LEVEL 9 ADVENTURES

Cassette price: **£9.95;**
Disk price: **£11.95** (only on BBC/CBM64)
Emerald Isle is £3.00 less: **£6.95/£8.95**

LEVEL 9 ADVENTURES

for 32K or bigger versions of:

AMSTRAD BBC SPECTRUM CBM64
MSX NASCOM MEMOTECH ATARI

Level 9 Computing,
229 Hughenden Road,
High Wycombe,
Bucks HP13 5PG.

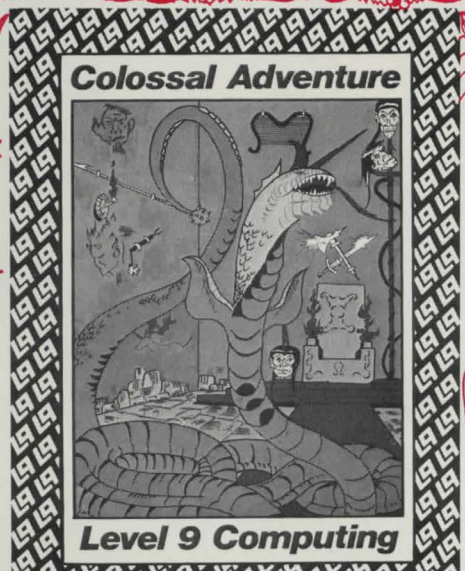
Level 9 Computing specialise in huge puzzle adventures and Computer Trade Weekly readers voted us in their Top 20 software houses. We've developed many techniques for cramming massive games, taking weeks or months to finish, into popular micros.
Every Level 9 game has over 200 individually-described locations: compare this with the size of other well known adventures!
The games are designed like novels, with realistic scenery and reasons for the puzzles they are solved by inspiration rather than luck or hard work. And there's lots of humour. Each game contains background notes and full instructions, with a coupon to return if you need clues - and Level 9's giant free clue sheets have to be seen to be believed!
"You really can't go wrong with any Level 9 game as they are all brilliant." - Crash Micro

"Stand up and take a bow, Messrs Pete and Mike Austin - your software impresses the hell out of me .. Whichever machine you own, if you have the vaguest tendency towards adventure playing then you must try one of these games (unfortunately you'll probably end up wanting to buy the lot!)."

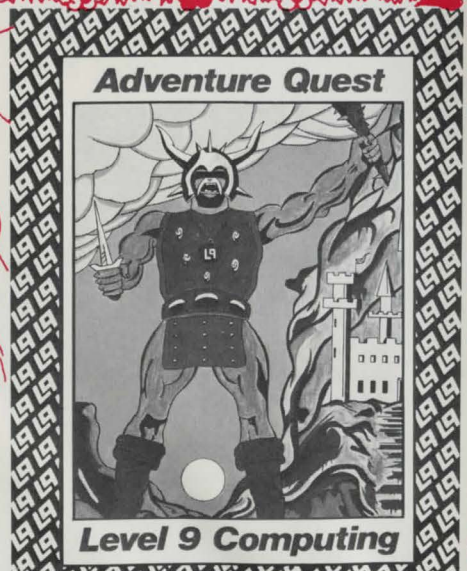
- Computing Today

"Final Eulogy: The Level 9 Adventures are superbly designed and programmed, the content first rate. The implementation of Colossal Cave (Adventure) is nothing short of brilliant: rush out and buy it. While you're at it, buy their others too. Simply smashing!"

