



# TIME GATE

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## MAIN MENU

START  
A NEW GAME

SAVE THE GAME

RESUME  
A SAVED GAME

SOUND CONFIGURATION

SOUND OPTIONS

RETURN  
TO INTRODUCTION

LEVEL  
OF DIFFICULTY

QUIT THE GAME

## THE GAME MOVING AROUND

You can move in any direction. The movements are exclusively controlled by the cursor keys on the keyboard.



## THE GAME - ACTIONS AND USING ITEMS

All the actions and handlings of objects can be done from a selection screen which you can call up by pressing either RETURN or the I key.

Use  
Eat/Drink  
Read  
Reload the catapult  
Throw  
Drop/Place



# KNIGHT'S CHASE

## The Knights Templar, history and legend

Did the Knights Templar really exist? How much of their story is history and how much is legend?

The Order of the Poor Knights of Christ really did exist. They were also called the Knights Templar because when the Order was created, it occupied the former stables of Solomon's Temple in Jerusalem. About twenty years after the conquest of Jerusalem by the crusaders in 1099, the Order was created by a handful of Christian knights of various origins and fortunes. Its primary mission was to fight the Ottoman troops to insure safe transit on the roads taken by the groups of pilgrims travelling from Europe to Christ's tomb in Palestine.

A few years after its creation, the Order of the Knights Templar established a strict rule drawn up by Saint Bernard and the highest authorities of the Western church: live poorly, offer one's life and goods to the Order for the glory of God and the defence of the Holy Sepulchre. Even though this very strict rule was limiting, it immediately attracted a continuously growing number of young noblemen from all over Europe. They all wanted the honour to serve their God and to wear the white mantle emblazoned with the blood red cross until death.

In a few years, thanks to the donations provided by its members when joining the organisation, the Order of the Knights Templar became the owner of lands, fortresses and even entire cities from one end to the other of the Western and Eastern Kingdoms. Thanks to a papal privilege, the Order raised taxes, collected them and became wealthy by trading the products of their lands.

Slowly and very naturally, the Knights Templar became a major financial power. Almost all important transactions between the kingdom of Palestine and Europe were made through the intermediary of the Order.

When the Kingdom of Palestine fell, the Knights Templar, just like all other Christians in the Orient, had to retreat and leave the Holy Land forever. The fate of the Order was sealed the day when the majority of its troops came back to live in France, in the heart of the country that saw their birth.

Philip the Fair, King of France, had borrowed colossal sums from the Knights Templar and sensed imminent danger. If a financial, military and political power of the size of the Knights Templar became established in France, it would put his crown and the Kingdom in danger.

An excellent strategist, he took advantage of the so-called revelations of a deserter from the Order who accused the Knights Templar: those soldier monks were heretics and adored idols!

On the 3rd of October 1307, in one day, the King of France had the highest members of the Order arrested all over the Kingdom. During the next seven years several hundred Knights Templar were burned alive at the stake or died in wretched dungeons. Philip the Fair's triumph was complete: he was rid of the Knights Templar, and in the coffers of the Commandery in Paris there was both the money he borrowed and the treasure of the Knights Templar!

The stake at which James (Jacques) de Molay, the last grand master of the Order, was burned, was still smoking when legends about the Knights Templar started to form. Weren't these monk knights, who had the reputation of making gold appear out of nowhere, powerful alchemists? Were all the immense riches distributed throughout all the headquarters of France confiscated by Philip the Fair? Didn't the Knights Templar leave secret esoteric messages engraved in the stones of some buildings? Does the Templar gold really exist? And, if so, where is it?

## ACTIONS

### UNARMED FIGHTING:

Your default mode is "fighting". Press RETURN. Press the space bar to get your guard. Keep the space bar pressed down and use one of the following arrow keys:

Head butt



Punch with the left hand.



Kick



Punch with the right hand.

To ward off blows, press CTRL. You will then be in automatic "parry" mode.

### FIGHTING WITH SWORDS AND KNIVES:

When you have chosen your weapon using the LEFT or RIGHT arrow showing you the objects on the inventory, select the icon "Use" and press RETURN.

Keep the space bar pressed down and use one of the following arrow keys:

Thrust from top to bottom or thrust



Thrust from left to right



Thrust from right to left

Thrust from bottom to top

### OPEN/SEARCH



### PUSH



## OTHER USEFUL KEYS

S Activates/Deactivates sound effects.

Pause P

M Activates/Deactivates the music.

Calling up the selection screen. I