

Amazing
All-Action Animated
Sci-Fi Fantasy Adventure.



Travel through time, defeat the Dark Ones, reset the Fabric of Space and create the Cosmic Pattern. You'll start playing in minutes, but mightn't finish for years... This mega-game by Paul Clancy.



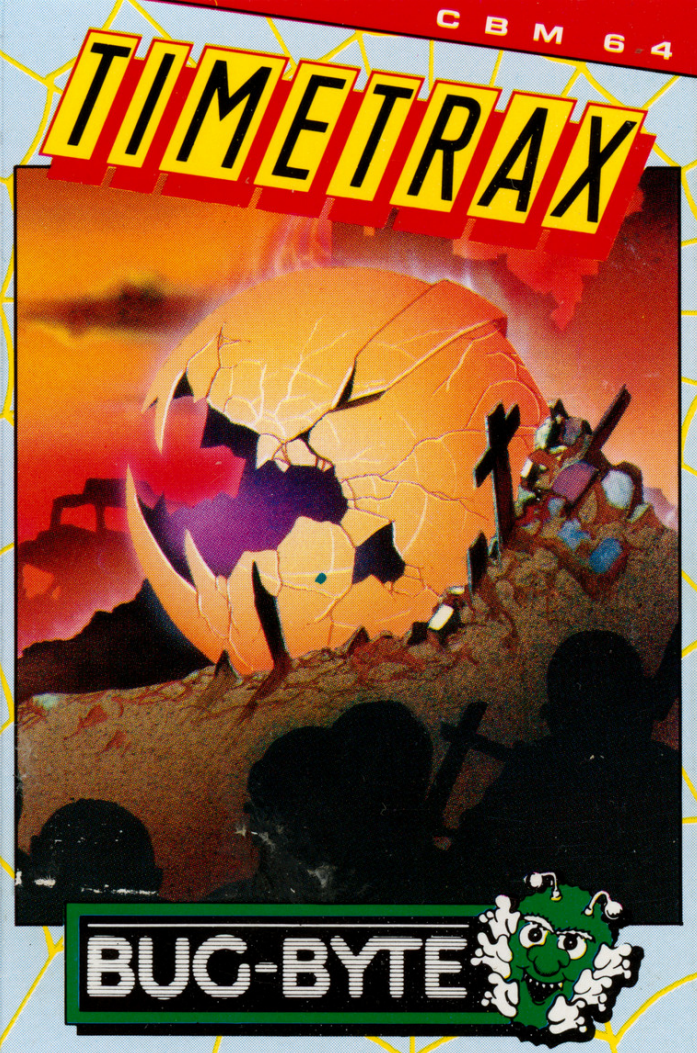
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TIMETRAX

CBM 64

BBM 065



CBM 64

TIMETRAX
by
Paul Clancy

THE GAME

It's post holocaust and the game starts in your cosy cellar. The most powerful 8 Minds in creation have had their key belongings stolen by the Evil One and placed in time. As they search they open the Time Portals and the Dark Ones are pouring into Earth History. You must find the items, return them and seal the portals by lining up the correct 4 Runes and casting a spell.

Controls:

Joystick: Use joystick to control your hero.

Fire + Up = move through a door.
Fire + Down = Options Mode.

Each leap reduces energy.

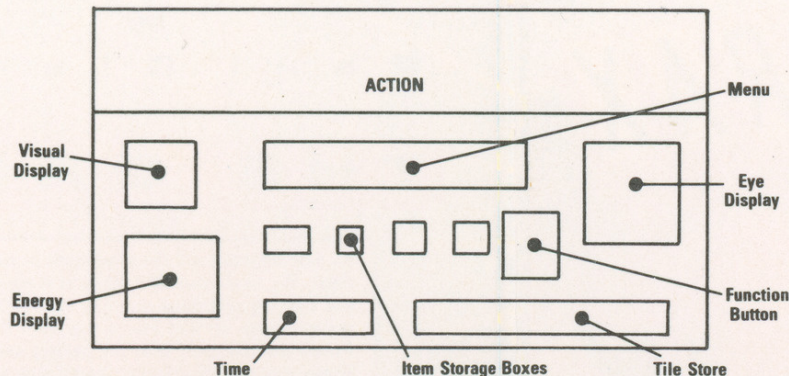
LOADING

SHIFT RUN/STOP

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For your 'BYTE ME' Bug-Byte bright yellow Teeshirt (S/M/L) send £3 and size, hurry, they are really gr-gr-eat.

