TIME ZONE

ON-LINE systems

BACKGROUND OF . . .

TIME ZONE

WARNING
TIME ZONE is NOT for the beginning adventurer.

We recommend that the beginning adventurer complete a few of the other HI-RES Adventures before tackling TIME ZONE. Even an advanced player may be awestruck by the length and magnitude of this program. TIME ZONE is an extremely large adventure game. It has approximately 1,300 rooms with over 1,400 HI-RES pictures.

TIME ZONE has been over a year in the making. ROBERTA WILLIAMS spent over six months writing and designing the game before the first line of code for the game was actually written.

From the first day Roberta introduced the project to the ON-LINE staff, Roberta, Ken Williams, Bob Davis (who wrote HI-RES #4), Rorke Weigandt, Jeff Stephenson, Warren Schwader, Eric Griswold, Terry Pierce, Barry Blosser, and Michelle Pritchard each spent 6 to 12 hours a day working to make TIME ZONE a reality.

It was the biggest project that ON-LINE SYSTEMS has ever embarked upon. To make TIME ZONE fit in memory, it required a complete restructuring of our adventure programming procedures. New graphic routines had to be written and a new procedure had to be developed to accommodate for the movement of information from one scenerio disk to another. HI-RES pictures had to be drawn and redrawn at an average drawing time of close to an hour per picture. Logic for each timezone was written and rewritten to take advantage of new graphic and technical applications as Ken Williams, Jeff Stephenson and Warren Schwader developed them. Bob Davis, project coordinator, spent thousands of hours working with programmers to insure that each time zone fit with the other. The final product of these many months of work is much larger than we ever imagined at its conception. TIME ZONE was originally intended to be on five or six disks (one side only), but it is much bigger than that. TIME ZONE now takes up both sides of six disks. The TIME ZONE player is able to go to seven continents in nine periods.

It has been an incredible undertaking. TIME ZONE is by far the largest and most complex game ever written for any microcomputer.

We sincerely hope you enjoy it.

It is the dawn of man . . .

The simple animal that is man has not yet learned the measure of time. Even the making of fire is beyond the understanding of his primitive mind. Yet already, the Neburites can see that there has been the birth of another intelligent life form into this galaxy. This life form is of great interest to the Neburites, as it gives clues to their own beginning millions of years before.

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It is the 20th century . . .

Man has accomplished much in his short time on Earth. Man has learned to master nature and has done much toward learning the very secrets to life and time. His learning is going faster now. In the last two hundred years, man has learned enough about himself to cure many diseases and has added years to his natural life.

In the last 100 years, he has gone from the use of carts and livestock to the use of automobiles and airplanes as his means of travel.

In the last 40 years, man has invented devices that can destroy whole continents in a single deadly burst.

In the last 25 years, computers have expanded the capabilities of man hundreds of times over, and helped him to make journeys into the vastness of space.

Man is no longer the curious animal that The Neburites first discovered those many years ago . . .

Many light years away from Earth, the inhabitants of the planet Neburon are watching the progress of the planet Earth by means of surveillance that is beyond the comprehension of Earth minds. The Neburites are worried about the forward march of Earthlings. The Earthlings are advancing too fast and catching up too quickly with Neburite technology. For now, they watch as their technological lead over the Earth diminishes.

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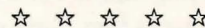
The year is 4081

The Earth is a fast paced, highly technological society. The advancement of Earth is the last two thousand years is an amazement to Earth historians and a constant source of pride to Earth scientists. The Neburites, though, feel quite the opposite.

In the two thousand years since our last glimpse of the extraterrestrials they have advanced little, and their jealousy for the Earths advancement has grown to a mad fervor. The evil Neburite ruler Ramadu fears that the Earth will very soon become the superior race in the galaxy. This must not happen. His plan is to strike now, before the Earth is advanced enough to defend itself against an attack. So Ramadu has built an awesome ray gun, and aimed it directly at the distant Earth.

It seems that unless something is done, if Ramadu is not stopped and his weapons destroyed, Earth will never see the year 4082.
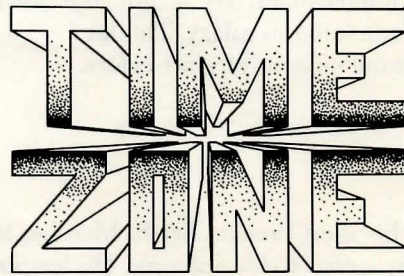
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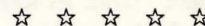
The year is 1982

You are out taking a stroll in the field surrounding your house one day. While walking, you encounter a strange pulsating metal cylinder. Upon entering it, you discover it to be a time machine. By fiddling with the dials and levers, you quickly learn how to control the machine. With this, your journey through history begins . . .

