Game Manual

TIMEQUEST™

What Is A LEGEND Adventure Game?

In a **Legend** adventure game, you become the main character in an evolving story that takes place in a world populated with interesting people, places, and things. You see this world through your main character's eyes, and you play the game by directing his actions.

Like a book or a movie, the story unfolds as you travel from location to location, encountering situations which require action on your part. You can think of each of these situations as a puzzle. The key to solving these puzzles will often be creative thinking and clever use of objects you have picked up in your travels. You will get points as you solve puzzles, and your score will help you monitor your progress.

Throughout the game the richly textured graphics, prose, sound effects and music will draw you into a spellbinding adventure that could only be brought to you by the master storytellers of **Legend**.

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Table of Contents

Even if you are an experienced adventure game player who thinks that instruction manuals are best used as confetti at sporting events, you should still read the sections with names in **bold** for valuable information about this game. You should also be sure to read the *Mission Briefing Papers* before starting your adventure.

Introduction to TIMEQUEST

The Temporal Corps was established in the early part of the 21st century to control the technology and science of temporal displacement, or time travel. Time machines (called "interkrons") are used by Temporal Corps officers to travel into the future and learn of potential wars, disasters, and social upheavals so that conditions in the present can be changed before those events come to pass. There is a strict prohibition against travel into the past, however, because of its potentially disastrous effects on the timestream and the catastrophic consequences for current civilization.

Zeke S. Vettenmyer, a Lieutenant in the Temporal Corps, has turned his back on the Time Travel Code. Vettenmyer has stolen an interkron, traveled back into the past, and subtly altered historical situations so that the outcomes of these events will be changed. The world as we know it will be destroyed as the effects of these changes ripple forward towards the present and cause massive disruptions in the timestream. Vettenmyer remains in the past, but he sent his empty interkron back to Temporal Corps headquarters as a bitter challenge to anyone bold enough to try and stop his plan.

You are a private in the Temporal Corps. You have been selected to travel into the past and untangle Vettenmyer's twisted plot. You must pursue Vettenmyer across 3,000 years of history, going to the times and places that he has visited and reversing the changes that he has made which are currently threatening the future that defines your very existence.

Inside your package you should find a disk pack made up of ten 5.25" disks or five 3.5" disks, this manual, a set of *Mission Briefing Papers*, an Interkron Troubleshooting Guide, and a warranty card (which you should send back as soon as possible). The *Mission Briefing Papers* contain specific information about your mission and details about those historical events that Vettenmyer has altered. If you fail in your mission, Vettenmyer will succeed in destroying the modern world in the most devastating and complete way possible - by ensuring that it never even exists!

Quick Start: Installation

If you are new to DOS and game playing on the PC, then skip this page (and the next one) and move to the section entitled *Installation and Start-up*. If you are an experienced gamer using a hard disk, and if you are wise in the ways of DOS, hard disks, and music cards, then these "Quick Start" sections will get you up and running in no time. To install the game on your hard drive, do the following:

1. Make backup copies of the disks.

2. Make sure you have at least 4,700,000 bytes of free space on your hard drive.

3. Insert Disk #1 from your *TIMEQUEST* package in Drive **A** and type A: to set the default drive. Then type **INSTALL** to start the installation program and follow the directions on the screen.

4. If you have a mouse, be sure you have loaded the mouse driver.

5. Start the game by typing **TQ**.

The game will automatically detect what kind of graphics card you have (CGA, EGA, VGA, etc.) and it will default to the highest standard that it finds.

If you have a Roland MT-32 (or compatible) sound module with an MPU-401 compatible MIDI interface, start the game with the command **TQ MT32**.

If you have an AdLib Music Synthesizer Card or Sound Blaster, the game will automatically detect its presence and will default to it upon start-up. To hear digitized sound effects through your AdLib or Sound Blaster, type **TQ ADLIB** or **TQ BLASTER**.

If the above makes no sense to you, or if it doesn't work, or if you do not have a hard drive, or if you just like to read manuals, then please see the *Installation and Start-up* section starting on Page 8 for detailed installation and start-up instructions.

Quick Start: Playing The Game

Like other Legend adventure game products, *TIMEQUEST* is easy to play without ever touching the keyboard. Using the mouse you can:

1. Move from place to place by clicking on the compass rose.

2. Single-click on objects in a picture to look at them.

3. Double-click on objects in a picture to take them, open or close them, greet them, etc.

4. Select a verb from the verb menu and then click on an object in a picture to apply that verb to that object.

5. Build complex commands quickly from the verb, object, and preposition menus. (Single-click selects the word, double-click finishes the command.)

6. Avoid pesky typing and parser errors.

If you don't have a mouse, you can simulate one by pressing **<TAB>**. This puts a mouse cursor on the screen which you can move around using the arrow keys. "Click" by pressing **<ENTER>** and "double-click" by pressing **<SHIFT> <ENTER>**.

Again, if you don't have a mouse, there is yet another fast way to build commands by selecting verbs, objects, and prepositions from the menus. Press **<TAB>** again to begin using this feature. Then use the arrow keys to move the highlight bar back and forth between the menus, press the space bar to select a word, and press **<ENTER>** to execute your command.

And of course you can still enter commands the old-fashioned way - by typing them.

Installation and Start-up

INSTALLATION OPTIONS

TIMEQUEST may be installed directly to your hard disk or to a set of floppy disks. The game can be run from floppy disks only if you have two floppy disk drives capable of storing at least 720K bytes each. Any combination of 3.5" or 5.25" disk drives will work as long as they can hold at least 720K bytes each.

HARD DISK INSTALLATION

In order to install *TIMEQUEST* onto your hard disk you will need approximately 4,700,000 bytes of free space. The game must be installed using the following procedures in order for you to properly hear all of the sound effects when you play the game. To proceed with the installation:

1. Put Disk #1 from your *TIMEQUEST* package in a floppy drive.

2. Type the letter of the floppy drive followed by a colon and press **<ENTER>**. For instance, if you put Disk #1 in Drive **A**, you would type **A: <ENTER>**

3. Determine which hard disk you want to install *TIMEQUEST* onto and type **INSTALL <disk id>: <ENTER>** where **<disk id>** is the letter of the target disk. For instance, to install the game onto Drive **D**, you would type **INSTALL D:<ENTER>**

4. Follow the instructions presented by the installation program. When installation is complete you may start the game using the instructions presented in the *Hard Disk Start-up* section that follows.

HARD DISK START-UP

To start an installed copy of *TIMEQUEST* from a hard disk, follow the instructions in the *Hard Disk Installation* section above and then:

1. Change to the directory in which the game was installed (The default directory that the installation program puts *TIMEQUEST* in is **\TQ**). For

example, if you installed *TIMEQUEST* in **D:\GAMES\TIME**, you would type: **D: <ENTER>** followed by **CD \GAMES\TIME <ENTER>**.

