



LEVEL 9 ADVENTURES

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for 32K or bigger versions of:

AMSTRAD BBC CBM64 SPECTRUM MEMOTECH NASCOM ATARI

Level 9 Computing,
229 Hughenden Road,
High Wycombe, Bucks HP13 5PG.
Cassette price: £9.95;
Disk price: £11.95 (only on BBC/CBM64)

Level 9 Computing specialise in huge puzzle adventures and we have developed many techniques for cramming huge games, taking weeks or months to solve, into popular microcomputers. Every Level 9 adventure has over 200 individually-described locations: compare this with the size of other well known games! Mind you, some manufacturers don't even bother compressing their text, while Level 9 use a whole battery of compaction utilities.

We take care when designing games: constructing them much like novels with detailed settings and reasons why the puzzles are where they are. You should not find "unguarded" treasure or trees growing in the desert without a good reason. The adventures can be solved by logic and inspiration — not luck. But we never take ourselves too seriously!

Each game contains background notes and full instructions, plus a coupon to return if you need clues. Level 9 clue sheets are free and have to be seen to be believed — they set out to tell you everything you might want to know about the game.

That's enough from us. Let's have some reviews:

"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

"You really can't go wrong with any Level 9 game as they are all brilliant."

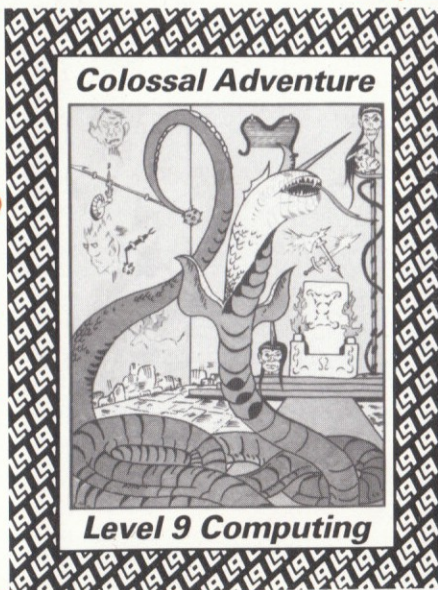
— Crash Micro

"Quicksilver call themselves the 'Game Lords'. That might be open to argument. But there can be no doubt that Pete Austin and the team at Level 9 are the 'Lords of Adventure'."

— Central Press Features

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

Visit Colossal Cavern and meet the giant snake, Chinese dragon, mercenary Troll and watch out for the knives of the evil dwarves. No true adventurer should miss this game.

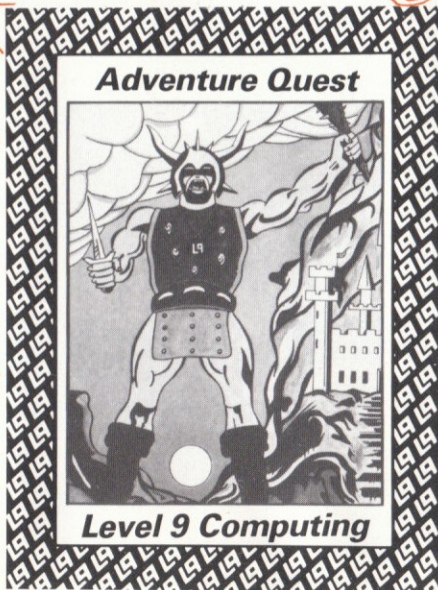
If adventures are your game then this is your adventure."

— 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



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

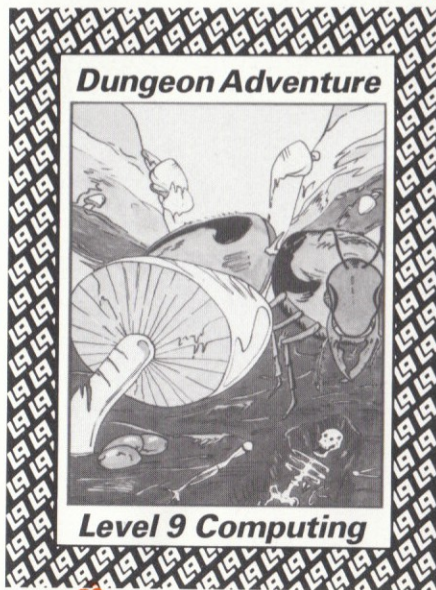
The way is long and dangerous, through 9 different regions of forest, desert, mountain, water, fire etc., but with cunning you can make it to the final confrontation with AGALIAREPT.

"This has always been one of 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."

