



# Travel Through Time

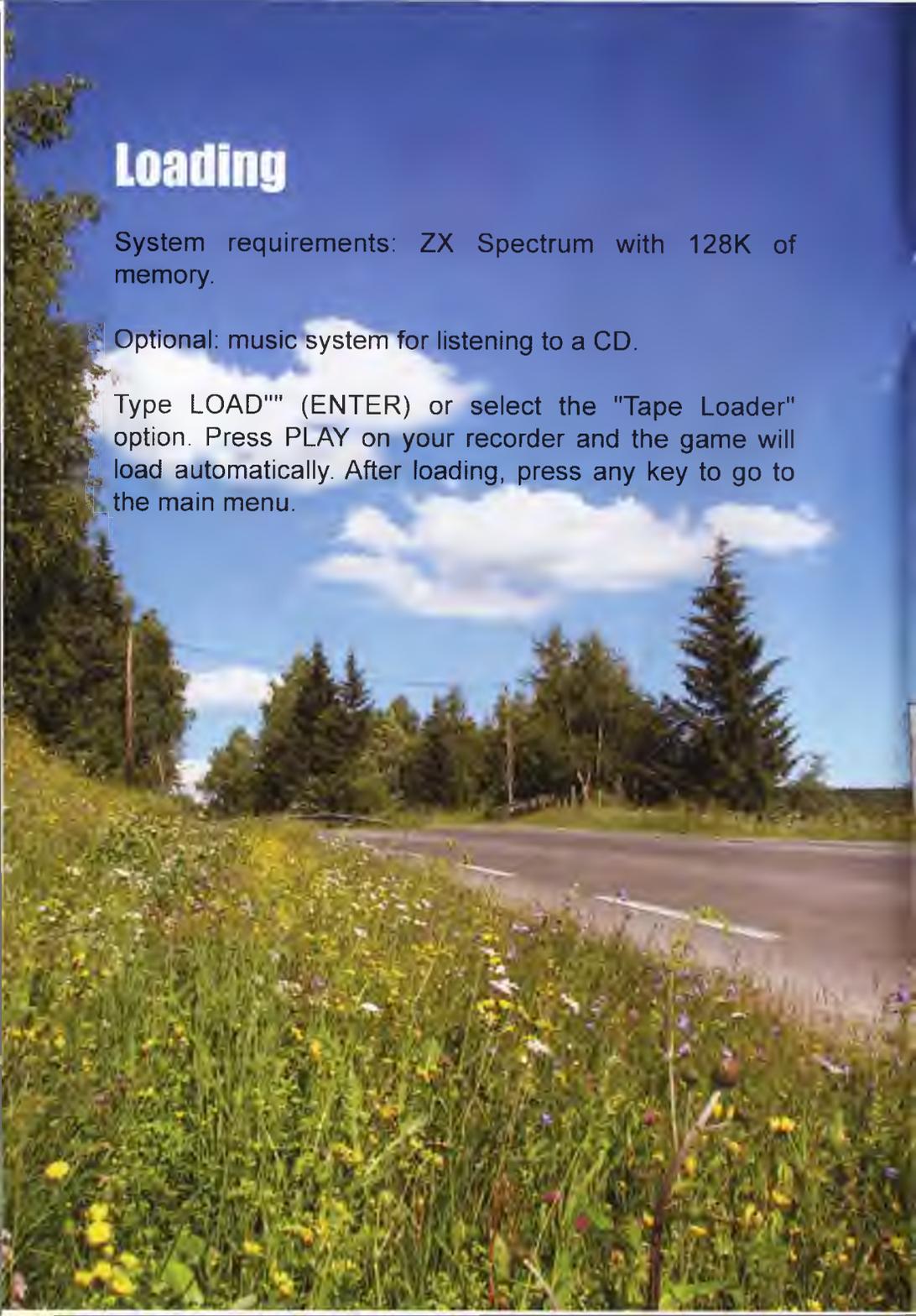
## Volume 1: Northern Lights

# Loading

System requirements: ZX Spectrum with 128K of memory.

