



Time Gate - Knight's Chase

ANY% SPEEDRUN

Here is documented everything about the speedrun. So far 6 glitches have been found, 4 of them are used in the last run ([Glitches found HERE](#)). The current run route is the same as the regular game route, all the segments of the game are described [HERE](#). There are 3 other possible routes, finding new glitch such as collision clipping would make those routes possible



[GOG - Time Gate: Knight's Chase](#)



[STEAM - Time Gate: Knight's Chase](#)

To Do

-
- Put screenshots of all the room with their name
- Search for a way to skip stairs animation
- Search for a collision clipping in the abbey
- Measure times lost for the follow berwal glitch
 - I did, it's not worst it, loosing around 20s or so?
- Search for possibilities to run faster

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Speedrun Rules

- ~~Play on the official re-release from GOG or Steam~~
 - Doesn't need to be from GOG or Steam, the french version is available for free ([HERE](#))
- Update the dosbox config files to setup a fixed cycles → "cycles=80000"
- Timer starts when a new game begins: press enter on the main screen.
- Timer ends when the cut scene begins right after William uses the glove.
- Glitches and game saves are allowed

About the game

Time Gate: Knight's Chase is a Dos game published by Infogrames in 1995, it's a mix of action & Puzzle similar to Alone In The Dark (1992), In fact the game motor is the same. Playing as William, the goal of this game is to find and deliver his kidnapped girlfriend Juliette. Starting in a museum to find some clue where William is trapped, thrown in a well and sent back in the year of 1329. After finding Juliette, he needs to use the glove of time to go back to his modern time.

More Info

- Game's Manual: [PDF LINK HERE](#)
- Moby Games - [Time Gate Info](#)
- Speed Demo Archive - [Time Gate Thread](#)
- French version - [Abandonware France](#)

SDA Submission:

- [SDA Submission July 23rd, 2020](#)
- [Sept 13, 2020](#)

Overall Time Saving

Skip Cutscene: pressing ESC key to end up dialogs and cut scenes (video & in-game cutscene)

Avoid Touching Walls: Game's controls are not so great and most of the time the camera angle isn't good either. It's easy to get stuck on a wall or be slowed down by touching it.

Fast Hitting: Majority of the time, punches are faster, saving time from picking any weapon and the right punch (SPACE + RIGHT ARROW) is the fastest. Pressing the key with the right timing is faster than long pressing. Only 2 times in the run we fight with a weapon: a sword escape from jail and a mace in the Abbey.

Minimum Items: A lot of items are useless, especially after the second half of the game. Sometimes the item is on the way and has no choice to be picked up (e.g. the sword after escaping from jail).

Minimise menu navigation: selecting an item in the menu can be long to find, time can be saved when items are picked in the right order or used at the right moment. For example mixing ingredients right after picking them or using the ring to open a secret door before picking up other items

Glitches found

Almost all glitches found have one trick in common: Dropping an item on the floor to skip or cancel an action, mostly a death or a game over. I found this dropping item glitch during the old templar moment, I always thought this old templar would kill William if he moves but the game prevents any movement until William shows the ring. That's when I try some options and found dropping an item works!

Evil Monk Glitch: while running away from the first evil monk at the library, a second evil monk coming from the storage room gets stuck in a corner of the kitchen (E9R2). Using the AITD room viewer, it appears that those evil monks get automatically stuck when they touch the oven walls, no idea why.

Old Templar Glitch: in the cell next to the torture room, an old templar won't let you go until you show him the ring without stone. by dropping the strange red stone at this moment, william will be free to move anywhere while this old templar talks and gets killed by Wolfram. It's an easy trick since it's not frame perfect and it saves a good amount of time in the run (~ 17s): the door can be open with the ring first instead of after picking up all the gems, there is less navigation in the menu.

Follow Monk Glitch: Some trigger in the game will stop William from moving and a guard comes to kill him. If the game is paused at the right frame, dropping an item will allow william to move and run away from the guard. In some situations, William's life would drop to 1 at the moment the guard is on his way, it is useful to find the right frame. This glitch works also other part of the game, for instance the room next to Wolfram's bedroom

- Follow the monk: <https://youtu.be/j7EhcVtKDTk>
- Wolfram bedroom guard: <https://youtu.be/1MJUt-NIJF4>

Catapult Glitch - This glitch allows William to go through the laser door right before the garden. It's similar to other glitches when dropping an item would cancel a game over but in this room only the catapult is a droppable item. When the catapult is active (bzzt sound started), the Primary character (PC) is now the catapult and the size is changed to be smaller in order for the catapult to move through William. The game would restore the original size when the catapult box is no longer in collision with William box. The catapult needs to be away from the laser otherwise it would trigger the alarm. Once we stop the catapult controller, William becomes the PC again but the size is not updated and after cancelling the alarm, we can go through a small space between the door and the laser door, and go through most of the collider and actor in the next room.

