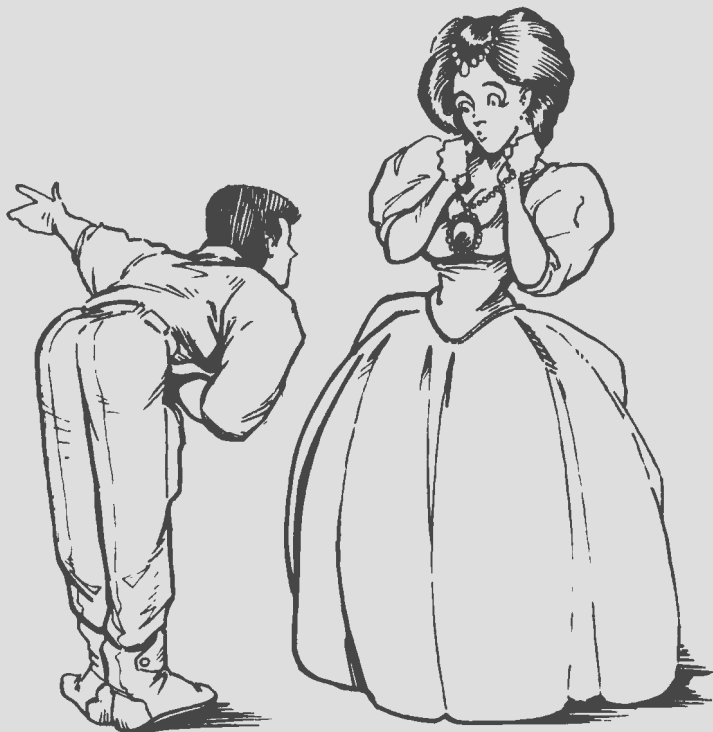


CHRONOQUEST II

Type: Science Fiction Graphic Adventure
Difficulty: Advanced
Systems: Amiga, ST (512K required for each)
Company: Psygnosis

Chronoquest II is also a time-travel tale, one whose puzzles are even more time-oriented and involve more character interaction. The goal is to return to your own time, which necessitates following a rigidly linear path through other time zones. In a typical adventure, "linear" means you've got to solve puzzle A to get an object, clue or password that allows you to solve puzzle B. Not so here, for the program simply refuses to let you get to B until you've solved A. The graphics and interface are considerably better than those of the original game. Inventory management is no longer a nightmare, for anything you drop now stays at that location, and it's easier to click on objects in the pictures.

Although the number of rooms and locations was trimmed down, the puzzles themselves are trickier, and *Chronoquest II* is a far better game in every respect.



Walkthrough

To travel between the different stages of time, you must use the correct metal object on the reactor of the Explora time machine (represented by the icon with the moving gears, which will appear only when you are in the same location as the time machine).

Stage I

Advance. Examine the bottom right of the screen. Get coins. Get anchor. Advance. Get clay jar. Get rosewood chest. Retreat. Retreat. Use coins on reactor.

Stage IV

Advance. Get silver ring (from right side of ship). Examine tail of the golden lion. Get spearhead. Retreat. Use silver ring on reactor.

Stage III

Advance twice. Examine keyhole. Get key. Use

key on blacksmith. Use repaired key on keyhole. Advance. Talk to man: "Hello, Guardian of the Winds." Talk to man: "I would like to return home as soon as possible." You should now receive a wineskin. Retreat. Get key from keyhole. Get anvil. Retreat. Retreat. Use anvil on reactor.

Stage X

Get sword. Get copper sheath. Use copper sheath on reactor.

Stage XI

Use 9w478 on snake. Get sword from fragments. Use sword on fallen branch. Use spearhead on the cut branch to make a spear. Use sword fragments on reactor.

Stage XIII

Examine door to left of screen. Get horseshoe. Advance. Advance. Use g14v2 on musketeer. Listen to musketeer. Talk to musketeer: "A letter of recom-

mendation for you was stolen from me." Talk to musketeer: "My life belongs to the King of France! I am at your service." Talk to musketeer: "It is not for me to judge her." Use horseshoe on horse. At the tavern, use sword on guard. Use **c16 j17** on keg of wine. Advance.

The Duke and the Queen

At the Duke's abode, talk to Duke: "I am the Queen's representative." Talk to Duke: "Diamond pendants for an ancient trunk, does this tempt you?" Give rosewood chest to Duke. Talk to Duke: "Milord, I beg you to believe me!" You'll now get a dagger and ten diamond pendants.

Advance and use key on door. Advance and get vase of flowers. Use vase on fire. Use **81gg27** on the "eye" in fireplace. Advance and talk to woman: "Good day, milady. I come by order of Buckingham." Talk to woman: "The Duke has sent me to retrieve the 12 missing diamond pendants." Talk to woman: "I have ways of making you talk." Talk to woman: "Your face, your body, your dress, are driving me crazy!" Get pendants from woman's neck. Advance.

Give pendants to Queen. Talk to Queen: "Madam, it was an honor without equal." Talk to Queen: "That which your majesty deems acceptable to give me." You'll now get the antidote ring. Advance. Advance. Use dagger on reactor.

Stage II

Advance. Get seashell (necklace is inside). Get pewter goblet. Advance. Advance. Examine cave. Examine the little rock to the bottom left of the big rock. Use anchor on little rock. Advance. Talk to cyclops: "Oh, powerful Polyphemus, would you give some food and shelter to a humble traveller?" Talk to cyclops: "I have some wine, a nectar that comes from future worlds." Talk to cyclops: "Open your mouth, so that I can empty my clay jar." Use **9p217** on cyclops' eye. Use clay jar on blood. Retreat back to Explora time machine. Use pewter goblet on reactor.

Stage V

Advance. Advance. Get rope (top left corner of screen). Advance. Talk to woman: "Beautiful sorceress! Would you feed a poor starving

stranger?" Talk to woman: "But first, I must protect myself from your magical powers." Use **73ng**. Talk to woman: "Let us share the table's delights together." Talk to woman: "Surely it is a trap, but what difference, I can't resist your charms." After the interlude, you'll get some nails. Retreat back to Explora. Use nails on reactor.

Stage VI

Advance. Advance. Get shield from skeleton (bottom right of screen). Advance. Talk to prophet: "O prophet Tiresias, drink this blood and reveal the perils that await me." Give clay jar of blood. Talk to prophet: "Do your job and predict my future." Talk to prophet: "Charybdis." You'll get a gold sceptre. Go back to Explora. Use shield on reactor.

Stage IX

Get candles (next to baby). Use **n2ckl1c2** on reactor.

Stage VII

Advance. Use rope on ship's mast. Use **c1n8l29** on crew. Advance four times. Retreat twice. Examine cabinet. Get earrings. Advance. Use earrings on reactor.

Stage VIII

Advance. Advance. Use sword on ox (right of screen). Get horn. Retreat. Use sword on rock. Get both fragments of sword. Retreat. Examine the two fragments, and use the fragment that's the point of the sword on the reactor.

Stage XII

Use gold sceptre on king. Advance. Advance. Use **h47n**. With the new sword, retreat twice. Use new sword on reactor.

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			