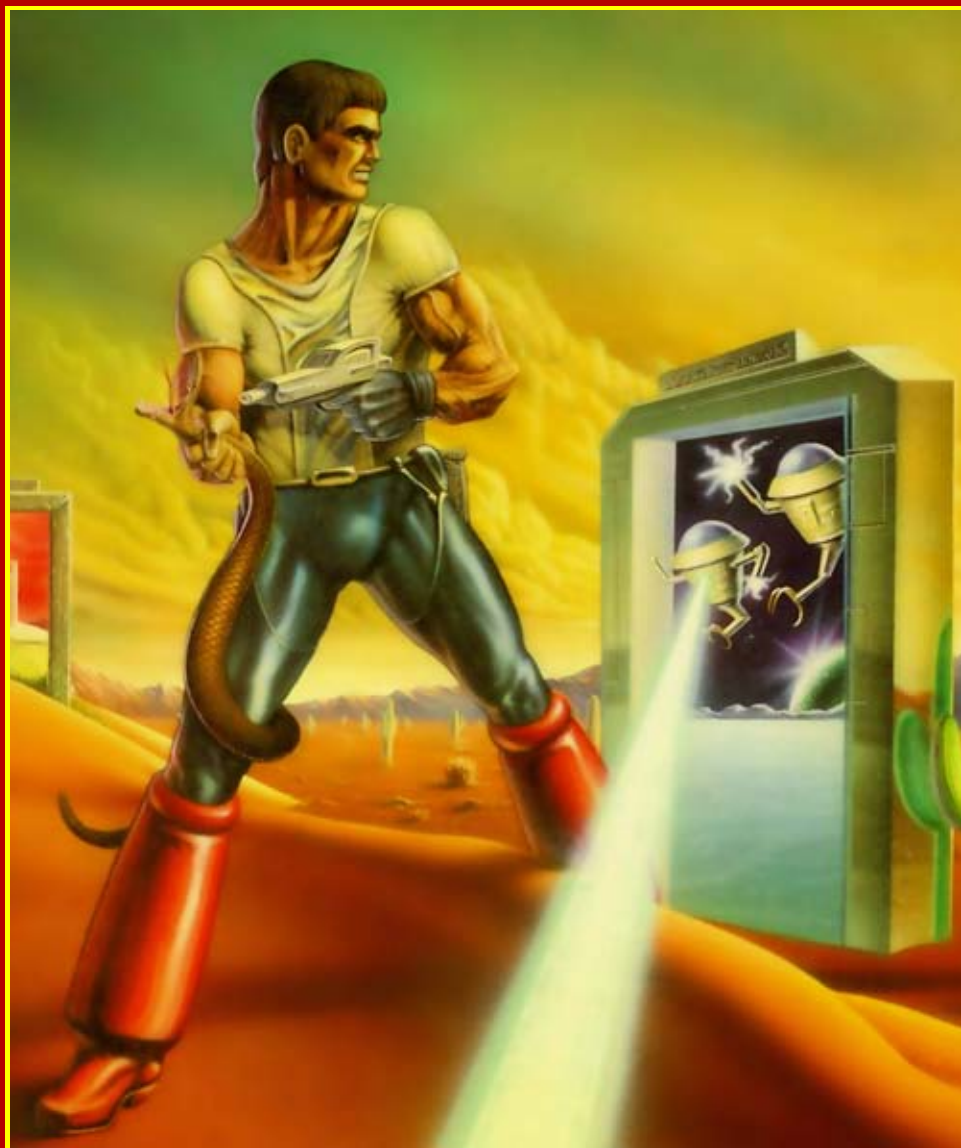


The Timelord's Handbook

By Harry Lafnear



A Clue Book & Companion Manual For

Time Bandit: The Arcade Adventure

By Bill Dunlevy & Harry Lafnear

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The Timelord's Handbook is a companion manual to *Time Bandit*, an original software program created for the Atari ST by Bill Dunlevy & Harry Lafnear. Amiga conversion by Timothy Purves. IBM/Tandy conversion by Timothy Purves & Harry Lafnear. Cover art by Dean Armstrong.

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Introduction

In 1985, Bill Dunlevy and I co-authored a home-computer video game called *Time Bandit* for the Atari ST. That wasn't the game's first incarnation, nor its last, but it was the one that made the biggest impact on the players *and* on the authors. An impact that evidently lasts to this day.

After 25 years, the game lives on: *Time Bandit* appears on nostalgia websites, game forums, YouTube videos, and more. Occasionally, there's even interest in porting the game to a cell phone or some modern game console. I am a bit stunned, and entirely gratified, that so many people all over the world keep a little corner of their lives open to our old video game.

If you're new to *Time Bandit*, you might wonder why anyone still cares about it. After all, the game is terribly primitive by today's more cinematic standards. Still, it really was something special in its day: the game-play was quick and smooth; it had detailed, colorful graphics; there were hundreds of unique levels; and it had a wide variety of puzzles to solve. In short, it was *fun*.

For some people, it still is fun. A surprisingly large number of people now use emulator software to run the old Atari ST or Amiga versions of the game on their modern PCs. With the software and instructions so readily available on the Internet, *Time Bandit* is enjoying quite a renewed popularity.

However, with the game's recent resurgence, it's not all love. There are some frustrations. After all, some levels and puzzles in *Time Bandit* are very hard. Maybe a bit *too* hard—though we actually knew of that when we first released the game. Indeed, the original version of this *Handbook* was created back then to give players some immediate help. It's just that the publisher was never to release it.

Well, since fans have given the old game a bit of modern life, I've decided to follow their example and release this book now, myself. Though it's been retooled for modern printing and electronic delivery, I've tried to preserve the "retro" quality of the original galleys of the book, right down to the strange clip art and awful poetry.

Have at and have fun. Or as we used to say: The conquest of time and space awaits you.

Using this Handbook

"When the story is your own, don't be anxious for its ending."

—Timelord Histories.

Welcome! This manual represents my response to the flood of questions and comments I've received regarding *Time Bandit*. I truly hope that it repays some part of the support and enthusiasm you've all shown. Thank you, and pleasant journeys.

This book houses clues, tips, and stories that document the realm of the Timelords both in fact and fiction. The *Handbook* is divided into the following parts:

- **Part 1: Third-Edition Manual**

The *Time Bandit* game manual has been expanded, updated, and illustrated for easier use.

- **Part 2: The Clue Book**

Discover the legend behind each land, as well as playing tips, maps, and clues to help you over the rough spots.

- **Part 3: Fiction**

Learn the history of the Timelords, and the basic principles of their amazing technology.

- **Part 4: Perspectives**

How was *Time Bandit* created? Who are the people behind the scenes? Has anyone reached "*The End*?"

- **Part 5: The Answers**

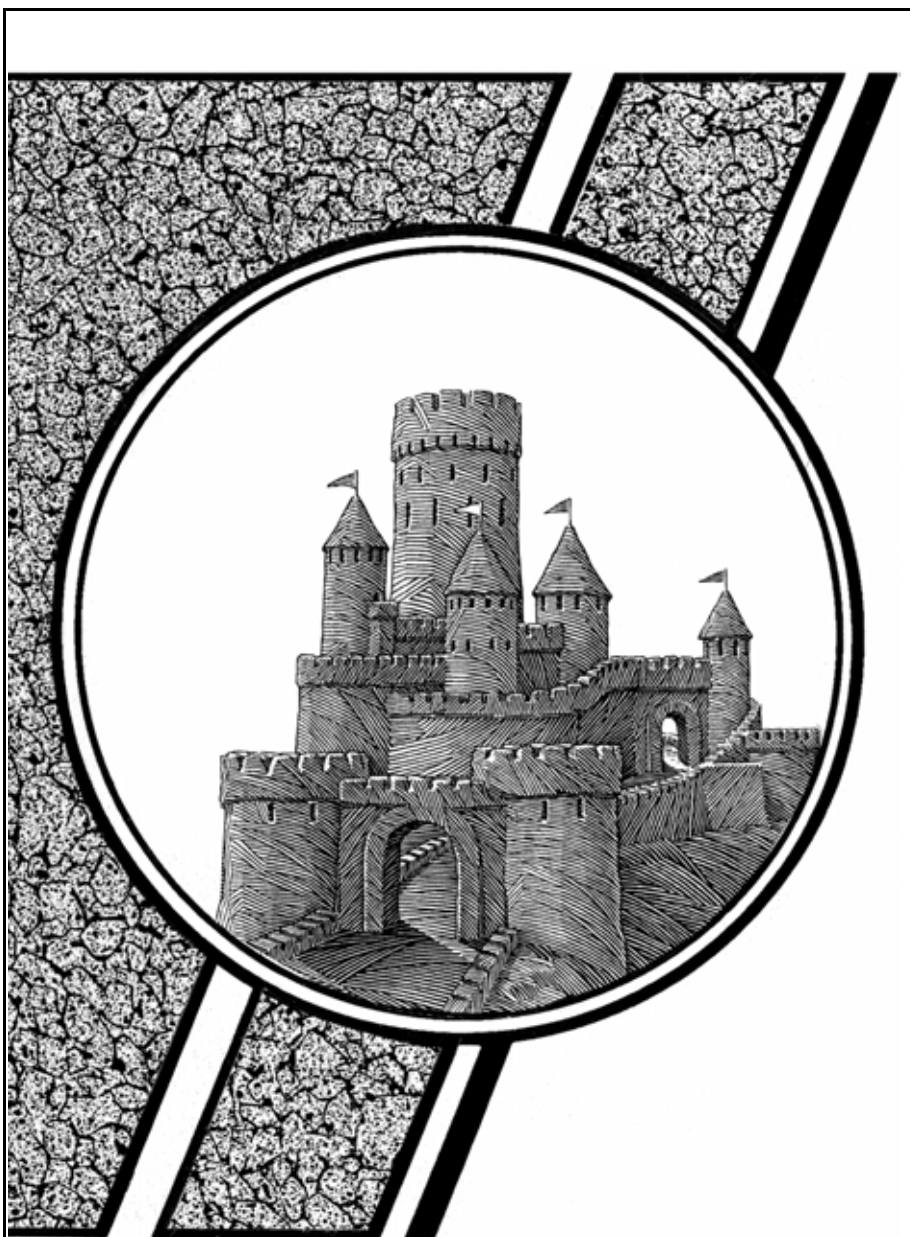
The bordered pages. When you're totally stumped and the clues in Part 2 are of no help, you'll find all the answers here.

The bordered pages at the end of this book contain information about the *Time Bandit* adventures. Reading this material may spoil the fun of solving the puzzles on your own. For less revealing clues, see the Clue Book on pages [35–103](#).

PART 1:
THIRD-EDITION MANUAL

Getting Started

T H I R D - E D I T I O N M A N U A L



(The original Atari ST manual cover)

Treasures, Adventures, and Treachery Too

"Time was running out. It does, you know, even for time travellers.

"I ran through the crumbling halls of a forgotten castle, the musty grip of medieval air tight in my throat. I had been running for what seemed to be an eternity. Running from hideous beasts from the darkest of legends.

"I already had one of the great Keys in hand, its reassuring edge stinging the flesh of my grip. And though my final goal was close, so were the razor claws of the shambling nightmares in my pursuit. Worse, I could not pause for an instant in defense, for an even deadlier foe was tracing my path through the winding halls. He would surely find me if I lingered an instant longer.

"I turned the final corner, diving toward the last Lock blocking my escape. I anticipated the rainbow flash of time displacement and the heavy smell of ozone soon to be my reward. But with a terror only my kind may ever know, I saw another Bandit emerging from the doorway ahead: my partner in Time! We'd had disagreements in the past (the present and future as well), but I felt sure that I'd finally run out of luck.

"Leaving me barely a heartbeat's time to consider my fate, he fired. The resounding blast of impact rockets split the fabric of space, racking my body with pain and the sure knowledge of slow disintegration. But I endured, steadied myself, and fired back. My missiles roared with untamed energy, bouncing off walls and crackling the air, a few to rest hungrily upon his armor. When the smoke cleared, I was alone. As for my partner, nothing but his Shadow remained.

"Stumbling forward, I inserted the great Key into the Lock. I stepped into the Way Out, returning home at last.

"But at the Timegates there can be no rest. Great wealth and adventure are scattered throughout the lands, but only for those willing to seize it.

"Where next? *Ghost Town? Omega Complex?*

"Walking quickly through the maze of portals, I chose one and entered, welcoming my next adventure, oblivious to the vengeful Shadow tracking my every move."

—Timelord Histories

To the Spirit of the Challenger

To those who seek their limits and strive to reach further. To those who go up against the odds and win out through persistence. To those who test themselves against their hopes and yet find time enough to dream.

We, the authors, offer the labor of these last several months (indeed a couple of years in development) in the hope of reaching just a few true challengers. Creating *Time Bandit* has definitely challenged us. It is now our turn to challenge you.

The Arcade Adventure

Welcome to a game that offers a bit of something for everyone. By adding the elements of a text adventure to the environment of an arcade game, we feel that we've created a game of great variety.

In its most apparent state, *Time Bandit* is primarily an arcade game. Because it was designed *by* game players, *for* game players, our goal was to provide detailed graphics, fast, responsive action, and a virtually endless variety of screens and levels.

As the animated "Bandit," your goal is to blast the renegade "Guardians" and escape from the lands they've overrun. You'll need to search high and low to locate the Keys that will remove the Locks blocking your way. Perfect that, and the Quest beckons: locate the Great Artifacts and break the Gates of Time. Along the way, you'll find everything from frenzied shoot-em-ups to a familiar dot-eating game.

Some of the lands contain text-adventure messages. In these lands, we test not only your arcade skills, but your logic and wit as well. You must answer riddles, manipulate items, and solve the mystery enshrouding the land.

To make matters even more interesting, the Duel Mode lets two people play simultaneously. Will you work together, or is it every Bandit for himself?

There's something new and at every turn. The conquest of time and space awaits you. Enjoy.

Activating Your Time Portal (Loading the Game)

Different versions of *Time Bandit* run on the Atari ST and Commodore Amiga, and under PC DOS. The Atari ST and Amiga versions will also run under Windows on the PC using a software emulator. In fact, the emulated versions now perform better on modern PCs than the old, native PC DOS version does.

A precision joystick is highly recommended for this type of game, though keyboard controls may be used. However, in the Duel Mode (for two players), at least one joystick is required.

Loading on the Atari ST

1. Turn on your computer.
2. If your machine has TOS in ROM, put the *Time Bandit* master disk in Drive A and relax. The program starts automatically.
3. Otherwise, boot-up using your TOS disk.
4. Put the *Time Bandit* disk in Drive A.
5. Use the mouse and double-click on the icon of Drive A.
6. Double-click on the **BANDIT.PRG** icon when it appears.
7. The program will then load and start itself automatically.

Note: Since *Time Bandit* lets you save a game in progress, and also saves the high scores to disk, please leave the un-write-protected program disk in the default drive during play.

Loading on the Amiga

1. Turn on your computer.
2. If your machine has KickStart in ROM, put the *Time Bandit* master disk in Drive DF0 and relax. The program starts automatically.
3. Otherwise, boot-up using your KickStart disk.
4. When the machine asks for the WorkBench, insert the *Time Bandit* master disk in Drive DF0.
5. The program will then load and start itself automatically.

Note: Since *Time Bandit* lets you save a game in progress, and also saves the high scores to disk, please leave the un-write-protected program disk in the default drive during play.

Loading on the PC

Running the DOS Version Under Windows

1. Turn on your computer.
2. If running from a floppy drive, insert the *Time Bandit* disk into an appropriate drive.
You may also run the game from a hard drive. Just copy all the files from your master *Time Bandit* disk to an appropriate folder.
3. Use Windows to open the folder with the *Time Bandit* files.
4. Double-click on the **BANDIT.EXE** icon or filename.
5. When the gray loading panel appears, press any key.
6. When the panel opens, use the arrow keys or press **V** to select VGA (for best graphics), and then press **Enter**.
7. Enter the password.

For copy protection (sorry), the game requests a specific word from the original manual. Assuming you no longer have the old manual, use the list on the following pages. Just type the appropriate word and press **Enter**. The game will then start.

If the list doesn't include the correct word, press **Esc** or **X** to exit the prompt, and try reloading the game for another word.

Resolution Problems?

If the game appears too large or too small for your screen, press **Alt-F10** to try using full-screen mode. If the game window minimizes, click on the game's tab in the Windows task bar.

If full-screen mode doesn't work (maybe you're using an external monitor connected to a laptop), try changing the resolution of your desktop:

1. Press **F10** to exit the game.
2. Right-click an empty region on your desktop, and select **Properties** from the pop-up menu.
3. On the Display Properties window, select the **Settings** tab.
4. Use the Screen Resolution slider to select a lower resolution since *Time Bandit* was originally designed for 320x200 pixel output.
5. Click **Apply** to test the resolution change, and **OK** to accept it.
6. Retry running the game.

Most of the PC Passwords...

1	1	26	hazards	1	6	88	infinite	1	15	88	rocket
1	1	52	ghost	1	7	68	greater	1	16	6	blocking
1	2	8	welcome	1	7	92	lafnear	1	16	9	heroes
1	2	32	never	1	8	16	periods	1	16	79	mimic
1	2	41	home	1	8	35	greatest	1	17	12	player
1	2	63	brave	1	8	51	careful	1	17	24	shooting
1	2	75	adventurers	1	8	62	prepare	1	17	77	theories
1	3	23	certain	1	8	94	credits	1	18	68	intelligent
1	3	45	reflects	1	10	3	tempted	1	18	96	digital
1	3	57	entrance	1	10	47	indeed	1	19	19	via
1	3	71	crawl	1	11	21	function	1	19	73	perspective
1	3	84	break	1	11	36	cubes	1	20	25	whatever
1	3	93	improved	1	11	38	antigrav	1	20	69	suddenly
1	4	2	adjust	1	11	39	advised	1	20	80	quickly
1	4	7	scattered	1	11	70	exodus	1	20	83	temporal
1	4	35	enforcers	1	11	71	historians	1	20	84	principle
1	4	39	alliance	1	12	37	vogue	1	21	37	these
1	4	63	beware	1	13	21	rank	1	21	81	sound
1	5	11	idea	1	13	61	bandit	1	21	97	thank
1	5	95	provided	1	14	30	return	1	22	94	scenarios
1	5	97	regular	1	14	76	one	1	23	38	restricted
1	6	9	defend	1	15	45	gauntlet	1	23	76	simplest
1	6	58	incredible								
2	1	32	strategy	2	5	4	learning	2	11	20	controlled
2	1	45	arena	2	5	31	pivot	2	11	67	cultures
2	1	51	factory	2	5	75	looking	2	14	28	buffer
2	1	62	excalibur	2	6	48	dropping	2	14	87	announced
2	1	79	creating	2	7	23	pulsing	2	14	95	picasso
2	2	41	sweet	2	7	38	enraged	2	15	35	physically
2	2	61	deadly	2	7	47	mystic	2	15	41	roaming
2	2	68	increased	2	7	48	earth	2	15	67	settlements
2	2	77	unravel	2	8	45	choose	2	15	71	cooperation
2	3	5	study	2	8	61	warped	2	16	4	riches
2	3	9	copy	2	9	8	variety	2	16	26	beneath
2	3	37	slithering	2	9	30	button	2	17	36	spinning
2	3	38	trusted	2	9	45	realm	2	19	37	menaces
2	3	47	pyramid	2	9	59	return	2	19	95	catalogs
2	4	33	regarding	2	10	2	color	2	20	72	answers
2	4	43	shepherd	2	10	59	station	2	21	3	hours
2	4	53	unwary	2	10	78	particles	2	25	93	proudly
2	4	80	perform	2	11	11	proper	2	29	92	lumpy
2	4	81	discovery								

3 1 23	feature	3 5 49	elements	3 10 73	retreat
3 1 28	load	3 6 11	blessing	3 10 79	since
3 1 96	purves	3 6 35	nothing	3 12 29	bandit
3 2 52	sure	3 6 36	attacked	3 13 2	software
3 2 58	dungeon	3 7 22	landmarks	3 13 24	collect
3 2 59	fusion	3 7 43	manner	3 13 68	present
3 2 80	speed	3 7 58	major	3 14 89	fiction
3 2 94	dunlevy	3 7 80	light	3 15 73	prevent
3 3 81	travel	3 9 19	keyboard	3 16 30	positions
3 4 16	something	3 9 20	begins	3 18 21	necessary
3 4 17	personal	3 9 39	monsters	3 19 32	vacation
3 4 28	status	3 9 76	four	3 20 8	matters
3 4 48	others	3 10 35	fantasy	3 20 11	monitor
3 5 5	master	3 10 69	monsters	3 24 95	contact
3 5 13	digital	3 10 72	something		
4 1 35	timegates	4 5 81	devices	4 11 41	banks
4 1 75	rhetoric	4 5 86	compared	4 11 84	virtually
4 2 15	panel	4 6 12	replace	4 12 32	replenish
4 2 47	presence	4 6 67	brutal	4 12 36	crystals
4 2 51	terrible	4 7 15	letter	4 12 73	secret
4 2 59	reactor	4 7 29	viewing	4 13 31	precious
4 2 90	science	4 7 57	ergonomic	4 13 73	peaceful
4 3 5	meaning	4 7 69	observers	4 16 13	michtron
4 3 17	provided	4 8 61	recognition	4 16 22	information
4 3 87	weapon	4 8 85	unknown	4 16 85	question
4 4 19	choose	4 10 53	frigid	4 20 74	officially
4 4 44	ransom	4 11 9	password	4 21 26	valuable
4 5 22	missiles	4 11 27	hammer	4 25 86	students
4 5 70	special				
5 1 72	broke	5 5 83	traveller	5 12 19	technical
5 1 84	resultant	5 6 6	beasts	5 12 49	mystery
5 2 26	creatures	5 7 58	deserves	5 13 83	threshold
5 2 49	carved	5 8 9	make	5 14 6	lingered
5 2 55	arcadia	5 9 44	guardian	5 14 38	dispatch
5 2 57	activate	5 9 48	enough	5 14 70	leaders
5 2 61	suspended	5 11 55	capsules	5 18 31	another
5 2 63	deepest	5 11 74	reopened	5 20 87	bystanders
5 2 92	versions	5 11 82	energy	5 25 69	attempt
5 4 13	regular	5 11 88	predicted	5 27 69	invasion
5 4 88	through	5 12 8	perfect		

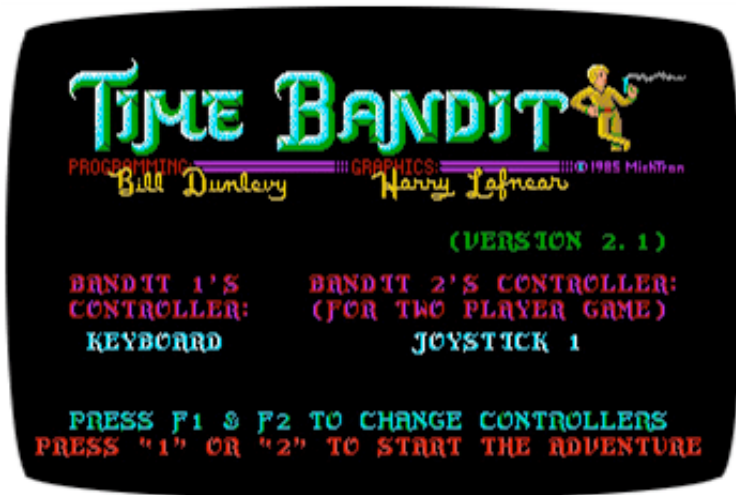
6	2	48	protector	6	6	72	troops	6	14	79	vibration
6	2	58	future	6	8	4	natural	6	18	93	consultant
6	2	69	divider	6	8	32	trouble	6	19	71	important
6	3	6	crumbling	6	8	47	managed	6	21	82	resulting
6	4	52	original	6	8	78	certain	6	22	9	future
6	4	58	complex	6	9	24	touch	6	22	83	pressing
6	4	79	moment	6	9	35	deflected	6	23	37	vortexes
6	5	71	remained	6	9	55	plunder	6	24	88	marksman
6	6	15	arrow	6	9	61	phasing	6	25	78	speaking
6	6	22	landscape	6	9	67	human	6	26	71	subtle
6	6	57	public	6	10	52	tingles	6	26	72	spread
7	2	13	analog	7	6	39	dangerous	7	10	51	sturdy
7	2	27	elsewhere	7	6	43	sorceress	7	10	53	probably
7	2	53	unnatural	7	7	8	game	7	11	62	assemble
7	3	23	green	7	7	25	advance	7	11	68	artifacts
7	3	49	watchful	7	7	70	hungry	7	11	72	burying
7	3	97	service	7	8	51	bombs	7	12	19	about
7	4	17	addendum	7	9	19	variety	7	15	47	egyptian
7	5	52	presence	7	9	80	softened	7	16	32	regain
7	5	75	conduct	7	10	41	impression	7	16	69	military
7	5	85	character	7	10	45	gaining	7	21	27	hesitate
8	1	27	objects	8	3	64	record	8	7	45	freedom
8	1	68	millennia	8	4	14	need	8	12	71	portal
8	1	69	complex	8	4	63	headlong	8	14	26	hazards
8	1	80	problem	8	5	68	philosophy	8	28	73	completely
8	2	2	assume								
9	1	5	artifacts	9	7	67	meteors	9	10	75	damage
9	2	63	island	9	8	53	wailing	9	15	3	project
9	3	41	journeys	9	9	19	devices	9	18	70	history
9	4	55	familiar	9	9	69	accidents				
10	3	24	trapped	10	5	47	dormant	10	10	52	apparition
10	4	27	message	10	10	48	riddle	10	20	3	devoting
10	4	43	quark								
11	2	31	notice	11	9	22	playing	11	10	55	triggering
11	5	62	overrun	11	9	30	messages	11	15	45	insidious

The Main Screens

The Title Page appears when the program starts. From this screen, you may set control devices for each Bandit, begin a one or two player game, watch the Demo, or view the High Scores.

Selecting Controllers

The Title Page shows which game controller each Bandit is set to use. You can switch between Keyboard or Joystick ports for each Bandit. Press **F1** to change the controller to be used for Bandit One, or **F2** to change Bandit Two's control device.



The Title Page, displaying selected control devices

Starting a Game

From the Title Page, press **1** for a One-Bandit game or **2** for Duel (Two-Bandit) Mode. Pressing any other key advances you to the High-Scores Page.

Watching the Demo

After a short while, a Demo begins if a game is not started. The computer controlled Bandit then charges through the first levels of the lands. Watch it for some valuable pointers.

To quit the Demo and return to the Title Page, press **Q**.

Viewing the High Scores

The High-Scores Page shows two sets of scores: the Timelords (the six all-time-highest scores) and Today's Heroes (the six highest scores of the day).



The High-Scores Page

For a complete record of the accomplishments of any Timelord, press the function key (**F1-F6**) corresponding to the Timelord's rank.



A tally of individual accomplishments

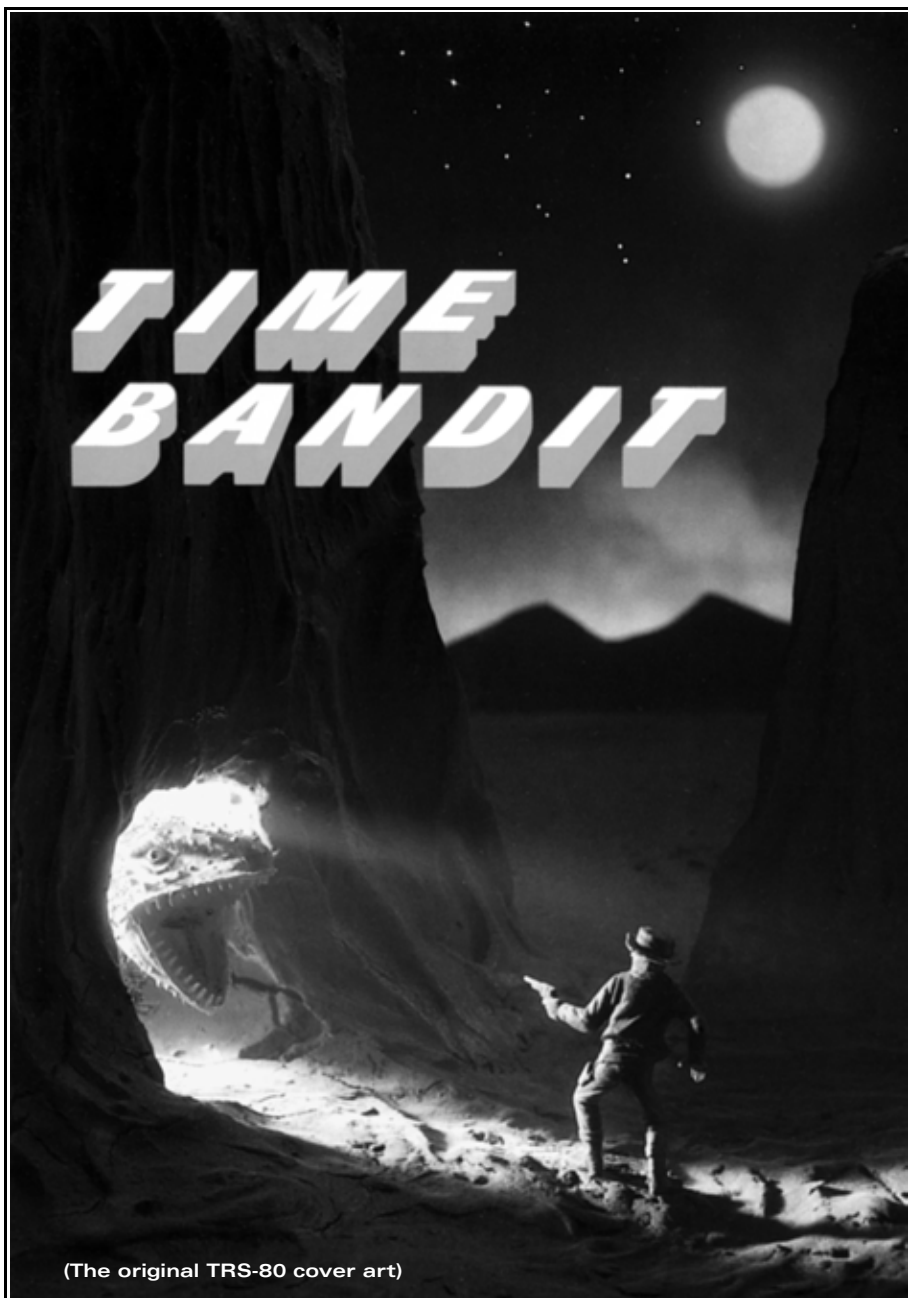
The daily scores are reset whenever you end the program. The Timelords are saved to disk.

On the PC version, Timelord scores can be reset (if desired) by deleting the **TIMELORD.HS** file from the disk (using the appropriate operating system tools).

You can begin a game from the High-Scores Page by pressing **1** or **2**. Any other key returns you to the Title Page.

Travelling Through Time

T H I R D - E D I T I O N M A N U A L



(The original TRS-80 cover art)

The Controls

Main Controls

- **Arrow keys:** Moves your Bandit in the desired direction. For diagonal movement, press the proper combination of keys.
- **Spacebar:** Fires a missile in the direction your Bandit is facing.
- **Esc:** Exits adventure messages.

Optional Controls

- **Joystick:** Moves your Bandit in the desired direction. Use the fire-button to fire a missile or to exit adventure messages.
- **P:** This activates your unlimited Timestop device. To resume normal play, press the **Spacebar**.
- **Q:** Quit Game option. Press **Q** twice to stop play and return to the Title Page, or any other key to resume play.

PC Overdrive

Because different PC systems run at different speeds, the PC DOS version of *Time Bandit* has an automatic speed control to make playability on all systems more consistent.

On slower machines (circa 1990), the game runs as fast as possible. If you have performance problems running *Time Bandit* in VGA mode, you can increase speed by using CGA instead. This may be more practical than getting a faster computer, but hardly as satisfying.

On faster machines (circa 1990), *Time Bandit* reaches a maximum speed chosen for good playability. On powerful systems, the program must actually slow itself down to be more playable. However, if you prefer, you can run the game "full tilt."

Press the **TAB** key to turn speed control off or on.

On modern PCs, the game may actually run too quickly for non-cybernetic individuals to play, even with speed control turned on. If the game becomes obviously too fast, I suggest using an emulator to run either the Atari ST or Amiga version of *Time Bandit*.

Using the Timegates

You begin each leg of your venture from a place called the *Timegates*. The Bandit appears near the middle of the playing field. When he has fully materialized, you can move him around and fire missiles through the air.

As you explore the *Timegates*, you will see 16 objects dotting the landscape. Each of these small objects represents the Gate to a different time and place.



The *Timegates*, with destination Gates in the playing field, and the Bandit's information on the side.

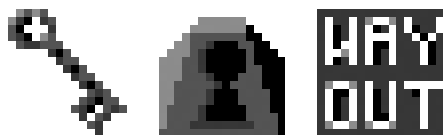
By moving the Bandit onto a Gate, you are transported to a new land. A new playing field will appear, along with the name of the land at the bottom the screen, and your Bandit's special information (score, Life-level, etc.) at the side.

Later, if you survive to complete the level, you will return to the *Timegates* where you may choose another Gate. Depending on your choice, you can try the next level of the same land, or attempt to conquer a new land. Information on each land can be found starting on [page 42](#).

In addition to the various Gates, a signpost appears at the very center of the *Timegates*. This is the Timegates Journal. From here you can check the level for each land, and use the Save/Load feature (see [page 26](#)). To exit the Timegates Journal, press **ESC** on the keyboard (or the fire-button if you're using a joystick).

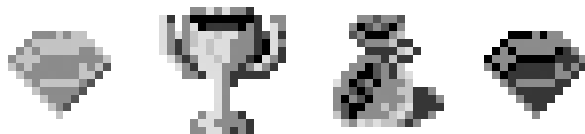
Objectives

Escape



Once you go into a new land, you are trapped! To escape, you must use the pulsating Keys (worth 150 cubits) to open the pulsating Locks (worth 250 cubits). When you pick up a Key, it appears beneath your score. You can then open any Lock. You can carry only one Key at a time, and it only opens the first Lock you touch. When all Locks are opened, you can reach the Way Out. You will then be returned to the *Timegates* to choose another land.

Treasures



Collect the various treasures along your journey. We won't tell. The first treasure you reach in each land is worth 100 cubits, the second 200, the next 300, and on and on!

Bounty

Shooting the evil Guardians (nearly anything that moves!) is always fun. Not only do they crackle and sizzle, but depending on your degree of bravery (Manner), you will be awarded up to 50 cubits bounty! Fast action and heroic efforts are well rewarded. Your current Manner and bounty value are shown beneath your score and Life-level indicator.

Regeneration

Regeneration is vital to the Bandit's survival. You receive one extra Life-level for every 1,000 cubits you earn.

The Quest

Each land in the *Timegates* (except for the *Excalibur*) has 16 different levels: four major phases (1 to 4), each with four sub-levels (A to D). Each time you reenter a land, you advance to the next level. As your skill increases, you will be able to go farther into each land, seeing new areas, creatures, and situations appear. The name of the land and the current level are displayed on the bottom of the screen as you play.

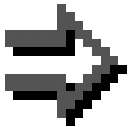


Six of the lands contain items of tremendous power and significance. These are the Great Artifacts. Locating them is certain to bring you health, wealth, and power. As with any object of value, however, the Artifacts are well hidden and well defended. No one said this was going to be easy.

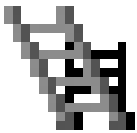
It is the ultimate goal of the Bandit (and the ultimate challenge from the Creators) to conquer the game: defeat phase 4D, the last level of each land, find all the Artifacts, and reach... whatever happens then at "*The End.*"

Special Movement

Some lands feature objects that affect your motion:



One-way doors allow you to pass only in a certain direction. They are shown as green arrows pointing in the way you can pass.