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TIME ZONE

WHAT IS AN ADVENTURE GAME ?

An adventure game is a fantasy game in which you (the player) wander through a make-believe land using the computer as your guide. The computer is your hands, eyes and ears as you interact with other characters in the game.

The object of an adventure game is to accomplish a goal. It could be collecting all the treasures that are hidden in a mystical land, or it could be saving a beautiful princess from an evil wizard. How you accomplish your goal is different in every adventure game. The game is essentially a story with various puzzles and problems scattered about to hamper your journey to your ultimate goal. In every adventure game the goal is different, the story is different and the puzzles are different.

There are various objects to be obtained in most adventure games. The objects may be carried around with you, or dropped whenever it suits your needs. Objects may be anything from a magic ring to a mirror, boomerang or electrical lamp. Objects usually have a specific use but may sometimes be used more than once or not at all.

In some adventure games you may be limited in the number of objects that you may carry, in others you can carry some things only if you're not carrying others. For a few, every item has been assigned a weight. You may carry as many objects as want as long as they don't weigh too much. To see the objects you are carrying with you at any time during the adventure, you need only type INV (for INVENTORY) and you will get a list of what you are carrying.

With most adventure games, instructions are given to the computer in the form of one or two word sentences. Examples are: LOOK TREE, KILL GIANT, CLIMB TREE, GET MATCHES, DROP RING, TALK GUARD, SLEEP, OPEN DOOR.

Directions of travel such as north, south, east, west, up or down can be given by using only the first letter of the direction as the command. Directions are N,S,E,W,U, and D respectively. In certain situations, simple directions may not work to get to another place. In those cases, try moving toward someting. For example; GO DOOR, CLIMB TREE, GO HOLE, CROSS RIVER or SWIM may work.

The number one rule of adventuring is:

MAP YOUR ADVENTURE FROM THE VERY BEGINNING!

Without a map is is very easy to get lost. Adventures are very large and often require travel back and forth between different areas of "make-believe" land. In some areas, for instance the mazes described below, if you are not mapping you may never find your way to where you need to go.

Mazes are the pests of adventure games. They are there to annoy you and get you lost. If a maze must be entered it must be mapped. There are two different kinds of maze; in one, every frame looks exactly the same. In the second, a maze of hallways or tunnels provides the confusion.

To find your way out of the first maze it is very important to remember where you entered it. To do this, make sure that you drop something in the very first frame of the maze and map the room under the name of the item you dropped. Remember: the way into the maze is also the way out. From the first room, move any direction, drop an item and map from item one to item two. Repeat this procedure and eventually you will begin to run across items that you have dropped already. From that point, keep going a direction you haven't already tried and eventually you will find your way to the exit. To retrieve your items just

retrace your steps paying close attention to where you are on the map.

To find your way out of a maze of hallways, pay close attention to the way each hallway turns, where intersections are and how many halls intersect there. Map the maze as you go through it (drop items for identification if you have to) and you should have no problem.

It is important to look at everything in an adventure. Look at every object that is gotten; look at the landscape; look at buildings; look at signs; look at anything and everything. By looking at some things you may get additional information that can be very helpful.

It is just about impossible to finish an adventure game without being able to save and restore the game. (How to save and restore a game is explained in another section). This is especially true with TIME ZONE. You should periodically save your game because you may suddenly be killed or lose objects that have been aquired. If you are killed and you have saved your game not too far back, you may restore game and go on, this time avoiding the problems you had.

If you encounter people or beings that look like they may know how to talk, try and communicate with them. They may give you some additional information. If you encounter animals, try feeding them, it doesn't always work, but its worth a try.

HINT: It's important to have food when you feed animals. More than one adventurer has fed himself to a lion.

In summary, when playing an adventure game, it is important to map from the first frame. In each area you should try everything you can think of. (The computer won't blow up if you type something it doesn't understand). If a problem is encountered, look at everything you are carrying in your inventory and see if something would help. Look at your surroundings, where you are may give you a clue to what you need to be doing. Try to think logically. The answers to problems are usually logical. If you are totally confused and think that you've tried everything, save your game and do something else for a while. A fresh mind solves problems faster. Above all keep calm and have fun.

