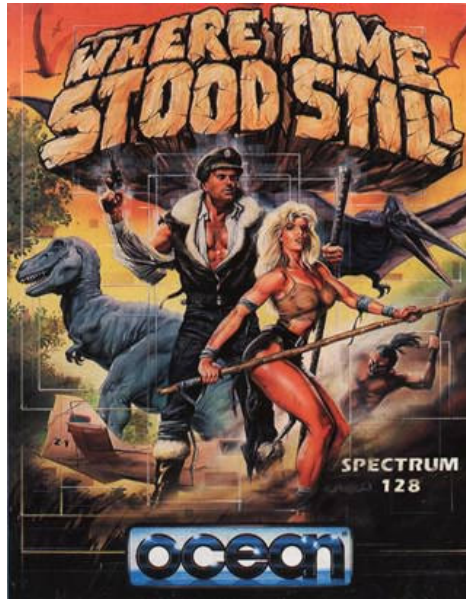


Where Time Stood Still

Written by: Denton Designs

Published by: Ocean in 1988



Introduction

The plane is descending rapidly, Jarret struggling with the controls, searches anxiously for a possible landing site. Breaking through the clouds, the ground is suddenly upon him, and with one last heave on the joystick he prepares for impact.

Out of the wreckage tumble Jarret, the guide and pilot, Clive, a fat and wealthy man, Gloria, his delicate daughter, and Dirk, her newly betrothed.

They have found themselves on a strange plateau, nestled between the peaks of the greater Himalaya. The only way out of their predicament is via a high mountain pass somewhere on the other side.

As our friends will soon be aware, everything is not quite as it seems. Protected by the mountains from both climatic and other outside influences, this land has remained undisturbed for millennia.

When your party is attacked by dinosaurs and harassed by cannibals it becomes apparent that no western man has been here and lived to tell of it.

You, who initially control Jarret, must guide your party along tortuous mountain paths, across rivers and bottomless chasms, through swamps and forest, in the increasingly desperate search for the passage home.



Controls

Jarret is controlled by Kempston, Sinclair or Cursor joystick or keyboard, his companions will normally do their best to keep up.

Keyboard

Options are provided at the beginning of the game. The player may defined his own, with the exception of the SPACE bar, which is used to call up menus.

Joystick

Without fire button pressed : Stand / Walk
With fire button pressed: Shoot / Run
Space Bar - Call up menus

Instructions

THE MENU SYSTEM

Pressing the SPACE bar will call up a series of menus which facilitate the picking up, dropping and use of objects. It is important to note that the action of the game continues whilst these menus are being displayed.

If the menus are obscuring your view they can be moved by placing the cursor in an iconless position, holding down the fire button and dragging the menu to the required position.

The menus and Icons are described below.

MENU 1: Cyan

This contains options for pause, Music or Sound Effects, and the New Game Option. The top four icons are used for selecting an inventory menu for the respective characters. You can only access these icons if the relevant character is within hailing distance of the hero.



MENU 2: Red

This is the inventory menu. Called from menu 1, it displays what a character is carrying, (the top four icons), and any objects in his or her vicinity.



To pick up an object place the arrow over the icon and press fire. The cursor then takes up the shape of the object. Move the new cursor up to the top half of the menu and press fire again. The character has now been ordered to pick up this object, and will make his/her way towards it. Each person can carry four items. There is a bag provided that will hold an additional four items. To place an item in the bag, simply move the object to the bag icon. To examine the contents of the bag, use it as described below.

Dropping objects is the reverse, place arrow over item to drop, press fire and drag object to the bottom half of the menu and press fire again. The object will now be dropped.

Using an Object

Place the arrow first over the USE ITEM icon. Press fire and the icon is highlighted. Then point to the object that you wish to use, press fire and the icon is highlighted. Then point to the object that you wish to use, press fire to order its use. The USE ITEM icon can be cancelled by selecting it again. You can only use objects that a character is carrying.

MENU 3: Magenta

This menu replaces menu 1 upon the death of the player character. Once a player character is dead, you are allowed to choose another from any of those still alive. Upon selection the menu will revert back to its original form, and the new player character will be under the same joystick / keyboard control as Jarret was previously.



STATUS DISPLAY

The status display permanently shows the player character's strength / injury, hunger/thirst, and ammunition levels. The score is represented as the percentage of game completion. A calendar is provided supplying a record of the days elapsed since the crash.



Player Character	Strength Hunger/Thirst Ammunition	Score	Days Elapsed	Day/night Indicator
---------------------	---	-------	-----------------	------------------------

The other characters communicate their respective condition using the conversation windows that open from the top of the screen. These will tell you when people are tired, thirsty, hungry, or are just frustrated at the lack of progress.

Hints/tips

The success of the venture will depend greatly on the disposition of your companions. An understanding of their different temperaments will increase your chances.

Clive is slow, unathletic, and ill tempered, always the first to complain. If on your travels you find anything valuable, he will want it. You must watch him carefully, especially if escape is close at hand.

