CAD-331

COMPUTER PROGRAM DISKETTE
FOR ATARI* AND COMMODORE* 64/128™
● WITH BUILT-IN EDITOR & IMAGE CREATOR

C✷SMI
BI-COMPATIBLE

Masters of Time

Contains one program diskette **CAD-331** with instruction manual **Accessories required:**
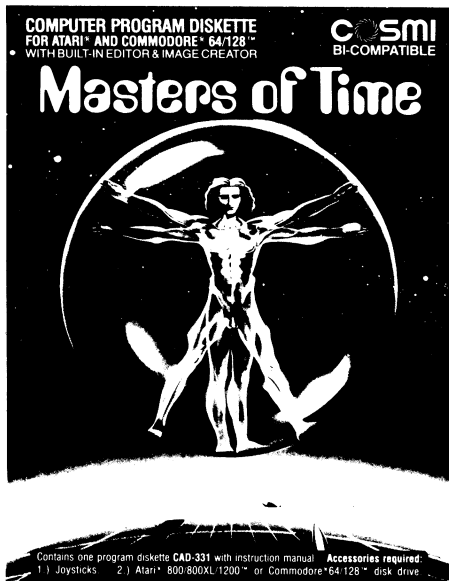1) Joysticks   2) Atari* 800/800XL/1200™ or Commodore*64/128™ disk drive

COSMI

Masters

of

Time

GAMES WORTH PLAYING

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USER'S MANUAL FOR MASTERS OF TIME

The knowledge of mankind has been lost. How can it be regained? Is there still hope to do so? Well, you are the only one to be able to explore the past with the time-machine. Sit down in the cockpit of your time-ship and start. Find as many events as possible, and become a Master of Time.

LOADING INSTRUCTIONS FOR ATARI® COMPUTER

1.) Turn off your Atari® Computer.

2.) Turn on your diskette drive and your TV set or monitor.

3.) Insert the program disk into the diskette drive, the label facing up, and the oval window facing forward. Close the diskette drive door.

4.) Connect a joystick to port #1.

5.) Now turn on your computer. The load process starts, and after a moment the program title will be displayed.

GETTING THE PROGRAM STARTED

After the load process the title screen and music will appear. To start the game hit the START button. The diskette symbol will appear on the screen, along with a request to insert the diskette and to press the red button. Insert the disk, if you have not already done so.

Note: If you have created your own time holograms with the EDITOR (explained later), you may also load the data disks containing those holograms. Only non-data disks will cause an error message to be displayed. In that event just follow the instructions on the screen.

To continue, you will have to hit the joystick button. You will be asked whether you want to continue a previous game or start all over. This way you can pause while playing a game and continue later where you left off. Follow the instructions on the screen, i.e. to start a new game, hit the joystick button again, to continue a previously suspended game move the joystick in any direction.

After a short loading period you will be exposed to time holograms and your mission begins . . .

LOADING INSTRUCTIONS FOR COMMODORE® COMPUTER

1.) Switch on your Commodore® computer, your disk drive and your television set or monitor.

2.) Insert the program diskette into the disk drive with the label facing up and the oval window forward. Close the drive door.

3.) Plug a joystick into port #2.

4.) Type LOAD "*",8,1 and press RETURN. The loading is in progress and after a little while the title of the program will appear on the screen.

GETTING THE PROGRAM STARTED

After the loading, the title page appears on the screen and you will hear the title music. In order to start the game, you will only have to press function key F1. You then will be asked whether you want to start a new game or continue with an old one.

Follow the instructions given on the screen. If you want to start a new game, you will have to press the joystick forward, in order to continue an old game pull the joystick towards you. This way, you can continue a previously interrupted game.

If you insert any diskette but a data diskette in the drive, you will get an error message. In that case follow the instructions given on the screen. If you have already created some time-holograms with the Editor (as explained in detail later on) and you have saved them on data diskettes, you can use these. In that case press function key F1, as instructed on the screen in order to start the game. After a short loading time you will be in the appropriate time screen and your mission can begin.

THE INSTRUMENTS OF THE TIME-MACHINE

You are sitting in the cockpit of the time-machine. On the upper half of the screen is the front window through which you can watch the time stream. On the lower half you will find several different instruments which will allow you to get information on the time machine and your mission.

On the left hand side of the instrument panel is an energy gauge. Watch this gauge for should you ever run out of energy you will be lost. Right next to the energy gauge are 3 instruments, labelled T, L, P. Next to these letters is a single-digit counter.

These labels have the following meaning:

> T = TOTAL, the total number of the available time holograms still to be discovered. Only once this number is 0 the return to reality can begin.
>
> L = LEVEL, the time-level in which you currently are.
>
> P = PROGRAMMED, all found and saved holograms in each time-stream.