2. Start the game by typing **TQ <ENTER>**.

For additional information concerning configuration options and defaults, refer to the *Configuration* and *Music and Sound* sections.

FLOPPY DISK INSTALLATION

We strongly recommend that you install *TIMEQUEST* on a hard disk if you have one. Doing so will significantly reduce the time it takes to load each picture and will allow you to hear the game's RealSound (TM) music and sound effects. You also won't wear out your arm (and patience) swapping diskettes while playing the game. If you do have a hard disk and want to follow this recommendation, please refer to the *Hard Disk Installation* section above.

TIMEQUEST may be installed onto a set of floppy disks only if you have two floppy disk drives and both of them can store at least 720K of data (this includes 720K, 1.2M, and 1.44M disk drives).

TIMEQUEST cannot be run from the distribution diskettes.

To proceed with installation of *TIMEQUEST* to floppy diskettes, you must:

1. Prepare twelve (12) blank formatted 720K or 1.2M floppy diskettes. Label three of the diskettes Program Disk 1 thru 3. Label the remaining diskettes Picture/Music Disk 1 thru 9.

2. Put Disk #1 from your *TIMEQUEST* package in a floppy drive.

3. Type the letter of the floppy drive you put Disk #1 in followed by a colon and type **<ENTER>**. For instance, if you put Disk #1 in Drive **A**, you would type **A: <ENTER>**

4. Determine the source and target drive letters. The disk drive you put Disk #1 in is the source drive. The target drive is another floppy drive for which you prepared 12 blank diskettes in Step 1.

5. Type **FLOPPY <source>: <target>: <ENTER>** where **<source>** and **<target>** are the drive letters you determined in Step 4. For example, if you put Disk #1 in Drive **A**, you would type **FLOPPY A: B: <ENTER>** and the game will be installed to blank floppy diskettes in Drive **B**.

6. Follow the instructions presented by the installation program.

7. When you run *TIMEQUEST* from floppies, you are going to put the Picture/Music disks you just created in the disk drive used when creating them. The data on the Program Disks needs to be copied to the disk format of the other disk drive you're going to use. If you have two 720K or 1.2M disk drives, the disks created in Step 6 are already usable and you can skip this step.

   Consult documentation for the MS-DOS **COPY** command if you need information about copying files between floppies and copy each of Program Disks 1-3 to corresponding Program Disks in the other drive's format.

   For example, if you installed the distribution diskettes to 720K diskettes in Drive B (Step 6) and you have a 1.2M 5.25" Drive **A**, you would format three (3) 1.2M floppy disks and copy the contents of each of the 720K Program Disks to the 1.2M Program Disks using the DOS command: **COPY B:*.* A: <ENTER>**

You may start the game using the instructions presented in the *Floppy Disk Start-up* section below.

FLOPPY DISK START-UP

To start the game from the floppy diskettes you created in the *Floppy Disk Installation* section above:

1. Put Program Disk 1 in one floppy drive.

2. Put Picture/Music Disk 9 in the other floppy drive.

3. Change the DOS default to the program disk drive where you have inserted Program Disk 1. For example, if you have Program Disk 1 in Drive **A** on your computer, you would type **A: <ENTER>**

4. Start the game by typing **TQ <ENTER>** and then following instructions as they appear. During play, the game will periodically prompt you to change diskettes. All Program Disks should be inserted in the disk drive you put Program Disk 1. All Picture/Music disks should be inserted in the disk drive you put Picture/Music Disk 9.

For additional information concerning configuration options and defaults, refer to the *Configuration* and *Music and Sound* sections.

Configuration

CONFIGURATION DEFAULTS

TIMEQUEST will automatically detect the type of graphics adapter you have and will default to the highest standard that it finds.

If you have a mouse, the game expects you to be using a Microsoft compatible mouse driver. If your mouse is behaving strangely or wreaking havoc with the graphics in the game, it is probably not Microsoft mouse compatible. Try quitting the game and starting again by typing **TQ XMOUSE.**

If you have an AdLib Music Synthesizer Card or a Sound Blaster, the game will automatically detect its presence and will default to playing music through it.

If you have a Roland MT-32 (or compatible) sound module, start the game by typing **TQ MT32.** For more options regarding MIDI sound modules, consult the *Configuration Options* section below.

If you are playing *TIMEQUEST* from a hard disk, the game will play sound effects through the speaker in your computer using RealSound. If you wish to hear the RealSound sound effects through your AdLib board or Sound Blaster (which makes the sound effects sound considerably better), you need to tell the game which sound board you have by typing **TQ ADLIB** or **TQ BLASTER** at the MS-DOS prompt. If you are playing from floppy disks, you will not hear any sound effects.

If you have an AdLib card and a Roland sound module, you must start the game by typing **TQ MT32** to override the AdLib music default.

If you have a monochrome VGA monitor, you may considerably improve the quality of graphics displayed in the game by starting the game by typing **TQ MONO.**

CONFIGURATION OPTIONS

As described above, *TIMEQUEST* defaults to high resolution EGA 16-color graphics with AdLib music and RealSound sound effects played through the PC speaker.

If you wish to override any of these defaults, you may type one or more of the following options, separated by spaces, after typing **TQ** on the MS-DOS command line:

CGA	Forces the game into black and white CGA graphics on computers with an EGA or VGA graphics adapter.
MONO	May improve graphics on computers with VGA adapters and monochrome monitors.
XMOUSE	Overrides the default Microsoft mouse driver.
ADLIB	Causes RealSound sound effects to be played through an AdLib Music Synthesizer Card, if present.
BLASTER	Causes RealSound sound effects to be played through a Sound Blaster card, if present. You may set the IRQ number and I/O address for your Sound Blaster card by typing: **TQ BLASTER \<irq number> \<i/o address>.**
MT32	Causes music to be played on a Roland MT-32 (or compatible) sound module, if present. You may set the IRQ number and I/O address for your MIDI sound module by typing: **TQ MT32 \<irq number> \<i/o address>.**
NOCYCLE	Disables color cycling animation for computers with EGA and VGA adapters and color monitors.
REAL	Disables AdLib, Sound Blaster, and Roland music and plays RealSound only.
NOREAL	Disables RealSound sound effects and music.

So, for example, if you have an EGA adapter, a Sound Blaster on IRQ 7, and you want to see CGA pictures and play RealSound sound effects through your sound card, you would type **TQ CGA BLASTER 7 <ENTER>** at the MS-DOS system prompt.

Refer to the next section, *Music And Sound*, for more information on music card and sound module configuration.

Music And Sound

TIMEQUEST supports the following music and sound effect technologies:

- RealSound (TM)
- AdLib Music Synthesizer Card
- Creative Labs' Sound Blaster
- Roland MT-32 and compatible MIDI sound modules including Roland's MT-100, CM-32L, and LAPC-1

The game defaults to playing music through an AdLib card, if present, and sound effects through the PC speaker using RealSound. These defaults may be overridden using the options described in the *Configuration* section.