Gloria, a naturally elegant woman, isn't as weak as she may appear. Aware of stupid stereotypes, she is determined not to be a burden on the party. She complains rarely and is generally supportive of Jarret. Whilst her beloved remains Dirk, she finds Jarret strangely compelling, a fact she worriedly places to the back of her mind.

Dirk, an athletic type with an exemplary background. He is very attached to Gloria and is never far from her side. However should Gloria come a cropper his will to survive is greatly reduced. His Cambridge studies on obscure eastern dialects may come in useful when dealing with the natives.

When a character is telling you that he or she is tired, Jarret must judge whether to rest or not. Just because someone complains doesn't mean they can't go on a little longer. If your team gets disillusioned with your lack of progress, they are quite likely to abandon you and try to make their own way. If you leave your companions behind, then they will continue their journey as best they can, but without your strong leadership it is unlikely they will survive. Scattered throughout the plateau are areas of mystical significance, these tend to be avoided by the inhabitants and are therefore ideal places to rest and recuperate.

Playing tips & solution from Your Sinclair

Your Sinclair 36 (Dec.1988) -

Infinite enrgy: POKE 54945,0

Your Sinclair 36 (Dec.1988) - Rob & Rik Keay

Make sure you have the water bottle, bag, food and rope from the beginning. When you are crossing the bridge and Clive falls through, use the rope to save him. To get to the marsh is easy - just follow the left edge of the cliff and you'll make it. The correct path is near the middle.

Once through the marsh go left to the other plane wreckage, keeping a watchful eye out for Tyrannosaurus Rex who has a tendency to gobble you up. By the wreckage you'll find a torch, dynamite and a box. Go to the pygmy village, and go to the centre where you'll see a stationary man (a pygmy). He will welcome you and give you food. If you drop the pouch (jewellery) that Gloria is carrying you'll get a piece of meat. Now go North. You will see a ramp going up (obvious eh!). Go up this watching out for the hand that comes out from the wall. Stop near it - not too close - and drop the piece of meat and hey presto! the hand is kept to itself so you can go across, behind the waterfall and down the other side of the ramp. On this side is another pygmy village, but this time hostile, so keep shooting at them before they kill you! Near the village is a wood, but no ordinary wood - it's inhabited by an armadillo - so don't go in there unless you've never been eaten by one before. Skirt the wood and you'll find another T-Rex - try and get past this (like I didn't) and tell me what happens next.

Once you've used the water bottle you can fill it up again if you're near the river. If you're a really dim, stupid, dorkish sort of person and get in a fight with the pygmies, lure T-Rex out he'll try to eat you and also the pygmies thus giving you an advantage, as the pygmies go after him and not you.

Your Sinclair 36 (Dec.1988) - Evan Danoch

Don't try to shoot down the pterodactyl 'cos if you do you're a brainless wally who wastes ammo. Don't attack the pygmies in the first village. if you treat them right they can help you a lot. Use the river as a form of transport but don't get carried away. (groan!) When you cross the swamp, keep moving and don't let the other characters crowd around you or you'll be in deep trouble.

Your Sinclair 36 (Dec.1988) - David Punch

When the game starts get the bag, the water canteen and the rope, give yourself the rope as if you give it to Clive you won't be able to rescue him when he falls through the rope bridge. Also don't give it to Gloria or Dirk as if Clive crosses ahead of them they won't be able to rescue him.

When you get off the bridge carry straight on and you'll come to a slope going upwards like a huge slide. go up it and follow the path, you should soon see a knife pick it up and go back to the rope bridge. Follow the edge of the cliffs to the left from the bridge, always keeping the edge in view and instead of cliffs you will come to open space. You are now by the swamp. Use the diagram given to get across. But here are a few tips for crossing anyway:

- don't stop or you will sink
- don't let the others crowd you or you will all sink
- have the sound effect option on if the swamp monster is coming - it'll make a sound like the Jaws music.

