



TIME ZONE

Introduction

Time Zone is a crowning achievement in adventures. Both the puzzles and the graphics are of the highest order — and there is enough here to keep you busy for quite a long time. And when you finally achieve your goal, you don't just save some helpless person or collect a load of treasure; you save the entire Earth, 21 centuries in the future!

The most difficult part of *Time Zone* is figuring out where to go, when to go, what you need, and what to get when you are there. You need a Critical Path Analysis to figure it out. It is almost impossible!

We have devised a list of places and a list of equipment, in an ordered list that will lead to success. However, this is just one way to do it! You are encouraged to solve as much as you can your own way, using our maps and lists when you get stuck.

General Hints

We recommend that use use a color monitor for *Time Zone*, so you can fully appreciate the lush graphics.

Taking things backward in time, to a time before that type of item was invented, will result in their destruction. You have to be very careful to avoid this.

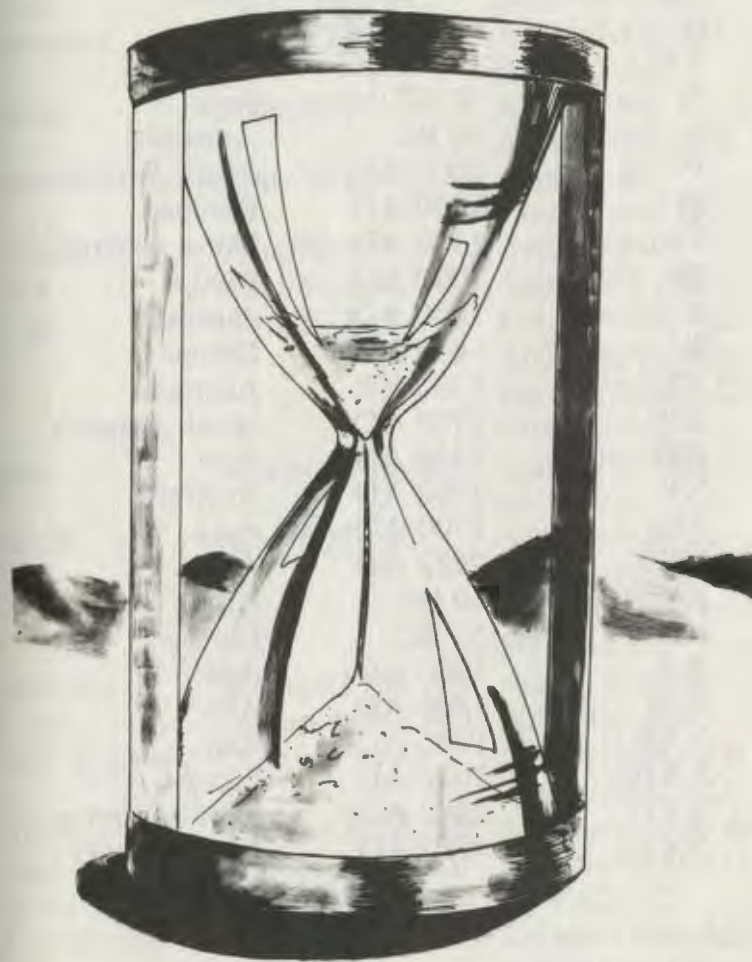
Save games frequently, in case you get killed or lose something in time. If you get killed, hit RESET immediately. Sometimes this will save you and let you enter a different command. Sometimes it doesn't help. But for a dead person, RESET is as good a move as any.

Your ultimate quest is to save humanity by using the time machine to stop the evil Ramadu from destroying the Earth. This game allows only two-word commands, although you sometimes have to string several together (e.g., MAKE HOLE, in what? IN EGG, with what? WITH PIN).

You can carry many items around with you — we have carried as many as 18 without mishap. But there is a limit on the number of items you can drop in one place. If you leave more than 16 items anywhere, the program can actually bomb, dumping you back into BASIC with **Range Err and **Syntax Err messages.

Following is a suggested order for game completion. Next there is a list of equipment, where it is found, and where it is needed. This list follows the same order as the first table. Then come the maps and the explanations. Finally there is a set of maps of extra times — these are not needed to complete the adventure.

Time Zone is a wonderful game. Half the fun is not in finding the solution, but in the nice pictures and side trips you find along the way. Several of the puzzles seem to have alternate solutions. So it is worth trying something again, even after you have solved it.



SUGGESTED ORDER

Number	Time	Place
I		Home
II	400mil BC	any
III	10000 BC	any
IV	50 BC	Asia
V	50 BC	Australia
VI	1000 AD	South America
VII	1700 AD	Europe
VIII	1400 AD	North America
IX	1000 AD	Europe
X	1000 AD	Australia
XI	1400 AD	Europe
XII	1700 AD	Australia
XIII	1700 AD	North America
XIV	1400 AD	Asia
XV	2082 AD	Australia
XVI	1700 AD	Asia
XVII	2082 AD	Asia
XVIII	50 BC	Africa
XIX	50 BC	Europe
XX	1000 AD	Africa
XXI	1400 AD	Africa
XXII	1000 AD	Asia
XXIII	2082 AD	Europe
XXIV	2082 AD	North America
XXV	4082 AD	Interplanetary

EQUIPMENT

Item	Found at/time	Used at/time
oxygen mask	Home	IP/4082 AD
stick	any/400mil BC	any/10000 BC
rock	any/10000 BC	any/10000 BC
sticks	any/10000 BC	any/10000 BC
hare	any/10000 BC	any/10000 BC
hammer	any/10000 BC	Africa/1000 AD
		IP/4082 AD
pole	Asia/50 BC	Asia/50 BC
		Africa/1000 AD
shovel	Asia/50 BC	Asia/50 BC
		Australia/50 BC
2 jades	Asia/50 BC	Asia/50 BC
rice	Asia/50 BC	Asia/1400 AD
rope	Asia/50 BC	Europe/1000 AD
		Africa/1000 AD
		Europe/2082 AD
		IP/4082 AD
egg	Australia/50 BC	Asia/1700 AD
		all deserts
torch	SA/1000 AD	Africa/50 BC
		Europe/50 BC
		Asia/1000 AD
		IP/4082 AD
perfume	Europe/1700 AD	Africa/50 BC
comb	Europe/1700 AD	NA/1400 AD
bow & arrows	NA/1400 AD	Europe/1000 AD
		Africa/1000 AD
mirror	Europe/1000 AD	Australia/1000 AD
gold	Europe/1000 AD	Europe/1000 AD
lance	Europe/1000 AD	IP/4082 AD
boomerang	Australia/1000 AD	Europe/1000 AD
	AD	Asia/1400 AD

