

# Future Wars:

## Adventures in Time

Rare is the computer game whose screen graphics merit the word "art." *Future Wars*, a French import, is in that class. The game's illustrations are rendered in an original artistic style in which panoramic scenes resemble a painting on a wall rather than a location in a game. Other scenes appear as smaller pictures scattered about the screen, and a bevy of interactive graphics (items you manipulate by clicking on them with a mouse) make this an exceptionally engaging story.

You play a window washer who stumbles across a time machine that zaps you back to the Middle Ages. There, you wind up in the middle of a war between Betelgeusian aliens and 24th-century Earthlings. Several time-hops later, you have to defuse a time bomb whose nature fits the name in a most unusual way.

The *Future Wars* interface consists of click-on menus that materialize on-screen. To manipulate objects, you choose a verb (e.g., "take" or "operate") from a menu. To use the selected verb on an object in the game, you click on the picture of that object.

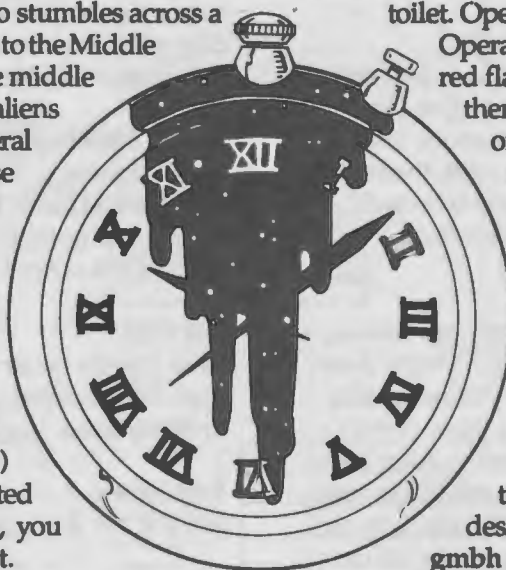
In addition to solving logical puzzles, you have to race against time to get past several roadblocks and, near the end, you get to blast a bunch of aliens in a mini-arcade game. Numerous animated sequences give *Future Wars* a cinematic feel (not like the cartoon-like sequences in many animated adventures), and the musical score, sound effects, and wry humor are the final layer of icing on this *piece de resistance* from France.

**Type:**  
Animated Adventure

**Difficulty:**  
Novice

**Systems:**  
MS-DOS (512K, CGA/EGA/VGA/MCGA, Roland/Ad Lib sound boards); Amiga (512K); Atari ST (512K)

**Company:**  
Delphine/Interplay



## The Solution

### Outside Building

When the opening sequence is over, take bucket. Walk to control panel on the left and examine scaffolding. Operate the red button. Walk to the open window and operate it.

### Inside Office Building

Examine trash can. Take paper bag. Walk into toilet. Operate cupboard. Take insecticide. Operate door to W. C. and take little red flag (on floor). Use cvdlfu on tjol, then exit toilet and walk to the door on the right. After you get the message "something is under your feet," operate carpet. Operate right door. After the boss leaves, use cvdlfu on left door. Operate right door.

### Map Room

Use key on cupboard below the bookshelves. Examine typewriter and note combination (40315). Operate drawer of desk. Take paper. Examine map. Use gmbh on little hole (on the map). Save game. Go east.

### Secret Passage

Speed with the mouse is vital here. Examine keypad. Operate numbers (one at a time) found on the typewriter to reveal another door. Enter door (center-screen).

### Teleport Room

Examine machine. Examine opening. Walk to machine and use qbqfs on opening. Operate green button. Operate red button. Take documents. Enter teleport tube.

### Swamp (in the Middle Ages)

Walk left toward mosquitoes (walking only on the green areas in the swamp). Use insecticide on mosquitoes. Keep walking left until you notice a glint of light on the ground. Examine it to find a pendant. Go west.

### **By the Lake**

Walk to the tree on the left of the screen and examine foot of tree to get rope. Use **spqd** on tree branch. Wait until someone walks up and throws away some clothes, then walk to the clothes. Take tunic. Take slacks. After you put on clothes, go west.

