

CHRONOQUEST II

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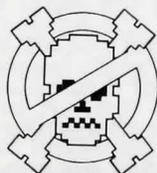
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MEANWHILE...

After a great many adventures and a frenetic chase in a spatio-temporal universe, you have finally caught up with your father's murderer and you are about to return to the family chateau in 1922.

EXPLORA is still there, but does this technological wonder invented by an aged scientist at the very beginning of the twentieth century have enough fuel to bring you back to your origins?

Unfortunately, the teleportation phase is disturbed by a major incident - a disorder in the temporal turbines has caused the engine to overheat and to use up too much of the metal essential to fuel the supergenerator.

Once again catapulted into the world of the unknown, you are going to have to use every last bit of intelligence to come out on top of these new trials. Your main preoccupation will be finding the metal so necessary to fuel Explora.

A blue lagoon surrounds you as far as the eye can see, but you seem to be able to make out a rocky coast line in the distance. You have been catapulted on to the bridge of a very strange ship; an odd frightening humming mixes with the sound of the waves and sea monsters jump out of the water causing the ship to founder. Quickly you throw the few coins left in your pocket into the supergenerator and find yourself in the courtyard of a sumptuous palace. What are those metallic sounds? Could it be musketeers sharpening their foils? A horseshoe you find on the ground will once more fuel the supergenerator which seems to accept any kind of metal. Scarcely have you recovered from this new trip than you meet a woman as seductive and beautiful as the sirens of ancient legend, who embraces you, calls you Ulysses and invites you into her bed!

LOADING INSTRUCTIONS

AMIGA 500, 2000

Turn on your AMIGA. Then insert DISK 1 in the drive DFO. Follow the instructions displayed on the screen. The program is capable of functioning with a second disk drive. So, if you possess a second drive DFI, then insert DISK 3 from the beginning.

AMIGA 1000

Turn on your AMIGA. After having inserted the disk kickstart 1.2, introduce DISK 1 in the drive DFO. Follow the instructions displayed on the screen. The program is capable of functioning with a second disk drive. So, if you possess a second drive DFI, then insert DISK 3 from the beginning.

Hard Disk Installation Amiga:

Create a directory on the hard disk called EXPLORAll

For each of the four disks:

Using the CLI type copy dfo: all to EXPLORAll

This will copy all the files onto your hard disk.

To play the game:

Using CLI type CD EXPLORAll return

then EXECUTE BOOT return.

ATARI 520, 1040, MEGA ST, MEGA ST 1/2

(version 3 double sided disks)

Insert disk 1D in drive A. Then turn on your ATARI. Double click the icon "EXPLORA.PRG" and follow the instructions displayed on the screen. The program is capable of functioning with a second disk drive. So, if you possess a drive B insert disk 3D from the beginning.

ATARI 520

(version 6 single side disks)

Insert disk 1D in drive A. Then turn on your ATARI. Double click the icon "EXPLORA.PRG" and follow the instructions displayed on the screen. The program is capable of functioning with a second disk drive. So, if you possess a drive B insert disk 5S from the beginning.

Hard Disk Installation Atari ST:

Create a directory EXPLORA.II

Copy all the files from all the disks into this directory then use from hard disk in the normal way.

We have tried our best to avoid unnecessary switching of disks when the game is in progress, thanks to a sensible allocation of files for each separate disk.

For those of you who are not lucky enough to have a second disk drive, only the dialogue phase will necessitate repeated disk changes. If you are in a hurry, we would recommend that you use the icon "DIAL" allowing you to avoid disk changes with each character's voice.

Do not forget to click the left button of the mouse after each disk change.

After certain phases of the game or following the death of your hero, a mouse will appear on the screen indicating that you may continue playing or start over again by simply clicking the mouse.

G A M E P L A Y

The software in Chronoquest II has been specifically designed to be "user friendly". The selection of icons at your disposal have been kept to a minimum so that the game can be controlled by adventurers of all ages. Don't be misled however, the controls may be simple but the game is far from easy to solve!

Only a very precise and inevitable order will allow you to pass through the different stages and to return to your origins.

Geographical movement within each of the 13 stages is accomplished by using the icons "ADVANCE" and "RETREAT".

