

# KILLING TIME™



WALK WITH US  
WE'LL SEND YOU  
PURE TERROR.



---

## Table of Contents:

Controls . . . . .	4
Screens	
Main Screen . . . . .	5
Options Screen . . . . .	6
Configuration Screen. . . . .	7
Load Game & Name Screen . . . . .	8
Game Screen . . . . .	9
Map . . . . .	10
Objects. . . . .	11
Weapons . . . . .	12
Winged Vessels & Apparitions of Tess. . . . .	13
Using the Map . . . . .	14
Loading and Saving Games . . . . .	15
Advice for the Uninvited . . . . .	16
Credits . . . . .	17
Limited Warranty. . . . .	18

## Controls:

The default keyboard controls are as follows:

Move forward . . . . .	Up arrow
Backstep . . . . .	Down arrow
Move left. . . . .	Left arrow
Move right. . . . .	Right arrow
Run . . . . .	Shift
Sidestep Left. . . . .	Q or Left arrow + Command (Open-Apple)
Sidestep Right . . . . .	W or Right arrow + Command (Open-Apple)
Jump . . . . .	A
Crouch . . . . .	Z
Automap. . . . .	Tab
Fire/Use Weapon . . . . .	Control
Look Up/Down . . . . .	Page Up/Page Down
Center view. . . . .	Home
Select Crowbar. . . . .	1
Toggle between Pistol and double pistol . . . . .	2
Select Shotgun. . . . .	3
Select Tommy Gun . . . . .	4
Select Molotov cocktail . . . . .	5
Select Flamethrower. . . . .	6
Select Ankh . . . . .	7
Resize game screen. . . . .	+/-

TIP: You can configure your keyboard controls to your liking at any time by pressing F1.

NOTE: The speed of the game is dependent on the performance of your computer. To adjust the speed of the game, use the resize game screen keys (+/-) to achieve the optimal performance for your machine.

## The Main Screen

After the Logicware logo appears and some brief loading time, Killing Time will begin with an introductory movie. Sit back for a moment and learn about your fate, or—if you're feeling especially invincible—press any key to get to the Main Screen. This screen offers six choices. To select any one of these choices, use the up/down arrow keys of your keyboard to highlight it and press Enter.



- |           |  |
|-----------|--|
| Start     | Start a new game by going to the Player's Name screen.                                   |
| Options   | Set your sound, control, and button configuration preferences.                           |
| Load Game | Resume a previously saved game.  |
| Credits   | Find out who's responsible for Killing Time. Press any key to return to the Main Screen. |

- |             |  |
|-------------|--|
| View Intro  | Take another look at the introductory movie. Press any key to return to the Main Screen. |
| High Scores | See who's survived the longest...so far. Press any key to return to the Main Screen.     |

Start, Options, and Load Game are explained in greater detail later in this manual. To return to the Main Screen before making any choices on any of these screens, press Esc.

## The Options Screen

From this screen, you can toggle music and sound effects on or off, choose stereo or mono sound, and customize your button configurations so Killing Time feels (and sounds) just right. Here's how:

1. From the Main Screen, select Options by clicking with the mouse or using the arrow keys. It will be highlighted when selected. Press Enter to open the Options screen.
2. In the Options screen, select Music (again, use the mouse and/or the arrow keys). Press Space Bar or click with the mouse to toggle Music on or off.
3. Select SFX. Press Space Bar or click with the mouse to toggle between on and off.
4. Select STEREO. If for some reason you don't like actively panning sound effects and music, press Space Bar to toggle to MONO.
5. Select CONFIGURE CONTROLS. In this screen you can reconfigure the default keyboard assignments and configure other input/control device.
6. When all option settings meet your preferences, click OK or press Enter. This returns you to the Main Screen.



## Configuration Screen

From this screen, you can customize button configurations on the keyboard or other control devices. If you have more than one control device attached to your system, select it from the options at the right of the screen (keyboard, mouse). When keyboard is highlighted you can change key assignments by clicking the field you want to change (e.g., Run, or Fire), then press the new key. To cancel the Configure Controls Dialog, click Default.



