



Times of Lore

This one-character quest unfolds in the land of Albareth more than twenty years after King Valwyn retreated to another part of the realm to recuperate from his recent victory over an invasion of barbarian hordes. The barbarians are back, but the King isn't—so it's up to you to round up the Foretelling Stones, Tablet of Truth and other items needed to save the day.

Unlike most action adventures, this one lets you choose from three character classes: Knight, Valkyrie (a female character) or Barbarian. You see an overhead view of the land, whose buildings feature roofs that "pop off" when you enter, revealing detailed interiors. While the graphics and animation are crisp and vivid, the most impressive aspect is the ability to converse with people to an extent never before possible

in an action adventure. Conversation is conducted by clicking on the appropriate icon. Scrolling text appears in a window, and sub-menus list options such as "start chitchat" or "ask question." A person's reply often contains a word that can be used in your next question, as in *Ultima V*. The music is a knock-out on the C 64 version. Because it stresses character interaction and offers so much more to do than just shoot things, *Times of Lore* (a British program) is easily the best "arcade adventure" of the decade.

Type: Fantasy Arcade Role-playing

Skill Level: Intermediate

Systems: Apple (64K), C 64/128, IBM (joystick required)

Company: Origin/Broderbund

The Solution

Combat

The dagger in the woodsman's hut in the Dark Forest can be used as a missile weapon, but you must retrieve it after each throw and is easily lost. For 95 gold in Mbolxfmm, you can buy a Magic Axe that returns after being tossed. This is a must. Only Orcs and robed Thieves carry potions, scrolls, money and food, so kill them whenever possible. Avoid skeletons and ghosts if possible, since they carry nothing. Never kill civilians in towns, since everyone will be on your case for the rest of the game. As the game progresses, monsters start attacking inside the towns. The toughest battle is in the Temple of Angor. Avoid npolt jo xijuf. Save up lots of potions and scrolls for this confrontation.

Travel

Get the Boots of Speed (75 gold in the Usffmb tavern) to double your speed. The Scroll of Transportation (on a downstairs table in Rgzcnavodzj) teleports you to any town but works only three times. After destroying Lyche, get the Potion of Blinking from his throne; when you drink it, it "blinks" the character in the direction he's facing until he hits an obstacle or

the potion wears out. Staying on paths isn't always the best tactic. The desert between Hampton and Ganestor is a straight shot, for example. If you must travel through a forest, don't worry about getting lost: most paths are one-way and don't branch off, so if there's a way in, you can probably get through. After making progress, save the game by spending a night in a tavern. If you lose a vital item or get hopelessly trapped, let yourself get killed, then reboot and start over. Buy food regularly, especially before long trips.

Potions

Green: ifbmt all jokvsjft

Blue : ifbmt some jokvsjft

Blue : gsffaft all npotufst

Red : ljmmt all npotufst

Eralan and the Foretelling Stones

Go downstairs to the Prior in the southwest corner and say "Yes" about finding the Stones. Get food from the bar and head north from town into the Dark Forest. You'll soon find the woodsman's hut. Ask

about orcs and camp. Go past a little lake further up the road and turn north to find a small trail running through the woods. This leads to the Orc's camp. Slay them and get the urn, which holds Stones. Return to the Eralan Inn and give them to the Prior, who pays you and sends you to see the Regent in the castle.

The Tablet of Truth

After the Regent tells of the Tablet, go to Ganestor. (If you want to rest or buy food, the Last Hope Inn is on a southern path halfway between Eralan and Hampton.) In Ganestor, enter the long thin building west of the tavern and chitchat with the serf. Ask about the `tfdsfu xbz`. Now enter Barton's hut (due south of the tavern) and ask him about the `tfdsfu xbz`, then about the `uvoofm`. Enter the tavern and ask him of the `uvoofm`, and he'll tell you about the secret entrance into the castle. Go down the stairs behind the bar and into the room in the cellar's `opsuifbtu dpsofs`. Brush the lever on the north wall to open the secret stairs in the floor. Take them down. You emerge in the northwest corner of the castle dungeon. Avoid guards, since fighting them here leads to serious problems. Sneak to the stairs on the far east side and go up to the ground floor. On the west side, find the room with the Tablet and get it. Ask it about the `ijhi ljoh`. Examine it. Return to the tavern via the secret way, but don't return the Tablet.

Lankwell: The Assassin

In the tavern, ask the Thug about `bttbttjo`. In the hut west of the tavern, ask the serf about `cmbdl btq`. Following the game map, cross the bridge over the river south of Lankwell. Enter the hovel on the far side and ask about the `ijhi ljoh`. After his story, he gives you a scroll for Heidric. Return to Ganestor.

