Roger Zelazny and Jane Lindskold's

CHRONOMASTER

A GROUNDBREAKING GRAPHIC ADVENTURE
FEATURING THE VOICES OF: RON PERLMAN, BRENT SPINER & LOLITA DAVIDOVICH.

Contents

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Chronomaster Installation Instructions

Inventory
The following items are included with Chronomaster:
One (1) Chronomaster CD-ROM
One (1) Manual
One (1) Registration Card

Running the Installation Program:
To install Chronomaster to your hard drive:

1) Insert the CD into your CD-ROM drive, and switch to the CD-ROM drive.

2) Type INSTALL.
Following the installation, the install program takes you directly to Chronomaster's Setup program.

Audio Setup
This option executes the audio configuration program. This program allows you to select your audio output device and test it for compatibility.

Sound Notes:
Select the sound card that is most compatible with your own. If you have a generic card, select a SoundBlaster 8 bit card and move down the list until you find a card that does not work. Then go back to the previous selection.

Video Mode
Chronomaster runs in 640x480x256 colors (VESA mode 101). A 512 K Vesa compatible video card is required.

What is a VESA driver and how do I get one?
VESA is a standard for programming SVGA cards. For most systems, it requires that a "VESA driver" be loaded on your system before using any of the high resolution SVGA modes. Each SVGA card requires a custom VESA driver which is usually shipped with your card. If you do not have a VESA driver for your video card, refer to your computer's owner's manual or video card manual.

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Introduction

Welcome to the universe of Chronomaster. You're about to become part of a time and place where science has made miracles possible. If, like Rene Korda, you have enough money, medicine has beaten out the aging process. A talented person can live long enough to become an expert in not only one or two, but dozens of careers. That's why Korda's so good at what he does. He's not only a specialist in terraforming and pocket universe design, he's also a starship pilot, astrogator, and diplomat.

I also suspect he's a computer programmer as well — the one responsible for the talented and versatile Jester. Some people have expressed doubts about this last, since who in his right mind would design a computer who sasses him at every turn?

The similarities between the universe of Chronomaster and those in various works by my partner, Roger Zelazny, are not a coincidence. Roger was fascinated with the question of how immortality might alter human beings — both as individuals and as cultures. Repeatedly, he took an optimistic look at what humans might be capable of if they didn't need to worry about aging and death. For his novels Isle of the Dead and To Die in Italbar, he created a far future where immortality and terraforming have jointly transformed what people take for granted about living. Although Chronomaster is in no way linked to these novels, the similarity in theme is typical Zelazny.

Chronomaster, however, is not the work of just one person. Much of its richness comes from the many creative minds who gave their all to the project. I took Roger's initial idea, revised it to allow for interactive play, and then expanded it into the first design document. This last was about twenty-five single spaced pages that detailed the locations, encounters, quests, and creatures.

Then the wizards at Dreamforge stirred the brew. I'll be the first one to admit that neither Roger nor I know much about

computers. He didn't even use one; I basically word-process. How the folks at Dreamforge transformed our word pictures into graphics was a source of continual delight for us both.

Scot Noel of Dreamforge was in touch at least once a week, running ideas by us, telling us what would work — and what wouldn't. Sometimes he sprung truly delightful surprises on us. One of the best of these was the Jester, herself.

In Roger's original idea. Korda's ship had an intelligent computer. I added the idea that the computer might interact with Korda, volunteering advice and reminders. I also named the ship the Jester. Then Scot mailed us a package containing, among other things, early character design sketches. We recognized Korda and Milo right away (Korda had a trench coat in those sketches, which has since been dropped).

There was also this wonderful, perky lady with a mischievous expression. Even though neither of us had envisioned her in our design notes, we knew her right away. This had to be Jester! She's just perfect for her role. Her spiky hairstyle evokes a traditional jester's cap and her leotard would be right at home in a slightly punk king's court. She's the perfect companion for Korda who (between us) sometimes takes himself and his mission a bit too seriously.

Chronomaster is full of such details: the kangaroo rat in the floppy hat, the muscular jinn, the talking signpost...I don't want to give too much away, but I will admit that I've played through situations I know are dead-ends just to enjoy the graphics.

When I play through the game, I like to imagine Roger leaning over my shoulder, laughing at the jokes, sharing my awe at the detail work. For me, those details make the story we wrote come to life. I hope they do the same for you.