In the middle of the instrument panel is a control monitor. It flickers like a television after closedown and displays the appropriate information about the time-hologram to be decoded. Right next to this monitor on the right you see a capital "E". It stands for EXPLORE (ENCOUNTER) and means that you are on an exploring flight within a time-stream. Once you have finished your mission in a time-stream and are on your way back into reality, this indicator disappears and a capital "R" for "RETURN" appears right below where the "E" was.

In the right hand corner of the instrument panel is a short range scanner. It locates objects in the immediate area around your time-machine. The centerpoint of the scanner represents the location of your time-machine. Should there be any other objects near you, they will also appear as little dots on the scanner, and they will move depending on their position to your time machine. On the lower edge of the instrument panel you will find another indicator which displays written information about the decoded time holograms.

THE COURSE OF THE GAME

The navigation is exclusively controlled with the joystick. According to the directions the joystick can be moved, you can fly in 8 directions. Keep in mind, however, that only by going forward or backward you will reach a new period of time, whereas with a move to the right or left you only fly around within the same time-level.

If you hear a deep sound and a flying saucer is approaching you above the mountain on the horizon, it is time to get out of the way as quickly as possible. You have been discovered by a guardian of the time, which is now trying to ram you. As you do not have any weapons, your only choice is to escape. If the object collides with your time machine you will loose a certain amount of energy reserve. That is why you should be on the watch.

HOW TO DECODE AN OBJECT

In order to decode an object, you will have to navigate so that the object is right between the two special sensors of your time machine. Only when you managed to position the object correctly between the sensors it can be decoded. If it is a time hologram, then the data will appear on the control monitor and also further written information about the time-hologram will be given. If it is an energy source you will receive bonus energy. In the worst case you could have gotten hold of an energy bomb or a time-hole. Then you will lose energy. By experience you will learn how to recognize the different objects before actually having to decode them, which means you will then know how a time hologram looks and what could be something else. How? At this time and place we only want to tell you that it has something to do with the acoustics.

END OF MISSION

Once you found and saved all objects of a time stream, you will start on your flight back into reality. This happens automatically, directly after the last time hologram has been decoded. You will hear the noise of your jets increase and speed up until you are in hyperspace. There you will have to fly through the time-gates. Should you succeed, you will soon reach the universe (reality) and your remaining energy will be added to your scores. Then the computer will offer you six most likely answers to identify the found objects. Now, you will have to decide, which answer is the correct one. If you answer correctly the very first time, the satellite of your time machine will expose 3 solar panels, if your answer is correct only after the 2nd trial, it will expose only 2 and after only the 3rd trial only 1 solar panel will be exposed in order to collect energy. Depending on how many collectors are exposed you will receive new energy and you can start to the next time stream.

Once you have mastered all time-streams on a diskette, you progressed one step further to becoming a Master of Time.

THE EDITOR

The editor enables you to design your own time holograms for a time stream. You have the opportunity to put your own data diskette together, which you then can try out with your friends.

In order to start the Editor insert your program diskette and repeat the loading sequence as described at the beginning of this manual, while simultaneously pressing the Select key.

Using the EDITOR is very easy. All functions are invoked via the joystick. You only have to move the appropriate symbol (i.e. a hand, a brush, a spray can, etc.) to the function you would like to choose and press the joystick button. This way you can, for example, change the colors, select another brush, or go back to the menu.

THE DRAWING AREA

After the EDITOR has been loaded, the title appears on your screen. In order to start the program, simply press the START key. Now you see on the right hand side of the screen a palette of different options, such as paint pots, switches to adjust intensity and brightness of a color or even a spray can for coloring larger areas. On the left hand side is a large, empty, blue area, the so-called drawing area.

How does one draw an image? On the palette you see the hand symbol which can be moved with the joystick. Bring it over the brush symbol and press the joystick button. The hand immediately changes into a brush. Now look at the four paint pots. The top one contains the color blue and is marked, which means that you now would be painting in blue. But since the background is already blue, you would not see it. That's why you will have to change the paint pot in order to be able to use a different color. You only need to move the brush over another pot and press the joystick button. Your new choice of pot will be marked.

Bring the brush over the blue area. When you then move the brush while keeping the joystick button pressed, you will paint in the selected color. If you don't keep the joystick button pressed, you can just vary the position of the brush. But, what's that? Everything you draw is displayed twice – once in its actual size and once in reduced size at the bottom of the drawing area. This is easy to explain. The drawing area is divided into two parts. The bigger area is supposed to make the design of an image easy for you.

The smaller display represents what will be seen on the control monitor in the main program, which means it is our time-hologram to be defined.