Catching the Spy

Return to the castle via the secret way in the tavern basement, avoiding the guards. On the top floor, you'll find Heidric. `Hjwf ijn uif tdspmm` and learn of the spy. Leave the castle through the front gate, which you can now use instead of going through the dungeon. In the tavern, talk to the Innkeeper for a clue. Then ask Barton (in his hut) about `tofbljoh`. Later that night, wander around in the castle. When you find a guard sneaking around, ask him about `tqzjoh`. Kill him after he attacks, then grab note and take it to Heidric, who gives you another mission.

Rescuing the King's Son

Go to Hampton and enter the hut north of the tavern and beside the mountains. Ask the Duke about `dsjnf`. Head for Shadowpeak (east of town, found by following the edge of the mountain ranges). Kill the guard in Shadowpeak and get the green key. Go upstairs and waste that guard. Use the green key to unlock the cell holding the boy, who tells about the Royal Wizard, Irial.

Irial the Wizard

Following the game map, cross the bridge north of the desert and enter the Enchanted Forest. Wander through the trees until you pass the hunter's cabin and a second bridge on the other side of the forest. Cross this bridge and you'll find the Wizard's tower. Inside, go upstairs and you'll learn how to slay Lyche (`ipmz xbufs`). Exit and go south to the east-west path between Eralan and Hampton to find the Last Hope Inn. Ask the man who talks about the ruins about temple, lyche and `ipmz xbufs`. He'll send you to `Gsjbs Lbjof` in `Sizefs`. Find him in the hut north of the tavern in that town. Ask about `ipmz xbufs` and buy it (make sure you have 25 gold before asking about it).

Lashing Out at Lyche

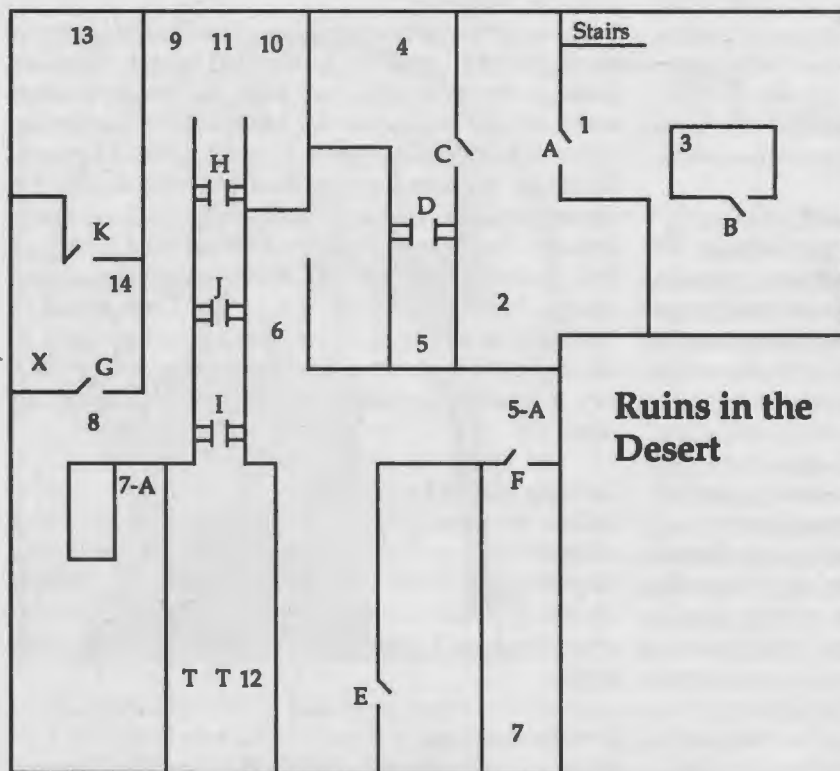
Follow the game map to the ruins in the desert and enter the doorway in the rubble. See the Desert Ruins map (provided here) and follow the exact orders shown for the safe path across blue plates on the floor. Use `ipmz xbufs` on Lyche, get the potion, exit and `wjtju Jsibm`.

The Blasted Spot

After Irial tells you of the Medallion and the Chime of Opening and gives you a key, go to the Blasted Spot, a huge crater at the three-way junction between Eralan and Lankwell. Use the key (from Irial) on the door in the center. Follow the Blasted Spot map to cross the pressure plates and reach the Chimes. Get them, go to Treela and check in at the Inn to save the game.

