices include VAT (where applicable) and postage and packing.



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BBC, BBC+, Master, Master Compact, AMSTRAD CPC & PCW, AMSTRAD PC (and compatibles), Spectrum +3, etc.

## POLYOMINOES PROJECT PACK

by Bob Fox

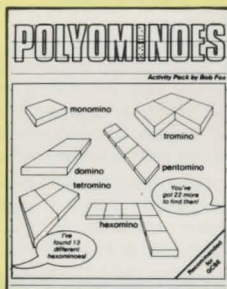
Children love investigating *polyominoes* (squares connected by their edges), and this double-disc pack provides all you need to get them started.

'*Pentominoes*' invites you to fit all 12 pentominoes into a variety of 60-square grids. 'Tessellator' lets you explore the tiling properties of polyominoes. 'Hexmaker' challenges you to find all possible hexominoes - and does the checking! 'Printer' needs an Epson (or compatible) printer to print out childrens' work. 'Carousel' displays designs one-by-one as a 'slide show' - perfect for that parents' evening display!

Great value for money: juniors are using POLYOMINOES to investigate spatial relationships or just to make patterns, while top juniors/middle school pupils enjoy the more demanding tasks. *The hardest problems are taxing for GCSE students and most adults!*

Program Guide  
Workbook  
Grid sheets  
TWO discs

BBC/Master £18.40  
Master Compact £20.70



## GIANT KILLER

by Peter Killworth

Although GIANT KILLER is based on the tale of *Jack and the Beanstalk*, it's definitely not a game for the rising-fives.

In this best-selling mathematics adventure you start - as Jack or Jackie 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, the treasures - and by solving all the puzzles (calculator work, spatial investigations, co-ordinates, topology, tessellations, mapwork, etc) - can you win the maximum score of 250 points.

Programmed by the author of such well-known classic adventure games as 'Countdown to Doom', 'Castle of Riddles', etc, GIANT KILLER is squarely aimed at the 9-14 age range, although many older children - and adults - are finding the game charming, and the puzzles a really worthwhile challenge.

Program Guide  
Player's Guide  
Disc

BBC/Master £18.40  
Master Compact £20.70  
Spectrum +3, Amstrad CPC (disc) £14.95  
Amstrad PCW £14.95  
Amstrad PCs (and compatible) £14.95



## CURVES PROJECT PACK

Software by Norman Kirkby

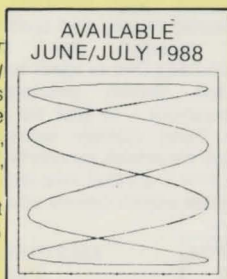
Properly resourced, curve stitching is one of the more popular classroom activities. The *CURVES PROJECT PACK* lets you investigate curves of all kinds without needing to go anywhere near nails, thread, pencil or paper!

Plotting accurate curves, the 8 programmes leave you to think about how they have been created and how they might be changed, allowing you to print them out to Epson - and compatible - printers. This NEW multi-media pack promotes cross-curricular activities in the Junior/Middle school, and allows GCSE students to explore complex curves and loci with ease.

Produced in co-operation with the EAST ANGLIAN RESOURCES ORGANISATION (E.A.R.O.) and mathematics specialists LEAPFROGS, *CURVES* includes an 80 page Resource Book, 50 page Activities Book, audio tape with stories and 'imaginings', two discs - and more!

'CURVES' will be featured in a Central Television School series starting in September

BBC/Master/Compact  
£29.95



## PUNCTUATE!

by T.R.S. Wilson

Like handwriting, punctuation is a skill that everybody needs. *It's also one of the hardest to perfect.*

PUNCTUATE! enables parent or teacher to tailor computer-based activities around this important skill. You can TYPE IN and EDIT stories; SAVE them to disc; SPECIFY which marks you want the computer to delete. Once the text is on the screen, the learner has to put the punctuation marks back. Playing time can be varied from untimed (ideal for children with Special Educational Needs) to 'whirlwind'. Points are scored, and PERFORMANCE is analysed and stored on disc. Several starter stories are included.

