

## PREPARE YOURSELF FOR A FANTASTIC JOURNEY...

The concept of time has always fascinated man. Time has been a dimension inaccessible and unobtainable by man... Until today.

After many years of work, the final adjustments are made to a strange machine: A machine that will allow you to explore the very depths of time, bringing you to worlds and places unimaginable until now.

At the rear of the time machine, set apart in a glass cage, sits the very device that allows you to open the gates of time. Known as the Chronohedron, its thousand crystal facets represent the past, the present, and the future. Traveling forward in time, you land in a strange and mysterious city. Crackling with uncontrollable energy, the Chronohedron disappears in an explosion of light. You are unharmed, but realize the dreadful consequence of the accident: the door to the past is closed without the crystal device.

You have paid the ultimate price for your curiosity. Now you are a prisoner of time: your past possibly lost forever in an uncertain future where your fate is unknown.....



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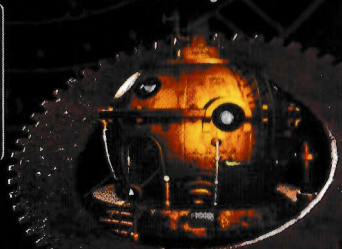
Totally immersive & graphically splendid environments.



Mystery-filled atmosphere.



Adventure, action and puzzle-solving elements throughout.



# THE NEW ADVENTURES OF THE TIME MACHINE™



EVERYONE  
E  
CONTENT RATED BY  
ESRB

Windows 98/95

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## INTRODUCTION

### The New Adventures of the Time Machine

London, January 1, 1893.

The promise of the future has always fascinated man. Time has been a dimension inaccessible and unobtainable to man. Until today....

After many years of work, your character, H.G. Wales, prepares to make the most fantastic journey. While snow falls on England, Wales makes the final adjustments to a strange machine... a machine... to explore time.

At the rear of the time travel machine, the Chronohedron is specially set apart in a glass cage. Its thousand crystal facets represent the past, the present, and the future. The Chronohedron is Wales' masterpiece and will open the gates of time.

Just before the final test, a strange object, made of copper, quartz, and shells, mysteriously materializes in Wales' laboratory. Engraved on its side are the enigmatic words: "The Nautilus Guides the Time Traveler." Following a sudden impulse, Wales decides to take the object with him before setting off into the unknown.

Traveling forward in time some 800,000 years, Wales lands in a strange and mysterious city. Crackling with uncontrollable energy, the Chronohedron disappears in an explosion of light. Wales is unharmed, but realizes the dreadful consequence of the accident: the Machine has disappeared.

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Wales has paid the ultimate price of his curiosity. He is now a prisoner of a time and place he must explore, a past possibly lost to him forever, and an uncertain future where his fate is unknown.....



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## SYSTEM REQUIREMENTS

Windows 98/95

Pentium II 233 (Pentium II 300 recommended)

32 MB RAM (64 MB RAM recommended)

60 MB Free Hard Drive Space (400 MB recommended)

SVGA Video Card, 2 MB (3D accelerator video card, 16 MB recommended)

Sound card

8x CD-ROM (24x CD-ROM recommended)

Microsoft DirectX™ 7.0 (included on the CD-ROM)

## INSTALLATION INSTRUCTIONS

### Installation of the Game

#### Autorun Enabled

Step 1) Insert CD 1 in your CD-ROM drive.

Step 2) If autorun is enabled on your computer, "*The New Adventures of the Time Machine*" installation program will start automatically.

Step 3) Follow the on-screen instructions.

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#### Autorun Disabled

Step 1) If Autorun is not enabled, double-click on the CD-ROM drive (usually D:) to open the contents of the disc.

Step 2) Find the Setup.exe file, then double-click on it to start the installation.

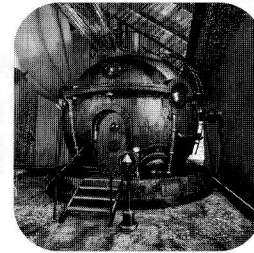
Step 3) Follow the on-screen instructions.

### To Uninstall the Game

Step 1) Click on the Start button, then Programs, and then "The Machine." Select "Uninstall The Machine."

Step 2) Follow the on-screen instructions.

Please Note: Your saved games will not be deleted from your hard drive.