deck pass	Europe/1400 AD	Europe/1400 AD
iron bar	Europe/1400 AD	Australia/1700 AD
		IP/4082 AD
saw	Australia/1700 AD	NA/1700 AD
		IP/4082 AD
skeleton key	NA/1700 AD	Asia/2082 AD
		IP/4082 AD
sword	Asia/1400 AD	Asia/1700 AD
		Europe/50 BC
silk coat	Asia/1400 AD	Africa/1400 AD
	Australia/2082 AD	
hat pin	Asia/1700 AD	Asia/1700 AD
		IP/4082 AD
yen matches	Asia/2082 AD	Asia/2082 AD
	Asia/2082 AD	Asia/2082 AD
		IP/4082 AD
Egyptian money	Africa/50 BC	Africa/50 BC
fruit	Africa/50 BC	Africa/50 BC
shield	Africa/50 BC	Europe/50 BC
tweezers	Europe/50 BC	Europe/50 BC
ladder	Europe/50 BC	Africa/1000 AD
		IP/4082 AD
tusks	Africa/1000 AD	Africa/1400 AD
knife	Africa/1400 AD	IP/4082 AD
Persian rug	Africa/1400 AD	Asia/1000 AD
camel	Asia/1000 AD	Asia/1000 AD
gold	Asia/1000 AD	IP/4082 AD
dog	Europe/2082 AD	Europe/2082 AD
gun	Europe/2082 AD	IP/4082 AD
mat	NA/2082 AD	NA/2082 AD
key	NA/2082 AD	NA/2082 AD
dynamite	NA/2082 AD	IP/4082 AD
flower	IP/4082 AD	IP/4082 AD

flashlight	IP/4082 AD	-
ID	IP/4082 AD	IP/4082 AD
MC	IP/4082 AD	IP/4082 AD
Ramadu's MC	IP/4082 AD	IP/4082 AD



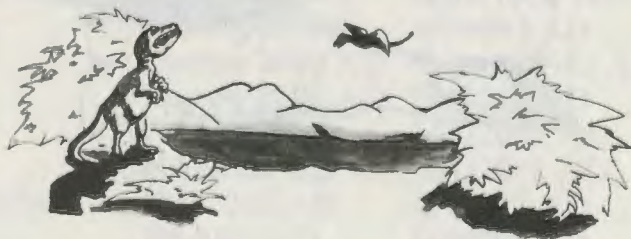
Procedures

I. Home

1. This is the beginning of your adventure.
2. When you first enter the machine you will find an oxygen mask. Make sure to leave it outside the machine if you are going back in time.
3. To go to a different time/place, you must set the dials and push the lever. To return home, you must press the button on the control panel.

II. 400 Mil BC, Any Place

1. Your time machine is here.
2. In order to avoid the pterodactyl you must go to the cave. You are then free to exit the cave and continue.
3. There is a stick here. It is used at III.
4. To escape the tyrannosaur, you must go west.
5. Just swim out of the lake if you have to come here.



III. 10000 BC, Any Place

1. Your time machine is here.
2. This rock is used at #6.
3. You must climb the tree to avoid the mastodon stampede.
4. These sticks are to be used at #7.
5. To kill the saber-toothed tiger, throw the stick from II.
6. If you throw the rock from #2, you will get yourself a hare which is needed at #7.
7. Give the hare to the cavemen, so they won't kill you. Then make a fire (with the sticks from #4). The cavemen will give you a stone hammer to be used at XX and XXV.

IV. 50 BC, Asia

1. Your time machine is here.
2. This pole is to be used at #3.
3. If you have the pole from #2, you can go to the boat and cross the river either east or west.
4. When you get the shovel you will be able to dig twice. You will find two jades which will be used at #5. The shovel will be used at V.
5. To buy the rope and rice you must have both jades from #4. The rope will be very useful at IX, XX, and XXIII. The rice will be used at XIV.

V. 50 BC, Australia

1. Your time machine is here.
2. With the shovel from IV, you can dig out the egg. It is needed for all the deserts after XVI.

VI. 1000 AD, South America

1. Your time machine is here.
2. Before you go up, drop all of your equipment here.
3. Open the door, then go on through it.
4. Take this lit torch. If you go down from #3 with the torch, you will die. When you get back to #3, throw the torch. You can pick it up at #2, along with any equipment you dropped here. Later, you will relight the torch with matches from XVII, then use it at XIX and XXV.

VII. 1700 AD, Europe

1. Your time machine is here.
2. You will not die here, but you will be robbed of all your possessions. You will not be able to get them back.
3. If you try to get in through here, you will get caught and be killed.
4. If you climb the fence here and go inside, you will be at #6.

5. If you climb the fence here and go inside, you will be at #7.
6. This is a simple maze. There is nothing to do here. It doesn't connect except with #4.
7. To get back to #5, just climb the fence and go outside.
8. To go east, just open the door and go through it.
9. This perfume will be used at XVIII. The comb will be used at VIII.



VIII. 1400 AD, North America

1. Your time machine is here. Go immediately to #2 or die.
2. Go to the gully to avoid the bulls.
3. Before you go to #4, make sure that you are not carrying any weapons. You can drop them here.
4. If you have any weapons when you get here, you will be killed. You will be allowed to bring the bow and arrows back from #5 without any problem.
5. This Indian will accept a variety of things for his bow and arrows. Your best bet is to trade him the comb from VII, because it is not needed anywhere else. You will then get the bow and arrows to use at IX.

IX. 1000 AD, Europe

1. Your time machine is here.
2. Get this mirror and go straight to X. DO NOT complete the rest of IX until you do X.
3. If you have the bow and arrows from VIII, Robin Hood will not ignore you. Say yes when he offers a quest, and try to kill the dryad. After you do #4, talk to Robin and go to #5.
4. There is no map for the Dark Forest because it is irrational. All you can do is move around in random directions (without going West), until you find the dryad. Use the bow to kill it, then go West. Robin Hood will find you.

5. Come here after #3 and #4, and look through the window. You will see a bag of gold. To get it, tie the rope from IV to the arrow, shoot the arrow, and pull the rope. Then go to #3 and give Robin the money. If you don't do this, #6 will not take place.
6. After you give the gold to Robin Hood, a knight will appear here. To kill him, throw the boomerang from X. Get the lance to use later at XXV.

X. 1000 AD, Australia

1. Your time machine is here.
2. If you trade the mirror from IX, you will get a boomerang. With this, you can go back and complete IX.

XI. 1400 AD, Europe

1. Your time machine is here.
2. You can get a job from this man. Make sure to become a deck hand so you can do #4.
3. Show your pass from #2 to enter the boat.
4. Go up and look through the telescope. You will see #5.
5. If you do not do #4, this will not be here. Open the door and go through it.
6. This bar will be used at XII and XXV.

XII. 1700 AD, Australia

1. Your time machine is here.
2. Break the lock with the iron bar from XI. Then you can open the door and go through it.
3. This saw will be used at XIII and XXV.
4. If you enter the house you will die.

XIII. 1700 AD, North America

1. Your time machine is here.
2. When the store is closed, break the window and enter through the window. You have a limited number of moves to get here, steal the key, and leave. Ben Franklin will come back from signing the Declaration of Independence (in the courthouse to the west and north), and he'll stop you.
3. Use the saw from XII to cut the chest. You can then get the skeleton key for use at XVII and XXV. The kite is not only useless, but if you tie the key to it and fly it, you will get electrocuted.



XIV. 1400 AD, Asia

1. Your time machine is here.
2. Trade the rice from IV to receive some silk which is used at XXI.
3. You can kill the Samurai with the boomerang from X. Then get the sword for use at XVI and XIX.

XV. 2082 AD, Australia

1. Your time machine is here.
2. To enter, just break the window and go through it. You must quickly get the coat and get out before the police arrest you. Don't fool around taking showers and finding out if the toilet will flush.
3. Inside the closet you will find a coat. You must wear it before going to XVI.