If you have an AdLib card or Sound Blaster, you DO NOT need to run **SOUND.COM** or **SB-SOUND.COM** (a requirement of previous Legend games). The game will automatically detect the presence of an AdLib or Sound Blaster card and will default to it on start-up.

If you have a Roland MT-32 or compatible sound module, start the game with the command **TQ MT32**.

RealSound sound effects will be played through the PC's internal speaker if you are playing off an installed copy of the game on a hard disk. See the *Hard Disk Installation* section for instructions for proper installation of the game to a hard disk.

RealSound (TM)

RealSound is used throughout the game to play sound effects on the PC's internal speaker. No additional hardware or software is required for you to hear RealSound effects in *TIMEQUEST*. If you do not have an AdLib card, Sound Blaster, or MIDI sound module, you will hear the RealSound title track and sound effects on your PC speaker. RealSound will be enabled only if you are running from a hard disk.

RealSound is a Patent Pending technological breakthrough that works with any IBM compatible computer with a built-in speaker. If your machine beeps when you turn it on, then it is compatible with RealSound.

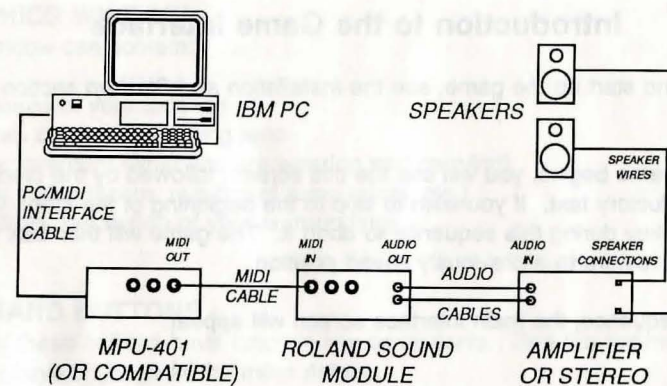### Roland MT-32, MT-100, CM-32L, and LAPC-1 Owners

To use your MIDI sound module, make sure your equipment is configured as shown in the MIDI wiring diagram on the next page. If you have problems, check that the following steps have been taken in configuring your equipment:

Note: LAPC-1 owners may ignore items 1, 2, and 3.

1. A PC to MIDI Interface card is installed in your PC.

2. The PC to MIDI Interface card is connected to an MPU-401 or compatible MIDI Interface or MIDI Processing Unit.

3. A MIDI cable is connected from a MIDI OUT connector on the MIDI Interface to the MIDI IN connector on your sound module.

4. The audio output jacks on your sound module are connected to the audio input jacks on your amplifier or stereo.

5. One or two speakers are attached to the speaker connectors on your amplifier or stereo.

WARNING

Do not attempt to use this software with any other attached MIDI devices. This software transmits System Exclusive MIDI data which may destroy system and patch data on MIDI synthesizers not supported by this product.

MIDI Wiring Diagram for Roland MT-32, MT-100, and CM-32L

If you are having trouble getting your Roland sound module to operate, the difficulty can probably be traced to one of two sources:

The first is that you may have two cards in your computer that are set to the same IRQ. If this is the case, you can change the IRQ value for one of the cards by using the card's jumpers or switches (although some cards do not allow this).
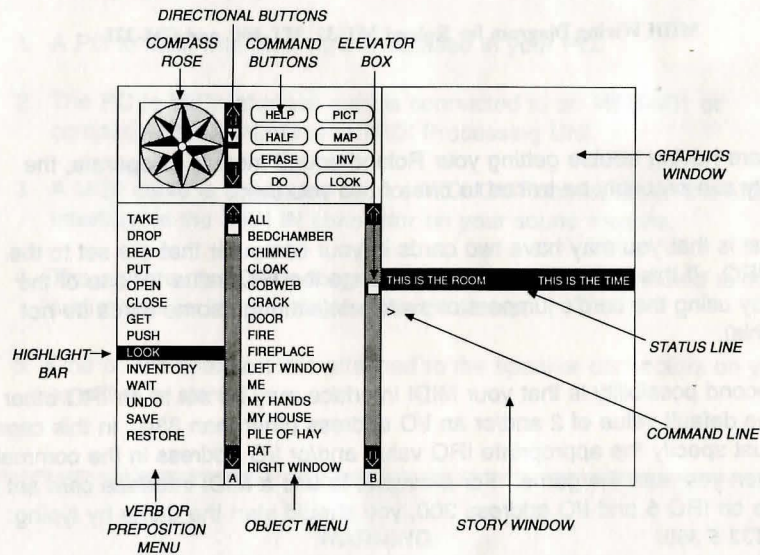
The second possibility is that your MIDI interface may be set to an IRQ other than the default value of 2 and/or an I/O address other than 330. In this case, you must specify the appropriate IRQ value and/or I/O address in the command line when you start the game. For example, to use a MIDI interface card set to operate on IRQ 5 and I/O address 300, you should start the game by typing: **TQ MT32 5 300**.

Introduction to the Game Interface

To install and start up the game, see the *Installation and Start-up* section on Page 8.

When the game begins, you will see the title screen, followed by the credits and some introductory text. If you wish to skip to the beginning of the story, you can hit any key during this sequence to abort it. The game will then ask you if you wish to restore to a previously saved position.

After this sequence, the main interface screen will appear:

DIRECTIONAL BUTTONS
COMPASS ROSE
COMMAND BUTTONS
ELEVATOR BOX
GRAPHICS WINDOW
HIGHLIGHT BAR
STATUS LINE
COMMAND LINE
VERB OR PREPOSITION MENU
OBJECT MENU
STORY WINDOW

GRAPHICS WINDOW

This window can contain:

- A picture of your location
- A map of the surrounding area
- Your inventory (what you are wearing and carrying)
- Your status (score, number of turns taken, etc.)
- A verbal description of your surroundings

COMMAND BUTTONS

Many of these buttons have function key equivalents. See the information on function keys on Page 26 for more details.

HELP	Displays a help screen
HALF	Removes the menus and makes more room for text
ERASE	Removes the last word from the command line
DO	Executes the command on the command line
PICT	Displays a picture in the graphics window
MAP	Displays a map in the graphics window
INV	Displays your inventory in the graphics window
LOOK	Puts a verbal description of your surroundings in the graphics window

COMPASS ROSE AND DIRECTIONAL BUTTONS

If you have a mouse, you can move around by clicking on the various points of the compass rose and the **IN, OUT, UP,** and **DOWN** buttons. Legitimate exits from your current location are always highlighted.

VERB MENU

The verb menu contains every verb you need to play the game. There are other verbs you can use, but you will have to type them in. The most commonly used verbs are grouped at the top of the list. The rest of them are in alphabetical order.

