'Getting Started' Switch the computer system on, then follow the instructions on the disc label. The disc drive will whirr, and the program should start. Refer to the separate 'How To Play Adventure Games' booklet for details of how to use the program itself. If, after following all the instructions, you still can't get the program to start, or you are in any way not satisfied with its performance, return it to us in its original packaging, and we'll test it and replace if necessary. This version does not use sound effects.

SOME QUESTIONS ANSWERED:

I wanted to load a game I saved a week ago, but I couldn't remember what I called it. How do I find out? The only way to research names of saved games is to check them out before you start a game, ie from the A> prompt of DOS. (Use the DIR command, as described in your system manual under reference 'DIR'.)

I'm using a double disc system. Can I have the adventure disc in drive A, and my data disc in drive B? Yes. To save to drive B at the ':' prompt, type

SAVE <RETURN>. The computer will respond with:

Please insert saved game disc.
Save
:

Put your 'data' disc in drive B, then type:

B:gamename <RETURN>, where 'gamename' is the name that you are using for your saved position.

To get back to that saved position at a later date, type LOAD <RETURN> and follow the on-screen instructions, using B:gamename at the appropriate time.
I tried to save a game, but got a 'Disc full' message. This means what it says. The disc is full. You have two choices: either put another (formatted) disc in the drive that you are using, or use the DEL facility, from DOS, to delete one or more of your old files (see your system manual for details).

I tried to save my position, but it won't let me! If the name that you're typing in is too long (maximum 8 characters) the computer will just keep saying:

Save

until you use a name it likes. If you've inadvertently put a write-protect sticker on the disc, or if the disc itself is faulty, you will get the message:

Abort, Retry, Ignore?

If a sticker is the problem, remove the disc, then the sticker. Put the disc back in the drive and type R <RETURN>. If a sticker isn't the problem, put a different (formatted) disc in the drive, and type R <RETURN>.

I want to back up the disc. Can I do this? The disc is copy-protected. Attempts to copy it may result in damage to the code. Replacement or back-up discs are available from TOPOLOGIKA for a nominal fee.

When I try to LOAD a saved position, I get the message: Open failure - please try again

The program can't find a file of that name on the disc. You may have just mis-typed the name (in which case just type it again). You may be trying to load a game that you think you've saved, when in fact you didn't! Finally, you may be using drive B for your saved game disc, and omitting the drive reference from the 'gamenamel (see above.)
Mysterious body, known only as The Ruling

cnil of Acheton, issues the following challenge:

cntent life forms everywhere:
"We hereby challenge the greatest adventurers in the known universe to uncover the dread secrets of our realm.

"Acheton is no ordinary land. Although explorers are welcome, you may find that death is the only reward. Deeds of heroic valour will be required, and feats of intellect that Newton and Einstein would have boggled at. Understanding of the arcane science known as Magic will be mandatory...

"For the successful adventurer, the rewards will be great: riches immense, power supernatural, and the knowledge that you have succeeded where others have failed...

"Good luck - you will need it!

Signed and Sealed in the four thousand and twenty-seventh year of the Reign of Yeika-Deklim IV. May his Dread Majesty live forever!"
The hint sheet contains a series of questions that players typically ask, like "What do I do in the enchanted forest?" Various 'key words' have been deleted from these questions - making it harder to accidentally see the solutions to other questions - and are reproduced below. The numbers alongside the words refer to the questions. The number that follows each question is the number to key for that particular hint. Good luck!