— Computer & Video Games



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

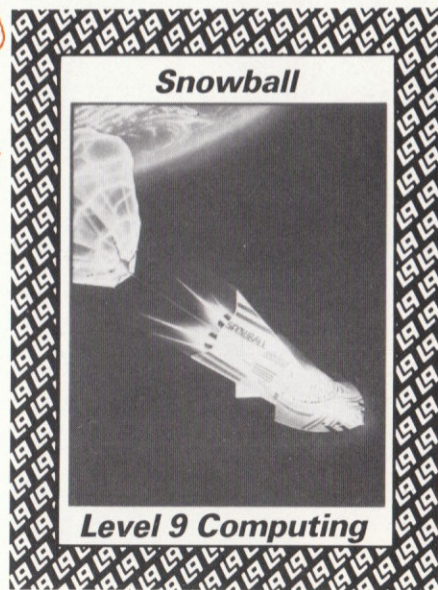
There are just two snags. Other creatures want the loot, as well, and many guardians remain: skeletons, carnivorous jellies, black balls etc. Even an orc or two. Success will not come easily!

"(10/10): *★**E!!!" (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

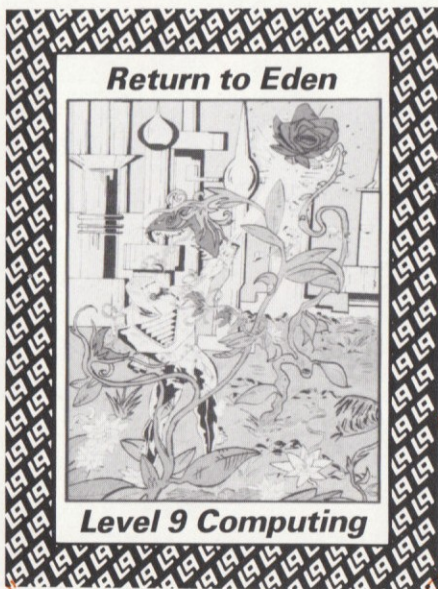


The massive starship, **Snowball 9**, is carrying 2 million hibernating colonists to Eden, fertile planet in the Eridani starsystem, in this top selling game with over 7,000 locations. The Snowball has been hijacked and is heading into the sun in the first of our "Silicon Dream" trilogy. You'll meet 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.

"This is another imaginative, massive-scaled, immensely enjoyable adventure from the experts down at Level 9 Computing."

— Your Computer
"Level 9 have produced a very good adventure that sets new standards in description and data compaction. This is very much my idea of an adventure and is set to become a classic."

— Crash Micro



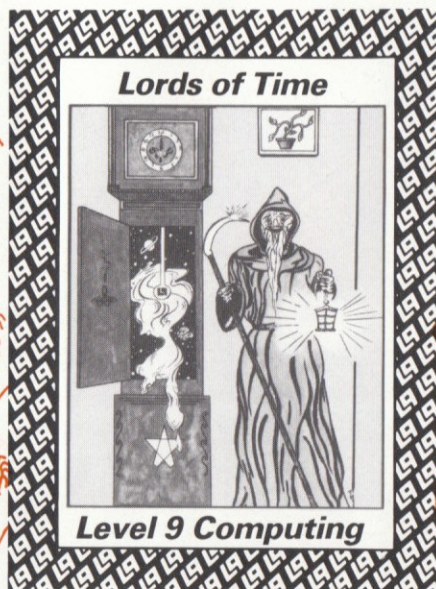
Return to Eden is the sequel to Snowball. Marooned in the deadly paradise of Eden's jungles, you must use the weird plant life to survive. Then tackle the strange robot city to secure the fate of the whole planet.

Examine the air bush, explore the maize and maybe find your roots. Then meet Graunch the golem, Big Brother and pesky Pepsy Koala, to name just a few of the robots. This is quite a game!



The Worm in Paradise concludes the Silicon Dream trilogy and is set in the far future. Mankind rules a hundred planets and this empire is expanding throughout the galaxy. Utopia seems at hand but one threat remains...

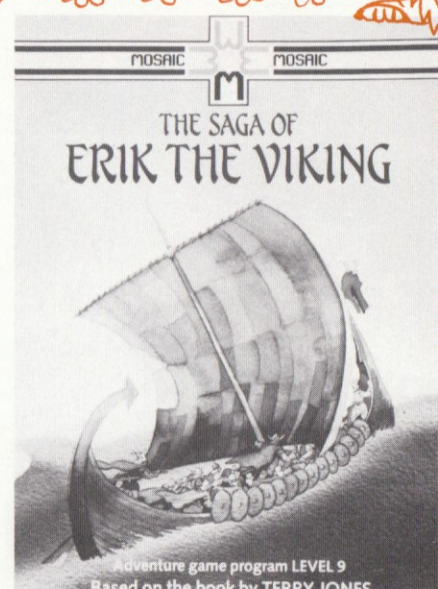
Too many nearby planets can support human life and this can not be chance. It probably means mankind was intended to spread throughout the stars. But then what? Are we dealing with a benevolent God, or could mankind have been seeded by a cosmic farmer who will soon return to harvest his crop?



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 favourite 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



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 BBC, CBM64 and Spectrum. Erik is produced by Mosaic Publishing and business customers should contact John Wiley of Chichester.