PREPOSITION MENU

After you select a verb, the verb menu is replaced with a preposition menu. The amazing thing is that the game will display only those prepositions that you can use with the verb you have selected. Voila! No more pesky parser errors.

OBJECT MENU

This menu contains all the things that you see from your current location. If you want to refer to other objects in the game, you must type them in.

HIGHLIGHT BAR

This is a highlighted bar you can move around to select the next word you want to place on the command line.

ELEVATOR BOXES

Clicking on these boxes and dragging them down is a fast way to navigate through the menus. Watch the index letter at the bottom of the column as you drag the box - when the first letter of the word you are looking for is displayed, release the mouse button and the highlight bar will jump to the first word in the list that starts with that letter. Clicking in the column above or below the box will cause rapid movement up or down the menu. Clicking on the arrows at the top or bottom of the column will move the highlight bar up or down one entry in the menu. **(Note:** Elevator boxes are only displayed when there are more menu entries than there is room to display at once.)

STORY WINDOW

This is the window where all that wonderful prose we've been telling you about appears. If the window fills with words and you see "**MORE**" at the bottom, press any key or click the mouse button and the rest of the message will appear. If you would like to expand the size of the window and you don't mind sacrificing the menus, press <F3> for a half-screen or <F4> for a full screen of text. If you would like to see the text displayed before the picture is updated, then type the command **TEXTFIRST**. To switch back to the default of pictures first, type **PICFIRST**.

COMMAND LINE

All your commands will appear on this line, whether you enter them by typing, selecting from the menu, or clicking on the compass rose or graphics window.

STATUS LINE

This line lists your location and the local time of day.

Playing The Game With A Mouse

If you have a mouse, playing this game is simplicity itself. Merely by pointing and clicking you can do all of the following:

Move around from place to place by single-clicking on the compass rose or the directional buttons next to it. Legitimate exits from your current location are always highlighted. Double-clicking on an exit that is pictured in the graphics window will move you through that exit. If you are playing with the map in the graphics window, you can also move to adjacent rooms by double-clicking on them.

Examine objects by single-clicking on them in the graphics window.

Take objects by double-clicking on them in the graphics window.

Open/close doors and windows by double-clicking on them in the graphics window.

Greet characters you meet in the game by double-clicking on them in the graphics window.

Customize the interface by clicking on the command buttons.

BUILDING COMMANDS

In addition to the above, you can use the mouse to build commands. A single-click on a word in the verb menu will place that word on the command line. The verb menu will then be replaced by a preposition menu that lists the prepositions you may legitimately use with the verb you have just selected. At this point you can select one of those prepositions, or select a word from the object menu, or execute your command by clicking on the **DO** button.

Naturally, we've built in some short-cuts. For example, if you know prior to clicking on a word that it will be the last word in your command, you can double-click on it and your command will be executed. Or, if you've already clicked on the last word in your command and you don't want to move the mouse up to the **DO** button, just double-click on the last word and the command will be executed. Another short-cut is to select a verb from the menu and then single-click on an object in the picture in the graphics window.

FINDING WORDS QUICKLY

Because the menus sometimes contain many words, we've also included a few short-cuts for getting to words that are far down in the menu. You can click in the grey area to the right of each menu to rapidly move up or down in that menu. (If there is no grey area, the entire menu is visible.) Or you can click on the "elevator box" in the column to the right of each menu and drag the box down while keeping the mouse button depressed. As you do so, you will see the index letter at the bottom of the column change. When it gets to the letter that is the first letter of the word you want, release the mouse button, and the highlight bar will jump to the first word that begins with that letter.

An even faster method is to hold down the <SHIFT> key on the keyboard and then press the first letter of the word you want. The highlight bar will then jump to the first word that begins with that letter. You can also use the <HOME> and <END> keys on the keyboard to jump to the top or the bottom of the list, or the <PGDN> and <PGUP> keys to move up or down the list quickly.

RANDOM NOTES

To remove the last word from the command line, click on **ERASE**.

Double-clicking on an object in the graphics window is intended to "do the obvious thing" with that object. For example, climb stairs, eat food, turn off lamp, etc.

If you are using the mouse and you want to begin to type, go ahead. However, once you have begun typing on the command line, you cannot go back to using the mouse until that command has been executed or erased.

If you select a noun as the first word in your sentence, the game assumes you are trying to speak to that person or thing, and therefore it adds a comma after the word. (For example, **SAILOR, GIVE ME THE ROPE**.) If your mouse is destroying the picture, then the mouse driver is probably not Microsoft compatible. Try returning to DOS and starting the game by typing **TQ XMOUSE**.

Playing Without A Mouse

EMULATING THE MOUSE
If you don't have a mouse, there are still quick and easy ways to build commands from the menus without typing.

To do this, first you need to press the **<TAB>** key. When you do so, a mouse cursor will appear on your screen. You can move this cursor around by using the arrow keys on your keyboard. Then you can "click" by hitting **<ENTER>**, and "double-click" by hitting **<SHIFT><ENTER>**. This will let you do all the things mentioned in the previous section, *Playing the Game With a Mouse*.

USING THE MENUS
If you don't want to use the method outlined above, pressing the **<TAB>** key again will give you yet another alternative. This system puts a highlight bar over the first word in the verbs menu. You can move this bar back and forth between menus (and up and down within them) by using the arrow keys on your keyboard. Once you have highlighted the word you wish to select, hitting the space bar will place that word on the command line. After you have finished building your command, hitting **<ENTER>** will execute it.

TYPING
If you like to type, go ahead. No matter what method you have been using to place words on the command line, you can always begin to type. The cursor will magically appear on the command line, as it did in days of old when adventure games were young.

If you definitely don't want to use the menus, press **<F3>** and they will go away, creating more room for text. If you really want to return to the golden years of adventuring, press **<F4>** for the all-text look.

FUNCTION KEYS

You can use function keys to customize the interface as follows:

<F1>	Displays the help screen
<F2>	Returns the menus to the screen if they are not there
<F3>	Removes the menus and creates more room for text
<F4>	Puts you into full-screen text mode
<F5>	Displays the picture in the graphics window
<F6>	Displays the map in the graphics window
<F7>	Puts your inventory in the graphics window
<F8>	Puts a verbal description of your surroundings in the graphics window
<F9>	Displays your status in the graphics window
<F10>	Repeats the last input on the command line

Many of these function keys have command button equivalents. See the information on command buttons on Page 19 for more details.

Save, Restore, and Quit

Once you have begun the game, you can use the **SAVE** command whenever you want to capture and store everything you have done so far. **SAVE** allows you to define a point you can return to if you are "killed" or if you just want to turn off the machine for awhile.

When you type **SAVE** (or when you select it from the verb menu), you will be asked to name the **SAVE** file. Choose a name that will remind you of where you are, like **Inside Interkron** or **Solved Fire Lance Puzzle**. The description of the saved game can have up to 33 characters in it.

