

# TIMEQUEST<sup>TM</sup> NEWS

VOLUME 1

THE JOURNAL FOR TIMEQUEST ADVENTURERS

MARCH 1985

## LETTER FROM THE PUBLISHER



Welcome to TimeQuest News, the exclusive journal for TimeQuest Adventurers. If you're one of the lucky folks who enjoy the thrill and challenge of Hayden Software's new TimeQuest interactive adventure games, then you're really going to enjoy this fine newsletter.

TimeQuest News brings you *in-depth* information and *behind the scenes* reports about the TimeQuest games, the incredible games from Hayden with a whole new dimension. You see, Hayden has added the dimension of *time* to its games.

Unlike other adventure games, time in TimeQuest games is *real*. In TimeQuest games you'll discover temporary "windows" of opportunity that actually *change* as time passes, depending on how you choose to react to the situation at hand. It's an entirely new effect, and events can be totally unpredictable. Sometimes time works in your favor. Then again, at other times it doesn't.

Anyway, to get back to TimeQuest News, we'll answer your questions. We'll publish exclusive interviews with TimeQuest characters (read them *carefully*). And we'll give you privileged advance information about soon-to-be-released TimeQuest games.

That's not all. We'll offer hints about weird commands that really work, reproduce TimeQuest road maps, present profiles of odd-ball types who create TimeQuest games, and much more.

So sit back and enjoy. Talk to you next time.

H.S.  
Editor & Publisher

## "DR. FRENETIC! HELP! MY TIMEQUEST GAME IS RUNNING WILD!"<sup>TM</sup>

*A World-renowned Technotherapist Saves  
a Young TimeQuestor from Self-destruction*

*A first-person report  
by Dr. Tensely Frenetic, PhD., L.Mn. O.P.*

I first met young Ernest Bibble on the afternoon of October 2, 1984. His mother, Ischka, had called at noon demanding an immediate appointment.

"It's my son, Ernest," she said. "Something's wrong. It's this new computer game of his. He's sick, Dr. Frenetic. We've got to see you right away. *Please*, Dr. Frenetic. It can't wait."

"Sorry, Mrs. Bibble, but I'm not accepting new patients. Anyway, I don't have any time available, until Halloween. Try Dr. Hetttschrinker over at the Lapdog Clinic. I'm sure he'll be able to help you out."

"But, Doctor" Ischka Bibble pleaded, "this is a *life-threatening* situation. Ernest can't stand it. Something about a 'time quest'... a 'holy grail'! He's hallucinating, not getting any sleep. He won't eat. It's serious doctor. *Please* take a look at Ernest. PLEASE..."

Hmmm, I thought. TimeQuest. The Holy Grail. No doctor in the field of technopsychology had ever dealt with anyone whacked out from playing the ultra-new super-advanced interactive novels from Hayden Software. Perhaps this just might be a landmark case.

"OK," I said to Ischka Bibble. "Be here at two o'clock. Bring the disk and all the documentation for this 'Holy Grail' game."

### Ernest Bibble's Horror Story

Ischka Bibble and 11-year-old Ernest showed up at two. I listened to Ernest's story:

"I got The Holy Grail for my birthday just last week. You know, The Holy Grail, the new interactive game from Hayden Software. I have a whole collection of interactive novels, and I'm an expert at solving them.

"I've gotten so good that I don't even store my journeys. Whenever I play, I just boot up the program from the beginning. After all, whenever you retrace your steps, the stories stay the same. If the dragon's by the footbridge when I'm traveling east, I know it will always be there when I travel west, and it will be the same when I play the game tomorrow, and the day after, and the day after that. Never fails.

"Anyway, it was Friday night when I finally got to play The Holy Grail. It was getting late, so I just skimmed the documentation and began to play. I only made a few moves and Mom called 'lights out,' so I quit. I didn't bother to store my moves. After all, the next day was Saturday, and I'd have all day to finish the game.