A typical example of an adventure map.
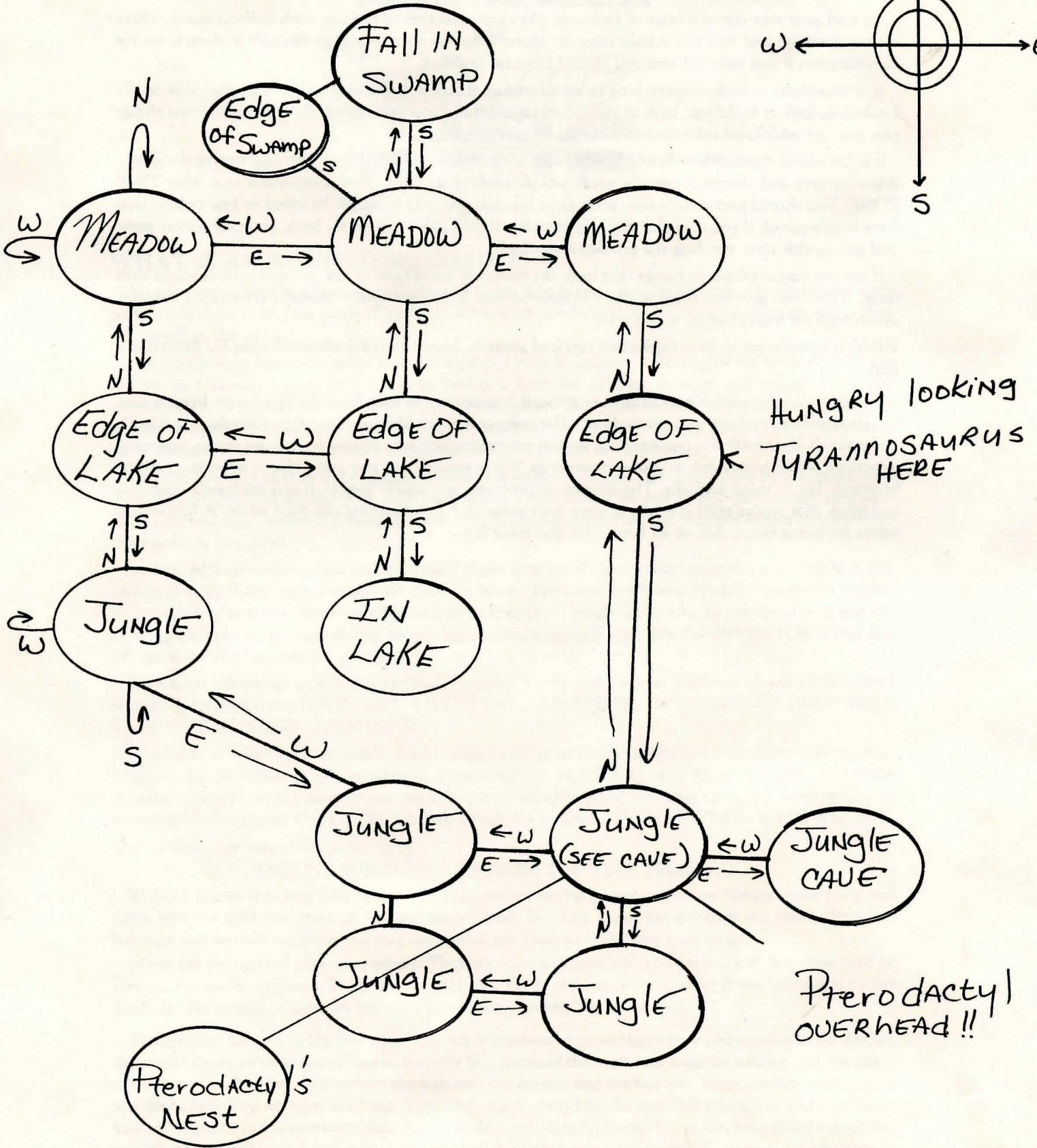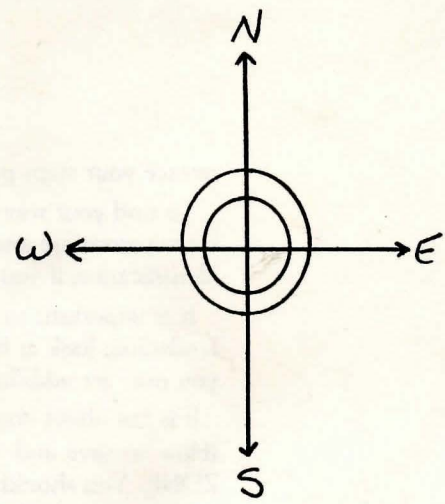
INSTRUCTIONS FOR TIME ZONE

To begin TIME ZONE, simply boot Disk 1 Side A. You will be offered the choice of;
   1) Playing the game or
   2) Backing up your diskettes (See SAFETY MEASURES below)
   3) Initializing a save game disk (See SAVE AND RESTORATION OF TIME ZONE).