1. On the Options Screen, select Configure Controls and press Enter.
2. Click to highlight the game function and then press the key or mouse button that you want assigned to the game function.
3. When everything is set up to your liking, click OK or press Enter. This returns you to the Options Screen.

A few important things to remember about custom configurations:

- You can change your configuration at any point during gameplay by hitting the F1 key.
- You can save only one set of custom preferences for the keyboard and mouse.
- Any time you change the configuration, all save games will play with that configuration, regardless of whether they were saved under a different configuration.

## The Load Game Screen

To load a game, do the following:

1. From the Main Screen, select Load Game and press Enter to visit the Load Game Screen.
2. On the Load Game Screen, select the game you wish to load using the mouse or arrow keys.
3. Press Enter to load the selected game. Killing Time will now start with your position and game settings from the last time you saved this game. Press Esc to cancel and return to the Main Screen.



## The Name Screen

1. From the Main Screen, select Start and press Enter. This takes you to the Player's Name Screen.
2. Highlight the bar which crosses the middle of the screen. Enter your player Name. Your high scores will be saved automatically under this name.
3. Highlight the Difficulty Level window. Press the Space bar (or click with mouse) to toggle between Easy, Medium, and Hard. The Conway Estate takes on a different personality with each setting. Choose carefully, because you won't be able to change the level once the game begins!
4. When your name and difficulty settings are entered, select OK by clicking or using the arrow keys. When OK is highlighted, press Enter to save your name screen settings. Welcome to the Isle of Matinicus and the Conway Estate. Your adventure has begun.



## The Game Screen

This screen is your first-person view as you move through the grounds and buildings of the Conway Estate during your adventure on the Isle of Matinicus.

### Right Status Wing

The number and indicator bar indicates how much ammo you have left for the particular weapon you are holding. As you pick up Winged Vessels, a rainbow of gems will progressively fill the open areas of this wing.

### Left Status Wing

The percentage number and indicator bar indicates how much health you have left. As you pick up keys around the estate, a rainbow of gems will progressively fill the open areas of the wing.



## The Map



## Objects

As you move through the Conway Estate, you'll encounter many types of objects. Along the way, you'll have to discover exactly what all these objects are and how they may help or hurt you. Two guidelines:

- To see if you can pick up an object, simply walk over it—if it's collectible, it will become part of your inventory.
- Try opening doors and flicking switches by pressing Enter. Chances are you'll just be Killing Time, but you never know...

### YOUR PERSONAL INVENTORY MAY EVENTUALLY INCLUDE:

#### Keys

With all the valuables they kept around the estate, the Conways were big on security. Find all the keys to unlock the mysteries of Matinicus.



#### Ammunition

Ammunition can be found all over the Conway Estate (exactly why is part of the mystery you will solve). Dead enemies may also drop bullets and shotgun shells, so keep an eye open. Walk over ammo to fill your weapons and pockets with as much as they can hold.



#### Winged Vessels

Beautiful and powerful, these mysterious objects give you special abilities—but you must find them first. Unlike keys and ammo, you decide when and where to invoke their power. The Winged Vessels in your collection are represented by the gems in the Right Status Wing.



## Weapons

You've come to Matinicus prepared. Your hand clasps a .45 Caliber Nickel-Plated Cold "Peacemaker" Revolver. But that old gun might not be enough to make the difference between life and a really horrid death. With any luck, you'll find other weapons on the Estate—some of which you might have to pry out of an enemy's cold, dead fingers. Your arsenal of weapons may ultimately contain:



### A Crowbar

Somewhat silent, easy to keep clean and never needs refilling. Heavy to carry, but good to always keep handy in case you run out of ammo.



### A Second Pistol

Find the revolver Mr. Conway used during the 1920's to chase away sea-faring smugglers, and you can have a .45 in each hand. Do double the damage in the same amount of time. Increase the odds you'll score a mortal hit. The down side? You'll use double the ammo.



### 1931 Remington 12 Gauge Pump Model 870 Shotgun

Popular among members of Conway Estate hunting parties. A lot of power with good spread—makes very impressive holes with each lethal blast. These old rifles take a second to reload though—so aim to kill!