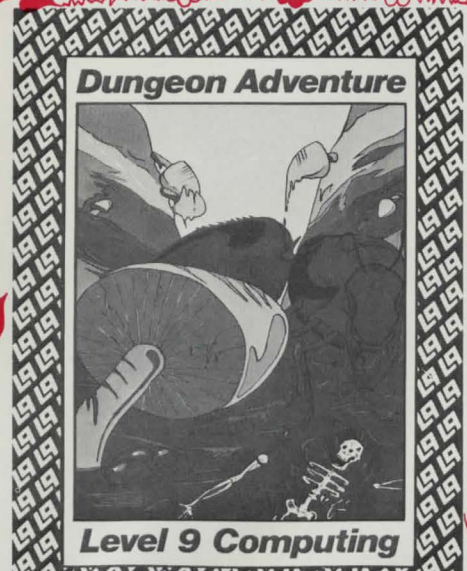
- Your 64



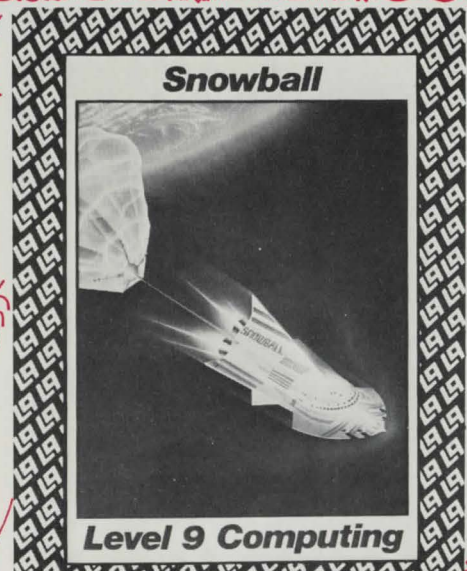
Colossal Adventure is a complete, full-size version of the classic mainframe game "Adventure" with all the treasures, creatures, rooms and puzzles of the original. And we've



Adventure Quest. Hundreds of years have passed since the time of Colossal Adventure and evil forces are invading the land. One hope remains: you must discover the Old



Dungeon Adventure completes our Middle Earth trilogy. The Demon has been defeated and his Dark Tower cast down. But its dungeons remain, filled with hoarded



The massive starship, **Snowball 9**, is carrying 2 million hibernating colonists to Eden, fertile planet in the Eridani starsystem, in this SF game with thousands of locations. The

added 70 bonus locations to the end-game. No one else gives you this.

Visit Cc ossal Cavern and meet the giant snake, chinese dragon, mercenary Troll and watch out for the knives of the evil dwarfs. No true adventurer should miss this game.

If adventures are your game then this is your adventure" - Home Computing Weekly

Colossal Adventure is one of Practical Computing's Top Ten Games choice for Xmas 83/84: "Poetic, moving and tough as hell"

"**Colossal Adventure** is one of the best in its class. I would recommend it to any adventurer." - Acorn User

Roads to the Dark Tower, fortress of the Demon Lord. Only there can you defeat him.

The way is long and dangerous, through 9 different regions of forest, desert, mountain, water, fire etc., but with cunning you can make it to the final confrontation with AGALIAREPT.

"This has always been on the the best adventures for me as it seems to contain the lot. In all it took me about 8 months to solve." - Popular Computing Weekly

"To say that this is a big adventure would be an understatement, for there are over 200 locations and some of the most elaborate problems that I have ever encountered."

treasure and magic.

There are just two snags. Other creatures want the loot, as well, and many guardians remain: skeletons, carnivorous jellies, black balls etc. Even an orc or two. Success will not come easily!

"(10/10): *★**£*!!!" (We think he liked it!) - Popular Computing Weekly

"I found Dungeon exceedingly well planned and written, with a fast response. There are well over 200 locations and the descriptions are both lengthy and interesting. The objects number about 100. It could therefore take some months to explore the whole network, giving many hours of enjoyment in the process." - Computer & Video Games

Snowball has been hijacked and is heading into the sun in the first of our "Silicon Dream" trilogy.

You'll meet Waldroids, Nightingales and other strange robots in this massive science fiction adventure. But the most baffling puzzle, according to many players, is how to use the control room computer.

