



# CHRONOQUEST II

from  
PSYGNOSIS

**06. PUT DOWN (F3)**

With the help of this icon, you can get rid of an object judged to be no longer useful. To do this, click the icon **"PUT DOWN"** then click the unwanted object in the inventory. But remember . . . any object **PUT DOWN** will be forever lost

**07. PICK UP (F4)**

If you wish to take possession of an object, simply click the icon **"PICK UP"**, then click the part of the screen where the desired object is located. Be extremely precise in placing the Mouse's pointer and do not hesitate to repeat an action several times in case of doubt. If you pick up an object it will automatically appear in your inventory.

**08. REACTOR**

This icon represents the combustable tank of Explora. This fabulous time machine's tank accepts any metal object as a form of fuel. When this icon is open (reactor activated) you can place any metal object in your possession in the tank. Simply click on **"USE" (F5) icon then click on desired metal object, then click on the reactor.**

**09. RETREAT (F1)**

By clicking this icon, you will geographically retrace your steps.

**10. ADVANCE (F7)**

By clicking this icon, you will geographically progress into the future.

**11. SAVE**

After having selected the icon **"SOS" (F2)** you can save the game in progress by clicking the icon **"SAVE" (F3).**

**12. LOAD**

After selecting the icon **"SOS" (F2)** you can reload a previously saved game by clicking the **"LOAD" (F4)** icon and by following the instructions on the screen. Do not forget to put the disk with the save game in the drive.

**13. EXIT**

Not used on PC version

**14. DIAL**

Not used on PC version

**15. SOS**

Click on this icon to load or save the game.

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## PC LOADING INSTRUCTIONS

**CHRONOQUEST II** Comes in the following variations:

1. **EGA** 16 Colours - Keyboard/Microsoft Mouse - 7 disks 5.25" 360k
2. **EGA** 16 Colours - Keyboard/ Microsoft Mouse - 4 Disks 3.5" 720K.
3. **CGA** Monochrome - Keyboard / Microsoft Mouse - 3 Disks 5.25" 369K
4. **CGA** Monochrome - Keyboard / Microsoft Mouse - 2 Disks 3.5" 720K

### PARTICULAR MACHINES.

**AMSTRAD 1512** You require version 3 with a keyboard or **Microsoft** Mouse

**TANDY** You require version 3 or 4 with a keyboard or **Microsoft** Mouse

**ATARI PC2** - You require version 1 with the Mouse supplied with your machine

**COMMODORE PC1/10/20** Fitted with **C.G.A.** You require version 3 or 4 with keyboard or a Commodore Mouse 1432.

### IN GENERAL.

If you possess a **PC** Compatible fitted with a **C.G.A.** card, a colour monitor or monochrome **C.G.A.** You require version 3 or 4.

If you possess a **PC** compatible fitted with an **E.G.A.** card you require version 1 or 2.  
Memory required 512K.

### LOADING INSTRUCTIONS.

Power up your **PC** and boot with MS DOS.

If you wish to use a Mouse execute the **MOUSE.COM** Driver before running the game.  
Next insert the Boot Disk in Drive A.

#### TYPE A:

TYPE EXPLO

#### PLAY.

After the Intro sequence select the keyboard or Mouse option with the space bar then **RETURN** to select. Use the cursor keys to move the cursor and then press **RETURN** to select.

## LOADING INSTRUCTIONS

### AMIGA 500, 2000

Turn on your AMIGA. Then insert DISK 1 in the drive DFO. Follow the instructions displayed on the screen. The program is capable of functioning with a second disk drive. So, if you possess a second drive DFI, then insert DISK 3 from the beginning.

### AMIGA 1000

Turn on your AMIGA. After having inserted the disk kickstart 1.2, introduce DISK 1 in the drive DFO. Follow the instructions displayed on the screen. The program is capable of functioning with a second disk drive. So, if you possess a second drive DFI, then insert DISK 3 from the beginning.