### 1928 Thompson .45 Caliber Sub-Machine Gun

More affectionately known as the "Tommygun", the gangster-era baby take the same bullets as your Cold "Peacemaker." Eats through enemies like a lawn mower. Eats through ammo supplies even faster.



### Molotov Cocktail

Always popular at parties, these cocktails were the mixed drink of choice at this smuggler's hideout. Light 'em up and pitch them for big damage, but remember these tough bottles may bounce a couple times before they go up in flames.



### 1917 Kleinschmidt Flamethrower

The Big Burner. During WWI some maniac brought a few to the island to defend it from invasion. After the Estate was built in 1921, the Conways stored them in an unlikely place. Find one and start cooking! One shot does it all, but remember to sweep left and right to really "clean up" the island.



### Anhk

The mysterious weapon stolen from Rameses tomb. Though difficult to find, this powerful magic will clear your path of all but the toughest enemies.

**NOTE:** **To fire any weapon,** Aim and press Control key. The "2" key cycles between the pistol and the double pistol if you have collected a second pistol.

**To cycle through your weapon inventory,** press Delete.

**To aim up and down,** Press Page Up/Down.

**To open the Configuration Screen at any time,** press F1.

## Winged Vessels

These mysterious vessels are key components of the spell that keeps the Conway Estate trapped in time. Before things went awry, Tess created these vessels as symbols of her body. They were meant to grant her everlasting life, but that was before someone interfered—with deadly consequences. Collect all ten to escape the island alive!



To invoke a Winged Vessel's special power:

1. Press either the “[” or “]” (brackets) key to bring up the Winged Vessel interface at the top of the screen.

NOTE: When selecting these vessels, the game is still active, so both you and the bad guys continue to move and do damage.

2. Use the “[” or “]” (brackets) to toggle through the vessels in your Inventory. The name of the Vessel and its ability will be displayed below the interface. Translucent vessels need to be recharged and cannot be activated.
3. Press Enter to activate a selected vessel, and the interface will disappear. You can activate more than one vessel at a time.
4. Press Esc to exit the interface without activating any abilities.

NOTE: The white “rejuvenation” vessels rejuvenate all the vessels you have collected, but they are not cumulative—so use one re-charge (on as many vessels as you wish) before picking up another white rejuvenation vessel.

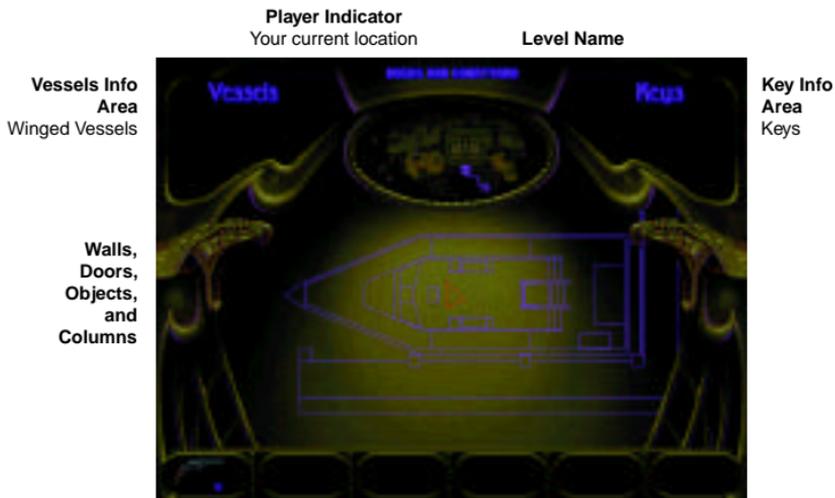
## Apparitions of Tess

In various areas of the Estate, you may notice ghostly appearances by your long-dead hostess, Tess Conway. Listen carefully for her calling out to you. By all means go to her—but be prepared for the unworldly!



## Using the Map

To get a bird's eye view of your immediate surroundings while on *Matinicus*, press the Tab key to display the Map Screen. The map shows what you've discovered so far in the current maze, along with your present location. But be careful! Time doesn't stop just because you opened up your map!



- To resize the map (zoom in/zoom out) use the + and - keys.
- When you are done using the map, press Tab to return to Killing Time.
- The game does not pause while you are viewing the map, so stay awake - you could be killed while finding your bearings.