DRAWING FUNCTIONS

Which drawing functions are available to us? We are already familiar with the four paint pots. But how can we fill them with another color? Right next to the paint pots you see two vertical bars which are divided into several sections. One of the sections of each bar next to each pot is marked with an arrow. When you now point to one of these arrows while pressing the joystick button and moving the joystick either up or down, you will move this arrow. As you can see, either the color of the selected pot changes or just the brightness of this color, depending on whether you moved the left or right arrow. When you release the button, the color setting is chosen.

THE SYMBOLS

There are some more symbols in the bottom half of the function menu. First, there is the symbol of a brush, which we already know. Right next to it is the symbol of a picture with a serial number. In the right hand corner of this line you see an upward and a downward arrow. With these arrows you can scroll through the individual images, which you have already designed. When you point at the lower arrow and press the joystick button – the image with the next higher number will be retrieved, when you point at the upper arrow the next lower number will be selected. The first symbol in the second line is a thick paint brush which allows you to draw thick lines and dots.

Next to this thick paint brush you see the symbol of a typewriter which gets you into text-mode (see explanation below). In the next following line you see a spray can which allows you to color bigger areas. Simply move over an area which you would like to color while pressing the joystick button. The area will be colored straight away. Make sure, however, that the area has a closed borderline. Should this not be the case, then the area outside will also be 'sprayed'.

The next symbol represents a diskette. By choosing this symbol you get to the diskette – menu (will be explained later). Finally, there is also a trash-can symbol. When you move towards it the symbol of a piece of scrap-paper will appear. That's right, this option allows you to delete an image. But before the image is actually deleted, you will

have to point at this piece of scrap-paper and press the joystick button once more in order to confirm your decision. Without this protection an image could be deleted accidentally – and that would certainly be annoying.

THE TEXT-ENTERING MODE

Selecting the typewriter symbol while in drawing mode, will get you into text-entering mode. Here, you are able to enter your false as well as correct answers. At the top of the screen you find some symbols, followed by six boxes and a section in which several images are displayed. At the bottom of the screen you see a window for entering text. Below the symbols are the arrows for scrolling through the images, the diskette symbol, the small paint brush, the typewriter and a symbol with a question mark.

Some of these symbols we already know. Selecting the paint brush, will get you back into the drawing-mode. In order to add text to an image, select the typewriter symbol again. Now the cursor will appear in the text window at the lower end of the screen. If you now write something on the keyboard, the text will appear in this window. You can use all editing functions, that you know from normally using your computer. In order to finish with entering text, simply press RETURN.

Should you then wish to enter all possible answers, select the symbol with the question mark. Now the cursor appears in the first of the six boxes below the symbols. Here, text is also being entered by typing on the keyboard. Pressing RETURN finishes your entries in these boxes. One of the boxes is more noticeable due to a thicker border. In this box you will have to enter the correct answer. In order to determine which one of the boxes should contain the right answer, simply point to the selected box with the hand symbol and press the joystick button. The border will immediately become more noticeable.

THE DISKETTE MENU

You can select the diskette symbol in the drawing mode as well as in the text-entering mode and immediately gain access to the diskette menu. Here, you can save your new time-streams or retrieve old ones. The functions are: DISK-CONTENT, LOAD, SAVE, DELETE, PROTECT, UNPROTECT and FORMAT. Each function is marked with a symbol. Below each function are two more symbols – which you are already familiar

with – the small paint brush and the typewriter. As you probably can guess, the paint brush gets you back into drawing mode, and the typewriter gets you into text-entering mode.

How do the individual diskette options work? The selections are done the same way as with the previously used functions. Simply point with the hand symbol to the requested symbol and press the joystick button. The appropriate function will be executed. For those of you who are not yet familiar with the DOS operating system for ATARI,® we will quickly explain these functions.

Command DISK-CONTENT retrieves an index of already saved time-streams on the currently loaded diskette. The command LOAD gives you an index, too and by pointing at the name of a time-steam while pressing the joystick button you retrieve this particular time-stream. When the loading is completed, you can go back into drawing mode. The command SAVE gives you the opportunity to save an already finished time-stream. Enter a name for the time-stream and press RETURN. With the command DELETE you can delete any existing time-stream you want. PROTECT serves as protection against accidental deletion. Accordingly, the UNPROTECT command removes this protection. The last command, FORMAT is needed to prep a data diskette. Make sure that the diskette in the drive is the one you really want to format, because this command automatically erases all data on this diskette. So be careful with the FORMAT command.

By the way, the time-streams which are already on diskette cannot be loaded. We protected them in order not to take the fun and excitement out of the game. Have lots of fun when creating your own time streams.

THE EDITOR

The editor enables you to design your own time holograms for a time stream. You have the opportunity to put your own data diskette together, which you then can try out with your friends.