After backing up your game diskettes and initializing a save game disk, press (1). You will then be instructed to insert Disk 1, side B and press RETURN. If you inserted the wrong disk, the computer will tell you so. If not, you will be looking at "YOUR HOUSE". This is where your adventure begins . . .

SAFETY MEASURES

TIME ZONE is a long and complicated program. Because of the sensitive nature of magnetic media, chances are that one or more of your disks will "die" before you complete the game. For this reason, the designers of TIME ZONE have provided procedures for the "backing up" of all scenerio diskettes. The back-up programs are offered on the main menu along with provisions for initializing a "save game" disk. A backup may be made of all diskettes except the master diskette itself (Side 1A). After all backups have been made, they should be checked to make sure that they are correctly copied, write protect tags (provided) should be installed and the originals should be put aside. Write protect tags should also be put on the original diskettes to prevent accidents.

SAVE AND RESTORATION OF TIME ZONE

Because of the length and complexity of any adventure game and especially of TIME ZONE, it is necessary to provide a SAVE GAME utility. This requires a seperate diskette that has been initialized using the utility on the main menu or by typing INIT DISK while playing the game.

To save game, enter SAVE GAME when you have the prompt.   You will then be instructed to insert your save game disk diskette and press RETURN. You will then be asked to save game under a letter from A-O. The disk will whirr in the disk drive for a few seconds and then stop. Remove the save game diskette and insert the scenerio diskette again. Now you are free to proceed with the game or power down.

To restore a previously saved game, boot your master disk. Select option 1 to play the game. Follow the prompts to get to the frame showing "YOUR HOUSE". Enter the command RESTORE GAME and press RETURN. When prompted, insert your save game disk and press RETURN. You will then be asked which letter your game was saved under. When the letter is entered, the disk will whirr for a short time and you will be prompted for the proper scenerio disk. Insert the disk and press return. From there you may continue your game where you left off.

ZONES

Each place and time period in TIME ZONE is a game within itself and is handled by the program as such. In order to move information on new regions into memory, it was necessary to put short "information transfer" delays within the program. These delays last approximately ten seconds. The delays happen whenever you move to a new region and also while you travel on the planet Neburon (Neburon is an extremely long region).

TRAVEL THROUGH TIME ZONE

When traveling through time, you should remember that each timezone is really an adventure in itself. Each adventure is fully solvable and, once solved, you may never need to go to that zone again. Playing TIME ZONE is like thirty full sized regular adventure games.

The hardest timezone to move around in is Neburon. To be able to get around Neburon you will have to have travelled through every time period and solved every puzzle.

You may enter or leave any given time period at any time. If you are in a time period and it seems like you are "missing" something, try going to another time period and see if there is anything that you may have forgotten. Remember: "In time lies the answer".

MOVEMENT BETWEEN DISKS

If the region you are moving to occupies a different disk than the one that you are playing on, you will be prompted to put in the proper diskette and press return. After a short information transfer delay, play may be continued.

NOTE: Once a region change has been initiated, there is no turning back. To return to the region you were in when the change began, it will be necessary to make the move completely and then return.

ABBREVIATIONS

In many messages throughout TIME ZONE, the text will be followed by an abbreviation set in parentheses. This has been done to relieve the player of repeatedly typing lenghty phrases. (A few examples are: South America has been abbreviated to SA and Inter Planetary was abbreviated to IP.) Use these abbreviations in place of the longer words.

OBJECTS

You may not drop more than 16 objects in any one frame. If you need to drop everything you are holding, please keep this in mind.

It is important to note that if an item has not been invented yet in the time period you plan to go, you may not take that item back in time with you.

The only futuristic item you can bring with you into a primitive time is the time machine itself. (It is, after all, a tool of the time/space continuum so regular rules do not apply to it.)

HINT: Knowledge of technology is something the time/space continuum has no control over.

VOCABULARY

Because of the many hundreds of items involved with TIME ZONE, it would be impossible to have a "universal" vocabulary as part of the program. The vocabulary is, therefore, different for each TIME and ZONE. If you, for example, enter HAIL CEASAR in the caveman era, you will most probably get the response I DON'T KNOW HOW TO HAIL A CEASAR. While the same command in ancient Rome could net such responses as an invitation to a feast or a knife in the back (Rome is a tricky place). It's best to "feel out" the vocabulary of each zone rather than judge one zone's vocabulary because of anothers.