"So Saturday morning I headed west toward the palace, same as the night before. I was just about to enter my next command, knowing it would put me near the entrance to the palace, when all of a

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## EXCLUSIVE

## Interview with a Dying Knight

**TQN:** You seem to have a problem here. What exactly are you doing, lying by the side of the road groaning?

**Knight:** Uhhh... ahh... (groan)... frmnggha... mpfa...

**TQN:** Ah, I see. You came from a foreign land. What else?

**Knight:** Mmmga... prnshss...

**TQN:** Something about a princess?

**Knight:** Mmmgthrrth... (groan)... ambsh... hnchmn...



## Computer Owners Join Search for the Holy Grail

*Adventure Game from Hayden Adds New  
Dimension to Age-old Quest*



he Holy Grail, the legendary chalice from which Christ drank at the Last Supper, remains as elusive today as it was two thousand years ago.

It's not that folks haven't been trying to find it. Valiant fictional heroes all the way from Sir Galahad (c. 1400) to Indiana

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# DR. FRENETIC

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sudden I hear a groan by the side of the road. This really shook me up! You see, I made it to the palace the night before and there was no groan. I *know* I didn't hear any groan. No way. It was at this moment that I started thinking that I had some kind of weird illness. I had read in the computer mags about people OD-ing on games, and I thought it was happening to me.

"Anyway, I was really upset, so I decided to shut down the game and go watch cartoons. A while later I screwed up enough courage to go back to The Holy Grail, and I started over, repeating my moves exactly as before. I wanted to make a close study of the situation and find out what was going on. But, so help me, I couldn't hear the groan. I couldn't hear the groan. Do you hear me? I COULDN'T HEAR THE GROAN! I went back and forth along the exact same route several times and I COULDN'T HEAR THE GROAN! I *know* it was there before, Doc. You gotta help me, Doc, you gotta help me! Please!..."

"Yes, yes, Ernest. But please calm down, and stop groaning yourself. Finish your story."



*About Dr. Frenetic. Dr. Tensely Frenetic is a worldwide pioneer in the relatively new field of technotherapy, or the treatment of computer-related psycho-social disorders. He is a graduate of the Moose Jaw Institute, earned his Ph.D. at YMCA Camp Ooo-La-Won, and is currently head resident at the Thimble Gap Center in Iowa. He has authored several books and magazine articles, and he recently appeared on The Dating Game. Dr. Frenetic is TN's medical editor, and his articles will appear from time to time on these pages.*

## The Beggar by the Road

"Anyway," Ernest continued, "I started over again. While I was trying to figure out one of my moves, a colored window appeared on the screen describing a poor beggar standing by the road. I didn't know what to do. You see, I had *always* traveled the road north and there had *never* been a beggar there. Never! Now all of a sudden this beggar appears. It seemed like... like my Holy Grail game was *playing back* at me!"

"Yes, yes, I see. But what did you do about the beggar?"

"Well, I shut down the game then and there. I decided to go watch TV again. But I couldn't stay away. All I could think about was how to deal with this beggar. So fifteen minutes later I went back and tried again, but when I reached the same spot in the road north I *couldn't* find the beggar. I went back and forth, to and fro, and I *know* I'd met a beggar there just fifteen minutes before! 'Oh no,' I thought. 'I'm going crazy.' I'm real sick, Doc. Real sick. You've got to... help..."

He slumped forward and slid to the floor. To make matters even worse, Ischka Bibble, who'd been sniffing and crying throughout her son's testimony, promptly passed out right in her chair. I carried the boy into my examination room, and I moved Ischka to the couch in the reception area. I told Asphyxia, my office nurse, to tend to the patients. Meanwhile, I called the father, Erville Bibble, at his office. He arrived ten minutes later.

"This is quite serious, Mr. Bibble," I said. "Maybe you can shed some light on the situation. Please try."

## Erville Bibble Speaks

"Dr. Frenetic, what Ernest told you is true. After listening to his story, I decided I'd take this Holy Grail game to my company's computer labs and take a close look. I examined this interactive novel with particular care.