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## THE MAIN MENU & GAME OPTIONS

### The Main Menu

The Main Menu enables you to access the save and load menus and the various game configuration options. From this menu, you may also launch the introductory video, view the credits, or quit the game. To access the Main Menu, press the Escape (Esc) button. You may browse this menu using either the keyboard or the mouse.

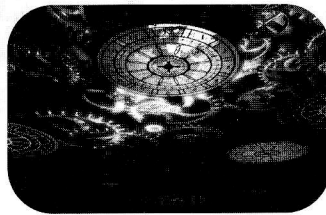
### Save and Load

You may save or load a game at any point during gameplay.

**Saving:** There is one condition when saving a game: a save costs the player one Jad Garrûl\* point (one "magic point"). If the player's magic reserve is zero, you may not save a game.

**Loading:** Loading a game does not consume a Jad Garrûl point.

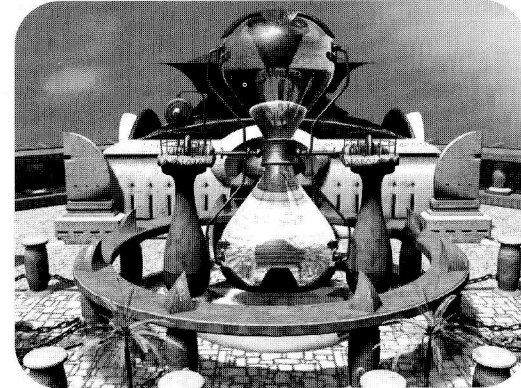
\* See list of terms in the Lexicon on Page 15.



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### Game Options and Configurations

At this menu, you will find the display options (i.e. resolution, use of a 3D card, etc.) and the volume options for the various sounds used in the game. You may also change the configuration of the keyboard buttons. For example: using the pre-set default settings, the hero casts a spell when you press the Ctrl button during the game. You may choose another button for this action by using the Game Options menu. The sound options menu includes an audio driver which allows you to listen to the music that you have already heard during the game.



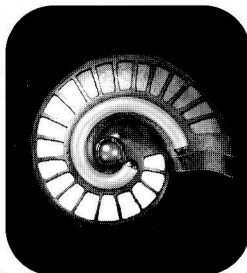
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## THE GAME INTERFACE

### The Nautilus

At the beginning of a new game, a Nautilus appears in the bottom left corner of the screen. This nautilus gives you many pieces of information:

1. The level of Jad Garrûl (the hero's magical power) is represented by luminous boxes. The hero loses Jad Garrûl points when he casts a spell. The Jad Garrûl points increase and decrease during the gameplay, therefore all the boxes are not active at the beginning of the game.
2. The level of Sand Points (the hero's "life points") appears in green in the central gauge. The hero loses Sand Points whenever he suffers a magical attack. The level has several successive gauges that change color (i.e. the gauge is red when the hero has no points left.) At zero Sand Points, the hero is "disaccorded" (See page 15) and disappears. The current game is then over and must be reloaded from a previously saved game state or restarted from the beginning to continue playing. At the center of the nautilus, a warning light indicates if the Magic Mode is active. The player must be in Magic Mode to cast spells.



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### The Default Controls

In *The New Adventures of the Time Machine*, the movements of the hero are controlled using the keyboard. On page 13 you will find a list of controls used in the game. During the game, press the "F1" key to bring up the Controls options menu.

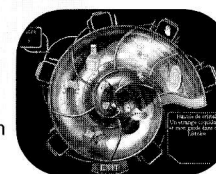
The Default Control setting may be configured to the preference of the user. (For simplification, this booklet refers to the Default Control settings.)

## THE INVENTORY

All the objects that the hero will discover during the game are stored in inventory. Press the "I" key to open and close the inventory. You may browse the inventory using either the mouse or the keyboard.

To use an object in inventory, click on it, then close the inventory screen, and press the Space Bar to use the object in the game.

You may also create a shortcut to use a particular inventory item. Simply select the object in inventory and press one of the keyboard numbers from 1 to 9. The number of the shortcut is then displayed in a box in the top left corner of the inventory screen. Whenever you need to use an item, press the keyboard number corresponding to the inventory item.



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The '0' key is used to put back the object you are carrying without opening the inventory.

## THE MAGIC OF TIME

When exploring the strange world of *The New Adventures of the Time Machine*, the player will learn that he possesses magical powers linked to Time. This magic is called **Chronomancy**.

To cast a spell, the player must first activate **Magic Mode** by pressing the **Enter** key on the keyboard. Pressing the **Enter** key again will deactivate this mode. In Magic Mode, you may carry out all actions, except attacking with a Chronomantic Weapon.

