

THE JOURNEYMAN PROJECT 2[®] **BURIED IN TIME**[™]

THE EPIC TIME TRAVEL ADVENTURE

INSTRUCTION BOOKLET

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The Journeyman Project Recap

In *Buried in Time*, you once again assume the role of Gage Blackwood, better known as Agent 5 of the Temporal Security Agency. As an agent of the TSA, it's your responsibility to ensure that history is not altered by anyone with the ability and inclination to do so. Following is a recap of recent Earth history, the founding of the TSA, and the plot of the original Journeyman Project.

After a brutal third world war, Earth finally achieved peace and unity in the twenty-second century. Two hundred years later, in 2308, the planet was visited by an alien race who called themselves the Cyrollans. They broadcasted a message saying that they had come to invite Earth into a consortium of intelligent space faring races known as the *Symbistry of Peaceful Beings*. They indicated that they would give us exactly ten years to consider their proposal, and then departed.

Meanwhile, the accomplished physicist Elliot Sinclair had built a prototype time machine under government contract. However, after its maiden voyage, the project was scrapped. The time machine, known as *Pegasus*, was dismantled and secretly reconstructed in the Temporal Security Annex, a top-secret government facility established for the purpose of safeguarding history from sabotage.

On the day of the Cyrollans' return to Earth, Agent 5 was on duty at the TSA. As the Cyrollan fleet came into sight, the temporal distortion warning alarms began to wail. Someone had gone back in time and altered history in three places. With only minutes to spare before history was changed forever, Agent 5 jumped back in time to investigate the *distortions*. It didn't take him long to find the sources - three androids that had been sent back into the past, each with a mission to significantly alter history. Drawing on years of training, Agent 5 managed to disable each of the robots and access their memory recordings to piece together what was going on.

The robots had been sent by Dr. Elliot Sinclair. Fearing that the Cyrollans were planning an invasion, Sinclair constructed a new time machine and sent his android servants back in time to change history so as to make Earth a less appealing target. And should they have failed, Sinclair was prepared to assassinate the *Cyrollan* ambassador as a sign of defiance.

With only moments remaining until the ambassador walked into the line of fire, Agent 5 located Sinclair's rooftop emplacement and apprehended the crazed scientist, thereby ensuring humanity's acceptance into the *Symbistry of Peaceful Beings*.

Installation - PC

Confirm that your CD-ROM drive and Sound Card are installed and working properly before continuing. Also verify that your current Windows display driver can support 8-bit (256 colors) or greater color depth. Finally, verify that you are loading a Disk Cache (such as SmartDrive) in your `autoexec.bat` file, look for a line similar to:
'LH c:\dos\smartdrv.exe 2048 256'.



To install from Program Manager:

- Insert Disc 1 of Buried in Time into your CD-ROM Drive
- Select 'Run' from the 'File' menu.
- Click on the button labeled 'Browse.'
- Type the drive letter of your CD-ROM drive, followed by a colon (example D:).
- Click on the file 'BITSETUP.EXE' displayed in the file list box.
- Click on OK to return to the Run dialog box.
- Click on OK to run the setup program.

During the **installation process**, you will be prompted to confirm various options and actions required to install **Buried in Time** on your computer.

When installation has been completed, be sure to restart Windows before running **Buried in Time**. If you chose to create an icon for **Buried in Time**, you can launch the game by **double-clicking** that icon. If you chose not to create an icon, run the file "BITMPC.EXE" located in the directory where **Buried in Time** was installed.

Installation - Macintosh

Make sure that you are running the same versions of QuickTime™, Sound Manager™, and Multimedia Tuner™ as are in the "Files for System Folder" folder of the **Buried in Time** CD-ROM.

If you are unsure, move your current versions of these three extensions (or as many as you have) from the "Extensions" folder within the "System Folder" of your startup hard drive into the "Extensions (disabled)" folder, or wherever you choose to store extensions that are not in use. Then drag QuickTime, Sound Manager, and Multimedia Tuner from the "Files for System Folder" folder on disc 1 of **Buried in Time** onto your System Folder and restart your Mac. For best performance, turn off unnecessary Extensions and Control Panels.

Next, re-insert the **Buried in Time** CD-ROM and open the folder named "Copy Contents To Hard Drive." Copy the contents of this folder to your hard drive. You'll probably want to create a "Buried in Time" folder for these items, but they may be stored wherever you like.

To start the game, double-click the "Buried in Time - Thousands" file that you just copied to your hard drive if your computer supports **thousands** of colors, or the "Buried in Time - 256 Colors" file if your computer only supports 256 colors.