Ladders give you access to upper areas. A ladder poking out from a pit leads down.

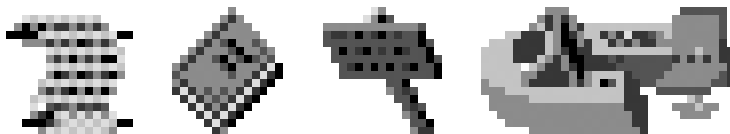


Be wary of pits that have no ladder. Who knows where they lead, or if you'll ever get back.



Red, pulsing transporter disks transport you instantly to distant sections of the land: up, down, sideways—you never know.

Text Adventures



Some lands contain mysteries which must be solved in order to claim some special reward or escape from the land. Scrolls, books, and other items may contain valuable clues. You can read them simply by moving the Bandit over them.

In some messages, you may even find objects which you can pick up, carry, and use elsewhere!

Occasionally, you will have to answer a question or decide on some action. If you wish to exit a message without inputting anything, press your fire-button (**Esc** if using the keyboard). To answer, just type in your response and press **Enter**. Responses should be stated as simply as possible, usually with one or two words. You should generally follow one of these examples:

Verb/Noun format for actions:

"You see a hammer lying next to a box. Command?"

GET HAMMER [Enter]

OPEN BOX [Enter]

Direct format for specific questions:

"Do you accept the King's quest?"

YES [Enter]

"The guard asks, 'Who sent you?'"

KING QUARK [Enter]

The verbs **GET** and **USE** are the basis of most commands. Try them first. If one command doesn't work, try restating it in a number of different ways. Don't hesitate to write down notes and special codes. Read everything very carefully; subtle clues and changing text are easy to overlook.

Finally, in most messages, the command **INV** (short for Inventory) provides a list of the things you are carrying.

The task ahead is long and dangerous. No one expects you to accomplish it in one sitting, and absolutely no one expects the Bandit to make it without dying. To make things easier, you can save the status of your game to disk, then load it again later. You can even resurrect yourself after an “unfortunate” death.

From the signpost, type **S** and press **Enter** to save your game, or type **L** and press **Enter** to load a previously saved game.

- **1 - 6** on the Atari ST
- **1 - 2** on the Amiga
- **1 - 9** on the PC

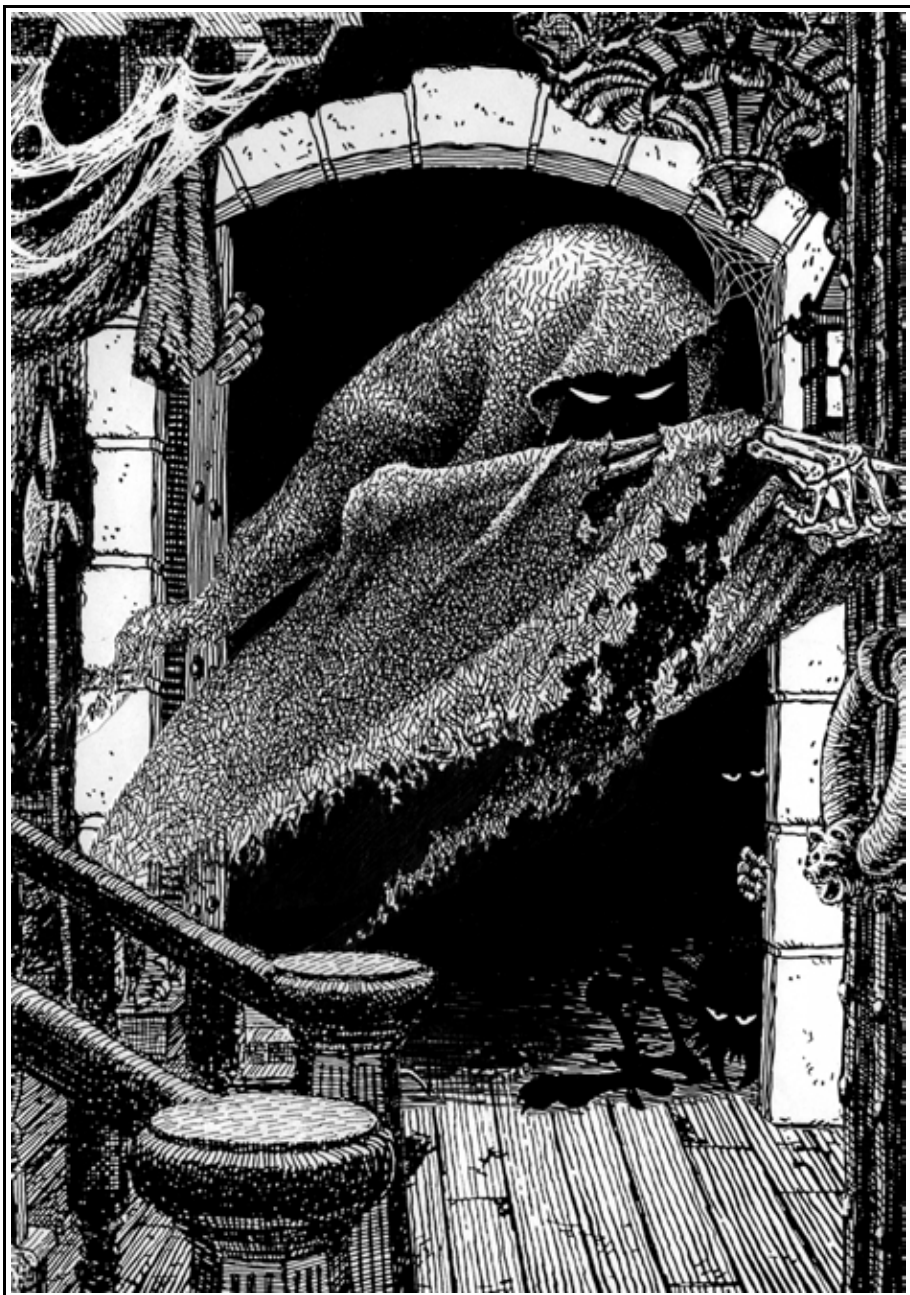


A message is displayed when a buffer is done being saved. A tone is then sounded to let you know if the action was successful. If you do not hear a tone, the program could not find the original game disk or was blocked by the write-protect tab. Correct the situation and try again.

Note: When saving a game to a buffer, the old contents of that buffer are erased. You may want to record on paper which buffers you use and what is in them. Also, a One-Bandit game cannot be loaded during Duel Mode play, and vice versa.

Friends, Foes, & Other Hazards

T H I R D - E D I T I O N M A N U A L



Life-Levels

You start your adventure as a stout Bandit with 14 Life-levels. However, if any of the creatures, traps or other perils catch up with you, you lose one Life-level.

If you are hit when your Life-level is empty, the Bandit is *dead*! That is, unless you reload a saved game buffer (see [page 26](#)) or are playing in the Duel Mode (see [page 33](#)).

Portals



Evil creatures, known as “Guardians,” enter the lands through Portals, shown as magic pentagrams, crossbones, and white transporters. Before a Guardian emerges, you’ll see strange activity on the Portal. Beware running over it then. It could be an ambush!

Characters & Creatures

Denizens of the Timegates

The Bandit



Look, it’s you! Handsome devil, eh? Hi mom!

Shadows



When travelling with a partner, sooner or later, whether by slaving monster or “stray” bullet, one of you will have an “accident.” Behold the result. Shadows can’t be killed, but are easily stunned.

Enforcers



These craft roam in search of Bandits who have “nothing to do.” Any Bandit caught by them is “escorted” to whichever land is in greatest need of help. Enforcers are invulnerable, but can be deflected.

Monsters of Fantasy and Ancient Egypt

Lurkers



These *things* are the Guardians' spies. They were once human, but as with many of the creatures seen here, have been altered by the effects of time travel, physically absorbed by the lands they roam.

Ogres



These Guardians have become enrapt by the atavistic attitudes prevalent in these lands. They have "gone native," forgetting their past and technology, but not their purpose: to protect their treasure at all costs.

Lions (Atari ST & Amiga Versions)



In a den near the Arena, these creatures are alternately starved and fed human prisoners. When released into battle, these crazed animals want only one thing: your blood! Some of them are excellent trackers.

Margh Worms



These huge creatures can do the damage of a freight train, but they're rather clumsy, turning only when attacked or blocked by a wall. While one Worm may tempt you as easy bounty, beware shooting it in the torso, or you might just double your trouble instead.



Cubes



These strange, living crystals are very rare. They are also impervious to the Bandit's weapons. The most you can hope to do is deflect them away with the force of your missiles.

Glaives



These blades act as an enchanted security system. Glaives move in a straight line, reversing direction when they hit a wall. They are virtually indestructible, but can be out-manuevered if you time things carefully.

Vermin of the Old West

Snakes



These slithering critters infest all corners of the Old West. They twist and dodge very quickly and are much smarter than one might think. Fighting them in close quarters can be quite deadly. Snakes can also be found in Fantasy lands and Ancient Egypt.

Spiders



Of the unusually large variety, of course. The smaller, natural version of these beasts were once in vogue as pets among the Guardians. They have since been altered for size and predatory instincts. Spiders can also be found in the Fantasy lands.

Bombs



These “smart” bombs are the effect of illegal technology brought to an unprepared world by the Guardians. Handle with extreme care, as these rolling menaces explode when hit with your missiles. Stand clear or prepare to dodge the blast!

Twisters



These miniature tornados sweep through the streets of Ghost Town. As vortices of wind, they cannot be killed. You can, however, cause them to change course with a barrage of missiles.

Ghosts



These Guardians have lost their lives, but not their evil will. They roam the lands, trying to regain mortal existence by stealing the life essence of others. Fortunately, they’re easily dispelled by your weapons. Ghosts also haunt Fantasy Lands and Ancient Egypt.

Spirits



Though resembling Ghosts, these vengeful souls appear only in cemeteries or when called by enchantment. Fueled by an intense hatred of all that lives, some have the strength of six men and the capacity to drain a number of Life-levels.

Horrors of the Future and Deep Space

Death Droids



Once trusted, these service droids did Man's menial and dangerous tasks. After a skillful reprogramming, the Guardians have convinced them that Man should be *their* servant instead. Now, enraged and united, they've turned their cutting lasers up to full blast!

Seekers



These small assassination devices float on an antigrav cushion for speed, and are known for their ability to lock onto and track a target. They sometimes travel in clusters or clouds, making them a very difficult force to dispatch.

Angry Elmo



Here we see the sad result of Guardians whose machines do everything for them. As the "brains" behind the mechanical horrors listed above, their bodies have become mere blobs. Still, they can be quick and dangerous when the need arises.

Maker Pods



These sentry robots, once designed to guard restricted corridors, now house "Elmo" bodies too weak and slow to move by themselves. They are protected by a quad-cluster of seekers which break off and attack when fired upon.

Watch Tribbles



These vile creatures appear only on the planetoid Voracious-12. They are dangerous enough when left alone, but actually split into two or more creatures when fired upon!

Aliens (a.k.a. Klingons)



These ruthless Aliens are the dread enemies of the human race. Currently, they have formed an alliance with the Guardians and are hatching a plan which, if successful, may spell doom for the free universe. Most are armed. All are dangerous.

Comets (Atari ST & Amiga Versions)



It is unknown why these metallic ice-balls behave so unpredictably. Some say that they are tossed around by Welkin Island's rampant energy fields. Others swear that they are alive! Whatever the reason, they're too dangerous for closer inspection.

UFOs (Atari ST & Amiga Versions)



No one has ever seen the occupants of these strange craft, but then again, that's probably for the best. These ships are immune to the deadly energies of Welkin Island, but can be destroyed by your weapon fire.

There have also been reports of other bizarre creatures lurking in some lands. You are advised to be on your guard!

Duel Mode and “Shadows”

When you select a Duel Mode (Two-Bandit) game, two people can play at the same time. Both will be playing in the same lands, but each will have his own viewing area.



Duel Mode: Twice as powerful. Twice as deadly.

Bandit One is dressed in yellow, and his viewing screen is located on the left side of the screen. Bandit Two is dressed in light blue, with his playing screen on the right.

You can work together against the evil Guardians, or shoot it out between yourselves! But if one Bandit dies, it isn't necessarily the end of him...

The first Bandit to die will return as a Shadow! The Shadow can haunt the other Bandit, aiding or hindering his progress. How mischievous the Shadow feels toward the other Bandit usually depends on the circumstances of his death. The Shadow can shoot creatures (and the other Bandit) and steal treasure, though his score will never advance. The Shadow is temporarily stunned when hit by a creature or shot by the other Bandit.

PART 2:
THE CLUE BOOK

General Strategies

T H E C L U E B O O K



The Legend and Lore Of The Timegates War

The *Timegates* were built by a powerful race,
To study the reaches of all time and space:
Retrieving the lost archives of old
And learning the lessons tomorrow may hold.

These Lords of Time did not interfere,
Afraid that ghastly effects would appear.
To alter the course of natural time
Was held to be the most sinister crime.

But some insisted on using the Gates
To become "Guardians" and change the fates
Of all the worlds and all their souls,
And they seized the Gates to further their goals.

The Guardians rode on a wave of change
Through castle, starship, and desert range.
The riches they found were beyond all measure;
Taken by greed, they now hoard their treasure.

Into all this confusion the Time Bandit goes.
Among the Guardians he finds only foes,
For he takes the treasures that they wish to own,
And carries them off for reasons unknown.

The Creators now offer the Bandit a dare
Taking a strength, skill, and cunning rare.
Will the challenge be met by a true champion,
Or will the Bandit flee, admitting we've won?

The first task is to find the Great Artifacts
That the Guardians stole from the treasury racks.
Great beauty and meaning these Artifacts hold,
Giving prestige and power to the Bandit that's bold.

A real master can actually conquer a maze
By defeating 4D, its most ominous phase.
The Gates can be broken, one by one,
But reaching "*The End*" has *rarely* been done.

Choosing the Proper Joystick

Time Bandit is a game of intense action. Fast response is vital. For this reason, we urge you to use a precision joystick.

For the Atari ST & Amiga

The key word is *precision*, not cost or size. Don't fall prey to gimmicky joysticks with big grips or flashy extras.

Here's how to test the precision of a joystick: shake the thing hard. If the stick wiggles, the device is too sloppy. Next, hold the thing tightly on a flat surface and push the stick forward, back, left, and right. If the stick travels more than an inch in any direction, it's not precise enough for a game of this speed.

Standard Atari joysticks are very good. My personal favorite, though, is Suncom's *Slik Stik*. Amazingly, both joysticks can still be found for sale on the Internet.

And then there are those who want to use the mouse... *sigh!*

For the PC

Using an standard PC analog joystick? Going mad? Don't despair; there is a precision alternative. You can play *Time Bandit* using digital joysticks like those mentioned above.

Using a special LPT joystick adapter cable, you can attach an Atari-style joystick to your PC's parallel printer port. Although MichTron no longer exists to sell the original version of the adapter, there are a number of websites provide wiring diagrams so that you can make your own.

Playing Tips

Here are a few things you may notice (and take advantage of) during your journey. Use these tips to get an edge over the Guardians (or another Bandit).

The Pivot: This technique lets you stand in one spot while turning to firing missiles in different directions. To execute this technique, stop (don't move or fire) for just an instant, then press and hold the fire-button. Once the fire-button is pressed, you can use the controls to fire in any direction without moving. To resume moving, release the fire-button for an instant and go.

The Key: Keep an eye on your Key indicator. Don't waste time looking for a Key when you're already carrying one, or going for a Lock after forgetting a Key. Wasted time is wasted Life-levels.

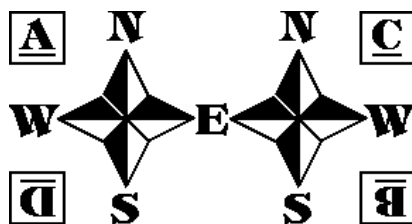
Treasure Freeze: Most creatures stop when you take away one of their precious treasures. The more valuable the treasure, the longer they pause with worry. A smart Bandit times treasure pick-ups carefully.

Surprise! When you drop down a hole, spring up a ladder, or teleport to another location, it takes a moment for the creatures to notice. Use your immune time to get to safety.

Shaking the Hounds: Creatures generally do not climb ladders or use teleporters. Using such devices yourself is a quick way to shake your "devoted followers."

Carry a Compass: Wherever you go, be mindful of the general direction to the Way Out. That will give you a good reference for making a mental map of the land.

Don't Flip Out: When you enter a land, be sure to take the "flip" into account: *A* levels are mapped normally, but *B* levels are mirrored up-down, *C* levels are mirrored left-right, and *D* levels are turned totally upside-down.



Positioning: In enclosed spaces, take small steps. Standing in halls, corners, or doorways limits the directions creatures attack from. Blast the area ahead until secure, and only then move on. In open areas, the strategy is reversed: run for it. Creatures will have less time to react, countering their tendency to surround you.

Be a Hero. Be honest and persistent in your adventures and fate will smile upon you. Lie and cheat, and you may find yourself on the path to ruin. The trick is to be both heroic (successful) and a Bandit (rich) at the same time.

Use. Simple. Phrases. In the adventures, remember that “**GET** *object*” and “**USE** *object*” are the most common commands, and that “**INV**” lists the objects you are carrying.

Save Me! Save your game often and in a different buffer each time. This will back-up your position and let you relive important battles and try to improve them.

Me and My Shadow: The initial exploration of a land may go more smoothly if you take a friend. You cover twice the ground, come up with twice as many good ideas, and have twice the Life-levels between you. Even a Shadow can be helpful. Use this for exploration only, though, because you get half the playing field, half the reaction time, and half the cubits.

Hey, Watch Out! Communication is vital in the Duel Mode. Watch the other Bandit’s screen and use verbal signals (Comin’ through!) so that you don’t accidentally shoot each other. Also, warn the other Bandit before you activate a power capsule in *Shadowland*, or get a treasure anywhere else, so that you’re both ready to take advantage of the result.

Overall Strategy

Experienced Bandits keep the following in mind:

Never go into an easy land when you are at or near full strength. Your Life-levels top out at 15, and you will just waste any extra Life-levels that you earn. Instead, use the easy lands for healing yourself after a big battle in a tough land.

Since the Bandit starts off with 14 Life-levels, use this powerful position to immediately attack the land you think is going to cause the most trouble later. We’ll take a wild guess that it will be *Darkside Dare*.

Build *Darkside* up to high levels as quickly as possible. Use the early (and hopefully easy) levels of your next-most troublesome lands to replenish your lives as needed.

When *Darkside* becomes too difficult, concentrate on advancing the levels of the next harder lands (probably *Bomb Factory* and *Welkin Island*). This time, use the early levels of the moderately difficult lands to regain your strength.

In this way, you will always have a selection of very tough lands ready for an attempt to conquer, and a variety of easier lands to “vacation” at and rebuild your strength.

The Blanket Verse

When Congreve said that music soothes the savage breast, he never had this poetic travesty in mind. Yet, such a power is indeed hidden in this verse. Search for clues showing what deeds in which lands will unleash the power. Take no word for granted (a good idea for dealing with clues in the rest of the *Handbook* as well):

If you seek a strength that none can refute,
Then puzzle the puzzle with wit resolute.
Hardship will pass as wind through the trees,
And friends will surround you though once enemies:

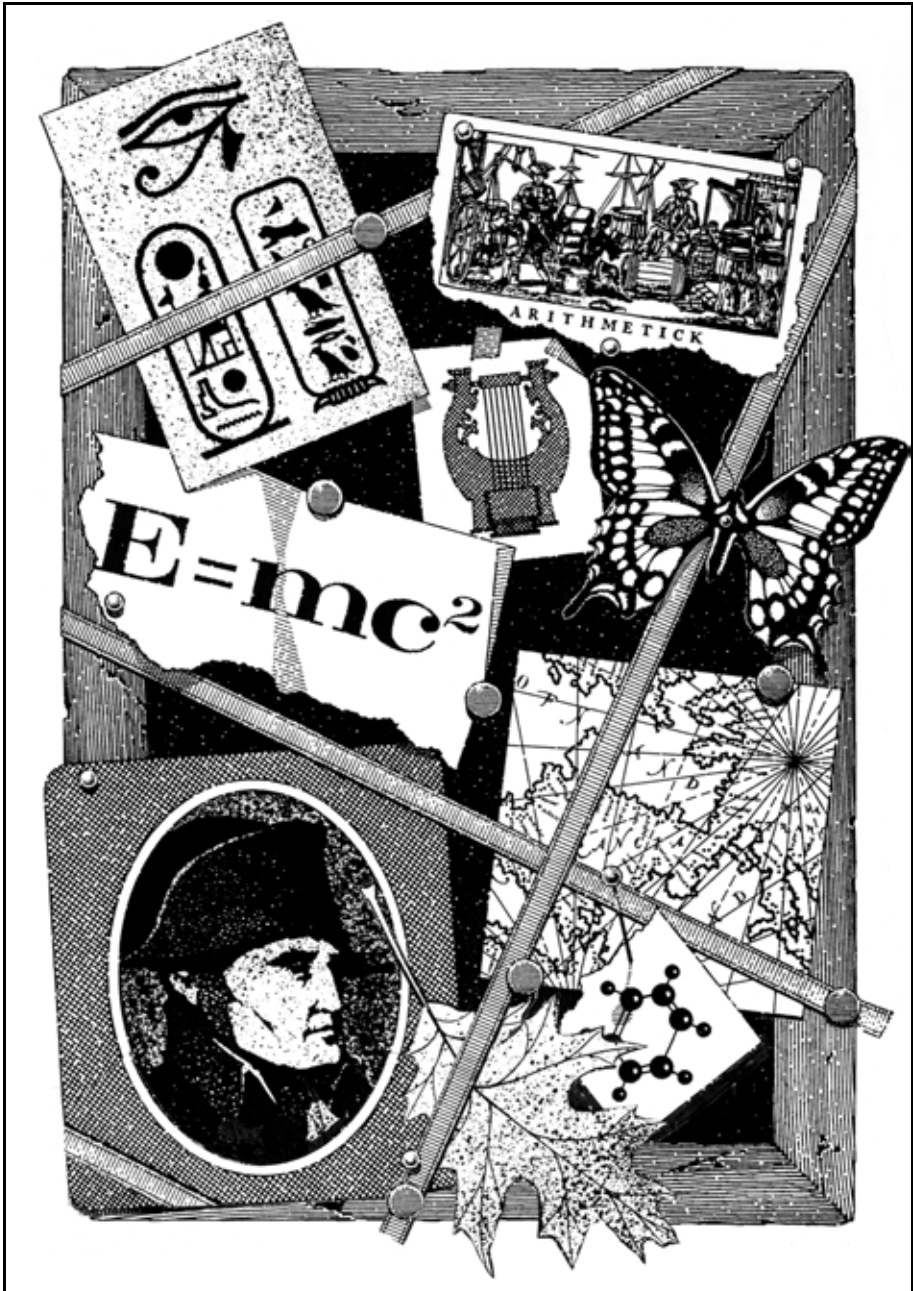
You'll break a mad heart by downing the hatch,
But wobbly knees make a slippery catch.
And a tower of metal might seem a cruel meal,
But a vigorous stride makes rethought a misdeal.
And then too a deed both selfless and pure,
Makes bothers abate and steps true and sure.

To focus yourself without batting an eye,
Will give you the wings through danger to fly.

Prevail over odds set to decimate,
And you're certain to win this Herculean fate.

The Lands

T H E C L U E B O O K



Deciphering the Maps

In the following sections, each land is covered in more detail. The information includes:

- The story of the land
- Its *Timegates* icon
- Its status as an arcade or adventure land
- The number of levels
- The number of Keys, Locks, and Treasures in each level
- The difficulty factor of the levels
- And any specific clues, maps, and playing tips

Maps are included for any land that contains sections of great physical challenge or confusion. In such areas, familiarity and advanced planning can save your Life-levels.

In most cases, maps of both *A* and *B* levels are shown. By a quirk of geometry, the same maps illustrate *C* and *D* levels simply by tuning the book upside down.

The following symbols appear in most of the maps. Other special symbols are explained in the maps' accompanying text.

 The Bandit's starting position

 Key

 Lock

 Way Out

 Treasure

 Small Obstacle

 One-way door

 Ladder up

 Ladder down

 Pit

 Teleporter

 Creature portal

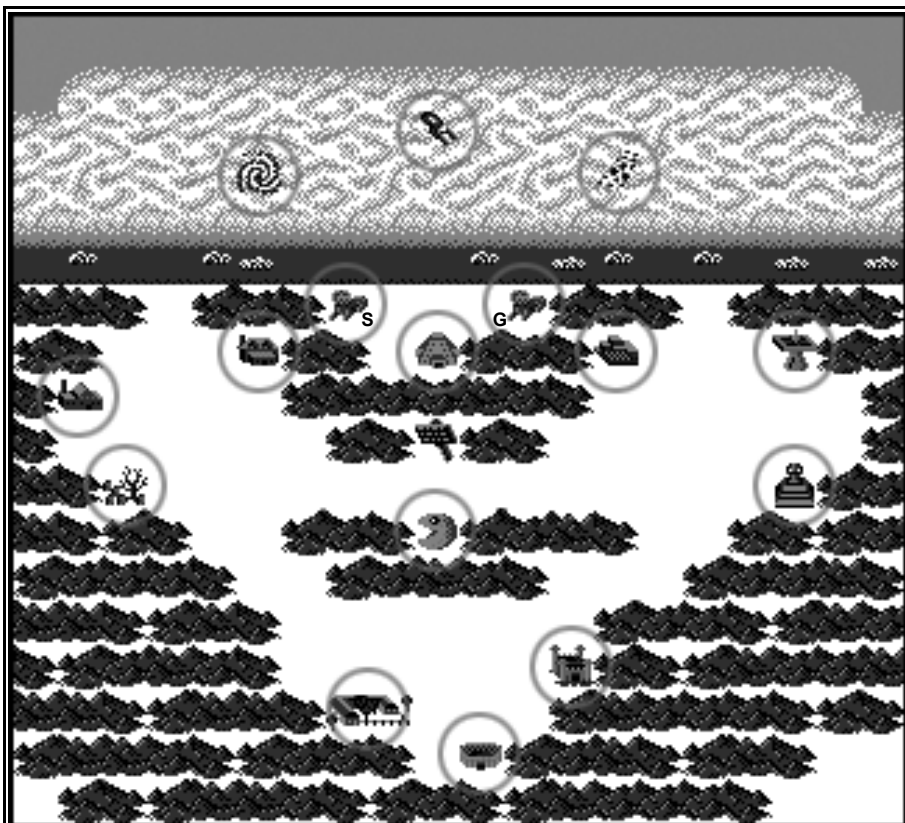
 Fireball or Glaive

 Land hazard

 Message or adventure item

The Timegates

T H E C L U E B O O K



	The Sentinel	46	<i>142</i>
	Cheops' Curse	50	<i>143</i>
	The Guardian	56	<i>144</i>
	Castle Greymoon	60	<i>146</i>
	King's Crown	64	<i>151</i>
	Underworld Arena	68	<i>151</i>
	Bomb Factory	72	
	Ghost Town	74	<i>152</i>
	Hotel California	78	

	Shadowland	80	<i>157</i>
	Gridville	82	<i>157</i>
	Major Hazard	84	<i>157</i>
	Omega Complex	88	
	Darkside Dare	90	
	The Excalibur	94	<i>158</i>
	Welkin Island	100	

See **bold** pages for clues.
See *italicized* pages for answers.

Home, Sweet Home

This valley is the focal point of your journeys through time. It is from here that you select each adventure, and it is here you return upon success.

Your journeys are closely monitored. The record of your progress through the lands is kept up-to-date, and is made available upon request at the Timegates Journal, located on the signpost at the center of the land.



Another invaluable service is also provided at the Journal. Free of charge, you can have an updated impression of your time-trace saved to the Banks of Information. Then, at your request, or in the event of demise, a reserved time-trace can be restored to corporeality.

The *Timegates* is a place of marvel, but there is never rest. The roaming Enforcers testify to the urgency of the quest that awaits you.

Clues & Tips

Enforcers, Enshnorcers?

When caught by an Enforcer, you are tossed into an open Gate, selected completely at random. This is especially dangerous when you're trying to reach the Journal to save your progress after a tough battle. One slip and you may be forced into another difficult battle before you can replenish your Life-levels.

If you can't make it to the Journal, get as close as you can and dive into an easy land (perhaps *Hotel California* or *Omega Complex*). You'll gain a few Life-levels and come out in a better position.

Finally, there is a way to make the Enforcers leave you alone for a while. Check the Blanket Verse.

Shadow Showdown, or Oh No, Not Again!

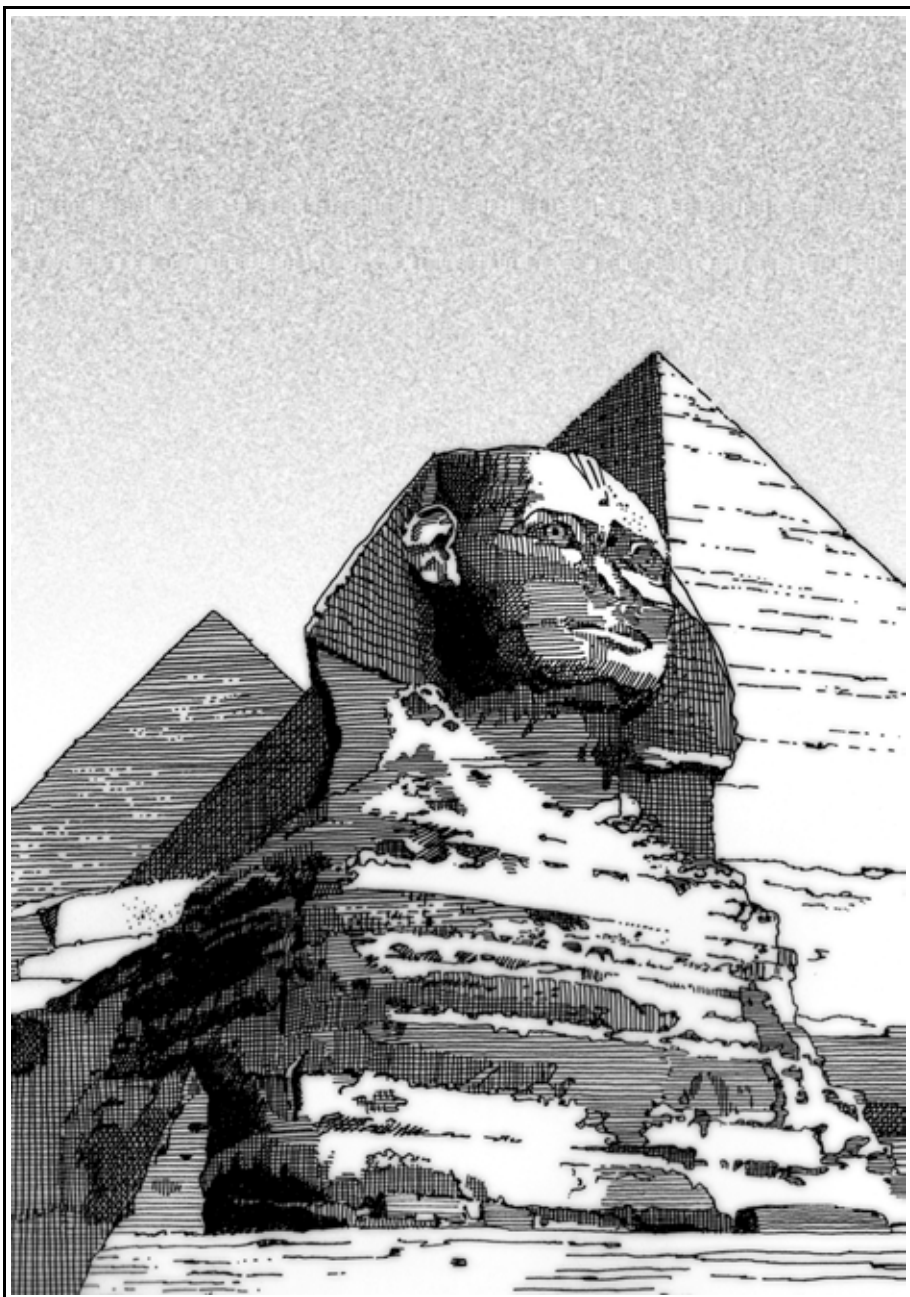
An angry Shadow is more dangerous in the *Timegates* than anywhere else. If the Shadow reaches the Gate to *Darkside Dare*, you could be doomed! Easier yet, he could leap into the closest Gate at hand, over and over and over, making it advance to a deadly level.

The cure: blast the wayward Shadow the instant you get back to the *Timegates*, stunning him. You may lose a few Life-levels in the fight, but it could be your only hope. Beware though, the Enforcers may find him stunned.

Well, there's always diplomacy. That or revenge.

The Sentinel

T H E C L U E B O O K



The Western Sphinx

This inscription is carved into the base of the Greater Sphinx: "Look unto the *Sentinel*, ever watchful protector of the sacred tomb. Desecrate these halls and know sorrow and fear forevermore. The elements of fire and stone shall rise against you, driven by the wrath of Apep."



It is said that as long as the *Sentinel* stands guard, no one can enter the Pharaoh's tomb. Can you wrestle the secrets from these walls, or will the Bandit fall victim to their desperate curse?

16 Levels: 1A-4D

Plenty of action and mystery. And rocks.

Attributes	1A-1D	2A-2D	3A-3D	4A-4D
Locks/Keys	2	3	4	6
Treasures	2	3	4	6*
Areas	1	2	2	4*
Difficulty	Easy	Medium	Hard	Ugh!

* More if you can find the secret passage.

Clues & Tips

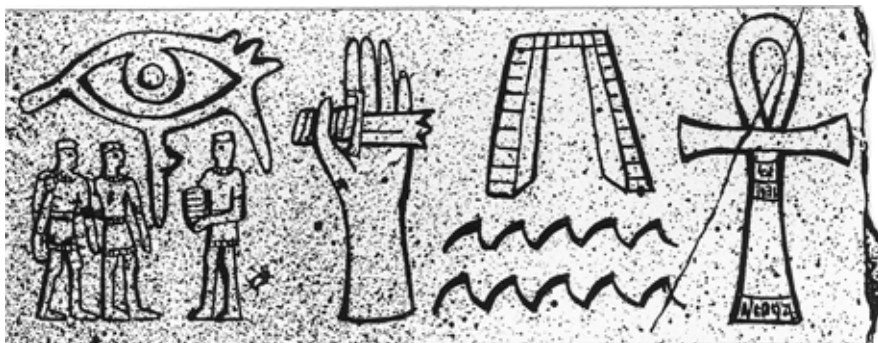
A Few Scratches on the Stones

Behold the first of a pair!

It is true that good things come to those who wait.

Patience in the right place yields a rich reward.

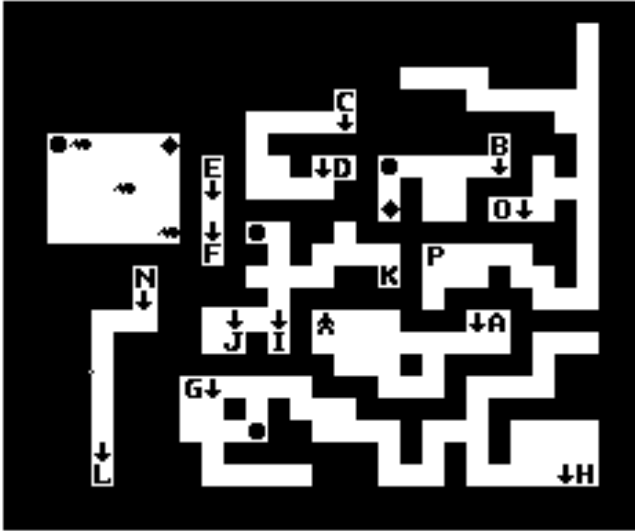
And on an untranslated tablet:



Buried Alive!