TROUBLE SHOOTING

TIME ZONE is as user friendly as we can make it. If you follow prompts correctly, and know and understand the way TIME ZONE works, you should have no problems. We at ON-LINE realize, though, that even the best of us make mistakes. To make sure that a mistake doesn't cause you serious problems, we have installed numerous safeguards in our code. If, for instance, you put the wrong diskette into the drive when switching time zones, the program will tell you about it.

If you do have something go wrong at any time, please call. It is our duty and our pleasure to help you work out any problems you might have to let you enjoy TIME ZONE to its fullest. If you have a problem with one of the TIME ZONE diskettes that can't be solved over the phone, please send only the problem disk, not the whole package.

ADDITIONAL TIME ZONE INFORMATION

There are many improvements and changes that are not present in our regular HI-RES Adventure games. Many of the enhancements are embedded in the code where you will never see them, but a few are very noticeable. Among these are the new color fill routines, designed by Warren Schwader, that put the color on screen approximately 3 times faster than our other adventures. Another enhancement is that your inventory is now kept in memory, meaning that inventory will now come up when requested without reading from disk. These and many other improvements help to make TIME ZONE the most "User Friendly" game that has ever been released for the APPLE computer. It is with great pride that we present the ultimate in adventure gaming . . .

TIME ZONE

APPENDIX A

In the event that one or more disks should fail, we have provided this "ZONE" map to insure that you do not attempt to enter an area that is faulty. Send the disk to us immediately and we will replace it as soon as possible. In the mean time, you can enjoy exploring other "TIME ZONES".

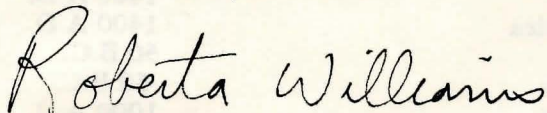|		
Disk 1A:	Main Program	
Disk 1B:	Home	
	Time Machine Interior	
	Prehistoric Era	400,000,000 B.C.
	Stone Age	10,000 B.C.
	Europe	2082 A.D.
Disk 2C:	Europe	1400 A.D.
	North America	1400 A.D.
	Europe	50 B.C.
	Antarctica	50 B.C.
	Antarctica	1000 A.D.
	Antarctica	1400 A.D.
	Antarctica	1700 A.D.
	Antarctica	2082 A.D.
Disk 2D:	Africa	50 B.C.
	Africa	1000 A.D.
	Africa	1400 A.D.
	Australia	1400 A.D.
Disk 3E:	Europe	1000 A.D.
	Africa	1700 A.D.
	Africa	2082 A.D.
	Australia	2082 A.D.
Disk 3F:	Europe	1700 A.D.
	Asia	2082 A.D.
	South America	2028 A.D.
Disk 4G:	Asia	50 B.C.
	Asia	1000 A.D.
	Asia	1400 A.D.
	Australia	50 B.C.
Disk 4H:	Asia	1700 A.D.
	Australia	1700 A.D.
	Australia	1000 A.D.
	Alaska	50 B.C.
Disk 5I:	South America	1700 A.D.
	South America	1000 A.D.
	North America	2082 A.D.
	South America	1400 A.D.
	South America	50 B.C.
Disk 5J:	North America	1000 A.D.
	North America	1700 A.D.
Disk 6K:	Neburon Pt. 1	4082 A.D.
Disk 6L:	Neburon Pt. II	4082 A.D.

DISCLAIMER

We make great efforts to keep our games factual and precise. In order to be historically, geographically and otherwise correct, the TIME ZONE staff and I have thoroughly researched this adventure game.

To make a more interesting and challenging adventure, we have made some minor changes. For example, at one point in the game (I won't say where) we have placed a Rhea egg where you will never find a Rhea bird. Anyone knowledgeable in Ornithology knows that a Rhea bird belongs in South America (which is not where it is). This type of thing happens from time to time in TIME ZONE.

We just want YOU to know that WE know that all of TIME ZONE isn't taken from a history book. (History books aren't a lot of fun anyway). If you find something in TIME ZONE that doesn't seem right to you, if for instance, you've found Christians in 50 B.C., just play along with the joke and don't worry about it. The oddity could be a big hint and help you a lot.

Good Luck with your adventure.