XVI. 1700 AD, Asia

1. Your time machine is here. You must be wearing the coat from XV to survive here.
2. You must use the sword from XIV against this Kossack (sic).
3. A wait of about six moves is necessary, so just keep on looking here until Catherine the Great comes. One move later (another look, perhaps) you will be able to get the hatpin. When you do, go next to one of the

rivers. Empty the egg from V by making a hole in it with the pin. Then fill the egg with water to drink when necessary.

XVII. 2082 AD, Asia

1. Your time machine is here.
2. This is the subway station. From the Civic Center, enter the subway and go north, south, east, or west. Then sit and look and you will arrive. To get back you just enter, sit, look and exit at the Civic Center.
3. Use the skeleton key from XIII to open the lock.
4. This yen will be used at #5.
5. After sitting, and holding the yen from #4, read the menu. You may order plate 2 or 3, but not 1. This is so you will be sent to #6 to do dishes.
6. Inside the drawer you will find some matches needed for XIX and XXV. Don't forget to do the dishes before you leave.

NOTE: If you have been following our scheme, you now have several items which will not go back in time to 50 BC. They include: hacksaw, iron bar, skeleton key, matches, and pin. Stash these somewhere (home perhaps) for later pick-up. Before going back to 50 BC, light the torch from VI with the matches. You will need a lit torch for illumination, but you must leave the matches behind.

XVIII. 50 BC, Africa

1. Your time machine is here. Do not go north until #4 is done.
2. You must have the perfume from VII for the guard to allow you to go north.
3. Give the perfume from VII to Cleopatra. She will give you Egyptian money to be used at #4.
4. With the money from #3 you can buy some fruit. Eat it at #5.
5. You will start to get hungry and thirsty. You can drink water from the Nile or from your egg, and eat the dates from #4.
6. Open the door and go through it. In order to see inside the pyramid, you will need the lit torch from VI.
7. After moving the rock, you can go through the hole.
8. This shield will be used at XIX.

XIX. 50 BC, Europe

1. Your time machine is here.
2. The olive orchard continues forever, so just follow this path to Rome. The rest of it is not mapped.
3. You need a lit torch to see in the labyrinth.
4. These tweezers will be used at #6.

5. The guards will throw you into #6. You cannot avoid this. When you come back here again later, the guards will be gone.
6. Use the tweezers from #4 to get the thorn from the lion's paw. You can then open the cage and go through to #7.
7. You will be here after #6, as well as after #8.
8. The two guards will force you to fight a gladiator. If you have the sword from XIV and the shield from XVIII, you will not have any problems. Otherwise, the Roman fighter will get the better of you. After killing him, you can get through #9.
9. You must get an invitation from Caesar at #8 to be able to go north.
10. This is your one chance to try to change history. Save Julius and see what happens.
11. This ladder will be used at XX.

XX. 1000 AD, Africa

1. Your time machine is here.
2. There is a log in each of these places. You can only carry one at a time. Get the logs all in one place and use the rope from IV to make a raft. If you also have the pole from IV, you can go north. When you return after #4, don't forget to take your rope.
3. Use your bow from VIII to take care of the lion.

4. When you fall into the pit, get the tusks with the hammer from III. Use the ladder from XIX to climb up. Don't forget to get the ladder after you use it. The tusks will be used at XXI.

XXI. 1400 AD, Africa

1. Your time machine is here. If you get thirsty in this section, just drink the water from the egg.
2. Trade the tusks from XX for the knife. It will be used at XXV. Leave this spot and return again. You can now trade the silk from IV for a Persian rug. It will be used at XXII.

XXII. 1000 AD, Asia

NOTE: It is not really necessary to do XXII, but if you do, you will save a little time at XXV.

1. Your time machine is here. Go straight to #2.
2. If you trade your Persian rug from XXI to the merchant, you will get a camel. In order to get to #3 without dying, you must ride the camel.
3. When you say "open sesame," a cave will reveal itself. You need the torch from VI to see inside the cave. Dismount the camel before entering.
4. This gold will be used at XXV.

XXIII. 2082 AD, Europe

1. Your time machine is here.
2. There is a note here that tells you to get a dog. So get one. Then tie the rope from IV to the doggy, to make sure he doesn't run away.
3. This thief is no problem because he is afraid of dogs. Just untie the rope and get the gun for use at XXV.



XXIV. 2082 AD, North America

1. Your time machine is here.
2. When you get the mat, you will find a key. Use it at #3.
3. With the key from #2, unlock the trunk and open it. Look inside to find some dynamite which will be used at XXV.

NOTE: If you go back home for supplies before going on to IP, remember to stash the laser gun someplace first.

XXV. 4082 AD, Interplanetary

NOTE: You need to wear the oxygen mask much of the time here. In the places you don't need it, you must take it off; otherwise you'll be killed. You need the mask as soon as you exit the time machine, until you get inside the city. You also need it when you are in the sewer system. The game will remind you when you are able to take it off. Dark lines across your path on the map show where the mask must be put on or removed.

NOTE #2: You are now nearing the end of your mission. This time is extremely complicated and requires equipment from many other times. There are many ways to die here, so save the game frequently to avoid frustration.

1. Your time machine is here. You must be wearing the oxygen mask from I at the beginning.
2. With a lit torch from VI, you can go down the hole to #3.

3. You can go up to #2.
4. To go west, open the grate with the hammer from III.
5. Use the knife from XXI to scrape away the rust. Then move the cover and go up.
6. Open the wallet to find an ID card. This ID will be used repeatedly in this time.
7. Tie the rope from IV to the rock and go down to #8.
8. This is below #7.
9. Open the grate and continue north.
10. You can open the grate and go down.
11. The first time you come here you will hear footsteps, immediately go to #12.
12. Close the door to hide from the guard. You can then look through the peephole to see your enemy. You are now free to open the door and go to #13.
13. Use your gun from XXIII to kill this alien. Get his uniform and wear it so the other guards won't recognize you.
14. If you come here, you must show your ID to get out.
15. You will get thrown in jail when you come here for the first time. This cannot be avoided. You will be at #16.

16. To get out of jail, use the saw from XII. Make a hole in the window, then go through the window to freedom.
17. If you give the gold from XXII to the thief, he will go away. If you don't, he will shoot you, and you will be sent to #18.
18. You must show your ID here. If you were shot at #17, you will be sent to #19. If not, there is nothing to do here.
19. If you were shot at #17, you will recover here. If not, there is nothing to do here.
20. You can show your ID and purchase a flashlight here, but we found that there is no use for it.
21. This flower will be used at #34.
22. Use the iron bar from XI to move the stone, then you can go down.
23. You have to use the ladder from XIX to open the grate and go up to #24.
24. You can go up, then open the door and go east.
25. To go north, you must have an MC as well as an ID. If you don't have an MC, you can only go south. (See #26)
26. Opening the drawer and looking inside of it will reveal an MC card. This MC will be used repeatedly in this time.
27. Inside this drawer is a diagram which should give you an idea of Ramadu's dastardly plan.