To cast a **Chronomantic Spell**, press the CTRL button. Deactivate Magic Mode and use the Ctrl button to attack with a chronomantic weapon.

Casting a spell costs the player Jad Garrûl points. If the hero has no points left, he cannot use Magic.

### The Chronomancy Menu

By pressing the 'C' key, you may open and close the Chronomancy menu. Each spell learned by the player is described in the menu and is represented by an icon. To view the icons, turn the ring of icons using either the mouse or the keyboard. Select a spell by pressing the left mouse button or the Enter key.

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You may also create a shortcut to select a spell without opening the spell icons. Simply select the spell and press one of the keys numbered from 1 to 9. The number of the shortcut is then displayed in the box in the top left corner of the spell icon ring. Press the numbered key to select the corresponding spell.

The '0' key is used to put the spell back without opening the spell icon ring.



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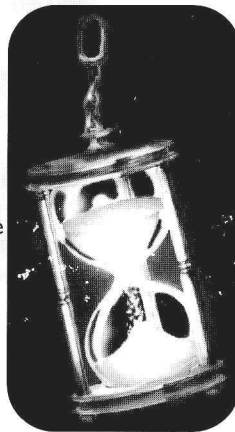
### The Apprenticeship of Chronomancy

At the beginning of the game, the hero does not know any spells and must learn them by bartering for the knowledge of new spells as the game progresses. Most of the spells can be learned in the **Chronomantic Spheres**. The metal spheres contain imprisoned spirits called **Lemurs**. The Lemurs teach the secrets of magic.

In a sphere, the player can train himself in chronomancy (magic) without spending his Jad Garrûl points. While in a sphere, a second nautilus appears to the left of the screen measuring the temporary points used up during training sessions, and disappears as soon as the hero leaves the sphere.

### The Ashes Hourglass

The Ashes hourglasses are powerful magic objects. To be of use, they must be charged with energy. An hourglass offers two possibilities: 1) The hero may use it on himself to increase his permanent Sand and Jad Garrûl powers; 2) The Ashes hourglass may also be offered to the spirits of the chronomantic spheres in exchange for new spells. The player has a choice between learning more magical spells or increasing his Life Points.



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### LIST OF CONTROLS

**Move Forward:** Up Arrow

**Action & Dialog:** Space Bar

**Bend Down:** Alt + Up Arrow

**Chronomancy Menu:** C

**Dodge Left:** Alt + Left Arrow

**Dodge Right:** Alt + Right Arrow

**Fight & Cast Spell:** Ctrl

**Grip an Object:** Hold down Space Bar

**Inventory:** I

**Jump Backwards:** Alt + Down Arrow

**List of Default Controls:** F1

**Magic Mode:** Enter

**Main Menu and Leave Current Menu:** Esc

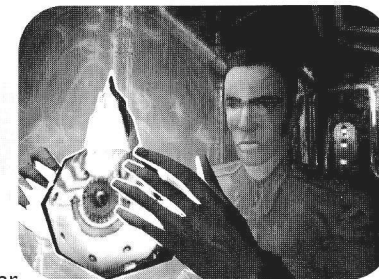
**Pause:** P or Pause

**Pull an Object:** Hold down Space Bar and Down Arrow

**Push an Object:** Hold down Space Bar and Up Arrow

**Retreat:** Down Arrow

**Run:** Left Shift



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**Shortcut Button Load Game:** F6

**Shortcut Button Save Game:** F5

**Shortcut Buttons for Objects or Spells:** 1 to 9

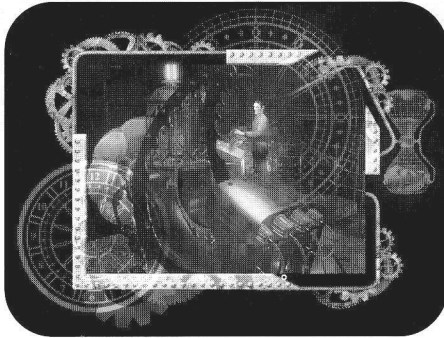
**Store Carried Object in Inventory:** 0

**Turn a Wheel to the Left:** Hold down Space Bar and Left Arrow

**Turn a Wheel to the Right:** Hold down Space Bar and Right Arrow

**Turn Left:** Left Arrow

**Turn Right:** Right Arrow



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## THE WORLD OF SAND

When exploring this distant future of which he is a prisoner, the player will discover a world with strange laws - a world in which people trade their memories for mortality and extended life. It is a world nourished by paradoxes where science and magic are bound together.