In the course of playing this game, you may create up to 128 simultaneous **SAVE** files. You can delete **SAVE** files by pressing **<ALT><D>** when the highlight bar is over the description of the saved game. If you pick the name of an already-existing file when you **SAVE**, the original file will be erased and the new file of that name will take its place. You can edit an existing description by moving the highlight bar to the appropriate line and pressing the space bar or single-clicking on the description if you have a mouse. **<ENTER>** or a double-click will **SAVE** your current game with the new description over the previous **SAVE** file.

When you are ready to return to a place you have saved, type **RESTORE** (or select it from the verb menu). As a reminder, a list of your previous **SAVE** files will appear in the **RESTORE** window. When the game asks you for a **SAVE** file description, move the highlight bar to the description you want and press **<ENTER>** or type in the description. If you type in the beginning of a valid description and hit **<ENTER>**, the game will automatically match it and fill in the rest of the characters. Once you have entered a valid description, you will be returned to the spot you left as if you had never been away. You will have the same score, inventory, status, etc. that you had when you left. If you want to stop playing, use the **QUIT** command. However, if you quit without making a **SAVE** file, you'll have to start from the beginning of the game the next time you play.

Talking To The Game

You "talk" to *TIMEQUEST* by telling the game what you want the main character in the game to do at each turn. You do this by typing your input on the keyboard, or by clicking the mouse on the menus, the compass rose, or the pictures [See *Introduction to the Game Interface* and *Playing the Game With a Mouse.*]

Your simplest inputs will be directions -- moving around from place to place:
>NORTH
>DOWN
>SW

Equally simple are inputs which are just verbs:
>JUMP
>SCREAM

Let's get a bit more complicated, and add some nouns (or, if you combine them with adjectives, noun-phrases).
>TAKE THE COIN
>READ BOOK
>EAT THE JUICY POMEGRANATE
>SLICE THE HOT RED PEPPER
>KISS THE TALL BLOND WAITRESS

(**Note** that you can use articles like "the" or "a" if you wish; most people just omit them to save time.)

Shall we add a dash of prepositions?
>TURN AROUND
>SIT DOWN
>LOOK OUT WINDOW
>HIDE BEHIND BROWN CURTAIN

Take a deep breath. So far, the noun-phrases we've looked at have all been the direct object of the sentence. Now we're going to throw in a second noun-phrase, the indirect object!

>GIVE APPLE TO BOY
>TAKE SCROLL FROM OLD WOMAN
>BUY VASE FROM STREET VENDOR

Sorry, it's time to introduce some mind-bogglingly complicated concepts. You can include several inputs after a single prompt, as long as you separate them by a period or by the word "then":
>GET IN BOAT THEN START ENGINE
>LOOK THROUGH KEYHOLE. SLIDE NOTE UNDER DOOR.

You can also use pronouns:
>TAKE TOASTER OVEN. TURN IT ON. PUT PIZZA IN IT
>TAKE HAT FROM JOAN OF ARC. PUT IT ON HER.

You can use multiple objects with certain verbs (like **TAKE** and **DROP**) as long as you separate the noun-phrases with a comma or the word "and." You can even use the amazingly useful word "all":
>TAKE CLOAK AND VEST
>DROP CLOAK, VEST, GOWN
>TAKE ALL
>GIVE ALL THE VEILS TO PERSIAN MERCHANT

It pays to talk to the characters that you run across in *TIMEQUEST*. If you want information about something or someone, then you should ask!
>GENERAL RAMSEY, TELL ME ABOUT THE INTERKRON
>ASK RAMSEY ABOUT INTERKRON
>ASK SOLDIER ABOUT MONTGOMERY
>SOLDIER, WHERE IS MONTGOMERY?

or if you would like ask a character to do something for you:
>DRAKE, GIVE ME THE COAT
>TELL DRAKE TO GIVE ME THE COAT
>ASK DRAKE TO GIVE ME THE COAT
>ASK DRAKE FOR COAT

Navigating Through Time

The interkron you will be using in the game is the same machine that Lieutenant Vettenmyer stole from Temporal Corps Headquarters. After he sent it back, the Corps technicians reprogrammed it to limit your travel to the same places Vettenmyer went.

Because there are six places and nine years that Vettenmyer visited, there should be 54 potential 'timeplaces' you can explore. However, the technicians discovered 5 timeplaces on the grid that Vettenmyer missed, so you will never be able to get to Cairo or Baghdad in 1940; or Mexico in 1588, 1798, or 1940.

There are three ways to make the interkron work.

1. When you enter the interkron, a world map will be displayed in the picture/map window. If you have a mouse, click on the city you want to go to, then click on the 'thermometer' to select a year, then click on the **GO** button.

2. To use the map from the keyboard, use the arrow keys to highlight a place and the plus and minus keys to highlight a year. Then press **<ENTER>**.

3. Type **TIMESET (or TS)** followed by the name of a place and a year. For example: **TIMESET ROME 44** or **TS MEXICO 1519.**

Helpful Hints

TIMEQUEST is a large game that can be a little overwhelming at first. We recommend that you start in Rome in 44 BC, and then make sure you explore each of the 49 possible timeplaces. While some puzzles are self-contained and can be solved no matter where else in the game you've been, others should only be tackled after you've collected the proper equipment from other eras.

Our testers have found it invaluable to make a grid on a sheet of paper with the 6 places you can go across the top and the 9 possible years down the side. In each of the boxes, make notes about the events, objects, and characters of interest you find in each timeplace.

Remember to read the *Mission Briefing Papers*. All the major puzzles are based on actual historical events, and the briefing papers contain everything you need to know about these events to solve the puzzles.

You will find it a big help to talk to the characters in the game. The most effective way to do this is to **ASK CHARACTER ABOUT THING**. To make this even easier, we've built ask-about menus that list all the items that each character knows about. To use these menus, click on the **ASK** verb, then select the character from the object menu, and finally select the preposition **ABOUT**. A menu of topics that you can ask the character about will be displayed in the column usually reserved for the object menu.

In addition, don't forget the 10 basic rules of adventure gaming:

1. Take everything that isn't nailed down.

2. Examine everything that you come across.

3. Save early, save often.

4. Draw a map.

5. Read all the documentation, especially the briefing papers and the sample transcript.

6. Read all the text in the game carefully.

7. Try weird stuff.

8. Play with a friend for a different perspective.

9. If you are stuck on a puzzle, go to another part of the game, or leave the game for awhile and come back with a fresh mind.

10. Talk with other gamers. Many computer magazines and bulletin boards will run tips and hints for *TIMEQUEST*.

If all else fails, you can call our automated 24-hour hint line at **1-900-PRO-KLUE**, or call our customer support line (**1-800-658-8891**) to order the official *TIMEQUEST* hint book.

Game Commands And Their Abbreviations

Many of the game commands below have function key or command button equivalents. These are listed in parentheses after the description of the command. In addition, many game commands have single key equivalents.

