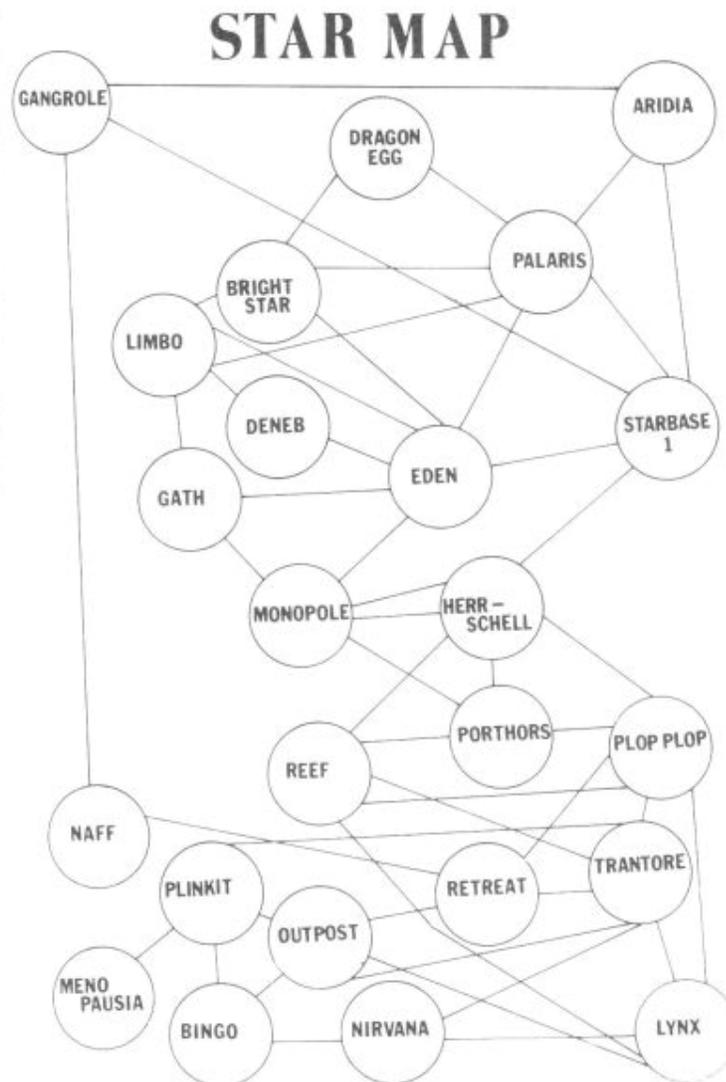


Knight Tyme Solution

Getting Started

First un-wear and drop your shield and Invisible Cloak in the same place. Now go to the bridge and take the McTablet food from Sarab to stop you from running out of energy. Take the film from Gordon and then go to the Recreation Room and give the film and camera to Klink commanding him to Help. He will then take a photo of you which you should take to Derby IV in the Transputer Room. Command him to help and he will drop a Blank I.D. Card. Find S3 E3 and take the Pot of Glue from him. One of those handy in-game miracles will happen and the Photo will be Glued to the Blank I.D. Card making a Valid I.D. Card. Wear the Valid I.D. Card.

Go to Derby IV again and get the Chocolate Heart. Find Sharon and give her the Chocolate Heart and take the Advert and Gas Mask from her. Go back to where you dropped the Cloak and Shield and drop the Gas Mask. Go to the Air Lock and drop the Advert in front of it. Jump on the advert and then jump on to of the Air Lock and pick up the Star Map and Pewter Tankard and give them to Gordon in the Bridge. Now send the ship to Starbase One.



Starbase One

Now you've arrived at Starbase One Command Gordon to Help and he will fix the Transporter (if he is too tired Command him to Sleep and then wait and command him to Help again). Taking the Advert with you Use the Transporter to beam down to Starbase One (X1,Y2,Z3). Give the Glue to Hectorr and go right as far as you can and use the Advert to get to the Boots.

Now beam back to the ship (X0,Y0,Z0) and drop the boots with the Cloak etc. go to the Bridge and Refuel the Ship (do this at every planet) and fly to Monopole.

Monopole

When you arrive at Monopole pick up and wear the Cloak and Gas Mask and beam down to the planet (X1,Y8,Z4). Go towards the right and pick up the first Piece of Sundial. Now find Hooper, Cast "Fortify Character" and take the Magic Talisman and Piece of Sundial from him and beam back up to the ship (X0,Y0,Z0).

Unwear the Gas Mask and Cloak and Drop them where they were before, then wear the Magic Talisman. Drop the Pieces of Sundial in a heap and fly to Retreat.

Retreat

Wear the Boots, Cloak and Gas Mask and beam down to the planet (X8,Y4,Z1). Find the Barrier, check you are wearing the Magic Talisman and Cast the "Remove Barriers" spell. The Last Piece of Sundial is with Murphy and once you have it drop the Talisman and beam back to the ship.

Drop the Piece of Sundial with the others and unwear everything you don't need. Cast the "Lightening Bolt" spell at the Pieces of Sundial to fuse them together, forming the Golden Sundial of Alpha. Take the Sundial and fly to Outpost.

Outpost

Wear the Boots, Gas Mask and Cloak and beam down to the planet surface (X8,Y9,Z6) and move to the right. When you hear the voice make sure you have the Sundial – DO NOT WEAR THE SUNDIAL!! Keep Moving until you find you find the Guardians of Tyme who will give you a message. Beam back to the ship and fly to the Black Hole at Gangriole.

Finishing the Game

Move to the far right of the ship and you should find a Broken Time Machine has appeared. Cast "Lightening Bolt" at the Time Machine to fix it. Double check you are at the Black Hole and Launch the Time Machine to finish the game.