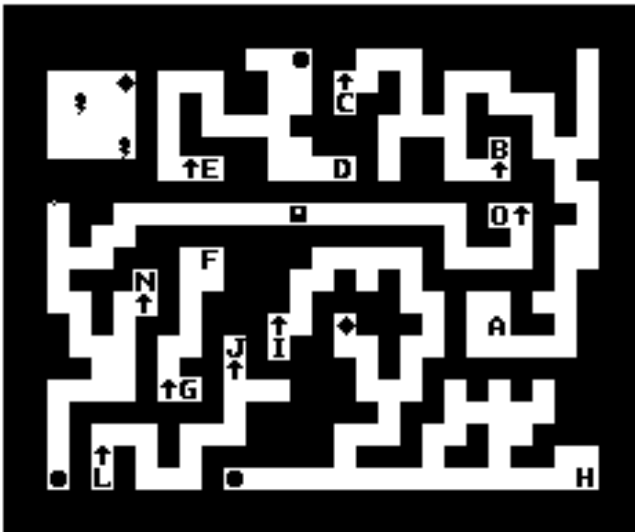
A cave-in has wiped out the lower passages of this land. These maps show the old paths where you must blast through the rubble.

Sub-level 23



A

Sub-level 33

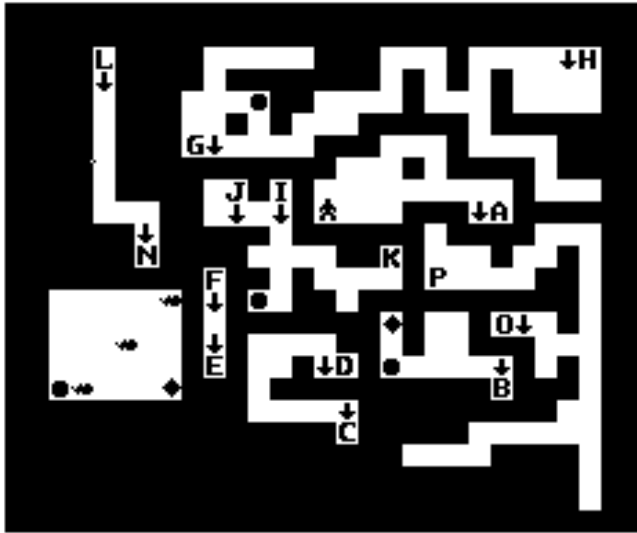


D

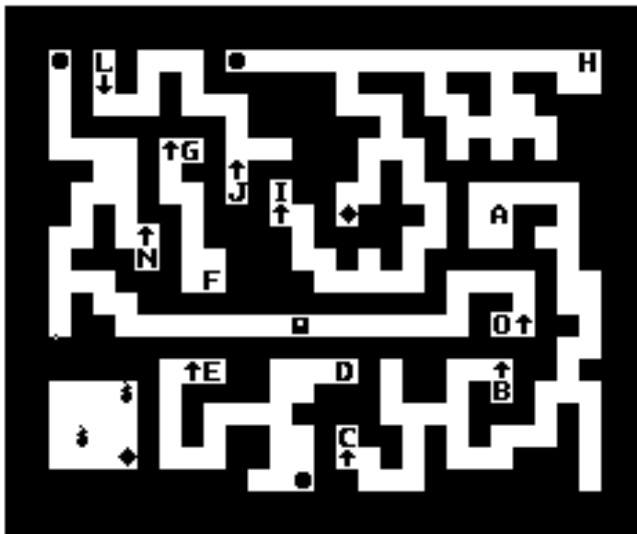
Ladders and pits are marked with letters and arrows. To find where one leads, locate its matching letter on the floor indicated by the arrow. For best results, follow the letters alphabetically.

Letters A, D, F, and H are one-way pits. K and M still indicate Keys and Messages.

Sub-level 3



Sub-level 3



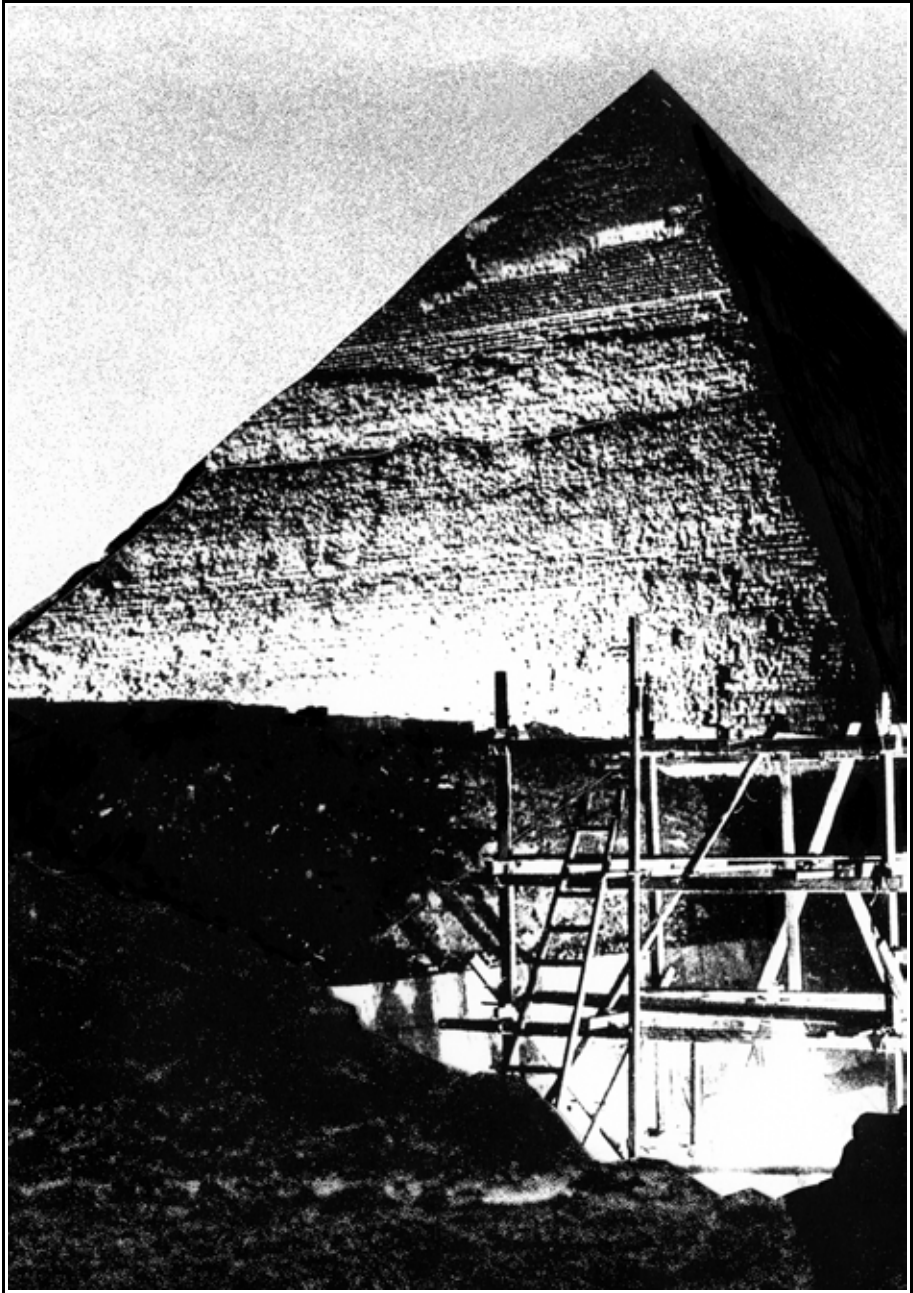
B

C

These maps show the areas as they appear in 4A and 4B. For maps of 4C and 4D, turn the book upside-down.

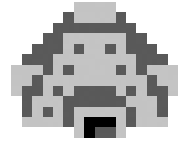
Cheops' Curse

T H E C L U E B O O K



Apep Watches

Guarded by the presence of the Twin Sphinxes, the tremendous pyramid, burial tomb of an ancient Pharaoh, lies abandoned. Or rather almost abandoned, for the Guardians have come to this land in search of the dormant powers said to lie at the heart of the Pharaoh's tomb.



The mystic powers are found to be all too active, though, and not even the Guardians have managed to navigate all the twisting corridors or pass the deadly traps. Something great indeed must be hidden in these ancient halls. As you approach the answer, you will hear the curse of the ancient protector Apep. Will you challenge the ancient powers, or is there another way into the tomb?

16 Levels: 1A-4D

A special adventure links all three Egyptian lands.

Attributes	1A-1D	2A-2D	3A-3D	4A-4D
Locks/Keys	1	2	3	3
Treasures	2	4	5	7
Areas	3	3-4	8	15
Difficulty	Easy	Medium	Medium	Baffling!

Clues & Tips

Some Scraps of Parchment

The Great Eye shall yield before the signs of power.

The regal twins hide golden secrets:
Search the first of two in the first,
And the second of two in the other.

He who thrives on darkness and fear,
Is defeated by the strength of light.

When in the presence of power, focus your energy.

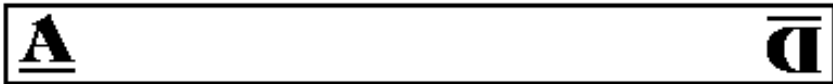
After proper reflection you're sure to cross the maelstrom.

The Ancient Builder's Plan

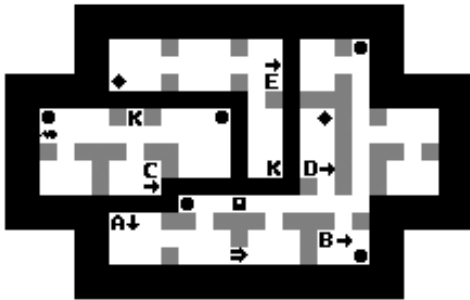
The twisting halls of this land have baffled many adventurers. Now, the chambers of the Great Pyramid are revealed...

For clarity, some internal walls have been lightened. Also, each ladder and pit is marked with a letter and an arrow. To find where it leads, follow the arrow to the indicated floor and match the letter.

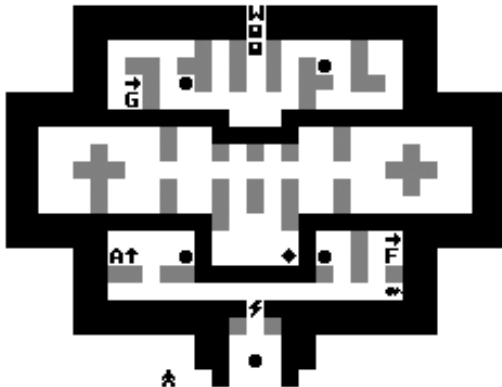
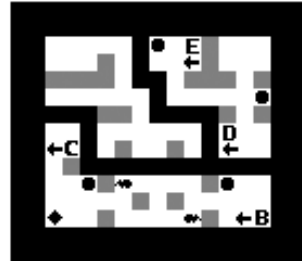
Level 3A and 3D:



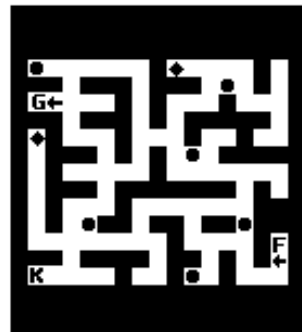
Second Floor



Third Floor



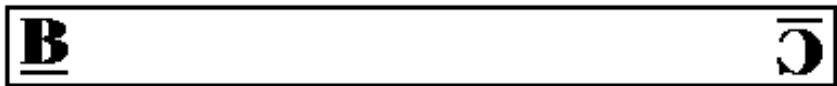
Main Floor



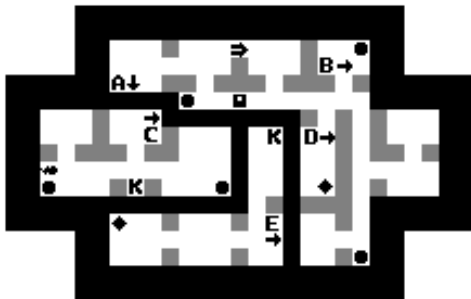
Sub-level 1

These maps show the areas as they appears in *A* and *B* levels. For maps of *C* and *D* levels, turn the book upside-down. Also, in lower levels, some of the areas shown are not available.

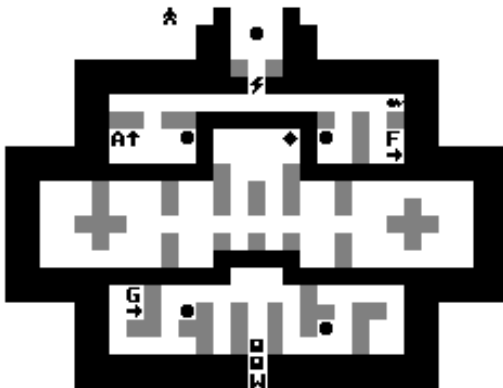
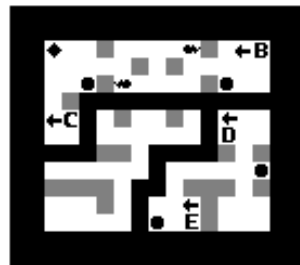
Level 3B and 3C:



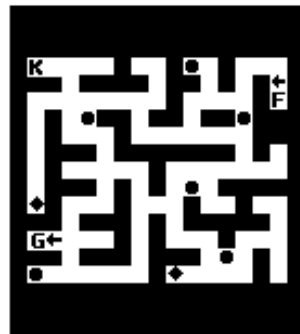
Second Floor



Third Floor

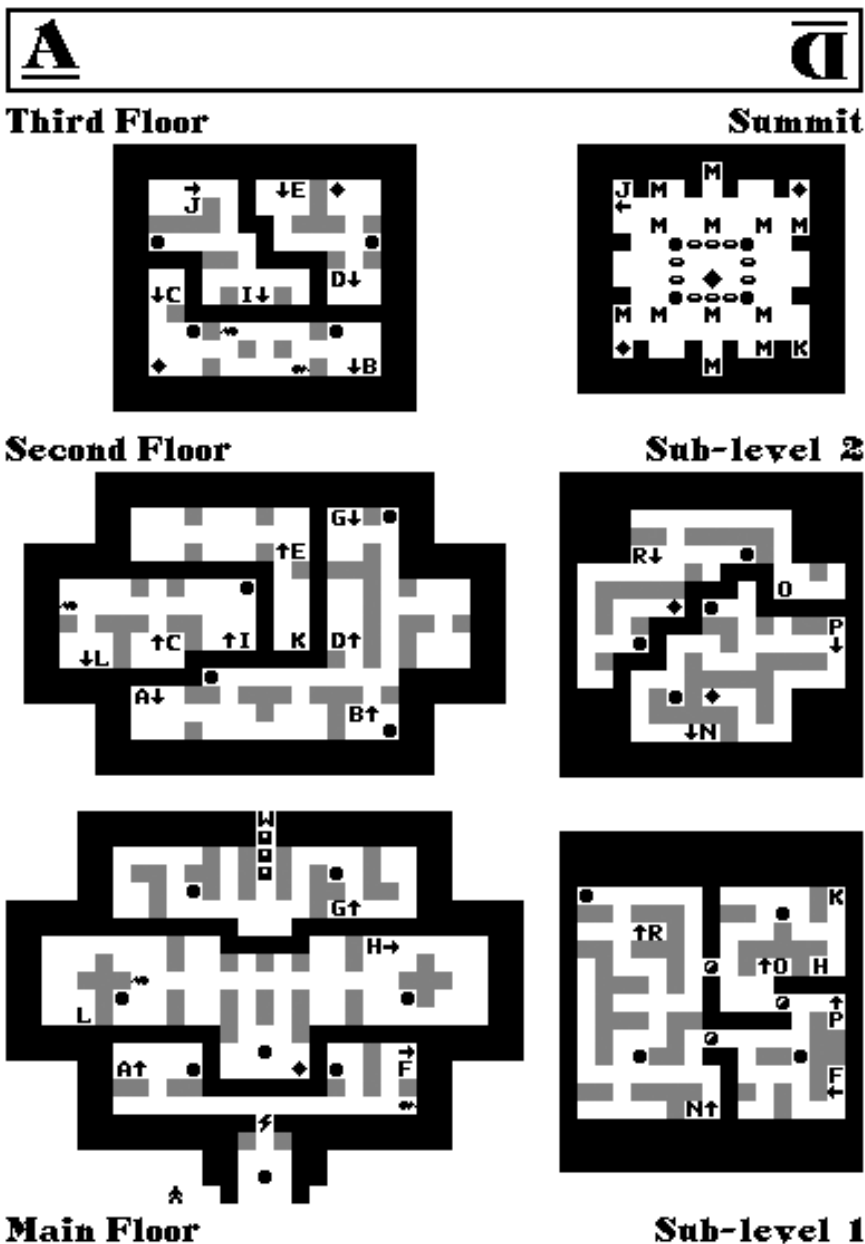


Main Floor



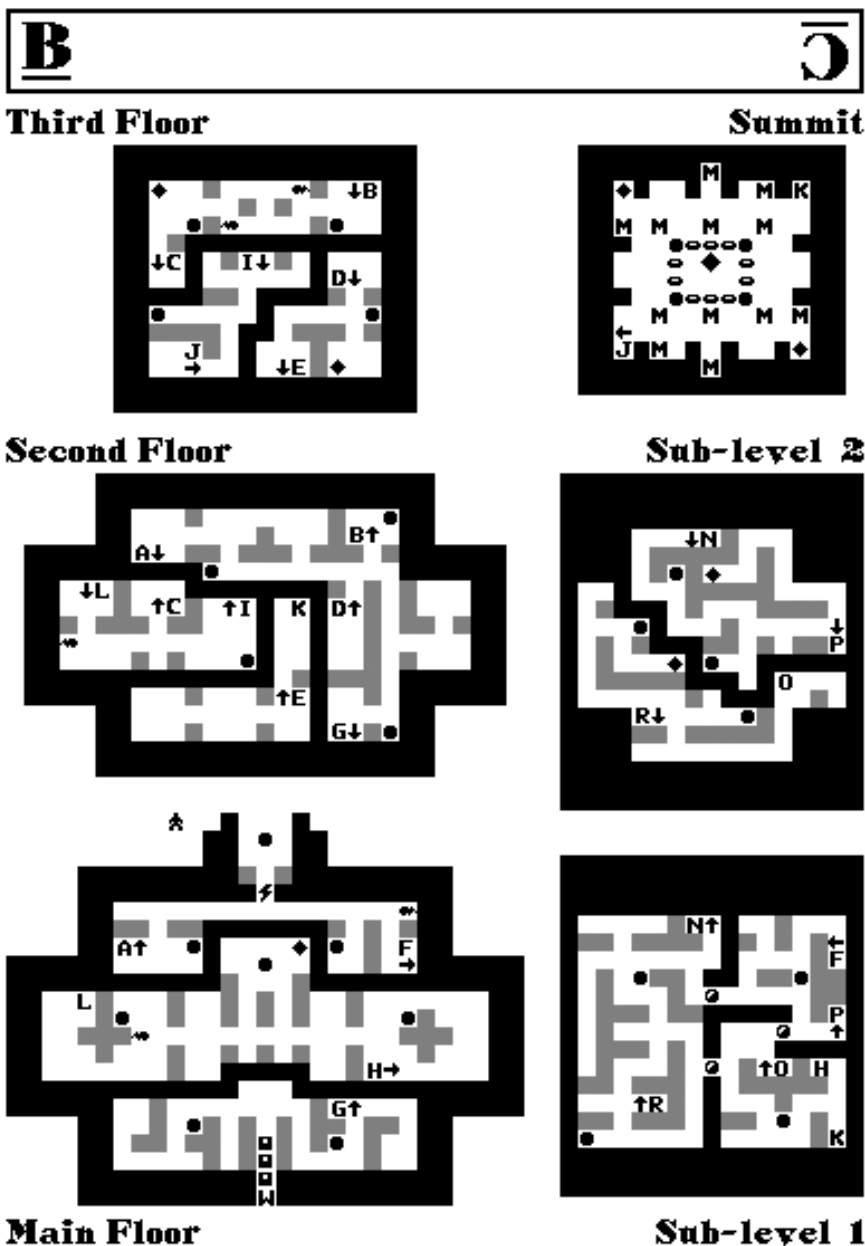
Sub-level 1

Level 4A and 4D:



Letters H, O, and L (hole?) are one-way pits. Letters K, M, and W stand for Keys, Messages, and the Way Out as usual.

Level 4B and 4C:



These maps show the areas as they appears in *A* and *B* levels. For maps of *C* and *D* levels, turn the book upside-down. Also, in lower levels, some of the areas and objects shown are not available.

The Guardian

T H E C L U E B O O K



The Eastern Sphinx

Behold the *Guardian*, forever vigilant protector of the Pharaoh's final resting place. Some say it holds the secret to *Cheops' Curse*. Others say it holds only danger and death.



Once inside the first chamber, you will find four steep shoots dropping down into darkness, to the very foundations of the earth. Which shafts will be open this time, and where will they lead? There's only one way to find out.

You may be lucky enough to reach the exit, but only with the greatest skill can you wrestle away the *Guardian's* secrets.

16 Levels: 1A-4D

Action challenges and text-puzzles.

Attributes	1A-1D	2A-2D	3A-3D	4A-4D
Locks/Keys	1	2	4/3*	5/4*
Treasures	2	2-3	7	8
Areas	3	3-4	4	4
Difficulty	Easy	Medium	Hard	Difficult

* There are two exits. Pick the correct one for a bonus challenge.

Clues & Tips

Some Scraps in an Old Notebook

Behold the regal's second!

Bound with gossamer lashes,
Two pupils are held in the spectres' room.

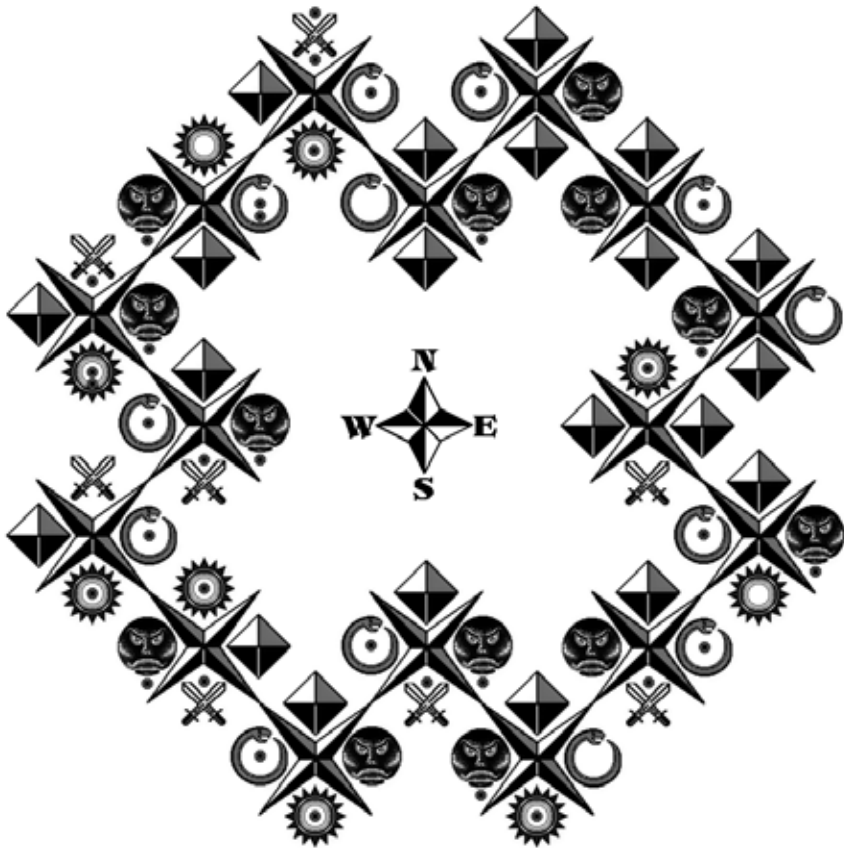
Beyond the Double Locks and the hopeless Magic Maze,
Lies the Sphinx's greatest riddle.
Buried in stone are your greatest clues.

None too soon can you seek the sight of the *Sentinel*:
The first four ways rounds will then fall before your feet.

After stating the specters' solution, seek the wisdom of Jones.

The Slides

These pictures, carved well after the Guardian was constructed, are found on the walls of the first chamber:



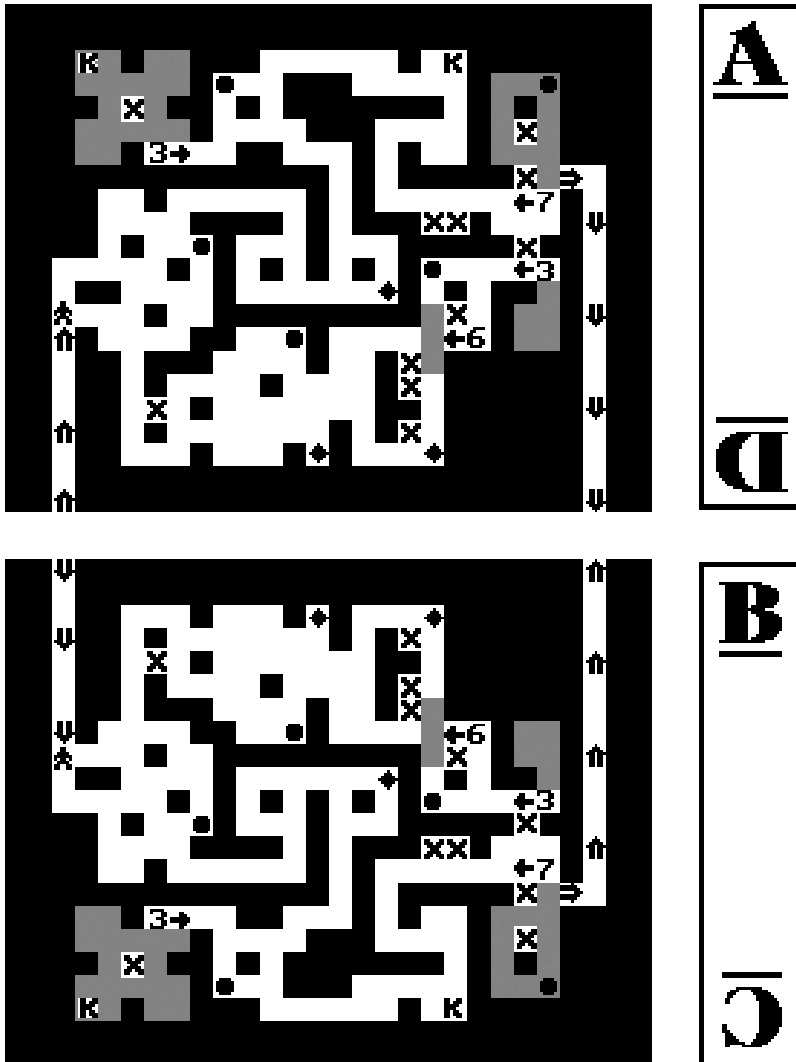
An Ancient Allegory

A cracked tablet in the depths of this structure contains another set of untranslated glyphs:



Cavern of the Worm

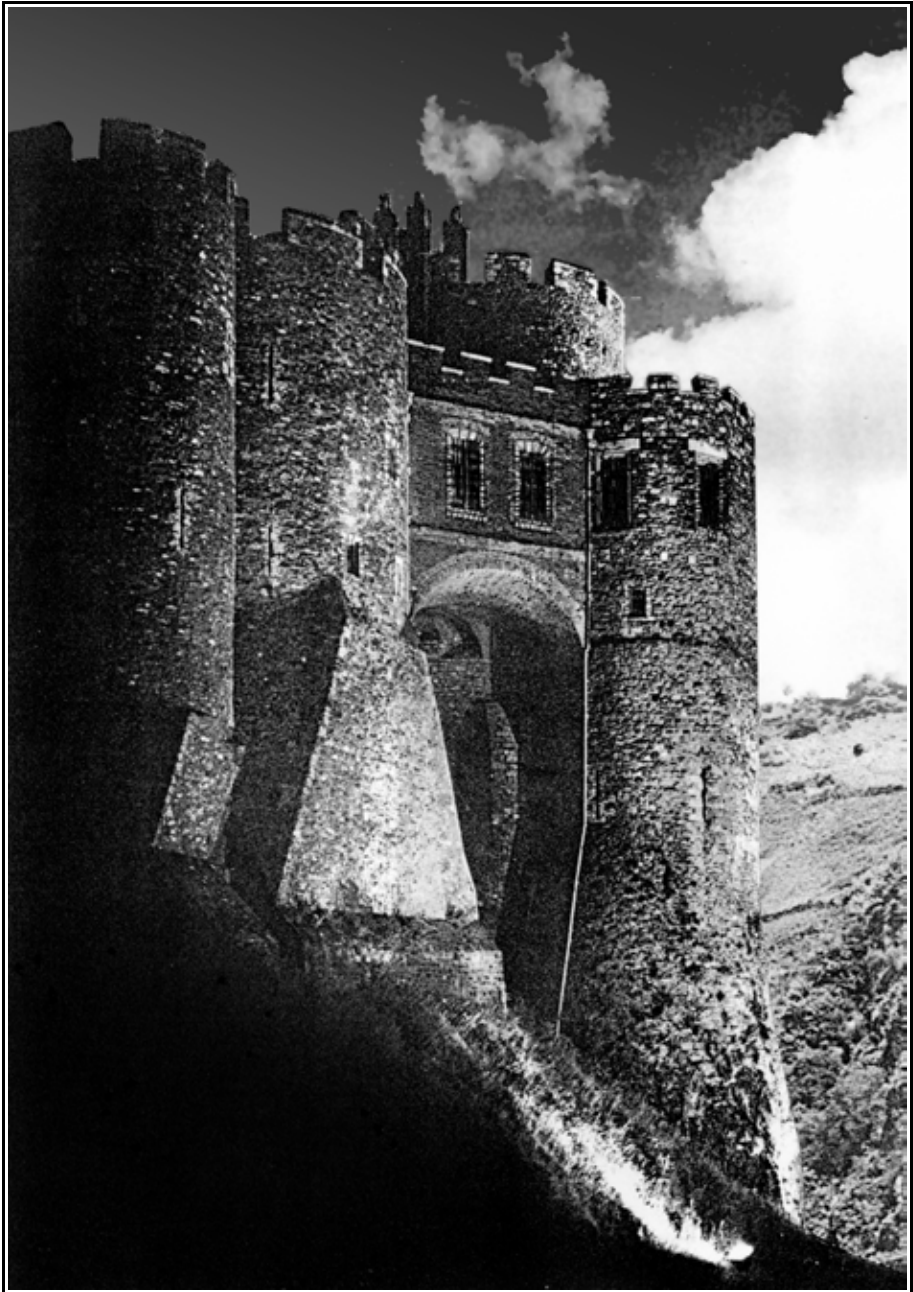
The Worm has difficulty reaching some points in this maze. Safe spots are marked by an X. If you'd rather battle than run, stand in the numbered spaces and fire in the direction shown. The number at each spot indicates its level of safety. However, do not use the battle positions when the Worm is crossing through a shaded area.



These maps show the area as it appears in A and B levels. For C and D maps, turn the book upside-down.

Castle Greymoon

T H E C L U E B O O K



The Lost Protector

Your adventure takes place at the ruins of the once-majestic *Castle Greymoon*. As you would learn from the local shepherd (Flak is his name), the good King Quark ruled here until his power, in the form of a mysterious being named Kelveshaan, was kidnapped by the Sorceress.



Now all manner of foul beasties stalk the land. If only you could find the Sorceress and rescue Kelveshaan!

But, alas, there are complications. Somehow, Kelveshaan has escaped his captor and disappeared. Now both the King and the Sorceress offer great rewards for his return. Searching high and low, castle tower and dungeon depths, a resourceful Bandit may test his mettle and fill his pockets!

And if this isn't enough to worry about, a rather tetchy Mad Hermit wants to play cards with you!

16 Levels: 1A-4D

Includes special puzzles and a text-adventure.

Attributes	1A-1D	2A-2D	3A-3D	4A-4D
Locks/Keys	2	4	5	6
Treasures	2-4	4-6	5-7	7-8
Areas	1-3	3-4	4-6	6-7
Difficulty	Easy	Easy	Medium	Medium

Clues & Tips

Meet the Mad Hermit

The Mad Hermit shuns all visitors—except “when the Sun sets in the East.” Impossible? Not in a land where enchantment rules. Where’s a good compass when you need it? There must be one around here somewhere...



♣ **Clubs**

To win this round of the Mad Hermit's card game, you must find the object which makes the best club.

If you've managed to visit the cellars of *Greymoon* during previous games, you may have noticed that the Hermit's actions haven't really been all that mad. In most ways, the old man seems rather ordinary. Listening closely, however, you soon realize that you can hear him softly mumbling.

Straining to hear the Hermit's quiet talk, you pick up pieces of his humble ravings:

"Lose today, win tomorrow.

"The brightest move... the lightest.

"The one you seek feeds a demon!

"It lived, it died, and yet it stirs.

"See with your eyes, not with your feet.

"Hang it up!" he finally shouts. You'd better make your move.

♥ **Hearts**

Now you must find something to represent hearts. This time, you can hear the Mad Hermit softly humming...

"What a wonder: King's best wine.

"None for you? No, this one's mine! Ha ha!"

"It breaks, it trumps, it ever beats,

"But what dope told you that it bleats?"

"It flows in a river the color of flame,

"Man, beast, and grape, the greater's to claim.

"And even when shed for the good of life's game,

"The price of life's water is more of the same."

"Seek the peasant for his wares,

"But bring no critters down my stairs!"

"No more talk: too much to do!

"Set the chairs right, tables too.

"Busy, busy, boo hoo hoo..."

"I know I'll get no help from you!"



♠ **Spades**

Grave-dirt! That's what he wants this time. He knows full well the catacombs are haunted. Well, there's more than one way to settle a spirit. Once again, the Mad Hermit quietly mumbles...

"Let sleeping Spirits lay? Hmmm..."

"Don't repeat yourselves."

"A fool and his Life-levels are soon parted..."

"One man's rocks are another man's pebbles?"

"A sitting stone gathers no glory..."

"Oh, blast it!" he cries, and then falls silent.