Optional: music system for listening to a CD.

Type LOAD"" (ENTER) or select the "Tape Loader" option. Press PLAY on your recorder and the game will load automatically. After loading, press any key to go to the main menu.



# Main menu

1. KEYBOARD
2. SINCLAIR
3. KEMPSTON
4. CURSOR
5. REDEFINE

Press the specified key (1 to 4) to select the control type.

Press 5 to redefine keys. Default keys are Q (THROTTLE), A (BRAKE), O (LEFT), P (RIGHT) and SPACE (GEAR/QUIT).

After the selection of the controls, press GEAR to go to the next menu screen. The main menu will no longer be available.

On the next screen, press LEFT/RIGHT to select the music source: OST CD or CHIP (AY). If you have selected the OST CD option, insert the soundtrack CD into your music system and press Play.

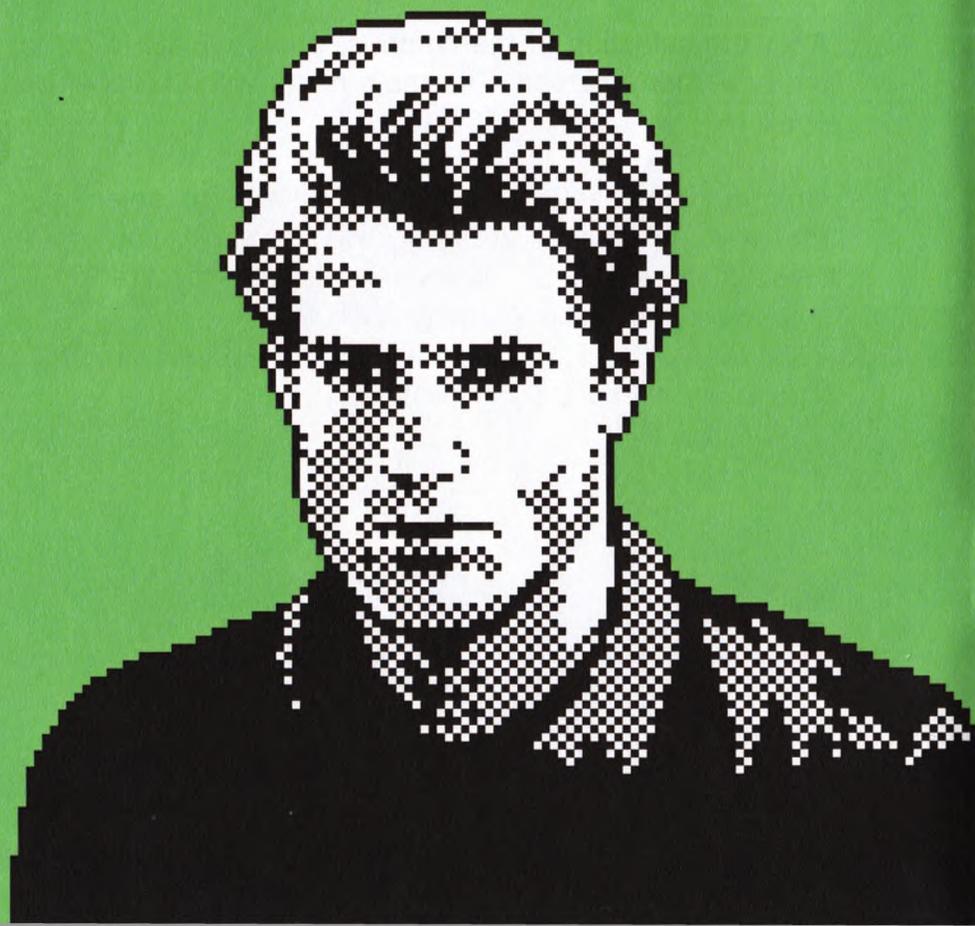
Press GEAR to begin the game.



