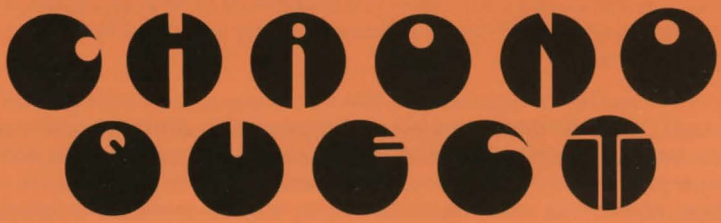


PLAYING INSTRUCTIONS

COPYRIGHT

This software product including all screen images concepts audio effects musical material and program code is marketed by Psygnosis Limited who own all rights therein including copyrights. Such marketing of this product gives only the lawful possessor at any time the right to use this program limited to being read from its medium as marketed into the memory of and expected by the computer system to which this product is specifically adapted. Any other use or continuation of use including copying duplicating selling hiring renting lending or otherwise distributing transmitting or transferring this product in contravention of these conditions is in breach of Psygnosis Limited's rights unless specifically authorized in writing by Psygnosis Limited.

The product CHRONO-QUEST its program code manuals and all associated product materials are the copyright of INFOMEDIA who reserve all rights therein. These documents program code and other items may not in whole or part be copied reproduced hired rented lent or transmitted in any way nor translated or reduced to any electronic medium or machine readable form without prior consent in writing from Psygnosis Limited.

Psygnosis® and associated logos are registered trademarks of Psygnosis Limited.
CHRONO-QUEST™ and associated logo is a trademark of Psygnosis Ltd.
The CHRONO-QUEST cover illustration and poster Copyright © 1988 Roger Dean.
ST®, 520ST®, 1040ST®, Atari® and TOS® are registered trademarks of Atari Corp.
Amiga™, AmigaDOS™, and Kickstart™ are trademarks of Commodore-Amiga Inc

PSYGNOSIS LTD.
1st Floor, Port of Liverpool Building,
Pier Head,
Liverpool
L3 1BY

Tel: [051] 207 0825

CHRONO-QUEST

A fantastic adventure game.....

Unjustly charged with the murder of your father, you go on a frantic spatiotemporal trip in search of the true culprit. Before his death, your father, an eminent scientist, had successfully developed and tested a fantastic time machine... The letter he sent you has many clues which may help you in your quest

Dear Son,

When this letter reaches you I fear I will have perished at the hands of greedy men. I leave you the family chateau and what's left of the family fortune. The latter has reduced a great deal since your departure. In order to forget the circumstances in which you left I invested all my time and money in my last experiment. It was the start of a fantastic adventure - which may prove to be the cause of my death.

That experiment was to find a way of travelling in time. After more than ten years research I finally succeeded in perfecting the machine that would allow my dreams to come true - EXPLORA. With this machine I took numerous trips in time to different ages and lands.

I know that you will take me for a senile old fool, but what follows will prove my sanity. During a trip to the future of 1987 I discovered a fantastic machine called a computer and brought bach two samples that will prove I haven't gone out of my mind, you will find them in the machine room.

Soon I began to run out of money, to continue my research I was forced to bring back treasures from each journey and sell them to unscrupulous dealers. Unfortunately my servant Richard found out and I had to dismiss him. This vile character still lurks around the chateau and spies on me, I am obliged to hide in order to carry on my work and I fear for my life.

I decided on a plan, to transport myself into the future, the year 2125. However, just before my intended departure Richard discovered the secret of the time machine and stole the program.

If you find this letter I will probably be dead, ***you must find Richard*** and avenge my death. You must bring him to justice.

What follows are notes on the time zones I visited. The time machine will have returned and I have hidden all the necessary programs in the chateau. The final program that will take you to the future has been broken up and scattered in the other 4 time zones

PREHISTORY - 33172 BC, we are in the middle of the upper Palaeolithic era, improperly called the "Stone Age". Useful tools have still not been invented so you must survive with brain and hands. Evidence of mans development is found in their cave dwellings. The cave paintings are basic and crude and seem somehow out of place.

THE CHATEAU - 1922 AD, your long journey will start in this magnificent Loire chateau. You must locate the secret room where I built the time machine. The payload is limited so be careful what you take with you into the unknown.