28. Use the pin from XVI to open the safe. Look at the safe . . . voila! a note. Read the note to learn the password needed at #33.
29. Close the door so the guards can't hear what you are about to do. Use the gun to kill Ramadu! Open the drawer to get Ramadu's MC card. It will be used at #36. Drop the gun before you get to #33. Go to #31 straight from here.
30. Insert the MC card to open the door.
31. A few moves after you kill Ramadu at #29, his guards will search for you. They won't look in this shed. You must stay inside wasting moves, until you hear them come and go.
32. Use the skeleton key from XIII to unlock the gate.
33. Make sure you have dropped the gun before you get here. After the guards frisk you, talk to them and say the password you learned at #28.
34. This guard will not let you go west; however, he is a plant lover. Give him the flower from #21, and see what happens. Open the door and go on west to #35.
35. Close the door and don't go back. Use the lance — this will keep you from getting zapped where there are x's on the map.
36. Insert Ramadu's MC card to open the door.
37. To destroy the lazer machine, drop the dynamite from XXIV. Then light the fuse with the matches from XVII. Immediately go east. You have stopped Ramadu!

38. Go to the circle and push the button. You will be by your time machine. Go back home to celebrate. You are the Ultimate Adventurer!


Extra Times

NOTE: There is nothing to get from these places and times. The only reason to go there is to explore a bit. In all of these maps the time machine is at #1.

- Antarctica, all times are the same.
- South America, 50 BC.
- South America, 1400 AD.
 2. Go to the cave when you hear rumbling.
 3. If you go down you die.
- South America, 1700 AD.
- South America, 2082 AD : If you stay here too long, you will get shot by terrorists.
- North America, 50 BC.
- North America, 1000 AD.
- Australia, 1400 AD : The desert goes on forever.
- Africa, 1700 AD : If you stay here too long, you will get killed.
- Africa, 2082 AD.

Map Notes

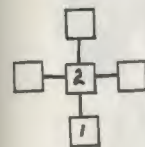
There are no dotted lines in this map to indicate required problem solving. Problem solving is required almost everywhere.

The squares with a heavy black border  indicate death. If you go here you die.

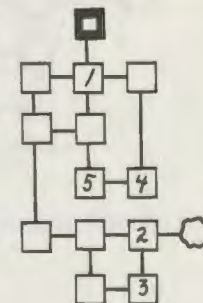
On the map for Interplanetary 4082, there are dark lines across some passages. This indicates where you must put on or remove the oxygen mask. Also on the same map there are squares marked with x's. These are places where mines are hidden — you must take precautions here (see procedures for IP).

Time Zone

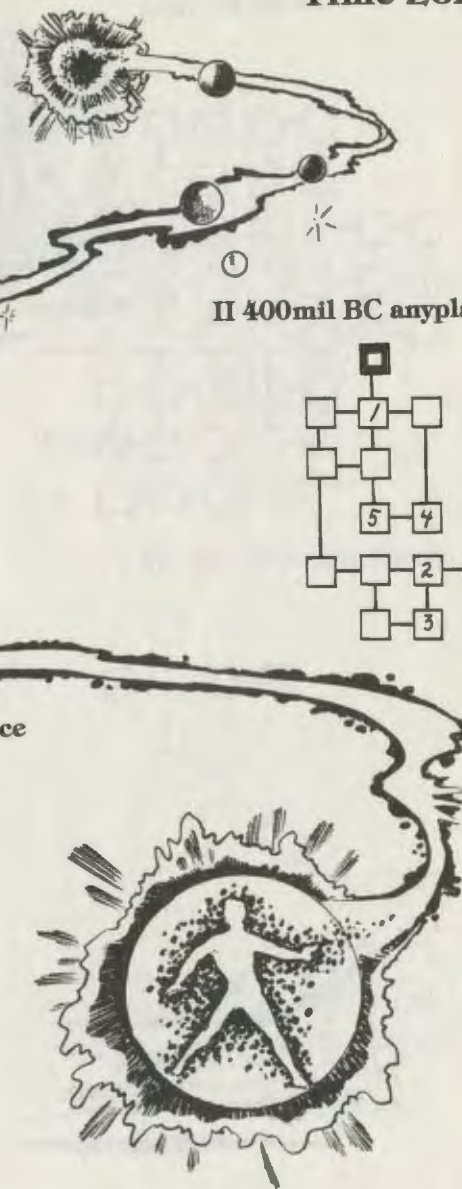
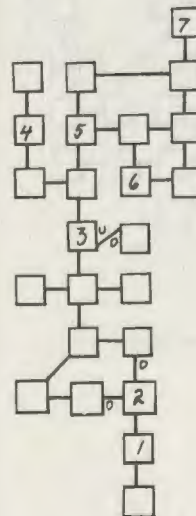
I Home



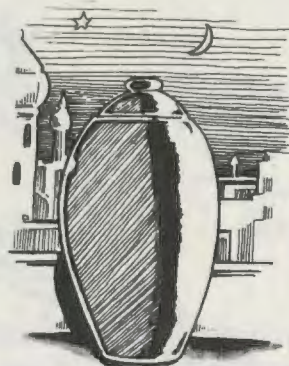
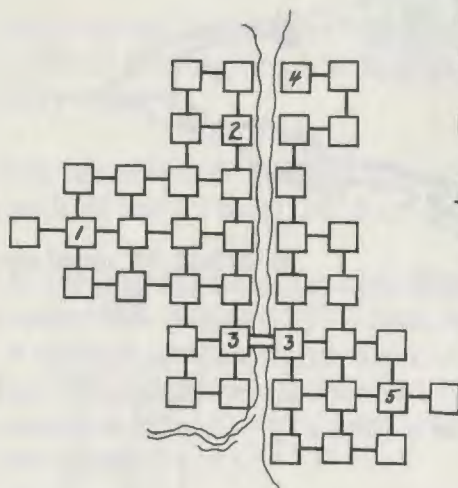
II 400mil BC anyplace



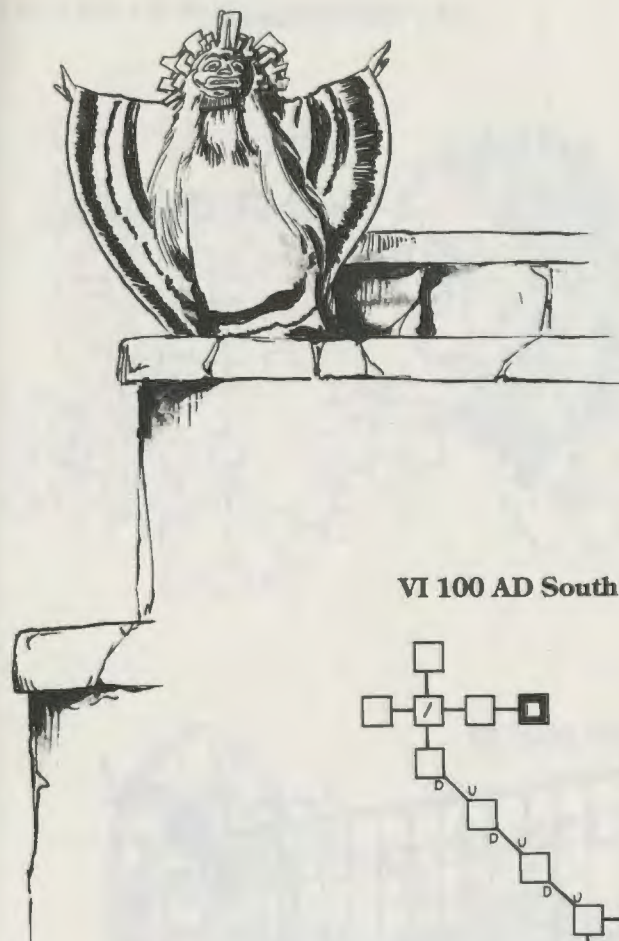
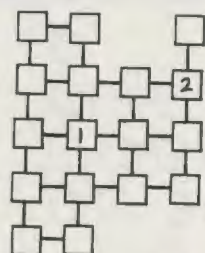
III 10000 BC anyplace



