

# L: A Mathemagical Adventure

***L: A Mathemagical Adventure*** is a computer game. The Association of Teachers of Mathematics made it in [1984](#). *L* is for teenagers.<sup>[1]</sup> It teaches [logic](#) and [mathematics](#) with [puzzles](#). It is a text [adventure game](#) for the BBC [computer](#). it was used in schools in the [UK](#).

## Story

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The story of *L* was inspired by [Alice in Wonderland](#).<sup>[1]</sup> Runia is a [princess](#). Drogos are bad characters. You need to rescue Runia because the Drogos have taken her.

## Gameplay

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To play *L*, you need to type two words: a [verb](#) then a [noun](#). If you see a Drogo [robot](#) guard, it will tell you a [number](#), then you need to type another number to keep going. If you type the wrong number, they take you to the [attic](#).

## References

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- ↑ [1.0 1.1](#) Elizabeth Noyes (December 8, 2015). "[Richard Phillips obituary](#)". Guardian. Retrieved March 9, 2021.

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