"I've found in the past that games such as these can be reduced to simple flowcharts. Using logical progression, an experienced programmer can transform these flowcharts into easy-to-understand diagrams. These diagrams can then be used to solve the puzzle. This works with every interactive fiction game on the market. But they didn't work with The Holy Grail. Rethinking everything that Ernest had

told me, I concluded that the problem must be in our home computer. One of the chips, I was sure, had fallen out of place. I was confident that what Ernest had suggested to me—that things really weren't what they appeared to be, that things somehow *change* during the course of a game well, this was simply not possible, at least, that is, in the realm of interactive fiction as we know it today.

"Anyway, I decided to actually play this Holy Grail game rather than try to figure it out on paper, and after a short period of time I discerned what I thought was a significant difference between The Holy Grail and every other game. Like I said, what Ernest told you is true. First you hear a groan, and then you don't. One time a beggar appears, the next time he's nowhere around.

## ... The Rolling Stones

... And it came to me. Just like that. Time. Time, Dr. Frenetic. TIME IS ON MY SIDE..."

I immediately recognized the lyrics from an old Rolling Stones tune, but that was of no matter, for now Erville Bibble himself displayed the same glaze-eyed, slumped-over symptoms that his son had shown earlier.

## End of the Ordeal

I directed Asphyxia to tend to Mr. Bibble and decided at this point that I'd have to take a look at this Holy Grail game myself. I booted up the Holy Grail disk on my office computer, and sure enough,

after a few minutes I learned that everything Ernest and Erville had said was true. Then, taking the cue from Erville's last words, I successfully began working my way through the Monarchy of Beronia.

After an hour or so, thanks to Asphyxia's care, all of the Bibbles were revived and back to normal. I sent them home and told them I was going to keep The Holy Grail in my office for observation, that they must under no circumstances expose themselves to the game until further notice.

Privately, I was thrilled to keep The Holy Grail for myself. I was hooked. I wanted to capture the Holy Grail and win the game. And that's exactly what I did.

Oh, it took awhile. I took care to read all the documentation (this always helps), discreetly made use of the four clue envelopes, and I even sent away for the *Road Guide and Travel Atlas to the Monarchy of Beronia*.

With the game solved, I called the Bibbles back in to my office, directed Ernest to review the documentation, gave him my copy of the road atlas, and returned his disk. I explained how the game worked, and even revealed a few "tricks" I'd learned.

Happily, less than a week later, Ernest called back to say that he'd captured the Holy Grail and won the game. He says he keeps playing the game because he can never go back to ordinary adventures. Fortunately for Ernest, there's Inca, the second in the TimeQuest series, with a whole new set of challenges just waiting to gratify the serious gamer.



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# BODY FOUND ON DOORSTEP

## Ancient Medallion Missing

CHICAGO—The body of a man in his early fifties, identified only as 'Jamison,' was found on a South Side doorstep to-day. Police say the body was deposited there sometime during the night, and they suspect foul play.

All that is known about the mysterious Jamison is that he had just returned from a three-month visit to Peru. Authorities say he had in his possession at the time of his death an extremely valuable medallion, alleged to be the Golden Sun Medallion. This highly prized solid gold brooch is believed to have at one time belonged to Atahualpa, last king to the Incas, the ancient South American civilization that was destroyed by Spanish invaders centuries ago.

Investigators say that the unidentified owner of the property on which Jamison's body was found has left the city, apparently taking the priceless medallion with him. Authorities will only say that the medallion was missing its center jewel, and that the person now possessing the medallion allegedly left Chicago via train for New Orleans and boarded a tramp steamer bound for Lima, Peru via Panama City.

Neighbors commented that the individual who now has the medallion has recently been obsessed with a fantasy adventure game called The Holy Grail, and that when he left Chicago, brooch in hand, he claimed he was off to Peru to find the missing center jewel for the Golden Sun Medallion, and that when he found it he would become very rich and very famous.

Authorities are continuing their investigation.

## Computer Owners

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Jones (c. 1981) have been risking life and limb in vain pursuit of the precious talisman.

Eventually, you had to figure that computers would somehow get involved in the search, and that's exactly what's happened. Thanks to The Holy Grail, the new interactive game from Hayden Software, any modern-day adventurer with an IBM PC, PCjr, Apple IIc, IIe or Macintosh can take part in one of history's greatest challenges. And with a bit of pluck and wit, you just might be fortunate enough to locate and drink from the magic chalice.