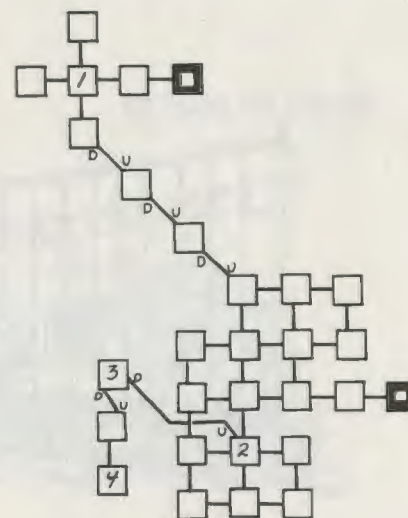
IV 50 BC Asia



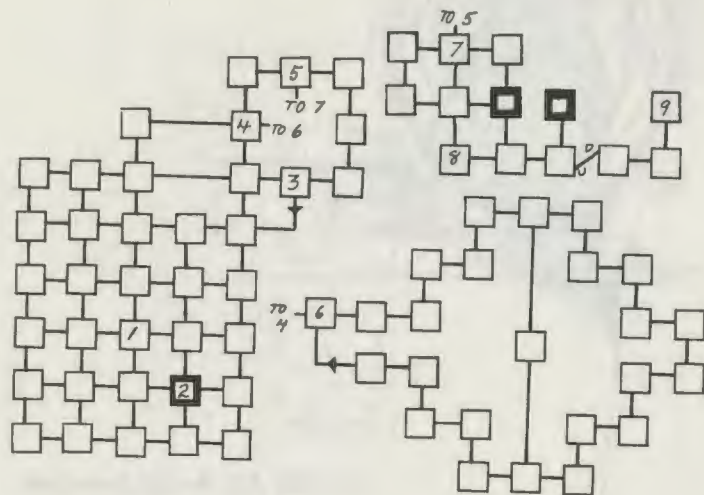
V 50 BC Australia



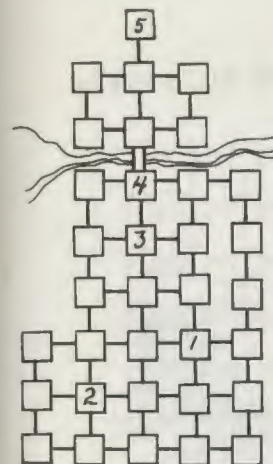
VI 100 AD South America



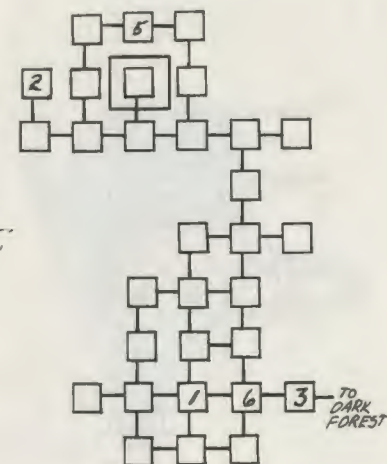
VII 1700 AD Europe

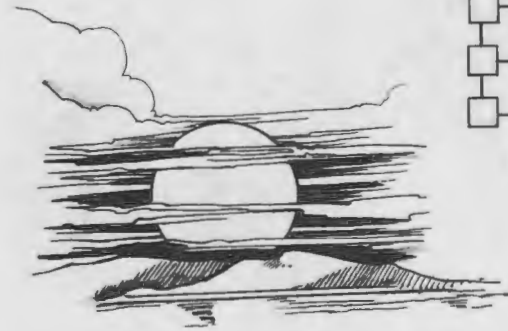
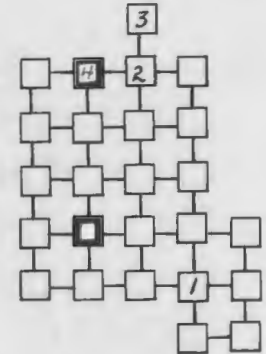


VIII 1400 AD North America

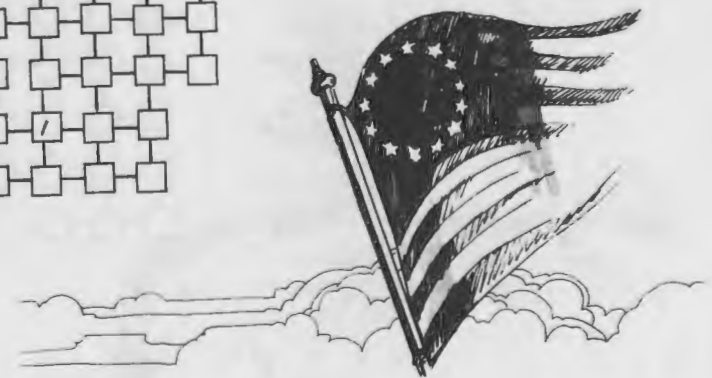
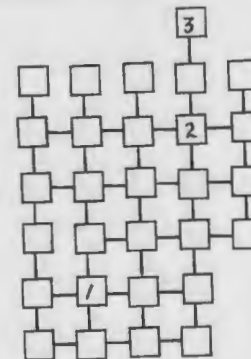


