

THE CAVE OF TIME - CBM 64/128

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GETTING STARTED - To begin, insert the disk, label side up, into the disk drive and close the door. Then, turn on the disk drive, television or monitor, and the computer. When the screen displays the word **READY**, type the following: **LOAD *****, 8,1. Then press **RETURN**. At this point, the Bantam logo will appear. You will then be asked if you would prefer to use the joystick or keyboard for the action portions of the game (these will be explained later). Type the number of your choice (you don't have to press **RETURN**). If you are using a joystick, it must be plugged into the Commodore's **CONTROL PORT 2**. Next you'll enter the Cave of Time, where you'll meet your friend, the Count of Time.

MEETING THE COUNT - The Count of Time is your guide. He wants to help you set time straight. At the start of the game, he tells you about the Time Grouches, who have stolen the four objects. You must enter the Grouches' dungeon and swordfight them in order to win each object.

GETTING THE FOUR OBJECTS - The four objects stolen by the Time Grouches are: 1) a piece of flint 2) a large egg 3) a golden crown, 4) a battered stovepipe hat.

CHOOSING YOUR PATH - Once you are in the Cave of Time, you may choose to go **LEFT** or **RIGHT**, or to **SEEK THE DUNGEON**. Just press the number shown on the screen for the action you want to take. The **LEFT** or **RIGHT** choices will lead you to one of several time periods: 1) The Time of President Lincoln

2) The Time of the Loch Ness Monster 3) The Time of the Cave People 4) The Time of the Castles and Kings. The cave entrances you see on the screen lead to these time periods. Each time period has two entrances. Through trial and error, you must learn which entrances go where. Each time you turn on your computer and load The Cave of Time, the entrances and time periods are scrambled. **IF YOU CHOOSE TO SEEK THE DUNGEON** - Your swordfight with the Time Grouches begins! The battle rages as the ghostly creatures attack. Defeat them with your magic sword or be tossed to your end. If you are using a **JOYSTICK**, move your sword by pushing the joystick in the desired direction. Swing your sword at the Time Grouches by pressing the fire button. (Hint: two swings of the sword will make each Time Grouch drop its shield). Then stab the Grouch by letting the sword stop swinging, and moving it straight up. If you are using the **KEYBOARD** to swordfight the Grouches, press the following keys:

J moves the sword left
L moves the sword right
I moves the sword up
M moves the sword down
SPACE BAR swings the sword

If You Win a Swordfight - You can defeat the Time Grouches by stabbing four (the first time you battle) or six (ever other time you battle) Grouches before ten of them stab you. When you win the swordfight, you may open one of four doors. Behind these doors are objects that you may "put into your pack" to use later. Sometimes, you may find nothing behind a door and you must press a key to continue your adventure. **NOTE**. Every time you reboot the game, the Grouches will move the objects around, hiding them behind different doors. Certain objects cannot exist together in your pack. The **CROWN** outshines the **STOVEPIPE HAT**, the **HAT** covers the **FLINT** and the **FLINT** cracks the **EGG**. Therefore, you can't carry at the same time the crown and the hat; the hat and the flint; or the flint and the egg. So take your time and choose wisely because once you lose an object, you can't get it back later in the same game. **If You Lose a Swordfight** - You re-enter the Cave. Any objects you have returned to their doors. You also lose points from your final score.

FINDING YOUR WAY THROUGH AN ADVENTURE - Once you have at least one object, you may want to enter a time period in order to return it. If you are lucky - or if you've taken notes from an earlier game - you will pick the cave entrance that leads to the time period you want. Each time period is unique, and you must play each once differently. To be successful, you must know the right answers to give the people you meet, or the right action to take at the right time, or you must have the right tools in your pack. In The Time of the Loch Ness Monster, for example, you must learn where to meet people who can help you. You may not win at first - you must learn from experience. You will be given the chance to collect special "tools" along the way, and these will help you. But be careful! Giving a wrong answer or not having a tool you need will mean trouble! **If You Give a Wrong Answer** - You will fall back to the Cave entrance, but you will still have your tools and objects. **If You Don't Have a Tool When You Need It** - You will fall into a time warp and lose all your tools and objects. Once you return an object to its proper place, you may not enter that part of the Cave again. (If you try, you will be sent to another part of the Cave.) If you return all four objects to their proper places, you win. Since there are hundreds of adventures to be found in the Cave, you may play again and again, trying for a higher score each time.

SCORING - You build your score by collecting tools and objects, and by returning objects to their proper places. Your score is measured in grains of the Sands of Time.

COLLECTING A TOOL	5,000 grains
WINNING A SWORDFIGHT	10,000 grains
RETURNING AN OBJECT	1,000,000 grains

The score will also show how many years you spent in the Cave of Time. Once you get good, you can try to spend as little time as possible in the Cave.

STEPPING BACK IN TIME

The Time of President Lincoln - You must return President Lincoln's stovepipe hat and stop a plot to kill him.

The Time of the Loch Ness Monster - You must now calm Nessie's anger by returning an egg that ways stolen from her. You must row on, learning where to meet important people on the shore and carefully looking for the Time Door. You may need it if the monster comes after you!

The Time of The Cave People - Humans have yet to discover the secret of making fire. Using a stolen flint, you must give the cave people the magic of fire to protect them from the coming Ice Age. As you travel through this prehistoric land, you must learn to ride the Woolly Mammoth, your only means of moving from place to place. (You can ride the Mammoth using the joystick or the J and L keys on the keyboard). You must also find the people and things you need in order to help history proceed on its proper course. But take care. It is hard to keep your hands gripped on the Mammoth's back as it runs and bucks.

The Time of Castles and Kings - Once, a long time ago, the Kingdom lived in peace. Now, dangerous time warps lurk around every trail, in every room of the castle, right is wrong and wrong is right. But you must understand! You must return a magical crown or suffer the Demon's evil. The choice is yours!