But it won't be easy. And you may not survive your first few attempts. (Thank the fates that you come better equipped than the thousands of brave searchers who died before you. Computer games being what they are, chances are you'll find some way to reincarnate yourself for another go at it.) But keep plugging. The reward for success is quite astonishing.

You begin the game knowing that the fabled Grail lies somewhere in the far-off Monarchy of Beronia. Along the way you'll journey through a medieval countryside; do battle with bold knights and



foul dragons; converse with kings, thieves and clerics; rescue a fair princess; and cope with countless hazards that nature places in your path. And throughout your quest, it's essential that you be extra-alert, much more so than in any other game.

### *Time is of the Essence*

You see, The Holy Grail is the first game in Hayden's TimeQuest Series, the games in which *time* plays an active and crucial role. In TimeQuest games, you must be aware that circumstances constantly *change*, even as you try to figure out your next move.

Thus, you'll need extreme cunning if you are to evade the treacherously clever villainy you'll encounter along the way. If you're the least bit faint of heart, we suggest you try another game. But if you like plenty of danger and crave an adventure in which a new dimension—the passage of time—adds an ingenious array of obstacles and opportunities, be sure that you're among the first to try to unravel the age-old secret of the Holy Grail using the magic of the personal computer.

(See your local software retailer, or contact Hayden Software, 600 Suffolk Street, Lowell, MA 01854. Telephone: 800-343-1218.)

## DESTINATION: LIMA, PERU YOUR MISSION: FIND THE LOST TEMPLE OF THE SUN THE REWARD: UNIMAGINABLE WEALTH

In INCA, the newest TimeQuest Adventure, it is *you*, the experienced Holy Grail player, who has been chosen to find the missing center jewel of the Golden Sun Medallion. To do so you must somehow find your way to the ancient Lost Temple of the Sun, high in the Peruvian Andes.

You see, it was no accident that Jamison's body appeared on your doorstep. Jamison knew that you, having adventured extensively in the Monarchy of Beronia, would be well equipped to carry on the search for the Lost Temple and all its riches.

Jamison believed that you and you alone would have the fortitude to complete the long and tortuous route to the ancient Lost Temple; to deal with the evil captain of the steamer and his thieving crew, who'll stop at nothing to gain possession of the medallion for themselves; that only you would be able to negotiate Peru's lonely beaches, forbidding rivers, steamy jungles, barren highlands and icy peaks (every step of the way teaming with unknown dangers); that you would be the one to dodge man-eating sharks, deal with native head-hunters, survive earthquakes; and finally, that you and only you would be capable of solving the six mysterious ancient Incan puzzles that will lead you to the Lost Temple.

## DYING KNIGHT

*Continued from Page 1*

**TQN:** Ah, you were on your way to the princess and you were ambushed by someone. Then what?

**Knight:** (Groan) ... shlld ... ngfrba ...

**TQN:** Mmm, I see. Something about a shield. Hey, man, sorry to have to leave you like this, but I've got a big story to cover up at the palace. Anyone else ever travel along this road?

**Knight:** Mmmm ... lpmnfn ... dnkywgn ... (groan) ...

**TQN:** Yeah, right. Look, buddy, take a sip from my water jug. You'll be OK for awhile. I gotta catch a ride to the palace. Maybe some Holy Grail player will come along and help you out. Thanks for the interview. Good luck.



## STRATEGY AND TACTICS FROM A TIMEQUEST™ MASTER.

The real-time nature of a TimeQuest game requires that you revise your old-fashioned conception of the game-playing process. In the TimeQuest Series, time plays a key role. You must consider it as a crucial element in every decision you make. As in real life, here also time changes the world around you. Always be on the alert for situations that require quick action. For instance, speed is of the essence if you hope to elude the highwayman in *The Holy Grail*. On the other hand, in some situations, *waiting* could be an advantageous strategy to employ. As you encounter different characters and scenarios, remember that the passage of time may have altered these characters and scenarios in a positive or a negative way. Something that looks totally familiar from the outside may be radically different within.