Certain terms used by the inhabitants of this universe may puzzle the player. The following guide will explain these terms:

### Lexicon of the World of Sand

**Adhamid:** Term used to designate an adult. The Adhamids are considered to be the guardians of the Sand People.

**Ashes:** Life Force / Soul. According to the sacred principles, the soul has the perfect shape of an inverted pyramid of Ashes. Each of its facets represents one of the spiritual states of the Sand people.

**Chronomancy:** The magic based on the perception and manipulation of time. Using the Jad Garrûl, the chronomancers are able to modify the rhythm of temporal flows.

**Disaccord:** The player is destined to forever wander in the world of the future without a memory. This will indicate a "game over" state.

**Disappearance:** The people in the World of Sand are immortal, but they may disappear in time if they suffer chronomantic attacks. The disappearance lasts until the next Wave and affects memory.

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**Effahid:** Term used to describe a child. The Effahids do not have any parents. They are all born of Khronos, as are all the clans of the Sand People.

**Jad Garrûl:** The supernatural power of the magicians, which enables them to alter the flow of time. When a chronomancer uses his magic, his Jad Garrûl is affected. Those who's Jad Garrûl reaches maturity become the Shekandars.

**Khronos (Sand God):** The god of time, creator of the World of Sand and master of the memory of mankind.

**Lemur (Sand Stealer):** The Lemurs are magical creatures, spirits who are hungry for the Sand of men. They are bound to the temporal flows and know many secrets. When bargaining with them, the chronomancers can learn the rhythms which permit the creation of spells. The Lemurs teach new spells.

**Tripodon:** An animal used as a method of transportation (much like a horse) by the Sand People. As with all the animals of the World of Sand, the Tripodons are mortal. They reappear instantly if they are disaccorded.

**Sand People:** The people who live in the city of the Hourglass, in the heart of the Great Desert.

**Sand:** According to sacred beliefs, the body of man is made up of Sand. The Sand is the link which unites the soul of Ashes to the material world.

**Hourglass:** A huge hourglass stands like a sentry in the center of the great square of the city of the Hourglass. Its role is to warn the inhabitants of the imminent arrival of the Wave. The term Hourglass is also used to designate the time elapsed between two Waves.

**Shekandar (Lords of the Wave):** The Shekandar are the elected monks of Khronos. They resist the powers of the Wave and pay tribute to the god of time, while mastering the mysteries of the World of Sand.

**Tetradon:** The guide of the Shekandars, and a very powerful chronomancer.

**Wave (Breath of Khronos):** A divine force which sweeps across the World of Sand and carries away the memory of its inhabitants. In its wake, the bodies of men are transformed by becoming older or younger. Animals are not affected by the rhythm of the Wave.

**Vissahid:** The Vissahids are old men. The Sand People respect those who are aged because of their wisdom.

## TO HELP GET YOU STARTED...

### Episode I

#### Hourglass City

Your character begins in a courtyard just off the U-shaped street. Control Wales forward. Press the action key and pick up the object on the ground. It is the Nautilus. Pick it up, then turn and go into the alleyway. Turn left (the other direction is blocked by a cart). A young boy speaks to you; thankfully you discover the inhabitants in this strange place speak English. The boy isn't very helpful because he can't remember anything, but he suggests you speak to the priests of the Sand God. He also tells you to come to him if you have something to trade.

Take the right alley and continue down it until you reach the columns of Hourglass Square. A cut scene shows a panorama of the large hourglass in the middle of the square. Walk right up to the Hourglass monument. If you turn right, you can walk up the steps to a Palace, but you will not be allowed entry. Instead, turn left. Walk past the first path, which is a dead end. Take the next path on the left. Speaking with people you encounter will help you learn where the Sand Temple is, and what the Hourglass monument in the center is for.

As Wales reaches the archway, you witness a cut-scene portraying a temporal

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storm. People begin to change ages, some grow older and others grow younger. Wales himself has become a boy again.

Continue through the open archway and down the street until you reach Temple Square. Walk forward a little to the left. Look at the altar. On the left hand side is a wooden bowl. Position Wales directly against the wall of the temple, in front of the bowl, and take it.