"I was impressed by the scope, over 7000 locations, the quality of the location descriptions, and the addictiveness. A great many of the Adventures I've played were forgotton as soon as the machine was switched off, this one kept me awake for nights!" - Software Today

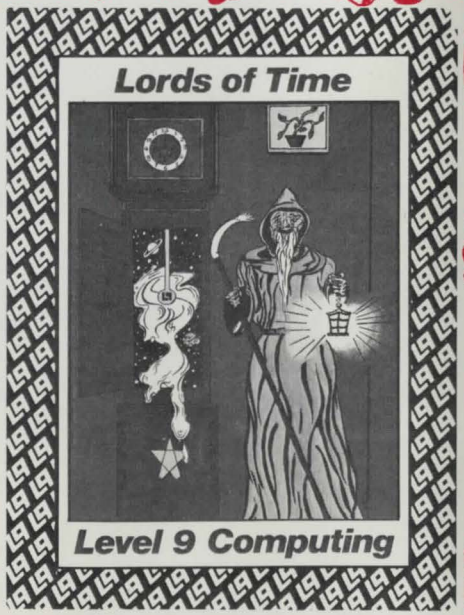
Voted "Text Adventure of the Year" - Crash Micro

Return to Eden is the sequel to Snowball. Marooned in the deadly paradise of Eden's jungles, you must use the weird plant life to survive. Then tackle the strange robot city to secure the fate of the whole planet.

"Pick of the week... A mandatory purchase for adventure fans everywhere. Tony Bridge will go gaga." - Popular Computing Weekly

"The problems I've encountered so far are typical Level 9 - diverse and cunning! The puns are just as amusing and the plot is one of the best. There's nothing I can say about Return to Eden that hasn't been said about other Level 9 classics, so go out and buy it. It's s another winner from the Austins." - Micro Adventurer

Return to Eden has about 240 pictures in Amstrad, Commodore 64 and Spectrum versions.



Lords of Time. A band of evil timelords are plotting to alter world history, and Father Time has chosen you to help stop them. This requires 9 symbolic objects from critical times in history.

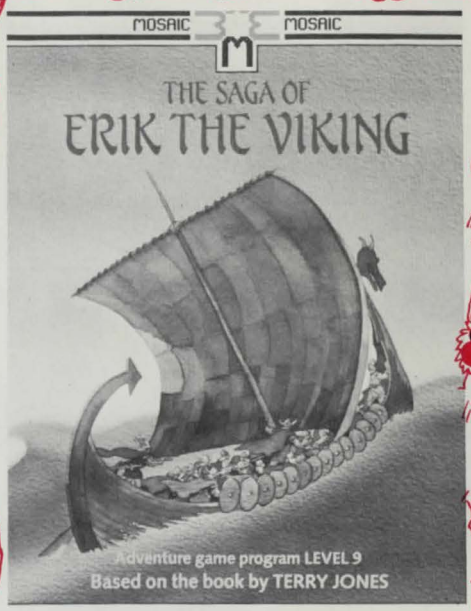
Chill to the Ice-age, find the first hard disc, get lost in the dark ages and find what the future may have in store. My favorite thing is the woolly jumper (you'll know it when you see it!).

"Level 9 - arguably the producers of the best adventure games in the UK - has done it again. **Lords of Time** is a sparkling addition to its stable of winners, with more than 200 beautifully described locations and a repertoire of witty responses to even the dumbest instruction." - Acorn User

Emerald Isle. Picture a tropical Island Paradise, cut off from the world by treacherous seas. Surround it by deceptively tranquil blue waters and clothe it in lush jungle from which emerge strange stone buildings. Add a civilisation with its own technology and language.

Now picture a light aircraft, seized by strange forces in the Bermuda Triangle, spinning down from the skies. The pilot bales out just in time and floats down beneath a swaying parachute. You are that pilot. Your problem is not survival, but how to ever leave the island.

Emerald Isle has 150+ different pictures in Amstrad, BBC, Commodore 64 and Spectrum versions.



Erik the Viking. A visually dramatic adventure with 150+ different pictures, based on the award-winning book by Monty Python star Terry Jones.

Travel, as **Erik the Viking**, in search of the evil Dogfighters. Explore authentic Viking settlements and seek help from Wizards, Dragons and Giants in strange lands.

Level 9 designed and programmed Erik for the Amstrad, BBC, CBM 64 and Spectrum. Erik is produced by Mosaic Publishing and business contacts should contact John Wiley of Chichester.