

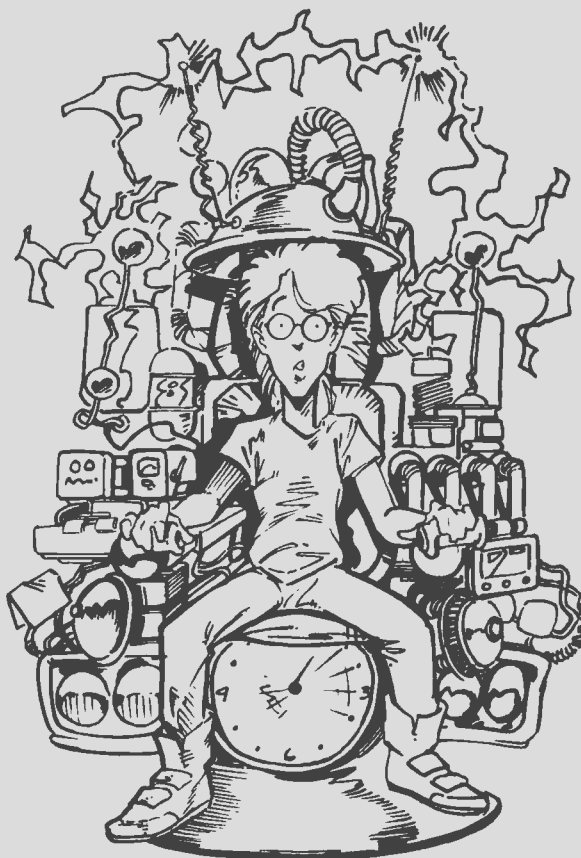
CHRONOQUEST I

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

A British import, *Chronoquest* is a time-traveling treasure hunt, in pursuit of a madman. From the opening scenes in a fancy French estate of 1922, you bounce back and forth through the past and future on a time machine whose discovery is your reward for solving the first phase of the quest. Making this discovery entails solving several related puzzles, an enticing way to tell an interactive story—but as is often the case with British adventures, the graphics and interface didn't get as much polish as the author's original concept of the quest itself. Static, medium-grade computer art illustrates each location. After clicking on the Look icon, you can click on something in the picture and read its description at the bottom of the screen. (Sometimes a smaller picture, inset into the scene, offers a closer look at the item.) The icons and graphics are not truly interactive; by clicking on an icon displayed in your inventory, you can use the object on something in the picture, but you can't drag items around or click on an item to examine or operate it. There isn't enough detail in the objects when depicted, and too often you'll have to click all over the screen to locate a tiny object, frequently missing one by a hair and not realizing it.

ST Variants

This solution covers the Amiga version. The ST version, which was minimally distributed in the USA, varies in several ways. It uses a clock, so some puzzles, such as opening the temple, are time-oriented (the Amiga version also has related clues about this puzzle, but they are applicable only to the ST version). And in the beginning of the ST version, you get a scrap of paper telling the combination of the safe, though you have to click on things to find this out. Some of the puzzles also vary from the Amiga version.



Walkthrough

1922

Drop the letter. (If at any time you don't have room for items, leave unused ones on floor in basement and return for them later.) E. Get ornamental ball (on shelf). W. Operate ornament on left side of stairs. Get punch card (in vase). U. Get card under carpet. Get key (on statue). Use key on box. Get gloves (in box). NE. Get card on bed (near pillow). Get grapnel hook (under bed). Open drawer. Get paper. SW D W N.

Kitchen and the Rest of House

Open lower left cabinet. Examine interior. Operate p1p27 on tumbler. Get lighter (leave the

money, which is useless). Get bottle. S E NE. Light lighter. U E. Get card in book. Get candle. Light candle. Unlight lighter. W D D E. Examine mirror. Pull switch. W U SW. Drop candle. Get ornamental ball, then drop it. Get candle. NE D E. Get fuses (in drawer). N. Drop grapnel. Operate fuses on fusebox. Pull lever. U. (To enter Explora, go down to exit, press button on control panel. To return to 1922 after completing a time zone, use card on control panel slot.)

Prehistory (Card from Urn)

You must bring the lighter. E. Get bone in hut. Get dried grass. NE E. Light lighter. Light grass. Drop grass. Unlight lighter. Get burning twig. Get stone. E S. Get punch card piece. Return to Explora and 1922. D S. Drop stick. N. Drop card piece. Get grapnel. U.