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| ALCOVE | 2 | GATE | 46 | QUICKSAND | 156 |
| ALTAR | 3,51,83 | GIANT | 47,70,104,231 | REEF | 157,174 |
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| BALROG | 5,53 | GLASS | 49,71 | ROCKFALLS | 159 |
| BARRIER | 6 | GLOWING | 50 | ROCKS | 160 |
| BIRD | 7 | GNOME | 72,91 | SAFE | 161,175,205,220 |
| BLACK FLAG | 8 | GREENHOUSE | 73 | SAIL | 162 |
| BLACK MAGIC | 9 | HABERGOON | 74,92 | SALVER | 163 |
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| FREEZING TO DEATH | 43 | POCKETS | 153 | |
| FRONT DOOR | 44,69 | PRISON | 154 | |
1. How do I prevent the ****s front door from closing?
2. What is the significance of the inscription beyond the west **** of the Slab Room?
3. What do I do at the **** of Ra?
4. How do I get past the wizard's **** ****?
5. How do I avoid bumping into the ****?
6. Why does an invisible **** block my way?
7. How do I avoid being killed by the adult ****?
8. What is in the ship with the **** ****?
9. What do I do in the cave with a faint impression of **** **** and sorcery?
10. What does "BLRI AMEDI" mean?
11. How do I get hold of the alchemist's ****?
12. How do I get the wine out of the ****?
13. How do I get across the **** safely?
14. How do I get a new **** for my lamp?
15. How do I open the **** safely?
16. How do I get the bronze **********?
17. How do I climb the walls of the desert ****?
18. How do I open the ****s front door?
19. How do I get hold of the wizard's **********?
20. How do I swim out of the **** again safely?
21. How do I get out of the **** in the wizard's dungeons?
22. How do I get the case of wine out of the ****?
23. What is **********?
24. How do I get across the ****?
25. Why is something ******** nearby?
26. How do I get down the ****?
27. How do I avoid being ******** by the giant?
28. How do I successfully negotiate the **********?
29. How do I get past the ****s back door?
30. How do I climb the walls of the **** canyon?
31. How do I get into the ****?
32. How do I get the food from the wizard's **** ****?
33. How do I carry more than one stone **** at a time?
34. How do I get out of the cells in the wizard's **********?
35. How do I get down from the cliff **********?
36. What does "********" mean?
37. What is the ******** for?
38. How do I avoid dying when I go through the ****s back door?
39. How do I get across the ****?
40. How do I avoid being killed by the **********?
41. How do I stop the ice **** melting underneath me?
42 What do I do in the enchanted ****?  2
43 How do I avoid ******** ** ***** in the ice  27
    area?
44 How do I prevent the wizard's ***** **** from  31
    closing?
45 What do I do with the ********?  60
46 How do I get out of the area near the **** of  126
    Isis?
47 How do I get past the *****?  21
48 How do I win the ********'s combat?  164
49 How do I get past the ***** sheet?  56
50 What is the significance of the *****  132
    walls?
51 How do I avoid losing treasure at the  130
    ****?
52 How do I avoid dying when I go through the  156
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53 At the edge of the ***** pit, how do I get  148
    back safely?
54 What is the significance of the fissures in  70
    the desert ***** which look like
    giant handwriting?
55 Is there anything in the ****s on the  118
    island?
56 How do I avoid ********?  113
57 How do I climb the *****?  61
58 How do I avoid being ******** by the things  74
    I'm carrying?
59 How do I get out of the *****?  63
60 How do I sail the *****?  53
61 How do I stop the stone ****s exploding?  162
62 How do I get out of the wizard's ********s?  96
63 How do I get up to the cliff ********?  141
64 What does "********" do?  103
65 What is the significance of the ********s in  70
    the desert canyon which look like
    giant handwriting?
66 How do I get out of the area near the  152
    ********?
67 How do I get the **** from the wizard's  34
    dining room?
68 How do I get out of the enchanted ****?  3
69 How do I open the wizard's ***** ****?  32
70 How do I avoid being crushed by the *****?  29
71 What is the significance of the inscription  55
    on the ***** sheet?
72 Why does the ***** keep running away?  38
73 How do I get into the ********?  94
74 What is a ********?  28
75 What do I do in *****?  49
76 How do I get out of the **** ** ********?  90
77 What is the significance of the fissures in  70
    the desert canyon which look like
    giant ********?
78 How do I swim in the ********?  26
79 How do I turn the ***** off?  125
80 How do I get out of the ********'s dungeons?  96
81 How do I avoid freezing to death in the ***  27
    area?
82 How do I stop the **** killing me?  139
83 How do I recover treasure lost at the  131
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84 How do I get hold of the ****s in the library? 136
85 What do I do in the **** with a faint impression of black magic and sorcery? 48
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87 How do I steer the ******? 54
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89 What do I do in the ordinary ******? 4
90 How do I get out of the cells in the *****'s dungeons? 11
91 How do I catch the ******? 39
92 How do I take the ********** safely? 85
93 How do I get out of ******? 108
94 How do I get hold of the treasure in the **** of ******? 91
95 How do I get past the toll **** without paying? 12
96 How do I avoid the melting *** passages? 44
97 How do I get into the ***** safely? 115
98 What does **** mean? 23
99 What is the significance of the *********** beyond the west alcove of the slab room? 33
100 How do I get out of the area near the Gate of ****? 126
101 How do I get into the cave? 1
102 How do I survive the ****** crash? 76
103 How do I get out of the ordinary ******? 5
104 How do I let the ***** out of prison? 46
105 How do I navigate in the **** ** ******? 92
106 How do I recover things I've dropped down the toll ****? 13
107 In the *** passage where I see another *** passage below me, how do I get into this other passage? 86
108 What do the **********s on the signpost mean? 40
109 Is there anything in the caves on the ******? 118
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111 How do I recharge my ****? 100
112 How do I get the **** ***** in the game? 165
113 How do I get hold of the books in the ******? 136
114 How do I control the direction in which I leave the ******* ****? 47
115 How do I get out of the *******? 9
116 How do I *** mazes and other areas where every location looks the same? 10
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118 How do I map ****s and other areas where every location looks the same? 10
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121 How do I get the ******* out? 59
122 How do I get past the ******? 82
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124 What does "*****" mean? 97
125 How do I climb out of the ****? 135
126 Why am I sneezed at when I leave the ***** ****? 16
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128 What is the significance of the *** walls that various places have? 8
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130 How do I prevent the ***** from strangling me? 95
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132 How do I stop the ****** crashing into the reef? 77
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134 How do I stop the *** floe melting underneath me? 157
135 What is the significance of the *********** on the glass sheet? 55
136 How do I get through the ******'s laboratory? 37
137 How do I get a new bulb for my ****? 101
138 How do I get back to the mine from the ******* *****? 42
139 How do I *** the lower levels of the mine? 15
140 How do I get hold of the ******** in the Hall of Mirrors? 91
141 How do I map the lower levels of the ****? 15
142 How do I stop the **** **** being eaten? 20
143 What do I do with the ********? 80
144 What do I do with the holes in the east wall of the ***** ****? 22
145 What are the ******** doing when they are ashore? 121
146 What do I do while the ****** is sailing? 78
147 What is the significance of the scented *** tracks? 158
148 What is the significance of the *********** in the Slab Room? 58
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150 Why are the pockets of the **** **** bulging? 24
151 How do I control the ********? 81
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153 Why are the ****** of the mink coat bulging? 24
154 How do I let the giant out of *******? 46
155 In the small room below the ********, how do I go along the dark passage to the east safely? 124
156 What do I do in the ***********? 62
157 How do I get through the ****? 114
158 How do I get the *********** ********* out? 109
159 How do I get past the ********? 67
160 How do I get onto the dark *****? 117
161 How do I close the **** safely? 25
162 Where is the **** for the dinghy? 64
163 How do I get the palladium *******? 105
164 What is the significance of the ********ed ice
tracks?