## Loading and Saving Games

At any time during the game, you can display the Load/Save screen to review or change the options you set at the beginning of the game. You can also Save and Quit from this screen.

**Press Esc** to pause and bring up the Load/Save screen. Press Esc again to resume the game.



### **New Game**

This will exit the current game and take you to the Player Name screen. Press Enter to select.

### **Save Game**

Allows saving of games during play. Use arrow keys or mouse to select a save game slot. Type in a name for the save game and hit Enter. A message will appear if your save was successful. Hit Esc to return to the Load/Save screen.

### **Load Game**

Allows you to switch to any saved game from your current game. Use arrow keys or

mouse to select a file and hit Enter to launch. This will replace your existing game. Hit Esc to return to the Load/Save screen without loading a file.

### **Quit**

Exits the current game and returns you to the Macintosh.

### **Options**

Takes you back to the Options screen.

### **High Scores**

Displays the names of the current champions.

## Advice for the Uninvited

### Staying Alive: Hints & Tips

- Play in a dark room—turn off the lights, pull down the shades, wait for the next eclipse. Less light will allow you to spot enemies better at a distance.
- When fighting, keep moving—you can avoid damage from projectiles. Sometimes running away is the best option.
- All weapons have a realistic rhythm; so learn how best to fire them rapidly by learning their unique feel.
- Entering rooms sideways may help you avoid an ambush.
- Watch out for enemies just coming into view at the “gloom point.” They may not have noticed you yet, but you may be able to shoot them—especially with a pinpoint weapon like the revolver.
- As soon as you pick up a Winged Vessel, press “[” or the “]” (brackets) to open the Interface screen to see what ability it gives you when activated.
- Some enemies block you, others can be walked on and through.
- Learn areas before deciding when and where to activate Winged Vessel abilities. When selected after a rejuvenation, 200% Health pushes you up to max health again.
- If there’s more ammo in a cache than you can carry, make note of the location and return for the rest of it when you’re running low.
- Listen carefully to any characters you happen to meet at the Conway Estate—they may give just the clues you need to stay alive!

# Credits

## Macintosh Port

### Executive Producer

Steven Parsons

### Programmers

"Burger"Bill Heineman  
Hiep Dam  
Eric "Sheppy"  
Shepherd

### Tester

Ben Young

## Original PC Version

### Executive Producer

Joe Ybarra

### Producer

JuliAnn Appler

### Associate Producer

Scott Walker

## Logicware Credits

### Executive Producer

Steven Parsons

### Lead Programmer

"Burger"Bill Heineman

### System Tools

Michael "Mad Dog"  
Lutynski

### Game Designer

Scott Campbell

### Level Designers

Steven Parsons  
Tristan "Stryder"  
Anderson  
Melissa Campbell

### Lead Artist

Chad Max

### Monster Models

Jeff McAteer

### Textures

Geoff Butz

### Lead Test

Tristan "Stryder"  
Anderson

### Testers

Rene Abrahamyan  
J.J. Julian  
Greg Parsons  
Zach Young

### Special Thanks

Melissa Campbell  
Lori Heineman  
Kandice Holiday  
Carol Martino  
Carolyn Parsons  
Sarah Shepherd  
Caffeine

## The 3DO Team

### Programming

Larry Reed

### Technical Advisors

Nicky Robinson  
Larry Reed

### Intro and Endgame

**Voiceover**  
Bruce Robertson

### Toxic Dung Ball

**Model**  
Gary Lake

## Product Marketing

Rick Reynolds  
Todd Sitrin

### Test Manager

Brian Gilmer

### Test Lead

Michael Herauf

### Assistant Test Lead

John "Prego"Lencioni

### Testers

Tim Lake  
Jason Wildblood

## Marketing

Karen Klein  
Priscilla McGee  
Laurie Probst  
Neal Robison  
Scott Stalcup  
Karen White

### PR

Tuesday Uhlard  
Chris Bateman

### Manual Writer

Half Moon

### Box Design

Mark Galameau

### Manual Layout

Margaret Antonoff

### Special Thanks

John Byrd  
Brad Engstrand  
Michael Jablonn  
Chuck Kubota  
Julie Renwick  
Jeff Sutherland