If you are unsure how many **colors** your Mac supports, open the "Monitors" control panel and check to see which color options are supported on your system. If you have "Thousands" as an option, we recommend setting your monitor to this setting for the highest quality viewing **experience**.



File Functions and Command Keys

To access the 'File' menu options and other game controls, activate the Interface Biochip by selecting it in your inventory display area, and then clicking on its picture icon. Now click the 'Menu' button on the 'Biochip Display Panel' to bring up the file options and preferences.

To save your game-in-progress onto your hard drive so that you may return to it later, click the 'Save' button. This will bring up a standard dialogue box for saving a file. You will not be able to save your game onto the CD-ROM, so be sure to select your hard drive as the volume on which to save the game. You may return to a previously-saved game by clicking the 'Restore' button.

The 'Flicker' and 'Transition Speed' controls effect the presence of animation on still frames and the speed of turning, respectively. If the game seems sluggish on your computer, you may want to turn off flicker and set the transition speed to maximum. Additionally, while playing the game you can hold down the 'Control' key on your keyboard ('Option' key on the Macintosh) for 'Quick Mode,' which will skip the walking animations when you press the forward button, and jump you to the next stopping point.

The following functions may be accessed with command keys:

Save: CTRL + 'S' on the PC ⌘ + 'S' on the Macintosh

Restore: CTRL + 'O' on the PC ⌘ + 'O' on the Macintosh

Pause: CTRL + 'P' on the PC ⌘ + 'P' on the Macintosh

End Game: CTRL + 'Q' on the PC ⌘ + 'Q' on the Macintosh

Biochips PC: CTRL + first letter Biochip's name

Quick Mode PC: CTRL + walk forward or turn

Biochips Mac: ⌘ + first letter of name of Biochip

Quick Mode Mac: OPTION + walk forward or turn

Interface Overview



A Message Window:

The message display above the main view window will alert you to any situations or dangerous conditions that you need to be aware of. Pay close attention to the information displayed here - it could save your life.

B Inventory:

The inventory controls are just below the main view window. You can scroll through your possessions by clicking the up and down arrows next to the item list. Clicking the Inspect button between the arrows (the magnifying glass icon) brings up an information screen on the selected item. To pick something up, click and drag it from the view window down into your inventory and let go. Keep in mind that you can only have one of any item

in your possession. Also, inanimate objects can only exist in one place at any given time. Thus, if you pick something up in a time zone, and later return to that same time zone, that object will not be there again if you are still carrying it. To use an inventory item, click and drag its **picture icon** into the main view window, and drop it on top of the object you want to use it on. Items used by or on your Jumpsuit are activated by simply clicking on their pictures.

C Biochips:

Biochips are program modules that allow the **Jumpsuit** to perform specific tasks. Biochips may be added to the Jumpsuit to give it new functions. To activate a Biochip, click on its picture in the inventory item icon window. This will bring up a control panel for that Biochip. To get information about what a Biochip does or how it works, click the **inspect** button. As mentioned earlier, the **Interface Biochip** is how you access the game's file functions and preferences. The other Biochips you have in your possession at the beginning of the game include the **Jump**, **Files**, **Cloak**, and **Evidence Biochips**.

Jump Biochip:

The **Jump Biochip** is your **time travel** control panel. To jump to another time zone, activate the **Jump Biochip** and click the '**Jump Menu**' button. This will bring up a menu which allows you to jump to any of the four altered time zones. You can also get a mission briefing on each of these time zones here (don't confuse these with your own **mission**; they were the future Agent 5's **TSA** research missions). To return to the present, click the '**Recall**' button on the **Jump Biochip**'s menu display.

Files Biochip:

By accessing the **Files Biochip**, you can get background information on the

Temporal Security Agency the **Jumpsuit**, and the agents of the **TSA**.

Cloak Biochip:

The **Cloak Biochip** activates the **Jumpsuit**'s light-bending polysilicate membrane, creating the illusion of invisibility. This is an essential feature of the **Jumpsuit**, as it allows you to avoid being seen while you're exploring the past. However, as movement destroys the illusion of invisibility, the navigation buttons will be disabled while you're cloaked.

Evidence Biochip:

As you explore the past, the message window will occasionally alert you to the presence of 'historical anachronisms,' or temporally inappropriate items. These anachronisms are the pieces of evidence you're looking for. To locate and document the anachronisms which are not immediately apparent, you will need to use the '**Locate**' feature of the **Evidence Biochip**. When you're in **Locate** mode, your cursor will change to a **crosshair**. When this cursor is rolled over the anachronism, it will change to indicate that you've discovered its exact location. You can now click to zoom-in on the evidence and register it. To review the evidence that you've collected, click the '**review**' button on the **Evidence Biochip**'s menu display. You can then click on any of the images in the picture menu to enlarge it to full-screen.

