

**LOTHLORIEN**



**TIME  
SANCTUARY**

for the 48k Spectrum

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## THE STORY SO FAR . . .

Professor Mathias Calculus has been murdered. All the facts indicate that only you, the professor's closest assistant could have committed the crime - only you have a priority pass through the security doors into the laboratory where for the last month you'd both been completing crucial experiments on the TIME MACHINE, the professor's latest experiment . . . and his last!! Lying there on the floor, his dead eyes staring uselessly up to you . . . how would the police ever believe that it was not you that committed the murder. Already the metallic-cold of their handcuffs feel only too real.

You decide to take your chances and escape in the time machine with no provisions and little knowledge of what to expect hoping only for the best.

"If I can travel through time to the moment before the murder happened maybe I can save the professor".

Of course you know how anti-theoretical such thoughts are, even worse you know that the time machine has never been fully tested. Until now it has never carried a live person . . .

You remember the warning lights flashing red as a power surge hurtled your machine through a time-warp, draining it of all its power. You also recall panic that overwhelmed you as, before your eyes, the time-machine disappeared down the time-corridor . . . in front of you.

## TIME SANCTUARY - THE GAME

Time Sanctuary is an adventure game that takes place in a strange and weird land some time in the past? The time machine malfunctioned just before your arrival to the Sanctuary.

You regain consciousness outside a small house. Your one thought is to locate the time machine . . . and of course some kind of fuel.

Time Sanctuary is populated by three tribes, each having a wizard to protect them. The Sanctuary also has intelligent wildlife. There are villages, temples, forests, lakes and other places that you must explore before you can seriously hope to escape. The local people are a very important factor in the game and a good relationship with them should be useful to you; all the natives

and monsters each have their own intentions and aims. You are able to communicate with them, trade and make deals BUT . . . you are a stranger in their place - some will try to cheat you, others might simply ignore you. Some could prove friendly and perhaps useful.

You have a limited amount of time to escape from the Time Sanctuary. Exceeding this limit will result in the painful decomposition of your flesh as it adversely reacts with the alien time.

## GENERAL RULES

In order to do well in the game you have to balance your actions correctly.

Important factors:-

A) Time	(time used)
To search a house	15 mins
To rest	30 mins
Walking (per movement)	1 min
Sentence confirmation	5 mins
Acting friendly	15 mins
Scaring a person	5 mins

## B) Making Friends

Initially most people will have no interest in you. However, you can try to

make friends by just being friendly and talkative to them or even better by offering them presents (the more valuable the better). At the beginning nobody knows you - but do not give up, you can try again and again to convince them BUT . . . do not take too much time.

## C) Receiving Information

Do not trust anybody completely until you get to know them well. They are always governed by their basic nature. So a person who is given to lying will always try to deceive you (Hint: scaring them might make them more truthful but it will also decrease the level of their co-pporation).

The game is concluded when you have acquired six units of fuel, taken them to the time machine and pressed the key (T). Easier levels allow for conclusion after only 4 or 5 units, the level is chosen at the start of the game.

## THE CHARACTERS

There are many intelligent characters in the game (including monsters) who live in the Time Sanctuary and wander around. Each

character acts according to their own personality.

Personality traits:-

### **A) Stamina**

This is the strength of the character as well as his stamina – usually people with low stamina will require more rest and food.

### **B) Health**

This is the overall condition of the character – people who are unhealthy will require medicine.

### **C) Intelligence**

It represents the overall I.Q. of someone, as well as educational and general knowledge of the characters.

### **D) Greedyness**

Some characters are greedy and they usually try to take advantage of others – price setting is a creative past-time with these types.

### **E) Honesty**

Not all people are honest, however, the more honest a person the less likely he is to lie. Some of them will never tell a lie whatever happens.

### **F) Bravery**

This shows how brave a person is or isn't. It will be difficult to scare a brave person.

### **G) Attitude**

This trait shows how much the person likes you. If you have not met someone before then he is not going to be very friendly with you – this attitude will change relative to your subsequent actions towards that character.

Some of these traits will be made known to you as soon as you meet a new character. All your skill will be required to deduce the full complexity of each personality.

## **HOW TO PLAY THE GAME**

Upon completion of loading you will see a view of the landscape; at the bottom of the screen there will always be a message to inform you which way you are facing.

At this stage you can operate three keys:-

- (1) to turn left
- (2) to walk forward
- (3) to turn right

#### Special Options:-

- (E) to enter a house (as and when you find one)
- (M) to talk to someone (when you both share the same location)
- (I) to examine your inventory (press 1,2,3 to return)
- (T) to activate time machine (only when you share the same location and have enough fuel)

To use the commands EMT you must always share the same location as the person or item. To do this you must approach using key 2 with the item or person in the centre of the screen. As soon as the item or person disappears from view, you are in the same location.

#### Sub-Options:-

Upon entering a house

- (S) to search the house
- (R) to rest for thirty minutes
- (L) to leave the house

Upon meeting a character

You can construct sentences of speech by combining words from the two SCROLLING WINDOWS

- (8) to select right window

- (5) to select left window
- (6) to scroll current window downwards
- (7) to scroll current window upwards
- (C) to confirm the completed sentence you have just constructed
- (V) to conclude the meeting and return to the view of your surroundings.

#### More about communicating with other characters (scrolling windows)

The first five options in the left window always concern objects.

- **WHO HAS**
- **BUY**
- **SELL**
- **OFFER**
- **ASK FOR**

Selection of any one of these will automatically activate the right window allowing access to the following:-

**PAPYRUS, CRYSTALS, NECTAR, WINE, GEMS, HERBS, GRAIN, DELICACIES, HIDES and FOOD.**

The sixth option in the left window is: **WHERE IS . . . ?**  
Access is again automatically passed to

the right window which allows questions about the many characters in the game.

The remaining three options are:-

- **LOCATE T.M. (Time Machine)**
- **BE FRIENDLY**
- **SCARE**

These three options do not need to be associated to the dictionary of the right window; rather they are directly interpreted by the person you are currently addressing.

There are also two columns of numbers next to a list of items. The left column is the price that the current character will sell that particular item and the one on the right is how much he is prepared to pay for it.

Finding objects and buying and reselling to characters at more generous prices will enable you to make a profit, money will be needed to buy the fuel for the time machine. However, first you must have a *clear* understanding of which item will fuel your time machine.

**NOTE:** locate T.M. is requesting the character to use his PSI powers to indicate the whereabouts of the time machine.

#### HINTS FOR PROGRESS

There is no time for game saving facilities within the time warp, you must therefore, attempt to discover sufficient of the ground rules by playing at the simplest level. Try to find answers to the following points:-

- \* What fuels the time machine and from whom can they be purchased.
- \* How do the characters move.
- \* Try to build up a record of the 18 characters and their main features.
- \* Who pays the best prices?
- \* Locate the time machine.
- \* Prepare a map of the sanctuary, villages and maze.
- \* Familiarise yourself with the communications techniques.

Additional help sheets will be published during February 1986. Please send a stamped self-addressed envelope to:-

M.C. Lothlorien at the address on this inlay.

#### ACKNOWLEDGEMENTS

Game, screen designs and programming Peter and George Carmpouloni  
Cover illustration The Art Company  
Marketing and Publishing M.C. Lothlorien Ltd  
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\*Lothlorien games published by Argus Press Software.