## The Originals

### Game Directors

Larry Reed & Al  
Tofanelli

### Music, Sound FX, Video Scoring

Bob Vieira

### Artists

Al Tofanelli  
Stefan-Henry-Biskup  
Liz Beatrice  
Grace Chen  
Bill Eral  
Paul Xander

### Maze Designers

Mike Jablonn  
Peter Carlson  
Scott Walker  
Keith Bachman

### Original Treatment Writer

Thomas Claburn

### A/V Engineers

Brad Engstrand  
Diana McKenzie  
Rachell Mayeri  
Jeff Sutherland

### Director-Introduction Video

Liz Beatrice

### Ghost Dialogue

John Hight

### Character Concept

**Artist**  
Iain McCaigh

## Interior Design Concepts

Michelle Iacobucci  
and Flying Colors, Inc.

## Video Production

Danarxi Studios, Inc.

### Manual Writer

Sara Reeder

### "Here on This

**Island"** Composed by  
Bob Vieira

### Performed by

Elizabeth Snyder

## Recorded and Mixed by

Tony Mills/Spark  
Productions

### "Time Trapped Isle"

Composed and  
Performed by  
Larry Reed and the  
Toot Sweet Jazz Band

To order Toot Sweet  
Albums or book per-  
formances, call (415)  
592-8793

# LIMITED WARRANTY

## LOGICWARE LIMITED 90-DAY WARRANTY

Logicware warrants to the original purchaser of this Logicware product that the compact disc or floppy disk(s) on which the software programs are recorded will be free from defects in material and workmanship for 90 days from the date of purchase. If the compact disc or floppy disk(s) is found defective within 90 days of original purchase, Logicware agrees to replace, free of charge, any product discovered to be defective within such period upon receipt at its factory service center of the product, postage paid, with proof of the date of purchase. This warranty is limited to the compact disc or floppy disk(s) containing the software program originally provided by Logicware and is not applicable to normal wear and tear. This shall be void if the defect has arisen through abuse, mistreatment, or neglect. Any implied warranties applicable to this product, including warranties of merchantability and fitness for a particular purpose are disclaimed. Logicware disclaims all responsibility for incidental or consequential damages.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions or liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

### Lifetime Warranty

If the compact disc or floppy disk(s) should fail after the original 90-day warranty period has expired, you may return the software program to Logicware at the address noted below with a check or money order for \$5.00 (U.S. currency), which includes postage and handling, and Logicware will mail a replacement to you. To receive a replacement, you need to enclose the original defective compact disc or floppy disk(s) in protective packaging accompanied by: (1) a \$5.00 check or money order, (2) a brief statement describing the defect, and (3) your return address. If you have a problem with your software, you may wish to call us first at (626) 938-0104. If your compact disc is defective and a replacement is necessary, U.P.S or registered mail is recommended for returns. Please send the defective disc(s) only (not the box) with a description of the problem and \$5.00 to:

Warranty Replacements  
Logicware  
20628 E Arrow Hwy #6  
Covina, CA 91724  
Customer Service (626) 938-0104

### Copying Prohibited

This software product and the manual are copyrighted and all rights are reserved by Logicware and are protected by the copyright laws that pertain to computer software. You may not copy the software except that you may make one copy of the software solely for backup or archival purposes. You may not loan, sell, rent, lease, give, sub license, or otherwise transfer the software (or any copy). You may not modify, adapt, translate, create derivative works, decompile, disassemble, or otherwise reverse engineer or derive source code from, all or any portion of the software or anything incorporated therein or permit or encourage any third party to do so.

### NOTICE:

Logicware reserves the right to make modifications or improvements to the product described in this manual at any time and without notice.





Logicware, Inc.  
20628 E. Arrow Hwy. #6  
Covina, CA 91724  
[www.logicware.com](http://www.logicware.com)

©1997 BioWare Corp. All rights reserved. Shattered Steel and Interplay are trademarks of Interplay Productions. All rights reserved. Original game created by BioWare Corp. Licensed and distributed by Logicware, Inc. under license from Interplay Productions. Portions copyright Logicware. All right reserved.