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The Time Machine

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The Time Machine is a desktop graphical adventure game for the full range of 32 bit Acorn machines.

Scenario:

It is some time since your encounter with the Haunted house in Hobbs Lane, and as your employer has not as yet returned from his prolonged holiday in *Barbados,* life has tended to be a little on the quiet side. You are still receiving your salary, but twiddling your thumbs in the deserted auction rooms, becomes a little boring after the first few months. It wouldn't be so bad if there was somebody to talk to, but the only other employee of Acorn Antiques is 'Arthur'. Now Arthur is a friendly chap, but as a conversationalist he comes a little low on the list. Every time you ask him to do something you get the same reply "Me.......Ow?". Though I suppose that isn't bad for an aging Cheshire Moggy!

The church clock was striking for the ninth and final time as you turned the key and unlocked the rear door to the auction rooms. As usual you were forced to perform a poor imitation of an Irish Jig, as the large, grey, furry ball that was Arthur shot between your legs and headed over the fence to relieve himself on Mr. Pratt's lawn.

Eureka!

The idea flooded into your brain cell with the brilliance of a forty watt bulb. You had to get out, take some exercise, go for a walk. Yes! All was now clear, you had to break out of the routine.... (unlock shop, jig, feed Arthur, twiddle thumbs, lockup shop).... Today would be different. After emptying a large tin of 'PussyKins' into Arthurs dish and waiting the ten and a half seconds for his radar to detect the food and propel him back into the shop purring all the way, you grab your rucksack, lock the door and take the plunge!

A mile or three of brisk walking soon began to take effect, the air of gloom and doom was fading into the distance along with the auction rooms, in fact, despite the drizzle, a feeling of general wellbeing was starting to flood through your veins. Unfortunately floods where one of the last things that you wanted think about, the babble of a small stream wasn't helping either! In fact you were starting to realise how Arthur felt first thing in the morning. Then in the distance, past some deserted roadworks, you spot salvation, a blue box!

Getting started:

To load The Time Machine simply double click the !Time_Mach icon and after a short loading time the Time Machine 'PortaLoo' icon will appear on the icon bar. If you are running the game from floppy disc you will be prompted as to when you need to insert one or other of the other four discs. Once you have inserted another disc, it should be left in the disc drive throughout the time that you are actually playing the game or until you are prompted to insert another one. You can of course remove it if you need to use the drive for other applications so long as you replace it before moving your position in The Time Machine.

If you wish you can install The Time Machine onto a hard disc by double clicking on the !Install application that you will find on disc one. You should then follow the instructions that appear in the !Install application window.

To start playing The Time Machine click on the Time Machine 'PortaLoo' icon with SELECT, whereupon the main game window will open. In addition a figure representing the percentage of the game that you have completed will appear beneath the Time Machine icon. The game can be paused at any time by closing this window and restarted by clicking on the 'PortaLoo'.

Whilst the mouse pointer is over the main window the mouse buttons will have the following functions.

SELECT: Lets you pick up and carry a movable object. If it is a fixed object (doors etc.) it will perform an action on that object, ie: opening or closing a door.

MENU: Provides a description of the object pointed at if one is available.

ADJUST: Lets you use a movable object. This button can sometimes but not always be used in conjunction with SELECT.

You should try examining things and moving them about. Also see what happens if you drop objects inside or outside of a Time Machine window.

Attached to the top left of the main window there is a pane with four arrow buttons and a magnifying glass symbol.

The arrow buttons control the direction of your movement throughout the game. They allow you to move forwards, left, right or backwards relative to the view displayed in the window. You should always take into account the direction that you are looking before moving, and remember that you may not always be looking in the same direction as that which you entered a room by. In this context 'room' not only refers to rooms as you may find in a house but also to all other possible locations within the game. At the start of the game you will be restricted to moving up and down the lane, if you try this you will be able see how the direction that you are looking in affects the direction that you need to move in order to return to your starting point. It may be a help if you draw maps of some locations as you progress through the game.

The magnifying glass will enable you to examine some objects more closely. Use SELECT of ADJUST to choose a lens shape and to alter the magnification. MENU will remove the lens.
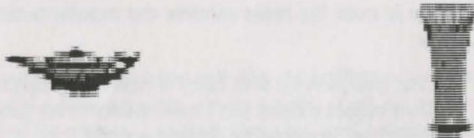
When you advance further into the game you will need to be able to transport objects from room to room. To do this you are given a rucksack. At this stage I would suggest that you try dragging objects between the main window and the rucksack, this will get you used to the way that the program operates.

Your first task is to find out how to open the door to the PortaLoo so that you can get inside. Click with SELECT on the door and listen carefully to the question that you will be asked, also read the text that appears below the Time Machine window. Click on the door again with SELECT if you wish the question to be repeated.

Many of the tasks that you will need to perform in The Time Machine are multiple action problems. For instance you may have to place one object onto another one before moving it to a second location so that you can perform a certain task. See the hints section for more help.

The main menu:

If you click on the 'PortaLoo' icon on the icon bar with MENU you will open up the main choices menu, which gives you the following options.

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SOUND	Lets you adjust the volume level of the sound effects.
SAVE	To save your position drag the '*Timely*' icon to an open filer window.
PLAYER	Lets you enter your name.
DEFAULT	Restarts the game from the beginning.
QUIT	Quits and removes The Time Machine from the desktop.

Saving your position:

To save your position first open a filer window that you wish the saved file to be placed in then click with MENU on the 'PortaLoo' on the iconbar. Move the mouse pointer to the right of the 'save' option and drag the '*Timely*' icon to your desired window. You can of course alter the save name as you wish. Once you have initially saved a file you can update it by simply clicking on Save. It may be a good idea to suffix your filename with 1, 2, 3 and so on.

Loading a saved file:

You can load a saved file by either double clicking on the file or dragging the file's icon to the 'PortaLoo' on the iconbar. Double clicking on a saved file will also load in The Time Machine if you have not already done so (providing your computer knows where to find the game application).
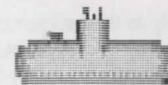
Hints:

Deliberative Lateral Thinking is required to solve the majority of the puzzles in this game, a little trial and error won't go amiss either!

Take into account the direction that you are looking before moving. You may not always be looking in the same direction that you entered a room by.

Some small actions may have wide ranging and not necessarily logical effects. Again try everything before rejecting it.

Take care when dropping objects! Make sure that they will fit where they are to land, otherwise you may lose them. You may also lose an object if it lands on top of something that it is not supposed to.

Some objects may be camouflaged and require close scrutiny of the main window to find them. This is often on the trickiest of locations!

Many of the problems are multiple action problems. ie. To make a cup of tea you need to put the tea in the pot, then add the water, before finally pouring the tea into the cup, which in its own time may have already had the milk poured into it! By the way there is no tea in this game. Or is there?

When placing an object into or onto another it is the position of the object that is important not that of the mouse pointer.

The vast majority of objects serve some purpose though there are one or two scarlet fish to be found.

Many parts of the game run in real time so it may be of benefit to 'pause' the game by closing the main window by clicking on the 'CLOSE' icon to the left of the title bar.

The final and perhaps most important hint, is to save your position as if your life depends on it. After all, this time travelling lark is a risky business – with many unforeseen pitfalls.

If you are still stuck, frustrated and ready to throw your computer away – DON'T DESPAIR! We are putting together a cryptic helpsheet, which is free of charge. Just call *SHEFFIELD (0742) 700661* and we'll send it to you with our latest catalogue.

The last few pages of this manual are for the notes you will <u>need</u> to make.

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