



Commodore 64/128

TIME TUNNEL



The Time Zones

Gnome Mansion (today): to get you started with the feel of the game the instructions following will allow you to set up your time-machine and get into the adventure.

Proceed by entering the door on the right, picking up the log, walking back to the living room scene, dropping the log in the fireplace, and shooting it with the Gnome's lightning. This causes the missing part to the time machine to appear on the table. Pick it up, climb the ladder in the time machine room, and drop it on top of the machine. Be careful not to accidentally pick up the ladder. The time machine can now be entered and activated by a push of the button while inside. You will be transported to the most recent year set in the time machine control room, the right door off the swimming

pool scene. In general, the time machine is the primary means of travelling between years, and the only way for controlled movement. Several scenes in various years contain time holes which appear and disappear. Entering one of these transports you to another year of the time hole's choice, although the year associated with each hole never changes. In general, a time hole takes you to some other year which will contain some equipment useful for solving the year you came from.

The purpose of the game is to roam the many years and collect parts to a map (you can see a sample one by entering year 9999) and combine them to find out how to become the Gnome King. There is one missing map part located in each year. They all look similar and should be easy to identify.

A storage closet can be entered at any time by holding down the joystick button for about 3 seconds, and can be exited the same way. Exiting always returns you back to where you came from. The storage closet can be used to hold up to four items for retrieval at any other time. The closet can be entered while you are carrying a fifth item, but will not let you leave until you take one of the five back with you. You can never leave map parts there. They must be carried by you back to the mansion.

When the game starts, the closet contains one item, an unlit torch. Light is required at several points in the game, so it is a good idea to enter the closet immediately after lighting the fireplace log. Take the torch, touch it to the fire thereby lighting it, and return it to the closet for quick access when needed.

The Adventure:

The game presents several puzzles of a complexity which, cumulatively, will require many hours of computer time to complete. Pages of the gnome book and obstacles blocking their acquisition are scattered over 8 separate periods of time correlating to events in global history. The time traveller can visit prehistoric times, journey through the Roman era, the colonial periods of America, and even embark on the control deck of a futuristic intergalactic spaceship. Activity in any year requires several tools to be employed correctly before puzzle solutions begin to unfold. Most tools for one year are located somewhere within that same year, but not always. The player may frequently abandon some activity for lack of proper equipment to complete his goal. Later wanderings in some other era frequently uncover items which are useful elsewhere. This scattering of objects is laid out in a manner to add complexity and enjoyability to the game, but not the extent of undue frustration. The player can always find a clue as the other year(s) contain one or more items required to overcome current predicaments.

The Controls:

As you travel through the years, you will encounter various objects which you can frequently pick up and use to aid you in solving puzzles and overcoming problems encountered.

You can also fire lightning bolts at will. All action is accomplished through the joystick and fire button. Pressing the fire button will result in one of the following actions:

If you are near a figure that you can operate for some benefit, that figure will be operated. This is used for opening doors, moving levers, or activating the time machine.

If you are carrying an object you will drop it.

If you are touching an object that can be picked up, you will pick it up.

Otherwise you will fire a single lightning bolt.

All operations are evaluated in the above order, and only the first legitimate action will be performed. You can fire lightning bolts only when facing left or right, never when facing up or down. While you can only carry one object at a time, there is a storage closet accessible in which you can store up to four items, none of which can be a map piece. The closet is entered from any scene whenever your fire button is pressed and remains pressed for 4 seconds. You can leave the closet by holding the button down for 3 seconds and will always return to the spot you were at prior to entering the closet. You will not be able to leave the closet if there are more than four items there or if there is a map piece. You must pick up one of the excess items before you will be allowed to leave.

Once you drop an object, you cannot pick it up again until you first move the gnome so that he is not touching the object, and then position him back over it. If you see an object you want to take to the closet, you must move over it and hold down the button for three seconds without releasing it. Pressing the button initially will pick the object up, and keeping it down for four seconds will transport you to the closet. If you first pick it up (press the button once and release) and then try to go to the closet, the second pressing of the button will first drop the object at the start of the four second period.

Then, when you finally transport to the closet, you will not have the object you wanted to take with you. The same procedure should be used when retrieving objects from the closet.

The game can be paused and unpaused by pressing (F7). The game can be restarted by pressing **RESTORE**.

Special Note:

You can have, at most, 8 objects in a scene at one time. This includes one for the Gnome himself. If more than 8 are placed in a scene, only 8 of them will appear on the screen. The excess figures are not lost, but will not be plotted until some figure that is plotted is removed from the scene. There is never a case where that many objects are needed. If you ever encounter the case where an object placed in a scene is no longer there, this is the reason. Simply remove one of the excess objects and re-enter the original scene. The previously missing object will then be present. In some scenes, some of the scenery is comprised of objects (sprites) and, in that case, only 7 or 6 other objects may be carried in by you.



