

# TIMEQUEST

**Type:** Illustrated Text Adventure

**Difficulty:** Advanced

**System:** MSDOS ((512K; mouse optional,  
hard disk recommended by QB; Realsound,  
Roland, Ad Lib, Sound Blaster)

**Company:** Legend/MicroProse

Written by Bob Bates, who did Infocom's *Sherlock Holmes* and *Excalibur*, the puzzles in this time-travel tale embody the spirit of classic all-text adventures like *Zork*. It starts in the twenty-first century, when a renegade employee of the Temporal Corps uses a time machine to rewrite history by subverting ten key events in a way guaranteed to wreck civilization. You must travel back and forth through time to undo the damage, then capture the villain. The interface and graphics are like Legend's first game, *Spellcasting 101*. Some spot animation brightens a few scenes, but the sound effects and music do more to enhance the story as you hop from ancient Mexico to medieval England and across Europe to interact with Hitler, Genghis Khan, King Arthur and other historical characters. The puzzles, prose and surprise ending are the highlights of *Timequest*, which was one of the year's best adventures—and also one of the toughest. Highly recommended, it's the best time-travel adventure of all time.



## Walkthrough

To solve most missions, you must travel to a variety of different times and places. This solution, therefore, treats each mission individually, so you can find everything you need to save Caesar in Rome, 44 B.C., in the section with that heading.

### Headquarters

Drexler's Office. Wait. (You'll get yellow pill.) W. Open drawer. Get card. Type "In". Put card in slot.

### Rome, 44 B.C.

U SE. (Circus Maximus) SE. Grandstand. Get foccaccia. NW NE. Get peg and jar of oil. SE. Put wheel on chariot. Put peg in hole. Put oil on wheel. Climb into chariot and wait until races begin. After winning the last race you'll be taken to the Imperial Box. Wait. Wait. Ask for w721th. Wait. Get sword.

Kill lion with sword. Get bracelet. Examine bracelet. Return to Interkron (bracelet will disappear).

### Dover, 1215

SE. (Lawn) Go N to tavern. Examine courier. Wait until courier leaves. S. Mount horse. W. Forest. NW behind tree. Wait until courier appears. SW. Get scroll. Read scroll. Get pouch. Open pouch. Give letter to leader. Ask leader about letter. NW. Read scroll. Wait. Wait.

### Baghdad, 800

W. (Caravan trail) N N. (Bazaar) Give f4cc1cc31 to beggar. (Sultan's Palace) Examine vizier. Nod. Harem. Take f3g9. W to Jamila's bedroom. Get green veil. E. Wear veil. S. Offer f3g to vizier. N W. Remove veil. H382 5n827 b28. Wait. Wait. Wait. Get 9l3pp27. Wait. Out. Show 9l3pp27 to Sultan. The Sultan will give you a turban.

## Dover, 1588

Interkron to Rome, 1519. U NW. (Vatican) Examine plaque. Ask vendor about plaque. W. Wait until Pope Leo X drops a book. Get book. Give book to pope. You now have an indulgence. E. Show indulgence to vendor. You now have the plaque.

Interkron to Dover, 1519. Enter tavern. N to landing. Open door. (East bedroom) L3ft f1447b4178. Put plaque in cache. 72p1c2 f1447b4178.

Interkron to Dover, 1588. Return to Landing. Check out west bedroom, then leave. Knock on door. Open door. B4w. 72m4v2 f1447b4178. Get plaque. Show plaque to Elizabeth. Return to tavern. Wait until Drake goes upstairs. Go upstairs and check out west bedroom.

## Dover/Rome, 1940

Go to Dover, 1940. Wait until Churchill is broadcasting. Wait until Churchill puts cigar into mouth. G71b c3g17. Wait until Churchill finishes and leaves. Get the lighter. Go to Rome, 1940. U SE. Read graffiti. N to museum. N to Sala del Mappamondo. Wait until Hitler tells you to "hop to it," then type d21n. Wait until Churchill mentions "cigar" in his broadcast, then 5npl5g 71834. Wait.