IX 1000 AD Europe

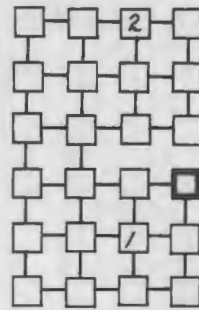




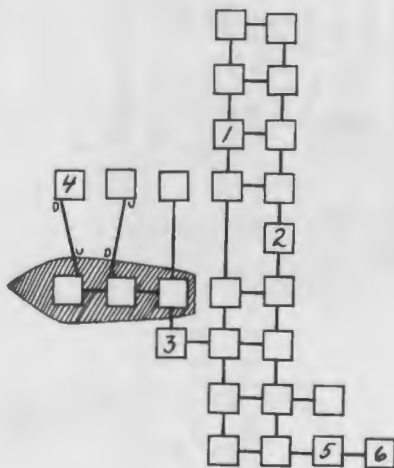
XIII 1700 AD North America

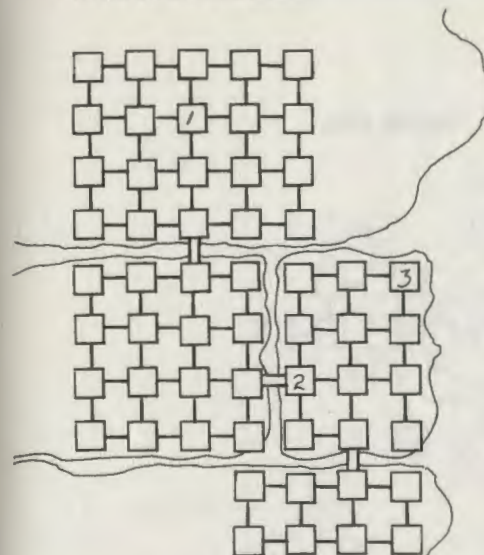
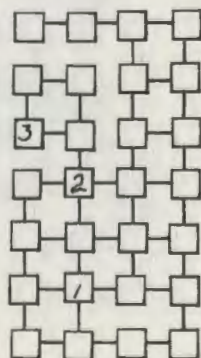
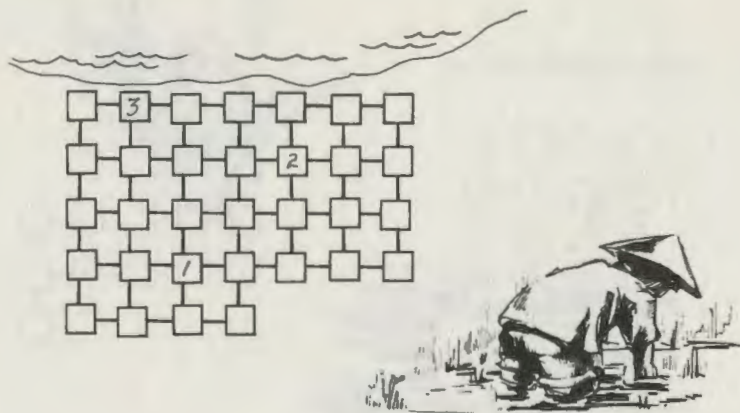


X 1000 AD Australia

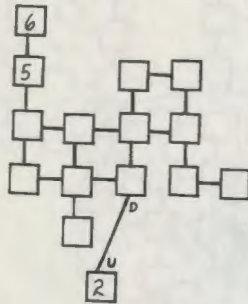


XI 1400 AD Europe

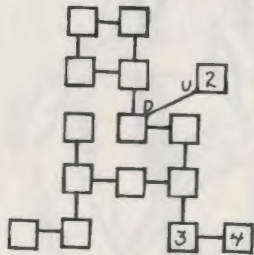




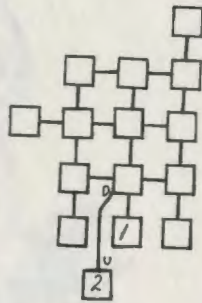
North Side



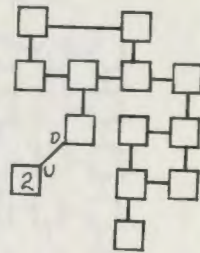
West Side



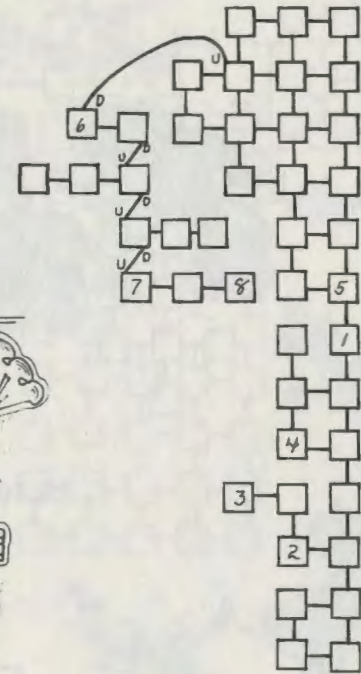
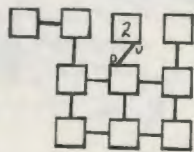
Civic Center

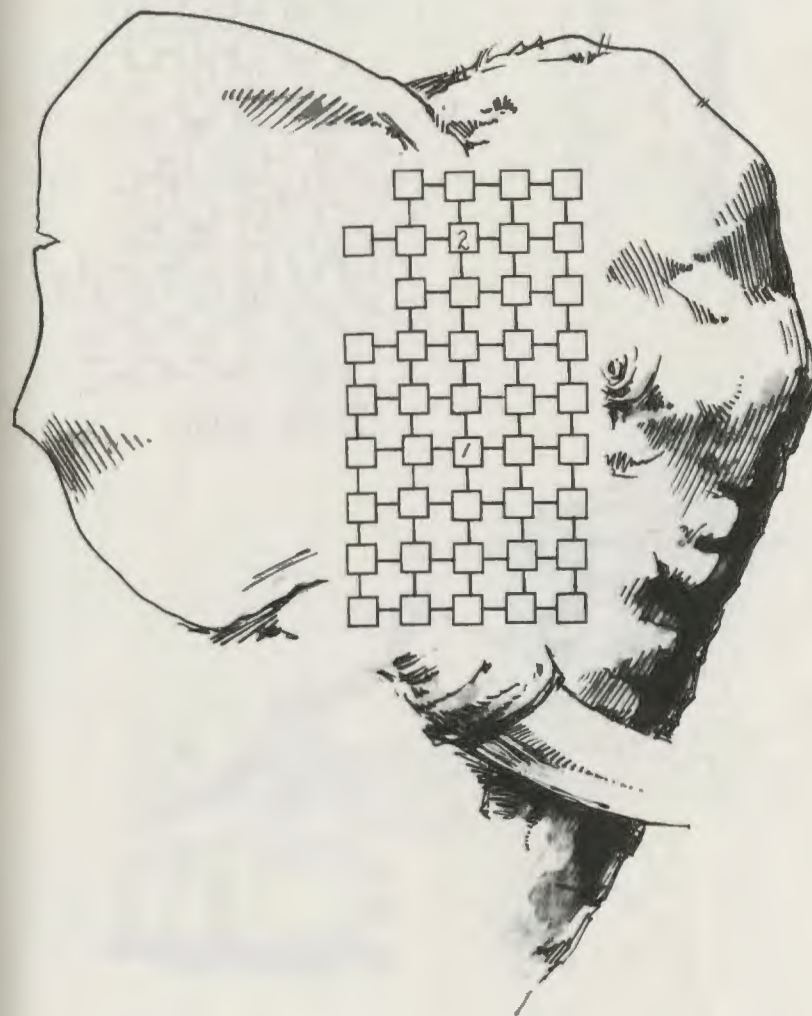
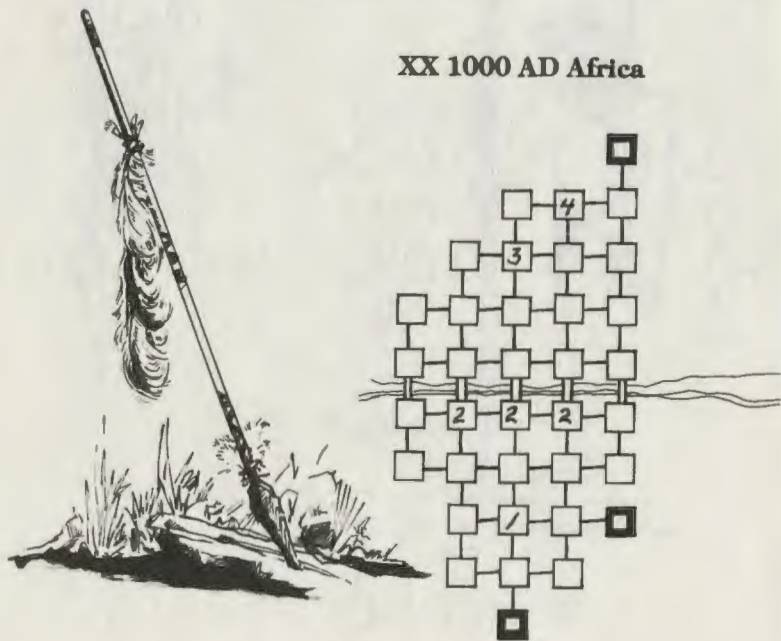
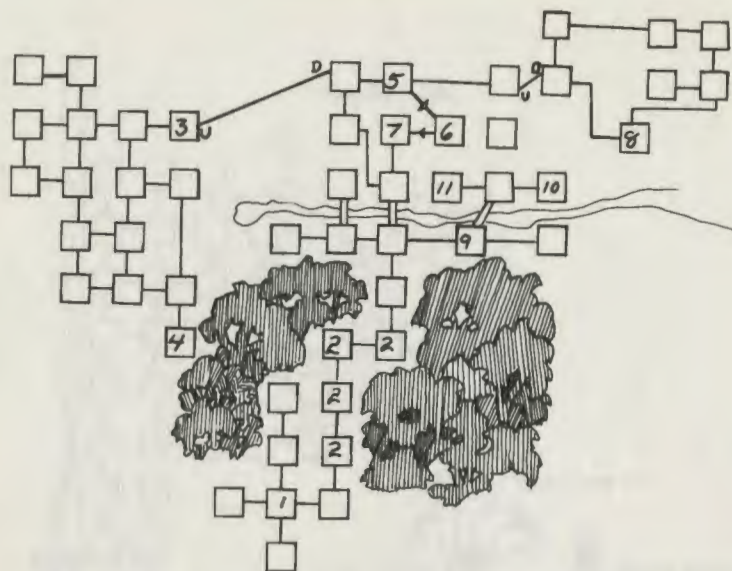


