

# **TIMEQUEST** TM

## **The Official Hint Book**

**from  
Legend Entertainment Company**

---



# **TIMEQUEST™**

**The Official Hint Book  
from  
Legend Entertainment Company**

Copyright 1991 Legend Entertainment Company. All Rights Reserved.

This hintbook as well as the software described in this hintbook are copyrighted. No part of this manual or the described software may be copied, reproduced, translated or reduced to any electronic medium or machine-readable form without the express written consent of Legend Entertainment Company.

Printed in the United States of America.

ISBN 1-880520-03-6

Legend Entertainment Company has made every effort to insure the accuracy of the information presented in this book. However, the information in this book and the described software product are sold "as is" without warranty, either express or implied. The Legend Entertainment Company will not be held liable for any damages caused or alleged to be caused directly, indirectly, incidentally, or consequentially by the information in this book.



<b>Customer Support:</b>	1-800-658-8891 Weekdays 9 a.m. - 5 p.m. EDT/EST
<b>FAX:</b>	703-968-5151
<b>CompuServe E-Mail:</b>	76226,2356
<b>Prodigy:</b>	MXRV51A



# Contents

Author's Introduction .....	5
Hints and Answers .....	7
The TIMEQUEST Walkthrough .....	37
75 Fun Things To Try .....	65
Author's Development Grid .....	68
How All Points Are Scored .....	71

# Contents

Legend Entertainment would like to thank Greg Ellsworth for his work on the game walkthrough, and Gary Almes of Macrocosm Communications for his design and layout contributions as well as for providing additional editorial material.

# Author's Introduction

Thank you for buying *TIMEQUEST*. I hope the game brings you many hours of enjoyment.

For centuries, people have played the “what if” game. If the Spanish Armada had defeated the English, would we all be speaking Spanish now? If the British hadn’t evacuated Dunkirk, would the Allies have won the Second World War?

*TIMEQUEST* explores a few of these possibilities and gives you the chance to meet, talk, and match wits with some of the most famous (and infamous) people in world history. I hope as you play the game, that you will linger a while and talk with these characters. Their responses are far and away my favorite part of the game.

This hint book contains hints and solutions to all the puzzles in the game. In addition, we’ve included a walkthrough, a list of how all the points are scored, and 75 fun things to try.

Once again, thanks for becoming a Legend customer. If you have any comments or suggestions, we’d love to hear from you.

— Bob Bates



# Hints and Answers

The Hints and Answers section consists of two parts. Part One: Puzzles and Timeplaces, simply lists all the timeplaces which need to be visited for each of the major puzzles. If you are unsure how a timeplace fits into a larger puzzle, this section will help you figure out the big picture.

— Consult Part Two if you are stumped and want to know what to do next. This section begins with the Hint Index, followed by the actual Hints and Answers. The hints are organized first by year and then by city. Suppose you are in Rome 1798 and are having difficulty getting in to see Napoleon. First locate the hints for 1798, then find the Rome subsection. The hint entitled, “Getting in to see Napoleon” is obviously what you need. There are three numbers listed beside it: 146, 22 and 182. Using the Hints and Answers section, look up 146, or the vague hint first. If you are still having trouble, try hint number 22. Refer to hint 182 only as a last resort as it will provide the specific, detailed information needed to solve your dilemma.

To prevent you from accidentally reading extra hints during this process, every other hint has been printed upside down on the page.

# Part One

## Puzzles and Timeplaces

### Caesar's Untimely Assassination

---

Rome 44

### The Siege of Peking

---

Rome 44

Cairo 44

Baghdad 1215

Peking 1215

### The Evacuation at Dunkirk

---

Rome 1940

Dover 1940

### Stopping Attila

---

Dover 1940

Peking 1361

Peking 452

Peking 800

Rome 452

### Defeating the Spanish Armada

---

Rome 1519

Dover 1519

Dover 1588

### Montezuma's Defeat

---

Rome 452

Dover 1588

Dover 1361

Mexico 1361

Mexico 452

Mexico 800

Mexico 44  
Mexico 1519

### **Preserving the Magna Carta** ---

Dover 1215

### **The Sultan's Wives** ---

Rome 44  
Baghdad 800

### **Charlemagne's Crown** ---

Dover 1940  
Peking 1940  
Rome 800  
Cairo 1361  
Cairo 1215  
Rome 1798  
Dover 1798  
Cairo 1798  
Rome 1940  
Rome 800

### **Napoleon's Invasion Plans** ---

Dover 1940  
Peking 1940  
Rome 800  
Cairo 1361  
Cairo 1215  
Rome 1798

# Part Two

## Hints and Answers Index

<u>Puzzle</u>	<u>Vague Hint</u>	<u>Specific Hint</u>	<u>Answer</u>
<b>The Future (Temporal Corps)</b> <hr/>			
<b>Opening Scene</b>			
The Bracelets	163	226	144
Getting into the Interkron	261	174	221
Operating the Interkron	62	7	180
Interkron Malfunction	58	87	20
<b>1361 B.C.</b> <hr/>			
<b>Baghdad</b>			
Getting into the Tower of Babel	45	49	114
<b>Cairo</b>			
Moses	159	169	193
Playing With King Tut	9	165	43
Entering the Pyramid	36	14	57
<b>Dover</b>			
Stonehenge	13	90	110
Rocky Shore	19	241	233
<b>Mexico</b>			
The Cannibal Pot	109	162	151
<b>Peking</b>			
The Poison	186	140	107
Escaping from the Burial Cave	81	133	198



<u>Puzzle</u>	<u>Vague Hint</u>	<u>Specific Hint</u>	<u>Answer</u>
<b>44 B.C.</b> <hr/>			
<b>Cairo</b>			
Getting into Cleopatra's Sedan Chair	95	79	246
Cleopatra's Boudoir	138	50	187
The Rhinoceros Horn	213	129	135
<b>Mexico</b>			
Meeting the Toltec	23	175	243
What the Toltec Wants	253	73	170
<b>Peking</b>			
The Great Wall of China	115	131	53
<b>Rome</b>			
Fixing the Chariot	69	254	210
Winning the Chariot Race	32	105	190
Killing the Lion	61	235	6
Meeting Cleopatra	247	93	191
<b>452 A.D.</b> <hr/>			
<b>Peking</b>			
The Begging Priest	71	220	177
<b>Rome</b>			
Persuading Attila not to Attack Rome	25	35	137
<b>800 A.D.</b> <hr/>			
<b>Baghdad</b>			
The Beggar	201	245	48
Getting into the Harem	199	234	160

<b><u>Puzzle</u></b>	<b><u>Vague Hint</u></b>	<b><u>Specific Hint</u></b>	<b><u>Answer</u></b>
Leaving the Harem	84	4	142
The Bowl of Figs	185	206	155
Discovering the Unfaithful Wife	27	30	67
Setting a Trap for the Vizier	124	217	223
Proving the Vizier's Guilt	256	85	66

### **Cairo**

The Deaf Man	189	250	166
--------------	-----	-----	-----

### **Mexico**

The Maze	156	208	161
----------	-----	-----	-----

### **Peking**

Entering the Sanctuary	60	97	184
------------------------	----	----	-----

### **Rome**

The Priest in the Vatican	3	26	76
Getting Charlemagne's Crown	259	130	33

## **1215 A.D.**

---

### **Baghdad**

The Chinese Merchant	194	103	54
----------------------	-----	-----	----

### **Cairo**

Seeing Inside the Pyramid	117	125	37
The Pit	257	116	1
The Revolving Blades	231	158	122
The Crevice	17	207	89
Retrieving Items	238	168	101

### **Dover**

Ensuring That King John Signs The Magna Carta	11	237	240
--	----	-----	-----

<u>Puzzle</u>	<u>Vague Hint</u>	<u>Specific Hint</u>	<u>Answer</u>
Following the Courier	123	230	55
The Courier's Pouch	98	143	251

## **Mexico**

Freeing the Aztec Victim	16	28	40
--------------------------	----	----	----

## **Peking**

The Password for the Gates	120	197	88
The House of 1000 Pleasures	121	126	44
Making Ghengis Khan Happy	78	200	188

## **1519 A.D.**

---

### **Baghdad**

Saving the Crying Girl	260	179	96
Getting the Mule to Move	218	153	227
Buying the Dates	46	183	31
Making Use of the Dates	42	59	24

### **Mexico**

Persuading Montezuma to Surrender	202	216	119
--------------------------------------	-----	-----	-----

### **Rome**

Pope Leo the Tenth	38	72	111
The Souvenir Vendor	157	181	21

## **1588 A.D.**

---

### **Baghdad**

The Badge Vendor	51	29	149
------------------	----	----	-----

### **Dover**

Greeting the Queen	224	176	248
--------------------	-----	-----	-----

<u>Puzzle</u>	<u>Vague Hint</u>	<u>Specific Hint</u>	<u>Answer</u>
Ensuring That Drake Meets Elizabeth	229	128	56
Switching Bedrooms	172	139	148
Getting the Helmet From the Sailor	141	214	64

## 1798 A.D. ---

### Cairo

Entering the Pyramid	212	205	258
Crossing the Chasm	164	113	167
Getting the Crown Back From Napoleon	195	74	211

### Dover

Admiral Lord Nelson	91	39	86
---------------------	----	----	----

### Peking

Entering the Forbidden City	77	112	92
What to do in the Forbidden City	173	249	94

### Rome

Getting in to see Napoleon	146	22	182
Persuading Napoleon to Revise Invasion Plans	150	242	255
Proving Your Claim	5	209	15

## 1940 A.D. ---

### Dover

Winston Churchill	2	63	10
Getting the Lighter from Churchill	75	236	83

<u>Puzzle</u>	<u>Vague Hint</u>	<u>Specific Hint</u>	<u>Answer</u>
<b>Rome</b>			
Obeying Hitler's Orders	147	232	252
Preventing Hitler from Resuming the Blitzkrieg	222	225	41
What to do With the Crown	65	70	104

### **Larger Issues**

---

The Purpose of the Academy	102	80	47
The Meaning Behind Vettenmyer's Messages	228	244	145

### **The Endgame**

---

Finding Vettenmyer	18	239	215
How to Get Upstairs From the Gallery	12	192	52
The Tower Room	204	154	106
Opening the Doomsday Device	134	108	203
When You Hear Someone Stumbling Outside the Door	136	34	152
Disabling the Doomsday Device	132	178	219
Vettenmyer's Riddle	127	196	8
After Answering the Riddle	99	118	68
The Academy Endgame	82	171	100

# The Hints and Answers

1. If you push the panel, it will slide aside and reveal a hidden corridor.
2. If you haven't visited Rome 1940, do so immediately.
3. The priest is so intent on praying that you may be able to sneak up on him.
4. You need to disguise yourself as a woman.
5. You need to solve some other puzzles before you can solve this one.
6. Ask Caesar for the wreath, take the sword when the guard drops it, and then kill the lion.
7. The key card is in the drawer in Vettenmyer's desk.
8. The answer to the riddle is whatever number the other version of you called out as you stepped on the backwards time machine after disabling the Doodmsday Device.
9. Give Tut's sister what she wants. When you do, Tut will want to play a game.
10. Wait until Churchill takes out his cigar, then grab it.
11. King John is only signing the Magna Carta because he is out of money. If he receives a letter of credit, he'll never sign the document.
12. Vettenmyer knows you are chasing him, and is using the bracelets to track your progress through the game.
13. Stonehenge was originally built as a huge astrological calendar to predict where the sun would first appear on the horizon on Midsummer's Day.



