



**CATALOGUE**

**LEVEL 9 COMPUTING**

## LEVEL 9 ADVENTURES

£9.90

**BBC 32K CBM 64 SPECTRUM 48K LYNX 48K NASCOM 32K ORIC 48K ATARI 32K**

Level 9 Computing specialise in large, pure-text, puzzle-adventures. We have developed techniques for cramming huge games, taking weeks or months to solve, into 32K and now produce versions for many popular microcomputers.

Every Level 9 adventure has over 200 individually-described locations and large numbers of objects and creatures (though "Snowball" has robots instead). This means between 500 and 800 text messages with a total size, when printed out, greatly exceeding that of the whole adventure program.

We try to 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! Thus the games can be solved by logic and inspiration rather than luck.

Each game includes a booklet describing its background and giving instructions on play, and an envelope for use in requesting clues if you get really stuck.

To play a Level 9 adventure, you simply type in English phrases (e.g. READ THE SCROLL) and the program acts as your eyes and ears – reporting what happens and what you see.

Any of our adventures will probably take you quite a long time to complete: estimates are printed below but don't be surprised if you take longer. Naturally you can save the state of play on cassette (which takes a few seconds) and return to everyday life for a while – resuming the game later.

### MIDDLE EARTH ADVENTURES

#### 1: COLOSSAL ADVENTURE (4 weeks/Anon & Pete/Mike/Mike)\*

A complete, full-size version of the classic mainframe game "Adventure", with all the treasures, creatures, rooms and puzzles of the original. And a complete new end-game, with 70 new locations, has been added as a bonus. No one else gives you this.

Meet the giant green snake, dragon and monetarist troll, and watch out for the pirate!

#### 2: ADVENTURE QUEST (4 weeks/Pete/Pete/Mike)\*

Hundreds of years have past since the time of Colossal Adventure and evil forces rule the land. Only one hope remains: you must follow the forgotten routes of the Old Roads to the Black Tower, source of the evil power of the Demon Lord.

The way is long and dangerous, but with cunning you can circumvent all obstacles and collect the four Stones-of-the-Elements and enter the tower for the final confrontation.

#### 3: DUNGEON ADVENTURE (8 weeks/Pete/Pete/Mike)\*

In the final adventure of the Middle Earth trilogy, AGALIAREPT has been defeated and the Black Tower split asunder. Its dungeons, filled with magic and treasures from the height of the Demon Lord's power, lie unguarded (well, almost). Can you get to them first – before the orc army closes in?

This is our largest adventure with over 100 puzzles to solve.

### THE FIRST "SILICON DREAM" ADVENTURE

#### 4: SNOWBALL (2 weeks/Pete/Pete/Mike)\*

The massive colony starship, Snowball 9, is off course and heading directly at the star Eridani A. When your freezer-coffin wakes you, weakened and disorientated by long hibernation, the fate of the 5 mile-long space-ship is in your hands.

This adventure will be followed by "Return to Eden" and "The Worm in Paradise"

### THE LORDS OF TIME SAGA

#### 7: LORDS OF TIME (4 weeks/Sue Gazzard/Pete/Mike)\*

A band of evil timelords are plotting to bend the history of the world to their will. You must travel through time and collect 9 crucial objects from critical times in history to defeat them. Chill to the ice-age, get stoned with the cave-men, get lost in the Dark Ages etc!! But my favourite is the woolly jumper!

\*Estimated length/Game designer/Game programmer/Implementer. Omitted surnames are Austin.

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

Please send the computer programs that I have indicated below:

Name	Price	Quantity	Total
COLOSSAL ADVENTURE	£9.90		
ADVENTURE QUEST	£9.90		
DUNGEON ADVENTURE	£9.90		
SNOWBALL	£9.90		
LORDS OF TIME	£9.90		
rqFORTH for the BBC Micro	£15.00		
rqFORTH TOOLKIT for the BBC Micro	£12.00		
COMPASS for the Lynx	£15.00		

I enclose a cheque/postal order to Level 9 Computing for £

My computer is a \_\_\_\_\_

and my name is \_\_\_\_\_

Address \_\_\_\_\_

### rqFORTH

BBC 16K/32K

£15

FORTH is a powerful, extensible language which is easy to use and runs much faster than BASIC. rq FORTH is probably the best version of FORTH for the BBC micro and it:

- ★ comes with a 72 page technical manual;
- ★ and a quick reference summary card.
- ★ copes with MOS 0.1, 1.0 and 1.2;
- ★ is FORTH-79 STANDARD;
- ★ provides 260 FORTH words initially;
- ★ permits use of all graphic modes;
- ★ allows full use of the BBC's powerful operating system via \*MOS, CALL and EMIT;
- ★ is used by hundreds of people, worldwide.
- ★ and a 20 page disc supplement;
- ★ It works with cassette and disc;
- ★ needs no added hardware;
- ★ has many fig-FORTH facilities added;
- ★ can be extended as you wish;
- ★ has a superb full-screen editor;

### FORTH TOOLKIT

BBC 32K

£12

Our toolkit provides over 50K of source code for all kinds of useful rqFORTH routines, about 200 new functions in all, useable individually or in combination. Tools include:

- ★ **A FULL 6502 ASSEMBLER** for machine code within your FORTH programs. This provides all the 6502 opcodes, allows jumps or structured programming (IF..ELSE etc), and can be removed from memory after its job is done.
- ★ **TURTLE GRAPHICS**, as glamorised by the media, for easy-to-use colour pictures.
- ★ **LOCATING WORDS** to find where functions are used, to help in debugging.
- ★ **DECOMPILER WORDS** to convert compiled FORTH back into source on the screen. Optionally displaying the addresses of words used, decompiling referenced words in turn, decompiling a group of words, or generating source on tape. Very versatile!
- ★ **DOUBLE NUMBERS** to cope with arithmetic on very large numbers.
- ★ **CASSETTE FILE HANDLING, PRINTER & JOYSTICK HANDLING, and BIT-MANIPULATION**

### COMPASS

LYNX 48K/96K

£15

COMPASS (Compression Assembler) is simply the best assembler available for the Lynx.

- ★ COMPASS is a full Z80 assembler, providing all the standard opcodes and "pseudo-ops" plus conditional assembly, turning listing on and off within the program, and defining the execution address.
- ★ COMPASS provides source compression. With other assemblers you would soon run out of memory, but COMPASS holds the source text in a compacted form so programs can be much bigger with no problems, and loading/saving is much faster!
- ★ The cassette contains standard COMPASS which uses about 8K of memory. But it also contains a special version that runs mainly in the alternate green bank – Lynx memory that is otherwise unused. **This version only uses 256 bytes of your valuable memory space!** Just switch to the special version when your program grows bigger and carry on working!
- ★ Standard COMPASS is super-fast, assembling about 3000 lines per minute. The special banked version manages a respectable 500 lines per minute.
- ★ COMPASS also provides find/find-and-change commands; hex/decimal/character data; long label names; text error messages and checksums to guard against rogue programs.

# Great Programs from **LEVEL 9 COMPUTING**

229 Hughenden Road  
High Wycombe  
Bucks HP13 5PG

All cassettes carry a lifetime guarantee. We'll replace them free in the first month after purchase, after this time please enclose £1 (£2 outside Europe) to cover part of the cost.

All products are copyright © Level 9 Computing and are sold on the condition that they are not copied, lent, hired-out or re-sold.

## ADVENTURE REVIEWS

"The programs run very fast and there are no frustrating pauses... Level 9 Adventures are superbly designed and programmed, the contents first rate. The implementation of Colossal Adventure is nothing short of brilliant; rush out and buy it. While you're at it, buy their others too. Simply smashing!"

– *SOFT*, September 83

"Of the programs reviewed here, the only one that is wholly admirable is Level 9's Colossal Adventure."

– *Your Computer*, September 83

"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*, September 83

"This has to be the bargain of the year... If adventures are your game, then this (Colossal Adventure) is your adventure – at an incredible price."

– *Home Computing Weekly*, 5 September 83

"Quite frankly, I think it (Colossal Adventure) is a minor miracle of programming."

– *Popular Computing Weekly*, 12 May 83

"Colossal Adventures, Adventure Quest and Dungeon Adventure... an impressive suite of adventures. They are always a pleasure to play."

– *Popular Computing Weekly*, 23 June 83

"The descriptions are so good that few players could fail to be ensnared by the realism of the mythical worlds where they are the hero or heroine... great fun to play."

– *Which Micro?*, August 83

## FORTH REVIEWS

"For your money you get not only a very good implementation of the popular FORTH language but also a 72 page manual... Once you have got an idea of the fundamentals you should get better value out of this pack than virtually any other program you can buy."

– *LASERBUG*, April 83

"rqFORTH is fast and has a first-class screen editor... a good buy."

– *Computing Today*, July 83

"The editor is a delight to use... The documentation is excellent, the information is clear and easy to find... a thoroughly professional system. It is well up to the standards of the best FORTH systems."

– *Micro User*, November 83

## FORTH TOOLKIT REVIEW

"Level 9 promise to support rqFORTH and this pack proves it... With so much on one cassette it would be good value at twice the price."

– *LASERBUG*, April 83