- Museum laser door alarm: <https://youtu.be/l6iKgRa6b9E>

Follow Berwal Glitch: In the tower (next to the cemetery), going upstairs the first time will trigger a long cut scene where William meets Berwal again and ask for Juliette location. It's possible to move freely during this cut scene by dropping an item right after going downstairs (holding ENTER). It gives access to the inventory menu and right before William enter the secret door, we can drop an item to be free again from the FOLLOW MOD. The game will change William's size to be -1500 right before entering the secret door, this glitch allows us to keep this size and go through anything (like a ghost). William's size would go back to normal after climbing any stairs

- full glitch here: <https://youtu.be/QVp1ijYOTeU>

Fall Death Cancellation: Also a dropping item to cancel type of glitch. In this following example we can pause buffer until we can hear William falling sound. Once this sound is played and the menu is open, we can drop anything to cancel the fall. After that, William would be free to walk anywhere without falling again. It only works for the wooden beams but the developer might have been aware of that glitch, the game would prevent dropping some items during this moment. For example it's possible to drop a key but it requires to cheat a bit

- Falling of wooden beams: <https://youtu.be/Qs9JCjwOU1g>

Potential Glitches / Improvements

No knock back fight: while fighting, enemies tend to get knock back when William hit them, maybe it's base on the enemy animation / action mode and on the hit timing

Fast climbing stairs: it always takes time to climb them and we do it many times during the run. William also takes time to properly turn around before the animation starts. Sometime William climb the stairs super fast, it might be related to climb with an angle, example here

Out of room boundaries: there might be a way to go out of the scene boundaries that would allow William to go around a door and skip some section in the game. I was able to do it one time, at the hospital's entrance, I kept dropping items and moving forward, I think the angle has something to do too.

Collision clipping: from AITD guide, it might be possible to go through doors

- The tower after the cemetery. Go through a door, push the stone and go back inside will skip all the underground part

Cancel catapult animation: while William is putting the catapult down and take control, it takes time to for the antenna to animate and William also rotate

Crashes / Bugs

Torture room crash: going to the torture without going through the regular hospital end cut scene will crash the game.

Cemetery Door Froze bug: if the evil monk hit william while he is opening the door, william will be froze. I got this bug one time

Corrupt File Bug: this one time I got a corrupt file save where Willam's rotation speed was big

- <https://youtu.be/iNRlCzzUf9s>

Speedrun Segments / Route

Museum



Goals

get the catapulte, card & key to disable some alarm, kill the blue knight and a black knight and finally get captured by 2 guys. William is then thrown in a well and goes back in time.

Difficulty: Hard - rooms are small and camera angles are not great. So it's easy to hit walls or trigger the laser by accident. Catapult glitch might be a bit tricky

Time Saving

- Some diagonal movement in the laser room save some times
- Equipped the screw drive right after picking it up to open the door quickly
- Open the cabin with the magnetic card and pick the ammo before fighting the black knight, William will have a better position
- Catapult Glitch to pass through the laser door
- 2nd flight in the E1R8 room for a better camera angle (top down view), more easy fight

Escape Jail



Goal Escape the dungeon by getting keys from guards, avoid the blind man and find your way through the chimney. Walk on the wooden beams to the secret room

Difficulty: Hard - Williams flight is slower than other room, the 2 guards fights are a bit tricky. The wooden beams can be a run killer, camera angles are bad, it's easy to fall while running

Time Saving

- The only time we pick up a sword, it's on our way out of the cell and because of ~~some lags~~ (it's because of what william wearing), 2 sword swings are faster than punches. Also sword is more efficient on the archer for the the range
- Open the menu while hold the bucket of water to put back in the inventory and be able to run
- Don't pick up the blue frock while walking on the wooden beam, it will be there at the scriptorium
- guard fight using the down arrow attack (from down to up). Picking the key first is better since we have to wait a little bit for the second guard
- run more straight lines on the wooden beams

Next run improvement

Scriptorium



Goal - get the book from a metal cage, open a secret door. Get the gem on the book and put it back in the cage with a wooden box. Then follow a monk to the Hospital

Time Saving

- Activate the secret door first, just need to turn and push. Also after pushing the game automatically put William in search mode
- Leaving the hologram in the cage will auto skip the second cutscene
- Skip copying the book, only picking the wooden box and taking the gem out of the book is required
- Exiting the door right before the monk enters skip the following part inside the class room
- Follow Monk Glitch to go to the hospital quicker

Next run improvement

Hospital



Goal - collect all the sacred gems found on some statues. Give poisoned bread to an old crazy prisoner to pick up a gem. The gems are then put in a statue's cup and William drinks another cup, and falls asleep or something, William gets captured again.