14.

You can't get into the pyramid while the sheathing stones cover the entrance.
15.

Show Napoleon the map you got from King Tut and the ankh you retrieved from the pyramid in Cairo 1215. He will decide to invade Egypt instead of England.
16.

You'll need to get close enough to the victim without the priest killing you, and you'll need something to cut the thongs with.
17.

The crevice is just too narrow for you to slip through, although obviously King Tut was able to do it.
18.

Vetennuwyer wants you to find him. He has left 19 messages throughout his travels.
19.

There are lots of pretty shells here.
20.

The Trouble Shooting Guide is the card with the silver lettering that came in your game package.
21.

Pope Leo is fairly free with indulgences. Go into the Vatican and see if you can get one from him. When you do, give the indulgence to the vendor and he'll give you the plaque.
22.

Napoleon is in Rome as a sort of magistrate, or justice of the Peace.
23.

He is expecting the return of Quetzlcoatl.
24.

Use the mule to get the urn to the girl's house. The mother will help you take the urn off the mule's back. Take the mule out to the alley, then go back inside and empty the urn. Tell the girl to get inside, then cover her with dates. Bring the mule back inside to gobble up the remaining evidence. Then wait for the soldiers. They will come and go without finding the girl and you will have saved the day.

25. You won't be able to bribe Attila, so it looks like you'll need a miracle.
26. You need to solve another puzzle before you can get the crown.
27. There is a relationship between the colors of the clothes that the Vizier is wearing and the colors of each of the wives.
28. You need to visit Mexico 800 and Mexico 1361 first.
29. Does the Vizier look familiar to you?
30. This is pretty complicated, but the guilty wife is the one whose color matches the color of the piece of the Vizier's clothing that he wears on the part of the body she is massaging.
31. After you give the vendor the drachma you got from the Chinese merchant in Baghdad 1215, bring the mule to the bazaar and the vendor will help you load the urn onto the mule's back.
32. The chariots are so evenly matched that the slightest advantage will make a difference.
33. Get the Molotov Cocktail from Peking 1940. Open it and pour the ether onto the handkerchief. Knock out the priest with the hanky. While he is unconscious, you can take the crown.
34. When you first came into the room, the other version of you was standing on the floor and disappeared.
35. Priests are good for miracles. You can find one in Peking 800.
36. You can't get into the pyramid in King Tut's day.
37. You need Churchill's lighter from Dover 1940 in order to see inside the pyramid.



38.

He's got something in his pocket that you want.
39.

You have to solve the Napoleon in Rome puzzle before you can deal with Nelson.
40.

Wear the feathered serpent costume from Mexico 800 and use the Olmec's knife from Mexico 1361 to free the victim. Once he flees the scene, read the message on the altar.
41.

After you solve the Churchill puzzle in Dover 1940, return to Rome 1940 and wait for Churchill to say the word "Cigar." When he does, unplug the radio.
42.

That urn looks like it might be just the right size to hide someone in.
43.

After you've retrieved Moses from the river and given him to Tut's sister, if you give Charlemagne's crown (available in another timeplace) to King Tut, he'll be a happy boy.
44.

After you give the madame the yuan you got from the Chinese merchant in Baghdad 1215, tell the women to follow you and then go do some exploring.
45.

It won't do you much good to get in there until you've solved all the missions in your briefing papers.
46.

You need to have solved the Chinese merchant puzzle in Baghdad 1215 before you'll be able to buy the dates.
47.

Visit the Academy in every year, starting with 1361. In 1940, the old man will have an item that you want. Simply ask him for it, and he will give it to you.
48.

Give the beggar the focaccia you got in Rome 44.
49.

Vettenmyer himself has told you how to get into the tower.
50.

Cleopatra isn't interested in your conversational skills.

51. Have you been to Baghdad 1519 yet?  
do so, you will be able to go upstairs.
52. Solve each of the ten major puzzles in the game. When you
53. Get the conch shell from the rocky shore in Dover 1361, bring it to the Great Wall and blow it.  
you.
54. Give him the vial of rhinoceros horn that Cleopatra gave
55. Mount the horse and ride into the forest ahead of the courier. Hide behind the big tree in the clearing.  
You'll have to get Elizabeth to switch bedrooms.
56. Go to Cairo 1215 and you'll be able to walk right into the pyramid.  
Shooting Guide.
58. In each session of gameplay, the Interkron will malfunction the first time you try to use it. To fix it, use the Trouble
59. Of course, you'll have to get it to the girl's house before she can get in it. Maybe a strong animal can help, if it's not too stubborn.
60. Ask the priest about the portrait.
61. Think back to the conversation between the hostlers at the beginning of the race.  
You need a key card to make the Interkron go.
62. You need a key card to make the Interkron go.
63. Hitler and Mussolini are listening to Churchill's broadcast, waiting to hear the code word "Cigar." You need to find some way to make Churchill refer to his cigar during his speech.

64. Shakespeare based many of his stories on Plutarch's *Lives*. If you give him the original manuscript you get from Leo the Great, he'll be more than happy to give you the helmet.
65. Look at the crown carefully.
66. Offer the Vizier a fig while you're wearing the guilty wife's veil. Then return to her room and hide under the bed. When the Sultan is coming and the Vizier flees the room, he'll leave behind one of his purple slippers. Show the slipper to the Sultan and he'll know that it is the Vizier who has been dishonoring him.
67. The guilty wife is Jamila.
68. While Vetteymyer is on the ground, step on the remote control to open the Doomsday Device. On the next turn, shout out the number that is the riddle answer.
69. You'll need something from the gladiatorium.
70. Some engraving seems to have miraculously appeared on the crown.
71. You need something of value from another timeplace.
72. The book that Leo drops isn't the item that you want, but you can use the book to get the item.
73. The item should be something that Cortez is likely to be carrying or wearing when he invades Mexico in 1519. To get the item, you'll have to solve another puzzle.
74. You can't get the crown back from Napoleon in 1798.
75. Churchill is fairly absent-minded.
76. You need to get something from Peking 1940 in order to get the crown.

77. You need to show the eunuch something imperial.  
78. You need to open the gates so the Mongol army can enter.
79. Where else might you meet Cleopatra? Well, she was often seen with Julius Caesar.  
80. The Academy will continue to exist as long as someone shows an interest in it.
81. Once you have collected water in the basin, read the tablets again.  
82. You'll never be able to stop Vettermeyer and the old man from dying.
83. Wait until Churchill finishes his speech. He'll leave the lighter behind on the table when he leaves. When he walks out, simply take the lighter.  
84. The Sultan instructed the eunuch to "Let no *man* leave the harem."
85. Return to the guilty wife's room and hide under the bed.  
86. Show Nelson the pass you got from Napoleon. He'll jump up and leave the tavern. Take the boarding hook he leaves behind.
87. Match the failure message on the screen to the information on the Trouble Shooting Guide. Then type in the correct answer.  
88. The Chinese merchant in Baghdad 1215 will tell you the password when you sell him what he wants. To find out what the merchant wants, consult the hint category "The Chinese Merchant."
89. Perhaps, later, a very small person will be around to help you.



106. Sit on the sighting stone before the sun comes up.
91. You need to give Nelson some physical proof of where Napoleon's invasion plans will take him.
92. Show the eunuch the seal that you got from the Emperor in Peking. The eunuch will then take you into the Emperor's throne room.
93. Cleopatra began the year 44 B.C. in Rome. After Caesar was assassinated, however, she returned to Cairo.
94. Keep opening the boxes until you find a jade bar. Once you have it, look at it carefully.
95. Cleopatra isn't likely to socialize with someone she's never met before.
96. Hide the girl inside the urn of dates. For specific hints about how to do this consult the hint categories entitled "Getting The Mule To Move," "Buying The Dates" and "Making Use of The Dates."
97. You need to travel to another year first.
98. When the outlaws attack the courier, they have no knowledge of the pouch he carries.
99. When you first appeared in the future, Vettenmyer was sprawled out on the floor.
100. Take the cloak.
101. The only person who can get through the crevice is Napoleon. To get him to help you, consult the hint categories for Rome 1798, beginning with "Getting In To See Napoleon."
102. If you go to the Academy in 1361 B.C., you will meet an old man who teaches there.

103. Make sure you visit Cleopatra's palace first.  
Go back to Rome 800 and put the crown back on the altar. When the priest wakes up, he'll see the engraving on the crown and think that God has performed a miracle.
  104. Have you noticed how much noise those chariots make?  
Step on the backwards time machine.
  105. Pass the basin and sit on the bench. Then type "sit still" or "do nothing" or "be quiet." For the truly Zen solution, don't type anything for about 20 seconds.  
You must use the time travel machines in the tower room in the correct sequence to solve this puzzle.
  106. It's OK to be thrown into the cannibal pot, as long as you know something that the Olmec doesn't know.  
about Stonehenge.
  107. Sit on the sitting stone before dawn and then ask the druid  
When Leo drops the book, take it and then give it back to him. When you do so, he'll give you an indulgence.
  108. Visit the Great Wall in Peking 44 first.
  109. Take a good look at that support hanging from the ceiling.  
leaving you throughout the game.
  110. See the hints on the messages that Vettienmyer has been  
You'll never be able to stop that army by yourself. You'd better call for help.
  111. There is a hidden corridor behind the panel.
  112. You'll need a light source.  
Wait until Vettienmyer turns his back on you, then kick him.

119.

You have to give the Toltec in Mexico 44 something that is reminiscent of Cortez. For the answer, see the hint categories for Mexico 44 beginning with "Meeting The Toltec."
120.

Anyone who has left the city is likely to know the password to get back in.
121.

First you need to give the madame the yuan you got from the Chinese merchant in Baghdad 1215.
122.

Look at the map that King Tut gave you, and then press each of the animal tiles in the order that he has marked on the map.
124.

You must catch the Vizier in bed with the guilty wife and be able to prove that to the Sultan.
125.

Visit Dover 1940 first; but be careful what you do—or don't do — there.
126.

Surely all those women are too much for one man. Can't you think of someone who would like to share the wealth?
127.

You need to have used the time machines in the tower room before you can solve Vettenmyer's riddle.
128.

Once Drake sees the strumpet, he'll think Elizabeth has arranged an evening of pleasure for him and you'll never get him out of there.
130.

Open the cocktail and see what is inside.
131.

You need something from another timeplace.
132.

The device can only be disabled with the key you got from the old man in the Academy in Rome 1940.

133. The tablets say that the softest material will overcome the hardest, and that the use of an object often depends upon the void within that object.

The only way the device can be opened is by using a remote control device that Vetteenmyer has.

134

135. Sell it to the Chinese merchant in the bazaar in Baghdad 1215.

If you recall, just before you first entered the room, you stumbled on the top step.

136

137. Take the mask stuffed with fireworks from the sanctuary in Peking 800 and set it on fire using Churchill's cigarette lighter.

If you don't know what to do now, you've obviously been playing computer games too long.

138

139. You need to use the plaque from the souvenir vendor in Rome 1519.

The tablets say that the wise man gets things done by doing nothing.

140

141. The sailor is really William Shakespeare. You'll have to give him something that Shakespeare would think was valuable.

Wait until the women have left for the baths, then take one of their veils and wear it. The eunuch will then let you leave the harem.