#### Hard Disk Installation Amiga:

Create a directory on the hard disk called EXPLORAll

For each of the four disks:

Using the CLI type copy dfo: all to EXPLORAll

This will copy all the files onto your hard disk.

To play the game:

Using CLI type CD EXPLORAll return

then EXECUTE BOOT return.

### ATARI 520, 1040, MEGA ST, MEGA ST 1/2

#### (version 3 double sided disks)

Insert disk 1D in drive A. Then turn on your ATARI. Double click the icon "EXPLORA.PRG" and follow the instructions displayed on the screen. The program is capable of functioning with a second disk drive. So, if you possess a drive B insert disk 3D from the beginning.

The procedure is as follows: click the icon "USE" then click the object you wish to use then finally click the part of the screen where you wish to "USE" the object. Be extremely precise in positioning the mouse's pointer and do not hesitate to repeat an action several times in case of doubt.

**05 - "SEARCH/EXAMINE" (ICON - Magnifying Glass)**

Thanks to this option, you are able to "EXAMINE" every nook and cranny of the screen to discover objects. To do this, you must first click the "EXAMINE" magnifying glass icon. Then, click the part of the screen you wish to "EXAMINE". The "EXAMINE" icon can also be used to analyse an object in your inventory. The procedure is very simple: Click the "EXAMINE" icon, then click the icon representing the object you wish to analyse. In the case of a specific metal object, if you "EXAMINE" it when the reactor is activated, then the temporal meter will indicate the possible destinations (in cases where you choose to "USE" the object, in the reactor).

**06 - "PUT DOWN" -**

With the help of this icon, you can get rid of an object judged to be no longer useful. To do this, click the icon "PUT DOWN" then click the unwanted object in the inventory. But remember. . . Any object "PUT DOWN" will be forever lost in space.

**07 - "PICK UP" -**

If you wish to collect an object, simply click the icon "PICK UP", then click that part of the screen where the object is located. Be extremely precise in placing the mouse's pointer and do not hesitate to repeat an action several times in case of doubt.

**08 - "REACTOR" -**

This icon represents the combustible tank of EXPLORA. This fabulous time machine's tank accepts any metal object as a form of fuel. When this icon is flashing (reactor activated), you can place any metal object in your possession in the tank. Simply click the desired metal object, then click the flashing part of the reactor.

**09 - "RETREAT" -**

By clicking this icon, you will geographically retrace your steps.

**10 - "ADVANCE" -**

By clicking this icon, you will geographically progress into the future.

## **G A M E P L A Y**

The software in Chronoquest II has been specifically designed to be "user friendly". The selection of icons at your disposal have been kept to a minimum so that the game can be controlled by adventurers of all ages. Don't be misled however, the controls may be simple but the game is far from easy to solve!

*Only a very precise and inevitable order will allow you to pass through the different stages and to return to your origins.*

Geographical movement within each of the 13 stages is accomplished by using the icons "ADVANCE" and "RETREAT".

Time travel from one stage to another happens with the help of EXPLORA. By placing a metal object in this fabulous machine's reactor, you provide the essential fuel, allowing you to move through time. Movement will be proportional to the radioactive value of the metal object placed in the flashing tank (reactor activated). The strategy to adopt therefore is to judge the value and strength of the different metal objects you must find, knowing that their composition might be negative or positive.

In order to know the radioactive composition of an object and to see the possible destinations on the temporal meter, before using the reactor, you must "EXAMINE" the object in the inventory with the appropriate icon. This option is only possible when EXPLORA is present on the screen (reactor activated).

In order to move through time, you must "USE" the desired metal object in the flashing tank. But remember, once an object is "used" in the tank it cannot be used again. It should also be remembered that some metal objects might have other functions throughout the game.

The "EXAMINE" icon will help your search for different objects. Do not hesitate to search in the smallest nooks and crannies of the screen.