Time Saving

- Kill the first guard right after the old crazy man and kill the 2nd guard later in the 3 statues room to get the key later

Possible Improvement

- A better route might be to pick the "knife" first and do everything in one loop instead of 2
-

Torture Cell & Library

Split ends - cemetery appears



Goal - collect everything back from the torture room (gems, cross, ring, ...), search for the key of hell and open the door to the cemetery

Difficulty: Medium - nothing difficult, just required to remember many things at the old templar cells. Needs a bit of practice for picking up the plate without touching the trigger zone and avoid the evil monk

Time Saving

- Old Templar Glitch: open the secret door while the old templar is dying
- Skip fights with the evil monks, they are slower enough to pass them without getting hurt.

Next run improvement

- might be a way to reroute the old templar death to save some time and make less mistake

Cemetery & Tower



Goal - get the church key from the lizard man, search for the last statue to pick up the horn. After that, William gets captured one more time.

Difficulty: Medium - zombie spawn is random, sometimes it's blocking the way. Only one fight with the dark knight, not so bad. Anything else is just running

Time Saving

- Stay close to the door to pick the tooth quicker, might take some damage from the zombie
- Skip the fake lizard Juliette part
- Skip the guard fight after coming back from the library

Abbey & Kill boss

Goal - Get out of the cage and kill the executioner. Pickup the items back (horn + cross). Use the horn to change yourself into a human falcon and kill the scoundrel on the roof (the only real boss of the game)

Difficulty: Hard - both executioner & the boss can do a lot of damage or have a bigger DPS than other enemies in the game. But those fights are pretty constant, after some training it's fine



Time Saving

- Go to a specific corner before the fight with the executioner to have a better angle
- Start running to the cross after kill the executioner

Possible Improvement

- Fight the executioner with william's slap, a bit tedious
-

Splash Juliette



Goal - Find the secret room, mix a potion to open a door, find Juliette sleeping on a sacrifice table and splash her with water to wake her up

Difficulty: Easy - nothing to fight, just has to be careful not touching the pentagram and not fall in the well

Time Saving

- Splash juliette on the right side of the table to avoid william to walk around during the animation
- No need to pick up the templar seal, it will be automatically on the glove later

Use the Glove & END



Goal - Go up to push a cross in front of the big window to kill wolfram. Juliette fetches the glove back, puts the stone on the glove and uses the glove to travel back in time. THE END

Difficulty: Super Easy - just need to avoid the pentagram on the floor

Time Saving

- no need to use ESC key for the 3rd cut scene, it will not skip anything
- pause & un pausing many time while pushing the cross will skip some animation and move it faster

Next run improvement

Potential Future Routes

Shortcut to the Abbey

There is a room next to the scriptorium that brings William directly to the Abbey (last level), see on this [YOUTUBE VIDEO](#). That would be a huge shortcut and skip many level in the run. This shortcut can be used right after seeing the old blind man while escaping the jail (as shown in the video) or later in the Tower (after cemetery) after doing the Follow Berwal Glitch.

Problem: The cutscenes are not triggered and the Actors & Objects are not initialised so we cannot access the upper level or the basement (splash Juliette).

Solutions

- **Collision Clipping:** It might be possible to clip through doors, so clipping through the rock that blocks the basement and after splashing Juliette clipping through the door to go upstairs, it would be possible to finish the game. With the Follow Berwal glitch, we can pass through the rock to enter the basement but still need to clip through the door to the upper level.
- **Trigger cutscene:** no clue if it's possible or not, but finding a way to trigger the missing cutscene will allow us get the missing item back

Example here: <https://www.twitch.tv/videos/1045616234>

Collect only 1 Gem

After following the monk glitch and going to the Tower to do the follow Berwal Glitch, we can skip the torture room to collect the diamond we need for the horn and go to the cemetery directly. For some reason, the diamond collected and the diamond used for the horn are different (different ID), the game replaces the items when entering the cemetery. With this route we can skip almost all the hospital segment and the torture room, and a part of the cemetery & Tower

Problem: there is a guard right at the exit of the Hospital's door, he would kill us before we reach anything.

Solutions

- Run fast enough to reach another door to avoid getting killed by the guard. So far it seems impossible, they put the guard at the right place. Might be possible if we have a way to run faster or boost
- Found a glitch to escape this arrow death
- Manipulate guard location (must be impossible)

Ghost Adventure

After following the monk glitch and going to the Tower to do the follow Berwal Glitch, we can complete the other segments but with the ghost ability (going through everything). The Berwal cut scene is long but we might save some time back with ghost ability. Ghost would disappear as soon as we use stairs, so we would be able to use it for the full Hospital segment and the torture room (before library).

