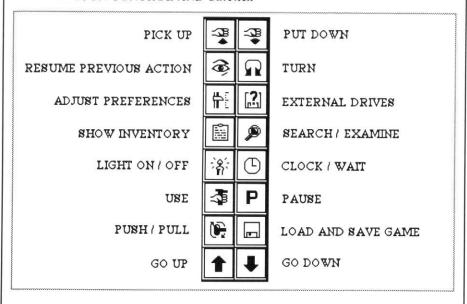
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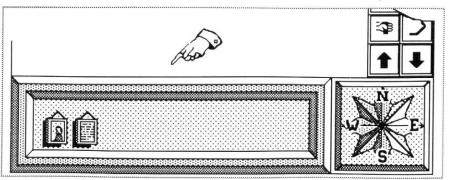
PLAYING INSTRUCTIONS

ATARI ST ICON CONTROL AND USAGE.



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 the room above the inventory bar. 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 room as dropped. You may only drop one object in a room where it does not belong.



CHRONO-QUEST

A fantastic adventure game.....

Unjustly charged with the murder of your father, you go on a frantic spatiotemporal trip in search of the true culprit. Before his death, your father, an eminent scientist, had successfully developed and tested a fantastic time machine... The letter he sent you has many clues which may help you in your quest

Dear Son.

When this letter reaches you I fear I will have perished at the hands of greedy men. I leave you the family chateau and what's left of the family fortune. The latter has reduced a great deal since your departure. In order to forget the circumstances in which you left I invested all my time and money in my last experiment. It was the start of a fantastic adventure - which may prove to be the cause of my death.

That experiment was to find a way of travelling in time. After more than ten years research I finally succeeded in perfecting the machine that would allow my dreams to come true - EXPLORA. With this machine I took numerous trips in time to different ages and lands.

I know that you will take me for a senile old fool, but what follows will prove my sanity. During a trip to the future of 1987 I discovered a fantastic machine called a computer and brought bach two samples that will prove I haven't gone out of my mind, you will find them in the machine room.

Soon I began to run out of money, to continue my research I was forced to bring back treasures from each journey and sell them to unscrupulous dealers. Unfortunately my servant Richard found out and I had to dismiss him. This vile character still lurks around the chateau and spies on me, I am obliged to hide in order to carry on my work and I fear for my life.

I decided on a plan, to transport myself into the future, the year 2125. However, just before my intended departure Richard discovered the secret of the time machine and stole the program.

If you find this letter I will probably be dead, *you must find Richard* and avenge my death. You must bring him to justice.

What follows are notes on the time zones I visited. The time machine will have returned and I have hidden all the necessary programs in the chateau. The final program that will take you to the future has been broken up and scattered in the other 4 time zones

LOADING INSTRUCTIONS FOR THE ATARI S.T.

In order to play CHRONO-QUEST you require an ST. with at least 512K of RAM and a colour monitor or television.

To load CHRONO-QUEST you do the following:

- 1] Set up your ST in the usual fashion. If this presents difficulties please refer to the section in your ST Owners Manual titled 'Hooking up your system'.
- 2] Insert the CHRONO-QUEST 'Boot Disk' into your disk drive.
- 3] Switch on your monitor or television and then your ST.
- 4] CHRONO-QUEST may now be loaded by double clicking on the "CHRONO.PRG" icon.
- 5] When the screen prompt appears and you have inserted 'Data Disk 1'. Press a key and loading will continue automatically.
- 6] For directions on copy protection see item 9.
- 7] If the CHRONO-QUEST title screen (box cover illustration) has not appeared within 45 seconds there may be a problem with either the program disk or your ST system. Check that your system is connected together properly and that the above sequence of instructions has been followed correctly. If you are sure that your computer is functioning (other software works correctly) and loading difficulties are still being experienced then take the disks <u>only</u> back to the place of purchase for replacement.
- If you have a second drive attached to your ST use Icon no. 11 [External Drives) for the data disk position to be drive A or B. If you have a hard disk in your system copy all the files on data disks 2 and 3 to the hard disk, use the boot disk to start-up which will then be replaced by data disk 1.

LOADING INSTRUCTIONS FOR THE COMMODORE AMIGA

In order to play CHRONO-QUEST you require an Amiga with at least 512K of RAM and a colour monitor or television.

To load CHRONO-QUEST do the following:

- 1] Set up your Amiga in the usual fashion. If this presents difficulties please refer to the 'Introduction to the Amiga' manual, Chapter 2' 'Setting up the Amiga'.
- 2] Switch on your monitor or television and then your Amiga.
- 3] If the display prompts for a Kickstart disk insert one into the internal drive as usual.
- 4] When the display prompts for a Workbench Disk insert the CHRONO-QUEST 'Boot Disk' into your internal disk drive.
- 5] CHRONO-QUEST will now start up automatically.
- 6] For copy protection directions refer to item 10.
- 7] If the CHRONO-QUEST title screen (box cover illustration) has not appeared within 45 seconds there may be a problem with either the program disk or your Amiga system. Check that your system is connected together properly and that the above sequence of instructions has been followed correctly. If you are sure that your computer is functioning (other software works correctly) and loading difficulties are still being experienced then take the disk <u>only</u> back to the place of purchase for replacement.
- When the screen prompt appears and you have inserted 'Data Disk 1' loading will continue automatically.
- 9] If you have a second disk drive insert 'Data Disk 1' when you start up CHRONO-QUEST. If you have a hard disk under the C.L.I. you must copy all the files to the hard disk and start-up by clicking the CHRONO-QUEST icon.