### **Village**

Walk to guard on drawbridge. Use **qfoebou** on guard. Go northwest to the back of the castle and walk to the tree. Operate tree. Examine ground where coin fell. Go to the Pub and operate door. Use **tjmwfs dpjo** on innkeeper. Listen to all gossip. Exit. Walk to guard and use **qfoebou** on guard. Enter castle. Listen to the Lord. Exit.

### **Village**

Examine **hvbse**. **Ublf** lance. NW. Go to tree and stand at tip of second root from the right. Use **mbodf** on monk's habit. E. E. Save game. Use **qmbtugd cbh** on lake. Quickly go west, then south. Walk up to bridge and use **gvmm cbh** on wolf. Walk to monastery door and operate door.

### **Monastery**

*Never* walk to the center of the room and always walk clockwise. Go to the left door. Operate door. Enter and walk up to the monk. After he speaks, exit. Walk to the door on the right, operate door, and enter. Walk up to Father Superior. After he speaks, exit and return to room on left. Enter room and take cup. Exit. Enter room at the top. Use cup on one of the full wine barrels. Return to the room of the Father Superior and give the wine to him. When he collapses, examine Father Superior. Use control device on piece of furniture at bottom of bookshelves to get magnetic card. Return to Wine Cellar.

### **Wine Cellar**

Climb ladder and use control device on barrel at top of ladder.

### **Prison Room**

Examine Lana. Walk to her and stand in front of the case. Examine **hbt dbqtvmf** (directly below Lana). Walk to computer console and use **nbhofujd dbse** on console. Watch animated scenes.

### **The Future (4315 AD)**

Walk to bottom right of screen and examine rubble to get blowtorch. E. Walk to white piece of rubble and examine box to find fuses. Examine rubble in

middle of screen to find manhole. Operate manhole cover.

### **Sewers**

You can walk in just one direction. Do so until you reach the room with the tap (see map). Use **cmpxupsdi** on tap. Keep walking until you reach room with creature. Go near the creature and use **cmpxupsdi** on creature. Go up.

### **Outside Spaceport**

Walk to door and examine videocamera. Use **mbodf** on videocamera. Enter spaceport. Save.

### **Spaceport**

Walk to newspaper machine on left and examine coin collector. Use coin on money slot. Examine coin collector. Use coin on money slot to get newspaper. Wait for train.

### **Space Terminal**

Speak hostess. S. Examine fuse box. Examine fuses. Use **gvttf** on fuses. N. Save. When guard is watching TV and hostess is powdering herself, quickly go between arrows and up the lift.

### **Jail Cell**

Save. Use **lfz** on air duct. Use **hbt dbqtvmf** on air duct. Use **ofxtqbqfs** on air duct. Exit jail and wait until captured. Watch animated scenes.

### **Prehistory**

Walk to Lo' Ann. Save game. W.

### **Shooting Sequence**

Aim at aliens coming from left of screen, paying special attention to those marked "danger." After a while, the leader will appear on a flying platform. Kill him, and the attack will soon end. Examine Lo' Ann three times to get pendant and invisibility pill. Use **qfoebou** on Lo' Ann. Walk to spaceship.

### **Outside Alien Ship**

Examine dead alien to get magnetic card. Enter ship through doorway.

### **Inside Alien Ship**

Use **nbhofujd dbse** on card reader. Operate case. Take garment. Walk to videocamera and use garment on videocamera. Enter the suspended animation capsule (click on center of case) and operate case. The ship will take off for the space station. Save.

## On Space Station

Move to the right side of the door, then use jowjtjcjmjuz qjmm as the door starts opening. After sliding down the ramp, go forward and left immediately. Quickly leave ship and go to the front of the boxes on the left of the screen. Examine box on the left and operate it.

## Store Room

Listen to Albert. Save. Walk to door.

