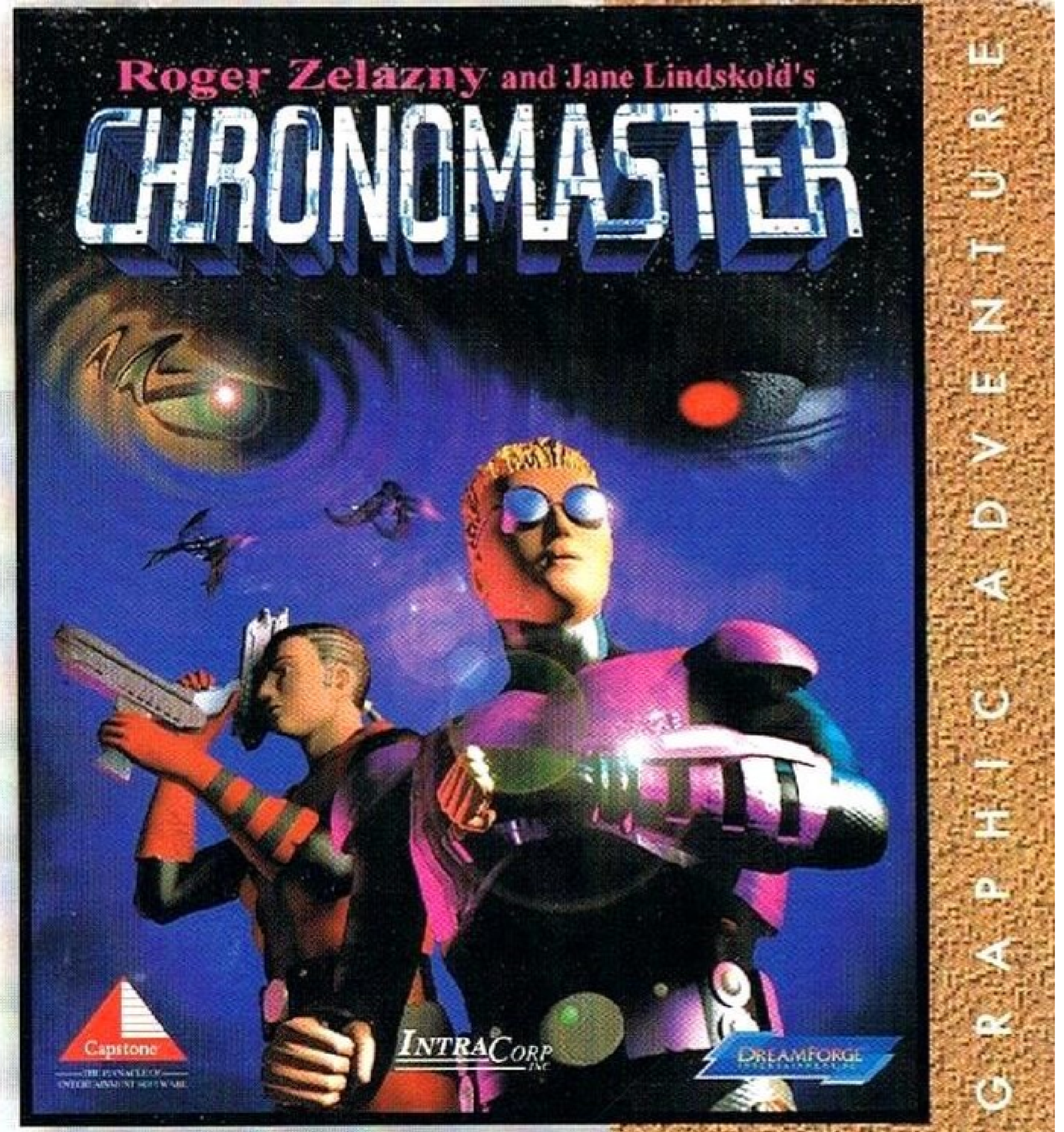
Kixx



INSTRUCTION MANUAL

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Chronomaster Installation Instructions

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. e.g. **D:** <RETURN>

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

3) To run the game, type **RUN** <RETURN>. To run the game later, go into the Chronomaster directory (by typing **CD CAPSTONE\CHRONO** or substituting this for whatever you renamed it) and type **RUN** <RETURN>.

Audio Setup

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

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.