AGAIN (G)   Repeats your last input.

CREDITS   Displays a list of everyone who worked on *TIMEQUEST* and what they did.

FULL MODE   Removes the menus, compass rose, and graphics window, leaving you with a full screen of text.

HALF MODE   Removes the menus, but still displays the compass rose and the graphics window. (**<F3> key**) (**HALF button**)

HINT   Will print a message telling you that hints aren't available in the game. The message will go on to recommend that you call an on-line service such as GEnie, CompuServe, PRODIGY, or PC-Link and ask their gamers for hints. Or, it will tell you, you could simply dial our 24-hour hint line, which is 1-900-PRO-KLUE (1-900-776-5583), but which will cost you $.75 for the first minute, and $.50 for each subsequent minute.

INVENTORY (I) Tells you what your character is carrying.

LOOK (L)   Will give you a full description of your current location. This is always a good thing to try if you don't know what else to do.

LOOK MODE   Displays a verbal description of your surroundings in the graphics window. (**<F8> key**) (**LOOK button**)

MAP MODE   Displays the map in the graphics window. (**<F6> key**) (**MAP button**)

MENU MODE — Restores the menus to the screen if you have removed them previously. **(<F2> key) (MENU button)**

MUSIC OFF — Turns off the music. (To turn off the sound effects, however, use **SOUND OFF**.)

MUSIC ON — Turns the music on.

NOTIFY — Normally, the game will tell you when your score changes. If you don't want to be bothered, **NOTIFY** will turn off this feature. And, if you change your mind, **NOTIFY** will turn it back on!

OOPS (O) — If you mistype a word, use OOPS instead of retyping the entire input. For example, you type >**TAKE BRIEFING PAPRS**, and the game responds, "I don't know the word **'PAPRS'**" You would simply type **OOPS PAPERS**. Naturally, you menu users will never need to use **OOPS**.

PICFIRST — Displays room pictures before room descriptions.

PICTURE MODE — Restores the picture to the graphics window. **(<F5> key) (PICT button)**

QUIT (Q) — Tells the game "Hey, I'm outta here!" You might want to **SAVE** first.

RESTART — Starts the game over. Again, you might want to **SAVE** first.

RESTORE — Brings you back to any point in the game where you've previously saved.

SAVE — Creates a file which the **RESTORE** command can use to return you to this point in the story. You should **SAVE** now and then, and especially before trying dangerous things like >**ATTACK KNIGHT WITH BARE HANDS.**

SCRIPT — Sends all the text output of the game into the specified file, which you can then read, print, edit, delete, etc.

SOUND OFF — Turns off the sound effects. (To turn off the music, however, type **MUSIC OFF**.)

SOUND ON — Turns the sound effects back on.

STATUS — Gives you a brief report of your score and the number of turns you've taken.

STATUS MODE — Displays your status in the graphics window. **(<F9> key)**

TERSE — Tells the game to give you the normal level of descriptiveness, in which you see a full description of a place only the first time you go there. On subsequent visits to the location, you won't get a description, although you can always get one by saying >**LOOK** (or by playing with the graphics screen in "**LOOK**" mode). (See also **VERBOSE**).

TEXTFIRST — Displays room descriptions before room pictures.

TIMESET (TS) — Use this command to operate the interkron. When you are inside the interkron (and you see the world map in the graphics window), enter **TIMESET** followed by the name of a place and a year (e.g., >**TIMESET PEKING 1940**) and the interkron will attempt to travel to that time and place.

UNDO — Probably the single most useful thing ever conceived in all of recorded human history. **UNDO** simply takes you back one turn, undoing the effects of your last move.

UNSCRIPT — Stops sending the text output to a file.

VERBOSE   Puts you in the level of maximum location descriptions; you'll get a full description of your location every single time you enter it. (See also **TERSE**).

VERSION   Gives you the release number of your copy of *TIMEQUEST*, as well as some legal stuff.

VOLUME #   If you have a sound card or sound module, the **VOLUME** command, followed by a number from 1-10, allows you to control the volume of the game's music. This command has no effect on the volume level of the RealSound sound effects.

WAIT (Z)   Your character will just stand around while time passes in the story. You can also say things like **WAIT 45 MINUTES** or **WAIT 3 HOURS**.

ABBREVIATIONS

A - You would think this would be the abbreviation for **AGAIN**, wouldn't you. Well, you would be wrong. If that were the case, then a simple input like **>GIVE A DOG A BONE** would turn into the nightmarish **GIVE (AGAIN) DOG (AGAIN) BONE**. Consequently, we treat "a" as an article rather than an abbreviation, and shorten **AGAIN** to "G".

D	-	down	**O**	-	oops	**X**	-	examine
E	-	east	**Q**	-	quit	**Y**	-	yes
G	-	again	**S**	-	south	**Z**	-	wait
I	-	inventory	**T**	-	time	**NE**	-	northeast
L	-	look	**U**	-	up	**SE**	-	southeast
N	-	north	**W**	-	west	**SW**	-	southwest
						NW	-	northwest
						TS	-	Timeset

Sample Transcript

The following sample transcript shows a typical interaction with a game like *TIMEQUEST*. It's not a part of *TIMEQUEST*; we just made it up for the manual. However, it shows how you "talk" to the game, and it may give you some ideas.

>**LOOK**
Interkron
The time machine is a cramped space full of dials and switches. The video screen shows the grid of times and places that you've been authorized to travel to.

>**TIMESET ATHENS 447**
You hear a low humming that slowly crescendos into a full-fledged roar. After a few moments you realize you are now in Athens in the year 447 BC.

>**OUT**
Shed
You emerge from the Interkron into the dry, sweet air of a stonemason's shed. The only exit is to the west. A fine layer of white dust covers everything in the room, including the chisel you see resting on the workbench.

>**TAKE CHISEL**
You take the chisel.

>**TERSE**
[Terse descriptions.]

>**WEST**
Acropolis
You are standing under a clear blue sky on a hilltop overlooking the ancient city of Athens. To the north, workmen are crawling over the half-completed temple of the goddess Athena. From inside you hear someone bellowing, "Where in the name of Zeus is that chisel?"

>NORTH
Parthenon

You pick your way through the massive stone blocks that are scattered around the construction site and enter the temple. Inside, you see Phidias the sculptor standing in front of an unfinished block of marble.

>GIVE CHISEL TO PHIDIAS

Phidias takes the chisel and mutters, "Thanks." Then he gives you a closer look and continues, "Say, you've got a pretty good profile - stand still for a moment." He starts hacking at the marble with the chisel.

>LOOK AT STATUE

You twist around to see what Phidias is doing. The sculptor shouts, "I can't work if you keep moving around. Stop squirming!"

>SIT STILL

The artist pounds at the marble for a few more minutes. Then he steps back and says, "Perfect." He calls some workmen over and they hoist the statue up onto the eastern pediment of the temple.