Jane M. Linskold

Game Play- Ship View

Game Options
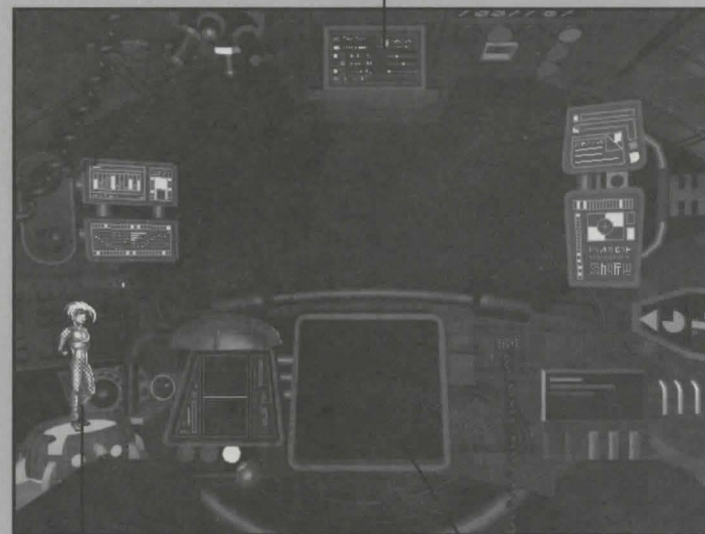
Jester

Communications Console

Jester

Jester is both the name of Rene Korda's spacecraft and the name of the Starship Intelligence Module (SIM) loaded on his Morningstar class vessel. It serves as a sentient assistant, managing the starship's communications array, navigation, and database. If Rene Korda is away from the ship, Jester can communicate to him through the Personal Digital Assistant (PDA).

Game Options

This menu allows you to perform basic game functions. From here you can save or load a game, and toggle or adjust music, sound, and luminosity (brightness). In addition, you can quit the game to DOS. Note: Pressing ALT+Q will also quit.

Communications Console

Korda's ship is equipped with a Meta-Space Communications Array (MSCA). It allows faster than light transmissions into and out of pocket universes. Jester will display the name of any person available for communication. When you are ready to contact them, simply click on the communications console.

Database Console
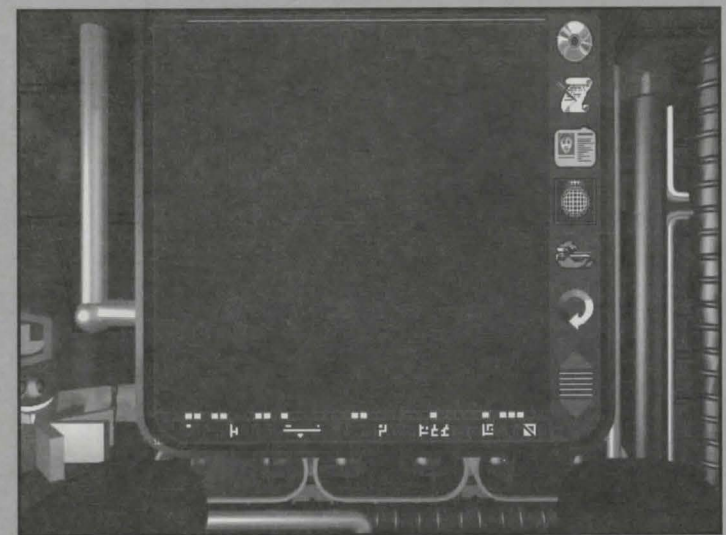
To the right of the cockpit view is the Database Console. To get to the console, move the mouse to the right edge of the screen until it turns into an arrow. Then click the LEFT MOUSE BUTTON. From here, you can access the ship's archives, view Korda's personal log, view personnel files, inventory and the ship's specifications.

ARCHIVES

This is an alphabetized encyclopedia system. Selecting this option will display the letters A-Z. Clicking on one of the letters will display all available topics starting with the selected letter. For example, clicking on the letter "B" will indicate that at the beginning of the game the entry "Bottled Time" exists. Selecting "Bottled Time" will load the entry.

Use the up and down arrow to scroll through the information, and the recycle button to go back one step, in this case, to the general entries starting with "B".

The Recycle button acts as a 'go back' button, allowing you to return to the previous sceen, option, or menu.

PERSONAL LOG

This is a journal where Korda writes down important information. Entries are added through the course of the game.

PERSONNEL FILE

The ship's personnel files are updated when Korda encounters other sentient beings. Clicking on a name will load existing text information on that person as well as any image associated with that entry.

INVENTORY

This lists items taken from pocket universes. Because of the variation in physical laws from one pocket universe to another, these items will only function in the pocket universe from which they were taken. Therefore, they cannot be taken to other pocket universes.