Continue around the temple until you reach a darkened altar. There is a man dressed in a blue sarong and a red shirt, praying in front of it. You can see a weapon there but the man won't let you get near enough to it. Turn left and continue around the temple until you reach an entrance.

Go inside the temple and speak to the priest. He is praying at the large statue in the center.

The priest explains that the temporal wave removes the memories of everyone except for the sacred guards and the priests, in exchange for protection.

The memories are stockpiled and kept by the Sand God, Khronos. You learn that the Shekandar monks in the desert are masters of magic and they may possibly have a solution to your predicament. The priest suggests that you go inside the Chronomatic Sphere to find some answers.

Walk to the sphere, climb up its stairs and push open the door...

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Inside the sphere you notice how strange it is that such a small sphere can contain such a large cavernous area. You have also been given duplicate sand points and Jad Garrûl allotment for inside the sphere. Walk forward and you will see a Lemur before you. He observes that you have magical qualities and suggests that you touch the blue crystals to learn some spells. There are three spells to take in the cavern. Familiarize yourself with the area as subsequent spheres are laid out in the same manner but the spell crystals are placed in different locations in subsequent caverns you will encounter. Take the De-Harmonize, Warp and Hourglass Ointment spells. Speak to the Lemur before you leave the sphere. The Lemur will tell you the purpose of each and says you can practice inside the sphere without using up your Jad Garrûl. Leave the sphere. Speak to the Lemur again before you leave the sphere.

The temple priest approaches you and says now that you have awakened your magical power, you must go to the monastery. Before you can pass through the desert though, you must find a certain relic that will lead you there.

Leave the temple.

Turn left and go past the first darkened altar back to the altar with the Wrist Jadgar in the left top corner. Now that the man dressed in the blue and red sarong is gone you can reach the weapon. When you touch it, it becomes activated. Take it and put it into your inventory.

Turn around and go towards the merchant's (old woman) stand. Touch the basket to the left of the stand three times. There is something inside that squawks each time you touch it, annoying the woman. After you touch it the third time, she goes over to the basket to try to quiet whatever is in there.

Quickly, take the chance while her back is turned and dash behind the counter. (If you cannot perform this act quickly, she will come back to you and tell you to get out from behind her stall. You will have to use the Warp spell to make yourself invisible and then take the ointment.)

Unless you are very quick, the old woman will return to her stall before you have a chance to pick up the Vissahid ointment from behind the counter. If she sees you, you will not be able to pick up the ointment. Instead, she will challenge you and try to shoo you away from stealing her wares. You must return to the basket and start again.

Take the Vissahid ointment and head around the temple until you reach the street to the left of the lily pond (the street from which you entered the Square) to return to Hourglass Square. Walk up to the Hourglass monument and turn left. Take the second left pathway. If you get to the big gate, you have gone too far. Turn left at the garden path. Walk down the path until you reach the gardener (he is the gentleman wearing the teal green shirt and cap, tending to his plants). If you take too long in locating him, you will have to search around the garden for him. Once you find him, engage the helpful fellow in conversation. Keep talking to him until he gives you the sand herbs.

Leave the Hourglass Square by the street you originally took to enter it.

Turn right and go to the U-shaped street, up to the merchant stand with the white and brown striped awning. You should recognize this area as it is near where you first landed your machine.

Due to the temporal storm, the merchant boy you met earlier is now a large, old man who has been forced to stoop over with age. When you talk to him he asks you to find something for his terrible backache. Give him the ointment. He gives you a relic. It is a compass; exactly what you need for traveling in the desert. Say "yes" when asked if you want to trade. Offer him the bowl and he will trade a knife for it.

Turn back and take the path to Hourglass Square. Walk up to the Hourglass monument and take the second path to the left back to Temple Square. Walk around the temple to the old merchant woman's stand (where you made the bird squawk and then took the ointment). Take the road just to the right of the stand, not the lane behind the temple.

