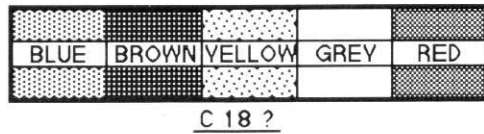


- 10] **COPY PROTECTION.** In order to protect our rights we have introduced a new form of copy protection. This allows you to make backup copies of the disk but you will need the packaging to allow you to complete the protection test. The software will ask you to identify the colour of certain areas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



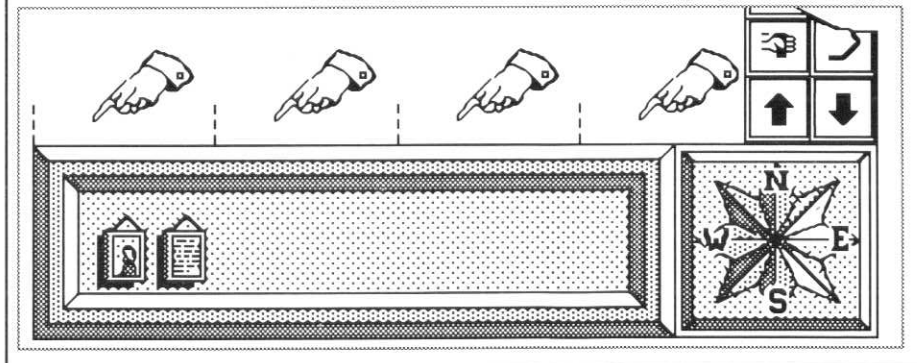
Movement may be made in any one of the eight compass directions. Simply place the cursor over the compass point for the direction required and press the left hand mouse button

AMIGA ICON CONTROL AND USAGE.

GET			THROW
RESUME PREVIOUS ACTION			TURN
DROP OBJECT			START TEXT
HIT			SEARCH / EXAMINE
SHOW INVENTORY			PUSH / PULL
LIGHT ON / OFF			LOAD AND SAVE GAME
USE			SHOW THE TIME MACHINE CONTROL PANEL
GO UP			GO DOWN

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.



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.....

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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

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ACKNOWLEDGEMENTS.

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

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