SHIP SPECIFICATIONS

This option displays the ship's technical specifications. This electronic summary was provided with the lease of the Morningstar class vessel from Lloyds and Hargrove Interstellar.
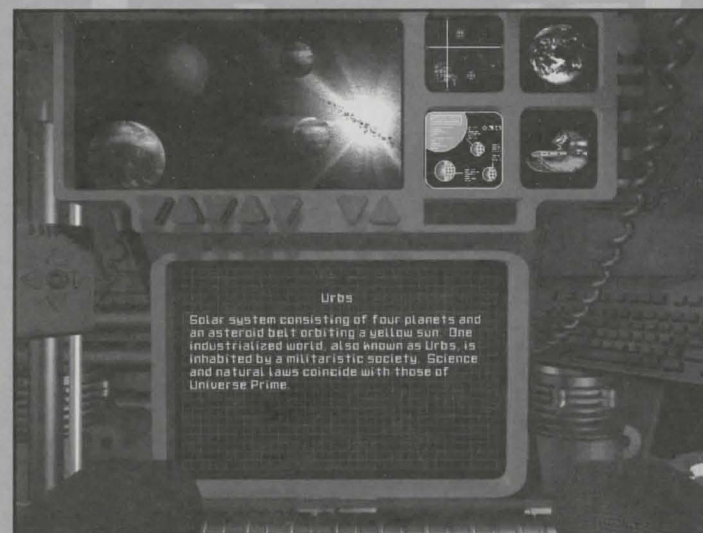

RECYCLE BUTTON

This button is used to cycle back through information in the PDA. If, for example, you are currently viewing the entry on "Pocket Universe" in the Archives, clicking on the Recycle button will display all the entries under the letter "P".

NAVIGATION CONSOLE

To access the Navigation Console from the forward cockpit view, move the cursor to the left edge of the screen until it turns into an arrow, then click the LEFT MOUSE BUTTON.

Urbs

Solar system consisting of four planets and an asteroid belt orbiting a yellow sun. One industrialized world, also known as Urbs, is inhabited by a militaristic society. Science and natural laws coincide with those of Universe Prime.

The Morningstar class starship contains one of the most technologically advanced Gerzel tachyon warp drive systems in Universe Prime. It allows the vessel to rip through the fabric of space and travel to pocket universes. It also gives the ship the ability to function in a planetary atmosphere and land on the planet's surface. The Navigation Console has several designator buttons for selecting a destination.

Universe Designator

This button is used to select the target universe. Use the right-most up and down arrows to scroll through the available pocket universes. Note: you must have the coordinates to locate a private pocket universe.

Planet Designator

This button is used to select the planetary destination. Use the right most up and down arrows to scroll through the planets within the selected pocket universe.
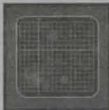
Landing Site Designator

This button is used to select a planetary landing site. The landing sites listed are locations Jester has selected based on the information Korda has gathered during his mission.

Navigate Button

When the Navigate button is selected, the Gerzel tachyon warp drive is activated and the Jester will navigate to the universe, planet, and landing site designated.

Up/Down Arrows

The pair of arrows furthest to the right on navigation console can be used to scroll though the Universe, Planet and Landing Site designators.

Cinematic Sequences

Once you have decided on a landing site and clicked on the Navigate button, you will see a cinematic sequence of the Jester warping through space. If you decide you wish to skip this sequence or any other cinematic sequence in the game, click the RIGHT MOUSE BUTTON.

Game Play- Planet View

Once you have designated a landing site in the navigation console on board Jester, and engaged the warp drive, you will see an animation of your ship traversing space and then landing on the planet.

Playing Area

Once landed, you should see Rene Korda standing on the planet's surface awaiting your commands. He is standing in the Playing Area. The cursor should be in the shape of two shuffling feet. This indicates that you currently have the Walk command selected. You can scroll through the available commands by clicking on the RIGHT MOUSE BUTTON. The cursor should change to match the selected command.

WALKING

To walk around on the planet's surface, make sure you have the Walk action selected, and click somewhere in the playing area. Keep in mind that some paths may be blocked by obstacles, forcing you to click in various places to get Korda to walk there.

MENU BAR

Walk to the WEB

The Menu Bar is located at the top of the screen. It contains buttons for all of the actions you can perform in Chronomaster. The Menu Bar has two states: minimized and maximized. To resize the Menu Bar, click on the Description Window.