♦ **Diamonds**

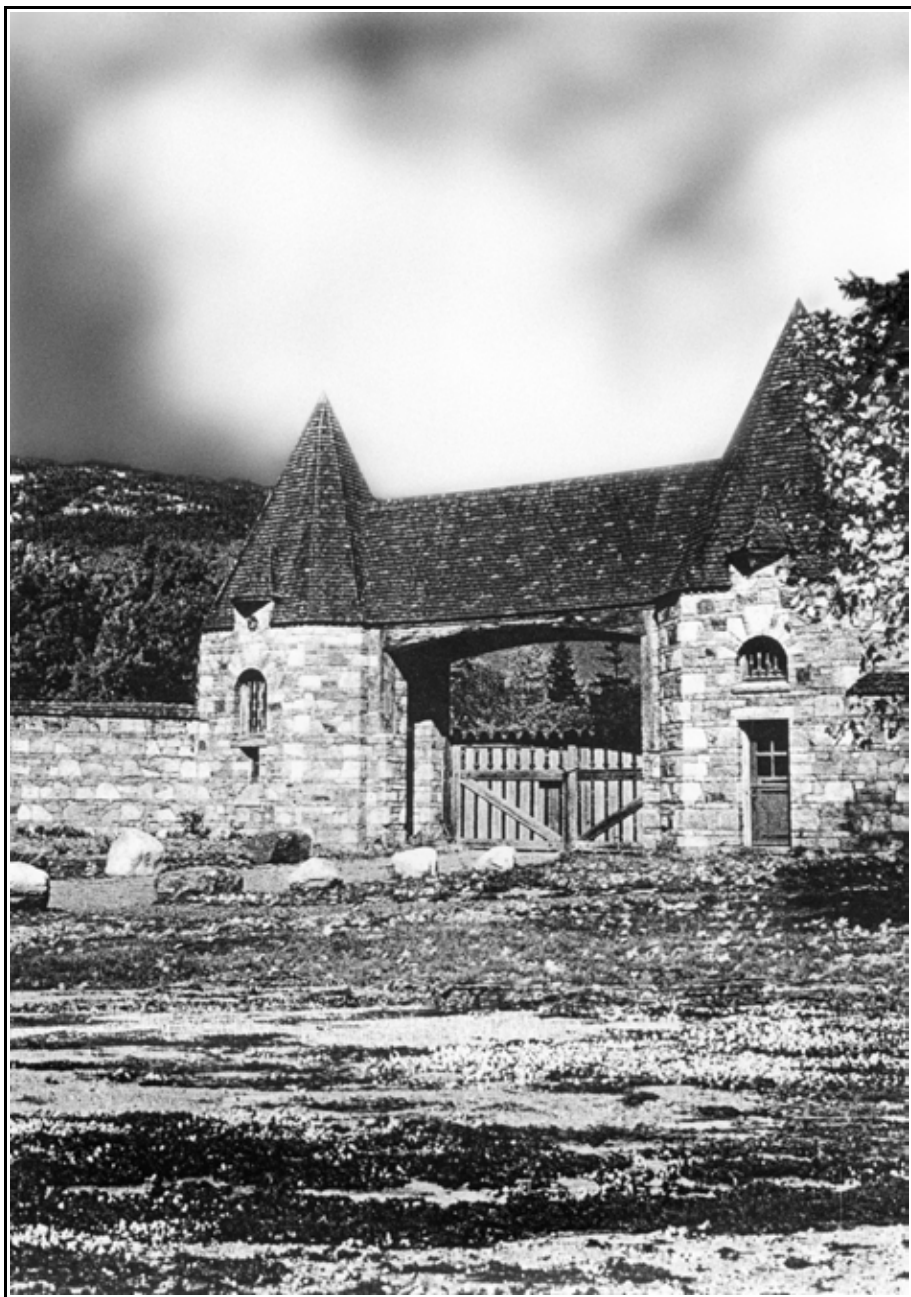
The Mad Hermit claims you will need something of great magic to beat his hand this time. Assured of his victory, the smug old man murmurs only one thing:

"In the third of four of the fourth,"

"Seek the third of four of the Fourth."

King's Crown

T H E C L U E B O O K



Into the Warlock's Warren

The good King Quark has been robbed of his most treasured possession: his Kingdom's Crown! The ruthless warlock DiffEq holds it for ransom.



Of course, the King can never submit to this scoundrel, and so he offers a great reward for his Crown's return. He warns, however, of the dangers awaiting at the warlock's stronghold:

"To succeed in your quest, you must endure the deadly Crypts, navigate the Meandering Maze, pass the Guardian Glaives and survive the Spirit Chamber."

Okay, no one said this would be easy.

16 Levels: 1A-4D

Special action challenges.

Attributes	1A-1D	2A-2D	3A-3D	4A-4D
Locks/Keys	1-2	3	5	3
Treasures	2	4	5	6
Areas	1	2	3	2
Difficulty	Easy	Medium	Amazing	Ouch!

Clues & Tips

A Sticky Situation

The ladderless pit in level 4 leads down to a room of very intense action, but don't be intimidated by all the motion. The Glaives cannot hit your entry position. Stay calm and time your moves carefully.

Also, watch your back for trailing attackers. And if you happen to be a Shadow, maybe you should sit this one out.





Some Writing on the Walls

After four bouts with the maze, the deadly warriors await.

The difference between one-hundred and zed,
The minion of Zardoze are buried undead.

The restless soul mutters, "mumble!"

The word is the warp.

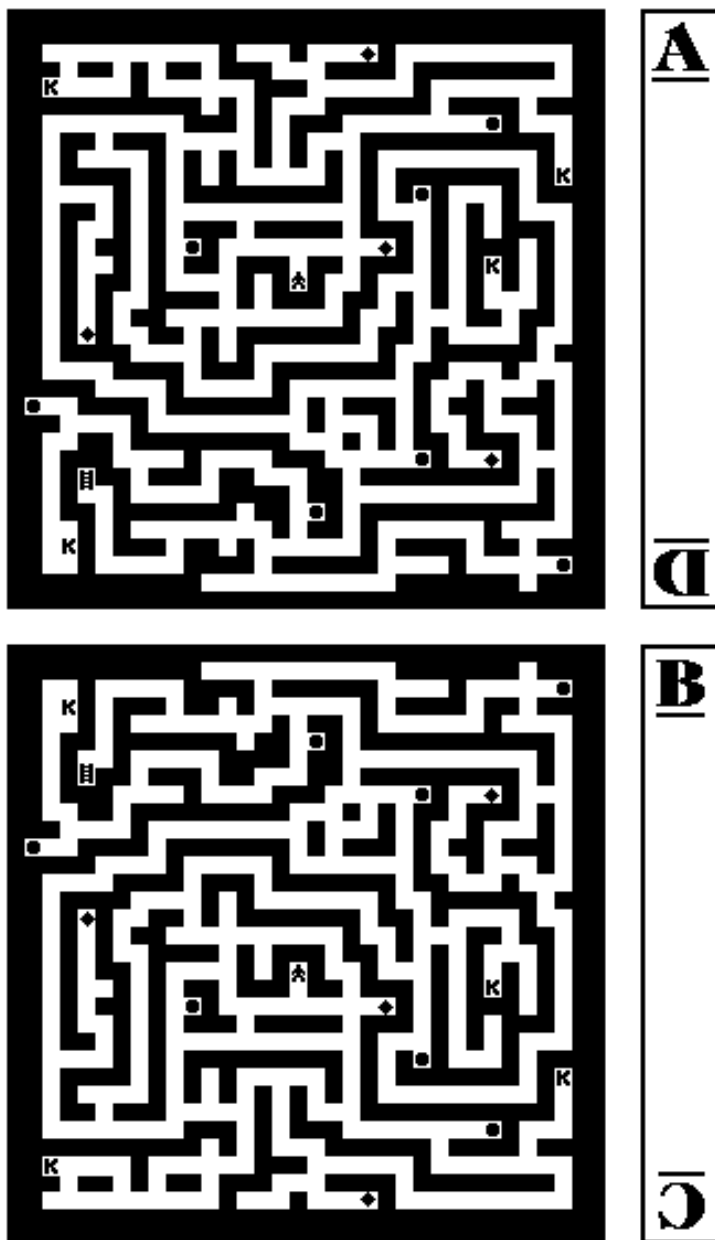
From first of one to last of three, the road is not paved in gold.

In the bottomless depths, Yellow shines past,
Blue flows by, first to the last.
But never for Blood, made to stop fast:
After a score but for four stones have been cast.

A figment sent on the work of a King,
Declining unheeded may feel the trap sting.

The Meandering Maze

This maze appears in level 3. Many have lost their Life-levels to its long, winding halls. Maybe a map will ease the toll:



These maps show the area as it appears in *A* and *B* levels. For maps of *C* and *D* levels, turn the book upside-down.

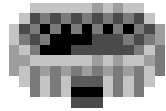
Underworld Arena

T H E C L U E B O O K



Gauntlet of Doom

Although built by medieval men, the Underworld Arena reflects some older Romanesque attitudes. Gladiators battle in the Arena for the Emperor's favor, but like to dispose of intruders as well—particularly Time Bandits.



The Arena itself is of a very devious design. If you manage to survive long enough to win your freedom, there is still danger. Choose the wrong exit, and you must journey into the underground realm of the Margh Worm to find the last Key!

Later, there's the danger of gaining the Emperor's approval. And why is this dangerous? Once the Emperor recognizes your skills, he will command that you battle an ever larger Margh Worm to the death! (Anything for a good show.) Then if you choose the wrong exit, there is the Warrior's Gauntlet to face! It's do or die in this insidious coliseum.

16 Levels: 1A-4D

Action related adventures.

Attributes	1A-1D	2A-2D	3A-3D	4A-4D
Locks/Keys	2	3	4	5
Treasures	4	5	4	6*
Areas	2	2	3*	3*
Difficulty	Medium	Medium	Hard	Difficult

* One extra in the Duel Mode.

Clues & Tips

The Exit, Please

Which way out? Left or right? If you know some, you'll guess the rest:

The last set is not the second three.

In the middle, two sets are the same.

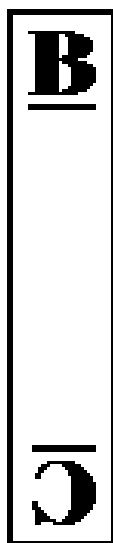
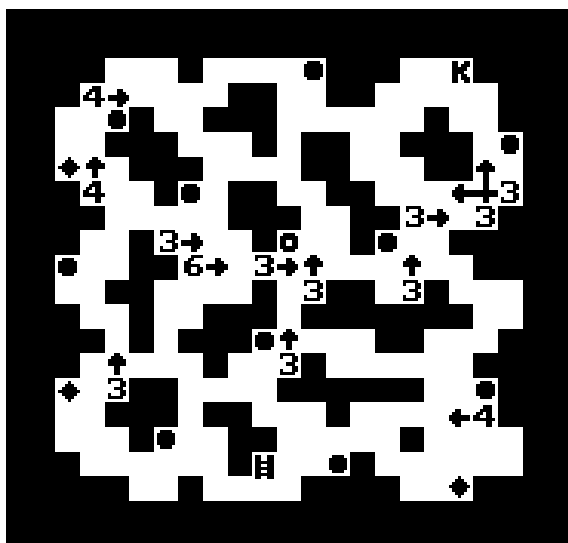
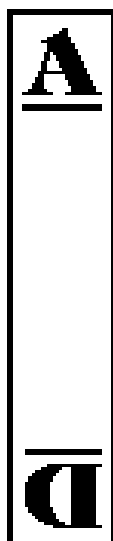
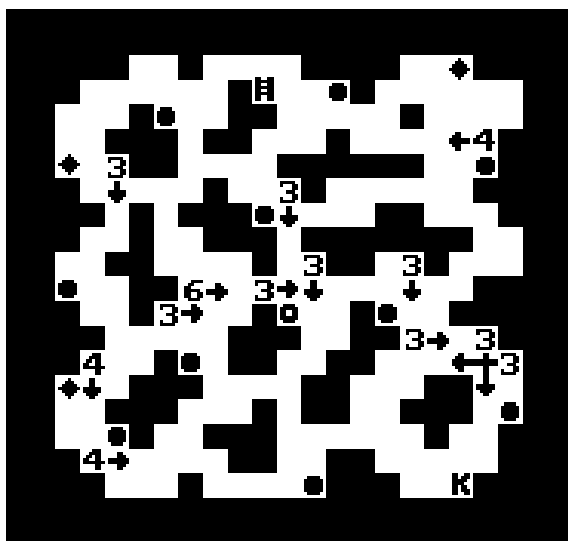
Reverse the pairs left abandoned,

As the first piece is too dull to claim.

— — — — —

The Lair of the Margh Worm

The Margh Worm's path is partly predictable. Some spots of the maze provide good cover, blocking the Worm from attack on all but one side. Stand in the spots marked and fire in the direction shown. A number by each spot shows its degree of protection.



These maps show the area as it appears in A and B levels. For maps of C and D levels, turn the book upside-down. Also, some of the objects shown are not available in the earlier levels.

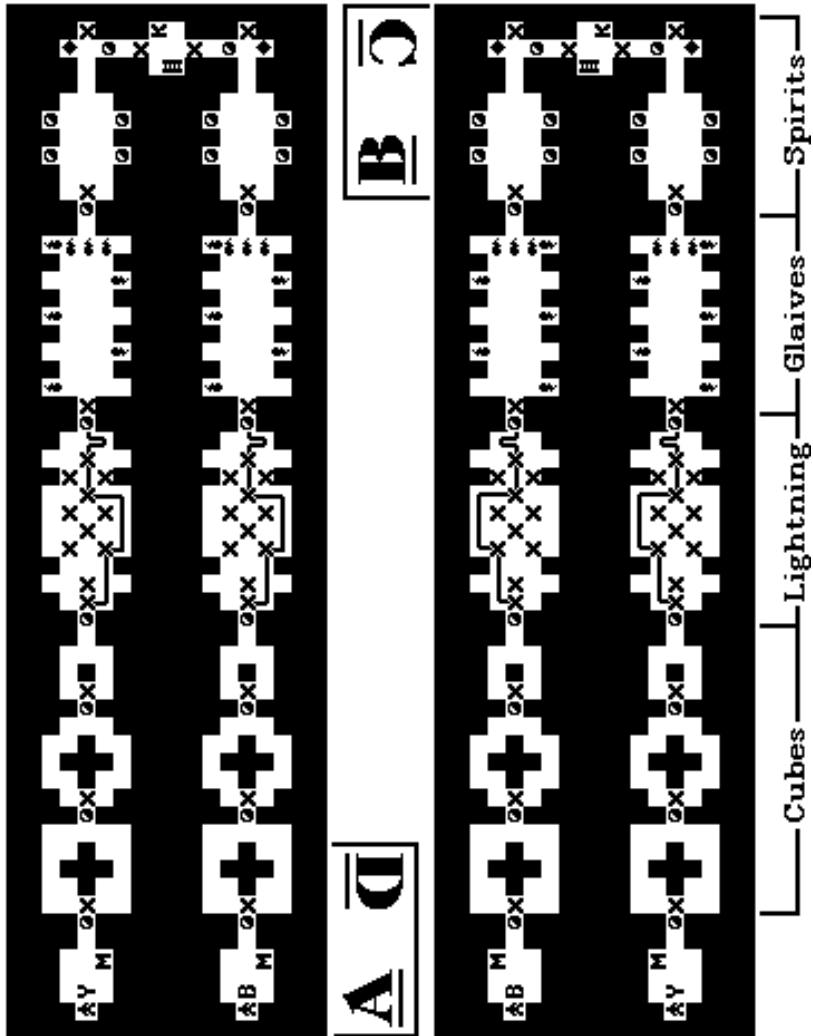
The Gauntlet

Here, you must face a number of deadly tests. In the map below, "trigger" spots are marked with an X.

In the Lightning Chamber, *run* along the marked path.

When you first step into the Glaive room, the rushing blades will bounce away. You have lots of time to plan your run.

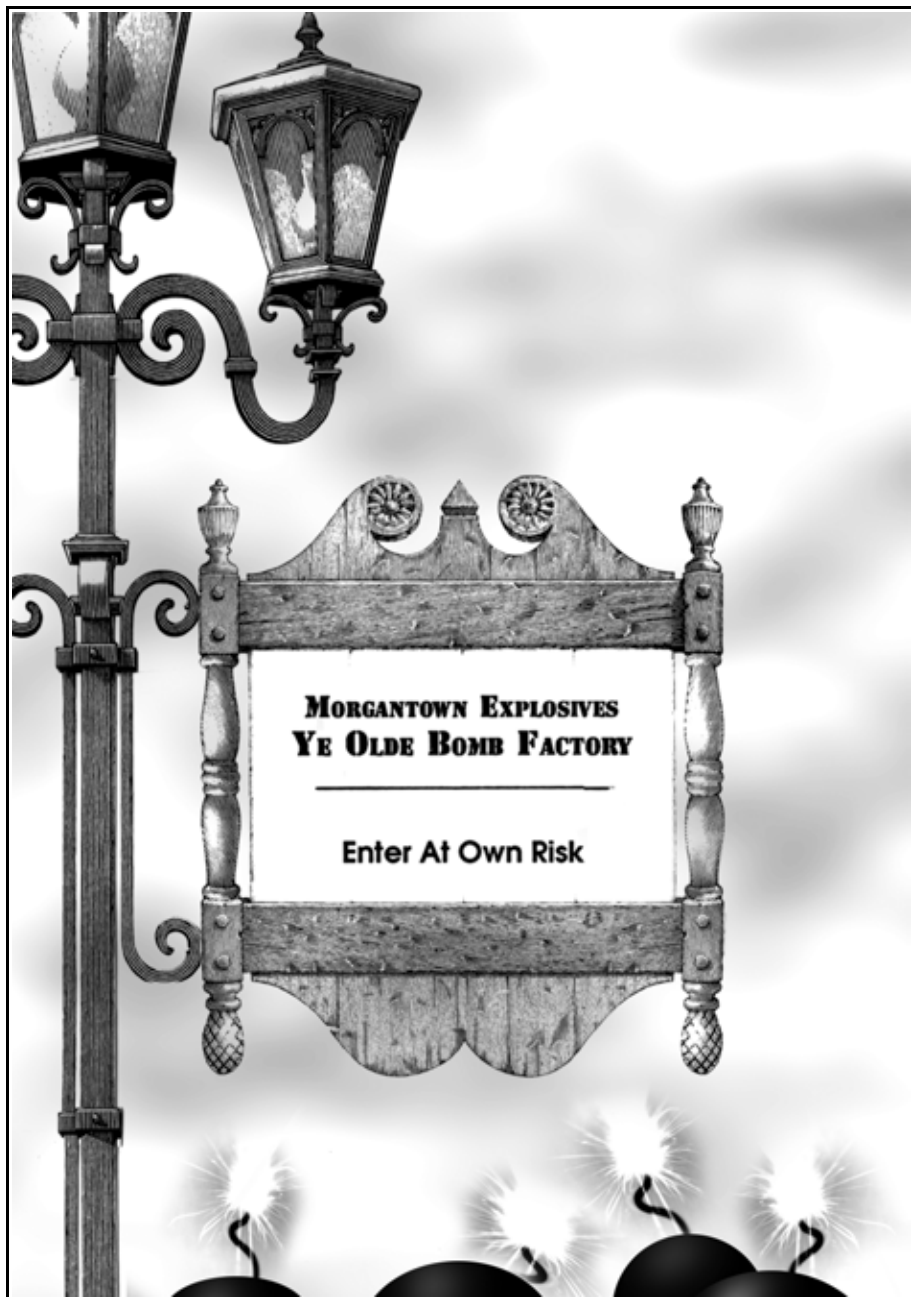
In the Duel Mode, each Bandit has his own track through the Gauntlet. If your exit is blocked by a boulder, just move into the alcove near the boulder to lift it again.



These maps show the areas as they appear in A and B levels. For maps of C and D levels, turn the book the other way.

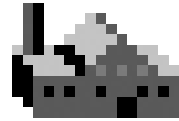
Bomb Factory

T H E C L U E B O O K



Zero Survivors

"There's been a terrible accident at the ol' Bomb Factory!" That's what people say, but you know better.



The bombs seem unnatural, almost alive. And the machine making them? It's completely out of control. There's something strange going on in this land, and it's your job to shut it down. If only it was that simple.

Careful with your weapon fire: those bombs go off at the slightest provocation. And watch where you step; with all the recent fireworks, the floor isn't as sturdy as it used to be. If the bombs don't get you, one slip into the snake-infested cellar might!

16 Levels: 1A-4D

Pure arcade action.

Attributes	1A-1D	2A-2D	3A-3D	4A-4D
Locks/Keys	1	2	5	6
Treasures	3	5	6	7
Areas	1	2	2	2
Difficulty	Easy	Medium	Difficult	Deadly?

Playing Tips

Recognizing Duds

"Dud" bombs make for easy points. They do not explode when shot, and are easy to recognize: they are the slowest rollers.

Quick-Draw

If you see that a rolling Bomb is definitely going to hit you, shoot it! You'll may be hit by the explosion, but at least you'll get some Bounty.

The Snake-Pit Shortcut

Don't worry about the holes to the Snake-Pit so much that you allow Bombs to hit you. In fact, because of the "Surprise" factor (see the tips on [page 39](#)), you may wish to dive into the holes when danger threatens! The underground path can even be a shortcut if you're less than half-way through the maze.

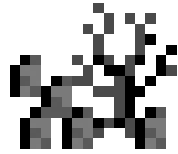
Ghost Town

T H E C L U E B O O K



Forgotten, But Not Gone

Are you sure you're alone? This was a thriving (even rowdy) place just... how long ago? Before the mines dried out. Maybe some of the original inhabitants are still around somewhere. You can certainly feel a presence watching. Then... a voice?



"Help me, please..."

A girl's voice! In that building...

You race toward the old café. You enter quickly and look up just in time. Your spine tingles as the ghostly apparition hovers closer.

"Help me," it calls. "Please, please, pleeeeeease..."

16 Levels: 1A-4D

Includes a text-adventure.

Attributes	1A-1D	2A-2D	3A-3D	4A-4D
Locks/Keys	1	2	3	3
Treasures	3-4	4-5	4-7	5-7
Areas	1-2	3-4	6-7	8-9
Difficulty	Medium	Medium	Hard	Hard

Clues & Tips

From the Journal of Luke Selleck

Nine evil riders blew into our town:

Their villainous acts brought everything down.

They've cheated the Sheriff from a fair fight,

By cutting his throat as he slept in the night.

They've looted the mines, and sacked the land,

They've cut down all who dared make a stand.

Last night the rest met to decide what to do,

I told them to grab up their guns and be true.

I woke up preparing to do battle today,

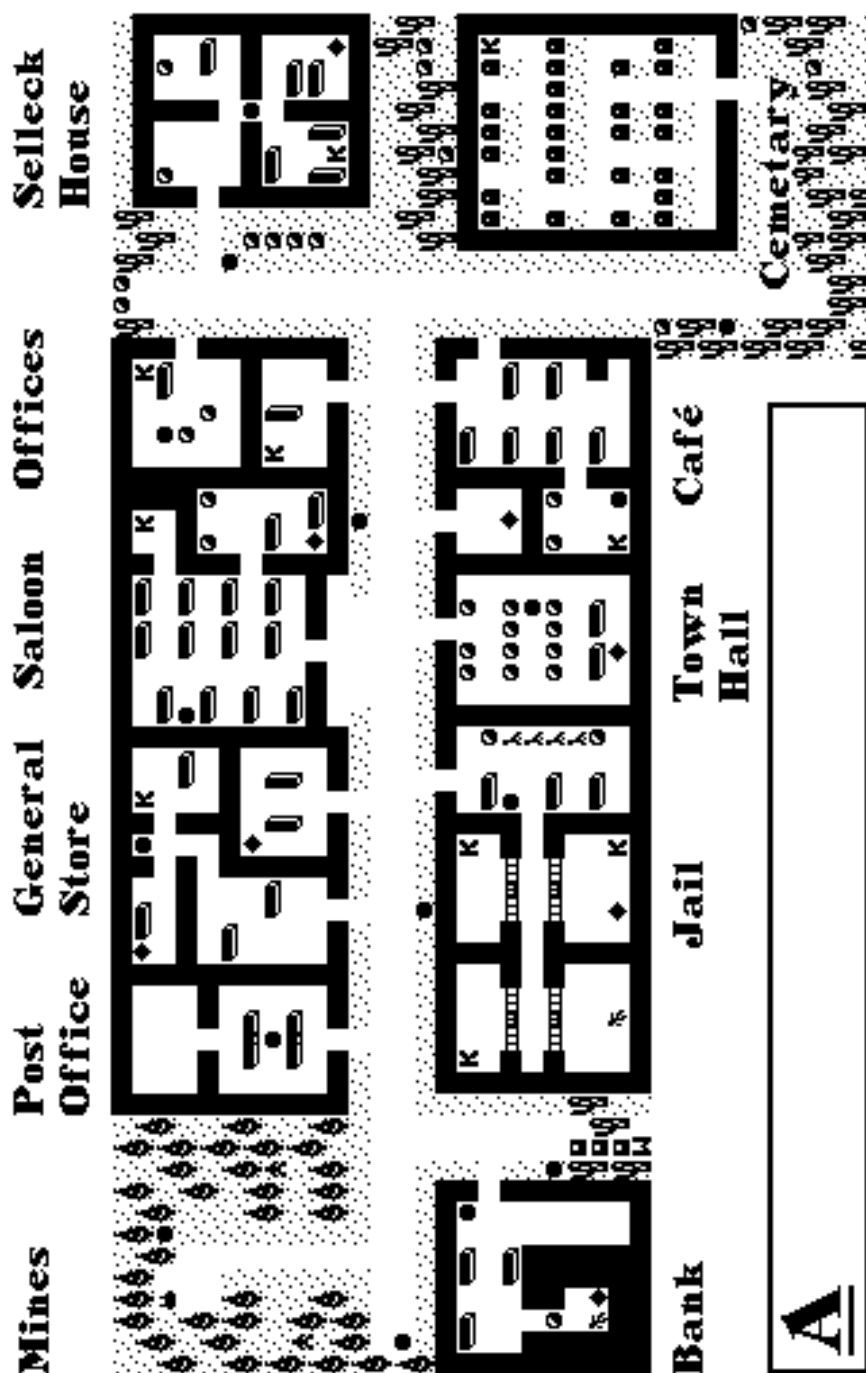
But the folk which ain't dead have done slipped away.

There's just me, my daughter, and Molly here now,

But I vow not to rest till we beat them somehow.

The Lay of the Land

This simplified map shows the area as it appears in *A* levels.



The Letters and the Law

Nine evil corpses, nine metal tags,
A nine letter word to span the quag.

The Sheriff caught One before he died.	1A
The draw of Two and the waitress was tied.	—
Three got careless with his pick.	—
And Four found his dinner made him quite sick.	—
Five got greedy in the old vault.	—
Six says his nature just isn't his fault.	—
Luke blasted the mines, trapping Seven and Eight,	—
Then stamped out Nine... just an instant too late.	—

There are four good souls that cannot rest:
Set them at peace to hasten your quest.
See that a promise once made is not broken
And the spirits thanks will grant a great token.

To Be Continued...

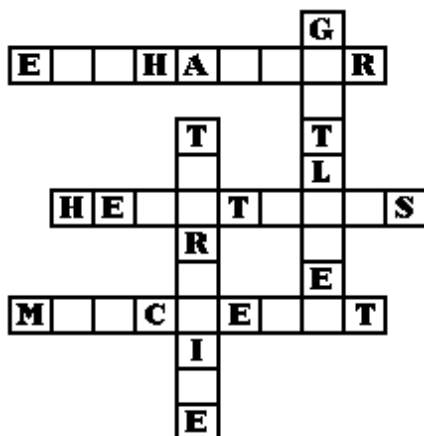
Like an old-time western, this adventure comes in installments. At various levels, new things appear for you to puzzle over.

Some problems, like opening the vault, can't be solved until you've accomplished things in earlier levels. If everything goes well, the adventure can be completed as early as 3C. It is a good idea to check every building in each level so as not to miss new events.

Sets of Nine

There are five possible sets of letters. Here they are with a clue to their true order:

A	E	E	H	L	R	S	S	T
E	E	E	G	L	M	N	N	T
E	E	I	O	R	R	R	T	Z
A	C	E	I	M	N	R	S	T
A	C	E	E	H	N	N	R	T



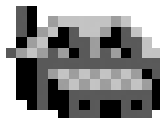
Hotel California

T H E C L U E B O O K



Spirits Served Since 1824

Something unnatural lurks just out of sight in these halls. Is it the troubled spirit of some unwary traveller, or something else entirely?



As you explore the first three flights of the old building, things seem normal enough. But don't go into the cellar if you're afraid of the dark, and visit the attic only if you dare!

Try not to worry too much though. That wailing sound behind you? Old buildings just creak when they settle. And that blast of frigid air? It's probably just the wind.

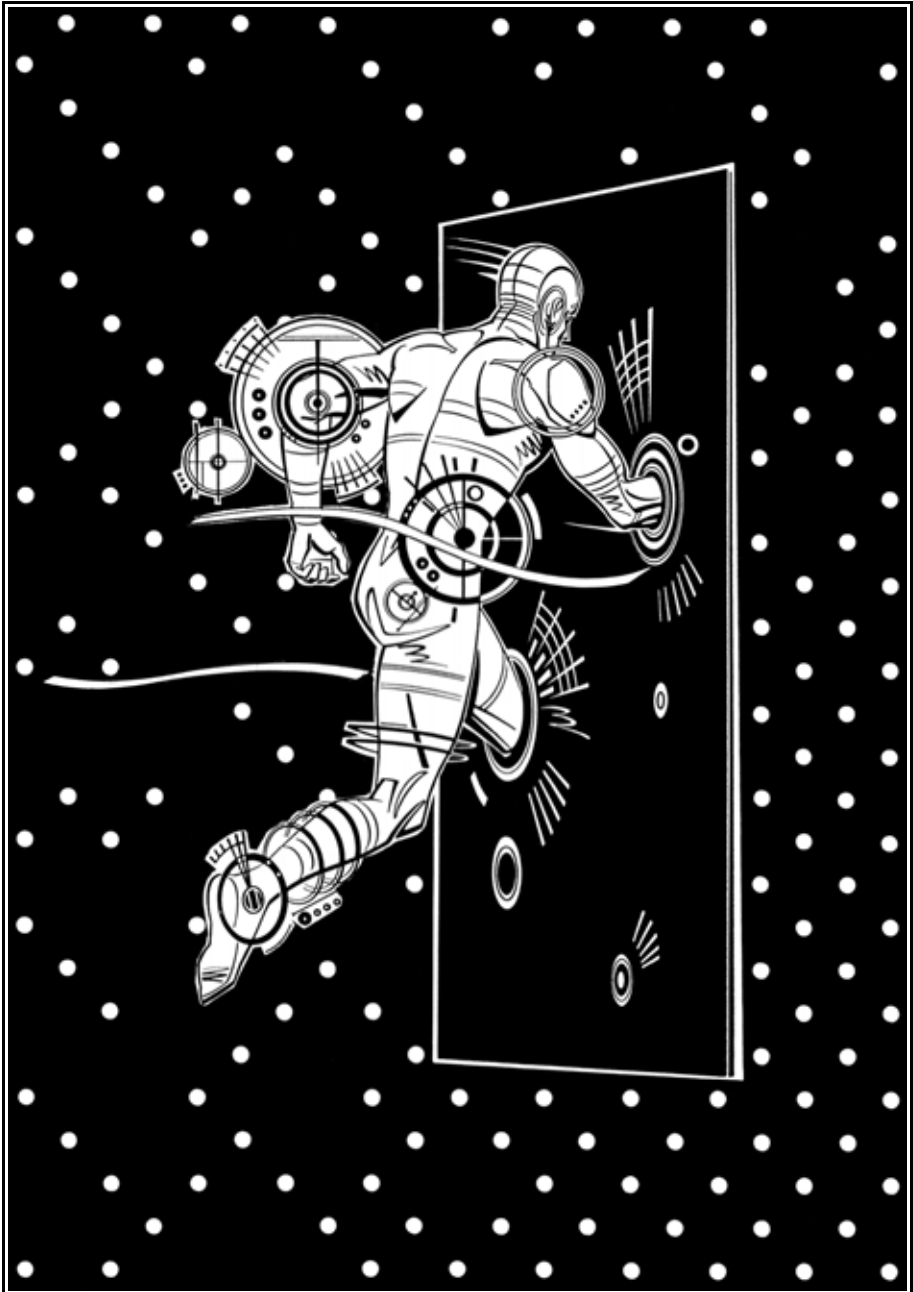
16 Levels: 1A-4D

Action, action, action.

Attributes	1A-1D	2A-2D	3A-3D	4A-4D
Locks/Keys	1	2	3	4
Treasures	3	4	5	7
Areas	2	3	4	5
Difficulty	Easy	Easy	Medium	Medium

Shadowland

T H E C L U E B O O K



Virtual Vacation

Take a journey to Arcadia, electronic realm at the heart of the machine universe. In *Shadowland*, the digitized Bandit finds himself on the eerie playing field of a familiar arcade game.



There are no Keys and no Locks. Instead, you must adhere to the Rules of the Game: sweep the field clean of dots to escape. Only the Shadows attest that this isn't just a game anymore.

These Shadows are the husks of dead Bandits, reprogrammed to defend the capsules they once came to plunder. You are their last hope: trigger the power capsules to suspend the Shadows' conditioning, then rescue the blue Shadows for Bounty. But beware: the Shadows will attack when their conditioning is reasserted.

16 Levels: 1A-4D

Pure arcade action.

Attributes	1A-1D	2A-2D	3A-3D	4A-4D
Locks/Keys	0	0	0	0
Treasures	0	0	0	0
Areas	1	1	1	1
Difficulty	Easy	Easy	Medium	Medium

Cubit Values: Dots are worth 10 cubits and power capsules are worth 50. Bounty for blue Shadows begins at 100 cubits and increases with each Shadow rescued, up to 400 cubits maximum.

Playing Tips

Shadowland is the best place to earn Life-levels: especially in early levels. Save this land for "healing."

Sweep away dots in an organized way. If you leave stray dots laying about, you may have trouble finding them later.

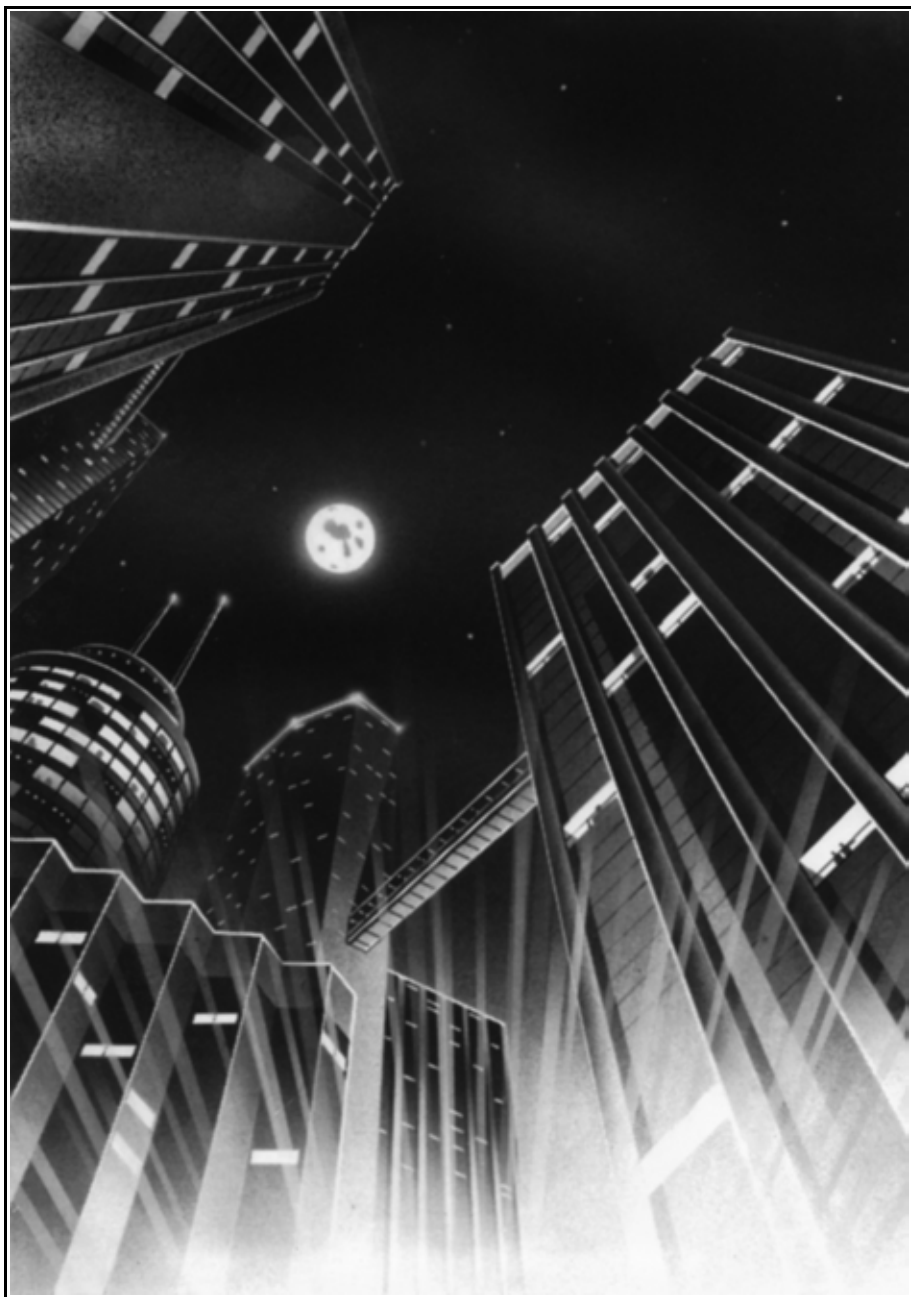
The dots near the Shadow generator are the most dangerous to reach. To be safe, clear them after triggering a capsule.

