

# A TIMELY INTERVENTION

Aldorlea Games

<http://www.aldorlea.org>



## **Introduction:**

Congratulations for picking “A Timely Intervention”.

This game will give you hours of entertainment with its great characters, intriguing story, exploration and battles.

This Guide will help you in your journey, providing:

- Detailed, annotated maps of all areas
- A full walkthrough of the main quest
- Hints
- Battle strategies

At the end – so you don’t see them if you want to do them without any help – are details of the side quests and locations of the secret rooms. Please note that the guide assumes you have picked “Normal” difficulty. Harder modes are left up to you to figure out, and are not recommended for a first playthrough.

You can use a mouse or arrow keys, or a combination of them, throughout the game. You do, though, have to make 2 choices before the game begins. The first is to choose either visible or invisible enemies. The second is to choose the level of difficulty you want: Easy, Normal, Hard or Legendary. These 2 choices are for the whole game and cannot be changed later on.

## **A Special Note on Skills:**

Many of the skills that the characters learn are in the same style as other games – they are learned when the character levels up and only increase in strength as either Physical or Magic Attack increases.

In ‘*A Timely Intervention*’, however, some skills increase in power through being used. The description of these skills will tell you what the maximum level is that each one can reach. So you do not have, for example, a weak Fire spell and then later a strong Fire spell. You have one Fire spell, and how strong it becomes is up to you and how often you use it. If you do not use your skills and just stick to using basic attack, enemies later in the game will be much more difficult to defeat.

## **Tutorial Scrolls**

Clicking on a Tutorial Scroll adds it to your inventory so that you can read it when you want. You can, of course, read it when you first click on it as well.

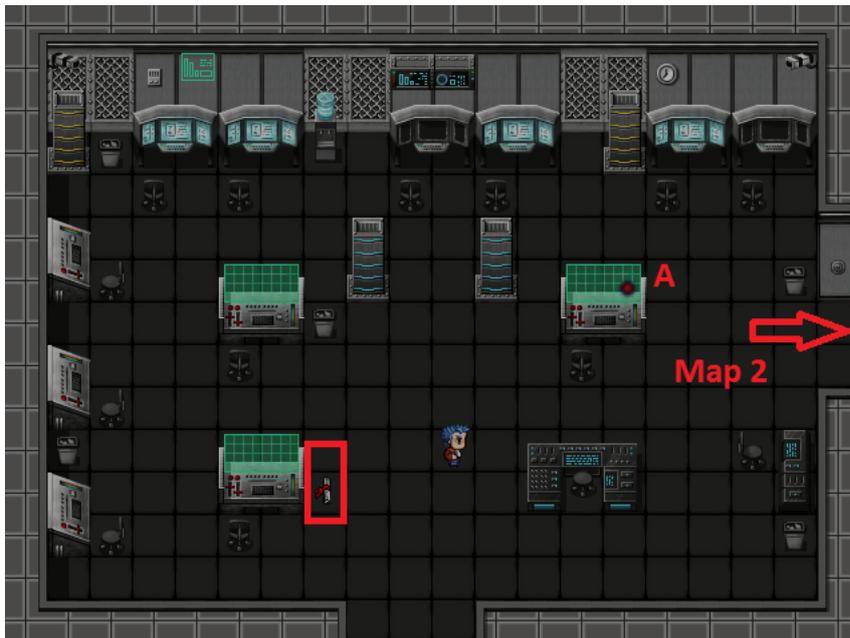
**Auto save**

An auto save will be made every time you change a map. This is always in save slot #1. Do not rely only on these, but make your own saves in the usual way (use all the other slots).

## THE MARRLON FACILITY

To get background to the story, interact with the furniture and items in the room before trying to exit – the information will change after that. Try to go to the right (you will get blocked) then search for the Pass (in the water tank), use it and exit to the next room.

### Marrlon Facility 1



#### A Security Barrier Controller



Tutorial scroll

In the next room, check the door to the top: it is locked. Then check the Security Input screen next to it (“B” on the map below). Now examine the desks to the bottom-right for the input data. Go back and check “B” again: clicking on the Security Input screen enters the information automatically. Go up to the next room and watch events.

## Marrlon Facility 2



**A** Door to next room

**B** Security Input screen

## THE COAST AND COASTAL WOODLANDS

After the cut scene, explore this small first area thoroughly for some items. Notice that you can walk behind cliffs and through areas that in other games are blocked off. This gives you a lot of freedom of movement. Items and chests can be behind roofs and walls. Entrances to houses can be from the sides and top, as well as from the front. There is usually an indication where the door is.

Slip through the gap and up the vine to the cave ("A"). On the way you will gain Alissia's first weapon and skill. Don't forget to equip her weapon.



**A** Vine up to the cave.



Tutorial scroll will appear when Alissia collects her weapon.

## COASTAL CAVE

You gain Praedus's "weapon" which, of course, is already equipped. He, too, learns his first skill. In the cave is the first of 30 Secret Rooms and a Healing Pool. Both are marked with sparkles to help you identify them. Only this Secret Room will be marked in this way. However, all Healing places will be marked. There are only a few of them, so you will usually heal in the usual ways, either by using an item or by resting. To help you learn how the game works, I will mention here (and only here) that you can find two items in this place; one on something, and one behind a bit of wall. When you are ready, exit at the top.