Technical Support

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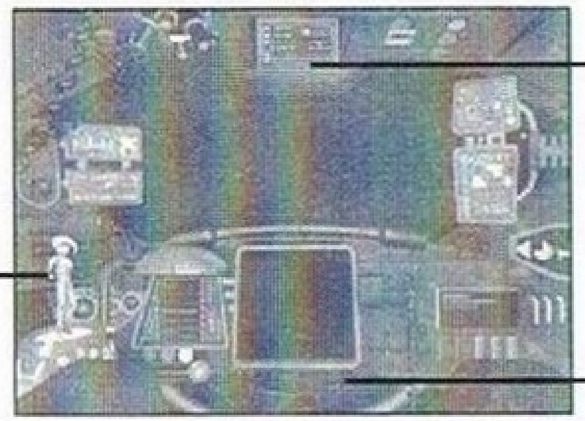
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Introduction

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 one, since who in his right mind would design a computer who sasses him at every turn?

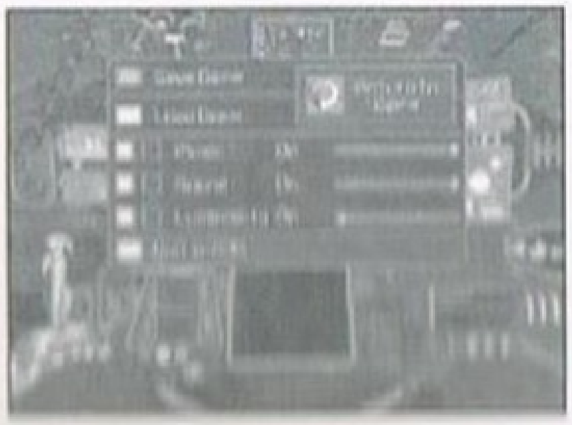
Game Play- Ship View



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



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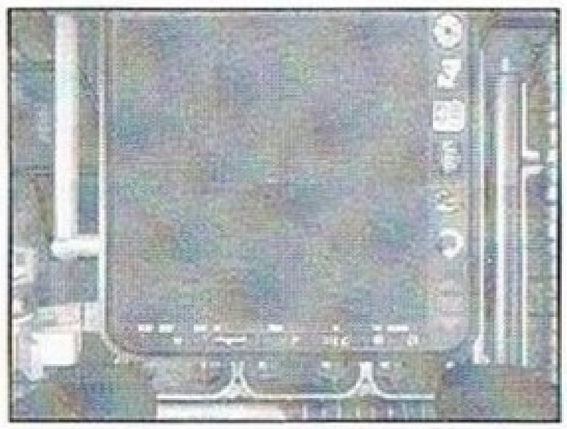
This menu allows you to perform basic game functions. From here you can save or load a game, and toggle or adjust music, sound, and luminosity (brightness). In addition, you can quit the game to DOS. Note: Pressing ALT+Q will also quit.



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.

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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 screen, option, or menu.

Personal Log



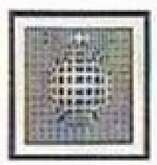
This is a journal where Korda writes down important information. Entries are added through the course of the game.

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".

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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.



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.



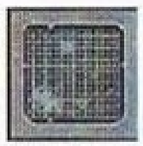
Universe Designator

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.

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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.

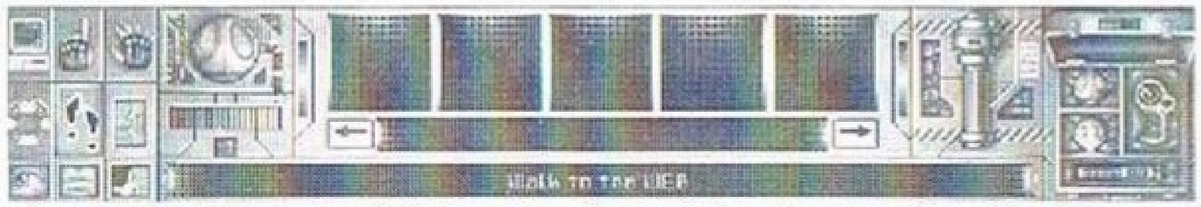
Playing Area

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



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.

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Description Window

At the centre 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.

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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.

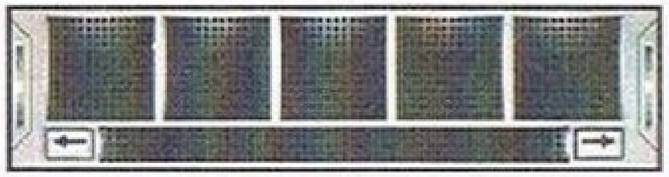


Bottled Time Indicator

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

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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 I nventory 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

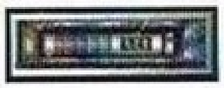
The Personal Digital Assistant operates as a mobile communications link between Korda and his ship. Often Jester will use the PDA to convey important information to him. To connect to the ship's Database for example, click on the PDA in the Toolkit, then use it on Rene Korda in the Playing Area. In addition 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.

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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.

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