INDIA - 1605 AD, the beginning of Jahangir's reign. The empire reaches its peak but leprosy decimates the population, this is the most contagious of diseases, be careful for you will inevitably meet with the carriers of this disease. You may marvel at the splendour of the forest from your privileged position on elephant back. Find the Holy Temple and you will be rewarded.

MEXICO - 750 AD, the decline of the Maya civilisation is underway. The Sun God will be most helpful in your quest to gain access to the temple of Chichen Itza. Beware the energy sapping heat will only allow youso many moves through the jungle or so much time. Follow all the directions you are given very carefully. The plush vegetation conceals many clues.....this is the most difficult land you will visit..understand well what I have told you.

EGYPT - 1100 BC the twentieth dynasty defends Egypt in the face of the Indo-European advance. Brave the arid deserts and find the pyramid. This pyramid holds the sacred remnants of the powerful Pharaohs. The mazes are tricky so plot your course well.

THE FUTURE - 2125 AD, Paris is no more the capital of France. You will discover a model society where order and justice prevail. Due to the nature of this place all conventional forms of direction finding are useless.. you must go on courage alone...

You must explore the various lands in a **very precise** order to avoid the most demon like traps and use your sharpest wits to recover the four pieces of the missing magnetic card to take you into the future. There lurks the evil culprit.. but how will you recognise him.....YOU MUST FIND RICHARD.....

Good Luck.....

LOADING INSTRUCTIONS FOR THE COMMODORE AMIGA

In order to play CHRONO-QUEST you require an Amiga with at least 512K of RAM and a colour monitor or television.

To load CHRONO-QUEST do the following:

1] Set up your Amiga in the usual fashion. If this presents difficulties please refer to the 'Introduction to the Amiga' manual, Chapter 2' 'Setting up the Amiga'.

2] Switch on your monitor or television and then your Amiga.

3] If the display prompts for a Kickstart disk insert one into the internal drive as usual.

4] When the display prompts for a Workbench Disk insert the CHRONO-QUEST **'Boot Disk'** into your internal disk drive.

5] CHRONO-QUEST will now start up automatically.

6] For copy protection directions refer to item 10.

7] If the CHRONO-QUEST title screen (box cover illustration) has not appeared within 45 seconds there may be a problem with either the program disk or your Amiga system. Check that your system is connected together properly and that the above sequence of instructions has been followed correctly. If you are sure that your computer is functioning (other software works correctly) and loading difficulties are still being experienced then take the disk only back to the place of purchase for replacement.

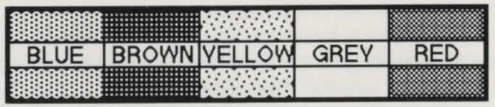
8] When the screen prompt appears and you have inserted **'Data Disk 1'** loading will continue automatically.

9] If you have a second disk drive insert **'Data Disk 1'** when you start up CHRONO-QUEST. If you have a hard disk under the C.L.I. you must copy all the files to the hard disk and start-up by clicking the CHRONO-QUEST icon.

10] COPY PROTECTION. In order to protect our rights we have introduced a new form of copy protection. This allows you to make backup copies of the disk but you will need the packaging to allow you to complete the protection test. The software will ask you to identify the colour of certain areas of the box cover, to do this you :

Place the transparent grid over the front of the box and align it to the key line around the illustration.

The software will prompt you with the coordinates of a given square and you have to identify the colour of the square by pointing to one of the 5 colour options and clicking the mouse button.



This process will be repeated a further once. If you make a mistake you will have to re-boot the game.

Thank you for understanding.

SAVE GAME.

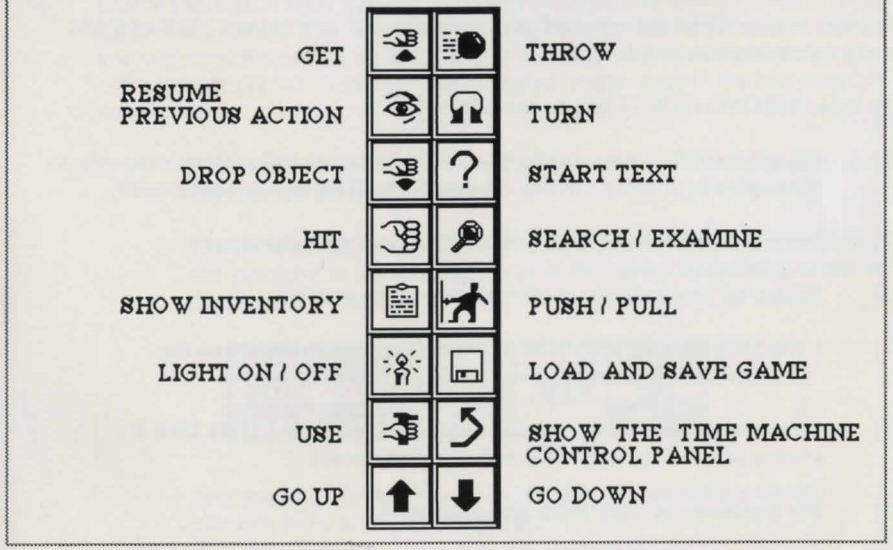
To use the load and save game features you will need a previously formatted disk.