Roberta Williams

ROBERTA WILLIAMS
Authoress of TIME ZONE

A Note on Support

Because TIME ZONE is so flexible and user friendly, we suggest that players who come across a seemingly unsolvable problem should exhaust all other possibilities (try all the other Time Zones) before requesting help from On-Line Systems. It is very possible that you will be able to solve whatever problem you have through information found in another area of the game.

Remember: Finding a solution yourself will save you money on the stamp or phone call that you might have used to contact us.

Due to the large amount of information that our customer support staff will need to absorb to master TIME ZONE, we will not be in the position to offer hints on the product until May of 1982. We feel that it will take you at least four months to get confused enough to need our help anyway.
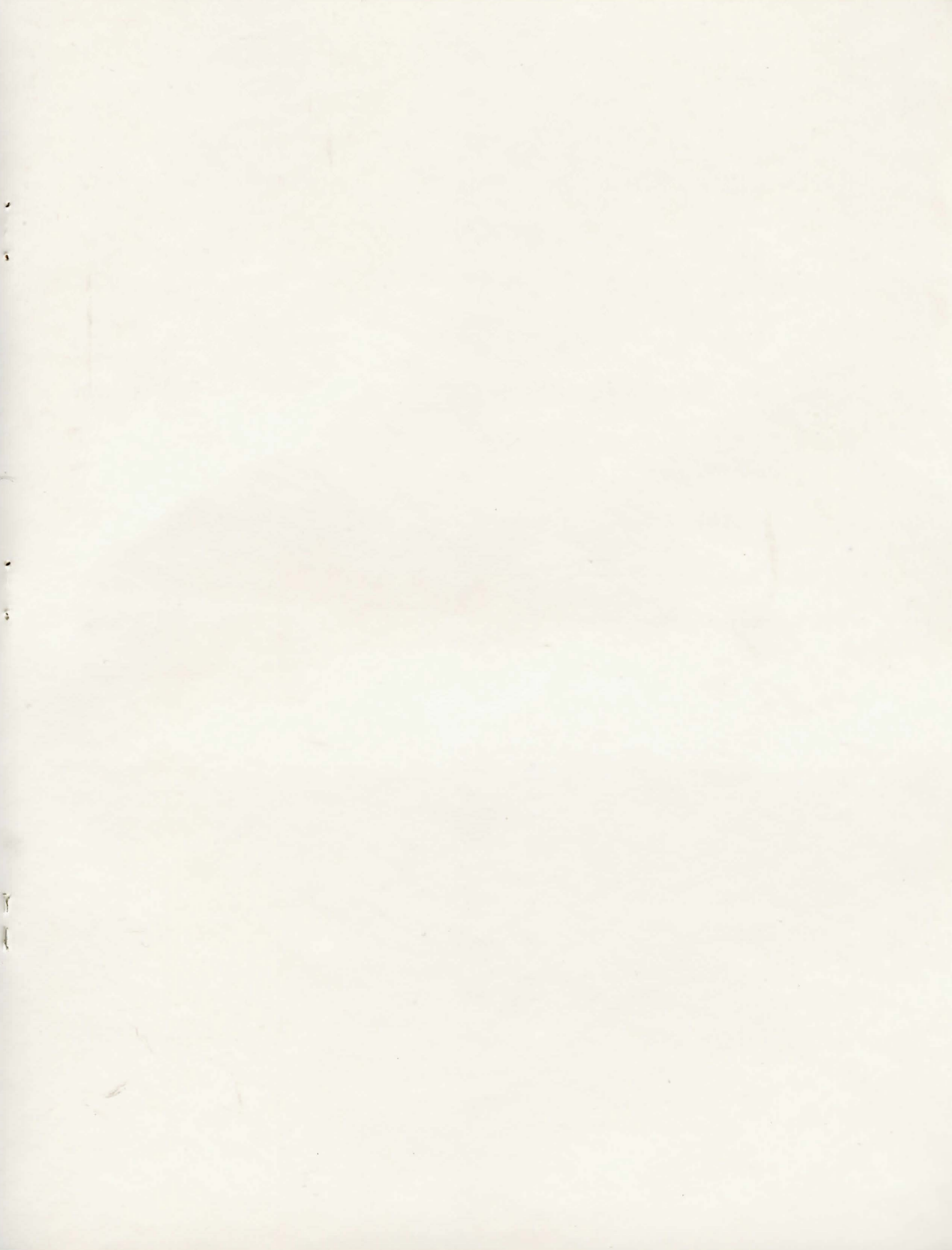
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