142

143. One of the outlaws is a cleric who will be able to read the letter that the courier carries.

The bracelets are returning through time to Vetteenmyer's lair. There is nothing you can do to keep them, so don't worry about it.

144



145.

If you put all the messages in the order of the numbers they contain, the first letter of each sentence spells out the location of Vettenmyer's lair and how to get in.
146.

You'll never be able to walk past those guards.
147.

Did you notice who the guard downstairs mistook you for?
148.

Remove the loose floorboard in the bedroom in Dover 1519. Get the plaque from the souvenir vendor in Rome 1519 and put it in the cache, making sure to replace the floorboard. Then travel to Dover 1588, remove the floorboard once again and take out the plaque. When you show it to Elizabeth, she'll decide she can't stay in that room and she'll throw the trumpet out of the other bedroom.
149.

The Vizier is the little boy whose sister is imperilled in Baghdad 1519. If you solve that puzzle, he will remember you and in gratitude give you a badge that will allow you to remain in the city.
150.

According to your briefing papers, your mission here is to dissuade Napoleon from invading England. The best way to do that is to persuade him to invade somewhere else instead.
151.

When the Olmec throws you into the pot, tell him about the eclipse or simply point to the sun. When the eclipse occurs, jump out of the pot, take all, and go into the Interkron.
152.

Step on the forward time machine.
153.

The mule belongs to the girl and her mother.
154.

When you first enter the room, pay attention to what the other version of you is trying to indicate.
155.

Offer the figs to the Vizier. To get out to see the Vizier, consult the section entitled, "Leaving The Harem."

156. You'll never get enough light into the maze to be able to see.
157. There aren't any florins in the game.
158. You need to press the animal tiles in a specific sequence to stop the blades.
159. First you'll need to get the cradle from the river.
160. Nod your head when the Sultan offers you the deal.
161. Travel back to Mexico in 452 when the pyramid is under construction. Follow the footprints through the maze and write down the path.
162. You should visit Stonehenge first.
163. The bracelets are small time transponders.
164. You need to solve the Sultan's Wives and the Admiral Nelson puzzles before you can get across the chasm in 1798.
165. Tut, being a king, wants something that belongs to a king.
166. Get the chalk from the cliff in Dover 44 and give it to the deaf man. Then read the message he writes on his slate.
167. Take the ruby pin out of the turban. It will unwind so that you can tie it to the boarding hook. Throw the hook over the support, and then swing across the chasm. Napoleon will follow you.
168. One character in the game is famous for being short.
169. Tut's sister looks awfully eager to get her hands on that baby.

170. Get the helmet from the sailor in Dover 1588 and put it on the cushion that the Toltec holds up when you are wearing the feathered serpent costume. When you return to Mexico in 1519, it will be incorporated into the new version of the Quetzlcoatl myth you've created. As a result, the Aztecs will lay down their arms before Cortez.
171. Listen carefully to the old man's dying words.
172. The key to getting Elizabeth out of the bedroom lies in her religious beliefs.
173. Well, you could try trifling with the Emperor.
174. Make sure you are wearing the transponder.
175. You'll need to visit Mexico 800 to solve this puzzle.
176. She's used to people showing her some sign of respect.
177. Give the priest the emerald from the burial cave in Peking 1361.
178. You must use the time travel machines in the correct sequence to solve this puzzle.
179. You must find a way to hide the girl from the soldiers.
180. Open the drawer in Vettermyer's desk, take the card, enter the Intertron, and put the card in the slot. Then type the word 'timeset' followed by the city and the date. If you have a mouse, click on the desired time and place, and then click on the "GO" button.
181. You'll have to get an indulgence from somewhere.
182. Take the rock that's lying in the street and throw it through the window.
183. Give the date vendor the drachma you got from the Chinese merchant in Baghdad 1215.

184. Go to Peking 452 and give the begging priest something that is valuable enough for you to be considered the founder of the temple. Then return to Peking 800 and take another look at the portrait. For hints about what to give the mendicant priest, see the section on Peking 452.
185. Someone in the game has indicated that he likes to eat figs, tablets. Think about the philosophy they teach.
186. After you pass the basin, sit on the bench and read the
187. Kiss her, you fool!
188. Tell the women at the House of 1000 Pleasures to follow you. Lead them to the soldiers and when the madame asks if you want the girls to entertain the soldiers, say "Yes." While they are otherwise engaged, open the gate.
189. He clearly wants to tell you something, but he can't.  
It's the last race you need to win.  
to win the race. Remember that the early races don't count.
190. Get the jar of oil from the gladiatorium and pour it on the axle. The extra lubrication will give you the edge you need to win the race. Remember that the early races don't count.
191. If you save Caesar's life in Rome and then go to Cairo in 44 B.C., Cleopatra will be very glad to see you.
192. You will never be able to open the door to the tower room by yourself.
193. Go east into the river to get the cradle, then give it to Tut's sister.
194. He's interested in rare potions and powders.
195. You can't get the crown back from Napoleon.



196. The version of you that was strapped in the chair when you turned off the time machine must already have known the answer to the riddle to have survived that long.
197. You need to get the password from somebody who is in the year 1215, but who is no longer in China.
198. Pour the water into the statue's mouth.
199. The eunuch won't let anyone in without the Sultan's permission.
200. You'll never be able to open the gates while all those soldiers are watching you. Perhaps there is some way to distract them.
201. He appears to be hungry.
202. You have to re-establish the Quetzalcoatl myth in its original form.
203. Wait until the opportunity presents itself, then step on the remote control device.
204. The two machines in the tower room are time machines.
205. Napoleon gave you something in Rome that might be useful in this situation.
206. The Vizier likes figs.
207. You're never going to be able to get into the crevice yourself.
208. Perhaps a visit to another era might help.
209. You need to solve the King Tut puzzle and get something from inside the pyramid before you can solve this puzzle.

210. Get the peg from the shelf in the gladiatorium. Then put the wheel on the axle and put the peg in the hole. The peg will act as a cotter pin to hold the wheel on the axle. Get in the chariot, and when each race begins, you will be provided with horses.
211. Go to Rome 1940, and the crown will appear in the display case.
212. You need to solve the Napoleon in Rome puzzle before you can get into the pyramid.
213. Be careful, it's pretty powerful stuff.
214. You have to solve the Attila the Hun puzzle first.
215. Go to Babylon 1361 and, "say east."
216. You have to visit Mexico 44 to re-establish the Quetzlcoatl myth.
217. You must determine which of the wives is guilty. For additional hints, consult the section, "Discovering the Unfaithful Wife."
218. This is an instance where talking to the characters in the game will really pay off.
219. Step on the forward time machine when you hear someone stumble outside the room. When you appear in the future, put the key in the device and it will be disabled. Then step on the backwards machine again before Vettenmyer shoots you.
220. You need to solve the burial cave puzzle in Peking 1361 before you can solve this puzzle.
221. Press the button on the transponder, type "IN" or click on the "IN" button with your mouse.

222. Wait until Hitler reminds Mussolini of the code word. Then visit Dover 1940 and make Churchill say the code word during his broadcast.
223. Once you have determined which of the wives is guilty, put on her veil, take the fig bowl, leave the harem, and offer the Vizier a fig.
224. She is, after all, a queen.
225. You need to make sure Hitler hears the word "Cigar," but does not hear the insults that follow.
226. Vetenmyer has given each of the major characters a bracelet as a way of tracking whether or not his schemes are working.
227. Grab the mule's tether, whisper sweet nothings in the mule's ear, and walk in the direction you would like to go.
228. Subconsciously, Vetenmyer wants to be caught.
229. You'll never get Drake to go to the East Bedroom.
230. The forest is full of outlaws.
231. You should make King Tut happy before you go any further into the pyramid.
232. Hitler thinks you're part of the cleaning crew.
233. You can use the conch shell in another timeplace.
234. The Sultan isn't going to let in anyone who won't make a deal with him.
235. The lion has been conditioned to attack anyone wearing a laurel wreath.
236. If you draw attention to the lighter, he'll just take it away with him when he leaves.

237. The courier in the tavern carries a letter of credit for King John from Otto of Bismark.

If the crevice is just a little too narrow for you to slip through, you'll have to find someone else in the game who is smaller than you to go in there for you.

239. To discover the location of Vettenmyer's hideout, consult the section, "The Meaning Behind Vettenmyer's Messages."

The courier is carrying a letter of credit. If you simply steal it, he'll tell John about it. Instead, you must somehow make sure that the wording in the letter gets changed. For hints about how to do that, consult the sections entitled "Following the Courier" and "The Courier's Pouch."

241. You can hear the ocean in the conch shell.

The other place Napoleon is interested in invading is Egypt.

243. Get the feathered serpent costume from Mexico 800. When you wear it, the Toltec will think you are the god himself returning to show his displeasure.

If you put the messages in the right order, they spell out another message.

245. You can get some food from another timeplace.

First, save Julius Caesar from the lion in Rome. Then go to the Avenue of the Dead in Cairo 44. Cleopatra will stop her sedan chair and invite you to join her.

247. The only time you will be able to see Cleopatra in Rome is when she is in the Imperial Box with Caesar.

Bow to her and she'll be satisfied.

249. Gee. I wonder what's inside that box he gave you.



250.

You need an item from another timeplace.
251.

Show the pouch to the friar. He will make a few changes to the letter and return the pouch to the unconscious courier. After the outlaws leave, ride on to Runnymede ahead of the courier.
252.

When Hitler says, "Hop to it," type "clean."
253.

Once you've appeared in the feathered serpent costume, you need to place an item on the cushion that the Toltec is holding.
254.

Take a good look at the axle.
255.

You need to show Napoleon something that will persuade him to invade Egypt.
256.

When you offer the Vizier a fig while wearing the guilty wife's veil, he will tell you that he will visit her room later that evening. You must arrange to get proof of that visit.
257.

Take a good look at the panel.
258.

Show the pass you got from Napoleon to the guards. When Napoleon appears, simply go into the pyramid and he will follow you.
259.

You need the Molotov Cocktail from Peking 1940.
260.

Think of the story of Ali Baba and the Forty Thieves.
261.

Throughout the game, the presence of the Interkron is indicated by a shimmering in the air.



# The TIMEQUEST Walkthrough

*TIMEQUEST* is epic in scope, and the quests will at times require you to cross paths. For example, you may solve a puzzle in one timeplace that you need in another. While there are many paths through this game, this walkthrough presents a very efficient path to completion.

## Preface

**Game Commands.** All game commands that you would type or select are presented in CAPS. The command *TIMESET* is abbreviated *TS*.

**Order of Play.** Success in *TIMEQUEST* does not depend on visiting the timeplaces in a specific sequence. While in some cases it's necessary to visit one timeplace before another, there are plenty of instances where a timeplace can be visited at several different points in the game and still provide the necessary results. Further, some timeplaces provide clues and objects that will prove successful on puzzles that occur much later in the game. For the sake of clarity, the order of play in this walkthrough is arranged according to the puzzles, and the steps required to solve them.

**Transponders.** In order to keep tabs on all ten historical figures he has influenced, Vettenmyer has given each a transponder disguised as a bracelet. This transponder alerts you to those Vettenmyer has influenced. When one of these figures removes a transponder, it is returned to Vettenmyer's headquarters — a signal to Vettenmyer that his plan for that timeplace has failed.