Time travel from one stage to another happens with the help of EXPLORA. By placing a metal object in this fabulous machine's reactor, you provide the essential fuel, allowing you to move through time. Movement will be proportional to the radioactive value of the metal object placed in the flashing tank (reactor activated). The strategy to adopt therefore is to judge the value and strength of the different metal objects you must find, knowing that their composition might be negative or positive.

In order to know the radioactive composition of an object and to see the possible destinations on the temporal meter, before using the reactor, you must "EXAMINE" the object in the inventory with the appropriate icon. This option is only possible when EXPLORA is present on the screen (reactor activated).

In order to move through time, you must "USE" the desired metal object in the flashing tank. But remember, once an object is "used" in the tank it cannot be used again. It should also be remembered that some metal objects might have other functions throughout the game.

The "EXAMINE" icon will help your search for different objects. Do not hesitate to search in the smallest nooks and crannies of the screen.

When you find an object, it will be possible for you to “PICK UP” the item with the appropriate icon. It will then become part of your inventory and you will be able to “USE” it when you wish.

You can also get rid of unwanted objects by using the icon “PUT DOWN”. But remember, once an object is “PUT DOWN”, it will be lost forever.

Throughout your journey, you will meet many different characters with whom you can converse. There are a selection of icons designed for this function.

The icon “TALK” will permit you to engage in conversation. You will then have the possibility of choosing between two phrases by using the ARROW situated to the right of the phrases. Now click on your chosen response and wait for the characters reply.

If you want the character to begin the conversation, you must click the icon “LISTEN”. You respond by using the procedure “TALK” as previously described.

During a dialogue, you also have the possibility to “GIVE” an object to a character or to “use” an object, thanks to these two supplementary icons.

When a character gives you an object or proposes that you take one, it will automatically be placed in your inventory.

Some last words of advice before beginning this fabulous adventure:

- You might have to pass through the same stage several times, but meeting most of the characters will only take place once.
- Be careful:- do not systematically take every object that you find and be sure to use them wisely.
- Use the “Save-Game” feature regularly.
- Good luck. . . You’ll need it!



DIFFERENT ICON FUNCTIONS

(Amiga & Atari ST)

01 - "GIVE"

Is used for giving an object to a character before, after, or during a conversation, at the most opportune moment.

02 - "TALK" -

When you are in the dialogue phase, the icon "TALK" will permit you to start up a conversation, click one of the following two phrases after having selected it with the arrows to the right of the screen.

03 - "LISTEN" -

During the dialogue phase, you can allow the character to speak first by clicking the icon "LISTEN".

04 - "USE" -

As its name suggests, this icon allows you to "USE" an object for a specific objective. It will permit you to execute an action at a precise time and place, by directly or indirectly making use of a transported object. The functions of this icon must be taken in the broadest sense of the term "USE".

"USE" a key in a lock to open a door.

"USE" a sword against someone in order to challenge him to a duel.

"USE" a rope to climb a wall.

"USE" a gold bar in the reactor to travel.

The procedure is as follows: click the icon "USE" then click the object you wish to use then finally click the part of the screen where you wish to "USE" the object. Be extremely precise in positioning the mouse's pointer and do not hesitate to repeat an action several times in case of doubt.

05 - **"SEARCH/EXAMINE"** (ICON - Magnifying Glass)

Thanks to this option, you are able to "EXAMINE" every nook and cranny of the screen to discover objects. To do this, you must first click the "EXAMINE" magnifying glass icon. Then, click the part of the screen you wish to "EXAMINE". The "EXAMINE" icon can also be used to analyse an object in your inventory. The procedure is very simple:

Click the "EXAMINE" icon, then click the icon representing the object you wish to analyse. In the case of a specific metal object, if you "EXAMINE" it when the reactor is activated, then the temporal meter will indicate the possible destinations (in cases where you choose to "USE" the object, in the reactor).

06 - **"PUT DOWN"** -

With the help of this icon, you can get rid of an object judged to be no longer useful. To do this, click the icon "PUT DOWN" then click the unwanted object in the inventory. But remember. . . Any object "PUT DOWN" will be forever lost in space.

07 - **"PICK UP"** -

If you wish to collect an object, simply click the icon "PICK UP", then click that part of the screen where the object is located. Be extremely precise in placing the mouse's pointer and do not hesitate to repeat an action several times in case of doubt.