D Navigation:

The **Jumpsuit**'s navigation buttons, located in the lower right-hand corner of the interface, allow you to turn left and right, look up and down, and move forward in the **direction** you're currently facing. When a navigation button is **lit**, that means you can turn or move in that direction. You'll stop walking forward when you reach the next decision point.



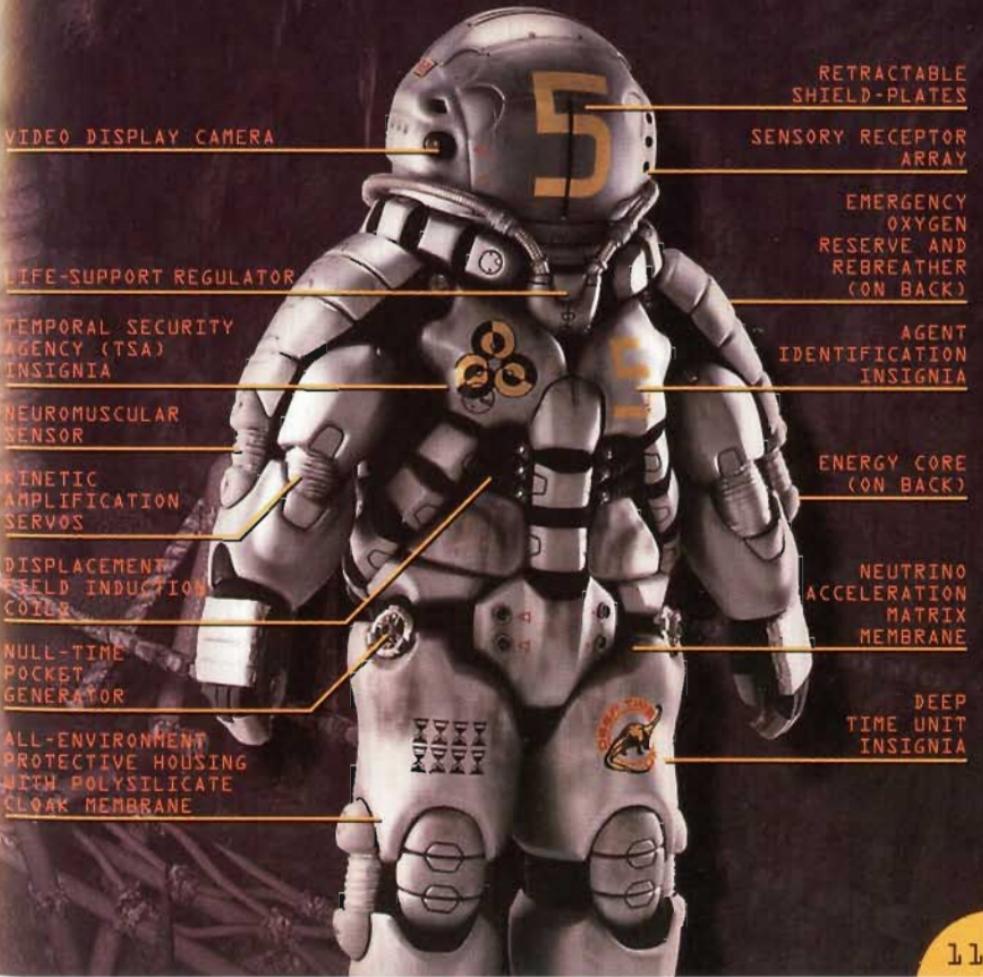
Jumpsuit Overview

The Time Displacement Unit, more commonly known as the **Jumpsuit**, is the Temporal Security Agent's mode of time travel. Each of the TSA's 10 Jumpsuits have been coded specifically to the **DNA** of the agent to which it has been assigned, and cannot be used by anyone other than the assignee. Unauthorized tampering with the suit will result in the self-destruction of its **neurocircuitry**.

Though the Jumpsuit offers freedom of travel, it does not provide the agent with much protection. For this reason, it has been equipped with cloaking technology that renders it invisible to onlookers. This feature is vital to the members of the **Deep Time Unit**, who must exercise extreme discretion while researching the past. However, as moving destroys the illusion of invisibility, the suit's navigation buttons are disabled while it is cloaked.