65 What is *******?
66 How far away is the furthest interesting feature in the ***?
67 How do I get past the glass *******?
68 How do I attract the attention of a ****?
69 What do the inscriptions on the ******* mean?
70 Why won't the ******* let me out?
71 What is the significance of the inscription beyond the west alcove of the **** *******?
72 How do I get out of the **** maze safely?
73 Why am I ******ed at when I leave the ningy room?
74 How do I stop the dinghy crashing into the ****?
75 What is the booming voice at the **** talking about?
76 How do I avoid *******?
77 How do I swim in the ***?
78 What is the significance of the inscription on the glass *******?
79 What is in the **** with the black flag?
80 How do I get past the ******* with all my treasure?
81 How do I avoid being killed by *******s?
82 How do I kill *******?
83 How do I get back up the ************
84 How do I take the *******?????
85 What are the ***** for?
86 Why did the ***** make a noise?
87 Why do the ****** **** kill me?
88 How do I **** in the harbour?
89 How do I avoid dying of *******?
90 How do I get past the **** **** without paying?
91 What use is the **** ****?
92 How do I get hold of the *******?
93 What is responsible for the sinuous *******?
94 Why was the voice at the safe dubious about one of my *******?
95 What does ******* mean?
96 How do I get hold of the *******s cauldron?
97 What is the booming ***** at the safe talking about?
98 What do I do with the holes in the east **** of the ningy room?
99 How do I go down the ****?
100 What is in the ship with the **** ****?
101 How do I get the **** out of the bottles?
102 How do I get out of the area near the ******* *******?
103 What does ****** mean?
104 Where is the sail for the *******?
105 How do I open the **** safely?
106 What is in the **** with the white flag?
107 What do I do in the cave with a faint impression of ******* *******?
208 How do I take the stalactites?
209 How do I avoid being killed by the *****
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211 How do I recover things I've dropped down the
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212 What is the significance of the scented ice
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213 How do I avoid losing ******** at the
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214 How do I get the food from the ******'s
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215 Why was the ***** at the safe dubious about
one of my treasures? 160
216 What is the significance of the odd *****
that various places have? 8
217 What is the significance of the glowing
*****? 132
218 How do I get the case of **** out of the
cellar? 88
219 How do I avoid being killed by the ******
*******? 154
220 Why was the voice at the **** dubious about
one of my treasures? 160
221 How do I **** out of the cave again
safely? 143
222 What use is the **** *****? 99
223 How do I recover ******** lost at the
altar? 131
224 How do I get hold of the ********'s
book? 149
225 How do I climb the ***** of the desert
canyon? 65
226 How do I get out of the snake ****
safely? 133
227 How do I get the **** of wine out of the
cellar? 88
228 How do I get past the skeleton with all my
*******? 107
229 In the small room below the pyramid, how do I
go along the **** ******** to the
east safely? 124
230 How do I light a ****? 146
231 How do I get back from beyond the *****? 45
232 What do I do with the ****s in the east wall
of the nigly room? 22
233 How do I get off the ******? 145

