SENSATIONAL SOFTWARE FROM

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Timequest

FOR 48K ZX SPECTRUM

TIMEQUEST

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Timequest is a science fiction role-playing game. You take the part of Gryf Allan, an explorer with the Federation.

You are on patrol, investigating reports of mineral deposits on the planet Minerva 7. Your only companion is your friendly neighbourhood computer 'ava'.

On the outward journey 'ava' advises you that a fault has developed, which can only be fixed by going outside your space craft.

She also adds rather smugly that you are on the edge of a black hole. No time to lose.

Bravely, you venture forth, and being a seasoned traveller, you are carrying your tachygen (tachyon generator - used to control time travel).

You fight desperately to repair your ship in the limited time available, but in your haste fail to re-connect your safety line correctly. You drift helplessly outside the inertia field of the ship and the last sound you hear as the massive gravitational forces drag you over the event horizon, is a faint rumbling in your ears; or is it a distant giggling from inside the ship? No, that can't be right - sound can't travel in a vacuum.

As you are drawn into the whirlpool of time you try to operate your tachygen which is instantly torn apart and spread across time and space. When you regain consciousness you find yourself somewhere in the past; or is it the future?

As you emerge from the whirlpool you will be told of any injuries incurred in the landing. You will also a see a clock which counts up to 12 hours (game time), for this is the time you have to return before your powerpack runs out. Pressing any key will give you the details of the era in which you have landed and the foes you will meet there. You will be presented with the movement options described later.

During the course of the game you will land in different eras. As well as your enemy you will see various objects including your basic tachygen from which you become separated each time you jump, and a piece of salvage. This salvage is the part of your tachygen which gives accuracy in time jumps and must be collected. Each piece has a salvage value and you need to collect 20 points to be able to return home to 'ava'. As your salvage points increase, your accuracy will also increase in your time jumps.

Your enemies have ATTACK/DEFENCE strength RANGE (if they have range weapons) and SKILL, which represents their chances of hitting you.

Your own characteristics are DEXTERITY (starts at 8) DEFENCE (12) and MOVEMENT (6). Your ENDURANCE starts at 20 and will be reduced as you receive wounds. You will have a chance to recover, if you kill the enemy but this incurs a time penalty (20 minutes per endurance point).

Your weapons, which are scattered about the scene are as shown.

	Attack Strength	Range	Chance to Unload
Stunner	15	10	10 %
Phasor	20	5	20 %
Laser Rifle	20	20	30 %

The weapons become unloaded as you use them. They have 4 levels of loading and when their status reaches 0, they may not be fired.

A battlescene is shown in the centre pages.

In this battle Gryf (✶) is fighting Persian spearmen (✻) in the year 490 BC. He is 1 hour and 8 minutes into the adventure and has picked up 2 weapons (⟋ ⟍) and salvage (✕), value (Val) of 3, his total points (Ct) is 0. The tachygen and the phasor are lying on the ground.
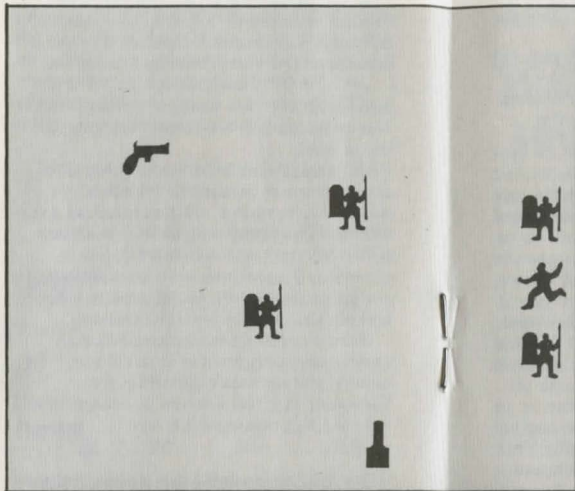
The weapon he is currently using is in state 1 (almost unloaded), the other weapon is in state 4. He has received some wounds, this being indicated by the black bar to the right of the battlefield. He is pinned by 2 spearmen and cannot move (an enemy to your north, south, east or west will pin you to your present position).

Once you have become pinned by an enemy your only chance is to kill that enemy or if you have picked up the Tachygen you may attempt to escape to a new era by pressing the 0 key.

The actions available are shown at the bottom of the screen:-

O perate tachyon generator

A ttack   **M** ove

Select O to attempt to travel through time, but only if you have already picked up the tachyon generator. The tachygen will not always work,

but if it does you will be given the option to:-

S elect   **J** ump

Use S to choose the era to which you wish to go; successive pressings of the S key will change the era displayed. Pressing the J key will initiate the jump, but the accuracy of the jump will depend on how many salvage points you have.

The A option will put an arrow in the top left hand corner of the screen and offer you 5 choices:-

D irection   **R** ange   **F** ire

G o   **E** nd attack

D alters the orientation of the arrow and G makes it move in the direction in which it is pointing. Position the arrow over the target figure. Press R to find the range of the shot and the chance of a hit. This depends on the range, the attack strength of your weapon, the enemy DEFENCE strength and your DEXTERITY, which will go down if you are badly wounded. Press F to shoot; the result will be displayed. You are allowed only 1 shot per combat round. If you wish to end the attack without firing, press E. If you kill all the enemy you will have the option of resting to recover from wounds. It takes 20 minutes (game time) to recover 1 wound point.

The final option, M gives 6 further options:-

P ick up   **D** irection   **C** hange weapon

E nd move   **G** o   **T** ake weapon

D and G are used to move in the same way as for the attack option previously described, but remember, if you are pinned you cannot move. Your movement is reduced if you have been wounded. To pick up an object, move onto it and press P. To change your weapon press C and then press T to take that weapon. This will count as your move therefore you will have to press E to end move. In certain conditions you will have no option but to end your move by pressing E.

At the end of your move the enemy will try to attack you. The chances of being hit depend on the enemy SKILL and your DEFENCE strength, which will decrease if you are wounded.

Timequest is very tactical and absorbing and the best way to learn the tactics is by playing the game, which is different each time due to the random time jumps. Different tactics work in different battles, so here's wishing you

GOOD LUCK!!

HAPPY TIME TRAVEL!!!

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