

DETAIGN

THE
ADVENTURE
COMPANY

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BTC425BK



SENTINEL™

DESCENDANTS
IN TIME

THE
ADVENTURE
COMPANY

SENTINEL™

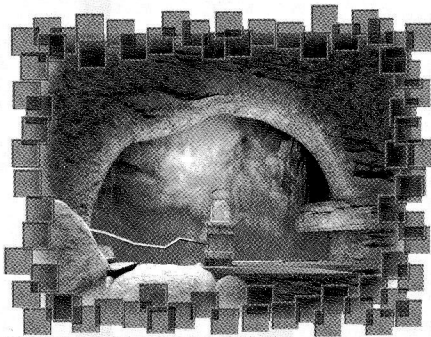
DESCENDANTS IN TIME

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DETALION

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INTRODUCTION



The door opens once in a lifetime.

That moment is now.

The legacy of the Tasthan tombs has long held some of the most profound secrets of an extinct race of people. Some believe the tombs hold a fabulous treasure, others say wealth is in the knowledge and technology left behind by this advanced civilization.

You must now search for the truth as you enter the tombs
on a dangerous quest for riches.

As you begin your strange and perilous journey, a female sentinel, a holographic image with advanced A.I., left by the ancient Tastans to guard their sacred caverns, awakens. She appears throughout your quest as a guide with a sometimes benign purpose, but other times with calculated intentions. You will soon realize that behind the mask of illusions, the sentinel is much more than she appears to be - her dark purpose might threaten your very existence.

What truths will you uncover...



THE TASTAN TOMBS

The fictional Tasthan civilization is said to have been one of the most advanced in the history of the world. When the Tasthan civilization became extinct, they left behind tombs which are the source of tomb robbers' dreams and nightmares. Like all Tasthan tombs, Tomb 35 is a series of chambers connected by conventional doors and teleportation portals, and usually featuring 'samplings' of the special domains the owner cherished in life. Located within each arrangement of chambers will be a central 'chamber' where the occupant's actual remains are said to be housed. Because in life these sampled domains were inevitably different from owner to owner, no Tasthan tomb is identical to another. It is because of the nature of the samplings in this particular tomb, and the legendary ruthlessness of the guarding Sentinel, the 'Dormeuse' defense program itself, that Tomb 35 is so feared...

SYSTEM REQUIREMENTS

OS: Windows® 98SE/ME/2000/XP

Processor: 1.0 GHz Pentium® III or Equivalent (2.0 GHz or Higher Recommended)

Memory: 128MB RAM (256 MB Required for XP)

Video Card: 64 MB DirectX® Compatible 3D Video Card (128 MB Recommended with DirectX Compatible Driver)

Hard Drive Space: 1.6 GB of Free Hard Disk Space Required

CD-ROM: 24x CD-ROM Drive or Higher

Sound: DirectX® Compatible Sound Card

Input: Mouse/Keyboard and Speakers

Other: DirectX® 8.1 or Higher



INSTALLATION INSTRUCTIONS

It is strongly recommended that you close all non-essential programs before beginning the installation of any software on your computer. This includes screen savers and anti-virus software, which may interfere with the installation process.

1. Insert Sentinel CD1 into your CD-ROM drive.
2. If the auto-run mode on your computer is active, the installation will start automatically when you insert the CD into the drive. Follow the on-screen instructions.

Please Note: During installation of CD1 a window will appear indicating "Looking for a file: Data.001." This is not an error. Please insert CD2 at this point and click OK and the installation will continue.

If the auto-run mode on your computer is disabled, input the following:

- a) At the Windows desktop, click on 'Start.'
- b) Select 'Run' and type the letter of your CD-ROM drive and Setup.exe (i.e.: D:\Setup.exe)

Or

- a) Double-click on 'My Computer.'
 - b) Right-click on the CD-ROM drive with Sentinel CD1 and select 'Open' to access the contents of the CD.
 - c) Double-click on the 'Setup.exe' file to launch the installation.
3. Read and click-to-accept the 'End User License Agreement,' then follow the on screen instructions.
 4. The installation will automatically create a program icon group and a shortcut on your desktop.
 5. To launch the game, from the Windows® desktop, select:
Start ▢ Programs ▢ The Adventure Company ▢ Sentinel ▢ Play Sentinel



UNINSTALL INSTRUCTIONS

To uninstall Sentinel, complete the following actions:

At the Windows® desktop, select:

Start ▢ Programs ▢ The Adventure Company ▢ Sentinel ▢ Uninstall Sentinel

MAIN MENU

Press the 'ESC' Key to access the Main Menu.