Between power capsules, the Bounty value for rescuing blue Shadows resets to 100. For a better score, prevent the value from resetting by triggering a new capsule before the old one runs out.

Finally, use the teleport zones at the sides of the maze to lose tracking Shadows and for momentarily immunity from attack.

Gridville

T H E C L U E B O O K



What Could Possibly Go Wrong?

As you prepare to activate the teleporter serving as the entrance to the tremendous city-complex ahead, you receive this message:



"Welcome to *Gridville*, city of tomorrow. Bringing the latest technical advances to the public, this unique community provides a totally ergonomic lifestyle. Public zip-tubes and the latest in security systems complete the high-tech setting. If you are accepted for residence in this ideal community, youtvv vrrriipp—"

The message ends. Abruptly.

16 Levels: 1A-4D

Includes unique challenge areas.

Attributes	1A-1D	2A-2D	3A-3D	4A-4D
Locks/Keys	1	2	3	4
Treasures	3-6	4-7	3-6	4-7
Areas	2-3	3-5	5-6	6
Difficulty	Easy	Medium	Difficult	Worse

Clues & Tips

Makers of Death

Maker Pods release a cluster of four Seekers when shot. If you are surrounded by too many of these Maker Pods, it may be best to sacrifice a few Life-levels and just run away without firing. If you blast the Pods, the cloud of released Seekers could overwhelm you.

The Alien's Keep

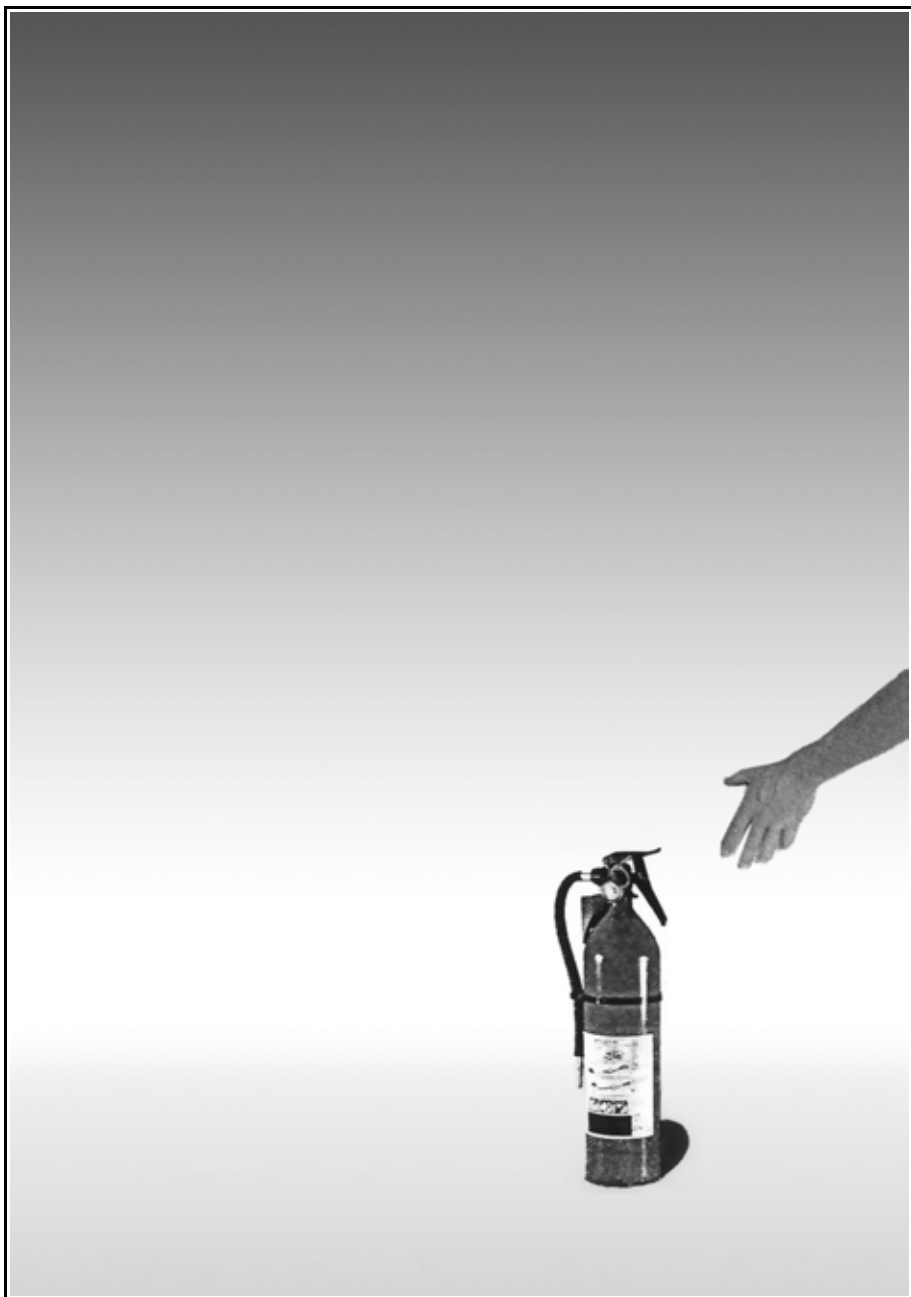
The teleporter near the Way Out sometimes leads to an Alien hideout. There are extra treasures there, as well as extra dangers.

The Duel of the Cube

Another teleporter sometimes appears behind a one way door in the second room. It takes you to a cache of dots guarded by a single Cube. If you can avoid this guard, the dots are worth over 1,000 cubits (enough for a Life-level). And if you get a treasure before you enter the room, you can even get a head start on the Cube.

Major Hazard

T H E C L U E B O O K



General Suffering

Enter the dungeon of the future. A large array of treasures have been stored here, waiting for the Bandit bold enough to claim them. Dodge past increasingly complex patterns of fireballs to reach your treasures, and prepare to face the incredible creatures at the heart of the maze. One thing is certain here: *Major Hazard* deserves the name.



16 Levels: 1A-4D

Plenty of action challenges.

Attributes	1A-1D	2A-2D	3A-3D	4A-4D
Locks/Keys	1	2	4	6
Treasures	2	3	4	6
Areas	1	1	2	4
Difficulty	Hot	Burning	Blazing	Inferno

Clues & Tips

Admirable Advice

Shock is your greatest enemy here. When surrounded by lots of moving objects, some people experience “expanded event awareness.” Even if they are in no danger, they get confused and panic. You must remain calm if you are to survive.

Use the following maps to learn the paths of the fireballs. Just stay out of their lanes and ignore them until you need to cross their paths. Unlike creatures, fireballs won’t swerve to get you.

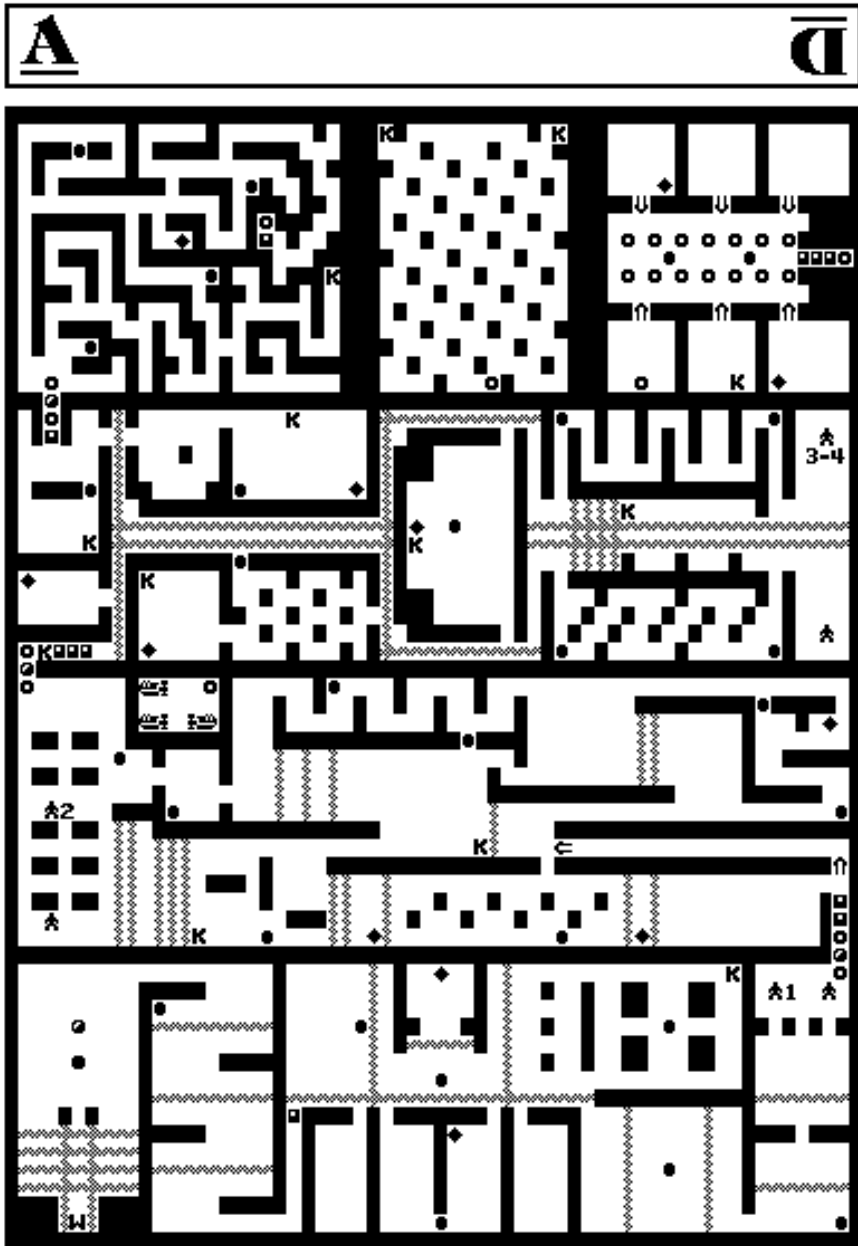
Concentrate on avoiding creatures. It is far less harmful to be hit by a fireball than a creature. Creatures just keep coming back. Once you take out a fireball, it’s gone for good. It can even be worth such a sacrifice if you have to cross the fireball very often.

Fireballs in small areas are very tricky. It helps to stand right next to the fireball, against one of the walls it bounces on. Use the Pivot (see [page 39](#)) to face in the proper direction before you run. Watch the rhythm of the fireball and go a split second after it hits the wall on your side. The natural delay in your reaction time should make for perfect timing.

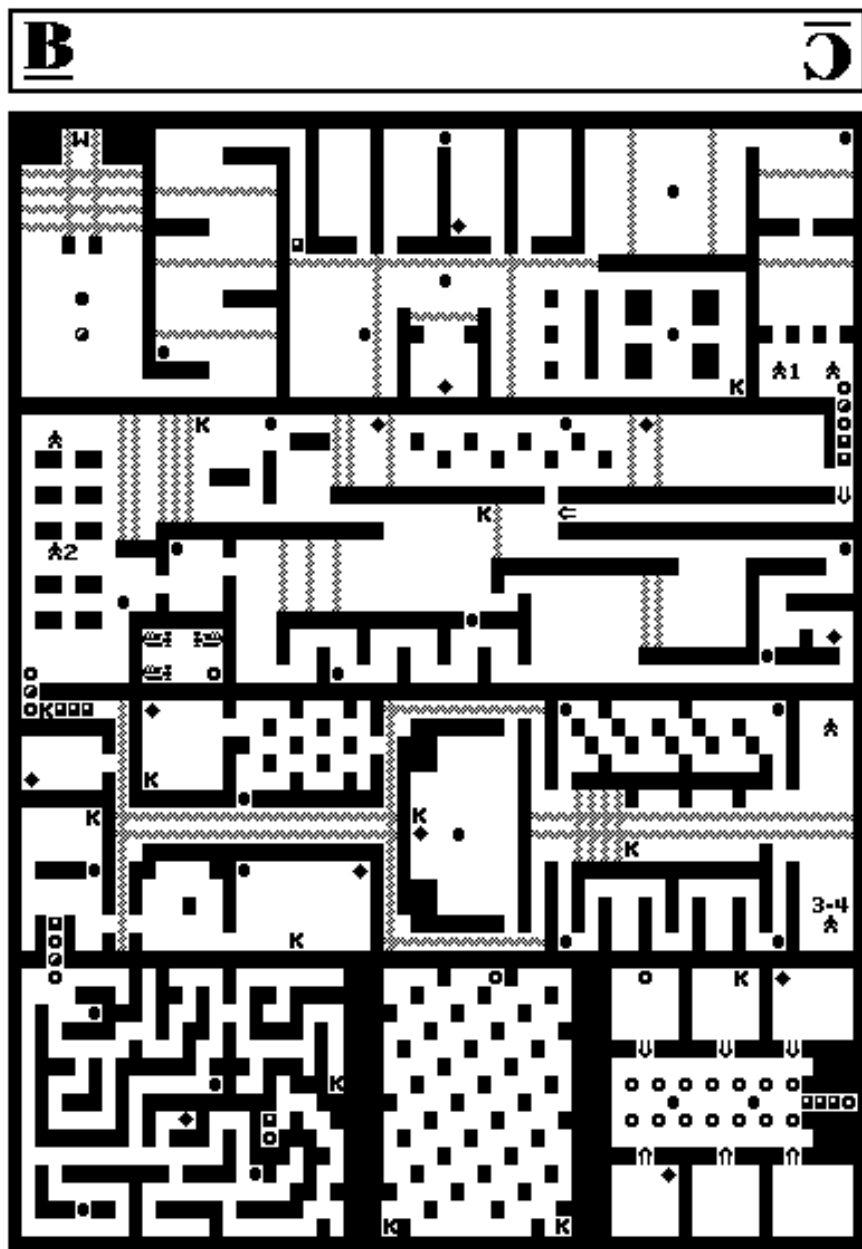
Grouped fireballs aren’t as tough as they look. Try approaching them from different angles. What’s impossible from one vantage may be simple at another. Once you find the right spot, if you avoid the first fireball, the rest will avoid you.

The Security Plans

In the following maps, the lanes traversed by fireballs are shaded.



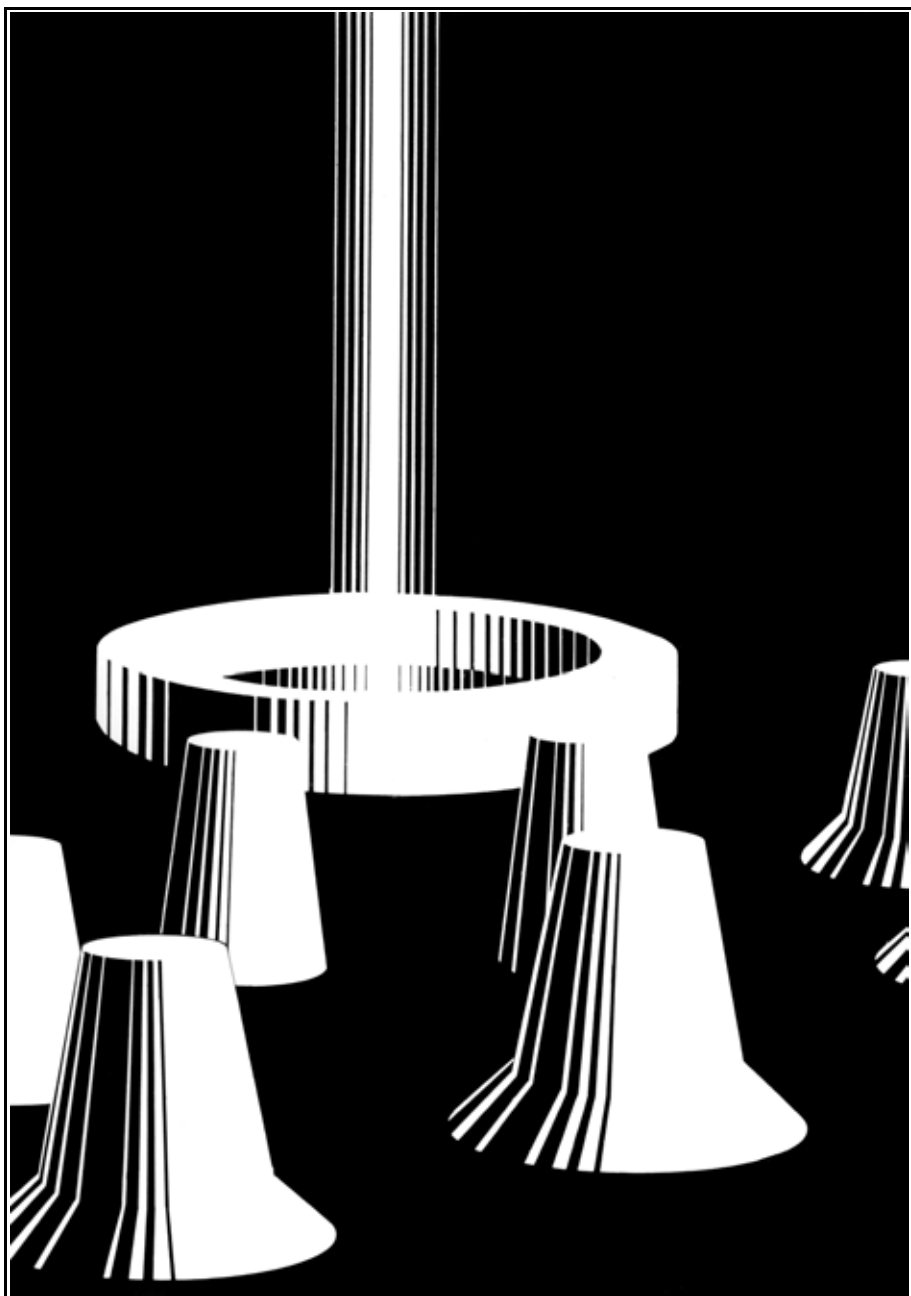
These maps are accurate for the PC version of the game. The layout is only slightly different for the Atari ST and Amiga versions.



These maps show the areas as they appears in *A* and *B* levels. For maps of *C* and *D* levels, turn the book upside-down. Also, in lower levels, some of the areas and objects shown are not available.

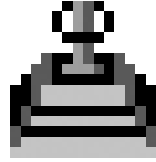
Omega Complex

T H E C L U E B O O K



Power Plant or Discotheque?

Earth's first quantum reactor plant: welcome to the dust-free land of triple-redundancy fail-safe mechanisms. Impressive, to be sure, considering the deft precision that balances the ferocious energies blazing at the heart of the complex. All perfectly safe unless the unthinkable happens.



Now, thanks to the Guardians, the unthinkable is common: *Omega Complex* is on the verge of a runaway radiation event! Each return trip takes you deeper into the heart of this sprawling power station. Eventually, the whole station begins to pulsate with ambient radiation. Temporarily protected by your armor, you must close this land before disaster strikes!

16 Levels: 1A-4D

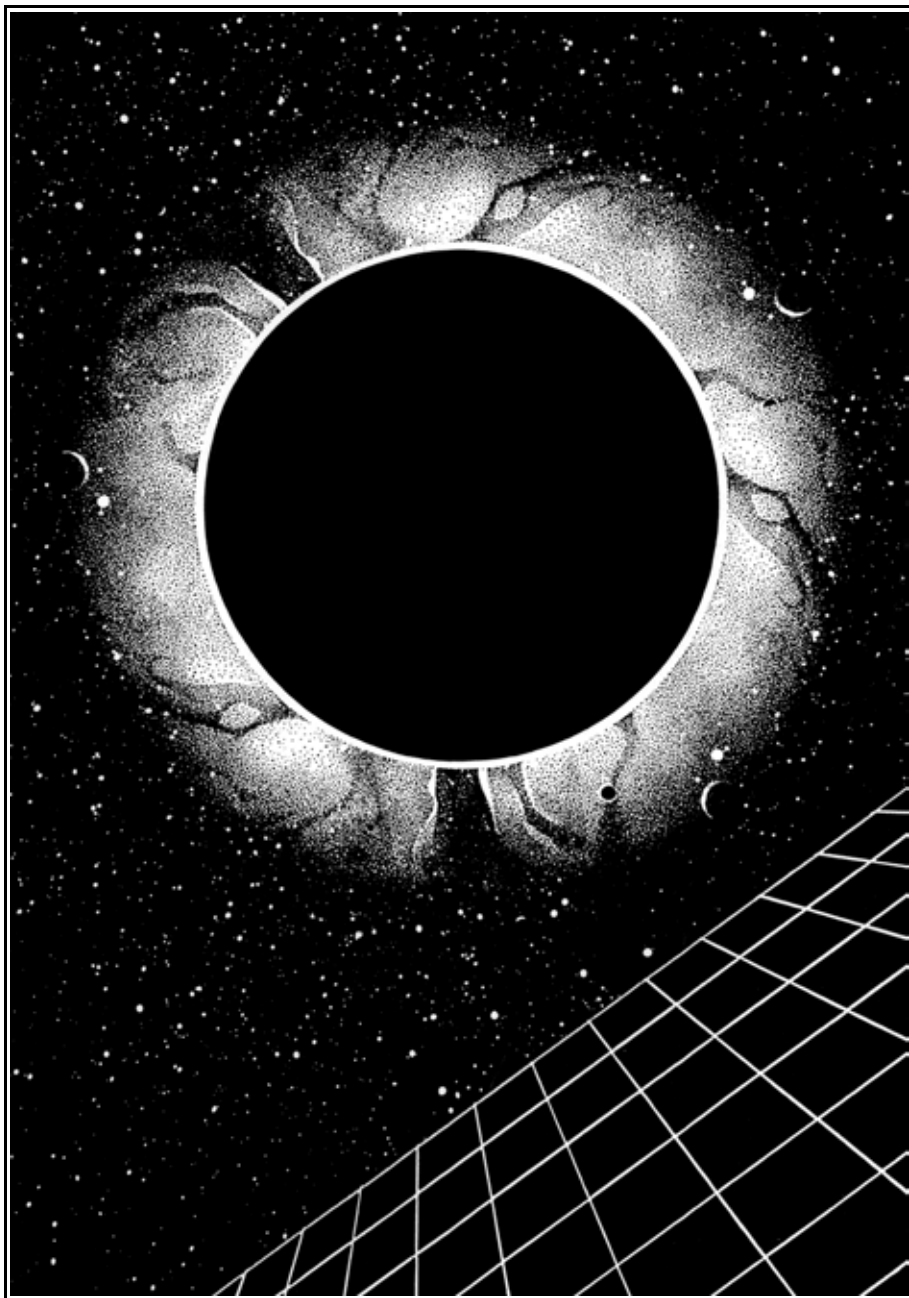
Wild arcade action and eye-melting animation.

Attributes	1A-1D	2A-2D	3A-3D	4A-4D
Locks/Keys	1	2	2	3
Treasures	3	4	5	8
Areas	1	2	4	5
Difficulty	Easy	Easy	Medium	Hard*

* Especially on the eyes.

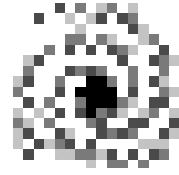
Darkside Dare

T H E C L U E B O O K



The Well of Madness

This deadly complex is suspended directly above the event horizon of the largest black hole known: CoreStar, Galactic Centerpoint.



Darkside, once a peaceful research station, has been overrun by the Guardians' allies. Now, moved toward the tremendous black hole, nearly to the brink of annihilation, the passages have been warped beyond recognition. The walls shimmer, caught between reality and "something else," phasing in only on contact.

With the aliens preparing to harness the immense power of the phenomenon below and bring an end to all humanity, you must stop them, or die trying.

16 Levels: 1A-4D

A mind-numbing action battle.

Attributes	1A-1D	2A-2D	3A-3D	4A-4D
Locks/Keys	1	2	3	4
Treasures	2	4	6	8
Areas	1	2	3	4
Difficulty	Medium	Hard	Aaargh!	Certain Doom?

Clues & Tips

Basic Illumination

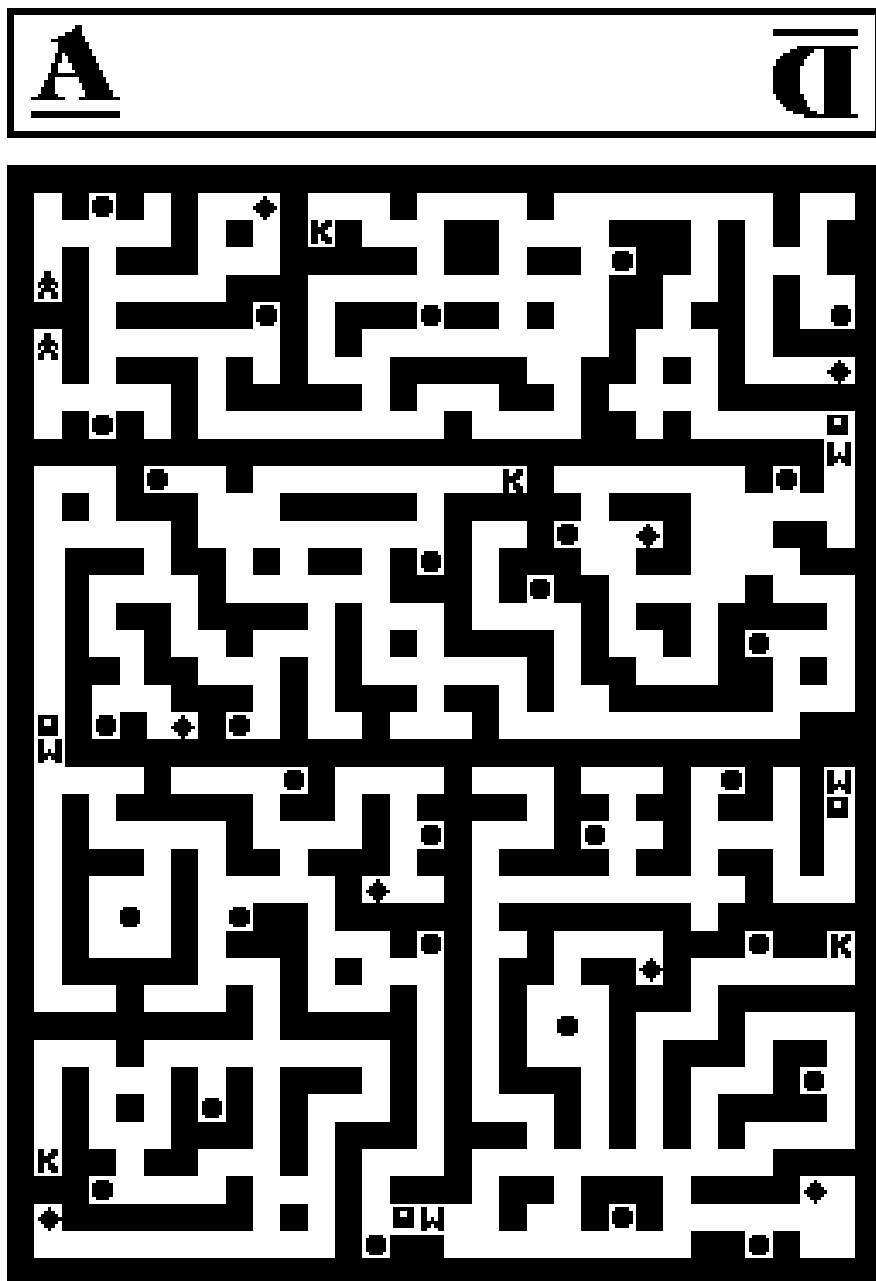
Observe the most hostile of all the lands. With deadly aliens patrolling an invisible maze, the odds seem totally stacked against you. Well, here are a few tips to help even things out:

Light up as many walls as possible between yourself and the alien Portals. You'll be open to fewer angles of attack that way, and earn a slight Bounty as well (10 cubits for each wall). Use diagonal motions to light walls as you run.

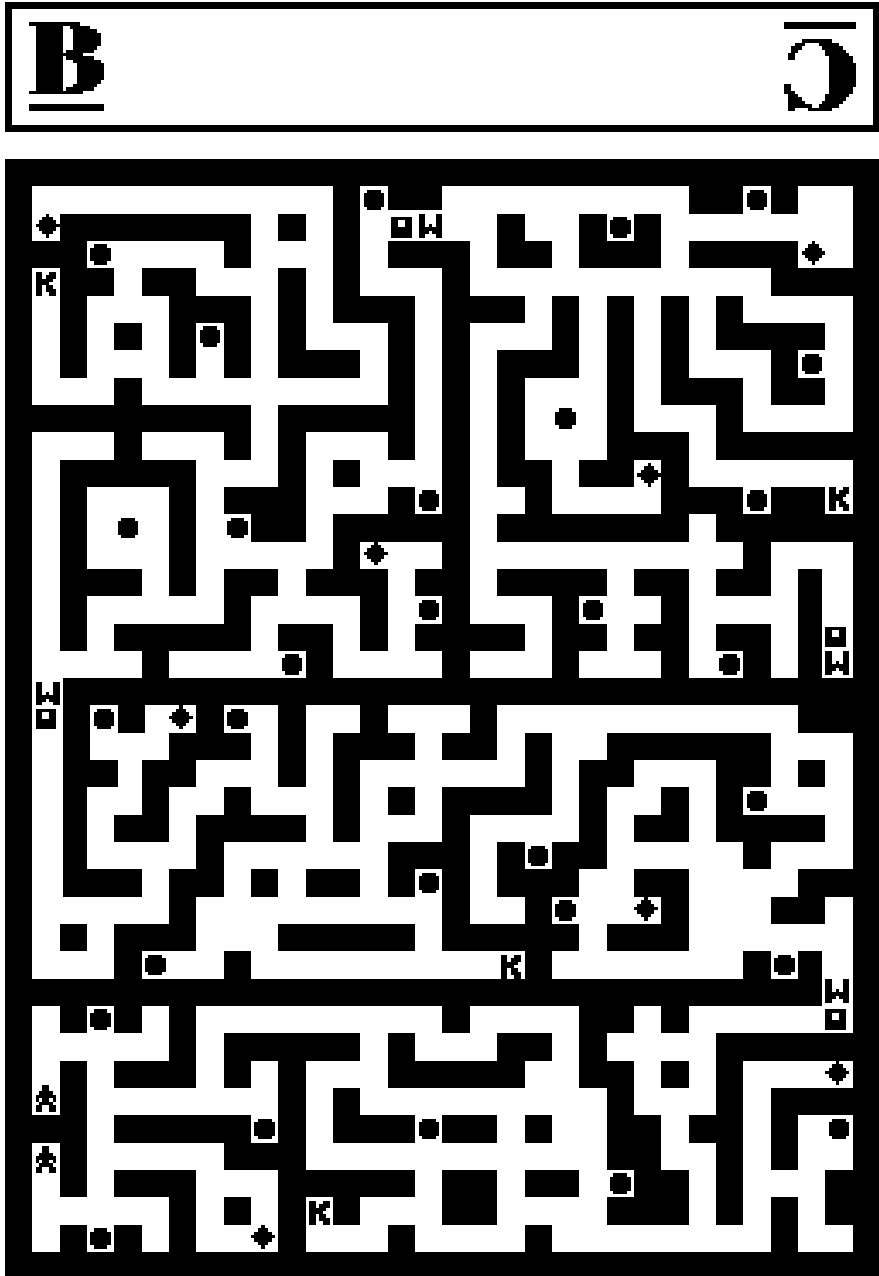
Run as fast as possible through this land. Stopping lets the enemy regroup and get in front of you. Use the maps below to make a bee-line to your objectives.

In levels 3A-4D, shoot as few aliens as possible. The more of them you blast, the more often the others will fire back!

Finally, take a serious look at the Blanket Verse.

Darkside Bright

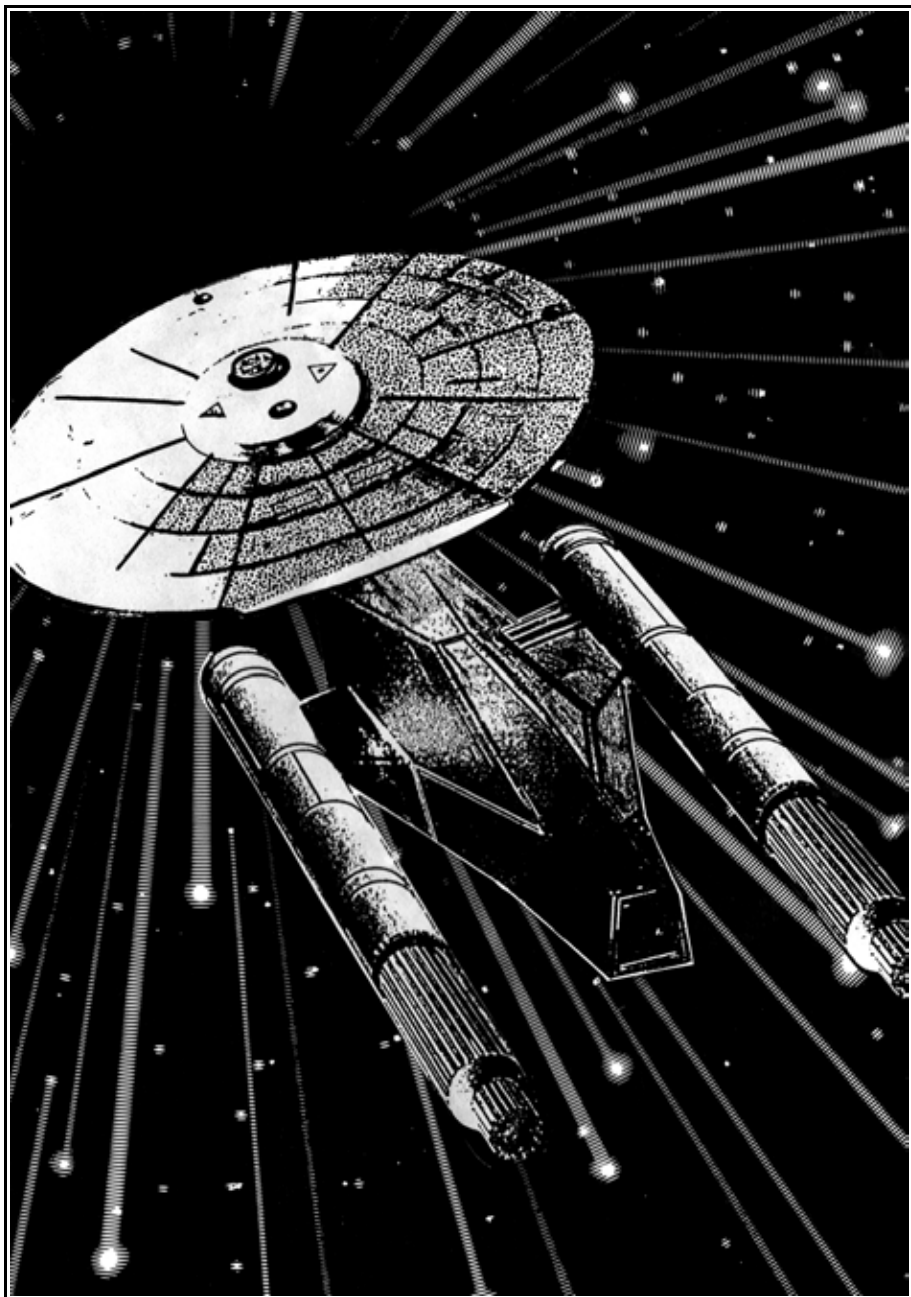
These maps show the land at its most complex. In lower levels, many of the areas shown are not available.