08 - **"REACTOR"** -

This icon represents the combustible tank of EXPLORA. This fabulous time machine's tank accepts any metal object as a form of fuel.

When this icon is flashing (reactor activated), you can place any metal object in your possession in the tank. Simply click the desired metal object, then click the flashing part of the reactor.

09 - **"RETREAT"** -

By clicking this icon, you will geographically retrace your steps.

10 - **"ADVANCE"** -

By clicking this icon, you will geographically progress into the future.

11 - "SAVE" -

After having selected the icon "SOS", you can "SAVE" the game in progress by clicking the icon "SAVE" and by following the instructions on the screen. You will require a blank formatted disk before you can "SAVE" the game.

12 - "LOAD" -

After having selected the icon "SOS" you can reload a previously saved game by clicking the icon "LOAD" and by following the instructions on the screen. You will require your previously saved disk for re-loading.

13 - "EXIT"-

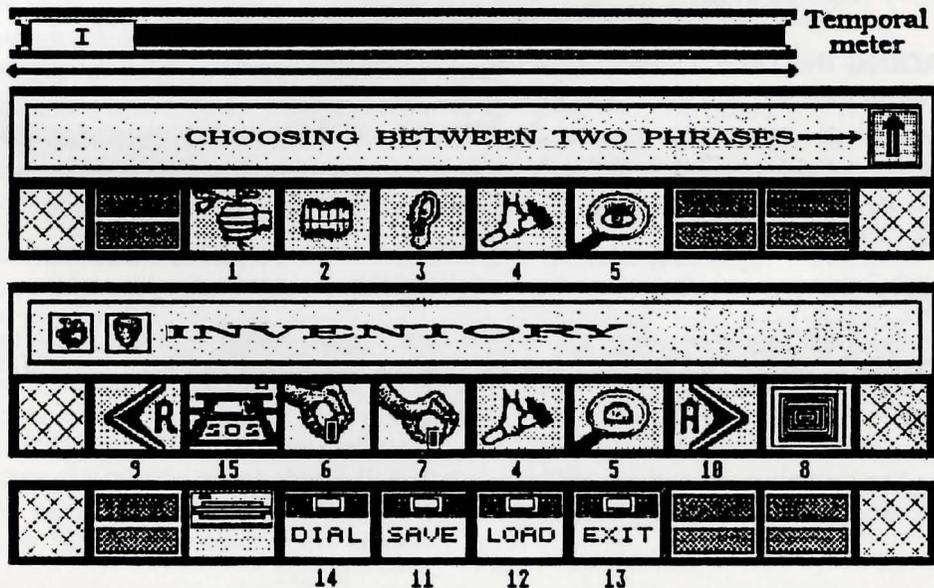
A simple click of the mouse on this icon will allow you to return to the principal instrument panel, (generally after selecting the icon "DIAL.")

14 - "DIAL" -

After having selected the icon "SOS", you click the icon "DIAL", then click the icon "EXIT". This will allow you to turn off the vocal synthesis of the dialogue with the characters and will reduce the time spent on disk swapping.

15 - "SOS" -

Click this icon when you wish to save or reload a game, also to delete or to restore vocal synthesis of the characters.



PC LOADING INSTRUCTIONS

CHRONOQUEST II Comes in the following variations:

1. **EGA** 16 Colours - Keyboard/Microsoft Mouse - 7 disks 5.25" 360k
2. **EGA** 16 Colours - Keyboard/ Microsoft Mouse - 4 Disks 3.5" 720K.
3. **CGA** Monochrome - Keyboard / Microsoft Mouse - 3 Disks 5.25" 369K
4. **CGA** Monochrome - Keyboard / Microsoft Mouse - 2 Disks 3.5" 720K

PARTICULAR MACHINES.

AMSTRAD 1512 You require version 3 with a keyboard or **Microsoft** Mouse

TANDY You require version 3 or 4 with a keyboard or **Microsoft** Mouse

ATARI PC2 - You require version 1 with the Mouse supplied with your machine

COMMODORE PCI/10/20 Fitted with **C.G.A.** You require version 3 or 4 with keyboard or a Commodore Mouse 1432.

IN GENERAL.

If you possess a **PC** Compatible fitted with a **C.G.A.** card, a colour monitor or monochrome **C.G.A.** You require version 3 or 4.