At the Main Menu you may access the following items:

Continue Game

Continue to play the game where last you left off

New Game

Begin a new game

Load Game

Load a previously saved game

Settings

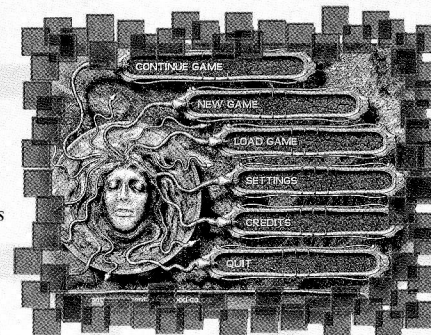
Customize the gameplay settings

Credits

A list of all the people who made the game

Quit

Exit out of the game



During gameplay the In-Game Menu is accessed by pressing the ESC Key.

At the In-Game Menu you may access the following:

Resume Play

Continue to play the game from where you left off

Save Game

Save your game in progress

Load Game

Load a previously saved game

Settings

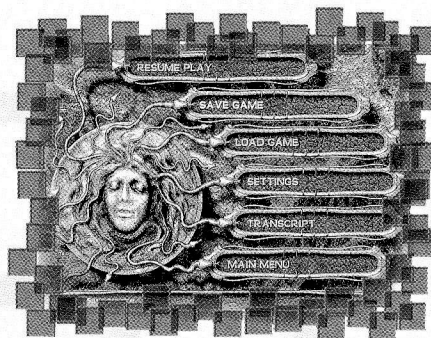
Customize the gameplay settings including turning subtitles and hints on or off

Transcript

A log of the conversations that have occurred during gameplay

Main Menu

Leave the current game and return to the Main Menu



GAMEPLAY NAVIGATION

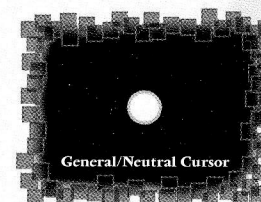
Move through the gameplay environments by using the W, A, S and D Keys, and steer using the mouse.

You may also move through the adventure by holding down the right-mouse button and steer using the mouse.

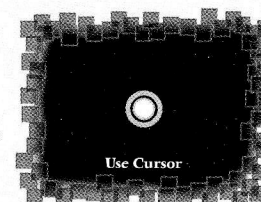
Pressing the Space Bar will end a cut-scene and take you to the next part of gameplay.

Pressing the Space Bar will also allow you to jump over a shallow obstacle.

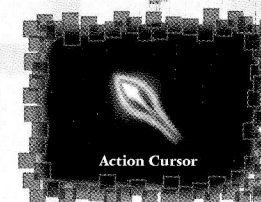
CURSOR EXPLANATIONS



General/Neutral Cursor: Indicates that no action is possible / use for navigating



Use Cursor: Indicates that an interaction is possible in this location.



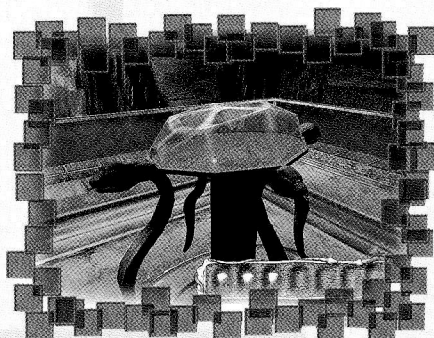
Action Cursor: Indicates that you may interact or manipulate this item.



Directional Hint: Points in the direction of another logical area of gameplay



HEARTH CRYSTALS



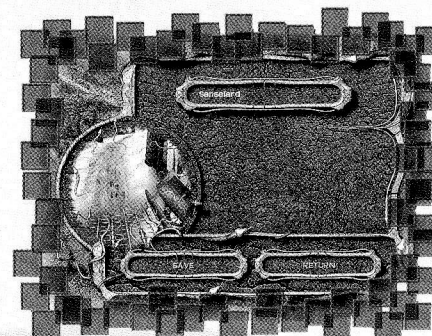
During gameplay, there will be special crystals that you obtain when you complete all the tasks within each tomb. These crystals, known as Hearth Crystals, once collected, will be stored on the Hearth Crystal Bar on the bottom of the gameplay screen.

When a 'Use' cursor appears on certain items, this indicates that you may click on the crystal to collect it onto the Hearth Crystal Bar.

Once you have collected a Hearth Crystal, you must find the transporter which will return you to Tomb 35, the starting point of the game. Find the Waystone Console and deposit each Hearth Crystal on the Waystone console to reveal a clue and activate another transporter.