## Introduction

Lieutenant Vettenmyer is mad... mad indeed. So mad he has stolen an Interkron, the time machine of the Temporal Corps, and has used it to alter the past. This is a blatant violation of his oath, not to mention an imminent threat to civilization as we know it. He has returned the empty Interkron with the cryptic message, "Beware the Ides of March." A silent challenge to

you as it turns out, since you have just been ordered by the irate General Drexler to follow him.

Technicians have deduced from the machine's memory banks that Vettenmyer has altered ten crucial historical events with the purpose of destroying civilization, and for an unknown reason has also visited 39 other timeplaces. Corps psychiatrists surmise that he actually *wants* to be caught, and that he may have strewn clues to his whereabouts throughout his travels. Your job is to unravel his scheme and get history back on track, find Vettenmyer and stop his madness.

---

### Headquarters 2090 AD

You are in Drexler's office absorbing the shocking news about Vettenmyer's deeds, and the equally shocking news that you have been selected to foil his nefarious schemes.

The game is afoot. WAIT until Vettenmyer appears and announces his evil intentions, then WAIT again for Drexler to give you instructions. Now go WEST, OPEN DRAWER, GET CARD, PUSH BUTTON. Then PUT CARD IN SLOT. TIMESET ROME 44. The Interkron has a malfunction. Use the Interkron Trouble Shooting Guide contained in your game box to fix the problem, and say goodbye to the 21st century!

---

### Timeplace Puzzle: Caesar's Untimely Assassination

The clue left by Vettenmyer, "Beware the Ides of March!" obviously referred to the assassination of Julius Caesar. Sure enough, one of Vettenmyer's stopping points was 44 B.C., the year of Caesar's assassination.

But instead of preventing the assassination, Vettenmyer has attempted to advance it. The Roman Empire fell partly due to a power struggle between its leaders — Caesar's assassins — during barbarian incursions. By killing Caesar before his eventual assassins can think of doing it, Vettenmyer assures that Rome will avoid the resulting power struggle — and remain united against all future attacks.



## Rome — 44 B.C.

The Interkron arrives at 12:00 noon in the Cloaca Maxima, Rome's newly built sewer system. You have approximately three hours to thwart Vettenmyer's plan to assassinate Caesar. Your first job is to compete in the chariot races in the famed Circus Maximus. OUT. UP. SE. NE.

Inside the Gladitorium, WAIT one turn and listen as the gamesmaster tells you how to gain Caesar's favor, then get ready for the race. Your chariot is in need of repair so GET JAR, GET PEG, go SE. Then PUT WHEEL ON CHARIOT, PUT PEG IN HOLE and OIL THE AXLE.

Conserve your strength and WAIT UNTIL 2:51 when the preparation for your race begins. GET IN CHARIOT, then WAIT. As the hostlers hitch the horses to your chariot, you will hear some interesting news about a man with a laurel wreath who was found whipping one of the parade lions. Finally the race begins and since you have a freshly oiled axle, you achieve a thrilling victory. You are then led to the Imperial Box where Caesar is sitting with both his wife Calpurnia, *and* mistress Cleopatra. You notice Caesar is wearing a transponder bracelet from Vettenmyer.

WAIT until Caesar acknowledges you and offers to grant you a favor in recognition of your brilliant race. ASK CAESAR FOR WREATH. WAIT. As the parade of lions begins, one lion in particular notices the laurel wreath and charges straight for you. The panic stricken guard drops his sword and flees. TAKE SWORD and FIGHT LION WITH SWORD.

By taking Caesar's wreath, you have saved his life. Caesar gives you his bracelet and Cleopatra hints at wanting to give you a personal thank you. You are carried on the shoulders of the crowd out to the front of the Circus Maximus. A person in the crowd throws a piece of focaccia at you. TAKE FOCACCIA. Then return to the Interkron by traveling NORTHWEST, DOWN, IN.

## Timeplace Puzzle: The Siege of Peking

In 1215, the Mongols burst across the Great Wall of China and laid siege to Peking. Siege warfare was unfamiliar to the nomadic Mongols, and

Ghengis Khan had a hard time convincing his troops of the benefits of “sit-and-wait” warfare.

Vettenmyer has persuaded Ghengis Khan to give up the siege and invade Europe instead. Should Ghengis Khan actually do this, European civilization will surely fall. You must open the gates of Peking so that the Mongols can sack it, thereby saving Europe from invasion. You’ll need to make a few stops before arriving at Peking.

### **Cairo— 44 B.C.**

TS CAIRO 44. OUT. Although Cleopatra was in Rome when Caesar was assassinated, she returned to Egypt later that year. If you attempt to visit her before saving Caesar, she won’t know you from Adam. If, however, you journey to Cairo after proving your valor in the Circus Maximus, her attitude will be much more, uh, cordial. Leave the tomb by going OUT. WAIT until Cleopatra arrives. When Cleopatra invites you to join her, say YES (were you really going to do otherwise?). Once inside her boudoir, KISS CLEOPATRA.

Unfortunately, games are often much like real life. Cleopatra will decide you need some help in the amatory arts (this isn’t *Spellcasting 101*, folks), and will give you a vial of “the most powerful aphrodisiac known to modern science” — powdered rhinoceros horn. Return to the Interkron by going EAST, then DOWN, IN.

### **Baghdad — 1215**

TS BAGHDAD 1215. OUT. Baghdad was once the western terminus of the “Silk Road,” the 4,000-mile long caravan route connecting Peking to the Mediterranean world. Merchants plied this route for centuries, bringing the riches of the Orient to the west. Leave the cave by going OUT. GO NORTH, and GO NORTH again.

In Baghdad’s Bazaar, you will find a Chinese merchant who left Peking earlier in the year. If you sell him the vial of powdered rhinoceros horn, he will give you a fortune in yuan for it, as well as a drachma and a password that will get you through the gates of Peking. As much as you might like to hang on to that aphrodisiac, SELL THE VIAL TO THE MERCHANT. When

the merchant realizes what you are offering, he will make you a deal. Say YES. Return to the Interkron by going SOUTH, SOUTH, EAST and IN.

### **Peking — 1215**

TS PEKING 1215. OUT. From the shrine, GO NORTH. You will be whisked away into Ghengis Khan's tent. WAIT until the Mongol leader arrives. After Ghengis has told you what he wants, go NORTH and then WEST. SAY TOWER GATE (the password) at the gate.

Now that you're inside, you need to find a way to distract the Chinese troops. Hmm, how can you divert the minds and bodies of young men? GO NORTH and WEST into the House of 1000 Pleasures. GIVE THE YUAN TO THE MADAME. You've just purchased the services of several eager young ladies. Unfortunately, you're on a mission — and this many women would probably put you in a hospital anyway. Tell the women to follow you. One way to do this is WOMEN, FOLLOW ME.

Return to the parade ground by going EAST, then SOUTH. When the madame asks if you want the women to entertain the troops, say YES. The troops will be suitably distracted for quite some time. OPEN THE GATE. Return to the Interkron by going SOUTH, IN.

### **Baghdad — 1519**

TS BAGHDAD 1519. OUT. This part of the game draws its inspiration from *1001 Arabian Nights*, although those tales were set in the reign of Harun al-Rashid some 700 years earlier. This scenario combines the story of Scheherazade — one of the girls taken from her home to be ravished by the Sultan and then killed the next morning — and the story of Ali Baba, itself one of the stories Scheherazade told to preserve her life.

Leave the cave by going OUT. GO NORTH, and GO NORTH again. GO NORTHEAST from the bazaar and you will find a small house. Go WEST into the house. Inside is a woman crying because the soldiers are coming to take her daughter away to satisfy the lusts of the Sultan. ASK THE WOMAN ABOUT THE SOLDIERS and then ASK THE WOMAN ABOUT THE MULE.



You must find a way to hide the girl from the soldiers. GO EAST into the alley. TAKE THE TETHER and WHISPER INTO THE MULE'S EAR. GO SOUTHWEST into the bazaar. You will find a vendor selling an urn filled with dates. GIVE THE DRACHMA TO THE VENDOR. Return to the house by going NORTHEAST and WEST, where the woman will help you unload the urn. GO TO THE ALLEY and DROP THE TETHER. GO TO THE HOUSE and EMPTY THE URN.

Tell the girl to get into the urn. One way to do this is GIRL, GET IN THE URN. COVER THE GIRL WITH THE DATES, then GO TO THE ALLEY. TAKE THE TETHER, WHISPER IN THE MULE'S EAR, and GO IN THE HOUSE (the mule will follow). The mule will eat the remaining dates that no longer fit inside the urn.

DROP THE TETHER and WAIT UNTIL 12:01 for the soldiers to arrive. You've succeeded in hiding the girl, and if you LOOK AT THE BOY you will notice that you've earned the admiration and gratitude of her younger brother. This will be important. Return to the Interkron by going EAST, SOUTHWEST, SOUTH, SOUTH, EAST and IN.

### **Baghdad — 1588**

TS BAGHDAD 1588. OUT. This is the second half of the story begun in Baghdad 1519. Leave the cave by going OUT and go NORTH to the city gate. READ THE SIGN and learn that the city now requires all visitors to wear a badge. Travel NORTH to the bazaar to locate the badge vendors and TAKE A BADGE. Suddenly, soldiers grab you and haul you to the palace to report you as a spy. Don't worry, the little boy in the house in 1519 has grown up to become Vizier. Since you saved his sister many years ago, he will remember you with fondness and give you a badge that will allow you to stay in the city.

Once you've got the badge and you're back at the bazaar, go NORTHEAST into the alley. You'll see some graffiti on the alley wall — one of the messages left behind by Vettenmyer. READ THE GRAFFITI.

Return to the Interkron by going SOUTHWEST, SOUTH, SOUTH, EAST, IN.



---

## Timeplace Puzzle: The Evacuation at Dunkirk

The miraculous evacuation of Allied forces at Dunkirk was one of the most thrilling events of World War II. For whatever reason, Hitler gave the British three days to evacuate troops that would have otherwise been slaughtered.

In the game, Vettenmyer has convinced Hitler to accelerate his timetable and attack the Allied forces before evacuation can take place. Hitler will only delay his attack if British Prime Minister Winston Churchill agrees to surrender by some predetermined time.

Vettenmyer has instructed Hitler to listen to Churchill's 6:00 pm broadcast on the BBC. Vettenmyer has told Hitler to delay his attack on the forces at Dunkirk only if Churchill speaks the code word for the surrender. You have to find out what that code word is and then persuade Churchill to say it.

### Rome — 1940

TS ROME 1940. OUT. Leave the Cloaca Maxima by going UP, and go SOUTHEAST along the street. You'll see another of Zeke's messages on the wall of the Palazzo Venezia. READ THE MESSAGE. Enter the Palazzo by going IN, then go UP.

Legend says that the Palazzo Venezia was Napoleon's headquarters when the French occupied Rome. A museum dedicated to Napoleon is on the first floor. Upstairs, Mussolini is meeting with Hitler. They think you're part of the cleaning crew, so you'll have to act the part. WAIT in the Sala del Mappamondo until Hitler tells you to "hop to it." Whenever he does, CLEAN.

WAIT until you hear Hitler say the code word. Once you do, return to the Interkron by going DOWN, SOUTH, NORTHWEST, DOWN, IN.

### Dover — 1940

TS DOVER 1940. OUT. To convince Hitler that Churchill will surrender, you must trick the Prime Minister into saying the code word during his 6:00 p.m. BBC radio broadcast. Then, you must stop Hitler and Mussolini, who are listening to the broadcast in Rome, from hearing Churchill's

immediate retraction. Since Hitler will think Churchill is surrendering, he will not attack, and the evacuation at Dunkirk can take place.