Designed and coded by T. Roger S. Wilson, in collaboration with Brian Kerslake, author of the best-selling 'Puncman' programs, PUNCTUATE! can be adapted to suit people of any age, from 7 up.

Program Guide  
Disc

BBC/Master £14.95  
Master Compact £16.00

Amstrad and PC (and compatible)  
version available June £14.95





# WHALES AND DOLPHINS PROJECT PACK

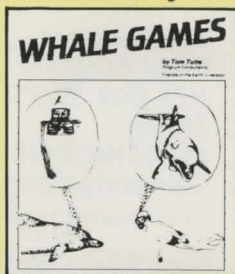
Looking for educational resources on WHALES and DOLPHINS? We've put together a complete project pack! Each item is available separately so that you can 'mix and match' with resources you've already got. Alternatively you can buy the COMPLETE PACK for only £65.00 inc. VAT and p & p - a saving of over £25.00!

**GENTLE GIANTS OF THE SEA** 200-page Teacher's Resource Book from the Whale Museum

Everything you need for a complete class topic or home study pack on whales: copyright-free text; pictures to colour-in; detailed background information; lesson plans; suggestions for cross-curricular activities, etc. Aimed at the 8 to 13+ age range, but easily adapted for other ages. £12.95

**OCEANS OF SONG** Audio Tape from The Whale Museum

Side 1: Ocean recordings of whales in the early evening and at night. Remarkable, memorable sounds! Side 2: Humpback songs against modern orchestral settings. Music to fire the imagination - a treat for conservationists young and old. £7.95



**SAVING THE WHALE**  
from the World Wildlife Fund

Tape/slide set

The fight to halt whaling has been one of the major conservation issues of recent times - a campaign which has seen successes and disappointments. 'Saving the Whale' recounts the story of human greed, cruelty and exploitation, set against the fascination of these ocean giants. 40 frames. Narration by Sir Peter Scott (26 mins) £13.95

**NORTH ATLANTIC WHALES**  
from the British Museum

Poster

This attractive colour poster features detailed illustrations of well-known cetaceans. Useful as resource and display material, and for developing appreciation of scale drawings. 86cm x 62cm ..... £4.00

**PROJECT SHEETS**

Worksheets for ages 8 to 13

by Lee Turvey, *Friends of the Earth, Liverpool*  
Lots to read, questions to answer and things to do, featuring artist-drawn illustrations that catch the eye and make it fun to use. Themes include: mammals, whales, oceans, senses, respiration, communication, intelligence, etc. 28 x A4. £4.00

**MYTHS AND LEGENDS**

Story Book

by David Forster, *Friends of the Earth, Liverpool*  
Retells stories that have been handed down through the ages: 'The Dolphin of lassos', 'Tokama the Whale', 'Nina', and lots more. David Forster's relaxed and easy-to-read style suits ages 8 to adult. £4.00

**WHALE GAMES**

3 computer programs

by Tom Tuite

'Ears That See' lets children experience the problem of 'seeing' with sonar. Practise sessions conclude with a game in which mathematical shapes must be identified before the Great White Shark gets them! In 'Save the Whale' you are a whale, and must reach your breeding ground before the whalers get you. 'Migration Quiz' sees up to 10 teams steering migrating whales across a map of the world. Suits ages 8 to 13+.

BBC/Master £14.95

Master Compact £16.00

**WHALE FACTS**

a Computer Encyclopaedia

by Graham Raggett

Hundreds of facts about whales and dolphins arranged in a self-contained 'database' format. Children can - by means of single keystrokes - rapidly find their way through the disc to the information they want - and 'dump' it to Epson, and similar, printers. Suits ages 8 to 13+.

BBC/Master £14.95

Master Compact £16.00

**WHALE ADVENTURE**

Computer Adventure Game

by Tom Tuite

Queequeg is the heir to the throne of Kovokoko. When the King dies it is the tradition for the crown to be thrown into the sea; the heir has to prove his title by diving in and retrieving it. Queequeg's crown is carried off by a huge white whale - Moby Dick - who takes it to Davy Jones' Locker. Queequeg cannot succeed until he has tracked down the whale and returned with the crown.