AMIGA PLAYING INSTRUCTIONS

MOVEMENT

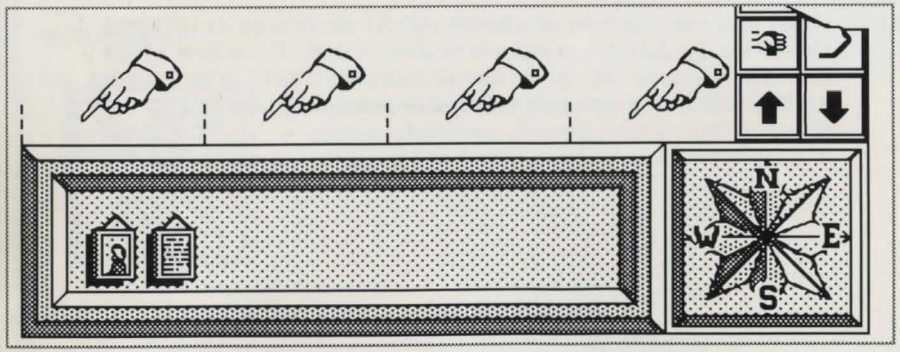
Movement may be made in any one of the eight compass directions. Simply place the cursor over the compass point for the direction required and press the left hand mouse button

AMIGA ICON CONTROL AND USAGE.



TO DROP AN OBJECT.

If you need to drop an object in a location use the put down icon, take the object out of your inventory and drop it into a horizontal quarter of the room. If you drop the object in the room in which it belongs it will resume its original position. If you wish to pick the object up again use the pick up icon and click in the same quarter of the room as dropped. You may drop up to 4 objects in a room.



LOADING INSTRUCTIONS FOR THE ATARI S.T.

In order to play CHRONO-QUEST you require an ST. with at least 512K of RAM and a colour monitor or television.

To load CHRONO-QUEST you do the following:

1] Set up your ST in the usual fashion. If this presents difficulties please refer to the section in your ST Owners Manual titled 'Hooking up your system'.

2] Insert the CHRONO-QUEST '**Boot Disk**' into your disk drive.

3] Switch on your monitor or television and then your ST.

4] CHRONO-QUEST may now be loaded by double clicking on the "CHRONO.PRG" icon.

5] When the screen prompt appears and you have inserted '**Data Disk 1**'. Press a key and loading will continue automatically.

6] For directions on copy protection see item 9.

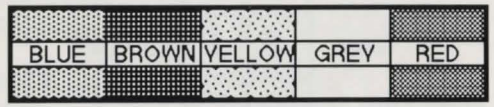
7] If the CHRONO-QUEST title screen (box cover illustration) has not appeared within 45 seconds there may be a problem with either the program disk or your ST system. Check that your system is connected together properly and that the above sequence of instructions has been followed correctly. If you are sure that your computer is functioning (other software works correctly) and loading difficulties are still being experienced then take the disks only back to the place of purchase for replacement.

8] If you have a second drive attached to your ST use Icon no. 11 [External Drives) for the data disk position to be drive A or B. If you have a hard disk in your system copy all the files on data disks 2 and 3 to the hard disk, use the boot disk to start-up which will then be replaced by data disk 1 .

9] COPY PROTECTION. In order to protect our rights we have introduced a new form of copy protection. This allows you to make backup copies of the disk but you will need the packaging to allow you to complete the protection test. The software will ask you to identify the colour of certain areas of the box cover, to do this you :

Place the transparent grid over the front of the box and align it to the key line around the illustration.