## Rome, 452

Interkron to Peking, 1361 B.C. N to Tientan Park. E E. (Burial cave) Read tablets. Sit on bench. M283t1t2. Stand. Get basin. P457 w1t27 into statue's mouth. Get emerald. S. Interkron to Peking, 452. Go to marketplace. Give emerald to priest. Go to Peking, 800. (Buddhist temple) Examine portrait. E. Sanctuary. Take mask. Examine mask. Interkron to Rome, 452. U NW to Vatican. W. Yes. E NE W. (Attila's tent) Wait. Open l3ght27. L3ght f592. Close l3ght27. You now have a parchment.

## Peking, 1215

Interkron to Cairo, 44 B.C. N. (Avenue of the Dead) Wait until Cleopatra arrives. Yes. (Royal Palace) Kiss Cleopatra. She will give you a vial containing white powder. E to Royal Compound. Save game. Eat powder. Restore game. Interkron to Baghdad, 1215. Go to bazaar. Show v31l to merchant. He will give you a 1,000 yuan note, one drachma and the password t4w27 g1t2. Interkron to Peking, 1215. Exit shrine. You'll be waylaid by

Genghis Khan, who asks you to open gates. Return to shrine, then go N N. Say t4w27 g1t2. (Parade ground) N E E W W. (House of One Thousand Pleasures) Show yuan to madame. Girls, follow me. E S. Yes. Open gate.

## Mexico, 1519

Interkron to Dover, 1361 B.C. Exit shed. W to Stonehenge. Sit in Sighting Stone. Wait until Druid shows up. Ask Druid about Stonehenge. Interkron to Dover, 1588. Enter tavern. Show p17chm2nt to sailor (who is Shakespeare). You'll get the helmet. Examine the helmet.

Interkron to Mexico, 452. Temple. E to maze. Examine footprints. Follow footprints (NE, NW, E, NE, SE, W, SE, S, S, S) to closet. Read graffiti. Retrace steps. Interkron to Mexico, 800. (Temple) Use above directions to return to closet. Get Quetzlcoatli costume. Retrace steps. Interkron to Mexico, 1361 B.C. Wear costume. Out. Wait until you're in the pot. P43nt to the 95n. Wait for 2cl3p92. Jump out of pot. Take all. Out. You now have the flint knife. Wear costume. Interkron to Mexico, 44 B.C. Note mural. Put h2lm2t on pillow. Go to Mexico, 1519. Note mural. Wait until Montezuma leaves.

## Rome, 1798

Interkron to Peking, 1940. Exit shrine. Wait until molotov cocktail is dropped. Get cocktail. Examine cocktail. Examine liquid. Examine ether.

Interkron to Cairo, 1361 B.C. N W N to riverside. E. Give cradle to girl. (Royal compound) Examine baby. Ask Tut about gift. Examine Tut. Examine amulet.

Go to Rome, 800. Go to Saint Peter's, then N to chapel. 72m4v2 9t4pp27. Get handkerchief. Put 2th27 on handkerchief. Put 9t4pp27 in bottle. Put handkerchief on priest. Get crown.

Return to Cairo, 1361 B.C. Show the crown to Tut. He will give you a map. Examine map and note order of the animals, which is a combination. Go to Cairo, 1215. Go to royal compound. S. Light lighter. S. (Pit) Press panel. W. Press animal symbols in the same order they appear on the map. W. Note U-shaped strut in ceiling. W W. Look through crevice. Get ankh. E. Return to Interkron.

Interkron to Rome, 1798. U. Get rock. SE. Throw rock through window. Wait until Napoleon addresses you. Show m1p to Napoleon. Yes. Show 1nkh to Napoleon. He will return the map and give you a pass. Examine the pass.