These maps show the areas as they appear in *A* and *B* levels. For maps of *C* and *D* levels, turn the book upside-down.

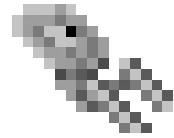
The Excalibur

T H E C L U E B O O K



A Typical Episode

After investigating some strange activity on Planetoid Voracious-12, the legendary starship *Excalibur* and her heroic crew are in grave peril.



By the time the Bandit arrives, the crew is missing and the ship has been disabled by a powerful alien attack force.

As the enemy plots to invade a secret research station and unleash a new terror on the free universe, the ship begins its plunge to destruction on the hostile planetoid below.

Now it's up to you to save the ship, the crew, and all humanity. In other words: business as usual.

4 Levels: 1A, 2B, 3C, and 4D

Includes a full-scale text adventure.

Attributes	1A	2B	3C	4D
Locks/Keys	1	2*	3*	4*
Treasures	3	5	6	7
Areas	7	7	7	7
Difficulty	Easy	Medium	Hard	Difficult

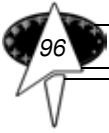
* You must complete part of the adventure to reach your Keys.

Clues & Tips

You've been walking the narrow halls of the *Excalibur* for a long time now. New Guardians arrive every instant, but there's still no sign of the ship's original crew, or of your missing Keys! Hungry for clues, you press on.

Suddenly the deck at your feet comes to life. Levelling your weapon at this new menace, you find only an abandoned book, its pages stirred by your footsteps.

When you get a chance to examine it, you see you've found an *Officers' Manual*. Flipping through the pages, a number of sections catch your attention...



State of Emergency

Civilized races have definite duties to one another. One of these duties is to aid individuals in distress. Only barbarians would sit by and watch as fellow beings struggle for life.

It is vital to interplanetary relations to insure that no Fleet starship fails its humane duty. To this end, a Fleet Law has been established:

Federation Code: Fleet Vessels, 14a, Emergencies

A Fleet starship shall respond to the immediate aid of any vessel determined to be in a State of Emergency. Aid shall then be proffered in accordance with the Emergency Response Procedures.

The first responsibility of any Fleet Captain remains the safety of his own ship and crew. A Captain should take no action deemed as beyond reasonable risk. The judge of such decisions, of course, shall be the Captain's conscience. Only where Emergency Response Procedures fail shall a Command Investigation be conducted.

Emergency Response Procedure

A State of Emergency is declared in these events:

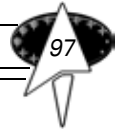
- Being attacked or threatened by Hostile Forces.
- Witnessing threats against an ally or potential ally.
- Receiving a distress call.
- Failing to receive a response to hailing.
- Finding a damaged or incapacitated vessel.

In case of Imminent Destruction:

- Evacuate effected parties immediately.

After declaring an Emergency, establish the nature in detail:

- Attempt to hail and communicate with affected parties.
- Perform a physical scan.
 - Examine all crew logs.
 - Establish the sequence of events.
 - Verify the Captain's log for accuracy.
 - Scan vessel for supporting physical evidence.
 - Establish the state of all ship systems.
- Contact Fleet regarding the nature of the Emergency.

**In the event of Attack by Hostile Forces:**

Barricade and repel forces from vital stations and information.

Evacuate non-essential personnel.

If you fail to repel attackers:

Surrender under humane terms, or

Abandon vessel for safe landing site, or

In a hopeless scenario, activate the Auto Destruct mechanism.

Expension Commitment:

A Fleet starship is committed to the protection of the Federation: its peoples, their well-being, freedom, and authority. In the event of a dire, profound, and immediate threat, the Captain may make any sacrifice necessary to resolve the Emergency.

May the limits of this commitment never be tested.

Upon securing a vessel:

Attend medical aid to any in need.

Repair all vital Ship Systems.

Establish the location of all crew members.

Return all crew to their appropriate vessels.

Notify Fleet, and escort vessels to safe territory if necessary.

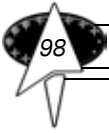
Ship Systems**Power and Life Support:**

All Fleet starships have two energy sources: refined dilithium for mainline power, and batteries for reserve.

The semi-organic properties of blue dilithium are ideal for generating power and their unique helical structure even allows them to “heal” somewhat when recharged. Unfortunately, their efficiency declines with age and they must be replaced every few years.

Although lithium, the prime element of these crystals, is common, no artificial process has yet been able to induce the internal helical structure needed to activate it as an energy source. As a result, dilithium mines fuel more than starships: they incite conflicts between many starfaring groups.

If a ship's dilithium power fails, battery power is automatically tapped. Although batteries last many days in free space, they cannot hold a tactical orbit (one that grazes the upper atmosphere) for very long. Battle and warp travel are futile under battery power. If mainline power cannot be restored, it may become necessary to evacuate the vessel until a repair crew arrives.

**Helm and Navigation:**

Without Helm and Navigation, a starship is at the mercy of external forces. Threats from distance, gravity, and hostile groups cannot be met without the aid of self-determined motion.

To protect engine systems from conductive debris, engine access panels are to remain securely closed at all times.

If properly maintained, Helm can instantly translate spatial coordinates into safe, swift courses.

Shields and Weapons:

The Main Phasers are the first-line offensive weapon of a Fleet starship. Phaser blasts are comprised of laser-energized particles projected at light speed. When ordered to fire, their heat and abrasion makes Phasers very effective against most defenses.

Energy shields provide the primary defence for a Fleet starship. When shields have been battered down or deactivated in battle, a vessel's survivability is reduced to near zero.

Repair:

Functional ship systems are vital for survival. When a major system fails, replace all damaged components immediately. Do not risk further failure by attempting to doctor a faulty unit.

Under extreme Emergency conditions, time is at a premium. In such situations, a Class 9 Engineer may opt to bypass or restore damaged components. Only the highest-level personnel should attempt such delicate actions. Lesser fluent technicians would only be wasting time and resources.

Engineering should maintain a full inventory of replacement components for all vital or fragile systems. Restock parts during regular stops at Federation Outposts or Starbases.

Desk Logs:

All logs and bridge communications are automatically date-stamped by the computer. The Stardate contains a sequence number (S1, S2, etc.) to aid in reconstructing the order of events leading to command decisions.

Identification:

In the event of injury to voice coded personnel, security computers can identify authorized command persons through retina scan or registered personal effects.

Personal Emergency

Information is the seat of a Captain's authority. Don't be surprised if vital facts emerge when rechecking data.

When caught in a hostile region without proper tools, go back to basics. With proper engineering, simple or crude devices can help you to reach your goals.

Intelligence is your greatest assets. Enlightenment is a key that can open the most stubborn of doors.

There is strength in numbers. Allies can provide a vital base for aid. When in doubt, don't scream and shout: communicate.

Be wary of labels. Not all crates are packed the same, and sometimes, not all the cargo appears on inventory.

Have you ever seen a Klingon loading crew? What do you suppose they do?

Hiding from a conflict is an uncertain path. When it seems you can go no further, you are never truly boxed in.

A Klingonese word puzzle: how well do you know the enemy?

D E _ _ _

A signal that the battle is over

D E _ _ _ _ _

A wrecreational activity

D E _ _ _

A property of adequately aged food

D E _ _ _ _ _

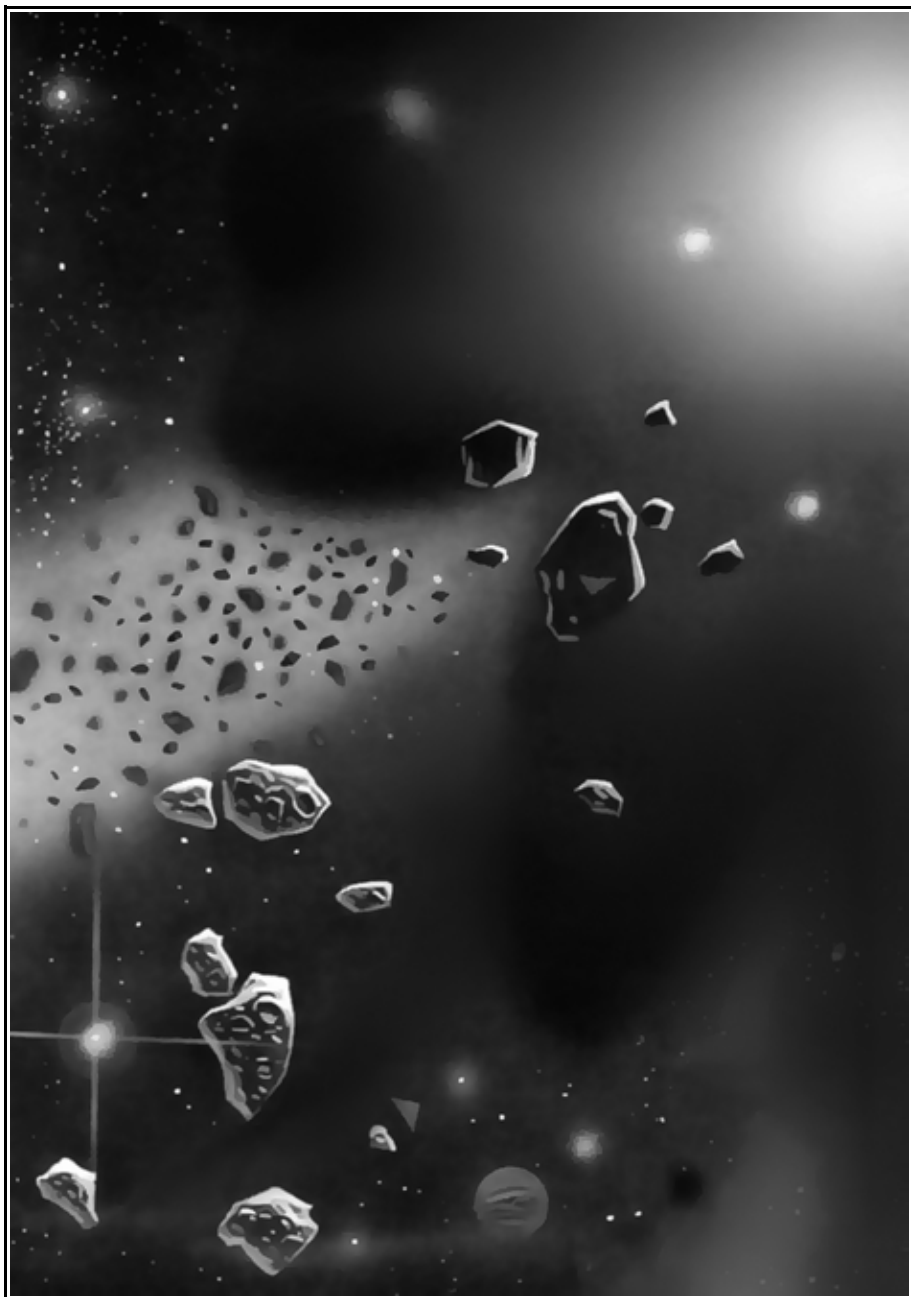
Making nine things easier to manage

Good relations will anchor your position as a valued crew memeber. If problems do occur, a display of charm and cooperation will work wonders for patching things up.

Luck has a definite role in an officer's short-term fate. In the long run, however, compassion and skill overcomes a lack of such erratic fortune.

Welkin Island

T H E C L U E B O O K



A Walk in the Dark

Brave the perils of deepest space in *Welkin Island*. Glide through the vacuum in search of the Keys to the Way Out. Beware though: one misstep could fling you headlong into a black hole or set you sprawling through a field of deadly energy!



16 Levels: 1A-4D

Arcade action with unique challenges.

Attributes	1A-1D	2A-2D	3A-3D	4A-4D
Locks/Keys	1	2	3	5
Treasures	3	4	5	7
Areas	1	3	4	4
Difficulty	Medium	Hard	Difficult	Lethal?

Clues & Tips

Black Holes... And TWO Shortcuts!

This land's Black Holes are more frustrating than dangerous. They can fling you anywhere... or nowhere. However, a bit of knowledge can turn this into an advantage.

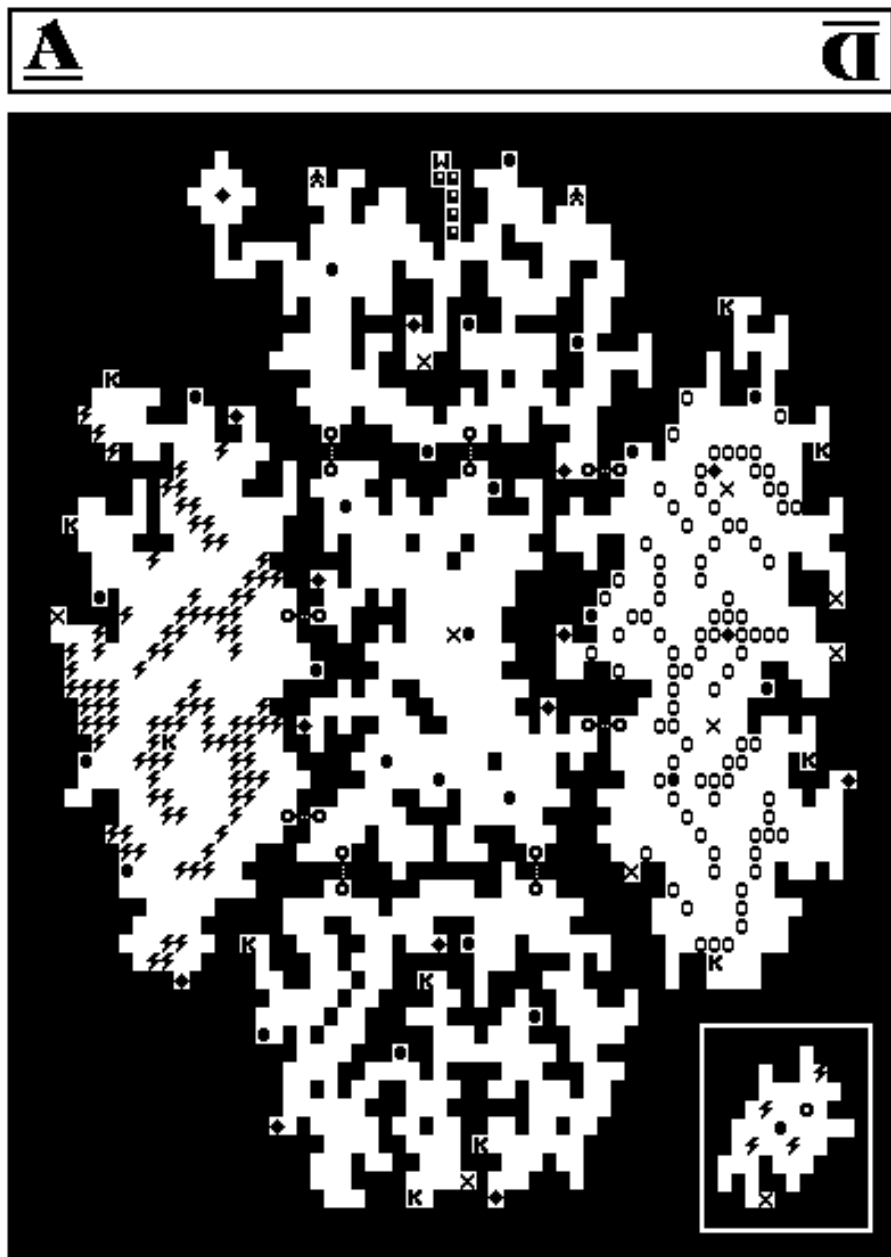
When you step onto a Hole, you randomly reappear at one of ten places (marked with an X in the following maps). If those points are close to your goals (near a Key or the Way Out), then jumping into a Hole could be quite a shortcut.

Occasionally, when you step onto a Hole, nothing happens. The teleportation effect is nullified for a brief time (a few seconds) and you can safely cross the field. Use caution though: the odds of this cancellation phenomenon are only about one in four.

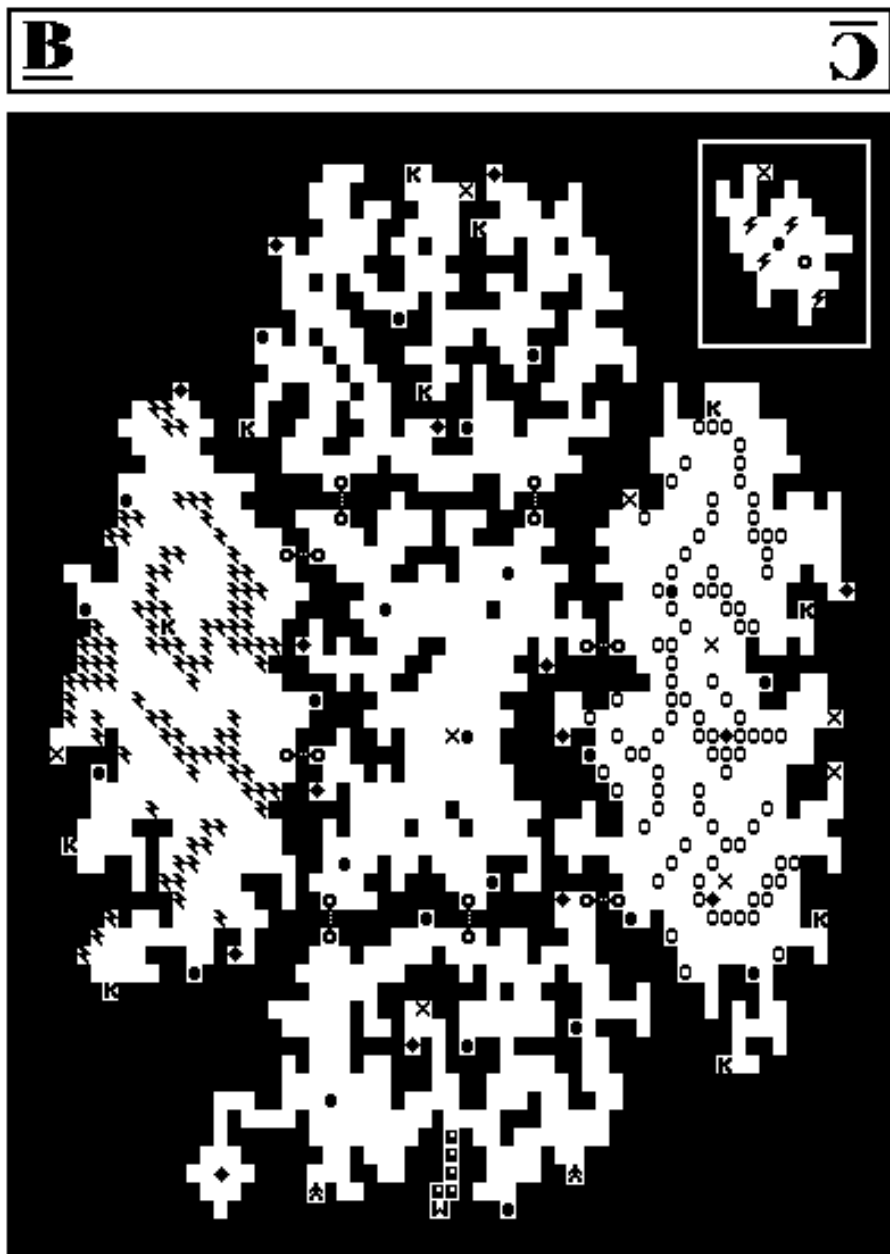
Micro-Stars

The starfield is a very dangerous place: one wrong move and *zap!* Spend as little time in the field as possible. If you look carefully at the maps, you can find weak links. If it saves you a considerable distance or provides a smoother path, you might want to sacrifice a Life-level and clear out a star.

Star Charts



These maps are accurate for the PC version of the game. The layout is only slightly different for the Atari ST and Amiga versions.



These maps show the areas as they appears in *A* and *B* levels. For maps of *C* and *D* levels, turn the book upside-down. In lower levels, some of the areas and objects shown are not available

PART 3:

THE STORY

Timelord History

T H E S T O R Y



The Alantian Book of the Past

Beginning With Death

Alanta, the Timelords' home world, was the third moon of Jeo, an immense gas giant. Alanta was blue-green and active with life. It was also a place of violent death. The land was scoured by tidal storms and brutal earthquakes resulting from its close orbit around Jeo, and pummeled by cometary meteors swept up by the tremendous gas planet.

The people that evolved on Alanta were humanoid in form and mind. They were adaptable, intelligent, and took their hardships well. Some early cultures even hailed Jeo as a benign god that would transform them, by trial of fire, into gods themselves.

Indeed, they were tried by fire, surviving the savagery of their world only by their cunning inventiveness. Eventually, some managed to fortify their underground settlements well enough to protect their awakening societies. Where in the past nothing of beauty or heritage survived for very long, their new settlements allowed the preservation and rapid advancement of their culture and technology. Cities grew, and advances in shielded architecture allowed them to break like sprouts from the ground and sprawl in open splendor before the presence of Jeo and the light of the sun.

With their technology effective enough to shield them, they struck back at the skies. Advanced telescopes, rockets, and nuclear technologies were developed to destroy the comets and meteors. And finally, Alanta itself was moved away from the destructive influence of Jeo, and into its own orbit around the sun.

The new Alantians prospered beyond their dreams. The people came to measure the duration of their peaceful civilization in terms of millennia. Life spans were increased through biological engineering, and petty human differences were set aside in favor of the wisdom inherent in age. Cut from its leash of destruction, the ancient culture went forward to a vast understanding of science, philosophy, and mind, and continually developed new methods to gain even greater enlightenment.

As Time Passes

When their ingenuity finally broke the barriers of time, the Alantians decided on a most ambitious project. They would go back through time and retrieve the artifacts of their lost cultural heritage. But to rescue the past, they realized that they must protect the present. Engineers created the Time Divider, a device that buffered Alanta from the effects that might occur in the present as a result of making changes in the past.

With their heritage regained as a result of this project, these “Timelords” set out to gather the accumulated knowledge of all intelligent races in the cosmos, and to save the cultural objects which would otherwise be lost forever in wars and other disasters. This bounty was to be held in reserve, awaiting the time when the alien races would find their place in the stars and join the Timelords’ noble republic.

Thousands of portals to other worlds were constructed. Only the most incorruptible agents, known as Travellers, were sent out among them, for the temptation to use the artifacts for personal gain was too great to trust to ordinary beings.

But with the Travellers went a plague of good intentions. Helpful changes and benign interference went unnoticed until the Causal Disaster struck. A chain of complex events led to a breach of the Time Divider, and the erasure of much that the Timelords had worked so hard to save. Even so, some groups maintained that it was the Timelords’ duty to alter past events and speed up the development of lesser cultures. But the majority vowed never again to tamper with the course of natural time. They resumed their quest for knowledge as mere observers, but only for a brief while.

The Kiri Invasion

It was believed to be the gravest of accidents that brought the Kiri monsters to Alanta. The Kiri’s home world held two races: the Kiri-Belan, a civilized people on the brink of perfecting star travel, and the Kiri-Te’etla, a race of savage reptilians, considered barbaric and barely sapient.

When the Belan finally reached out and discovered the Timelords, the Te’etla acted. With a fierceness legendary to their species, and an intelligence and military organization that even took the Timelords by surprise, the cruel reptiles seized Belan weapons and spaceports, and launched an invasion against Alanta!

Suddenly, an entire race of people that lived to answer the riddles of life was faced with the question of its own survival. The Kiri-Te'etla swept ruthlessly through the Timelord resistance, claiming the time portals as their prize, and as gateways to further conquest.

In a last, desperate attempt to repel the Kiri invaders, the Timelords reached back to change the past and negate the Te'etla threat even before the invasion began. But to the Timelords' further amazement, the Kiri world was protected by a Time Divider! Here was the reason the Timelords could not predict the invasion, and now the reason they could not stop it.

Nothing could be done to save their world. The Timelords stepped through one of the last time portals, and left one new one behind. The invasion ended when the Kiri monsters opened this new portal. It lead to the heart of an ancient star: a very large, very hungry, dark star—a black hole.

The Hand of Faight

Vorstellon, a planet as safe and green as Alanta before the invasion, was to be the Timelords' new world. Before the exodus, only a few Timelords knew the planet existed, and fewer yet knew its true location in space and time.

When the Timelord refugees finally fled their home world, they found that their leaders had planned very well. A complete network of city-complexes and a vast array of smaller camps awaited them. But someone else also waited, and he too had planned very well.

Villard Faight was a Timelord of high rank and privileged. He knew the details of all the great projects, Vorstellon included. His ideals were incorruptible, and he pursued his goals with an ambition that at once frightened and inspired his colleagues.

Faight was also a member of the Guardians, a group that still wanted to interact with other worlds and other times. To Faight, the Kiri Invasion was irrefutable proof that the Timelords should change the past to improve the present. During the invasion, attempts to convince the rest of the governing council drove the frustrated Faight to howl. "If you care so little for this world," he had raged, "then so be it, Alanta dies. Crawl away to your retreat on Vorstellon, and when you find that it too is gone, remember this day." Still, the council remained hesitant. By the time they finally agreed to fight their war through time, it was too late: Kiri was shielded.

None of this should give the impression that Villard Faight was “good.” He was definitely “great,” but the distinction between great good and great evil is a matter for less involved historians.

When the Timelords emerged on Vorstellon, tired and defeated, Faight was waiting. His heavily armed followers easily forced the Timelords into resigned submission, if not open cooperation.

As the Guardians took control, Villard Faight went straight to a remote canyon on the other side of the world. Here were his treasures, standing straight and tall in sixteen spots on the canyon floor. Only the most important Timelords knew of this, and many of them had perished in the Invasion. Faight looked down onto the dry valley with immense pride. There stood his new Timegates.

Secrets Known and Unknown

Faight wasted no time in putting his ambitions to the test. His Guardians flooded into the Timegates, changing time lines and altering events to meet his subtle plans. Many Guardians failed to return to Vorstellon; without the special training of the original Travellers, they either failed to survive the rigors of time travel, or they broke away for the riches on these new worlds. Whether Faight was blind to these occurrences, or whether they fit some larger plan, was difficult to guess.

In a private chamber, one of the deposed Timelords spoke out on this state of affairs: “I wouldn’t worry if Faight was truly insane,” he had said. “His interference would lead to a temporary chaos then, forcing his own troops to turn on him. No, there are greater patterns in all of this.”

When pressed to expand on his views, the old Timelord could only sigh. After a pause, though, he continued with new purpose: “Faight has something to hide,” he declared. “He doesn’t care what changes his Guardians make in time. He’s burying something, and I’d guess that not even the Guardians suspect what it is. We must rise up and find out!”

But it was never to be. In the next instant, Guardian agents burst into the chamber. Neither the Timelord nor any from his audience were ever seen again.

Not all of the Guardians were ruthlessly obedient to Faight’s orders, however. There were those that had their own plans, and this incident had stirred thought. Some questioned. Some even dug for answers.

Despite a lack of evidence, rumors of some mysterious treachery swept Vorstellon. In the shock, some Guardians fled to the Timegates or joined the Timelords in demanding that Faight be brought to trial.

Faight, hardly surprised, pointed out other Guardians who thirsted for his power. "They spread these unfounded rumors," he claimed. "They had the Timegates, the entirety of time, to search for evidence and none has been found! I took this world by force from an indecisive government in order to protect it. That doesn't make me a monster."

But evidence did appear. A record brought back from time showed a device delivered to the Kiri-Te'etla by Faight's own hands: a re-engineered Time Divider. "Forgery!" screamed Faight, "fraud!" He then fled for his life.

Immediately, new Guardians arose, battling for power over Vorstellon and the Timegates.

The Timelords, however, had taken enough. They stormed the Timegates with weapons remaining from the Kiri Invasion. In civil war, the Timelords broke the Guardians' ranks, sending them to retreat through the Timegates.

As the Timelords collected new records of the recent actions in time, Faight's secret seemed clear. It is the official view that a peaceful alliance between the Timelords and the Kiri-Belans would have ended the Guardians' (and Faight's) power. To prevent this, Faight reshaped and organized the Kiri-Te'etla and gave them the knowledge they needed to invade Alanta.

Faight knew the Timelords would eventually agree to use time travel against the enemy, adding power to the Guardian political perspective. But when the Timelords hesitated further, Faight took more direct, and desperate, action. He delivered a Time Divider to the Kiri monsters and retreated with his troops to Vorstellon.

Finally, Faight had been using the Timegates to slowly alter the past so that the same results would have come about even if he had not interfered, burying his secrets forever.

Whether Faight attempted escape through the Timegates, or tried to hide on Vorstellon remains a matter of great debate to this day. The Timelord leaders do not speak of Faight. They seem content with the fact that he's disappeared. Even the Timegates are of no service in tracing him. Some say he's already been captured, and interpret the Timelords' silence regarding Faight's end as testament of their final sentence of his crimes. A testament that for such hideous acts, some unspeakable justice has been served.

The Time Bandits

And here we stand today. This is no longer history, but news of the world's events. With Faight and the Guardians purged from Vorstellon, there still remains the problem of temporal interference. The lands of the Timegates are undergoing drastic and violent alterations at the hands of the escaped Guardians. Even so, methods of reversing this evil tide seem nearly as distasteful.

Reluctantly, the Timelords have reopened the Timegates to any who dare venture out. Bounties are being established, non-interference codes repealed, and pardons granted. Every effort is being made to entice the bold into battle.

And now, the first stalwart adventurers set out: remnants of the Travellers, reformed Guardians, and various fortune seekers.

Some wonder whether this dubious group might cause more harm than good: "I realize these measures are necessary," remarks one Timelord officially, "but I can't help but feel ill at ease with such a mix of Bandits! They've set aside most of our beliefs to follow these adventures—at our request, true, but still... The end of this campaign should ring in a much safer world. We'll see an end to the Guardians and probably these Bandits as well. Only the best of the brave will survive out there. The rest will quit or die. I guess we'll find out who the heroes are. I just hope there aren't many of them left at the end."

Of course such rhetoric just goes to fuel the flux of adventurers into the Timegates. They laughingly accept the name of "Time Bandits" and fight to be the "Best of the Brave," surviving to "The End." Such is the Time Bandit code. If one is looking for other rules of conduct, he is certain to be disappointed, as many on the council point out at every opportunity.

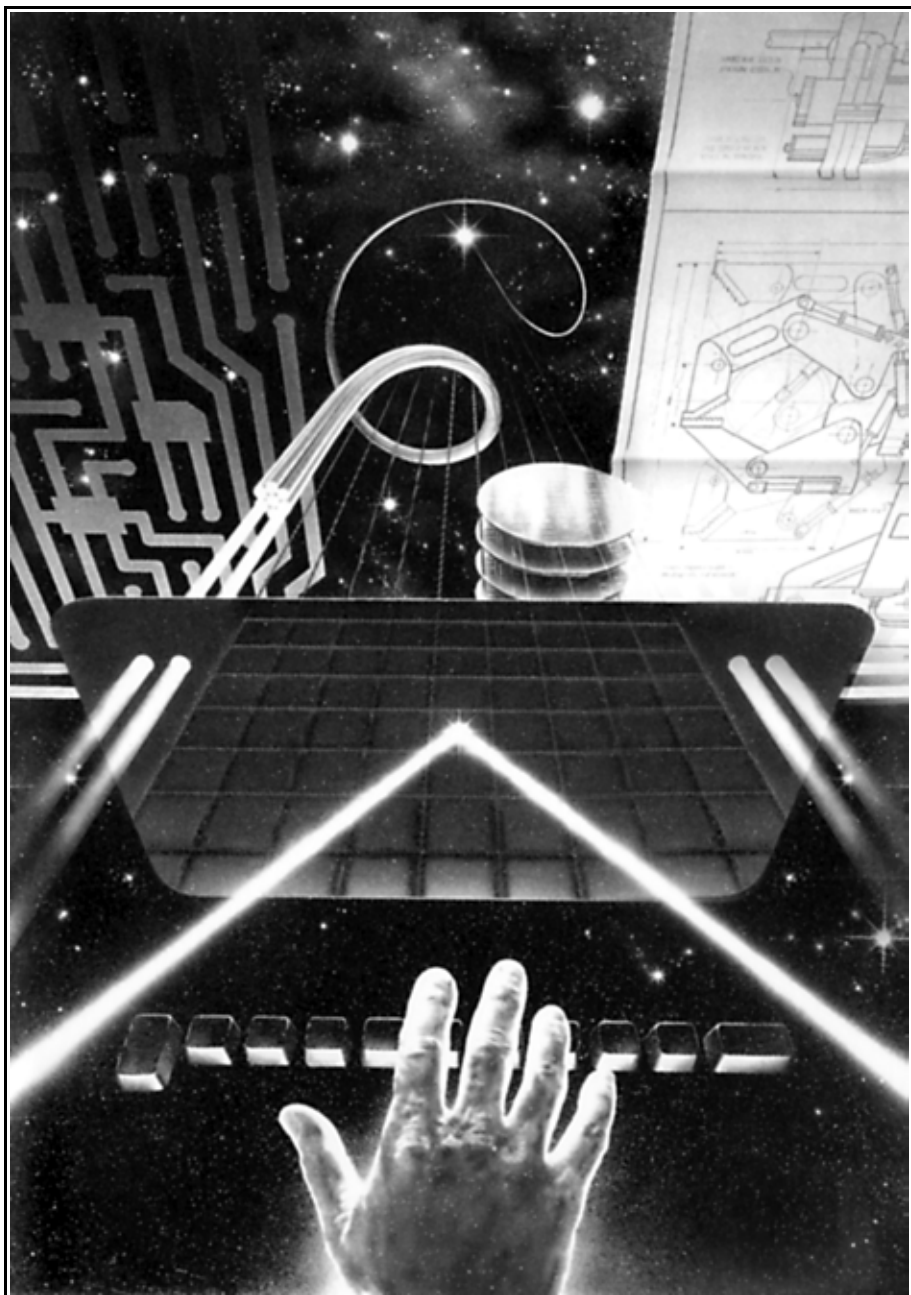
Even though the Timelords look upon this matter with trepidation, virtually all of them agree that the Time Bandits are the only hope left to undo the Guardians' damage.

To be continued:

The ending is up to you...

Timelord Science

T H E S T O R Y



Temporal Technology

“Like a river, time surges forward in a seemingly unstoppable rush, bearing all who ride it ever onward. In a sense, we Timelords have found a way to walk upon the shore...”—Timelord Histories

The following material is from the first set of lectures in the Travellers’ Introductory Course, Timelord Observational Collegium:

Why Four Dimensions?

The universe we live in appears comprised of four dimensions: three dimensions of space and one dimension of time. We say that space has three dimensions because we can pinpoint the position of any object in space using only three measurements: altitude, breadth, and depth from the observer. An object in motion requires one more value to define it fully: the time that it occupies each specific place it has been. Hence four dimensions.

We ask you if this is not indeed a limited view of things. A view imposed upon us as a result of our limited sensory experience. Why four dimensions? Wouldn’t existence in fewer dimensions be simpler to conceive and maintain? And if the universe is composed of more than the simplest array, why not even more? Why not an infinite number of dimensions?

