

TIMES OF LORE

Technical Supplement



Times Of Lore

GETTING STARTED

Follow the appropriate loading instructions for your computer system then:

1. After a short wait, the Times of Lore title screen and opening menu will appear. When you are ready to begin play, use the joystick to move the pointer to START NEW GAME and press the button to step into the Kingdom of Albareth!
2. Read the story carefully and follow the directions at the end to choose your character in the game. If you choose the Knight, your shining armour of polished steel plate will keep you strong and mighty in battle. Or if Valkyrie's life appeals to you, quickness and agility will keep your foes dodging for their lives. Though the Barbarian's loin cloth is not the most impenetrable of armour, his sheer brute strength will ensure that the protection of more conventional apparel is never missed.
3. In future playing sessions, you can skip the introductory story and character selection by choosing RETURN TO TIMES OF LORE at the opening menu.

AMIGA

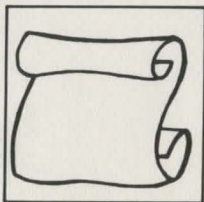
LOADING INSTRUCTIONS

Amiga 500/2000: Switch computer on and place disk in drive at workbench prompt.

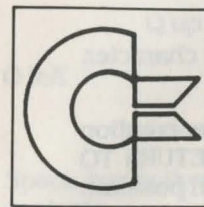
Amiga 1000: Load kickstart 1-2 and then place disk in drive at workbench prompt.

You will also need a joystick plugged in Port 2.

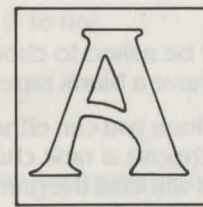
SYMBOL VARIATIONS



CAST - This will enable you to cast a spell from a Magical Scroll.



Is changed to



on Icon menu but its function remains the same.

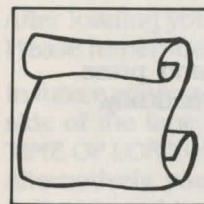
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LOADING INSTRUCTIONS

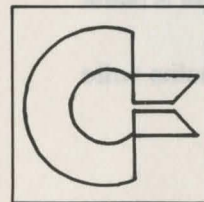
Place disk in drive and switch computer on, the game will now load automatically.

You will also need a joystick plugged in Port 2.

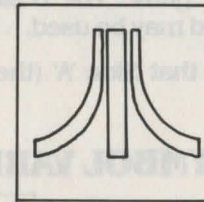
SYMBOL VARIATIONS



CAST - This will enable you to cast a spell from a Magical Scroll.



Is changed to



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SPECTRUM 48/128

CASSETTE

LOADING INSTRUCTIONS

Place the Times of Lore cassette in your tape deck character creation side up.

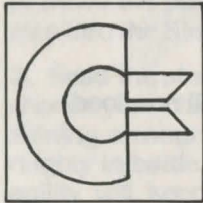
48K owners: Type load " " and press ENTER then press PLAY on tape deck to load game.

128K owners: Press ENTER on keyboard and play on tape deck

to load game.

After loading you will be asked to choose and save your character. Please remember to have a blank tape ready to do this.

In future playing sessions you can either load the character creation side of the tape, to choose a new character or select RETURN TO TIMES OF LORE which will load the game at your last saved position. Alternatively, you may load the game side of the tape straight away in the normal manner which will skip the introductory title screens.



SYMBOL VARIATIONS

Is changed to menu but its remains the



on Icon function same.

SPECTRUM + 3

DISK

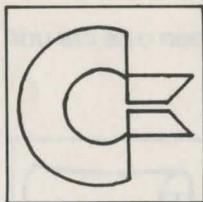
LOADING INSTRUCTIONS

Spectrum +3: Place disk in drive, label side up and press ENTER. The game will now load automatically.

SAVING INSTRUCTIONS

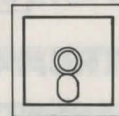
Spectrum +3: At points during the game you will want to save the game. The 'B' side of the game disk is blank and may be used.

NOTE: Please ensure that Side 'A' (the game side) remains write protected.



SYMBOL VARIATIONS

Is changed to menu but its remains the



on Icon function same.

ALL SPECTRUMS

GENERAL NOTE

Time of Lore can be played either by having a joystick plugged into Port 1 of your machine or you can use the keys which are:

Q up

Ø to fire

O left

P right

A down

Space bar activates the gauntlet, on Icon menu, for both sets of controls.

AMSTRAD CPC 464

CASSETTE

LOADING INSTRUCTIONS

Place the Times of Lore cassette in your tape deck character creation side up.

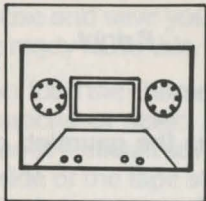
Now press CTRL + SMALL ENTER on the keyboard. Now start tape and hit any key to continue.

After loading you will be asked to choose and save your character. Please remember to have a blank tape ready to do this.

In future playing sessions you can either load the character creation side of the tape, to choose a new character or select RETURN TO TIME OF LORE which will load the game at your last saved position. Alternatively, you may load the game side of the tape straight away in the normal manner which will skip the introductory title screens.

SYMBOL VARIATIONS

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but its function
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on Icon menu
remains

AMSTRAD CPC 6128

DISK

LOADING INSTRUCTIONS

Place disk in drive label side up and type (SHIFT @) CPM. The game will now load.

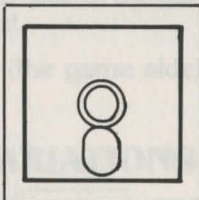
SAVING INSTRUCTIONS

Amstrad CPC 6128: At points during the game you will want to save the game. The 'B' side of the game disk is blank and may be used.

NOTE: Please ensure that side 'A' (the game side) remains write protected.

SYMBOL VARIATIONS

Is changed to
menu but its
remains the



on Icon
function
same.

ALL AMSTRAD GENERAL INSTRUCTIONS

Times of Lore can be played either by having a joystick plugged in or you can use the keys which are:

Q up

Ø to fire

O left

P right

A down

Space bar activates the gauntlet, on Icon menu, for both sets of controls.

ACKNOWLEDGEMENTS

Game Design & Conception	Chris Roberts
Produced by	Tony Bickley
Storyline	Brian Roberts, Paul C. Isaac, & Chris Roberts
Programming & Sound Effects	Imagitec Design
Cover Art	Denis Loubet
Map	Denise Therrien
Product Packaging	Lori Ogwulu, Denis Loubet, Doug Wile, Denise Therrien, Julie Burness, Diarmid Clarke
Additional Ideas	Nick Elms, Richard Garriott & Alan Gardner
Play Book	Written by John Miles & Todd Porter
Play Testing	Diarmid Clarke, Sam Reeves, Laing Burgess