East Side

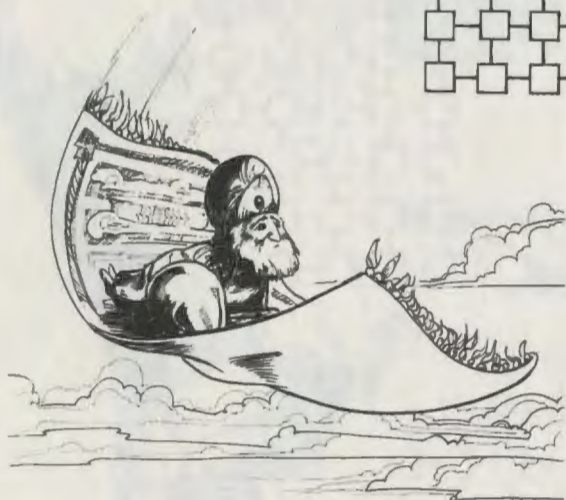
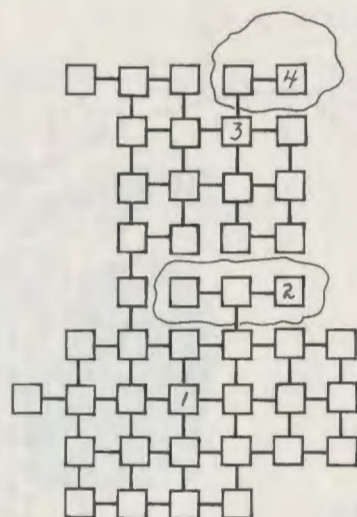


South Side

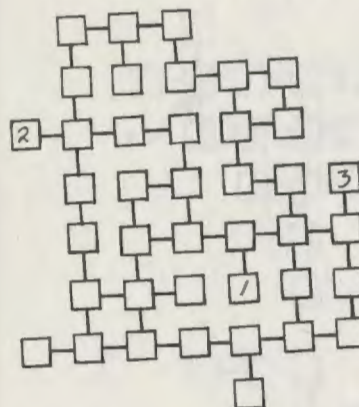




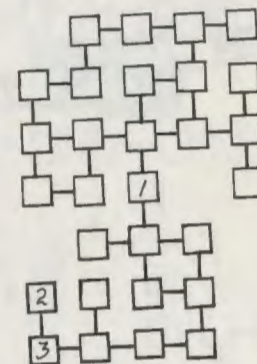
XXII 1000 AD Asia

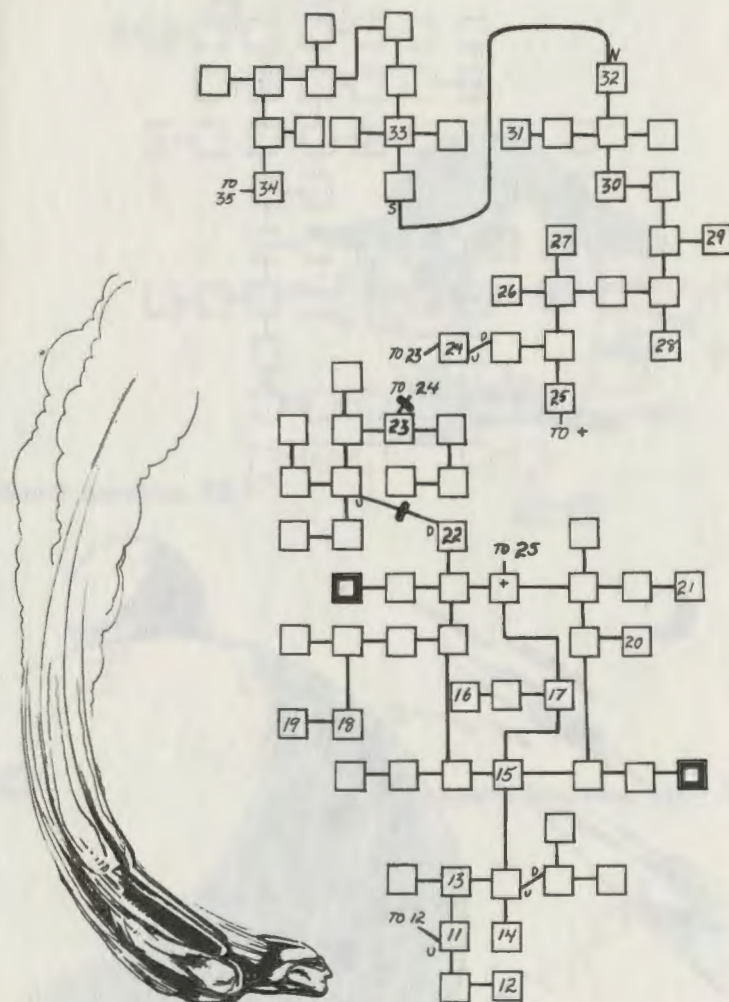
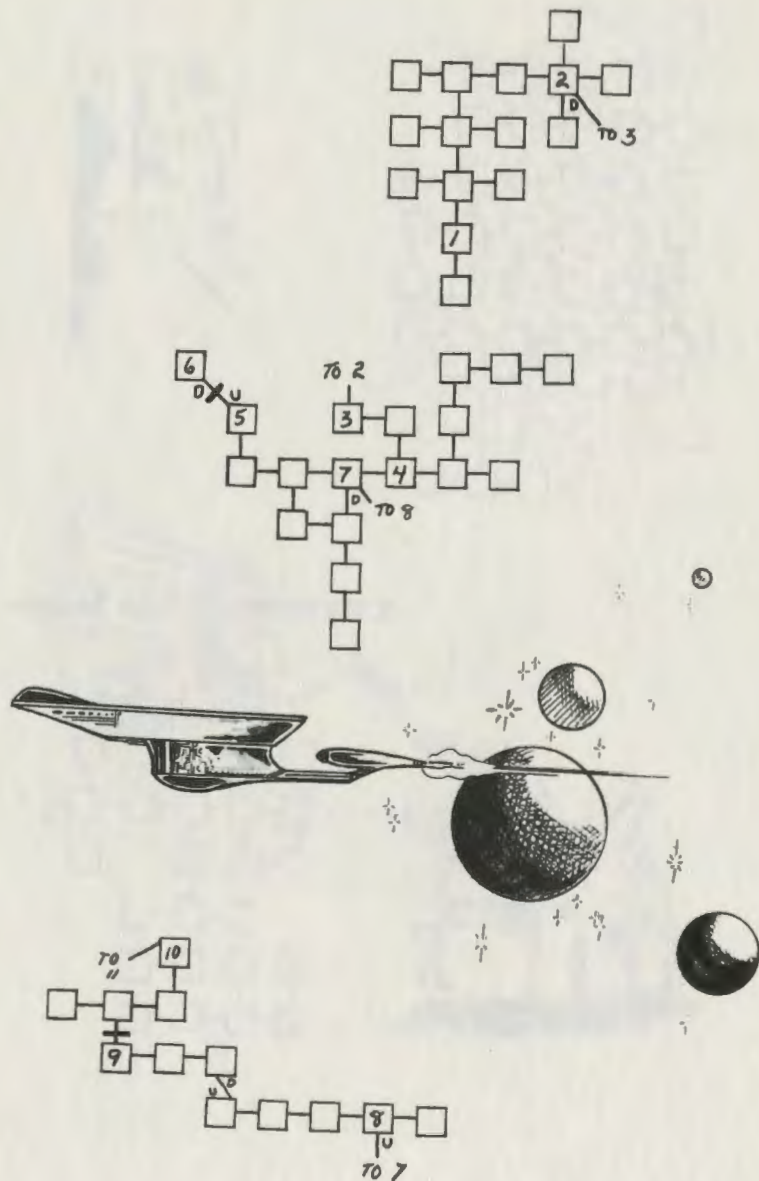