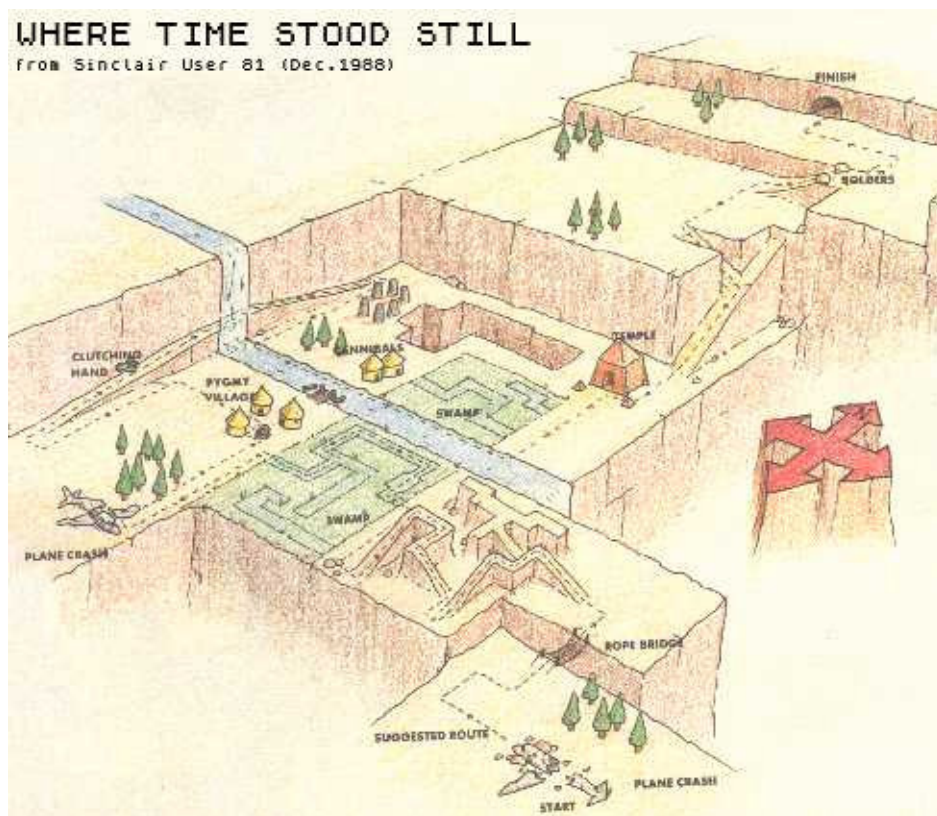
Always take it in turns eating and drinking as if you just eat and eat, your hunger/thirst bar won't get any bigger and you'll just be wasting rations. When across the other side fill your water bottle up and move on to the village. It's a help if you have Dirk with you for this as he tells you what the natives are saying. Whatever you do don't attack them as they can be helpful. When the natives drop the food they want something in return; give them the gold cup Gloria is carrying and they'll give you some more food. Make sure you give them something or they will attack you. Now go down to the other plane [see map]. You should find some dynamite, a spanner and a box. Take these as they may come in useful. But watch out - the Tyrannosaurus patrols this area. If you get across the other side of the river you'll find the inhabitants are not friendly, in fact they want you for dinner. Avoid them as there are many. Also watch out for wild boar and other dinosaurs that lurk around these parts. When you reach the swamp follow it from left to right till you come to a set of paths like those indicated by the arrow then follow the blue line and you're across.

Your Sinclair 37 (Jan.1989) - I Rimmer, M Bracket, N Goodson, M Holliday, C Pieri, G Holcombe

Get the bag and all the other objects from around the aircraft. Head towards the bridge. When the fat bloke Clive falls down the hole in the bridge, get him out with the rope. Now head towards the swamp. Find the right

path and don't stop walking or you'll sink [see above]. When you're safely across go to the tribal village, and you'll meet the head tribesman. He'll give you some grub and ask for something in return. Make sure you give him Gloria's stocking as he will give you some roast ham. Go South and you come to another plane wreck. Get the ammo and dynamite. Go North. Just in front of the tribe is a slope, go up until you reach a hole in the wall, where you'll see a claw going in and out. Don't run past it! It'll grab you and kill you. Drop the ham in front of it. It will grab the ham, and you can get past (you can jump off the waterfall here and sail down the river, but be careful to get out before you go over the second waterfall). When you reach the top watch out for the dinosaur. The villagers are nasty and will throw their spears at you. You can use the dynamite to blow up the hostile village, but you should be able to finish without. There is a small temple here where you can get a small rotating ball. But watch it in here, as it saps your strength. Near the temple is another cliff. Now go Down, watching out for the turtles, until you find another slope. When you get halfway up (be careful to stay to the left to avoid rockfalls) turn Left, then turn Right at the rock face. You will come to another slope. Go Up and you'll find two rocks together. Now you can either squeeze between them, or use the dynamite if you're in a hurry (don't forget to drop the dynamite, either). Turn Left and avoid the little dinosaurs on your way. You should find a cave. Enter it and you get the message of congratulations: "Well Done (name of character). You are on your way home. Your ordeal lasted three days. Pity about (names of other characters). You have been 70% successful."

Map



Reviews

"A thoroughly engrossing arcade adventure." (94% - Crash Smash)
Crash 54 (Jul.1988) p.14

"The most spectacular and enjoyable 3D arcade adventure ever." (96% - Sinclair User Classic)
Sinclair User 77 (Aug.1988) p.42 (Chris Jenkins)

"A superb arcade adventure for 128K owners only. All the thrills of lost worlds and lands that time forgot in a true computer movie!"

(9/10 - Your Sinclair Megagame)

Your Sinclair 32 (Aug.1988) p.32 (Rachael Smith)

Advert

AVAILABLE NOW FOR YOUR ATARI ST & AMSTRAD PC

FAR AWAY IN A LAND WHERE TIME STOOD STILL ...

... A SUDDEN ROCK-FALL THREATENS TO KILL OUR HERO

ARGHH!!

WHERE TIME STOOD STILL

GOOD LORD!

DANGER LOOMS EVERYWHERE!!

OH NO!! CANNIBALS

ocean

SPECTRUM 128
CASSETTE £7.95 DISK £14.95
IBM/AMSTRAD PC
+ COMPATIBLES
£19.95
ATARI ST
£19.95