The Temple of Angor and the Medallion of Power

Make sure you have lots of potions and scrolls for this battle. Leave Treela `wjb bo fbtufso qbui` through the trees, turn north along the mountains, go west back into the trees and you'll emerge just under the lake above the Enchanted Forest. Go east to the Temple of Angor (on the game map). Avoid the monks outdoors, enter the temple and run to the north wall. Use scrolls to slow down the skeletons. Climb the stairs to the top floor and slay the monk dressed in blue, who drops a white key. Get it and run back downstairs to the front door. Turn west and enter the little room. Find the hidden lever on the north wall. `Csvti ju`, and a secret staircase to the dungeons will appear. Run downstairs and use the `xijuf lfz` to free the prisoner below. Say yes to his question about the Grey Abbot to get a clue on how to kill him. Go upstairs to the `cfsesppn` on the top floor, walk to the side of the `cfe` and get the `tqifsf` (it appears after the command is entered). Go down the stairs and to the right. Walk up to the Evil Cleric on the throne and use the `tqifsf` to wipe out him and the Abbot. When the Medallion appears, get it.



Ruins in the Desert

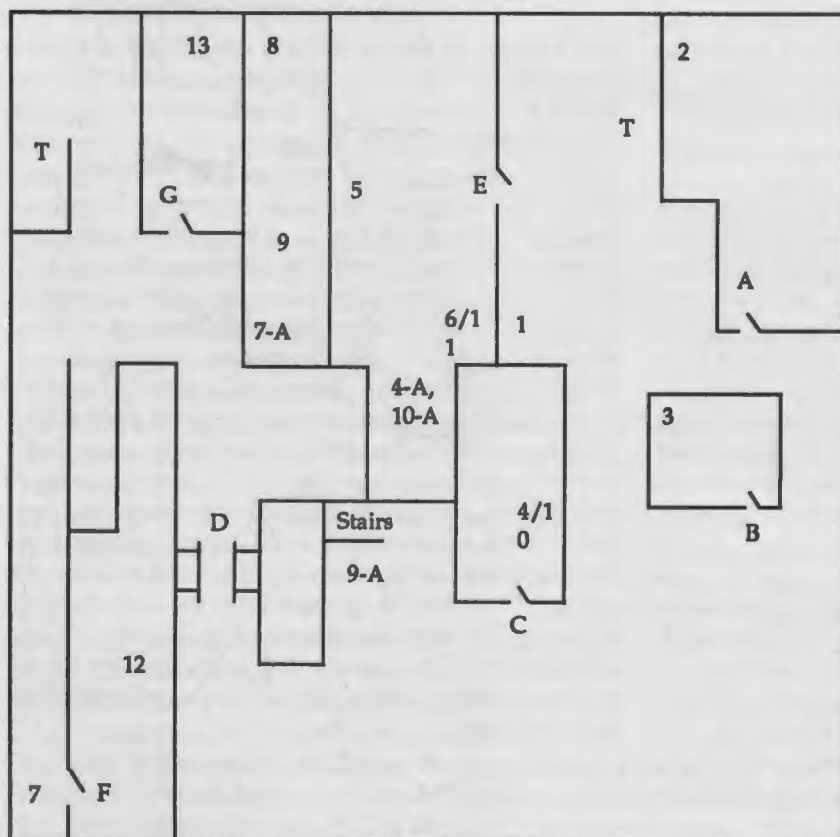
Map Key: Times of Lore

Follow the numbers to cross tele-port pads and open doors and bridges in correct order.

Ruins in the Desert

- 1 : Opens door at A
- 2 : Opens door at B
- 3 : Opens door at C
- 4 : Opens bridge at D
- 5 : Teleports to 5-A
- 6 : Opens doors at E & F
- 7 : Teleports to 7-A
- 8 : Opens door at G
- 9 : Closes bridge at H, opens bridge at I
- 10: Opens bridge at H, closes bridge at J
- 11: Opens bridges at J
- 12: Opens door at K
- 13: Lyche
- 14: Teleports to stairs
- T : Trap
- X : Closes door at G

The Blasted Spot Dungeon



Blasted Spot

- 1 : Opens door at A
- 2 : Opens door at B
- 3 : Opens door at C
- 4 : Teleports to 4-A
- 5 : Closes bridge at D, opens door at E
- 6 : Opens bridge at D
- 7 : Teleports to 7-A
- 8 : Closes bridge at D, opens door at F
- 9 : Teleports to 9-A
- 10: Teleports to 10-A
- 11: Opens bridge at D
- 12: Opens door at G
- 13: Chimes (If bridge is missing after you get the chimes, cross teleport 7, then 9 to escape.)
- T : Trap

The Quest Buster's CODE

Use this table to decode clues. To make this process more convenient, photocopy it and place it beside the coded sections.

b = a
c = b
d = c
e = d
f = e
g = f
h = g

i = h
j = i
k = j
l = k
m = l
n = m
o = n

p = o
q = p
r = q
s = r
t = s
u = t
v = u

w = v
x = w
y = x
z = y
a = z

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