DESCRIPTION WINDOW

Walk to the WEB
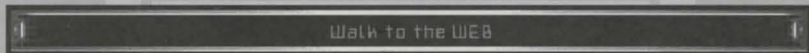
At the center of the Menu Bar is a long black rectangle with green text. If you have just landed the ship, it should read "Walk to". This is the Description Window. It displays the action you currently have selected (such as Walk, Push, Take. etc.) and it also displays the name of any objects you point to with the cursor that can be manipulated in some fashion (such as rock, flag, plaque, etc.). Click at the top of the screen where it says "Walk to". You should have noticed that when you clicked there, the Menu Bar slid down. This is how you resize the Menu Bar.

GAME OPTIONS

This is identical to the game options on board Jester. From this menu you can save and load a game, and toggle or adjust the sound, music and luminosity.

ACTIONS

Actions can be selected by right clicking on the mouse button or clicking on the icon in the Menu Bar. All actions (except the Quicksave) work the same way. You select the action you want, then you select the object or location in the playing area upon which to perform that action. For example, if you select the Use action and click on a suit of armor in your inventory, the description window will read: " Use Armor on". Then if you click on Rene Korda, he puts the armor on.

USE

This action tries to use an item in Korda's inventory on an item in the playing area. There are many possible ways to use items in Chronomaster. If a particular item combination isn't possible, a window will appear saying: " I can't use that here."

TAKE

This action attempts to add an item to Rene Korda's inventory.

QUICKSAVE

This saves the game to the Quicksave file. Every time you use this action, it overwrites the previous Quicksave. This action is only accessible through the Menu Bar directly.

WALK

This attempts to move Rene Korda to another location on screen. You can make him walk to other screens by dragging the cursor to the edge of the playing area. If it changes to a glowing arrow, a path to another screen exists. Clicking there will cause Korda to walk to the next screen.

OPEN

This will attempt to open the selected object.

LOOK AT

This action will display more detailed information on the selected object.

TALK TO

This will attempt to start a conversation with the selected object or person. In most encounters, you will be presented with a Conversation Menu. You will have several different postures to choose from such as: "Reason" or "Bluff". Once you select a posture, Rene Korda will say something in line with that posture. The choice you make can dramatically affect future events and opportunities.

PUSH

This will attempt to push the selected object.

BOTTLED TIME INDICATOR

This shows how many capsules of bottled time Korda has remaining .

INVENTORY
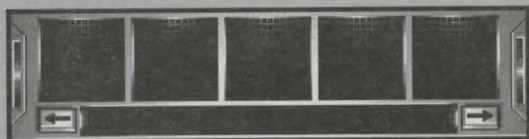
This area of the Menu Bar displays the items Korda has found through the course of his mission. Use the left and right arrow buttons to scroll through the items. Note: Because of the variation in physical laws, Korda cannot take items from one pocket universe to another. The Inventory area displays only those items he has found within the current pocket universe.
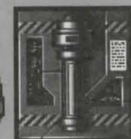
RESONANCE TRACER

This is a device used to locate the general area of a pocket universe's World Key. To establish a resonance field, the Tracer must be placed exactly on magnetic

north. For more detailed information, consult the ship's archives.

BOTTLED TIME CAPSULES

This shows the number of bottled time capsules Korda has remaining. For more detailed information, consult the ship's archives.

PDA

The Personal Digital Assistant operates as a mobile communications link between Korda and his ship. Often Jester will use the PDA to convey important information to him. To connect to the ship's Database for example, click on the PDA in the Toolkit, then use it on Rene Korda in the Playing Area. In addition to serving as a link to the ship, the PDA is capable of reading a variety of electronic record formats and interfacing with many types of electronic controls. For more detailed information, consult the ship's archives. To exit the PDA and return to the Playing Area, move the cursor down to the bottom of the screen until it turns into an arrow, then click on the LEFT MOUSE BUTTON.

DIRECTION FINDER

Once the Resonance Tracer has been placed on magnetic north, the Direction Finder is used to locate the World Key. When in use, a small yellow arrow will point in the direction of the World Key, and a pulse indicates the distance. As the distance to the World Key lessens, the pulse increases. For more detailed information, consult the ship's archives.

UNIVERSAL TOOL

Clicking here will activate the Universal Tool, a multi-tool used by Terraforming Engineers and Architects of Pocket Universes. The Universal Tool reduces highly complex functions to three basic standards. One function provides torque, one function provides a recoiless impulse, and the last function is variable and operates as a Quantum Synthesis Modifier after aligning itself to the physics of the universe Korda is in. For more detailed information, consult the ship's archives.