Certainly, if one does not understand the basic principles of the normal realm one experiences daily, how can one unravel the principles required to gain control of them?

Fortunately, sentient beings are endowed with the power to reason, and the ability to create via the imagination. With these tools used in the proper proportions, an obstacle once immovable is understood as a necessary part of the learning process and becomes the beacon to new enlightenment.

The True Structure of the Universe

As science currently understands, there are actually eleven dimensions: ten in space, plus the one unique dimension of time. As outrageous as it seems, we are blind to seven whole dimensions! But while inconceivable to our experience, they cannot hide from our imagination. Through modern mathematics and physics, the nature of higher existence can be not only considered, but utilized.

Mathematics determines that arrays consisting of more than ten spatial dimensions become recursive and redundant. As an element of corroboration, Time theory (the unification of Ring and Ultraforce theories) also shows that the simplest space manifold that can form a self sufficient space-time universe must be explained in eleven dimensions. How these eleven dimensions co-exist and operate together is the next question.

The normal spatial dimensions are all extensions of one another. To illustrate, imagine a point: an infinitesimal speck with no dimensions of its own. A line, a one-dimensional object, is made from a string of such points. A plane, a two-dimensional object, is formed by a tray of parallel lines. Likewise, space is a three-dimensional field formed by a stack of planes. Each time you extend an object in a new direction, you are defining another spatial dimension.

But here is where things change: spatial dimensions above the number three, contrary to romantic belief, do not extend away in the same way the third dimension extends from the second. Instead, the higher dimensions collapse inward and are tightly wound, like a spiral, within the foundation of the first dimension. Hidden deep within the realm of every single point in space is the doorway to a universe vastly more complex than the one we experience: the amazing world of the seven missing dimensions.

Long ago, scientists on the quantum frontier were fascinated by the simple observation that particle/anti-particle pairs created in the lab could affect one another instantaneously over a vast distance. When one of the particles is intercepted and changed, the effect is reflected instantly in the other particle, seeming to defy the maximum speed at which anything (including the information in these effects) can travel: the speed of light. It was as if these particle twins, separated at birth, were suddenly found to be bound together telepathically.

It was by probing this phenomenon that the dimensional barrier, and finally the time barrier, was broken. In following the "tunnel" of energy that connects a particle of physical matter to its antimatter counterpart, we can extend our vision in a startling new direction.

Not only does each point-particle act as a path to the higher dimensions, but at the very top, the tenth dimension is twisted back to the first dimension after passing through a peculiar "interphase." Here lies one of the universe's greatest secrets: the control of time.

Time Theory

The dimensional interphase is, practically speaking, the source of time. In it, we find the universe's clocking mechanism. The interphase can be visualized as an elastic band connecting the first dimension to the tenth. This band vibrates continually, creating a resonance which is passed on to the spatial dimensions. This complex pulsation is felt throughout the cosmos, and every particle listens intently for its cycle. Time is experienced and the moment defined simply by tuning to the frequency domain of this vibration.

The waveform of this cosmic pulse is incredibly complex and completely unrepentive, though far from random or meaningless. We now know it to be merely irrational, mathematically speaking, much in the same manner as pi. Since we can measure this force and calculate the pattern of it, it was thought to be short work discovering how to manipulate it, thereby manipulating time.

In theory, all you need to do to create a window to another time is to calculate the vibrational patterns of the interphase for a distant moment in a distant place, and then force a small area of local space to mimic it. The more energy behind the effort, the larger the window. Let the calculated waveform continue forward at its ordinary speed and the window becomes a doorway. Simple, but deceiving.

(To the astute student who recognizes that we have yet to explain the source of the interphase vibration itself, take heart as that will be covered later. For now, we leave it as an exercise in philosophy.)

The Quickest Computer

The basic problem with Time theory presented up to this point, is in its practical execution. At the time of the concept's birth, there was no computer powerful enough to perform the calculations required to open a doorway. The problem was not sophistication, but speed.

The quickest computers of the time took months to create a single frame: a frozen window looking through time. And even then the process was futile. The window behaved more like a wall.

Not even light could pass the frozen border created by the still-frame calculations. Only by advancing the calculations at a fluid rate could the "wall" be softened and looked through. And only by advancing them at the rate equivalent to local elapsed time could a doorway ever be opened.

Computer performance did increase, and of course we achieved our “windows.” This was to make it even more maddening when on the verge of having our time-doorways we were stuck with a dilemma. Despite extreme miniaturization, photonic circuitry, quantum calculations, and even flattening space to nullify gravity’s effects on slowing time, we still could not achieve the necessary speed. Computer technology had reached a plateau for us. After all, information could move across a physical circuit only as fast as the speed of light. This was something we could not change. Fortunately, someone thought of a way around it.

Actually, we’ve already discussed the foundations of the breakthrough. Think back to our “telepathic” particle pair. In reality, these particles are not separate objects at all. They are merely different parts of a single, higher-dimensional object that touches our dimension in two different places. This single object appears to us as two objects in much the same way that a strand of wire, bent to touch both its ends to the surface of a table, would seem to be two different objects to a lower-dimensional being whose vision was confined to the tabletop. The main difference here, however, is that the higher dimensions are not extended from ours, but collapsed. Indeed, if our lower-dimensional friend were to travel across the wire, he’d find the trip through our extended dimension actually took longer than if he’d stayed in his own plane. For us, however, because the higher dimensions are collapsed, the opposite occurs. In fact, the distance is not merely reduced, it is zero.

For time travel and the computers such an activity relies on, this discovery was good news indeed. By sidestepping into the higher-dimensions, data can be sent from point A to B instantly without breaking the rules of relativity. With the speed problem solved, the first Alantians stepped through the veil of time.

The Paradox Effect, Part 1

There is no such thing as a paradox. Those lax on the principles of Time theory often ponder bizarre twists brought about by some careless time traveller. A favorite questions is “what would happen if you went back in time and killed your parents before you were born?” If you were never born, how could you exist to commit the crime? The argument runs in circles.

Fortunately, such things simply cannot occur. Time travel has rules, and foremost among them is that a paradox is not possible.

We see daily how the sounds and images from time-portals to the past are easily observed from this, the uptime side. This does not work both ways, however. Time resists the “backward” flow of light, sound, and materials through the portal. It takes a lot of energy break this resistance, and this energy is the key.

Imagine time as a raging river and that we are normally anchored to the bottom. The water sweeps over us, new with each instant, bringing the passage of time. If we could exit the river and run upstream, we could view the waters of the past. If we could set an object in the waters there, we could send it to yesterday. But as you place an object into the water, the current grabs it and threatens to sweep it away. Only with great force can you press it down and hold it there. The water spreads around the object, and the resulting wake distorts the water downstream (toward the future). The larger the object, and the more intense its interaction, the more water is displaced, the more river it spans, the greater the current that pulls it, and the more force you need to keep it there.

With this in mind, there are two possible states of active time travel: complete temporality (a grip of absolute force) and threshold temporality (a grip of limited strength).

In the state of complete temporality, a traveller is inserted into a past time and supplied with all the energy required to sustain his actions. The traveller has free reign to interact with his surroundings. He can observe history, participate in it, and change it in any way. Time then restructures itself around these changes, projecting them forward toward the present. The energy needed to perform this restructuring is bled from the traveller, who in turn is being supplied with energy from his native time. [Editor’s note: this is the method of time travel that the Bandits engage in.]

In a state of threshold temporality, the energy supplying a traveller’s actions is limited. If the traveller observes the past and makes no active move to participate, only a small amount of energy escapes into the past. The mere act of existence and observation causes only a minor ripple in time and presents only a slight energy drain. This is the form of time travel the Timelord council prefers.

Temporality accounts for how changes in the past actually reach the present. Paradoxes force these concepts to their breaking point, and tragically beyond.

The Paradox Effect, Part 2

Temporal Assimilation. These are dread words to a Timelord. This is failed time travel, the effects on the traveller being quite dire. Picture, pressing your object into the waters of time and suddenly losing your grip. In this extreme case, the object is swept away, spinning amok in the ferocity of time's rushing current. There are different levels of temporal assimilation, all of them bad.

Flash Assimilation occurs when an object is simply dropped onto a portal without an energy line. In such an instance, the initial energy used to break the resistance of the portal turns against the material in transit. The resultant heat and radiation is usually enough to incinerate the object before it fully passes the threshold.

Break Assimilation occurs when some object is given only enough energy to cross the portal, or when the thread supplying a traveller's energy is cut. In this case, the object or traveller undergoes an amazing change. The native time field uses the energy bled from the material to "heal" itself, and minimize the ripple. If the object has a any potential of creating a change, it is transmuted into something less volatile. A plank of wood dropped into the ocean might present so little an effect on the timeline that it could go virtually unchanged. A particle-beam weapon, however, sent to a 20th-century military base on Earth might be transformed into a tin can. The effect on a living traveller is similar, and quite disastrous. Any assimilation is as yet irreversible.

Paradoxical Assimilation occurs when the traveller's actions create a greater energy drain than is being supplied to him at the portal. Imagine holding an object into the river of time, when the object begins to squirm and twist in your loose grip. A great deal of energy is required to make even a slight change in time, but infinite energy is needed to perform an action which makes itself undone. A traveller would find his mental faculties becoming confused and distorted simply by considering such actions. An active attempt to do such things could cause loss of memory or physical control. If the traveller persists, the condition could escalate to Break Assimilation. Embarking on a mad quest to create a twist or loop in time is a sure way to experience this tragedy.

[Editor's note: After the Invasion and Civil War, the energy feeding the Timegates was shut down and each Gate's memory stacks were purged. This marooned the Guardians forever in the lands to which they fled and caused them Break Assimilation. They were thought to have been completely absorbed: transformed into whatever creature or object most naturally fit the shape of their will and the lands they roamed. Unfortunately, although their physical character has changed dramatically, the Guardians' attitudes remain much the same. Where they get the energy necessary to pursue their course of interference is completely unknown, though some believe that there are hidden generators on Vorstellon, or possibly even traitors helping them from the recently reactivated Timegates.]

The Source

Up to this point, we have discussed the history and theory of temporal technology. We have seen how it all works, where it is practiced, and how it affects our current lives. There is one question, however, we have left unanswered. We know how time enters and effects our dimension, but that does not explain the source of this mysterious vibration. Where does time come from?

The truth is that we are on the edge of our knowledge here. Most of you will have heard by now that we are near another breakthrough. Researchers believe they have traced the time-interphase vibration back another step to its source. What they seem to have found is incredible and new theories are being advanced almost hourly to cover the results. [Editor's note: This material was recorded prior to the Kiri Invasion, at which time these "new" theories were put to routine, practical use in creating weapons for the Timelord arsenal.]

By plying the interphase, a research team has extended dimensional vision in an impossible direction. They've discovered a dimension that cannot be considered a dimension. Some describe this as a "potential reality." Experiments indicate that this new direction is the path to alternate universes, and that the interphase vibration is the result of each universe's attempt to equalize its energy level with every other. The phenomenon of time could be compared to a cosmic storm. This new theory describes the creation of time in a "multiverse" in much the same terms as how weather patterns are created by the interaction of the varying pressure fronts driven by the rotation of a planet, its local solar energy, and any tidal forces.

What drives this new phenomenon, and how it comes to be, are the new questions of the day. And yet, these are really the same kind of questions we have been asking all along. We will probably be asking such questions forever, or until the day we look through a window of reality and find our maker (so to speak) staring back at us. Even then, we will probably continue to ask.

The Writing on the Wall

To close our last session, I'd like to wish all my students the best in life. To those of you moving on to become Travellers, I feel confident that you will do very well. Shortly, you should be on your way to field practice, pending, of course, evaluation of your Ethics finals and Psychological Profiles.

To the rest of you engineers, I'd like to remind you that you will be responsible for pushing the science forward. When you hit a wall, take inspiration from the history you've learned here: for on that wall are likely to be written the answers you seek.

Good luck, everyone.

The Colling 723

The Weapon's History

This is the weapon of the Timelord Army. It was originally created by Derith Colling at the onset of the Kiri Invasion. The 723 was needed to minimize the battle destruction on the Timelords' home world. It did this by affecting only specially selected targets: organic ones. After construction, this weapon required no ammunition and very little power. It had an infinite supply of projectiles, and completely vaporized its target, leaving no debris. With one contribution, Colling bought the time needed to prepare the Timelord defence and their escape to Vorstellon.

Later, after the Invasion and the Civil War which followed, it was announced that the 723 was to be reconditioned for use by the Time Bandit force. Immediately, Colling was plagued with suggestions, requests, and demands.

The Bandits needed the weapon to work against mechanical creatures as well as the organic ones, while the Timelords wanted a weapon that would ignore benign objects such as trees, buildings, and innocent bystanders. It would do no good to purge the Guardians from the Gates if the Bandits left behind a fiery wasteland.

Oh, and everyone needed it immediately.

Colling complied, incorporating everyone's requests, but lost much of his due recognition when it was discovered how he accomplished the task. After all, he only changed the software.

Its Technology

The basic principle behind such an extraordinary weapon is Time theory. It has been found that alternate universes coexist beside our own, accessible through the dimension interphase between the first and the tenth dimension. As there are an infinite number of these universes, odds were good that at least one of them had the properties Colling searched for. The prime requirement for the selected universe was for it to be empty of (and yet compatible with) physical matter. A vast computer and a single rocket were dropped into this universe. The universe was promptly observed to behave as predicted, converting the near infinite energy potential bound in its ten dimensions into an vast number of three-dimensional subsets. In effect, this created an uncountable number of copies of the original computer and rocket, each in its own mini-universe. There it was: an inexhaustible arsenal.

When firing the Colling 723, the gun tunes in to the general “frequency” of the rockets’ universe set. Then, when the frequency waveform is “observed” by a simple artificial intelligence module in the gun, the waveform collapses as predicted by quantum physics, randomly selecting one computer/rocket pair. The computer then drops the rocket into this universe, aligning it with the direction of the gun, and sets up a temporary force shield to protect the marksman from the rocket exhaust.

When the rocket hits an obstacle, it measures the energy field of the object in front of it and transmits this data back to its computer. The computer then compares it to recorded data and decides whether or not the rocket should explode, and programs it for the appropriate blast.

Finally, the computer dissipates its own mass and energy back into its parent universe, thus maintaining a general balance of cosmic power and keeping the multiverse tidy.

There should be a significant net energy loss somewhere, but no one seems to be able to locate it. Many, including Colling, have claimed that use of this weapon will eventually cause the waveform of this universe to collapse, but military leadership claims to have tested this claim and calls the anxiety totally unfounded. They have, however, restricted the use of the 723 to cases of extreme necessity. The scientific community would advise against using it all.

Here, Now, Real

From 1989

Though the above is obviously fringe fiction, I like to feel that it is somewhat well-researched. Much of what is presented I see as the logical, though admittedly stretched, conclusions of today's "frontier" physics. I have tried to remain consistent with the principles of Einstein's relativity theories, as well as quantum physics and current cosmological understanding.

A note to the physicists: If I've blundered in my understanding and bludgeoned your elegant laws, I apologize. On the other hand, if this helps you to someday build time-portals, think of me in a footnote somewhere.

For those interested in discovering more about the actual state of frontier science present on Earth today, refrain from taking any part of this fiction very seriously. Instead, you might like the following non-fictional books. They cover these topics in a highly enjoyable and down-to-earth manner. They have formed a good portion of my understanding of such topics, and I respectfully credit them as my bibliography:

- *The Tao of Physics*, by Fritjof Capra, 1984 Bantam Books.
- *Looking Glass Universe*, by John P. Briggs and F. David Peat, 1984 Cornerstone Library.
- *Superforce*, by Paul Davies, 1985 Touchstone Books.
- *Beyond the Quantum*, by Michael Talbot, 1988 Bantam Books.

As of 2010

I don't know whether to be delighted or disappointed, but the physics on which this material was based is still fairly valid. In fact, some of the questionable fringe issues I took a stand on have since been adopted with a bit greater confidence by the scientific community. Hooray for me. I guess I'm a futurist.

On the other hand, 20 years is too long to go without a revolution in physics. Students, I implore you: ask the strange and interesting questions. And if this upsets your teachers, forge ahead and get the answers yourself. I want my Pleiades vacation before I'm just a head in a jar.

PART 4:

PERSPECTIVES

The New Timelords

P E R S P E C T I V E S



Those Who Made It

"As the Time Bandits battled control of the lands away from the Guardians, the Gates were closed by the Timelords, one by one. Finally, when none remained open, a small band of heroes stood proud in the meadows above the *Timegates'* canyon.

"We owe these people more than they know. Not only have they achieved a task said to be impossible, but in doing so have proven that nothing is beyond possibility and that heroes come in as many different forms as do hopes and dreams."

—Timelord Histories

It really can be done! As of this writing of the *Handbook*, the following people are known to have reached "*The End*:"

- Kevin Potts, Pontiac, MI
- J. Weaver Jr., Novi, MI
- Janice Kydd, Brooklyn, NY
- Sheryn Baxter, Annandale, VA
- Daryl Holden, Sydney, Australia
- Mark Warner, Milwaukee, WI
- Dave LaTour, Duluth, MN
- Marcel Schoen, Switzerland

These individuals, and all others who accomplish this feat, carry our highest esteem. They are truly worthy of their Timelord title.

Those Who Will

You can do it too! The path to "*The End*" is certainly difficult. It was designed that way on purpose. Where there is no challenge, there is no adventure. If no event ever tested you, how could you learn what lay within?

Endure! It is truly possible to reach your goal. Armed with a good joystick, the knowledge in this book, and the will to go further today than you did yesterday, you will make it. Apply that will to life, and you can make it anywhere.

Creating The Game

P E R S P E C T I V E S

Origins

In 1981, while still in high-school, Bill Dunlevy and I lived in Waterford, Michigan. As I was building the foundations of my computer and graphics knowledge, Bill had just received his first programming break.

At a local computer club, Bill met Gordon Monnier. Gordon, a photographer by trade, expressed an interest in one of Bill's game programs. Called *Dungeon Escape*, it was a simple Dungeons&Dragons-themed game written half in BASIC and half in machine-language for the TRS-80 Model 1. Together, they decided to try publishing it. Gordon converted part of his office to accommodate the new venture, and dubbed it "Computer Shack." And so it was that Bill begin his game career.

Gordon used the success of *Dungeon Escape* to attract more programmers, and thus expand the variety of games and utility programs in his catalog. Eventually, Computer Shack become MichTron, though Gordon still owed much to those early days, including the company's griffin logo, which was chosen to match the theme of Bill's first game.

Bill went on to write a number of fast-paced, arcade-style games for Gordon, and they all sold quite well. Of course, Bill would eventually become the vision behind *Time Bandit*, but not without an infusion of new artistic blood. That's where I came in. All we had to do was meet.

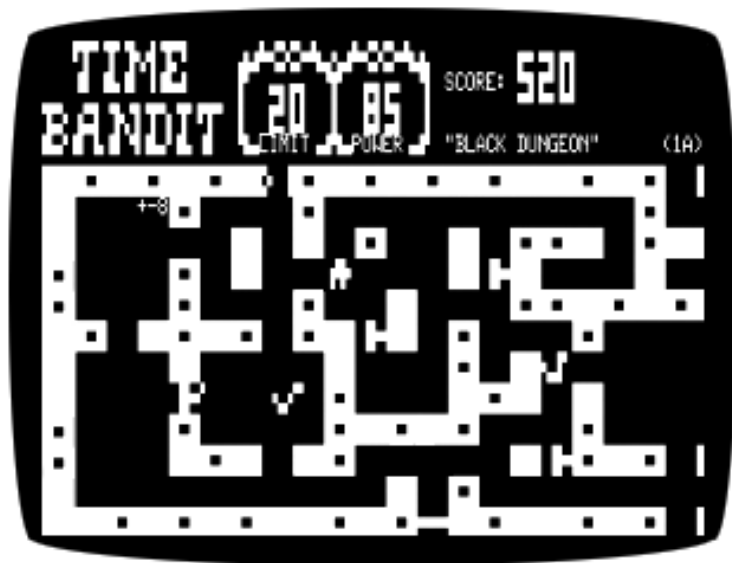
Life is rarely that simple, however. Although we lived just a few miles apart, Bill and I attended rival schools and had never met. And though I owned a TRS-80, I'd never heard of Computer Shack or any of Bill's games. To complicate matters further, we both moved out of state to attend college immediately after high-school. Fortunately, as fate would have it, we selected the same school in Phoenix, Arizona, 1,800 miles from Waterford! Through the very round-about help of some new friends in Phoenix, this is where we finally crossed paths and began working together.

Bill showed me the programs he'd already made. My favorite, *Cyborg*, was fast and sharp and did things that I thought were impossible for the TRS-80. A bit in awe, I showed him the programs I had been working on. I was nearly speechless when Bill offered me a job creating graphics, levels, and documentation for his new games.

I started by helping him to wrap up *Clash* (a *Joust* clone), and then we went on to work on something we called *Pharaoh*, which was modeled on Konami's *Tutankham*, which was popular at the arcade in 1983. For those who are unfamiliar with such classics: you wind your way through a horizontally-scrolling maze, shoot tomb monsters, look for keys to get past locks, and collect treasures along the way.

Our twist on the concept was to give the player a lot more freedom in choosing which maps to visit. *Pharaoh* thus expanded into a more adventurous *Ali Baba*, which finally became *Time Bandit* once we came up with a time-travel theme. The rest is history.

Time Bandit was published for the TRS-80 Model 1 in 1983. Although a marvel at the time, the game was rather primitive by today's standards. It had low-res, monochrome block-graphics, lands one-tenth the size of today's, and like its inspiration, scrolled only horizontally.



Time Bandit on the TRS-80 Model I/III

Unfortunately, the TRS-80 was already becoming obsolete when *Time Bandit* was released. The game market for that computer soon collapsed, and *Time Bandit* passed quickly into obscurity.

Advancement

Wanting to give the concept a second chance, we rewrote *Time Bandit* for the Radio Shack Color Computer. The machine had four colors and much better resolution, which made it far better for games. Since the graphics were finally equal to the game's action quality, people no longer had to be told that “those lumpy things are trees, and that squiggly thing is the Bandit.”



Time Bandit on the Radio Shack “CoCo”

On the Sanyo 550, *Time Bandit* took another step. With eight colors and even higher resolution, the graphics were again improved. Also, a Two-Bandit mode was included, and larger maps were added which allowed four-directional scrolling.

Breakthroughs

In 1986, Bill and I decided to put *Time Bandit* on the brand new Atari ST. Sixteen-color graphics weren't enough: Bill wanted 3-D terrain, or at least a simulation of depth. In addition to enhanced graphics, the playability was vastly improved. *Time Bandit* became an arcade-quality wonder. And it didn't stop there. The Atari ST's large RAM capacity allowed for huge maps with lots of detail.

Partway through, the project took another turn. Bill wanted to add special features to his *Ghost Town* map, to tell more of a story than the arcade play could provide. To make it work, a built-in language for graphic-activated text-adventures was added, opening up whole new dimensions to the game. For the first time, the map design became a larger task than either programming or graphics.

The adventure language was actually so versatile that some of the ways I took advantage of it even stunned Bill. When Bill first saw what I'd done for the summit of *Cheops' Curse*, he told me it was impossible; that *his* program just wasn't designed to do *that*. It had taken me four years, but I felt I'd finally achieved the same kind of respectful awe from Bill as I had toward him from seeing his amazing *Cyborg* game back on the TRS-80.

On the down side, what began as a simple, three-week conversion turned into a seven-month project of epic proportions—all thanks to the addition of our new adventure language.

And what a trying seven months they were! As the scope of the project grew, we missed our deadlines left and right. Customers began to grow impatient. Even our advocates at MichTron became restless. There was a recurring complaint that *Time Bandit* had become overblown. We were told that if we broke the game into a bunch of smaller games, we would get it done faster and probably sell more copies too.

However, neither Bill nor I liked that way of thinking. We forged ahead, on track. Still, it wasn't smooth. The pressure got to us at times. Heated tempers and conflicts rose between us and threatened the project to a halt a number of times. In the end, things always worked out, and the project was finally called "done."

The result was MichTron's all-time best-selling game, and a favorite for game players worldwide.

Conversion

In 1989, MichTron enlisted Timothy Purves to faithfully bring the *Time Bandit* to the Commodore Amiga. Underlying similarities between the Atari ST and Amiga made the task relatively simple.

After a quick success, armed with a new knowledge of the inner workings of the program, Tim decided to convert *Time Bandit* for the IBM PC and Tandy 1000—computers that were not really well known for their video game capabilities in that era.

As one might expect, this time there were complications. To smooth out the project, I joined in as the program's consultant and graphic expert. In the end, Tim couldn't overcome all the system limitations, but although the game was not quite as slick as on the Atari ST and Amiga, *Time Bandit* was still the best action game on the PC for quite some time.

The Timelord's Handbook

The first version of this *Handbook* was written in 1989, in response to the flood of letters Bill and I received from players looking for clues to some of the game's more complicated puzzles. And like the game itself, the book took longer to develop than planned, but includes much more than I'd ever imagined it would. In 1989, when the draft was complete, I was sure this book was the best of its kind.

Unfortunately, MichTron entered rather turbulent times just as the book was ready, and was never able to publish it. For the last 20 years, it's remained in my file cabinet, turning yellow.

But now, as 80s nostalgia conspires with emulator software to grant *Time Bandit* renewed popularity, it seems time to give the *Handbook* a little bit of the life it originally deserved.

Even so, it's not been a simple task. The *thing* in my file cabinet was a relic from before the dawn of desktop publishing. The old *Handbook* is comprised of black and white text sheets with individual pieces of composite artwork carefully pasted into place.

It's been quite a ride salvaging the old text files, scanning the illustrations, converting the screen shots, and stitching it all into a modern book while keeping its 1989 character.

But hey, what are weekends for, otherwise?

To Sequel or Not to Sequel

Back in 1989, during the same time period this *Handbook* was first being written, I had also started designing *Time Bandit II: The Rings of Faight*.

In the new game, the Bandit, now famous for closing down the Timegates, is captured and taken into a limbo dimension where he meets the great villain of Timelord history, Villard Faight. Faight explains that from his self-imposed exile in limbo, he's been able to see changes sweeping throughout the galaxy, caused by massive interference in the timelines. Where there was once a great, cooperative interstellar civilization of which the Timelords were a part, there was now interstellar war and internal chaos. He implores the untrusting Bandit to figure out what's happening.

Along the way, the Bandit visits prehistoric lands and finds out what really happened to the dinosaurs, prevents the destruction of the Earth's newest space program, saves a medieval village from dragons, and journeys into the digital world to cure an ailing artificial intelligence.

Although I designed a number of maps on paper and created a lot of new graphic tiles, the programming didn't progress very far. There was, however, a moment when Bill took interest again and suggested reworking *Time Bandit* as a first-person shooter game, preceding the entire *Doom* phenomenon.

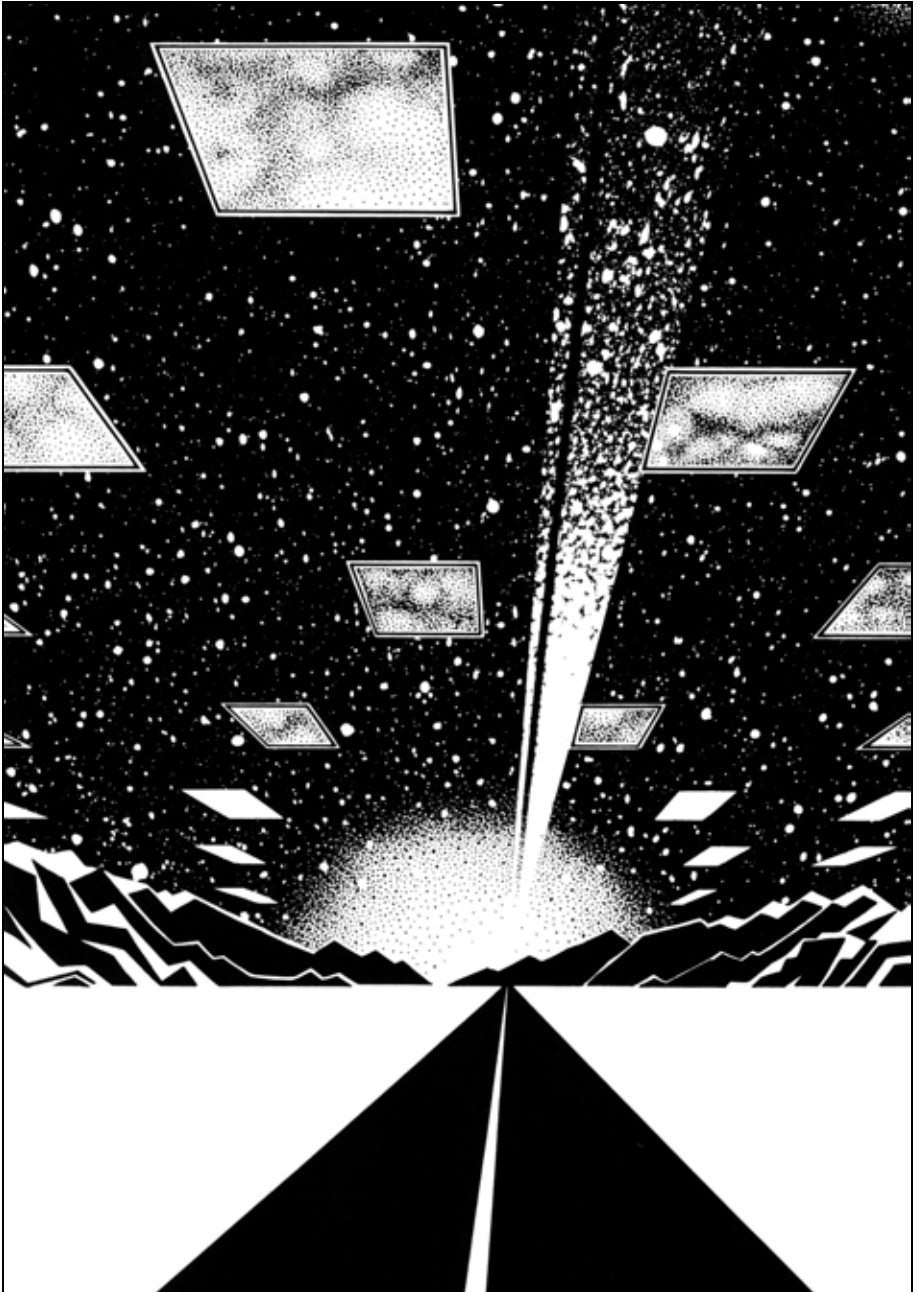
Though well-intentioned, these ideas just weren't to be. I could blame family obligations, or careers, or economic factors, but I think that perspective is a bit backward.

In my mind, the absence of new *Time Bandit* games isn't a failure. Rather, the creation of *Time Bandit* for the Atari ST was a miracle. It came during just the right window of time, at the cusp between the age of the hobbyist programmer and the era of the big production companies. Technology had just improved to the point where good performance and graphics were first affordable, and Bill and I were flush with the energy and ego of being in our early 20s, with big ideas and few responsibilities. It was an amazing and unique time, and the resulting game, being a product of that time, gave us an amazing and unique ride.

However, though I am tempted to call this the end, *Time Bandit's* recent resurgence in the emulation community certainly makes me wonder. Who knows what might happen next.

Profiles

P E R S P E C T I V E S



Bill Dunlevy

Bill is the author of numerous computer programs, each one a decided hit. Besides four versions of *Time Bandit*, Bill's credits include: *Dungeon Escape*, *Cyborg*, *Jovian*, *Assault*, and *Clash* for the TRS-80; *Cashman* for the Color Computer and Sanyo 550; and *Picasso*, a drawing program for the Sanyo 550.

Greatly inspired by the tales of J.R.R. Tolkien, Bill is an avid fan of fantasy and such role-playing games as Advanced Dungeons and Dragons. He sees role-playing as a means to freely experience new worlds and likes to direct Lawful-Good adventurers through elaborate and meaningful scenarios.

Harry Lafnear

In addition to the various versions of *Time Bandit*, Harry has provided graphics and/or design aid for a host of programs: *Cashman* for the Color Computer; *Picasso*, a drawing program for the Sanyo 550; a graphics demonstration program for the Sanyo 775; *8-Ball* and *Pinball Factory* for the Atari ST; and *Major Motion* and *Airball* for the Amiga.

His *Picasso* art has appeared in the *National Geographic Explorer* magazine, and twice on the cover of *Soft Sector* magazine.

Harry has also run the MichTron publications department "on and off" for five years, designing and writing advertisements, catalogs, and product manuals.

As an avid reader, Harry keeps a large collection of books, including a rare original of Larry Niven's "backward" *Ringworld*.

Harry is also a talented poet (this *Handbook* notwithstanding), occasionally participating in open poetry readings.

Kevin Potts

Time Bandit for the Atari ST marks Kevin's first encounter with game design. He was the chief guinea pig (playtester) and was eventually invited to design two lands of his own: the Egyptian *Sentinel* and *Guardian*.

Kevin also played the actual game we used for the high score. In fact, at the time of his record, there was no Save-Game feature. In a single sitting that lasted over five hours, Kevin earned half a million cubits and solved many of the game's riddles (including collecting numerous Artifacts which we concealed from his record so as not to spoil the surprise)—all without any hints from the programmers. It was the fact that Kevin did this in one session that earned him the title "Krazy Kev." And not long after we added the Save-Game feature, Kevin played through to complete the game.

Kevin enjoys movies, music, and sports. So far, his favorites are: *Trains, Planes and Automobiles*; everything by the Alan Parsons Project (when are they ever going on tour?); Red Wing's hockey.

Kevin elevated accounting, his profession, to an art form. His keen sense of numbers and an appreciation of computers let him make software like Lotus 1-2-3 practically stand on its head and dance.

Other Notable Playtesters

As *Time Bandit* was developing, none of our friends were spared playtesting duties. Though they're seldom credited for all they've done, Bill and I truly appreciate their contributions. Thank you:

- Jim Curry
- Doug Frayer
- Dave Gabler
- Vince Polaski
- Chris Pombier

Timothy M. Purves

Tim's credits for utility software extend nearly without end. Among the most impressive projects are *DS-DOS*, an enhanced disk operation system for the Sanyo 550, and the *MichTron BBS*, featuring a true multitasking, multi-caller environment for the Atari ST and the PC.

More recently, as evidenced with *Time Bandit*, Tim has become adept at faithfully converting a host of MichTron's most graphic-intensive Atari ST video games for the Commodore Amiga and PC.

Tim is also fluent in electronics. He's developed a hard drive interface and a memory board for the Sanyo 550, the LPT Digital Joystick Cable featured for *Time Bandit*, and more.

When he isn't on a computer, Tim takes enjoys improving his home with light carpentry and landscaping. He also enjoys driving a fast car, swimming in his pool, and target shooting. Mutually exclusive, of course.

PART 5:

THE ANSWERS

Using This Section

T H E A N S W E R S

What Are Those Bordered Pages?

The answers to the *Time Bandit* adventures are printed on the rest of the pages in this book. If you would rather figure things out on your own, do not read anything on the bordered pages! If you want only a little bit of help, read the Clue Book on pages [35–103](#).

Beyond this point, the bordered pages contain the “Scripts.” The Scripts provide a detailed list of where you must go and what you must do to solve all the text-adventures. There are also the “Sidetracks:” reports on optional adventure deeds. These extras are not necessary to solve any of the adventures, but they may come in quite handy!

Finally, the end of this section lists the location of all the Great Artifacts, and points out one final tool for reaching “*The End*.”

Organization

The Scripts are separated by lands. Some lands do not have much adventuring and are not covered by the scripts. If you’re concerned about spoilers, check the table of contents before looking through this section.

The answers are arranged in the order in which the actions should be done. When you find what you need, you can close the book and try to solve the rest of the adventure on your own.