To Do: calculate the time waste with the follow berwal cutscene and the time save as a ghost

Problem: looks like while in this ghost state we cannot pick up any items on the ground. We need to pick at least the cross left by the old templar to open the tower door with the lizard's tooth.

Solutions:

- Cross can be pick in the cemetery as a back up

- Go up and down on the stairs to pick up the cross, but we might lose too much time
- Find a way to keep preserve the negative size after climbing the stairs

Test

- Trying from the start of following the monk, using the glitch I got a total of 6:47 vs 6:34 with the last PB. I got a very back lag so probably around the same time or just a bit shorter
- With the berwal glitch, we are loosing around 1:22

Saves Files

Segments

Segments saves files ([LINK HERE](#))

SAVE0	End of museum	SAVE4	Open Door of hell (cemetery)
SAVE1	Wooden beans	SAVE5	Get the horn
SAVE2	Follow the monk	SAVE6	Boss Fight
SAVE3	Hopital after drink cup	SAVE7	Before splash Juliette

Training

Training saves files ([LINK HERE](#))

SAVE0	Executioner Fight	SAVE4	Walk on the wooden beams
SAVE1	Boss Fight on the roof	SAVE5	Hospital 2 guards fight
SAVE2	Follow the monk glitch	SAVE6	Jail 2 guard fights
SAVE3	Catapult Glitch	SAVE7	Tower Black Knight fight

Tools

AITD Room Viewer

<https://github.com/tigrouind/AITD-roomviewer>

Since <DATE>, this tool has been adapted for Time Gate! Here are the available feature:

- Navigate through all the level, see the trigger zone, the camera, the collider
- Link with DOSBox to see the Primary Character (PC) and other actors in the game. The position of the actors can be change and some informations are displayed
- View the game models

Avidemux

Video edition tools to have a frame precision on the segment times

Run's segments Times

All the splits times details: [SPREADSHEET HERE](#)

	BEST		July 21 (✓)		June 6 (✓)		May 10 (✓)	
	splits	segments	splits	segments	splits	segments	splits	segments
Museum	03:09.384	03:09.384	03:09.384	03:09.384	03:38	03:38	03:43	03:43
Escape Jail	05:55.034	02:45.650	05:55.034	02:45.650	06:42	03:04	06:52	03:09
Scriptorium	07:34.567	01:39.533	07:34.567	01:39.533	08:37	01:55	08:49	01:57
Hospital	10:38.584	03:04.017	10:38.584	03:04.017	11:53	03:16	12:24	03:35
Torture Cell & Library	12:39.284	02:00.700	12:39.284	02:00.700	14:14	02:21	14:43	02:19
Cemetery & Tower	14:39.100	01:59.816	14:39.100	01:59.816	16:31	02:17	17:12	02:29
Abbey & Boss	16:31.767	01:52.667	16:31.767	01:52.667	18:24	01:53	19:14	02:02
Splash Juliette	18:59.617	02:27.850	18:59.617	02:27.850	20:58	02:34	21:50	02:36
Glove & END	20:39.050	01:39.433	20:39.050	01:39.433	22:43	01:45	23:36	01:46
Previous splits Delta			02:03.950		00:53		00:36	

Segment comparison

Follow the Monk	Using a glitch to walk faster than the monk, save 3 seconds	View Sync Link
Torture room	Walk while the old templar die, save 10s (despite failing to pick up some item)	View Sync Link
Library	Damage boost from the evil when entering	View Sync Link
Museum	Get catapult ammo during the fight, save 3 seconds	View Sync Link
Hospital	2 guards fight + collect gems	View Sync Link
Use Glove	5s saved rushing to the cross, using the shorter path and avoiding collision	View Sync Link
Tower	Waiting for the monk to open the door (1:30) VS normal speedrun	View Sync Link

DosBox Configuration

It has been decided

Testing config

param	abandonware	Steam	GOG	comments
version	0.74	SVN.	0.74-2.1	
fullscreen	false	true	true	
fullresolution	original	desktop	desktop	
output	ddraw	openglrb	overlay	
mapperfile	mapper-0.74.map	mapper-SVN.map	mapper-0.74.map	
cycles	auto	auto	max 25%	
cycleup	1000	10	1000	
cycledown	500	20	1000	
Prebuffer [mixer]	20	20	80	
gus	true	false	false	Enable the Gravis Ultrasound emulation
joysticktype	auto	none	auto	