SAVING YOUR GAME



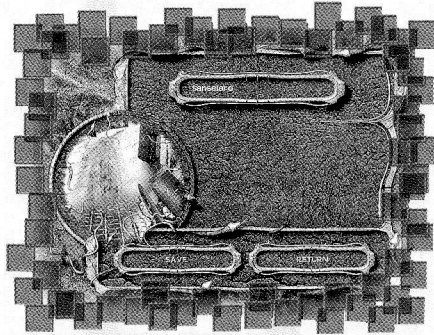
Press the ESC Key to access the In-Game Menu. Select Save Game to access the Save Menu. Here you will see an image of the gameplay location you are currently in along with the name of the location. You may type another name using up to 26 characters long (including spaces). Click on the Save button to save your game and you will return to gameplay.

To exit the Save Menu without saving a game, click on the Return button and you will return to gameplay without having saved your game.

Please note: As SENTINEL is a challenging game, we recommend that you save your game often!



LOADING A SAVED GAME



Press the ESC Key to access the In-Game Menu. Select Load Game to access the Load Menu. Using your mouse, scroll the cursor across the saved game you would like to load. You will see an image of the gameplay location, the corresponding name, and the date and time that the game was saved. Select the saved game you wish to return to by clicking on the highlighted save game label with your left mouse button. You will then be taken to that part of the game.

To exit the Load Menu without loading a game, click on the Return button and you will return to gameplay.

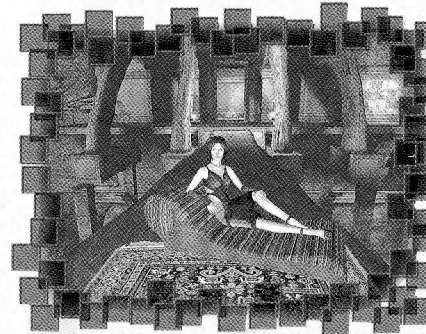
EXITING OUT OF THE GAME

Press the ESC Key to access the In-Game Menu, then select Main Menu. Choose Yes when asked if you are sure you want to leave the game in progress. Once at the Main Menu click on Quit and select Yes when asked if you want to quit the game.



FIRST FIVE MINUTES OF GAMEPLAY

Sentinel: Descendants of Time is a gripping science fiction adventure set more than 1900 years from the present day in a rich pastoral region of our own future Earth. It's the story of a young man named Beni who finds himself in the terrifying situation of being forced to enter the most dangerous tomb in a nearby tomb-field left behind by the long-gone Tasthan civilization.



After the introductory cutscene, you enter the main tomb. Walk along the bridge and you will have your first encounter with 'Dormeuse,' the sentinel who proves to be your guide, ally and your adversary through the adventure. The mysterious people who created these amazing hi-tech tombs were able to upload the personality of the tomb's occupant into its defence system. Are these the occupants themselves, coded into the structures as actual entities, or just simulations? No-one can be sure.

Take some time and explore the caves, caverns and alcoves of Tomb 35 and you will notice that there are archways with symbols written on them. Make note of these symbols as they will be needed to access the different realms of the Sentinel.

Using the bridge as your starting point, walk straight ahead and you will find the first archway in front of you. Note the symbol: a triangle with the bottom right side open.

Walk back towards the starting point again and turn right at the first incline. Walk towards the stairs to the top. Turn to the right and follow the path upwards until you see another archway. Note the symbol: It is an inverted T with the bottom line pointing inwards.



Walk towards the opening in the wall. Look out to see the tomb canyon. Walk to the left and enter onto the open platform overlooking the water. Walk towards the edge of the platform and turn to the right to follow another path to the area on the right. Ahead of you, on the right, is another archway. Note the symbol: a straight horizontal line with the edges pointing inwards.

Directly opposite this last archway is a long walkway with a console on the end. Walk towards the console and go around it to approach it from the opposite side.

The console is called the Waystone and is the focal point of the game. You may activate the transporters using the Waystone and return to this point with each Tomb Crystal, also referred to in the game as Hearth Crystals.

Click to obtain a close-up on the console to be able to interact with it. Click on the buttons to enter the symbols in the correct order to activate the transporters:

Left: the horizontal line with the edges pointing inwards

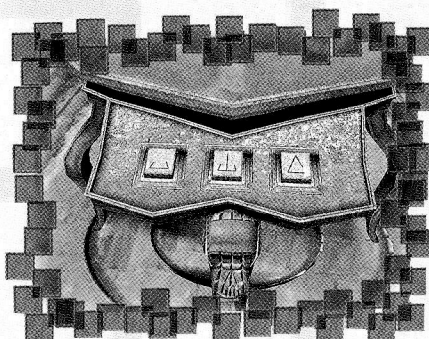
Middle: the inverted T

Right: the triangle with the bottom right side open

You will see the transporters activate. Leave the Waystone and go to a transporter. Walk into it to transport to one of the Sentinel's alternate realities.