LOADING INSTRUCTIONS FOR COMMODORE® COMPUTER

1.) Switch on your Commodore® Computer, your disk drive and your television monitor.

2.) Put the program diskette with the label facing up and the oval window forward into the disk drive. Close the drive door.

3.) Plug a joystick into port #1.

4.) Type LOAD "Editor Boot", 8 and press RETURN. As soon as the message READY appears on the screen, type RUN and press RETURN. The loading is in progress and after a while the Editor's selection menu will appear on the screen.

THE SELECTION MENU

All possible functions are executed from this menu. You have the following options:

> DISK-COMMANDS
> QUESTION & ANSWER
> LOAD IMAGE
> SAVE IMAGE
> EDIT IMAGE
> PROGRAM END

You select an option by pressing the highlighted letter (here shown in bold face). The following explains the different options step by step.

DISK-COMMANDS

This option allows you to input commands to the diskette drive. For further information on these commands, please refer to the diskette drive manual. There is also an option to ask for the directory of a diskette. Just type $ and press RETURN. The names of all data on your inserted diskette will be displayed on the screen. This way you can easily

check whether or not you have saved a certain image already.

Should you accidentally have chosen the disk command option, you only need to press one of the arrow keys in order to return to the selection menu.

NOTE: By pressing the arrow keys any accidentally selected option can be cancelled.

QUESTION AND ANSWER

Here, text such as the wrong or right answers can be typed in. On the upper half of the screen you will see a box comprising of 3 lines. This is your allocated information text window. Should you already have loaded an existing image, the corresponding text is displayed in this window. If necessary, it can be changed. If you want to erase the text, just press CLEAR. In order to type new text simply use the keyboard. Everything you write will be displayed in this window. All edit functions (except for INSERT), which you are already familiar with from the normal use of the computer, can be used.

In order to finish entering the information text press RETURN. The screen now displays the answer menu. You see six fields, into which the answers should be typed. In case you have already loaded an image, the corresponding answers will be displayed. In order to type new answers, or to change old ones, move the pointer to the answer field which you want to fill by using the cursor keys and press RETURN. At the bottom of the screen you will be prompted to type an answer. Use the keyboard to type the text of your answer. Press RETURN to complete the insertion. In order to define which one of the six answers shall be the correct one, press F1. You will be prompted to type the correct answer. To do so, move the pointer with the cursor-keys to your correct answer and press F1 again or RETURN instead. After a while you will return to the selection menu.

LOAD IMAGE / SAVE IMAGE

When you select these options, you will be prompted to insert level and image number. Press the appropriate number keys on the keyboard of your computer. The edited or new image will be loaded or saved. Make sure that no image is saved twice under the same image and level number. If you try it, you will get an error message. In case you request it deliberately, you will first have to erase the old image with the appropriate number by using the option: DISK COMMAND ERASE.

EDIT IMAGE

After having chosen this option the edit-screen appears. With the joystick you can move the arrow-symbol across the area to be edited. On the right hand side of this area you will see 4 colored squares, of which you cannot see the top one because it is of the same color as the background. Should you want to change the color of one of the squares, just move the arrow-symbol to the desired area and press the button of the joystick. If you leave it pressed down and move the joystick upwards or downwards, you will notice that the colors change.

In order to chose or change a color for drawing, move the arrow-symbol once again onto one of the squares. Press the red button of the joystick once. The color changes right away. If you then move the arrow-symbol across the edit-area while pressing the red button, you will draw in the chosen color. If you do not press the button, the arrow can be positioned wherever you like. But what's that? Everything you draw is displayed twice – one is the actual one and another one reduced size at the bottom of the drawing area. This is easy to explain. The drawing area is divided into two parts. The bigger area is supposed to make the design of a image easy for you. The smaller display represents what will be seen on the control monitor in the main program, which means it is our time-hologram to be defined.
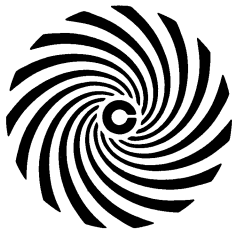
Should you want to delete a whole image, simply press the CONTROL-KEY. In order to leave the edit-screen after having created a image, press the key with the Commodore® symbol. You will return to the selection menu.

END OF PROGRAM

With this option you can end your work with the Editor and return to switch-on mode. In case you feel like it, you can then insert the program disk again and type LOAD "*",8,1 to load the main program. Perhaps you might want to try your new data diskette right away?! But do not forget to exchange program and data diskette at the right time.

LIMITED WARRANTY

The warranty is limited to the free replacement of product which is determined by Cosmi Corporation to be defective in materials or workmanship within a 90 day period of the retail purchase date. Defective product under warranty should be returned with proof of purchase and an explanation of the defect to Cosmi Corporation for replacement.

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GAMES WORTH PLAYING