If you possess a **PC** compatible fitted with an **E.G.A.** card you require version 1 or 2. Memory required 512K.

LOADING INSTRUCTIONS.

Power up your **PC** and boot with MS DOS.

If you wish to use a Mouse execute the **MOUSE.COM** Driver before running the game.

Next insert the Boot Disk in Drive A.

TYPE A:

TYPE EXPLO

PLAY.

After the Intro sequence select the keyboard or Mouse option with the space bar then **RETURN** to select. Use the cursor keys to move the cursor and then press **RETURN** to select.

PC. ICON CONTROLS

(refer to pages 9 and 11 for diagrams)

01. GIVE (F2)

Is used for giving an object to a character before, after or during a conversation, at the most opportune moment. The procedure is as follows: Click on the icon **"GIVE"** or press **F2**. Then click on the object you wish to **"GIVE"**.

02. TALK (F3)

When you are in the dialogue phase the icon **"TALK"** will permit you to start up a conversation, click one of the following two phrases after having selected it with the arrows to the right of the screen. You can select the phrase of your choice by pressing **F9** and validate it with **F10**.

03. LISTEN (F4)

During the dialogue phase, you have the chance of giving the character the right to speak first by clicking the icon **"LISTEN"**.

04. USE (F5)

As its name indicates, this icon allows you to **"USE"** an object for a specific reason. It will permit you to execute an action at a precise time and place by directly or indirectly making use of a transported object. The function of this icon must be taken in the largest sense of the term.

"USE".

"USE" A key in a lock to open a door.

"USE" A sword against someone in order to challenge him to a duel.

"USE" A rope to climb a wall.

"USE" A gold bar in the reactor to travel.

The procedure is as follows: Click the Icon **"USE"** then click the object you wish to use. Finally click the part of the screen where you wish to **"USE"** the object. Be extremely precise in positioning the mouse's pointer. Do not hesitate to repeat an action several times in case of doubt. If an action is possible a message will appear on the screen.

05. SEARCH/EXAMINE ICON - MAGNIFYING GLASS (F6)

Thanks to this icon you are able to **"EXAMINE"** every nook and cranny of the screen to discover objects. To do this you must first click the **"EXAMINE"** magnifying glass icon (**F6**). Then sweep the cursor over the area of the screen you wish to examine. If an object is revealed a message or picture will appear on the screen. The **"EXAMINE"** icon can also be used to analyse an object in your inventory. The procedure is very simple:

Click the **"EXAMINE"** icon, then click the icon representing the object you wish to analyse. In the case of a specific metal object, if you **"EXAMINE"** it when the reactor is activated, then the temporal meter will indicate the possible destinations (in the case where you choose to **"USE"** the object in the reactor).

06. PUT DOWN (F3)

With the help of this icon, you can get rid of an object judged to be no longer useful. To do this, click the icon **"PUT DOWN"** then click the unwanted object in the inventory. But remember . . . any object **PUT DOWN** will be forever lost

07. PICK UP (F4)

If you wish to take possession of an object, simply click the icon **"PICK UP"**, then click the part of the screen where the desired object is located. Be extremely precise in placing the Mouse's pointer and do not hesitate to repeat an action several times in case of doubt. If you pick up an object it will automatically appear in your inventory.

08. REACTOR

This icon represents the combustable tank of Explora. This fabulous time machine's tank accepts any metal object as a form of fuel. When this icon is open (reactor activated) you can place any metal object in your possession in the tank. Simply click on **"USE" (F5) icon then click on desired metal object, then click on the reactor.**

09. RETREAT (F1)

By clicking this icon, you will geographically retrace your steps.

10. ADVANCE (F7)

By clicking this icon, you will geographically progress into the future.

11. SAVE

After having selected the icon **"SOS" (F2)** you can save the game in progress by clicking the icon **"SAVE" (F3).**

12. LOAD

After selecting the icon **"SOS" (F2)** you can reload a previously saved game by clicking the **"LOAD" (F4)** icon and by following the instructions on the screen. Do not forget to put the disk with the save game in the drive.

13. EXIT

Not used on PC version

14. DIAL

Not used on PC version

15. SOS

Click on this icon to load or save the game.

CREDITS

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