## The Maze

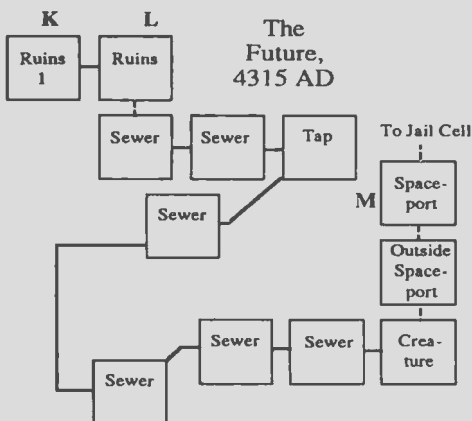
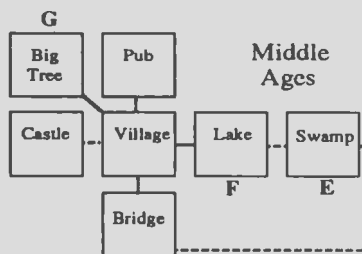
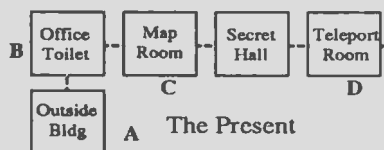
You have six minutes to find the computer room and exit the space station, so be quick. (See map.)

## Computer Room

Walk to computer console on the left and use nbhofujd dbse on console. Exit.

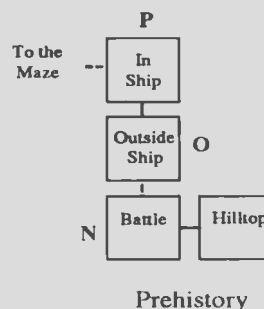
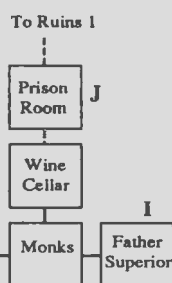
## The Maze

Follow map to the exit.

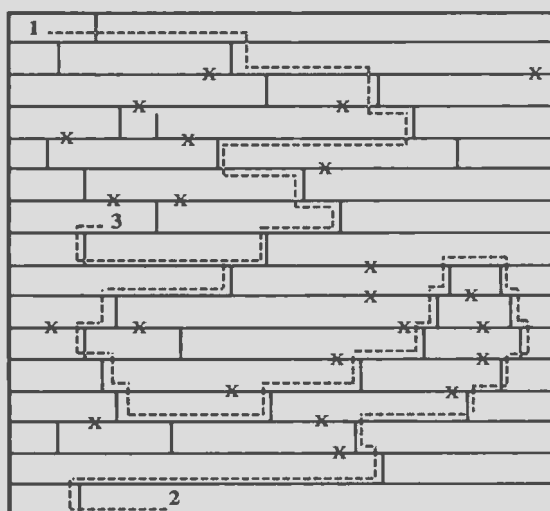


The Crughon Ship

## Future Wars



Prehistory



The Maze

## Map Key:

A: Bucket  
B: Plastic bag, Insecticide, Little Flag, Key  
C: Sheaf of Paper  
D: Documents  
E: Pendant  
F: Rope, Clothes  
G: Silver Coin, Monk's Habit

H: Cup  
I: Control Device  
J: Gas Capsule  
K: Blowtorch  
L: Fuses  
M: Coin, Newspaper  
N: Pendant, Invisibility Pill  
O: Magnetic Card

## The Maze

1: Start  
2: Computer Room  
3: Exit  
X: Hole in floor  
Vertical lines: Ladders  
Dotted line: Path through maze

# The Quest Buster's CODE

Use this table to decode clues. To make this process more convenient, photocopy it and place it beside the coded sections.

b = a  
c = b  
d = c  
e = d  
f = e  
g = f  
h = g

i = h  
j = i  
k = j  
l = k  
m = l  
n = m  
o = n

p = o  
q = p  
r = q  
s = r  
t = s  
u = t  
v = u

w = v  
x = w  
y = x  
z = y  
a = z

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