

HYSTERIA

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*The future depends on you
changing the past.*

Sometime, somewhere, someone is changing the future by altering our past. A previously extinct primeval entity is being summoned forward through the barriers of time by a fanatical sect, whose aim is to disrupt the future balance of power.

As sole survivor of the once elite 'time corps' you have been chosen by the federation of law and order to thwart this evil conspiracy.

You are to be transported by molecular disruption to combat the entity as it leaps closer to our destiny.

Unfortunately the locals are not keen on time warriors and evil monsters popping up out of nowhere and they tend to get upset.

Luckily you are carrying an energy conversion kit which, if used correctly, changes ordinary objects into a powerful array of stunningly useful mega-utilities, be careful..... some only last a short while.

Destroying certain hostile characters and objects may leave behind a clue as to the identity of one of the conspirators (symbolised by a jigsaw piece) which must be collected, once exposed the entity will be forced to make an appearance in that time zone in order to destroy you and the evidence, you must weaken the monstrosity and force it to retreat whence it came and continue your task in another era.

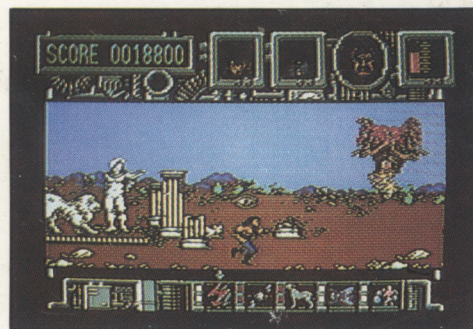


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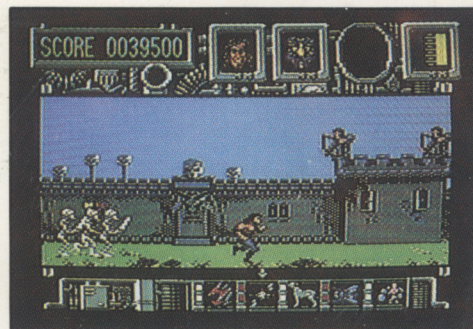
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* Commodore 64/128 screens shown.
Other versions will differ from these shown.



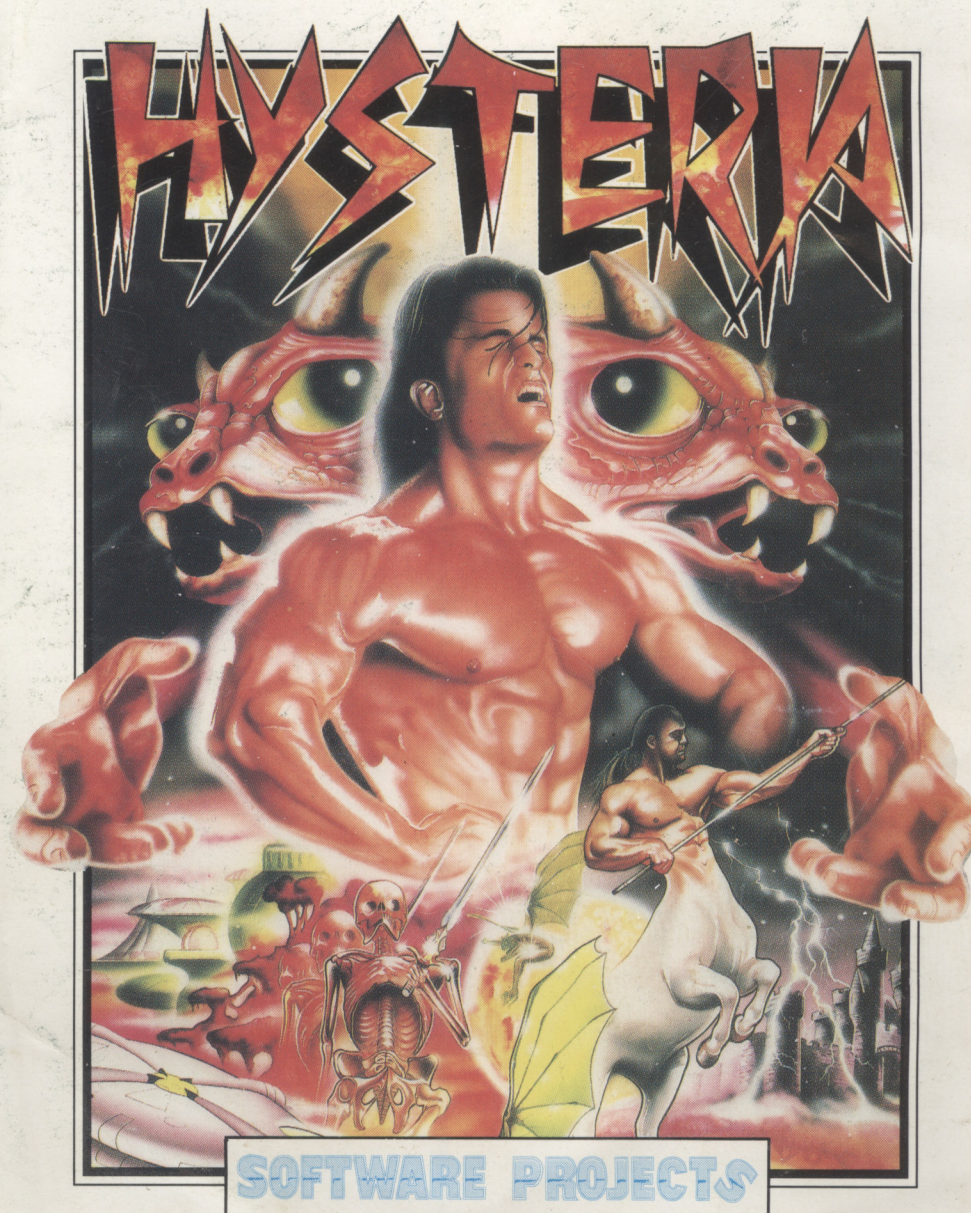
In the land of Myths and Fables a land where skeletons, Centaurs and Gargoyles rule, you will have to battle a long way before you can face the Entity. Vanquish this enemy and send him forward in time before you can follow.



In the Medieval time zone you will have to run the gauntlet of the local knights intent on your death. Watch out for the Archers lurking in the battlements, they let fire their arrows with deadly and unerring accuracy.

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You only have a limited energy supply which is depleted each time you are hit, but is restored on each level. Use your shield with care.

Collect lemons or worms by walking or flying over them, this will enable you to select a different weapon if you so desire. To activate the current weapon type (indicated by an arrow above the icons) pull down and press fire. The icon will then flash, you may have a certain combination of different weapons (but some cancel each other out).

If 'fly' has been selected you may take-off by first pulling down and then pushing up.

When you have collected all the pieces and the face has been completed then the Primeval Entity will appear and you will have to destroy him by continually firing whatever weapons are at your command. Once destroyed you will be transported to the next time period.

GOOD LUCK IN YOUR QUEST