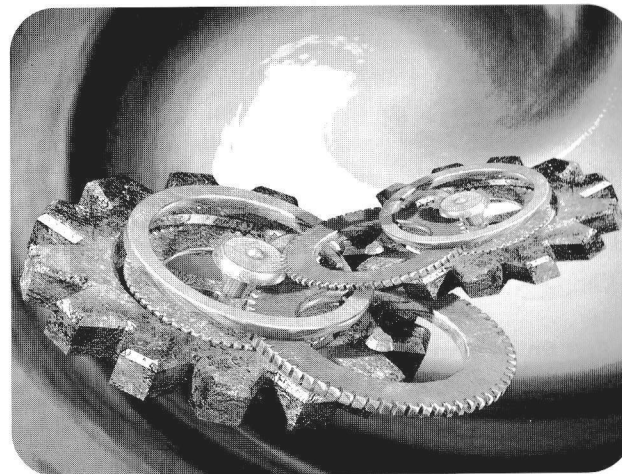
You enter a cut scene where you observe a guard who shoots a young boy for allegedly trying to steal his Tripodon. Approach the guard and blast him with either your De-Harmonizing spell or your Wrist Jadgar. You must keep hitting him with the spell or firing the Wrist Jadgar at him as he will protect and defend himself by firing back at you. Keep firing until he is de-harmonized. Take the Tripodon.

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A cut-scene shows your character traveling through the desert to the monastery.

End of Episode I



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## TIME MACHINE FAQs

### Gameplay Issues

**Q1: When the game begins, after the opening movie, the character (Wales) is not on the screen. I can't move anywhere.**

A1: The game is designed to run with a 3D acceleration card. However, if you do not have this type of video card you may disable this feature in the game. To turn off 3D acceleration please complete the following steps:

**Step 1)** While you are in the game, press the ESC key on your keyboard to access the Main Menu.

**Step 2)** Click on "Options" and then "Video Parameters."

**Step 3)** Click on "3D Acceleration." If it reads, "Yes" then click on the word "Yes" and it will change to "No."

**Step 4)** Click on "Validate" and continue the game

**Q2: The first time I played the game it worked fine, but after changing the video settings within the game, it won't launch. Uninstalling and Re-installing the game does nothing.**

A2: When you uninstall the game the Preferences will remain on your computer. Therefore, you must manually uninstall the folders by completing the following steps:

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**Step 1)** Uninstall Time Machine by clicking on START, then PROGRAMS, then THE MACHINE, then UNINSTALL THE MACHINE.

**Step 2)** Manually delete the "Time Machine" folder located in the "C:\Program Files\Cryo Interactive Entertainment" directory.

**Step 3)** Reinstall the game.

**Q3: Can I use a mouse or joystick to control my character (Wales)?**

A3: No. The game was designed for keyboard navigation only.

**Q4: I can't save a game. When I click on SAVE, the box becomes empty again. What do I do?**

A4: To save a game, firstly ensure you have enough Gad Jarrul points. Secondly, to save a game:

**Step 1)** Click on any one of the 12 slots.

**Step 2)** Type in a name for the saved game.

**Step 3)** Press the ENTER key on your keyboard and the game will be saved.

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**Q5: I am having trouble with the collection of the 7 Sandscrapers.**

A5: It is possible to catch the little creatures that run around, however, they do not need to be captured and have no impact on the outcome of the game. In the later stages of development, the developers chose not to use the Sandscrapers as necessary inventory items for gameplay.

**Q6: While playing the game the following problem(s) occur:**

- Dialog gets cut off and the speech audio stops, but the words continue on the screen.
- Dialog becomes out of sync with words appearing on the screen.
- There is no sound or it is distorted.
- The game will freeze at any time.

A6: A few adjustments may need to be made on your system. Please attempt the following suggestions:

**Suggestion #1: Check Audio Device for Playback.**

**Step 1)** From the Windows desktop, click on START, then SETTINGS, and then CONTROL PANEL.

**Step 2)** When the Control Panel window appears, double-click on the

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"Multimedia" icon. (Windows ME will have it listed as "Sounds and Multimedia")

**Step 3)** If the Audio tab is selected, below there will be a Preferred Device chosen for playback. If the Drop Down list displays, "(use any available device)," change the selection to your computer's sound card. If a change was made, click on "Apply."

**Step 4)** Close all windows that are open and start the game.

**Suggestion #2: Reduce Audio and Video Acceleration.**

**Reducing Audio Acceleration:**

**Step 1)** From the Windows desktop, click on START, then SETTINGS, and then CONTROL PANEL.

**Step 2)** When the Control Panel window appears, double-click on the "Multimedia" icon. (Windows ME will have it listed as "Sounds and Multimedia.")

**Step 3)** Confirm that the Audio tab is selected, and then click on the "Advanced Properties" button within the Playback section.

**Step 4)** Within that window, you may see the "Hardware Acceleration" slider for Audio Playback. If you do not, click on the "Performance" tab.