India (Card from Hall)

Bring the glove and bottle. W N. Wear glove. Get man's hand. Get note. S E E NE. Drop note. U. Wait. E. Use bottle. Get water. W U. Wait. SW W W N. Drop bottle. Get key. S E. Operate key. N. Get card piece. S W W. Get scroll. E E. Enter Explora and return to 1922. Drop card piece.

Egypt (Card from Bedroom)

Bring the grapnel, lighter and scroll. NE N N. Get amulet (in bushes). Press panel on wall in corresponding direction: N, NW, NE, NE. Go N. Get torch. N. Drop amulet. Light lighter. Light torch. Unlight lighter. N W. Throw grapnel. U. Push levers (from left to right): 2, 3, 4, 5. Get card and ring. Pull levers down. D N. Turn torch on right. D. Drop torch. S S SW. Go to 1922. Drop card piece.

Mexico (Card from Chapel)

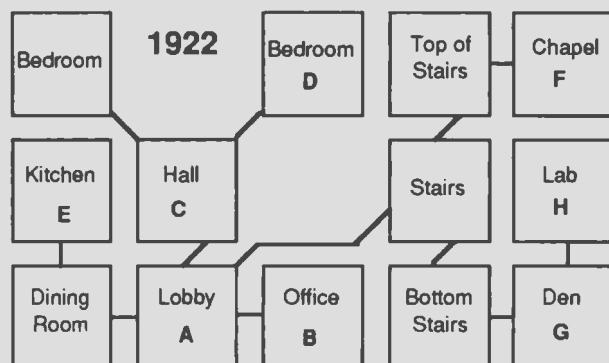
This time bring the ring and bone. E E. Get necklace in 9t5mp. W W W W. Give warrior necklace. E E N NE NE. Examine door. Turn statue. Get key. SW W W N N E NE NE N N NW NW NE E. Examine grass pile. Operate 73ng on slot. U U. Operate bone on right slot of door that appears. U. Operate key on box. Get card piece. D W SW SE SE S S SW SW SW S E E SW S. Return to 1922. Get other three card pieces.

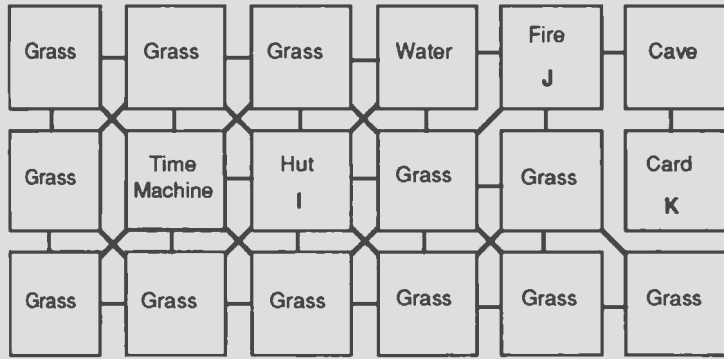
The Future (All Four Cards)

Bring the stone, glove, picture and scroll, along with all four card pieces. Push button on control panel (to the left). Examine room until guard opens door. Hit him in face with rock. Get his suit, gun and key. Wear suit. Wear glove. N W W N. Open box. Get torch. S E E E N N W. Open box on left side of machine. Get fuses. E. Push east door. Get suit. Wear suit. S S E. Put key in machine.

