

## IMPORTANT

If you did not purchase this product direct from Topologika, please return the enclosed postcard to the address below in order to register your ownership of this product and to receive details of updates and new releases. Remember to include your name and address and the make of computer. Please also affix a second-class stamp.

## GAMEPLAY INSTRUCTIONS

### Loading

See separate **'Technical Hints Sheet'**

### Screen Display

The top line contains a short description of where you are, together with your current score. The bottom section displays your current location in greater detail, together with your own input and the game's responses.

### Specimen commands

GO NORTH, THEN EAT THE PIG, E, SW, IN  
GET ALL BUT THE DUCK AND GOBLET, LEAVE

GET – takes the first relevant object

DROP – drops it

TAKE THE PIG AND UNICORN, WAIT

SAY HELLO

HELLO – equivalent to saying it

LOOK – gives a full description of your current location

SAVE – stores your current position on disc

RESTORE – brings back the saved game

RESTART – begins at the beginning

QUIT or STOP

VERBOSE – makes game give the full description of where you are

NORMAL – makes game give the full description the first time you arrive at a new place, with short descriptions for later visits

TERSE – forces game to give short descriptions

INVENTORY – lists your current possessions

In general, 'mode of play' commands (like SAVE, NORMAL, LOOK, etc) don't take a turn.

## The puzzles

You may be puzzled why the EXAMINE command is of such limited use. The game is conceived in such a way that in solving the puzzles you are not involved in merely happening to discover things about the objects. It is only by manipulating them where possible, or combining them in some way, that the relevant features are revealed. (Some locations, however, may contain hidden depths.)

## On-line Help

If you get completely stuck, on-line help is available by typing HELP. Look up your problem on the list of hints (in the relevant sealed envelope) and give the hint number you require. You will then be given some sort of clue. The HELP facility is structured in stages so that you will initially get a partial clue, and will be given due warning if the entire puzzle is about to be revealed to you.

If despite the HELP system you are completely stuck, TOPOLOGIKA will be pleased to help out. Send a S.A.E. with full details of the problem AND PROOF OF PURCHASE to:

Topologika  
P.O. Box 39  
Stilton  
PETERBOROUGH PE7 3RL

We regret that telephone help is not available.

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All AMSTRAD (inc. Spectrum Plus 3) implementations by Locomotive Software.

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