## Rome, 800

Interkron to Dover, 1798. Enter tavern. Show p199 to Nelson. Get boarding hook. Interkron to Cairo, 1798. Note broadside. Go to royal compound. Show p199 to guards. S. Light lighter. S W. Press animal symbols in the same order they appear on the map. W. Take pin out of turban. Tie turban to hook. Th74w h44k at strut. W. Napoleon will take the crown. Return to royal compound. Return to Interkron.

Interkron to Rome, 1940. Return to museum. Examine card. Get crown. Read engraving. Go to Rome, 800. Return to chapel. Put crown on altar. S. Wait until coronation.

## Lt. Vettenmyer's Messages

### Conch Shell

Interkron to Dover, 1361 B.C. SE S. Cliff. S. (Rocky Shore) Get conch shell. Go to Peking, 44 B.C. N E N. Blow conch shell. You will be given the Emperor's seal.

### Jade Bar

Go to Peking, 1798. N to Tiananmen Square. Show seal to eunuch. You'll get a huge box. Keep opening the box within a box until you have the jade bar. Examine the jade bar.

### Chalk

Interkron to Dover, 44 B.C. Exit Shed. S. Get chalk. Cairo, 800. Avenue of the Dead. Show chalk to man. Read message.

### Badge

Baghdad, 1519. Bazaar. Buy dates. NE. Examine mule. Examine ear. Whisper in ear. Take tether. SW NE W E. Drop tether. W. Get dates. Girl, get in urn. Put dates in urn. E. Take tether. W. Whisper in ear. W. Wait until soldiers arrive. Baghdad, 1588. Bazaar. Take badge. NE. Read graffiti.

### Others

Rome, 1215 ..... Listen to pope.  
Peking, 1588 ..... Temple; listen.  
Cairo, 452 ..... Pyramid.  
Cairo, 1519 ..... Tomb.  
Cairo, 1588 ..... Pyramid.  
Dover, 452 ..... Runes on sword.  
Dover, 800 ..... Tavern wall.  
Baghdad, 1361 ..... Courtyard; U; Hanging Gardens; examine vines.  
Baghdad, 452 ..... Ruins; jug.  
Baghdad, 1798 ..... Examine magic carpet.

## Significance Of Messages

Arrange messages in order by the number that's in each. The f379t l2tt27 of each sentence spells out Vettenmyer's location and how to get in. (Z2k2 3n t4w27 916 219t.)

## The Key

Visit the Academy in Rome, 1361 B.C. Sit on log and talk to old man. Repeat this sequence in each time period in order of time: Rome, 44 B.C., Rome, 452, Rome, 800, etc. In 1940 you will be given the Temporal Key. (You must take it, then he will give it to you.)

## The Tower Of Babel

Interkron to Baghdad, 1361 B.C. W S. (Ishtar Square) W. Courtyard. U. (Hanging Gardens) Examine vines. Return to Ishtar Square. 916 219t. (Tower of Babel) E. Climb on right platform. Wait until you hear someone coming up the stairs (this is you when you entered the tower). Climb on left platform. Put key in keyhole. Climb on right platform. Note the number that your future version shouts out (this is random). Wait until Vettenmyer asks you for a number between 0 and 100. Say (number). Wait until Vettenmyer turns his back to you. Type: Kill Vettenmyer, then step on control. Say (number).

## Academy

Look or wait until Vettenmyer dies and old man is shot. Talk to old man. Get cloak. Wear cloak.

## Addendum

This is not necessary for completing the game, but you can get ten more points in Mexico, 1215. Enter the maze. NE NW E NE U. Wear costume. S. Cut thongs with flint knife. If you examine the altar you will see another message.

Some boldface words appear to be gibberish. They are key words hidden in the QuestBusters code so that you can't read them just by glancing at them (and find out something you don't want to know). A new, easier code was devised for this book. Instead of having to decode every letter in a boldfaced word, you need only decode the vowels and several of the consonants by using the following code chart:

1	=	a	6	=	y
2	=	e	7	=	r
3	=	i	8	=	d
4	=	o	9	=	s
5	=	u			