NOTE: For all the puzzles, we highly recommend you use a pencil and paper; write down or draw the puzzles in exact detail. This will prove to be very helpful and possibly produce better results when finishing the more difficult puzzles.

Enjoy the rest of the adventure!



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Daniel Klecznski

SOUND DESIGN

Maciej Miasik

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The Adventure Company will gladly replace any disc free of charge, whether accidentally damaged or due to manufacturer defect, within the first year of ownership. To obtain a replacement disc, please return the faulty disc with a check or money order payable to DreamCatcher Interactive Inc., for US\$8.00 to cover postage and handling fees. (Please note: Add US\$2.00 for each additional disc).

Please be sure to include the following:

- Full Name
- Address, City, State/Province, Zip Code/Postal Code, Country
- Telephone Number
- Email Address (if applicable)
- Product Name(s)
- Brief note describing the problem

Mail To:

The Adventure Company
1658 North Milwaukee Ave., Suite #450
Chicago, IL 60647
U.S.A.

TECHNICAL SUPPORT

If you are experiencing technical problems with this software, and you have carefully followed the instructions in this booklet, you may find further support in the following places:

Online Support – <http://www.AdventureCompanyGames.com/tac/support/index.php>

We have posted common problems and solutions that may help you.

We also suggest that you complete the Technical Support form located at our web site. Please provide a detailed description of the problem you are experiencing (i.e. error message, where in the game the problem occurs, etc.). This will help our Representatives find a solution much quicker.

Phone Support – 416-638-1170*

If you would like to speak with one of our Technical Support Representatives, our hours of operation are from 10am to 7pm EST, Monday through Friday.

Please have the following ready:

- 1) Information about your computer's configuration (i.e. RAM, MHz, video and sound cards). You may use the Technical Support form at our web site as a guide.
- 2) A detailed description of the problem (i.e. error message, where in the game the problem occurs, etc.).
- 3) Immediate access to your computer so the Representative may walk you through the steps.
- 4) Pen and paper to take any notes.

* Phone support is located in Toronto, Canada

Please note: We do not provide hints via technical support. Hints are available at our website.
Support is available in English only.

TROUBLESHOOTING

1. If you encounter slowed game play or low frame rate, try turning down your settings:

In the settings menu:

- Turn off your subtitles and Hints
- Bring down the 'Gamma Correction' or Brightness
- Set to 'Low Detail'
- Turn off your 'Anisotropic Filtering'
- Change your resolutions settings

2. If you are experiencing sound problems during game play, try the following:
Increase/decrease your Audio Acceleration:

On your Desktop, press START then RUN. When the RUN window appears, type "dxdiag" in the text box," then click "OK."

The "Direct X Diagnostic Tool" window will appear. (Click "OK" if any message appear on your screen.)

Under the "Sound" Tab, there will be 4 different options:

- No Acceleration
- Basic Acceleration
- Standard Acceleration
- Full Acceleration

Try all acceleration levels starting with 'None' to 'Full'. After changing each acceleration level, play the game.

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EPILEPSY WARNING

Please read this caution before you or your child play a video game:

Certain people are susceptible to epileptic seizures or lose consciousness after exposure to flashing lights or light patterns in our daily environment. Such people may have a seizure while watching particular televised images or when they play some video games. This phenomenon may appear even if the subject has no history of previous difficulties.

If you or a member of your family has ever had symptoms related to epilepsy (seizures or loss of awareness) when exposed to flashing lights, please consult your doctor prior to use.

We advise that parents supervise the use of video games by their children. If you or your child experience any of the following symptoms while playing a video game: dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, immediately discontinue use and consult your doctor.

Standard Precautions When Playing Video Games:

- Do not stand or sit too close to the screen. Position yourself as far away from the screen as the length of cable allows.
- Play video games on a small screen (preferably).
- Avoid playing if you are tired.
- Make sure that the room in which you are playing is well lit.
- Rest for a period of 10 to 15 minutes for every hour you play a video game.

NOTES

This image shows a single sheet of white paper with horizontal blue or grey ruling lines. The lines are evenly spaced and run across the width of the page. There is no handwriting or other markings on the paper.