Still stuck?
Send full details to:
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and Jonathan Partington

Published by

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About the Author...
Jon Thackray first encountered adventure games in 1978 while studying for his PhD at Cambridge, and started writing his own game soon after.

In 1982 he joined Acorn Computers and started looking at putting adventure games onto micros in his spare time. He has maintained a keen interest in adventure games ever since, both single and multi-user, and is now an Arch-wizard on the British Telecom multi-user dungeon.

... About the Adventure
A mysterious body, known only as The Ruling Council of Acheton, has issued the following challenge to sentient life-forms everywhere:

"We hereby challenge the greatest adventurers in the known universe to uncover the dread secrets of our realm.

"Acheton is no ordinary land. Although explorers are welcome, you may find that Death is the only reward. Deeds of heroic valour will be required, and feats of intellect that Newton and Einstein would have boggled at. Understanding of the arcane science known as Magic will be mandatory...

"For the successful adventurer, the rewards will be great: riches immense, power supernatural, and the knowledge that you have succeeded where others have failed...

"Good luck — you will need it!"

Signed and sealed in the four thousand and twenty-seventh year of the reign of Yelkha-Oekkim IV. May His Dread Majesty live forever!

GAME SIZE: Expansive, with a wide range and a very high standard of problems. RATING: A real challenge.

Also from Topologika...
'COUNTDOWN TO DOOM' by Peter Killworth
You're orbiting the treasure-rich planet of Doomawangara. Deserts and jungles, glaciers and swamps, crashed spaceships and the dwellings of 'The Ancients' sweep mysteriously below, until your ship is attacked, disabled and crash-lands on Doom. If you can't find the spares to repair it, both you and your ship are, well, doomed...

GAME SIZE: Medium, with an S-F flavour. RATING: Medium.

'KINGDOM OF HAMIL' by Dr. Jonathan Partington
Night, blackest night. Bones weary after days and nights in the saddle, and always dreaming of Hamil, that land of sorcery and romance, of strange but loyal beings, the land that should be yours. Have you the intellect and the stamina to win it back?

GAME SIZE: Moderate, with many unusual puzzles. RATING: Medium.