SCREEN LAYOUT



Options Mode.

Joystick to change OPTIONS and fire to select.

- FLIP = changes option list.
- LOOK = search for hidden items.
- HOLD = pause
- QUIT = end game
- BACK = back to game from HOLD.
- CAST = you must have 2 or more Tiles.
Joystick L/R + Fire to select 2 Tiles. If combination creates a spell it appears in Menu Window. Select YES to CAST. (You lose the tiles.)
NO to Return.
- R = Leave options mode.
- DROP = Use joystick to select item, fire drops it.
- SWAP = status light 'green' means in use.
- TEST = You need 4 or more RUNE Tiles to try this.
Joystick L/R + fire to select combination. When 4th Tile selected, Eye Display indicates nearness to Cosmic Pattern and finishing the game.
Eye closed = 1 Tile out.
1/2 Open = 1 tile in wrong position:
Fully open = 1 tile in correct position.

ENERGY: Gained by the Potion and Restore spell. Lost by leaping, contact with creatures, falling etc.

WEAPONS: Certain weapons only operate in certain Time Zones. Shots left are red boxes in Ammo display. Put 'IN USE' to load or fire. It unloads if DROPPED. To Load, have weapons 'IN USE' and 'TAKE' Ammo. Ammo not available in one Time Zone unless you visit another one.
Pistol/Bullet: Crossbow/Bolt: Wand/Gem.

SCROLLS.

Scrolls/Potions: To use SWAP When IN USE (light is green).
10 available, each holds 2 Tile combinations. Tiles appear in visual display. Cannot cast spell unless you own the Tiles.

POTION: Restores some Energy.

CHESTS: 3 Chests: each need a key. Have key IN USE to LOOK, TAKE or DROP items.

RUNE TILES: 15 different tiles, you can carry no more than 10.

CHARACTER ITEMS: 8 Items – each one belonging to one of the Minds. Dagger, Book, Helmet, Clay Doll, Skull, Map, Emerald Scarab, Battle Axe.

SPELLS: Warp Ahead/Back = One time zone future/past.

Timestop = pauses time except for player.
Reveal = If in front of Chest, show contents. If you meet a Character, possessions are shown. You cannot TAKE any revealed items.

RESTORE = Same as potion
OPEN = If in front of a chest can LOOK, TAKE AND DRCP in option mode.

CHARM = If in a Meeting can charm whilst trading. Spell broken when go AWAY.

BANISH = Banish all creatures for about 30 seconds.

CHARGE = Reloads weapon in USE.
ORACLE = Shows one of 4 Tiles in the Cosmic Pattern – cannot be taken.

MEETING. Face appears on meeting a great Mind. Always in option mode and can:-

- AWAY = Leave meeting.
- CAST and SWAP = see options mode.
- KEEP = Do not exchange.
- DEAL = Exchange items (if you have space)
- DROP = Offer to character. If character wants it will offer exchange.

If you KEEP item, character may offer other items. If you offer own character item they will force an exchange. They will all offer an item in exchange for a more valued one – unless they are CHARMED.

THE PORTALS.

Last about 7 seconds. A portal appears *somewhere* in time every 10 seconds. You only see ones on your screen. They follow a fixed schedule every 10 minutes. You should map these; make a cosmic co-ordinates table using the game clock.

TIME ZONES:

ZONE	YEAR	MINDS PRESENT
Wilderness	2100 AD	Lazer Sky the Sand Rat

Holocaust	2000 AD	None
Gothic	1900 AD	Prof. Wells/Black Flay the Ghoul.
Dark Ages	1000 AD	Bella the Witch/Drew the Hermit.
Golden Age	5000 BC	Ra Shealsa the High Priestess.
Ice Age	10000 BC	Stone Eye the Necromancer
Dawn of Man	50000 BC	Grunt the Barbarian.

RATING: Nine grades depending on: proportion of Cosmic Pattern decoded, number of Items returned to owners, number of spells cast and number of flying creatures destroyed. Fire = New game.

HINTS: Always face ahead before entering Options Mode. The Guardian is indestructible. The pistol is usually on the start screen. Ammunition is always in the same place, look in Furniture, Bushes, Nests, Alcoves etc.

Items never start in the same zone as owner. At the start of the game each screen has at least one item, in addition to those in chests, held by characters, or ammunition – each screen has less than 10 possible locations.

ITEM REPLACEMENT Rune Tiles lost through spell casting and anything DROPPED are re-distributed in time and space (unless you are in a meeting).