Leave the shed by going SOUTHEAST, NORTH. In the tavern, you'll find a BBC announcer preparing for the evening broadcast. WAIT UNTIL 6:00 when Churchill will arrive, then WAIT until he starts his speech and pulls out his cigar. GET CIGAR. As Churchill shouts, "What the devil are you doing with that cigar," he broadcasts the code word and his supposed intention to surrender. LISTEN as he quickly he corrects himself, insults Hitler and concludes the radio address. You've gotten Churchill to speak the code word, now you have to be sure Hitler doesn't hear the retraction — not to mention the insult. Churchill leaves a cigarette lighter behind. WAIT until Churchill leaves the room, then TAKE LIGHTER and return to the Interkron by traveling SOUTH, NORTHWEST, IN.

#### **Rome — 1940**

TS ROME 1940. OUT. Leave the Cloaca by going UP and return to the Sala del Mappamondo (SOUTHEAST, IN, UP). WAIT until Churchill says the code word, "cigar." (CLEAN as necessary, whenever Hitler says "hop to it.") As soon as the code word is spoken, UNPLUG THE RADIO.

Hitler hears the code word, indicating British surrender, but not the retraction. The forces at Dunkirk will be evacuated. WAIT until Hitler and Mussolini have left, then return to the Interkron by going DOWN, SOUTH, NORTHWEST, DOWN and IN.

---

### **Timeplace Puzzle: Stopping Attila**

Attila the Hun is waiting on the road to Ravenna, preparing to sack Rome. Pope Leo is about to travel to meet with him, convinced that words alone can persuade Attila to turn back. Vettenmyer has convinced Attila that Pope Leo's God is weak, strengthening Attila's determination to attack— unless Attila can be shown a miracle to prove the power of the Roman God.

Fortunately, in about 300 years, the Chinese will invent fireworks, and Buddhist priests in Peking will design a display that will amaze barbarians

and children alike. But before the fireworks are obtained, another stop is required.

### Peking — 1361 B.C.

TS PEKING 1361. OUT. This is a self-contained puzzle based on the non-activist philosophy espoused by Lao-Tzu. Leave the shrine by going OUT and go EAST along the Sacred Way. Here you join the line of mourners attending the funeral of a Shang Emperor. According to tradition, the members of the Emperor's household are sealed alive in the burial cave with their beloved sovereign. They then drink poison to speed their trip to the hereafter. Go EAST and enter the burial cave, where you see a huge statue of the Shang god of death featuring a large emerald in his navel.

The key to getting out of the burial cave lies in the quotations on the four tablets, which are actual excerpts from the *Teo Te Ching* — *The Way of Life*. When the poison is passed to you, PASS THE BASIN. SIT ON THE BENCH. Read all four tablets.

Do nothing. This can also be accomplished by SIT STILL or MEDITATE or by simply not touching the mouse or keyboard for 20 seconds. Watch as water fills the basin next to the statue. STAND UP. TAKE THE BASIN. POUR THE WATER INTO THE STATUE'S MOUTH. TAKE THE EMERALD. GO SOUTH. The gushing water carries you through the hole behind the statue and deposits you outside the burial cave. Return to the Interkron by traveling WEST and SOUTH, IN.

*Note of Interest:* Although Lao-Tzu lived in the fifth century B.C., it is generally acknowledged that the *Teo Te Ching* is a compilation of ancient wisdom. Nevertheless, it is a stretch to have actual quotations from the book appear inside the burial cave in 1361 B.C.

The Zen-like philosophy of Lao-Tzu, incidentally, was itself later lampooned by another Chinese philosopher, who wrote:

<i>"Those who speak know nothing; Those who know are silent." Those words, I am told, Were spoken by Lao Tzu.</i>	<i>If we are to believe that Lao Tzu was himself one who knew, How comes it that he wrote a book of five thousand words?</i>
---	--



### **Peking — 452**

TS PEKING 452. OUT. This is the first part of a classic time-travel puzzle where an action you take in one year creates an altered future that works to your advantage in a later year. If you visited the Buddhist temple in the year 800, you noticed a painting on the wall. When you tried to get into the temple's sanctuary, a priest stopped you and said that only holy individuals may enter. If you asked him about the painting, he told you that it is a portrait of the founder of the temple.

Leave the shrine by going OUT, and go NORTH into the marketplace. You will find a mendicant priest who is collecting funds to build a temple. The emerald you retrieved from the burial cave would be an excellent donation. GIVE THE EMERALD TO THE PRIEST. Return to the Interkron by going SOUTH, SOUTH and IN.

### **Peking — 800**

TS PEKING 800. OUT. This is the second half of the puzzle begun in Peking 452. Leave the shrine by going OUT and go NORTH into the marketplace. Go EAST into the temple. You will see that the painting is different now. Your donation of an emerald to the mendicant priest was so generous that you were credited as the founder of the temple!

Now that the painting "bears a striking resemblance" to you, the priest believes you are the reincarnation of the temple's founder, and grants you unlimited access. Go EAST into the sanctuary. Inside, you'll find a mask filled with fireworks that will be useful later. TAKE THE MASK. Return to the Interkron by going WEST, WEST, SOUTH, SOUTH, IN.

### **Rome — 452**

TS ROME 452. OUT. Go UP through the Cloaca Maxima and NORTHWEST to the Vatican. Go WEST to St. Peter's. Say YES to Pope Leo, agreeing to accompany him on his journey to visit Attila. Then go OUT, then NORTHEAST along the road to Ravenna. WAIT until Attila arrives. After Attila and Leo enter the tent, go IN. Then using Churchill's forgotten cigarette lighter, LIGHT MASK.

The primitive Hun is amazed by the power of Pope Leo's God and agrees to spare Rome. In gratitude, the Pope gives you something of great value — the original parchment of Plutarch's *Lives*.

Next, return to the Interkron by traveling EAST, SOUTHWEST, SOUTHEAST, DOWN, IN.

---

### **Timeplace Puzzle: Defeating The Spanish Armada**

The Spanish Armada waits across the English Channel, ready to invade England. Philip of Spain, backed by the Catholic Church in Rome, is determined to remove the Protestant Queen Elizabeth from the English throne.

Only the heroism of Sir Francis Drake saves England from the might of the Armada — and prevents England from becoming just another Spanish colony. On Sunday night, August 7, 1588, Drake set eight English galleons ablaze and sent them into the heart of the Armada, scattering its ships and making them easy targets for the English Navy.

Drake, however, did not think of this brilliant tactic, but rather received the idea in a private meeting with Queen Elizabeth in the east bedroom of the tavern. Vettenmyer plans to prevent that meeting by diverting Drake to the west bedroom, and thus ensure the success of the Armada. You cannot stop Drake from going to the west bedroom — perhaps you can arrange for Elizabeth to leave her bedroom and travel to Drake.

Guaranteeing the meeting of Drake and Elizabeth requires several steps.

#### **Rome — 1519**

TS ROME 1519. OUT. It's the height of the Renaissance and the birth of the Reformation. Rome is mounting a PR campaign to counter the attacks of Martin Luther. Leave the Cloaca by going UP, then go NORTHWEST and WEST into St. Peter's. There you will find Pope Leo X and Michaelangelo. WAIT until Leo drops the book. TAKE THE BOOK. GIVE THE BOOK TO LEO. The Pope will thank you and fish in his pockets for an indulgence as a reward for your courtesy. GO EAST.

You'll find a souvenir stand outside the church. ASK THE VENDOR ABOUT THE PLAQUE to learn that it is guaranteed to clear the room of any Protestants. GIVE THE INDULGENCE TO THE VENDOR and he will give you a plaque in return. Return to the Interkron by going SOUTHEAST, DOWN, IN.

#### **Dover — 1519**

TS DOVER 1519. OUT. You're at the tavern where Elizabeth and Drake will meet, 69 years in the future — plenty of time to hide an important item from prying eyes for a few decades. LEAVE the shed, go NORTH into the tavern, and UP the stairs. OPEN THE DOOR to the east bedroom, where Elizabeth will wait for Drake. REMOVE THE FLOORBOARD and PUT THE PLAQUE IN THE CACHE. REPLACE THE BOARD and return to the Interkron by going OUT, DOWN, SOUTH, NORTHWEST, IN.

#### **Dover — 1588**

TS DOVER 1588. OUT. Elizabeth has invited Drake to meet her in the east bedroom of the tavern. Vettenmyer has intercepted this invitation and altered it to read "west bedroom" where he plans to have a strumpet waiting to occupy Drake's attentions.

When Drake arrives, he will assume that the strumpet is a gift from Her Majesty for his gallantry and loyalty. And it would be terribly impolite to refuse a gift from the Queen. (Sigh.)

Leave the shed and go to the tavern by going SOUTHEAST and NORTH. WAIT until Drake and his companion arrive at the tavern. Go UP to the landing and KNOCK ON THE DOOR of the east bedroom. OPEN THE DOOR. Inside you will see Queen Elizabeth. BOW (she is the Queen, after all). REMOVE THE FLOORBOARD. TAKE THE PLAQUE. It has remained undiscovered all these years. Remember, the vendor told you it was guaranteed to clear the room of any Protestants, even Royal ones. SHOW THE PLAQUE TO ELIZABETH. Sure enough, Elizabeth will flounce out of the room, into the "wrong" bedroom. You LEAVE the bedroom just in time to see Elizabeth toss the strumpet out on her ear.



Now, when Drake goes to the wrong bedroom, he will find the right woman — though one imagines he won't have nearly as much fun.

Go back DOWN the stairs, where you will see Drake's companion holding a Spanish helmet captured from one of the Armada's ships. But the man — a young William Shakespeare — is reluctant to give it up unless you give him something very valuable. A bard-in-training would certainly be interested in Plutarch's *Lives* (several of his plays were, in fact, based on the *Lives*). WAIT UNTIL 6:00 when Drake goes upstairs and GIVE THE PARCHMENT TO SHAKESPEARE. He will give you the helmet.

*Note of Interest:* It is historically possible for Shakespeare to have been at that tavern, because Shakespeare's whereabouts are unknown during the year of the Armada, and there was an Armada muster near his hometown of Stratford.

Return to the Interkron by going OUT, NORTHWEST, IN.

---

### Timeplace Puzzle: Montezuma's Defeat

In 1519, Hernando Cortez landed in Mexico with only 500 men and 16 horses. In the space of just a few months, however, Cortez and his men conquered the entire Aztec nation. How? Because the Aztec religion predicted that the feathered serpent god Quetzlcoatl would come one day in the guise of a bearded white man and crush the Indian race.

Vettenmyer has altered the myth. He appeared before an Olmec in 1361 B.C. and told him exactly the opposite of that prediction: that the Aztecs would never be conquered unless Quetzlcoatl himself came back and gave them a sign.

#### Dover — 1361 B.C.

TS DOVER 1361. OUT. Your activities here will be crucial to thwarting Vettenmyer's plans in Mexico during this same year. After leaving the Interkron, go SOUTHEAST and then WEST from the lawn. You are at Stonehenge, a vast celestial observatory used by druids to predict the coming and going of the seasons. The most dramatic event of the year occurs at sunrise on Midsummer's day, when the sun rises directly over the

heel stone and shoots its rays between the mighty trilithons. Your task is to be in a position to observe this phenomenon. SIT ON THE SIGHTING STONE. WAIT until the druid appears. ASK THE OLD MAN ABOUT STONEHENGE. The druid will tell you about an eclipse that is going to occur in Mexico ("on the other side of the ocean") later that day. STAND, GO EAST (back to the lawn), GO SOUTH (down the face of the cliff), GO DOWN (onto the rocky shore), TAKE THE CONCH SHELL, and return to the Interkron by going UP, NORTH, NORTHWEST, IN.