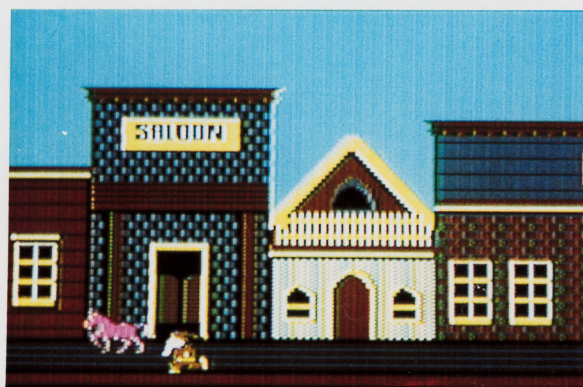
Stone Age (9600 BC)

This consists of five scenes reached by walking left and right. Scene 1 is at the far left, scene 5 at the right. You enter into scene 4 which contains the scorpion cage. Within a scene you can climb up and down the rock ladders, enter caves, or walk left and right to go to another scene. Climbing any ladder up and off the picture at the top will return to the mansion. All caves entered will be dark unless the lit torch is present. **Clue:** Lever yourself to be a little bolder.



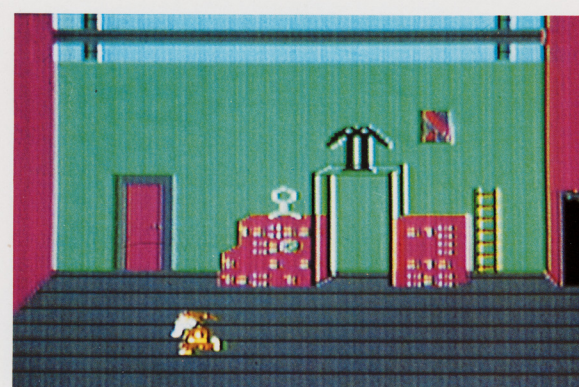
Colonial Salem M.A. (1692)

You enter the leftmost of three street scenes. **Clue:** Bats can be shot – these brooms are made for flying – hubble, bubble, toil and trouble.



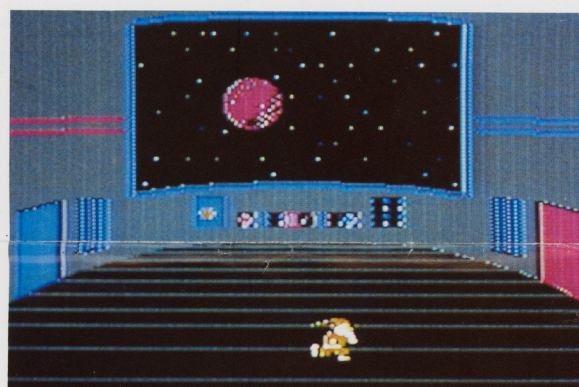
California Gold Rush (1849)

You enter the left of three street scenes. There are also three caves to discover. **Clue:** The horse will move – the compressor will work – up, up and away.



The Gnome Mansion (today)

The mysterious location of your fantastic time machine. Assemble the final parts of your craft and begin your epic voyage to past and future.



Intergalactic Spaceship (3456)

Scene 1 contains a control board with several blinking objects. You can (and should) pick up the leftmost of these, an object in the shape of a plus sign. You can walk towards yourself from the control room to enter a viewing deck. Walking forward from the deck returns you to the control room. **Clue:** The triangle key can take you to some strange places – pull the levers and get your jackpot.



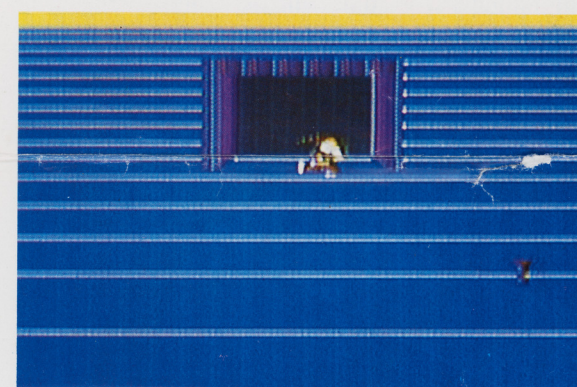
Magical Persia (893 BC)

Scenes in this year are entered by walking forward and backwards in the scenery. You enter the year in scene one, the bottom of four outside scenes. Walking down from scene one takes you back to the mansions so start your trip forward. The scenes are organised in perspective, so that walking forwards brings the scenery you already see closer. **Clue:** You can attract women with free drinks – keys open safes! – boulders can be blown up – shooting lanterns can have a strange effect.



Mythological Greece (86BC)

There are five scenes. In the first, there are two doorways. The prominent one near the middle will take you into the temple walkway. The other, in the far upper left hand corner of the screen, will take you back to the Gnome Mansion. In the second scene you can see a loose brick. You can walk back out by going to the left, or continue into the temple by walking under the pillars. In that scene you will see another loose brick. You can walk into the main temple room by going to the left and, from there, once more to the left will take you to a scene guarded by Medusa. Medusa fires a deadly projectile at you, so you should leave fast. **Clue:** Loose bricks can be moved with an object – You need to shield yourself from Medusa's wrath.



The Black Hole (9999)

This is what it says, nothing but a black hole. You can go back to the mansion by walking all the way down. This scene is to be used to assemble all the map parts once they are acquired from the other years and is the method for proceeding to the end game. **Clue:** This will give you something to reflect upon.

Loading Instructions

DISC Type **LOAD** "****", 8,1 and press **RETURN**

CASSETTE Press **SHIFT** and **RUN/STOP** keys together and press **PLAY** on the cassette recorder.

Useful Information:

If at last you don't succeed then send off 50p cheque or postal order for a hint sheet to:

U.S. Gold Ltd.,
Unit 10,
The Parkway Industrial Centre,
Heneage Street,
Birmingham.
B7 4LY.