The software will prompt you with the coordinates of a given square and you have to identify the colour of the square by pointing to one of the 5 colour options and clicking the mouse button.



C 18 ?

This process will be repeated once more. If you make a mistake you will have to re-boot the game.

Thank you for understanding.

SAVE GAME.

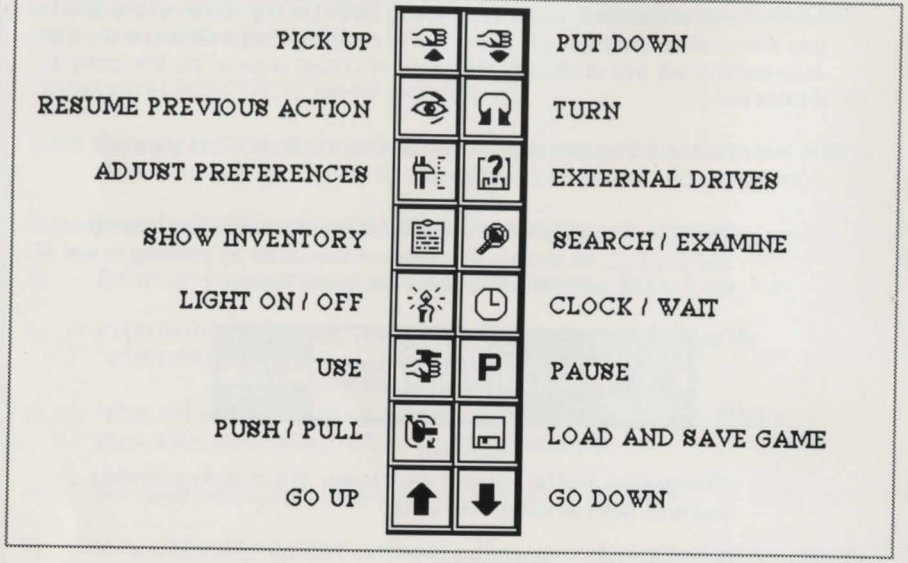
To use the load and save game features you will need a previously formatted disk.

ATARI ST PLAYING INSTRUCTIONS.

MOVEMENT

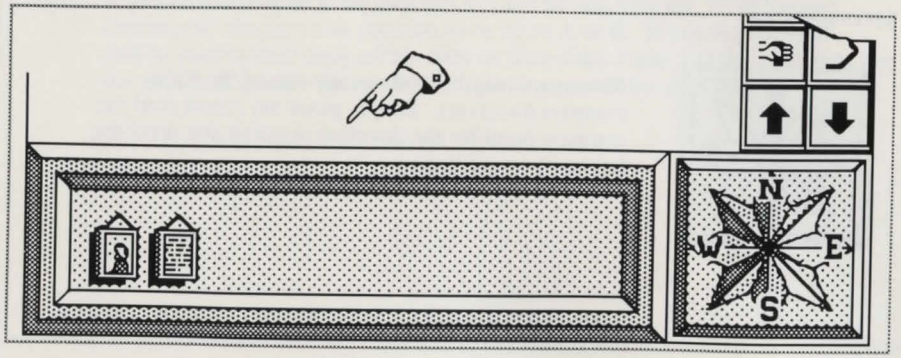
Movement may be made in any one of the eight compass directions. Simply place the cursor over the compass point for the direction required and press the left hand mouse button

ATARI ST ICON CONTROL AND USAGE.



TO DROP AN OBJECT.

If you need to drop an object in a location use the put down icon, take the object out of your inventory and drop it into the room above the inventory bar. If you drop the object in the room in which it belongs it will resume its original position. If you wish to pick the object up again use the pick up icon and click in the same room as dropped. You may only drop one object in a room where it does not belong.



ACKNOWLEDGEMENTS.

Licensed by..... 16/32 DIFFUSION (FRANCE)

Original program by..... INFOMEDIA (FRANCE)

Graphics by..... Fabien BEGOM
Scenario by..... Patrick DE MOZAS
Fabien BEGOM
Program by..... Jean-Marc CAZALE (Amiga)
Herve HUBERT (Atari ST)
Enigma conceived by... Marc FAJAL
Technical and artistic direction by..... Michel CENTELLES and Marc FAJAL
Coordination by..... Michel CENTELLES
English adaptation by... Marc-Jean GAZO

Title graphics by..... Jeff BRAMFITT

Music by..... David WHITTAKER