Txet Sdrawkcab!

To help prevent you from accidentally seeing more answers than you want to, the text you are supposed to type in is printed backwards:

Backward text is printed in this style: *Remmah Teg*

The above example says “Get Hammer.”

T H E A N S W E R S

These bordered pages contain information about the *Time Bandit* adventures. Reading this material may spoil the fun of solving the puzzles on your own. For less revealing clues, see the Clue Book on pages 35–103.

The Sentinel

The Sign of the Ancient Masters

Get the Ankh from this land to pass Apep in *Cheops' Curse*.

In 2A, you will find a scroll in one alcove of the main floor:

Hkna Teg (worth 1,000 cubits).

If he hasn't before, Apep will now allow you to pass.

Sidetracks

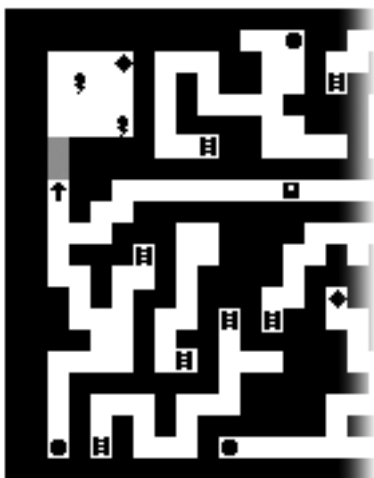
Secret Passages in 4A-4D:

Stand still in the places shown below to trigger the opening of secret chambers with extra treasures!

Sub-level 2



Sub-level 3



These maps show the areas as they appear in 4A.

These bordered pages contain information about the *Time Bandit* adventures. Reading this material may spoil the fun of solving the puzzles on your own. For less revealing clues, see the Clue Book on pages [35–103](#).

Cheops' Curse

3A: Apep, The Ever Watchful

Do not confront Apep a second time unless you have either the Ankh from 2A of the *Sentinel*, or the Scepter from 2B of the *Guardian*.

4A: Apep Returns!

To pass, you must have both the Ankh from 2A of the *Sentinel*, and the Scepter from 2B of the *Guardian*.

4A-4D: The Pharaoh's Tomb

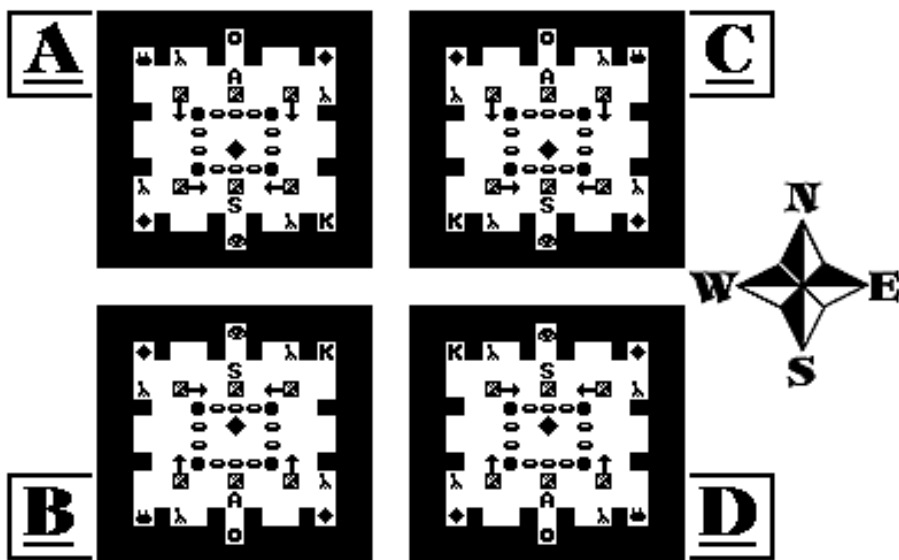
In the summit of the pyramid, a swirling maelstrom surrounds the Sarcophagus. It is impassible unless you blind Apep.

Focus the polished altars:

Go to each corner altar and note which side is curved.

Each lever rotates the nearest altar.

Turn the altars so that the curved sides face as shown:



Go to the altar nearest the Eye of Apep.

Retpecs Esu to activate the altar.

Go to the altar nearest the shaft of light on the floor.

Hkna Esu to deflect the light toward the altars.

Apep will be blinded when struck by the focused light, but there's no need to wait. Cross the pit *immediately*, and pick up the Artifact. You will receive 7,500 cubits and temporary invulnerability.

The Guardian

The Second Sign of the Ancient Kings

"The huge structure is unbelievably haunting. It is carved in the image of a tremendous reclining Sphinx. Staring up at the half-sleeping giant, I can't help but get the feeling that it's alive... a tremendous sand-colored beast given rise from the desert itself.

"And as it lazily gazes back at me, I recall the legends of the Great Sphinx that swallowed all who failed to answer its riddles. Walking into the belly of the grinning monster, I wonder if the stories aren't true..."

Use the Scepter from this land to get past Apep in *Cheops' Curse*.

In 2B, go to the scroll that appears near the Way Out:

Retpecs Teg (worth 1,000 cubits).

If he didn't before, Apep will now allow you to pass.

Sidetracks

Riddle of the Spectres in 3C or 4A:

Go to the scroll in the Rock Chamber:

Answer *Smaerd* or *Seramthgin* for 1,000 cubits.

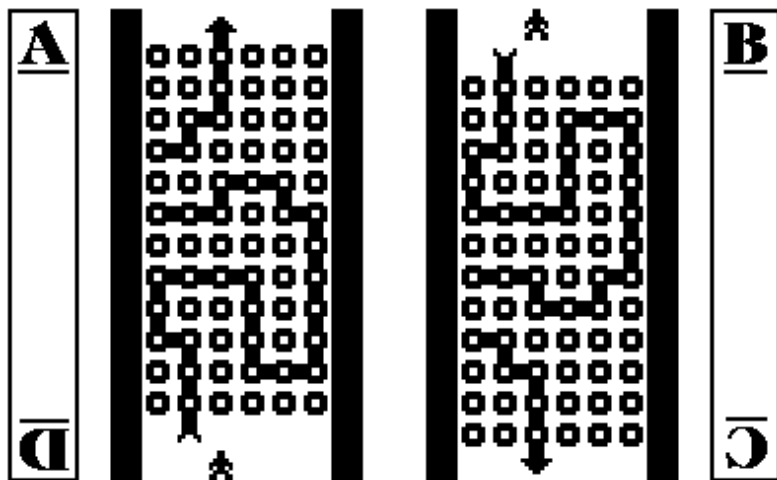
Riddle of the Sphinx in 3A-4D:

Here's a special challenge. Pick the correct exit and navigate the Magic Maze, and you'll have a chance at the final riddle...

The Quest of the Two Locks—

Level	Left	Right	Level	Left	Right
3A:	Way Out	Riddle	4A:	Riddle	Way Out
3B:	Riddle	Way Out	4B:	Riddle	Way Out
3C:	Way Out	Riddle	4C:	Way Out	Riddle
3D:	Riddle	Way Out	4D:	Riddle	Way Out

The Magic Maze—



These maps show the area as it appears in *A* and *B* levels. For *C* and *D* levels, turn the book upside-down.

The Sphinx's Riddle:

Go to the scroll on the far side of the Magic Maze:

Answer *Nam* for 5,000 cubits.

These bordered pages contain information about the *Time Bandit* adventures. Reading this material may spoil the fun of solving the puzzles on your own. For less revealing clues, see the Clue Book on pages [35–103](#).

Castle Greymoon

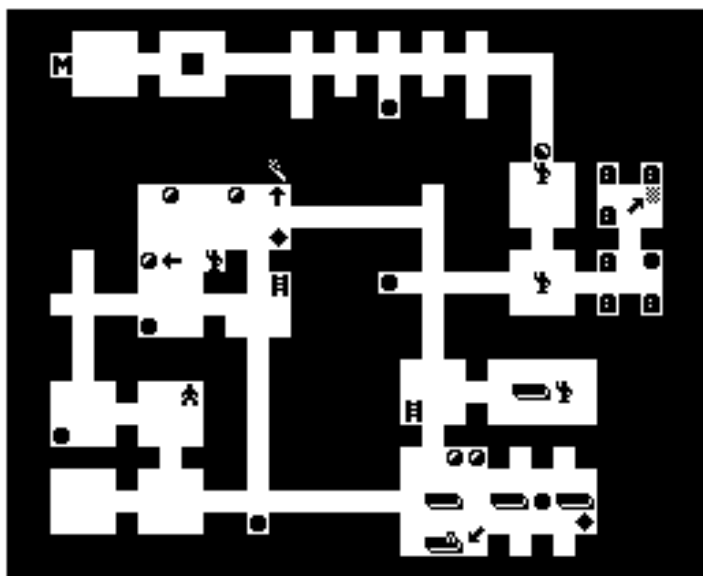
"This is a truly majestic land. I once thought of all castles as ancient, clumsy, and dead. But here, I find myself swept up by the spirit of the place. Here's life at its most honest and robust!"

"Even though most of the creatures here are Guardians, there remains a peaceful, enchanting atmosphere. And speaking of enchantment, is it possible that this feeling comes from Kelveshaan's lingering magic? I must look deeper here..."

To solve this adventure, you must play cards with the Mad Hermit. His lair is open four different times. Each time, he will present a new puzzle. You must win at least three of the hands to get past the Mad Hermit. You lose by answering his riddles incorrectly or by failing to show up at the right time.

The Mad Hermit's Lair

"The Mad Hermit will see guests only when the Sun sets in the East." This means whenever the map of the land is "flipped" left to right: levels 1C, 2C, 3C, and 4C. Step onto the "whirlpool" teleporters to be transported into his lair.



This map shows the area as it appears in level 4C. Some areas are blocked off in lower levels. Arrows indicate special places mentioned in the following text.

1C: ♣ Clubs

You must choose an object in the Mad Hermit's lair that best resembles a club.

Talk with the Mad Hermit in his lair:

Answer *Sey*, you want to play cards.

There is one torch on the wall of this room:

Stand beneath the torch.

Answer *Sey*, that is your selection.

This wins the first round.

2C: ♥ Hearts

This time, you will need to make a deal with the Shepherd to get what you need.

Talk to the Mad Hermit in his lair:

Exit the message.

Go into the "next room" and find a cluttered table:

Stand beside the table's chair to find a bottle of wine.

Eniw Teg

Go above ground and find the Shepherd outside the castle:

Answer *Ssenisub* is the reason you are here.

Answer *Eniw* as payment for a sheep.

Answer *Sey* in regard to having a deal.

Answer *Sey* when asked about the Mad Hermit.

The Shepherd will then give you some sheep's blood.

Return to the Mad Hermit:

Answer *Sey*, you are ready to answer.

Answer *Doolb* is what you have.

This wins the second round.

These bordered pages contain information about the *Time Bandit* adventures. Reading this material may spoil the fun of solving the puzzles on your own. For less revealing clues, see the Clue Book on pages [35–103](#).

3C: ♠ Spades

You will need to trade with a ghost to obtain fresh grave-dirt! You could steal it, but the Spirits would retaliate.

Talk to the Mad Hermit in his lair:

Exit the message.

Go into "Clubs" room of the Mad Hermits lair:

Shoot the boulder, and go to the rubble.

Elbbur Teg

Find the alcove with tombstones and go to the mound of dirt:

Trid-Evarg Teg

"Who's digging on my grave?" Answer whatever you like.

(Then *Trid-Evarg Teg* again to steal it, or...)

Elbbur Esu to get the dirt peacefully.

Go back to the Mad Hermit:

Answer *Sey*, that you are ready.

Answer *Trid-Evarg* is what you have.

This wins the third hand.

4C: ♦ Diamonds

You will need an object from the Fourth Tower to win.

Talk to the Mad Hermit in his lair:

Exit the message.

Cross to the Fourth Tower (see next page) and go to treasure chest:

Tsehc Nepo

Slatsyrc Esu to get the magic jewel.

Return to the Mad Hermit.

Answer *Sey*, you are ready to answer.

Answer *Dnomaid* is what you have.

This wins the final hand. The Mad Hermit will then let you pass into a hidden tunnel.

Go to the end of the tunnel and talk to Kelveshaan.

Answer *On* when asked about the Sorceress.

Answer *On* when asked about the King.

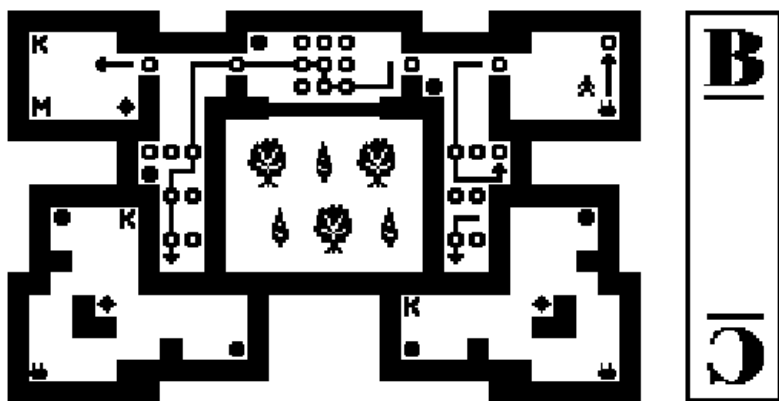
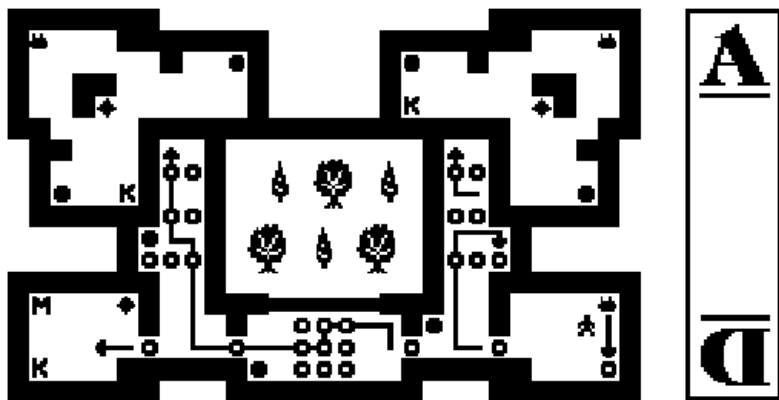
Answer *On* when asked if you claim the power for yourself.

Answer *Naahsevlek* holds the unicorn's fate.

You will be given 10,000 cubits, temporary invulnerability, and an Artifact.

The Magic Labyrinth

In the last four levels of this land, you must cross a maze of magic teleporters to get your final key. The proper path through the maze is marked with a line...



These maps show the area as it appears in 4A and 4B. For maps of 4C and 4D, turn the book upside-down.

Sidetracks**Super Strength in 2C, 3C, and 4C:**

In the Hermit's lair, find the table that holds the King's wine.

Eniw Teg

When you want to activate the wines magic powers, go to any message in this land where the inventory (INV) command works.

Eniw Knird

Answer *Lla* is how much you drink.

Potions in 4A-4D:

Cross to the Fourth Tower and go to the treasure chest.

Tsehc Nepo

Stellep Esu for temporary invulnerability, or...

Sehsa Esu to trigger poison that drains 9 Life-levels, or...

Slatsyrc Esu to make a magic diamond, or...

Repap Esu to get 2,500 cubits.

Bonus in 4C:

Collect 2,000 cubits for winning all four hands.

These bordered pages contain information about the *Time Bandit* adventures. Reading this material may spoil the fun of solving the puzzles on your own. For less revealing clues, see the Clue Book on pages [35–103](#).

King's Crown

1A: The Spirits of Zardoz

Go to the Scroll of Zardoz.

Answer *Net* is the number of Spirits.

This warps you to level 3D.

4A-4D: The Glaive Chamber

This is a very dangerous place for a Shadow. If he becomes frozen in the path of a spinning Glaive, he could become stuck as the blades bounce through him again and again.

4D: The King and His Crown

Go to the center of the Glaive Chamber.

Pick up the Crown as an Artifact.

Meet the King at the Way Out.

Answer *Sey*, when asked whether you give him the Crown.

The King will pay you 10,000 cubits, and let you keep the image of the Crown as an Artifact.

Underworld Arena

Which Way Out?

Level	Left	Right	Level	Left	Right
1A:	Way Out	Way Out	3A:	Gauntlet	Way Out
1B:	Margh	Way Out	3B:	Way Out	Gauntlet
1C:	Way Out	Margh	3C:	Gauntlet	Way Out
1D:	Margh	Way Out	3D:	Way Out	Gauntlet
2A:	Margh	Way Out	4A:	Gauntlet	Way Out
2B:	Margh	Way Out	4B:	Way Out	Gauntlet
2C:	Way Out	Margh	4C:	Way Out	Gauntlet
2D:	Margh	Way Out	4D:	Way Out	Gauntlet

Ghost Town

Your main goal in this land is to lay the bones of the good spirits to rest in 1C, 2C, and 3A. Whenever you forget the spirits or fail to keep your promises to them, the spirits will wait for your deeds in future levels.

Another goal is to collect the nine letters on the Outlaw's tags. The various Outlaws are found in different levels all the way to 4C. Their letters, when unscrambled, allow you access to the Outlaw's Hideout.

The adventure can be completed as early as 3C if you can guess the Outlaw's password before seeing all the tags. See [page 156](#) for a list of the possible passwords.

Main Street, Ghost Town

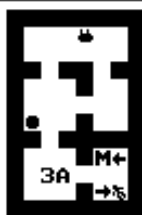
Upper Floors



**Post
Office**



Saloon

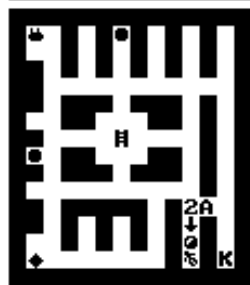


**Selleck
House**

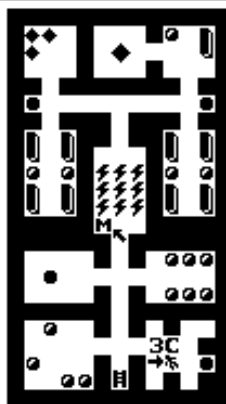
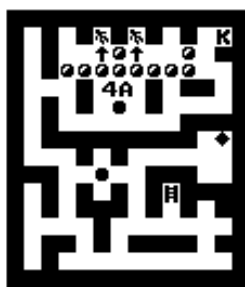
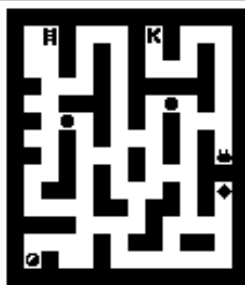


Café

Lower levels



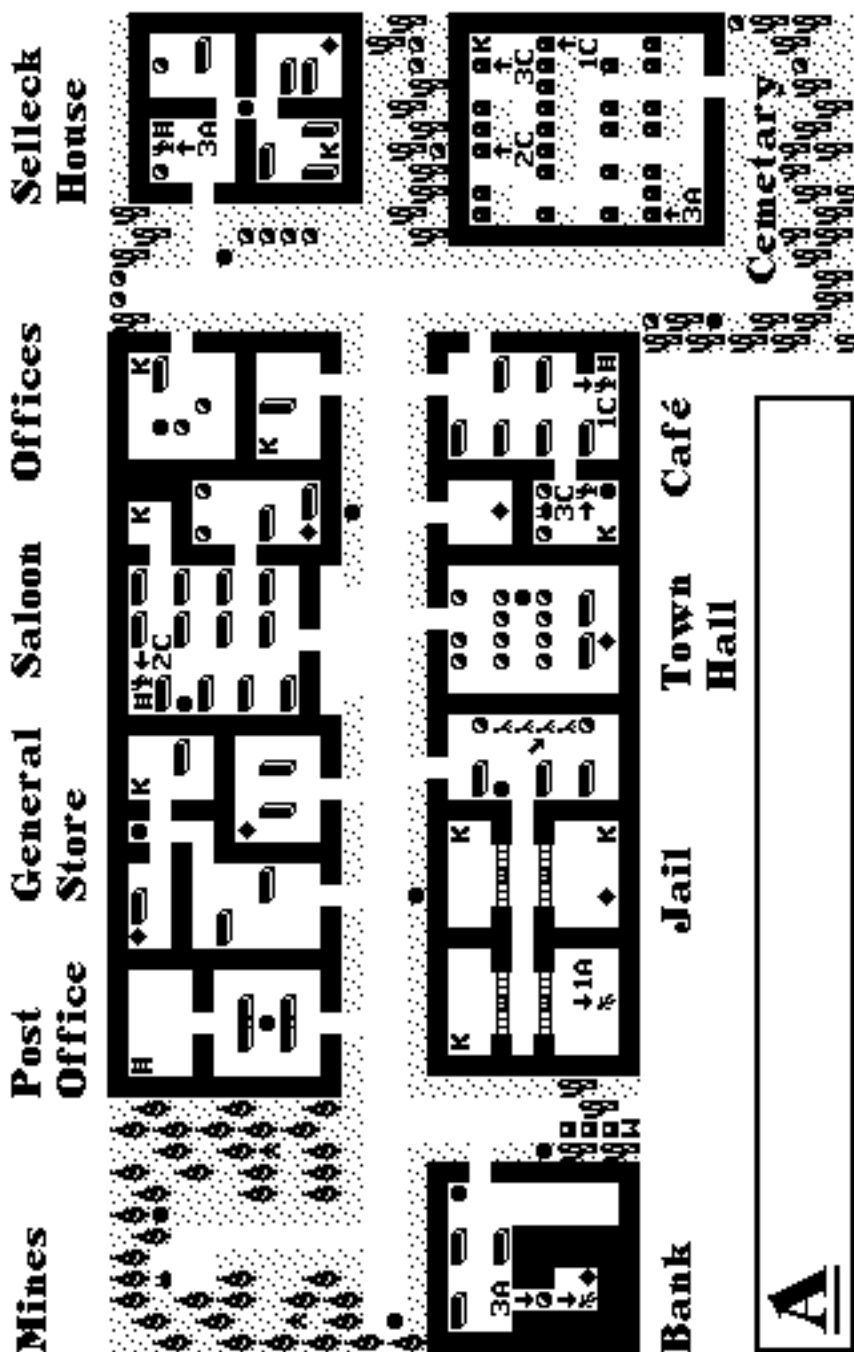
**Mines
First,
Second,
Third level**



**Outlaw's
Hideout**



The maps on these pages show the areas as they appear in *A* levels. Some areas are unavailable in early levels. Arrows indicate special places mentioned in the text.



A

1A: Outlaw #1

Go to the Jail:

Push the third lever to open the proper cell.

Go to the bones in the open cell:

Note the Outlaw's letter.

1C: The Waitress and Outlaw #2

Meet Molly at the Café:

Answer *Sey*, when asked to lay her bones to rest.

When the ladder appears, go upstairs to the yellow skeleton:

Note Outlaw #2's letter.

At the white bones (Molly):

Yllom Teg

Find Molly's headstone at the grave-yard:

Yllom Yrub to put her spirit to rest.

2A: Outlaw #3

Go to the first floor of the mines:

Shoot the boulder in front of the yellow skeleton.

Go to the bones and note Outlaw #3's letter.

2C: The Banker's Daughter and Outlaw #4

Meet Ellen at the Saloon:

Answer *Sey*, when asked to lay her bones to rest.

When the ladder appears, go upstairs to the yellow skeleton:

Note Outlaw #4's letter.

At the white bones (Ellen):

Nelle Teg

Find Ellen's headstone at the grave-yard:

Neele Yrub to put her spirit to rest.

3A: The Banker and his Vault

Meet Luke at the Selleck's House.

Exit the message.

When the ladder appears, go upstairs.

At the white bones (Luke):

Ekul Teg

Go to the diary:

Note the number sequence.

Find Luke's headstone at the grave-yard:

Ekul Yrub to put his spirit to rest.

Go the vault at the Bank:

Enter the combination from the diary to open the vault.

When the vault opens, go to the yellow skeleton:

Note Outlaw #5's letter.

3C: The Good Outlaw

Meet this Outlaw in the back room of the Café:

Answer *Sey*, when asked to lay his bones to rest.

Go downstairs when the ladder appears:

Find the white bones (Tom).

Mot Teg

Find Tom's headstone at the grave-yard:

Mot Yrub to put his spirit to rest and learn his letter.

4A: Outlaws #7 and #8

Go to the lowest floor in the mines:

Blast through the boulders.

Fight off the spirits.

Note the letters on each of the two yellow skeletons.

4C: The Last Outlaw

Go to the upstairs of the Post Office:

Note Outlaw #9's letter.

The Outlaw's Hideout

Go to the “adding machine” in the Outlaw’s Hideout.

Unscramble the Outlaw’s letters to find the proper dial setting:

Sseltraeh

Nemeltneg

Ezirorret

Tnaercsim

Retnahcne

A bridge will then span across the tar pit. An Artifact worth 7,500 cubits is on the other side.

Sidetracks

Bonus:

Collect a 1,500 cubits bonus for burying the remains of all the ghosts: Molly, Ellen, Luke, and Tom.

If I Knew Then...

You can take special advantage of the Save/Load feature to earn 3,900 cubits in extra treasure:

Save the game after completing 1A of this land.

Bury Molly in 1C.

Bury Ellen in 2C

Get the vault combination in 3A.

Reload the old game.

Open the vault in 1B!

These bordered pages contain information about the *Time Bandit* adventures. Reading this material may spoil the fun of solving the puzzles on your own. For less revealing clues, see the Clue Book on pages [35–103](#).

Shadowland

An Artifact worth 5,000 cubits appears in 4D. Pick up this object before you clear all the dots... or you might leave it behind!

Gridville

Sidetracks

Treasure Challenge:

The transporter disk in the alcove opposite the Way Out leads to the Treasure Room in these levels:

1D, 2B, 2D, 3B, 3C, 4A, and 4D.

Dot Challenge:

The transporter disk behind in the second room leads to the Cube Duel in these levels:

2B, 3A, 3B, 3D, 4B, and 4C.

Major Hazard

Sidetracks

Master of the Maze in 4A-4D (PC Version Only):

In the room with the Way Out, use the random transporter disks until you arrive in the Shadow room.

Go to the Security Console:

Answer *02* is the number (fireballs in the level).

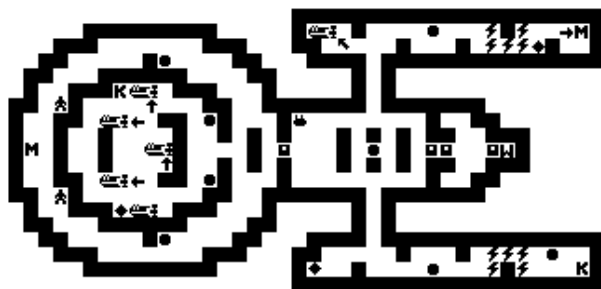
You will be rewarded 3,000 cubits.

The Excalibur

"Stepping among the Gates, I was suddenly struck by an image on one of their monitors. The screen showed a marvelous spacecraft, elegant and fragile looking despite its tremendous size. The *Excalibur*, the Gate informed me. It was a pity that such a beautiful ship was in trouble. Well, perhaps I could do something about that..."

Although you can get through most of the adventure in any of its four levels, it can only be completed in level 4D.

The Vessels



**The Excalibur
& Lower Level**



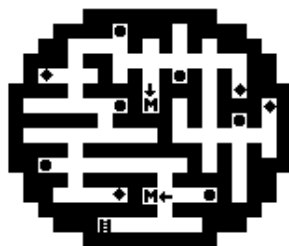
**The Devasha
Brehk**



Hercules Asteroid



**Voracious-12
& Mines**



Starbase-4

This map shows the areas as they appear in level 1A. Arrows indicate special places mentioned in the following text.

1A: The Troubled Starship

This level can be solved without special adventuring.

2B: Voracious-12

To recover your second Key, you must find a way to beam down to the planetoid.

Go to the rear of the Engineering Nacelle on the *Excalibur*:

Ignore the firing pin, it cannot be repaired.

Eriw Teg

Go to the Captain's Chair in the Bridge section:

Exit from the message and then read it again.

Eriw Esu to reach the ring (worth 500 cubits).

Go to the security door on the lower deck:

Gnir Esu to open the door.

Find the book in the Captain's room:

Get the transporter coordinates for Voracious-12.

At the Transporter console:

Set the transporter coordinates for Voracious-12.

Step onto the transporter to beam down and look for your Key.

3C: Starbase-4

Pilot the *Excalibur* to Starbase-4 and beam over to get your Key. To do this, you must restore power to the *Excalibur* and man many of its stations.

From the book in the mines of Voracious-12:

Get the helm coordinates for Starbase-4.

Go to the crystal deposit in the mines:

Slatsyrc Teg

Back at the Engineering console on the *Excalibur*:

Slatsyrc Esu to restore power.

Go to the Helm console on the Bridge:

Enter the helm coordinates for Starbase-4.

Ignore the Klingon Dreadnought for now.

Go to the Communications console:
Get the Emergency Code.
Send the code to get transporter coordinates for Starbase-4.

Go to the Transporter console on the lower deck:
Enter the Starbase transporter coordinates.

Beam over to the Starbase to get your Key.

4D: The Devasha Brehk

To find your last key and also solve the adventure, you must board the Klingon ship and discover its secrets.

Find the Klingonese crate aboard Starbase-4:

Etarc Nepo

Nip Teg

Edih to avoid the Klingon loading crew.

Go to the Communication console aboard the Klingon ship:
Get the "Drop Shields" code.

At the jail security door, the passwords are:

1A, *Htaed*

2B, *Yaced*

3C, *Yortsed*

4D, *Etamiced*

Talk to the Captain of the *Excalibur* in the jail (worth 500 cubits).

Go to the panel in the back of the jail nacelle:

Mrahc Teg

Lenap Nepo

Eriw Esu to short out the engines.

Go back to the doorway of the jail:

Answer *Sev*, to give the patch back to Lt. Moore.

Back at the *Excalibur's* Communications console:

Send the "Drop Shields" code.

At the *Excalibur* Weapons console:

Nip Esu

Sresahp Erif to destroy the Klingon ship.

Exit the *Excalibur*:

The Captain will then award you an Artifact.

Sidetracks

Valuable Crystals:

After you have restored power to the *Excalibur*, return to the crystal deposit in the mines of Voracious-12:

Slatsyrc Teg again for 500 cubits.

The Hercules Serum:

The Hercules Serum is not needed to complete the adventure, but having it may open new horizons. Because the serum is so powerful, it has also been made quite difficult to reach. You will have to judge for yourself whether the prize is worth the price!

Go to the research computer on Starbase-4:

Talk with the computer (or just press Enter) 8 times.

You will get a message that says "Try **⚡**"

Answer <><><><><><> to input the special symbols.

Note the long-range transporter code (with a missing digit).

Go to the long-range transporter:

Enter the transporter code (guess on the missing digit).

Step onto the transporters. If you guessed right, you will be sent to the Hercules Cavern. A faulty guess costs you a Life-level.

Once in the cavern, go to the sign in the back:

Kcum Knird to use the power of the serum.

You will be granted a large dose of temporary invulnerability. Do not drink the serum again until the next time you enter this land. Disobey this rule and the overdose will cost you 20 Life-levels.

These bordered pages contain information about the *Time Bandit* adventures. Reading this material may spoil the fun of solving the puzzles on your own. For less revealing clues, see the Clue Book on pages [35–103](#).

Dual Hijinks:

Some interesting situations can occur in this land during the Duel Mode...

If you move the *Excalibur* away from Voracious-12 while the other Bandit is still down there, he becomes stranded on the planetoid until you return! You should record the position of the planetoid before moving the ship, so that you can return later. Remember, you too could be stranded one day.

Also, if you destroy the Klingon ship with the other Bandit still aboard it, then he too is killed (or at least reduced to a Shadow).

Well, you can always claim it was an accident.

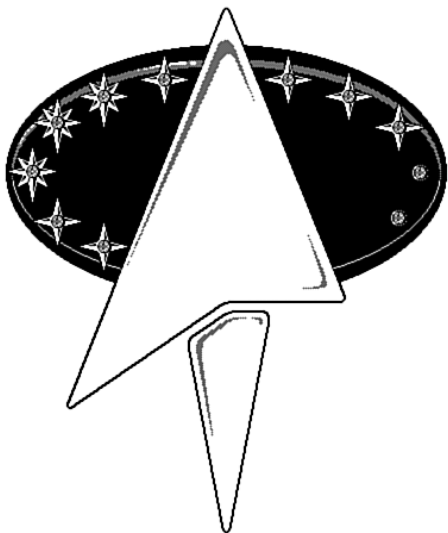
The Federation Shield

This emblem is known throughout the galaxy, and depicts a silver rocket rising through a wreath of stars.

The black oval represents space and the unknown. Huddled together against the darkness are 11 points of light and life, each for a civilization in the Federation. The star's size indicates each world's status as a founder, member, or colony.

The stars are strung in a sparkling wreath. A laurel wreath classically denotes wisdom and intelligence. Here it also depicts cooperation. It is the unity of all cultures that presses back the encroaching void. Without cooperation, the isolated stars would be adrift in ignorance and blackness.

Most prominent is the rocket. It is through the exploration of space that the members of the Federation are brought together. It is through technology that defense, trade, and communications are maintained. Here, the rocket is in the center, at the heart of the Federation, rising upward to ever greater heights, breaching the wall of the unknown and bringing light to the void of space.



The Great Artifacts

These seven rare items bring power and prestige to any daring enough to quest for them. Listed below are the lands and levels where these items can be found, and a description of the powers these items possess.

Land	Level	Effect
<i>Castle Greymoon</i>	4C	The White Unicorn 10,000 cubits Greater Invulnerability
<i>King's Crown</i>	4D	The King's Crown 10,000 cubits
<i>Cheops' Curse</i>	4A	The Pharaoh's Sarcophagus 7,500 cubits Lesser Invulnerability
<i>Ghost Town</i>	3C	The Gold Pocket-Watch 5,000 cubits
<i>Shadowland</i>	4D	The Pac-Ghost 2,500 cubits
<i>The Excalibur</i>	4D	The Klingon Dreadnaught
<i>The End</i>	?	It's still a secret!

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Invulnerability

Imagine it... No creature could hit you or shoot you. No Enforcer could whisk you away. You could walk through the opposition as if it wasn't there. You'd easily finish those "impossible" levels. You might even reach "*The End!*"

The power of invulnerability is very rare. In the entire scope of the game, only 16 useful doses exist, lasting for a total of about 10 minutes. It takes good planning to make the most of them.

Below is a list of lands where this power is available. The "lesser" doses last 20 to 30 seconds each. These doses are perfect to use as protection from the Enforcers in the *Timegates*. The "greater" doses can last up to 2 or even 3 minutes: long enough to protect you for a good distance as you streak through your most dreaded land. Beware though, invulnerability is limited to creature effects. It does not protect you from some types of land hazards.

Finally, try to get this power just before you exit the land. This will help to extend it as long as possible into your problem lands.

Lesser Invulnerability:

Castle Greymoon: 2C, 3C, 4C

For drinking the magic wine.

See the *Castle Greymoon* "Sidetracks" on [page 150](#).

Castle Greymoon: 4A-4D

For using the Iron Pellets in the Fourth Tower.

See the *Castle Greymoon* "Sidetracks" on [page 150](#).

Cheops' Curse: Once in 4A-4D

For reaching the Pharaoh's Sarcophagus.

See the *Cheops' Curse* scripts starting on [page 143](#).

Greater Invulnerability:

Castle Greymoon: 4C

Granted by Kelvashaan for completing the adventure.

See the *Castle Greymoon* scripts starting on [page 148](#).

The Excalibur: 1A, 2B, 3C, and 4D

For locating and using the Hercules Serum.

See the *Excalibur* "Sidetracks" on [page 161](#).

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