### **Mexico — 1361 B.C.**

TS MEXICO 1361. OUT. When you step out of the Interkron, the Olmec is still recovering from his session with Vettenmyer. WAIT until the Olmec throws you into the cannibal pot. TELL THE OLMEC ABOUT THE ECLIPSE that the druid predicted, or POINT TO THE SUN. WAIT.

When the eclipse occurs, the Olmec will fall to the ground in fear. GET OUT OF THE POT. TAKE ALL (especially the Olmec's knife). Get back INTO the Interkron.

### **Mexico — 452**

TS MEXICO 452. OUT. To commemorate the miraculous appearance of Quetzlcoatl (which was actually Vettenmyer in disguise in 1361 B.C.), the Indians have decided to build a temple on the very spot where the feathered serpent appeared.

In 452, the pyramid that rises over the temple is still under construction. You can map a maze (that you will later have to negotiate in darkness) by following the footprints of the construction workers. EAST, NORTHEAST, NORTHWEST, EAST, NORTHEAST, SOUTHEAST, WEST, SOUTHEAST, SOUTH, SOUTH, SOUTH. Here you will find another of Vettenmyer's messages. READ THE MESSAGE.

NORTH, NORTH, NORTH, NORTHWEST, EAST, NORTHWEST, SOUTHWEST, WEST, SOUTHEAST, SOUTHWEST, WEST and IN.

### **Mexico — 800**

TS MEXICO 800. OUT. Having mapped the maze in Mexico 452, you

can find your way through the finished temple using the same directions as before.

EAST, NORTHEAST, NORTHWEST, EAST, NORTHEAST, SOUTHEAST, WEST, SOUTHEAST, SOUTH, SOUTH, SOUTH. You will find a ceremonial feathered serpent costume you can put to good use. TAKE COSTUME. WEAR COSTUME.

NORTH, NORTH, NORTH, NORTHWEST, EAST, NORTHWEST, SOUTHWEST, WEST, SOUTHEAST, SOUTHWEST, WEST and IN.

### **Mexico — 1215**

TS MEXICO 1215. OUT. The Aztecs believed that the sun died every night and was buried in the earth (which was why it disappeared below the horizon in the west). They thought that the sun needed nourishment in order to rise again — nourishment in the form of... ah, hem... human blood. Consequently, they slaughtered literally thousands of people every year in grotesque ceremonies dedicated to the Sun God. Kind of takes the romance out of watching the sun come up, doesn't it?

Fortunately for one of these sacrificial victims, you're about to alter tradition. EAST, NORTHEAST, NORTHWEST, EAST, NORTHEAST, UP, OUT.

You'll see the victim, helpless. FREE THE VICTIM with the knife you got from the Olmec who wanted you to stay for breakfast — his breakfast. While you're there, READ ALTAR. You'll find another of Zeke's messages there.

IN, IN, SOUTHWEST, WEST, SOUTHEAST, SOUTHWEST, WEST. IN. Remember, you're still in the feathered serpent costume.

### **Mexico — 44 B.C.**

TS MEXICO 44. OUT. Leaving the Interkron with the costume still on, you find a priest here who has been awaiting the return of Quetzlcoatl. You won't disappoint him. The priest will mistake you for the god, and will assume that you have become angry with the Indians, and that you will renounce the invulnerability you had promised. The priest will hold up a



cushion, and ask you to place a symbol of the Aztecs' defeat on it. Let's see, you need something that will refer to Cortez, a Spanish explorer.

How about the helmet you got from Shakespeare? PLACE THE HELMET ON THE CUSHION. When you return in later years, you'll notice that the mural on the wall has changed to reflect your part in revising the legend. Return to the Interkron by going IN.

### **Mexico — 1519**

TS MEXICO 1519. OUT. The end of this time period puzzle is near. You've arrived at the time of Cortez and his Aztec rival, Montezuma. WAIT. When you come out into the temple, a messenger shows up and says that the invading army is at the gate. Because you've successfully restored the legend, Montezuma asks the messenger to see if the leader of the army bears the dreaded symbol. WAIT until the messenger returns. The messenger eventually returns and says that yes, Cortez does have a helmet that matches the symbol of the Aztecs' destruction. Montezuma surrenders, and you've won the puzzle. Return to the Interkron by going IN. Don't forget to REMOVE COSTUME.

*Note Of Interest:* Like many other quotations in the game, Montezuma's speech to the messenger instructing him to present himself as a cannibalistic sacrifice to Cortez is historically accurate.

---

## **Timeplace Puzzle: Preserving The Magna Carta**

King John's funds are depleted and his barons are pressuring him to sign the Magna Carta before they will replenish the royal coffers. This document ensures the rights of the individual and lays the foundation for our democratic system. Vettenmyer has convinced the King's nephew, Otto of Brunswick, to help refill the king's coffers — and has sent a courier from Dover to Windsor Castle with the news that funds will soon be on the way. If this message reaches King John, the Magna Carta will never be signed.

### **Dover — 1215**

TS DOVER 1215. OUT. Go SOUTHEAST, and NORTH into the tavern. You'll hear the bartender complain about outlaws, and you'll see a courier

preparing for an important journey. Go OUT.

GET ON HORSE, then WEST. You'll see a large tree nearby. GET BEHIND THE TREE and WAIT while a band of outlaws, otherwise known as Robin Hood and his band of merry men, attack the courier, knock him unconscious and steal his money. Go OUT from behind the tree and TAKE THE POUCH. SHOW THE POUCH TO THE OUTLAW, and WAIT while Friar Tuck alters the letter to state that Otto is refusing to send money. WAIT, until the outlaws leave. Before the courier awakens, go NORTH-WEST. When the courier awakens, he will be totally unaware of the change and will continue northwest to Runnymede. When you arrive, WAIT for the courier to show up and give King John the letter. King John will sign the Magna Carta and leave.

Return to the Interkron by going SOUTHEAST, EAST. GET OFF HORSE, then go NORTHWEST and IN.

---

### **Timeplace Puzzle: The Sultan's Wives**

The Muslim territories of Sultan Harun al-Rashid were vast, dwarfing virtually all European empires, past or present. The Sultan was a popular leader, but his Grand Vizier, Yahya, secretly plotted to overthrow him. The Sultan was able to put down the revolt because he learned of it in advance. Vettenmyer has persuaded Yahya to accelerate his timetable and strike before Harun can discover the treachery. You have to prove the Vizier's disloyalty to the Sultan, or the Muslim forces, led by Yahya, will extend Arab domination over the rest of Europe.

#### **Baghdad — 800**

TS BAGHDAD 800. OUT. You are in a cave halfway between Baghdad and Babylon. WEST, NORTH and NORTH. You see a beggar sitting outside the bazaar and GIVE BREAD TO BEGGAR. Actually, the beggar is the legendary Sultan Harun al-Rashid in disguise; waiting to see if his people will help one so destitute. WAIT and as a reward you are offered the opportunity to prove to the Sultan that one of his wives is cheating on him. You NOD and agree to the challenge. The Sultan proposes that you go to

the harem and try to get one of the wives to sleep with you. If you succeed, the Sultan will kill you since you will have dishonored him. If you fail, you will be killed since you did not prove which of the wives is unfaithful. A challenge to be sure.

Once inside the harem, GET FIGS and then LIE ON DIVAN. Each of the Sultan's wives will give you a massage, concentrating on a specific part of your body. As you LOOK AT THE WIVES you notice that each is dressed in a different color. The Vizier wears a multi-colored outfit composed of a combination of the colors the wives are wearing. Now look at each of the wives: LOOK AT JAMILA. LOOK AT KALILA. LOOK AT AISHA. LOOK AT ULIMA. LOOK AT LEILA. LOOK AT FATIMA. In a flash of insight, you realize that Jamila, the green wife, has massaged your hands and the Vizier is wearing green gloves that match Jamila's gown. Jamila must be the guilty wife! WAIT until all the wives leave for the bath, then STAND and go into each bedroom (NORTHEAST, EAST, SOUTHEAST, SOUTHWEST, WEST, NORTHWEST) until you discover Jamila's room. GET VEIL and WEAR IT. Disguised, you go EAST, then SOUTH to leave the harem. GIVE FIG TO VIZIER and listen as he promises to meet you later that night. Go NORTH then WEST to return to Jamila's room. REMOVE VEIL, then HIDE under the bed. WAIT until the Vizier arrives, and WAIT until the Sultan approaches. As the Vizier frantically leaves the bedroom, GET SLIPPER. You will be apprehended by the Sultan's guards as they pull you out from under the bed. SHOW SLIPPER TO SULTAN as proof of the Vizier's crimes.

As a reward, the Sultan gives you the Vizier's turban which is held by an impressively large, though worthless, ruby. Return to the Interkron by traveling SOUTH, SOUTH, EAST, IN.

---

### **Timeplace Puzzle: Charlemagne's Crown**

The rule of Charlemagne, the first Holy Roman Emperor, rescued Europe from the Dark Ages. Vettenmyer has persuaded Charlemagne that he shouldn't allow himself to be crowned Holy Roman Emperor without a sign from God. Charlemagne was a truly devout man who accepted the



crown only because he believed it was God's will. Your task is to make it appear as if God has mysteriously marked the crown with a sign of His favor for Charlemagne. You'll accomplish this by stealing the crown and sending it on an extended journey through time.

### **Peking — 1940**

TS PEKING 1940. OUT. At the beginning of the Second World War, Japan occupied China and set up a puppet government. When you arrive, you'll find that the road to Peking is heavily patrolled by Japanese troops. You discover that members of the local resistance plan an attack on one of these patrols at noon. WAIT UNTIL 11:50. Go NORTH to Tiantan Park. WAIT and when you witness this minor skirmish, you will see a student throw a Molotov cocktail. TAKE THE MOLOTOV COCKTAIL. Return to the Interkron by going SOUTH, IN.

### **Rome — 800**

TS ROME 800. OUT. Leave the Cloaca by going UP. Go NORTH-WEST to the Vatican and IN St. Peter's. Go NORTH into the chapel. You will find a priest praying there.

OPEN THE COCKTAIL. It's composed mainly of ether. What, besides its flammability, is ether good for? TAKE THE HANKIE. POUR THE ETHER ONTO THE HANKIE. DRUG THE PRIEST WITH THE HANKIE.

The crown is now unguarded. TAKE THE CROWN and return to the Interkron by going SOUTH, OUT, SOUTHEAST, DOWN and IN.

### **Cairo — 1361 B.C.**

TS CAIRO 1361. OUT. This is the first stop in the crown's journey back to Charlemagne. Leave the tomb by going OUT and walk WEST to the Royal Compound. Walk NORTH along the river. There you will find King Tut and his sister playing along the shore. Go EAST into the river. You will find a certain Jewish infant floating there. GIVE MOSES TO SISTER. She will take him into the palace, leaving Tut without a playmate (he should probably get used to being alone). WAIT.