# Plot

At the beginning of the story, your character is Sven Larsson, a young man from a Swedish village.

In the 50s, Sven begins to participate in amateur car racing.



# Gameplay

The control system in this game is typical for arcade racing games. The cars have two gears: Low and High. At the start of the race, it is important to find the optimal shift point.

In the 50s and 60s, you have an unlimited number of attempts on each stage. Then you will get a code to start from that level, and the number of attempts will be limited.

As you progress through the game, you'll see cutscenes. You can hold down the GEAR key to skip the entire cutscene, or press this key to speed up dialogs.

During the race, you can also hold GEAR to restart the race. Note that in 70s and 80s you will lose one attempt in this case.



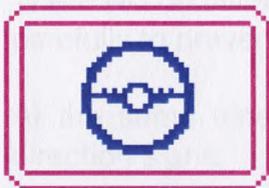
# Dashboard

Left to right:  
multi-purpose panel, speedometer, gear indicator.



The data on the left panel will be different for different race types: position, time, or some other data. The line with the slider indicates the approximate distance to the checkpoint (when the flag is shown) or to the finish line.

# Race types



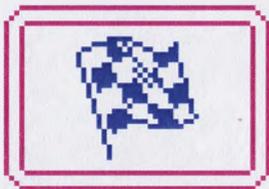
## JUST DRIVE

You have no time limit, so all you need is to get to your destination point.



## TIME TRIAL

You need to reach the finish line within the specified time.



## CHALLENGE

You must finish the race at least on the specified position.



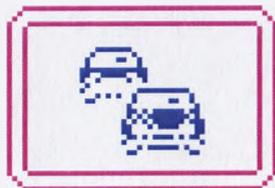
## CHECKPOINTS

The race consists of several segments, 30 seconds for each.



## DUEL

Duel is the race against the only rival.



## CHASE

Chase the car and ram it!



## SPEED SCORE

You need to achieve maximum speed and maintain it as long as possible.



## SPECIAL EVENT

There will be different tasks, but each time you must drive carefully to prevent any serious accident.

At the same time, you are allowed to knock down the direction signs.



# Music

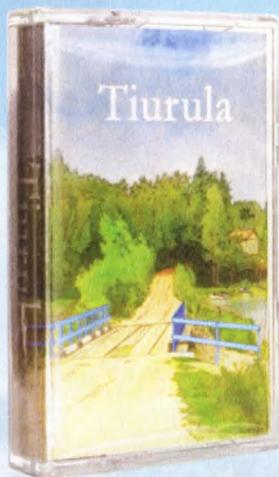
Original music score by Tiurula, [www.tiurula.ru](http://www.tiurula.ru).

In-game AY arrangements:

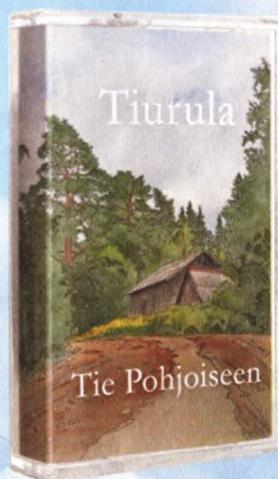
1. Travel Through Time (Main Menu, Stage Screen)
2. Road to Sortavala (Cutscenes)
3. Junan Ikkunan Läpi (Cutscenes)
4. Night in Hiitola (Cutscenes)
5. Ensilumi (Level Failed)

OST CD (written and recorded by Tiurula):

1. Travel Through Time
2. Junan Ikkunan Läpi (album: Tiurula)
3. Road North (album: Tie Pohjoiseen)
4. Distant Lights (album: Tie Pohjoiseen)
5. Road to Sortavala (album: Tiurula)
6. Tarinan Jatko (album: Tie Pohjoiseen)
7. On the Edge of the Land (album: Tiurula)
8. Bonus track: Polkka



Tiurula, 2019



Tie Pohjoiseen, 2020

## Credits

A game by ZOSYA entertainment.

Code by Kit.

Graphics by Manu.



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