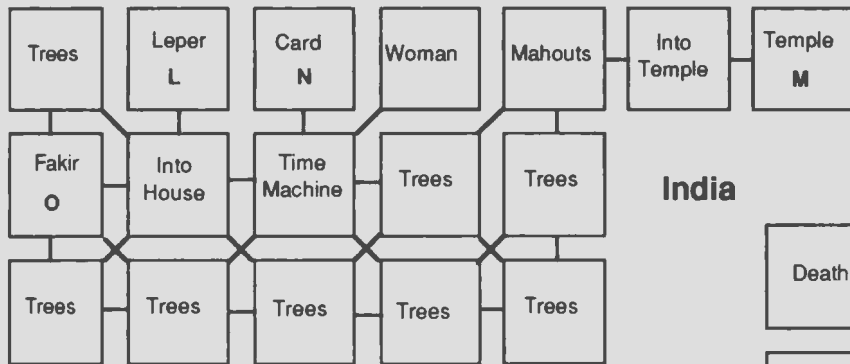
Map Key

- A Photo, letter, punch card
- B Ornamental ball
- C Punch card, key, gloves
- D Punch card, grapnel, paper
- E Lighter, money
- F Punch card, candle
- G Fuses
- H Time machine
- I Bone, dried grass
- J Stick, stone
- K Piece of card
- L Paper, key
- M Holy water
- N Piece of card, letter
- O Scroll
- P Amulet
- Q Torch
- R Piece of card, ring
- S Necklace
- T Key
- U Piece of card
- V Suit, gun, key
- W Torch
- X Fuses
- Y Suit
- Z Richard

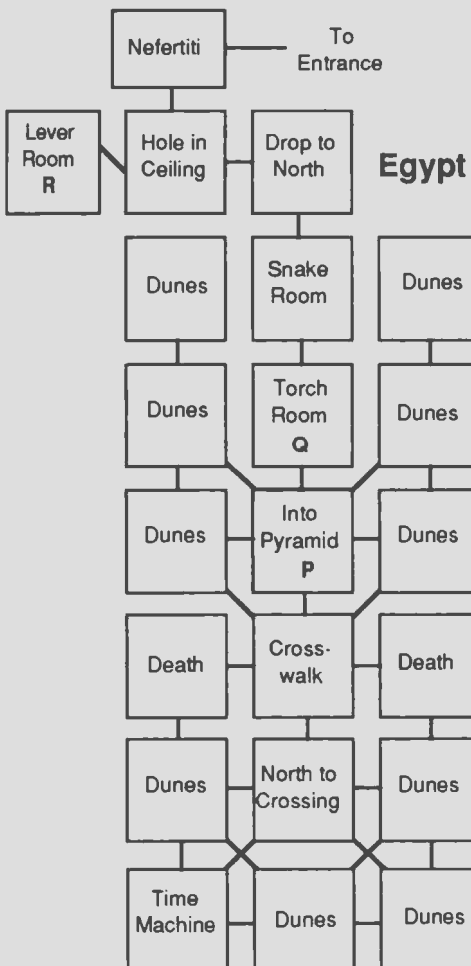




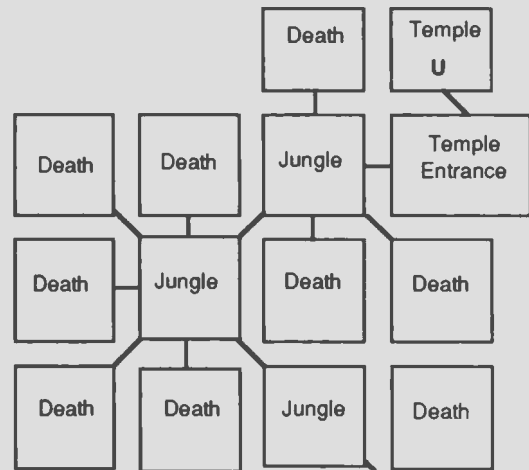
Prehistoric



India



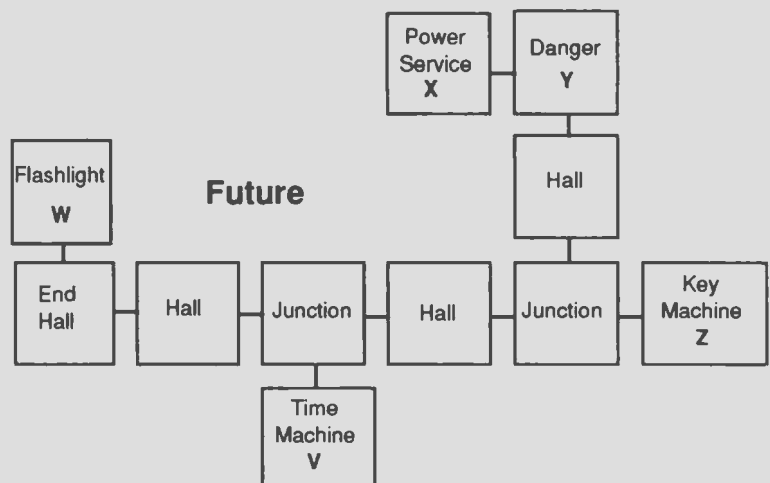
Egypt



Mexico



Future



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			