Time and magik

The trilogy

Interactive fiction
from *Level 9*

AMIGA VERSION

Time and magik

Three of Level 9's most acclaimed adventures come together in one package. And each has been enhanced and enlarged with more text than ever before — 60,000 mind-expanding words creating magik and mystery round every corner. There's a powerful new parser, and most disc versions include stunning digitised pictures that help to dramatically heighten the atmosphere.

LORDS OF TIME: Travel through the eons inside an amazing grandfather clock. Visit many different time zones to search out nine essential artefacts, and combine them to protect Time and Magik and avert the evil planned by the Timelords.

'Destined to become a classic'
— Computing with the Amstrad

"Fortune smile upon you!"

His message complete, Father Time steps back into the picture.
What now? ▊

You are in a ruined stone house, scarcely more than a heap of rubble, though a deep alcove survives in the remains of one overgrown wall. This house seems an ideal place to cache your loot. You can see an axe and a lamp.
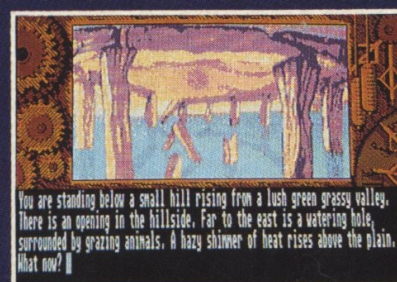What now? ▊

RED MOON: A brilliantly original adventure that invites you to weave incredible magik spells in your attempt to rescue the power crystal which has been stolen from the Moon Tower on the island of Baskalos. An unforgettable experience.

'Best Graphical Adventure' or 'Best Adventure of the Year'
— Zzap 64, Amtix, Crash, C&VG, ACU and CCI

THE PRICE OF MAGIK: Face near-unsurmountable odds to defeat the dreaded magician Mylgar, who has been driven mad by the magical radiance of the moon crystal. Then take his place as guardian before darkness enshrouds the Earth.

'Another superb adventure . . . their best yet'
— Commodore User. Also a Crash Smash

You are standing below a small hill rising from a lush green grassy valley. There is an opening in the hillside. Far to the east is a watering hole, surrounded by grazing animals. A hazy shimmer of heat rises above the plain.
What now? ▊

Screen shots from Atari ST version

Inside: A detailed guide to playing Level 9 adventures – plus a complete novella that sets the scene for your long and mind-challenging journey into a mystical unknown world.

MANDARIN SOFTWARE **Time and Magik**
(c) 1988 Mandarin and Level 9