Naturally, Tut focuses on you. He decides that you should play a game that involves bringing him a gift worthy of a king. GIVE THE CROWN TO

TUT. When you do so, he hides it in the pyramid and gives you a map that shows where he hid the crown, and how to get past the pyramid's booby traps. The map also contains a drawing of Tut's ank, which he left inside the pyramid. Return to the Interkron by going EAST, IN the tomb and IN.

### **Cairo — 1215**

TS CAIRO 1215. OUT. This is the year when you can retrieve the ank Tut left in the pyramid. Leave the tomb by going OUT and return to the Royal Compound by going WEST. Go SOUTH into the pyramid. You'll notice that things are a little dark. Lack of electricity will do that. LIGHT THE LIGHTER you got from Churchill. Go DOWN into the pit. PUSH THE PANEL and go IN the hidden passage. You'll find that this section is guarded by a rather malicious set of whirling blades. To deactivate them, PUSH the tiles in the order that they are connected on Tut's map. When the blades stop, go WEST to the edge of the chasm. You'll see a bridge. CROSS THE BRIDGE. You'll see the ank here. TAKE THE ANKH.

At this point, you'll be able to see Charlemagne's crown in the next room, but you're just a little too big to fit through the crevice to retrieve it. The next step is to enlist someone's help, as detailed in the next Timeplace puzzle. As you leave the pyramid, the bridge will collapse into the chasm. But there's plenty of time to deal with that later.

*Note Of Interest:* The map providing the specific sequence of tiles which must be pressed in order to get past the whirling blades is randomly set during each playthrough. Don't make the mistake of assuming the map of a previous game to be identical to the map of the current session.

Return to the Interkron by going EAST, EAST, EAST, UP, NORTH, EAST, IN the tomb and IN.

---

### **Timeplace Puzzle: Napoleon's Invasion Plans**

At this point, the Charlemagne puzzle becomes inextricably entwined with Napoleon's quest to conquer England. In this section you will recover the crown and return it to Charlemagne.

### **Rome — 1798**

TS ROME 1798. OUT. In this year, Vettenmyer has persuaded Napoleon to attack England directly, instead of taking Egypt in order to cut off Britain's trade routes to India. Should Napoleon attack England directly, the island nation would surely become another province of France. You have to convince Napoleon to attack Egypt as previously planned. What better incentive than the possibility of recovering the fabled crown of Charlemagne!

Leave the Cloaca by going UP. You'll see a rock nearby. TAKE THE ROCK. GO SOUTHEAST. THROW THE ROCK THROUGH THE WINDOW. The guards will take you in to see Napoleon. Once inside the Palazzo, WAIT until Napoleon is finished talking with his aide. SHOW NAPOLEON THE MAP. He will understand that the map indicates the location of Charlemagne's crown, but he will ask if you can back up your claim. Say YES. He will then ask for proof of the accuracy of your claim. SHOW NAPOLEON THE ANKH. This will convince him that you speak the truth. Napoleon will give you a pass that will admit you to his headquarters in Cairo in the fall. Return to the Interkron by going NORTH-WEST, DOWN and IN.

### **Dover — 1798**

TS DOVER 1798. OUT. Admiral Lord Nelson knows Napoleon intends to attack either England or Egypt, but until he discovers which, he doesn't dare leave England's coast undefended. The pass Napoleon gave you shows that Napoleon definitely plans to invade Egypt. You must show this pass to Nelson.

Go SOUTHEAST and NORTH into the tavern, where you'll find Nelson. SHOW THE PASS TO NELSON. The Admiral will immediately race out of the tavern and set sail for the Mediterranean. He will leave behind a boarding hook that you will find particularly useful. TAKE THE HOOK. Return to the Interkron by going OUT, NORTHWEST and IN.

### **Cairo — 1798**

TS CAIRO 1798. OUT. Napoleon is now camped outside the Great



Pyramid, but he has been unable to retrieve the crown from inside. Go to the Royal Compound (OUT, WEST) and SHOW THE PASS TO THE SOLDIERS. They will bring out Napoleon, who will accompany you SOUTH to the pyramid. Go DOWN into the pit, go WEST into the hidden passage. PRESS the tiles in the order indicated on Tut's map. Go WEST to the edge of the chasm.

Where there was once a convenient bridge there is now an intimidating chasm. You'll need a way to cross the gap. REMOVE THE PIN FROM THE TURBAN. It will become unravelled. TIE THE TURBAN TO THE BOARDING HOOK. THROW THE HOOK OVER THE STRUT that used to hold up the bridge. In the great tradition of any Harrison Ford movie, SWING ACROSS THE CHASM. Napoleon will follow you across, and will squeeze his notoriously small body through the crack, retrieve the crown, and both of you swing back.

Leave the pyramid by going EAST, EAST, UP and NORTH. When you emerge from the pyramid, Napoleon will make a speech about how he will have the crown engraved for all to see. Then he will disappear with it — leaving you crown-less! Return to the Interkron by going EAST, IN the tomb and IN.

### **Rome — 1940**

TS ROME 1940. OUT. This is your opportunity to rescue the crown from its 3,000-year journey. Go UP, SOUTHEAST and NORTH to the Napoleon Museum on the first floor of the Palazzo. You'll find the crown sitting in the display case. TAKE THE CROWN. True to his words, Napoleon had the crown inscribed, in Latin no less. READ THE CROWN. It says: "This is the crown of Charlemagne, who was anointed the first Holy Roman Emperor in the year of our Lord 800." Return to the Interkron by going OUT, NORTHWEST, DOWN and IN.

### **Rome — 800**

TS ROME 800. OUT. It's time to bring the Charlemagne puzzle to an end. Return to the chapel by going UP, NORTHWEST, WEST and NORTH. PUT THE CROWN ON THE ALTAR. WAIT until the priest wakes up.

When he does, he thinks that God smote him down and performed a miracle. When he sees the engraving that has miraculously appeared on the crown, he grabs the crown and rushes out, convinced that God has indeed shown his favor for Charlemagne's rule.

Go OUT into St. Peter's and watch the coronation. Return to the Interkron by going OUT, SOUTHEAST, DOWN, IN.

### Zeke's Messages

Throughout the course of the game you will read various messages left behind by Zeke Vettenmyer, a total of 19. Each message contains a number. Arrange the messages numerically, according to the numbers they contain. The first letters of each sentence combine to spell out the following message: "Zeke in tower. Say east". Most of the messages are relatively easy to locate, but two require you to solve mini-puzzles. These are described below:

TS DOVER 44. OUT. Go SOUTHEAST and SOUTH to the cliffs. You will see a piece of chalk. PICK UP CHALK. Return to the Interkron by going NORTH, NORTHWEST and IN.

TS CAIRO 800. OUT. Go NORTH. You will encounter a deaf man with a slate in his hands. GIVE THE CHALK TO THE DEAF MAN. He will write a message for you on the slate. READ THE SLATE. It will be a message from Vettenmyer. Return to the Interkron by going SOUTH and IN.

For this next message, remember that you retrieved a conch shell from the Rocky Shore near Dover in 1361. That shell will come in handy.

TS PEKING 44. OUT. Go NORTH, EAST, and NORTH. You will be at one of the guard outposts of the Great Wall of China. Barbarian forces have already taken out the sentries and are preparing to invade. You must alert the Emperor's army. BLOW ON THE CONCH SHELL. This will summon the Imperial forces and repel the invasion attempt. In gratitude, the Emperor will give you a seal. Return to the Interkron by going SOUTH, WEST,

SOUTH and IN.

TS PEKING 1798. OUT. Go to the Forbidden City by traveling NORTH, NORTH and NORTH. A eunuch will deny you further passage north. SHOW THE SEAL TO THE EUNUCH. You will be escorted in to meet the Emperor, who recognizes the seal as a sign that his ancestors were in debt to yours. To repay the debt, the Emperor gives you a box. OPEN THE BOX. You will find a smaller box inside. OPEN THE BOX again. Repeat this command until you arrive at the true treasure: a small jade bar. It has an inscription on it. READ JADE BAR. It is another message from Vettenmyer. Return to the Interkron by going SOUTH, SOUTH, SOUTH and IN.

Here are the locations of all 19 messages from Zeke.

Message number 1 is spelled out in the vines in the courtyard of the Hanging Gardens of Babylon in Baghdad 1361 B.C. To read the message, climb to the top of the gardens and look over the parapet.

Message number 2 is written on the wall of the cave in Baghdad 44.

Message number 3 is woven into the carpet in Baghdad's bazaar in 1798.

Message number 4 can be learned by listening to the chanting priest in the Buddhist temple in Peking 1588.

Message number 5 is announced by Pope Innocent III on the steps of St. Peter's in Rome 1215.

Message number 6 is scrawled in blood on the wall of the tomb in Cairo 1519.

Message number 7 is inside the fortune cookie that lands at your feet in the marketplace in Peking 1519.

Message number 8 is painted on the wall of the tavern in Dover 800.

Message number 9 is at the bottom of the leaflet that the soothsayer hands you in Rome 1588.

Message number 10 is inscribed on King Arthur's sword in Dover 452.

Message number 11 is stamped on the jug in the ruins of Babylon in Baghdad 452.



Message number 12 is scrawled on the base of the pyramid in Cairo 1588.

Message number 13 is carved onto a block in the Royal Compound in Cairo 452.

Message number 14 is in the closet at the end of the maze in Mexico 452.

Message number 15 is carved on the jade bar that's inside the box you get in the Forbidden City in 1798.

Message number 16 is in the alley in Baghdad 1588.

Message number 17 can be seen on the altar after you free the Aztec sacrificial victim in Mexico 1215.

Message number 18 can be learned by giving the deaf man something to write with in Cairo 800.

Message number 19 is written on the wall of the Palazzo Venezia in Rome 1940.

---

### The Old Man

In Rome 1361 B.C., you will find an old man sitting on a log in the Academy. This philosopher runs a school dedicated to the search for the truth. He and his descendants will only maintain the Academy, however, as long as there are pupils interested in learning.

To keep the Academy alive you must — starting in 1361 B.C. and in each subsequent year — go to the Academy and sit down with the philosopher. This will convince him that there are still students interested in learning.

When you visit him in 1940, the philosopher will be wearing a key around his neck given to him for safekeeping by one of his students.

To ask the philosopher a question: leave the Cloaca by going UP (except in 1361 B.C. , when this is not necessary), go SOUTH, SIT, STAND, go NORTH and DOWN (not necessary in 1361).

To obtain the key: leave the Cloaca by going UP, go SOUTH, SIT, ASK THE OLD MAN FOR THE KEY, STAND, go NORTH and DOWN.

## **The Tower Endgame**

Once you've solved all the major puzzles, deciphered Vettenmyer's messages, and acquired the key from the old man, you're ready for the endgame. TS BAGHDAD 1361. OUT.

Go to the square in Babylon. Leave the cave by going OUT and GO SOUTH to the square. SAY EAST (as per Vettenmyer's instructions). This password will get you into a gallery on the ground floor of the Tower of Babel. If you go through the door, you will GO UP the stairs, stumble on the top step, and then enter Vettenmyer's lair.

Once inside, you realize you are in a place that exists outside of time. No matter what time it was when you left the gallery, it will be 8:00 when you enter the room. When you enter, you see another version of yourself stepping onto a time travel platform while pointing urgently to a similar platform that stands nearby. STEP ON THE RIGHT PLATFORM.