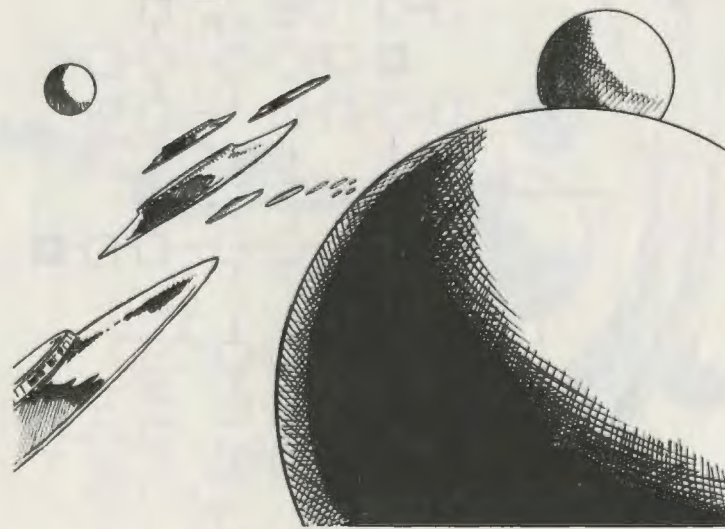
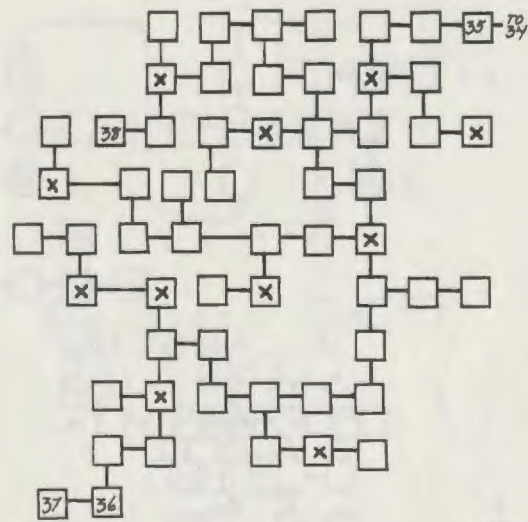
XXIII 2082 AD Europe



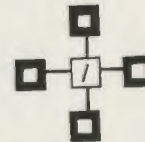
XXIV 2082 AD North America



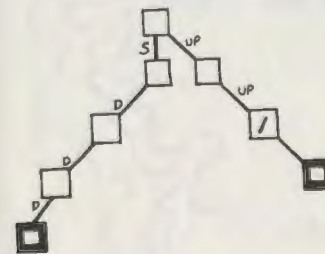




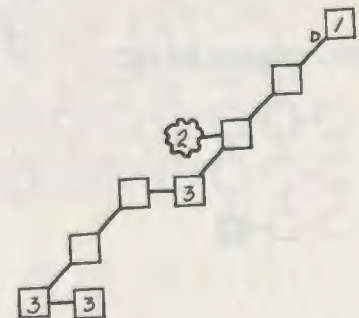
Antartica, all times are the same.



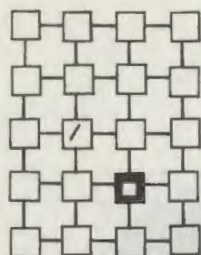
South America, 50 BC.



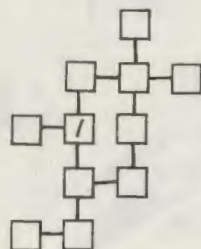
South America, 1400 AD.



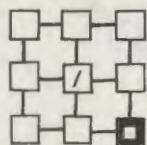
South America, 1700 AD.



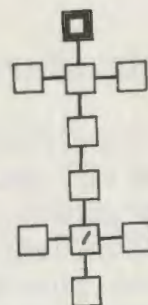
South America, 2082 AD.



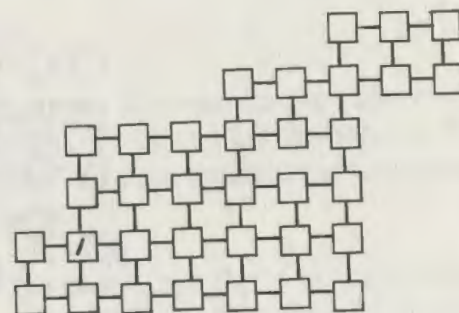
North America, 50 BC.

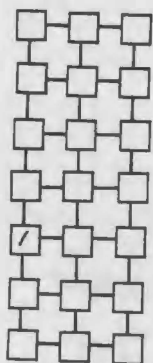


North America, 1000 AD.



Australia, 1400 AD.





Africa 2082 AD.