>LEAVE TEMPLE
Acropolis

>ENTER SHED
Shed

>IN
Interkron

>TS ATHENS 1990

You are now in Athens, in the year 1990 AD.

>OUT
Shed

You step out into a darkened maintenance shed. Two sets of coveralls hang on the wall here. One pair is brown and the other is blue.

>OUT
Acropolis

The afternoon sun is barely struggling through the polluted haze that shrouds the city of Athens and the ruins of the famed Parthenon. The temple is roped off from the public, and there is a fat security guard dozing next to the entrance. An alert watchdog sits by his side.

>EXAMINE GUARD

The guard is wearing blue coveralls. He is dozing fitfully.

>NORTH

The dog barks at you. The guard lurches awake and snaps, "We're closed today. They're filming a movie. No one can go inside."

>ASK GUARD ABOUT DOG

"He's been trained to bark at anyone who isn't on the security staff." The guard pats the dog on the head and settles back into his nap. Moments later you hear him start to snore.

>ENTER SHED
Shed

>WEAR BLUE COVERALLS
[Taking the coveralls first]
You put on the coveralls.

>OUT
Acropolis

>NORTH

The dog growls as you sneak past, but the guard keeps snoring.

Parthenon

You are standing amidst the ruins of the temple of Athena. Perched on the eastern pediment you see the statue that Phidias carved over 2,000 years earlier.

An agitated producer paces back and forth. "Actors!" he cries. "I can't believe that jerk walked out on me. Where am I going to find another Greek god on such short notice?"

>PRODUCER, LOOK AT STATUE
The producer stops in his tracks and looks first at you, and then at the statue. He whips a contract out of his pocket and says, "Fifty K for signing, plus 3 points off the adjusted gross. Less my expenses, of course. Sign here."

>SIGN CONTRACT
You sign the contract. The producer pats you on the back and says, "Luv ya, babe. Don't ever change. Well, gotta thing. Gotta go. Ciao." An assistant comes out, puts sun glasses on you, and says, "Congratulations. You're the new star of 'Heracles Takes A Holiday'..."

About The Author

In 1536, Henry VIII ordered the dissolution of the monasteries in England. After that, things settled down and stayed pretty quiet for awhile. Then, in 1989, Mediagenic ordered the dissolution of Infocom. Both events had sacrilegious overtones, and both cast legions of faithful followers adrift on seas of uncertainty.

Bob Bates had written three games for Infocom prior to its demise. The first two were *Sherlock! The Riddle Of The Crown Jewels*, and *Arthur: The Quest For Excalibur*. The third game expired with the death of the company and sank into an abyss from which it will never emerge.

Hoping to win the 'Henry VIII Memorial Defender Of The Faith' award, Bob co-founded **Legend Entertainment** in 1989 to continue the tradition of puzzle-based adventure games. Steve Meretzky signed up to do a game (providing definitive proof that he truly **IS** crazy) and the company is finally off and running.

Bob likes to think he lives with his wife Peggy Oriani and their son Alex. They have a different opinion, however, and make him wear a name tag on the few occasions when he actually does come home. Nevertheless, he dedicates this game to them in recognition of the sacrifices they made so that it could be written.

Credits

Writing and Programming .... Bob Bates

System Architecture .... Duane Beck and Bob Bates

System Programming ...... Duane Beck, Mark Poesch, and Glen Dahlgren

Graphics System Development .... Mark Poesch

Additional Game Programming .... Glen Dahlgren and Duane Beck

Additional Programming Support .... James E. Bates

Screen Art ... Tanya Isaacson, Paul Mock, Donald Langosy, and Jim Sullivan

Cover Art .... Craig Nelson

Music Composition .... Arfing Dog

Music Production .... Michael Lindner

AdLib Transcriptions .... Michael Lindner

Sound Effects .... Glen Dahlgren

Testing Coordination .... Alyssa Verdu and Glen Dahlgren

Additional Testing:
Rick Aguas, James E. Bates, Peggy Bates, Raff Brooks, Bobby Cambridge, Jun Choi, Joel Corley, Erik Falls, John Hopkins, Tommy Lee, Michael Lindner, John J. McGovern, Glenn McPhee, Mark Meeker, Keven Mehio, Steven Meretzky, Jon Palace, Josh Schriftman, Christopher Stanley, and Matt Stiltner

Art Direction and Production Coordination .... Peggy Oriani

Produced by .... Mike Verdu and Bob Bates

Help! Troubleshooting and Technical Assistance

Some common problems and their solutions are described in this section. If your problem is not addressed, please call our toll-free customer support line (**1-800-658-8891**) between 9:00 a.m. and 5:00 p.m. EDT/EST. If you live outside the United States, call **703-222-8500** and ask for customer support. For game hints, call **1-900-PRO-KLUE** (**1-900-776-5583**) or try dialing into one of the on-line services (with a modem) where you can talk to real live gamers who have probably been stuck at the same place you are.

I can't call the hint line for hints! How do I get hints?
You may not have access to the 900 hint line if you live in a country that is not the United States or reside in certain U. S. counties and municipalities that have not upgraded their phone equipment to handle 900 service. You can get game hints by purchasing a hint book from the same store you bought the game. If this is not possible or the store does not carry hint books, you can call us at **1-800-658-8891** or **703-222-8500** and order a hint book using a major credit card.

I can't play the game from the floppies that came in the box
The disks that came in your package (the "distribution diskettes") contain compressed game programs, game data, picture files, and music files. You cannot play the game using the distribution diskettes. You must follow the procedures in *Installation and Start-up* to install the game on your hard drive or on a set of high density floppy disks.

I've got an MT-32 and I don't hear any music
If you have a Roland MT-32 (or compatible) sound module and you are not hearing any music, start the game with the command **TQ MT32**. If you are still not hearing any music, the difficulty can probably be traced to one of two sources:

1. You may have two cards in your computer that are set to the same IRQ. If this is the case, change the IRQ value for one of the cards by using the

card's jumpers or switches. Some cards may not allow this. Consult the manual for the card for more details.

2. Your MIDI interface may be set to an IRQ or an I/O address other than the default values of 2 and 330, respectively. In this case, you must specify the appropriate IRQ value or I/O address in the command line when you start up the game. For example, to use a MIDI interface card set to operate on IRQ 5 and address 300, you should start the game by typing **TQ MT32 5 300**.

I'm not hearing sound effects through my AdLib or Sound Blaster
The game will automatically detect the presence of an AdLib Music Synthesizer Card or Sound Blaster for the purposes of playing music. The game isn't so smart when it comes to playing the digitized RealSound sound effects, however, and you need to tell it what kind of card you have if you want to hear the sound effects through the speaker hooked up to your music card. If you own an Adlib Music Synthesizer Card, you need to start up the game by typing **TQ ADLIB**. If you have a Sound Blaster, type **TQ BLASTER**.