You have been transported back in time 57 minutes. Now that you have time to look around the room, you discover that the two platforms are prototype time machines built by Vettenmyer. One goes forward in time 62 minutes, the other backward 57 minutes. Also in the room is a curious Doomsday Device (you didn't think we'd leave one of those out of the game, did you?).

WAIT UNTIL 7:59. You hear someone stumble outside the door. Sound familiar? Recalling that you stumbled just prior to entering the lair, you realize that another version of you is about to enter the room. STEP ON THE LEFT PLATFORM before that version of you enters the room. This re-creates the situation that existed when you first entered the room.

When you re-materialize, you see yet another version of yourself strapped in a chair, while Vettenmyer is sprawled out on the floor. The other version of you steps on a remote control device and the case covering the Doomsday Device pops open. DISABLE THE DEVICE WITH THE KEY you got from the old man. When you do, Vettenmyer leaps to his feet, grabs a laser, and aims it at you. STEP ON THE RIGHT PLATFORM and the figure in the chair will shout out a number. You will dematerialize

before Vettenmyer can shoot you.

When you rematerialize, it seems as if you've gone from the frying pan into the fire. Vettenmyer is waiting for you, and he seizes you and straps you in a chair. He taunts you by explaining that he has built a Doomsday Device that can only be disabled with a key that is issued to full-fledged members of the Temporal Corps. WAIT. Some time passes, until Vettenmyer asks you to pick a number between 1 and 100. SAY the number learned from the other version of you.

WAIT. A little more time passes until Vettenmyer turns his back on you, preparing to shoot the other version of you that is about to materialize on the left platform. When he does so, KICK VETTENMYER. This sends him sprawling. As the figure materializes on the platform, STEP ON THE REMOTE CONTROL Vettenmyer has dropped. The case springs open, the figure disables the Doomsday Device, and leaps back onto the platform. As he disappears, SAY the number you've learned from the other version of yourself. Vettenmyer will leap to his feet and fire at the figure, but will be too late.

Enraged that you have outsmarted him, Vettenmyer realizes that the only place you could have obtained the key was from the Academy, which is where the secret of time travel was first discovered. He decides to return there with you to prevent the founding of the Temporal Corps.

### **The Academy Endgame**

When you arrive in the Academy endgame, you are tied up and there is nothing you can do to alter the course of events. Vettenmyer and the old man will struggle for the laser and Vettenmyer will be shot. As he dies, he will bring up the gun for one last attempt to kill you, but the old man will fling himself in harm's way, and he will be shot instead.

As the old man dies, he urges you to take his cloak and to continue the tradition of the Academy. WAIT until he dies, then TAKE THE CLOAK. As you do, you discover the secret of time travel and realize that Drexler chose you for this mission because it was *you* who invented time travel and eventually founded the Temporal Corps.



# 75 Fun Things To Try

Some of these activities will get you killed. Be sure to save the game first.

## Babylon/Baghdad

1. Jump off the top of the Hanging Gardens of Babylon.
2. Kiss the Sultan and the Vizier while wearing a veil.
3. Look at the door in the harem.
4. Listen to the grape vines in the courtyard outside the Hanging Gardens.
5. Hit the other version of you that's strapped in the chair in the endgame.

## Cairo

6. Eat the rhino horn, with and without someone else present.
7. In Cleopatra's boudoir, ask her about something irrelevant such as Napoleon or Stonehenge.
8. Ask the soldiers about the pyramid.
9. Jump over the chasm inside the pyramid.
10. Blow the conch shell while standing next to the deaf man.

## Dover

11. Kiss Shakespeare.
12. Kiss Drake.
13. Hit Elizabeth.
14. Kiss Nelson.
15. Make an amorous advance to the horse in 1215.
16. Look at the innkeeper's tankard in every year beginning in 1361 B.C.
17. Ask the friar about himself and yourself.
18. Ask the innkeeper about Henry VIII, Shakespeare and Nelson.
19. Ask Shakespeare about Anne Hathaway.
20. Ask the strumpet about Vettenmyer.
21. Enter the strumpet's bedroom after Drake has gone inside.
22. Tell the innkeeper about the floorboard.



23. Put the mask in the fire in the tavern.
24. Kiss Churchill and King Arthur.
25. Examine the bush on the path down the cliff.

## **Mexico**

26. Return to Mexico 1361 after the Olmec has thrown the spear at you.
27. Kiss Montezuma.
28. Ask the Aztec messenger in 1519 about himself.
29. Ask the sacrificial victim about the priest.
30. Kiss the Aztec sacrificial priest. Attack him.

## **Peking**

31. Ask the Emperor Quinlong about himself, then trifle with him.
32. Ask the official outside the burial cave about the dead emperor and the cave.
33. Ask the mourners about the statue and the poison.
34. Follow the dead mourners.
35. Lead the courtesans into the Buddhist temple.
36. Give the courtesans to the Buddhist priest.
37. Give the basin to the mourners after they've all died.

## **Rome**

38. Look at the sludge in the Cloaca Maxima.
39. Take the sludge. Drink it.
40. Attack Calpurnia.
41. Kiss Caesar.
42. Kill Caesar.
43. Ask Calpurnia and Cleopatra about each other.
44. Ask Cleopatra about Caesar.
45. Ask Caesar about Cleopatra and Calpurnia.
46. Ask Caesar for himself.
47. Kiss Cleopatra both before and after asking Caesar for her.
48. Kiss the charioteer in the gladiatorium.
49. Pour oil on yourself. Pour the oil on somebody else. Pour the oil on the ground.

50. Take the sword from the Praetorian guard before the lion breaks away.
51. Buy the bread from the focaccia man.
52. Smell Attila.
53. Kiss Napoleon.
54. Throw the rock through the window in 1940.
55. Go up to Mussolini's room more than 4 times.
56. Attack Mussolini.
57. Get on Mussolini's desk.

## **Future**

58. Kiss and attack Drexler.

## **General**

59. Go to each of the eras of the major puzzles and simply wait until it's too late to solve them. Then get back into the Interkron and learn how the world would change if you didn't solve the puzzle.
60. Attempt to have an amorous encounter with yourself or with inanimate objects.
61. Cheer in each of the cities (especially in Mexico) as well as the future.
62. Mount a person.
63. Climb the walls.
64. Knock up a character.
65. Make love to yourself.
66. Put something under something else.
67. Shake.
68. Suck an object and then answer the question yes.
69. Turn on one of the males in the game.
70. Scream.
71. Talk to yourself.
72. Give yourself a command.
73. Greet an inanimate object.
74. Kill me.
75. Turn on me.

# Author's Development Grid

After many hours of entanglement with Charlemagne's crown, Attila the Hun and Ghengis Khan, you are probably wondering how Bob Bates ever planned this game. Well, we wondered the same thing, but after ransacking Bob's office (he never noticed) we found Bob's personal game development grid which we have reproduced here in its original form!

	DOVER	ROME	PEKING	CAIRO	BABY/BAG	MEXICO
1361	STONEHENGE GET CONCH SHELL	OLD MAN FIRST TIME	EMERALD	MOSES/TUT	MSG - VINES ZEFE IN TOWER	OLMEC
44	GET CHALK	CAESAR	GREAT WALL	CLEOPATRA	MSG - CAVE	ESTABLISH CUSHION-OB
452	MSG-EXCALIBUR	ATTILA	GIVE JEWEL TO FOUND TEMPLE	MSG-RUINS	MSG - JUG	MAZE IN CONSTRUCTION MSG-GRAFFITI
800	MSG - WALL	CHARLEMAGNE	PORTRAIT GET MASK	MSG-DEAF MAN	HARUN AL RASHID	GET COSTUME

	DOVER	ROME	PEKING	CAIRO	BABY/BAGI	MEXICO
1215	MAGNA CARTA	MSG- INNOCENT	GENGHIS KHAN	GET AMULET	CHINESE MERCHANT	HUMAN SACRIFIC MSG-ALTAR
1519	HIDE PLAQUE	LEO/MIKE SOUVENIR	MSG- FORTUNE COOKIE	MSG- TOMB WALL	RESCUE GIRL	CORTEZ/ MONTEZUMA MURAL
1588	DRAKE/ELIZ	MSG- LEAFLET	MSG- PRIEST CHANTING	MSG- BASE OF PYRAMID	SURVIVE VIZIER MSG-ALLEY	CLOSED
1798	PELSON	NAPOLEON	MSG- FORBIDDEN CITY	NAPOLEON/CROWN	MSG- CARPET	CLOSED
1940	CHURCHILL	MSG- WALL HITLER/ MUSSOLINI	MOLOTOV COCKTAIL	CLOSED	CLOSED	CLOSED





# How All Points Are Scored

The points for picking up objects are listed alphabetically according to the name of the object. All other points are listed in the order in which the relevant activities are covered in the walkthrough.

## Scores for Picking up Objects

---

5	Ankh
5	Boarding Hook
5	Book (belonging to Pope Leo)
5	Chalk
75	Cloak
5	Conch Shell
5	Costume
5	Crown
5	Emerald
5	Figbowl
5	Flint Knife
5	Floorboard in 1519
5	Jar
5	Key Card
5	Lighter
5	Mask
5	Molotov Cocktail
5	Peg
5	Rock
5	Stopper (remove from bottle)
5	Sword

## Scores for Activities

---

5	Asking Caesar for laurel wreath
5	Taking focaccia
5	Kissing Cleopatra
10	Selling vial to Chinese merchant
5	Whispering to mule the first time
5	Buying urn
10	Saving daughter in Baghdad in 1519
5	Entering bazaar after receiving badge
5	Taking cigar

20	Pouring water in statue's mouth
20	Leaving cave carried by gushing water
5	Giving emerald to priest
5	Giving book to Leo
5	Giving indulgence to vendor
10	Showing plaque to Elizabeth
5	Giving parchment to Shakespeare
5	Sitting on stone at sunrise
10	Freeing victim in Mexico
10	Putting helmet on cushion
5	Showing pouch to outlaws
5	Giving Moses to Tut's sister
5	Giving crown to Tut
5	Throwing rock the first time
5	Showing map to Napoleon
20	Swinging over the chasm
25	Napoleon gets crown from pyramid
5	Blowing conch shell
20	Asking for Vettenmyer's key
30	Arriving at the Academy endgame
50	Putting key in hole
25	Getting strapped in chair
15	Saying the right number

### **Scores for Entering Rooms (first time only)**

---

10	Interkron
20	Imperial Box
10	Burial Cave
10	Sanctuary
10	Sultan's Palace
10	Hidden Passageway in Pyramid
10	Ledge in Pyramid
10	Forbidden City
20	Tower of Babel
30	Tower Room

### **Scores for Reading Vettenmyer's Messages**

---

1 each	Messages 1 through 18
2	Message 19

## Scores for Completing Major Missions

---

30	Killing lion
30	Opening the Peking Gate
30	Fooling Hitler
30	Burning mask for Attila
30	Arranging the meeting between Drake and Queen Elizabeth
30	Convincing Montezuma to accept defeat
30	Forcing King John to sign the Magna Carta
30	Showing slipper to Sultan
30	Convincing Napoleon to invade Egypt
30	Crowning Charlemagne

---

1,000









14200 Park Meadow Drive  
Chantilly, Virginia 22021  
703-222-8500  
FAX: 703-968-5151

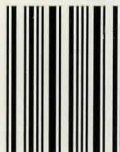
\$9.95 U.S.A.

\$12.50 Canada

ISBN 1-880520-03-6



90000



7 36846 00023 1