Set in the mysterious Pacific Ocean, this new graphic adventure game for children of 8 to 13 explodes some common myths about whales, and takes children on adventures in time, space, and conservation. Available June/July '88 Price About £18.40

## INTERACTIVE FICTION

First published by Acornsoft, these classic games from Britain's best adventure writers are now available for many other machines. If you missed them the first time round, you can't afford to miss them now!

**Kingdom of Hamil**

by Jonathan Partington

Night, blackest night. Bones weary after days and nights in the saddle, you seek shelter in a strange, derelict chapel, and dream of the place you seek: Hamil. A Kingdom of green pastures and sparkling fountains, of sorcery and romance, of strange but loyal beings: a land that once was yours. Have you the nerve - and the sheer intelligence - to try to win it back? Game size: Moderate, with many unusual puzzles Rating: Standard.

**Countdown to Doom**

by Peter Killworth

New Extended Version

Orbiting the treasure-rich planet of Doomawangara, deserts, jungles, glaciers, swamps and crashed spaceships of previous adventurers just visible through the swirling clouds, your ship faces a sudden and savage attack, and crash-lands on Doom. Can you cannibalise enough spares to repair it before Doom's highly-corrosive atmosphere rots it - and you? Game size: Medium, with an SF flavour Rating: Standard.

**Philosopher's Quest**

by Peter Killworth

New Extended Version

Waving that old magic wand that you found in the junk shop off Market Street was a big mistake. The atmosphere turned inside out, taking you with it and doing the same to you. And when it swirled back again the quaint old shop - and the strange old shopkeeper - were nowhere to be seen. Game size: Compact, but packed with unexpected twists Rating: Advanced.

**ACHETON**

by Jon Thackray, David Seal and Jonathan Partington

"We hereby challenge the greatest adventurers in the Known Universe to uncover the dread secrets of our realm. Deeds of heroic valour will be required, and feats of intellect that Newton and Einstein would have boggled at... The rewards will be great: riches immense, power supernatural, and the knowledge that you have succeeded where thousands have failed." Signed in the four thousand and twenty-seventh year of the reign of Yelka-Oekim IV. May his Dread Majesty live forever! Game size: Probably the biggest micro-adventure ever written! Rating: Expert

Available for BBC/Master, Spectrum +3, Amstrad PCW CPC (disc), PC (and compatibles). All versions £9.95

**RETURN TO DOOM**

You are flying through the universe, minding your own business, when a desperate distress call hits your transceiver: "Mayday! Mayday! The 'Galapoxi', taking the Ambassador of Regina on an important mission to Fluxo, has just crashed on Doom! Ship disintegrating fast! We have left the ship for safety - Please hurry - heading for cleft..."

You - as the only person ever to survive Doom - immediately steer your ship for that dangerous planet once again. Now could be your finest hour (or maybe longer)... Rating: Advanced

RETURN TO DOOM is Part 2 of Peter Killworth's challenging Doom trilogy, and is available for the above machines, price £12.95.



## YES CHANCELLOR!

by Tom Tuite, C.B.E. Economic Simulation Game

Ever thought you could run things better than the Government? Here's your chance to see if YOU can control inflation, cut taxes, keep interest rates down, spend more on social services, get tough with strikers, etc.

Based on a simplified but in principle correct model of the problems of raising and spending money - your money - YES CHANCELLOR! is a fascinating simulation in which success is only possible if you can make the kind of responsible decisions necessary in real life. Governments have to be elected, so the aim of the game is to stay in power by winning an election every five years. Public opinion polls let you know how you're doing: keep everybody happy or that economy could get out of hand!

Complete with booklet that introduces economic theory and terminology and takes you through the simulation, YES CHANCELLOR! is ideal for serious students of the British economy, for budding Chancellors - or just as family fun. Author Tom Tuite (former senior official of the Inland Revenue) recommends that you start on Level 1 so that you can find out how the program works before you get thrown out of office.

Booklet  
Disc

AMSTRAD CPC (disc) £9.95

AMSTRAD PCW £9.95

AMSTRAD PCs (and compatibles) £9.95

**YES  
Chancellor!**