Here's how the best TimeQuesters cope.

Learn to use your pre-assigned direction keys. They will help you quickly maneuver out of trouble and into new opportunities. You can read all about them in your TimeQuest documentation manual. According to the TimeQuest Tourist Board, pre-assigned direction keys are the best way to travel through these strange and wonderful lands.

Another good strategy is to make abundant use of the five *save* areas available to you. After you acquire an object, learn a useful bit of knowledge or solve some puzzle, save your progress. Then, if disaster should befall you, you can be the agent of your own resurrection. More power to you.

Don't become frustrated if you have trouble with a particular puzzle or encounter. In 99% of all cases, you need nothing more than a simple, logical vocabulary to accomplish the task at hand.

Pay attention to descriptions of characters and locations as they appear on your screen. Oftentimes these descriptions contain subtle variations which may, over time, give you a clue to a change in location or status.

And be sure to map your progress! If you don't know where you've been, how can you be sure where you're going?

Because you need to keep track of what you're carrying, and you need to continually examine your surroundings, TimeQuest gives you special command keys to simplify these processes. Use the *look* command often. There may be some revealing, even lifesaving, information available to you in your environment.

A final word on the Dragon of Beronia. Don't take him on until you're ready. He's a real snake in the grass!

## HINT BOOKS AVAILABLE

TimeQuest Adventure Games are tough to complete unless you have experience in adventure gaming or have a friend with whom you can consult. For those of you who have neither, Hayden Software offers the Road Atlas and Travel Guide to speed you on your way.

To receive your Road Atlas and Travel Guide:

(1) Indicate your choice of Inca or The Holy Grail.

(2) Send \$7.95 (Massachusetts residents add \$0.40 sales tax) by check or money order to:

TimeQuest Hint Books  
Hayden Software Co., Inc.  
600 Suffolk Street  
Lowell, MA 01854  
OR  
Call Hayden Software  
1-800-343-1218  
(In MA call 617-937-0200).

(3) Be sure to indicate your return address.

(4) Visa and Mastercard accepted. Be sure to include name, card number and card expiration date.

## Here's A New Software Program That Lets You Invent Your Own Personalized Computer Novels.

At Hayden Software, a TimeQuest Adventure Game grows and flourishes in the mind of its creator until it emerges, fully born, as another in this exciting series.

In developing several such games, we have learned that they give their inventors a tremendous amount of creative satisfaction. We would like to offer some of that same creative satisfaction to you. We would like to give you, a reader of interactive fiction, the opportunity to nurture and develop an interactive novel wholly your own.

In truth, haven't you ever had an idea which you felt would make an ideal interactive novel? Haven't you ever wondered how you could transform that great idea of yours into a workable piece of interactive fiction for you, your friends or the world at large to enjoy? Just imagine the fun you'll have casting yourself or one of your friends as the central character in one of these adventures. Imagine the perils and rewards you could devise. There's no game on Earth that can match the wonders of your own imagination!

If this premise intrigues you, head straight for your local computer store and pick up a copy of Hayden's new **Computer Novel Construction Set** program. It's a complete, fantastic toolkit that includes everything you need to write your own personal interactive computer novel.

You get a basic framework for story development. Using on-screen menus and windows, you create your landscape, "room" descriptions, travel paths, objects, characters and real-time events. You also develop the vocabulary that allows you to interact with the game and solve its puzzles.

Make your game as simple or as complex as you like. It's easy to do. There's absolutely no programming knowledge required.

And if your game's as good as you think it might be, let us know about it. Maybe it's got TimeQuest potential.

The Computer Novel Construction Set. Available for IBM PC and PCjr, Apple II and Macintosh computers.

## COMING SOON!

**ERNIE BIBBLE VS. INCA**  
*Strategy & Tactics*  
from a TimeQuest Master

**THE BLACK KNIGHT'S FAVORITE  
RECIPES**  
*Tips from Julia's Child*

## PLUS...

The Search for Trail 3; The Chain by the Lake; Interview with the Princess; Secrets of Narthex; and much, much more. Make certain you receive every issue.