The mouse cursor is eating the graphics!
If moving your mouse cursor over the picture destroys it, then the mouse you are using is probably not Microsoft compatible. If this happens, try exiting to DOS and starting the game again by typing **TQ XMOUSE**.

The mouse cursor isn't anywhere to be seen
If the mouse doesn't seem to be working, make sure you install the mouse driver before you start up the game. You can usually accomplish this by typing **MOUSE <ENTER>** from the MS-DOS prompt. If you get a **"Bad command or file name"** error, find out where the mouse driver lives on the disk or consult the documentation that came with your mouse and its driver software.

I'm getting a low memory warning
If you get a low memory warning when you start up the game, make sure you have taken all of your TSR (terminate & stay resident) programs out of RAM.

If on a 512K machine this still does not free up enough memory, you may wish to reboot your machine without your mouse driver. You can then play the game without using your mouse or hearing music. You can also save memory by specifying CGA graphics instead of EGA (type **TQ CGA** to force CGA graphics).

This game is a disk space hog!
TIMEQUEST takes up approximately 4,700,000 bytes on your hard disk. If you don't have that much space to spare, you may consider deleting some of the following files from the hard disk after they have been installed:
*.MUS	If you don't have a sound board
*.RS	If you don't want to hear sound effects
TQ_E?.PIC	If you don't want to see EGA graphics
TQ_C?.PIC	If you don't want to see CGA graphics

I have a color monitor and I'm seeing pictures in black and white
If you have a CGA, MCGA, or TGA (Tandy Graphics Adapter) compatible graphics interface card, then the pictures will appear in black and white, 640x200 resolution mode. If you have an EGA card and you are seeing CGA black and white pictures, then your EGA card may not have enough "on board" memory or it might not be register compatible. You may be able to solve the latter problem by obtaining an upgrade to the Video ROM BIOS from the manufacturer of the card.

I have a black and white (monochrome) EGA or VGA Monitor
On some gray-scale monitors, the graphics may look dark or fuzzy. To get pictures with improved contrast and resolution, try starting the game by typing **TQ MONO**.

None of this has helped me!
If you have a hard drive and are suffering from problems that you can't explain, then there is one step to take before calling us: Try booting your machine from a clean "system boot floppy" uncluttered with autoloading TSRs, device drivers, and complicated **CONFIG.SYS** files. Then run the game and see if the

problems go away. To create a boot floppy, put an (expendable) floppy disk in Drive **A**. Make sure you don't have anything on the disk that you aren't willing to lose. From the MS-DOS prompt, type **FORMAT A:/S <ENTER>** to format the disk. When the computer finishes with formatting, exit the format program **(Format Another (Y/N)? N <ENTER>)** and then type A: **<ENTER>** to switch the default drive to Drive **A**. Then type the following sequence of commands:

>**COPY CON CONFIG.SYS <ENTER>**
FILES=20 <ENTER>
BUFFERS=20 <ENTER>

Press **<CTRL>** and **<Z>** at the same time to stop adding to the **CONFIG.SYS** file. To boot off of your new system floppy, place it in Drive **A:** (if it isn't there already), then press **<CTRL><ALT><DEL>** at the same time to re-boot your computer. Change the directory (**CD**) to the appropriate hard disk directory and run the game. If you still have problems, it might be time to call us. Remember that our hours are 9:00 a.m. to 5:00 p.m. Eastern Time.

Author's Notes

Truth, they say, is stranger than fiction. That's certainly the case with *TIMEQUEST*, where many of the puzzles are based on historical anomalies that remain unexplained to this day.

No one knows, for example, how Pope Leo talked Attila the Hun out of sacking Rome. Or why Hitler ordered the three-day cease-fire that allowed the British to evacuate their troops at Dunkirk. Or how Cortez defeated the entire Aztec nation with just a handful of men - even if he did have the help of the Quetzlcoatl myth. Nevertheless, these things actually happened - and I've taken the liberty of filling in the gaps in the historical record with the solutions to the puzzles in *TIMEQUEST*.

Throughout the game, I have used actual quotations wherever possible. For example, Montezuma is speaking with his own voice when he instructs his ambassador to Cortez, "If by chance he does not want the food offered to him and prefers instead human flesh, let him eat you." Then he generously adds, "For I vow to care for your wives and children and all your relatives." In the same vein, the poems on the tablets in the Shang emperor's burial cave are actual excerpts from the Tao-Te-Ching (The Way of Life). I also had no difficulty finding a wealth of interesting things that Winston Churchill had to say about Adolf Hitler.

Some parts of the game are almost true, or could have been true - or are at least plausible. For example, the Old Testament does not record the name of the pharaoh whose daughter pulled moses from the Nile. Accepted chronologies, however, put the year of the Exodus at around 1290 BC and state that Moses was around 80 years old at the time. Working backwards, I conclude that he was born sometime between 1360 and 1370 BC. King Tut was nine years old at the start of his reign in 1361 BC, so it doesn't seem unreasonable to put Tut and his sister in the scene where Moses and his cradle come floating down the river.

Speaking of 1361 BC, while there was an eclipse that year (the first in recorded history), purists will note that it took place in China rather than Mexico, and that it was a lunar rather than solar eclipse.

In another example of wishful thinking, I've placed Shakespeare in Dover alongside Sir Francis Drake in 1588. No one knows where Shakespeare was from 1587 to 1589. But there was an Armada Muster in Stratford in 1588, and there is evidence in Shakespeare's plays that he spent some time at sea. He also chose Dover as the setting for King Lear. With all this, it's not too fanciful (although almost certainly false) to speculate that Shakespeare might have sailed with Drake against the Armada.

Descending into complete falsehood, I have put some people in places where it is certain that they were not. Napoleon left Rome at the end of 1797, rather than the beginning of 1798. Hitler wasn't in Rome on May 24th, 1940. Michelangelo was in Florence for virtually the entire year of 1519. And I am not certain where Queen Elizabeth was on August 7, 1588, but I'm fairly confident she wasn't in the upstairs bedroom of a tavern in Dover.

All the buildings in the game had actually been erected by the time you see them, except the Hanging Gardens of Babylon and the Tower of Babel. These you visit in 1361 BC, even though Nebuchadrezzar didn't build them until around 600 BC.

I've also taken a few liberties with geography for the sake of smooth gameplay. It's actually 82 miles from Dover to Runnymede and 135 miles from Dover to Stonehenge. The nearest the Great Wall comes to Peking is 40 miles, and the distance between Baghdad and the site of ancient Babylon is 50 miles. These and other distances are collapsed in the game to make traveling easier.

The desire not to give away puzzles prevents me from going into more detail on the background of the game. If you're interested, give us a call at 1-800-658-8891 and order the *TIMEQUEST Hint Book*. The book contains hints and solutions to all the game puzzles, a complete discussion of the game's historical background, and more details on the places I've cheated in order to pull the whole thing off.

Thank you for buying the game. I hope you enjoy it.

Bob Bates