Credits

Game Design and Interaction Text
Roger Zelazny and Jane Lindskold

Featuring the Voices of
Ron Perlman as "Rene Korda"
Brent Spiner as "Milo"
Lolita Davidovich as "Jester"

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Anthony Mollick

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The Animation Factory

SOUND OPERATING SYSTEM PROVIDED BY
Human Machine Interfaces, Inc.

DOCUMENTATION
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Rene Korda	Ron Perlman
Milo	Brent Spiner
Jester	Lolita Davidovich

Alachra	Stu Johnson
Alachra's Bodyguard	Nancy Janda
Alien Sage in the Coucil of the Wise	Patricia Paton
Arabou	Ted Russell
Attorney for Clia T'Rifit	Scott Thewes
Avalon Greer	Scott Thewes
Bathing Fat Man	Stu Johnson
Bumble Bees	Jennifer Marburger
Captain at Reactor	Stu Johnson
Card Player	Kevin Delany
Casino Personnel	Ted Russell
Castor	John Thiem
Charismatic Trickster	David J. Fielding
Charlie Bell	Ted Russell
Cook Nomad	Stu Johnson
Creeping Jenny	Amy J. Hartman
Dealer	David J. Fielding
Deter	Dereck R. Walton
Doctor Flesh	Dereck R. Walton
Dwarf King	David J. Fielding
Dwister	David J. Fielding
Dyce Fighter Pilot	Scott Passaro
Dyce Librarian	Ted Russell
Elder Dwarf	Scott Thewes
Elder Plant	Dereck R. Walton
Firing Squad Member	Scott Passaro
Gibberish Boy	David J. Fielding
Grandma Milo	Patricia Paton
Guard Arresting Korda	Kevin Delany
Guard at Council of the Wise	Stu Johnson
Guarding Swordsman	Dereck R. Walton
Guardsman	John Thiem
Harem Woman	Amy J. Hartman
Human Sage in Council of the Wise	Ted Russell
Ishua Vadan	Nancy Janda
Jinn	David J. Fielding
Jumper	Tony Mollick

Lead Vocal for Band	Amy J. Hartman
Lieutenant at Reactor	Frank Schurter
Magic Carpet	Dereck R. Walton
Magnetic North	Scott Passaro
Maize Plant	Dereck R. Walton
Man Repairing Door	Stu Johnson
Merriwind	Amy J. Hartman
Miscellaneous Computer Voices	Scott Thewes
Nervous Alien	Dereck R. Walton
Nizzim Rochtar	Amanda Cohen
Old Alien Soldier	Stu Johnson
O'Ryan	Scott Passaro
Person 1 in Ticket Line	Stu Johnson
Person 2 in Ticket Line	Scott Passaro
Person 3 in Ticker Line	Patricia Paton
Person 4 in Ticket Line	John Thiem
Phoenix	Dereck R. Walton
Piano Player	David J. Fielding
Pollux	Kevin Delany
Poor Gambler	John Thiem
Poor Woman Selling Bowls	Amanda Cohen
Priest 1	Dereck R. Walton
Priest 2	Ted Russell
Preistess	Amanda Cohen
Regatta Master	John Thiem
Reptile in Council of the Wise	Scott Passaro
Rock Wall	Scott Passaro
Robot in Council of the Wise	Stu Johnson
Robot in Urbs Garden	David J. Fielding
Root Missing and Eye	Scott Thewes
Rose	Amy J. Hartman
Sage Plant	Ted Russel
Scout Nomad	John Thiem
Selene	Nancy Janda
Selene's Number One	Jennifer Marburger
Shy Violet	Ted Russell
Sign Before the Palace	John Thiem
Smalling One	Stu Johnson
Smalling Two	Scott Thewes
Sprite Queen	Jennifer Marburger
Strange Rotund Beast	Kevin Delany
Successful Gambler	Nancy Janda
Surveillance Alien	Scott Passaro
Sylve	Amy J. Hartman
Talkative Sprite	Kevin Delany

Terran Regional Representative	Patricia Paton
Three Eyed Alien in Coucil of the Wise	Scott Thewes
Thyme Plant	Amanda Cohen
Ticket Booth Man	David J. Fielding
Tico the Spy	Stu Johnson
Tough Nomad	Scott Passaro
Transportation Officer	David J. Fielding
Tracks Official	Kevin Delany
Twister Traveler	Scott Thewes
Unicorn	John Thiem
Veiled Woman	Nancy Janda
Wandering Alien	Dereck R. Walton
Wealthy Oracle	Kevin Delany
Witch	Patricia Paton

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George R.R. Martin

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