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**Step 5)** Set the slider one notch to the left and click APPLY when done. Start the game to see if the problem persists.

**Step 6)** Repeat steps 1 to 5, moving the slider down another notch, if the problem persists.

#### **Reducing Video Acceleration:**

**Step 1)** From the Windows desktop, right-click on "My Computer" and select "Properties."

**Step 2)** Click on the "Performance" tab and then the "Graphics" button at the bottom of the window. The "Advanced Graphics Settings" window will appear.

**Step 3)** Move the slider for "Hardware Acceleration" one notch to the left then click "OK."

**Step 4)** Click "OK" again and select "Yes" to restart the computer.

**Step 5)** Start the game to see if the problem persists.

**Step 6)** Repeat steps 1 to 5, moving the slider down another notch, if the problem persists.

Note: You may wish to try various combinations of the adjustments. One setting to try is to have Video and Audio both set to Basic Acceleration. (The slider will be positioned one notch from the left.) Please be sure to set the

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Video and Audio Acceleration back to FULL when not playing the game so that your computer performs at peak efficiency.

#### **Suggestion #3: Close All Other Programs That Are Running.**

Please ensure all other programs are closed prior to running the game. This includes any anti-virus software you may have installed on your system. To check that all other programs are closed, perform the following while on your windows desktop:

**Step 1)** Using your keyboard, press the CTRL, ALT and DEL key simultaneously and a "Close Program" window will appear.

**Step 2)** Within this window it will display what programs are currently running. To reduce Windows to its basic functionality, the only two programs that absolutely need to be running are "Explorer" and "Systray." Any other programs that are listed can be selected, then click on "End Task" to close the program.

**Step 3)** Perform steps 1 and 2 again until only "Explorer" and "Systray" remain.

**Step 4)** When this is completed, start the game.

NOTE: All the programs that you have closed will restart the next time Windows starts.

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#### **Suggestion #4: Update Version of DirectX™.**

Update your system to the latest version of DirectX™ by visiting the Microsoft web site: <http://www.microsoft.com/directx>

#### **Suggestion #5: Update Video and Audio Drivers.**

Check with your video and sound card manufacturers to confirm you have the latest drivers.

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### **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.dreamcatchergames.com>

Please visit the Technical Support section of our Web site at [www.dreamcatchergames.com](http://www.dreamcatchergames.com). 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.

Email Support – [techsupport@dreamcatchergames.com](mailto:techsupport@dreamcatchergames.com)

A Representative will return your email by the following business day. Please be as detailed as possible, providing information about your computer and a detailed description of the problem you are experiencing. You may also use the Technical Support form at our Web site for more efficient service.

Phone Support – 416-638-1170

If you would like to speak with one of our Technical Support Representatives, our hours of operation are from 9am to 9pm 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.

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### Product Warranty Policy

DreamCatcher Interactive, Inc. will gladly replace any disc free of charge, despite the reason (lost, accidentally damaged, or manufacturer defect), within the first year of ownership. To obtain a replacement disc, please return the faulty disc with a check or money order 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, Zip Code/Postal Code, Country
- Telephone Number
- Email Address (if applicable)
- Product Name(s)
- Brief note describing the problem

Mail To:

DreamCatcher Interactive, Inc.  
1658 North Milwaukee Ave., Suite #450  
Chicago, IL 60647  
United States

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### EPILEPSY WARNING

Please read before using any video game or allowing your children to use one.

Some people could have an epileptic seizure or loss of consciousness when exposed to flashing lights or certain normal conditions of everyday life. Such persons could risk a seizure while watching televised images or while playing certain video games, and this can occur even if there have been no previous medical problems or history of seizures.

If you or a member of your family has ever shown symptoms (seizure or loss of consciousness when exposed to flickering lights) consult your doctor before playing.

Parents should supervise their children's use of video games. If you or your children experience any of the following symptoms—dizziness, altered vision, eye or muscle twitches, loss of consciousness, disorientation, involuntary movements or convulsions — discontinue use immediately and consult your doctor.

#### **Please Take the Following Game Precautions When Playing Video Games:**

Do not sit too close to the television or computer screen. Position yourself with the linking cable at full stretch or at a full arm's distance from the computer screen. Play video games preferably on a small screen. Do not play if you are tired or have not had much sleep. Make sure that the room in which you are playing is well lit. Rest for 10 – 15 minutes per hour while playing video games.

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## NOTES

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## NOTES

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