The Jumpsuit has also been equipped with an oxygen re-breather and compressed air supply for environments with little or no oxygen. This reserve will immediately refill once the agent has returned to an oxygenated environment.

The final significant feature of the Jumpsuit is the **temporal pocket**. Items collected by an agent are stored in this pocket, which is actually a **null-space** void. When placed in the void, objects take up no space and are not a burden to the agent. Such items can be easily retrieved by just dragging their inventory display icons into the main view window.



Getting Started

You will first need to follow the appropriate installation procedure to get Buried in Time running on your computer. After you've launched the game, you can press the space bar to skip the splash screens and credits, and bring up the main menu. At the main menu, click the 'Interface Overview' button to get a guided tour of the game's interface.

When the overview is finished, you will be brought back to the main menu. After reading the message on the left side of the screen, choose a play mode, set the volume, and press the 'New Game' button.

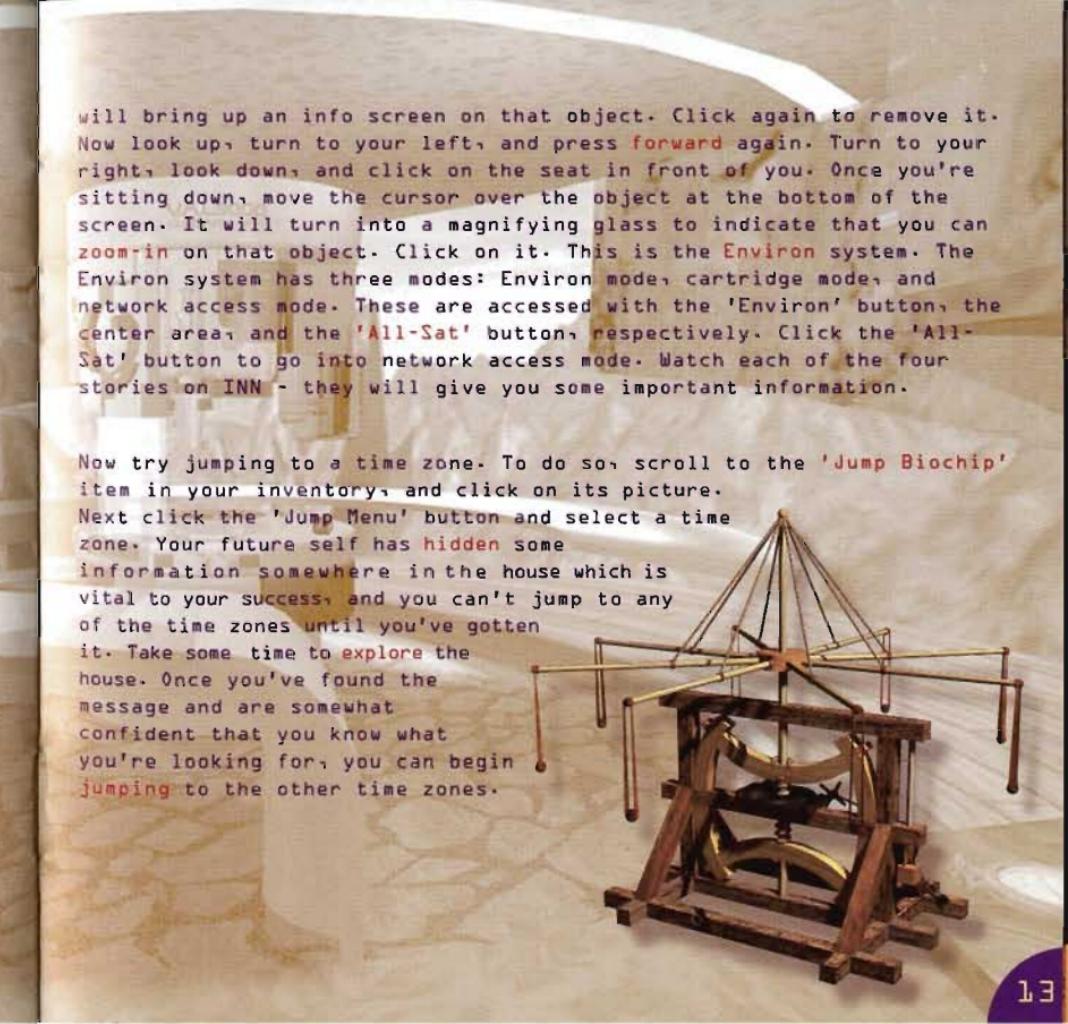
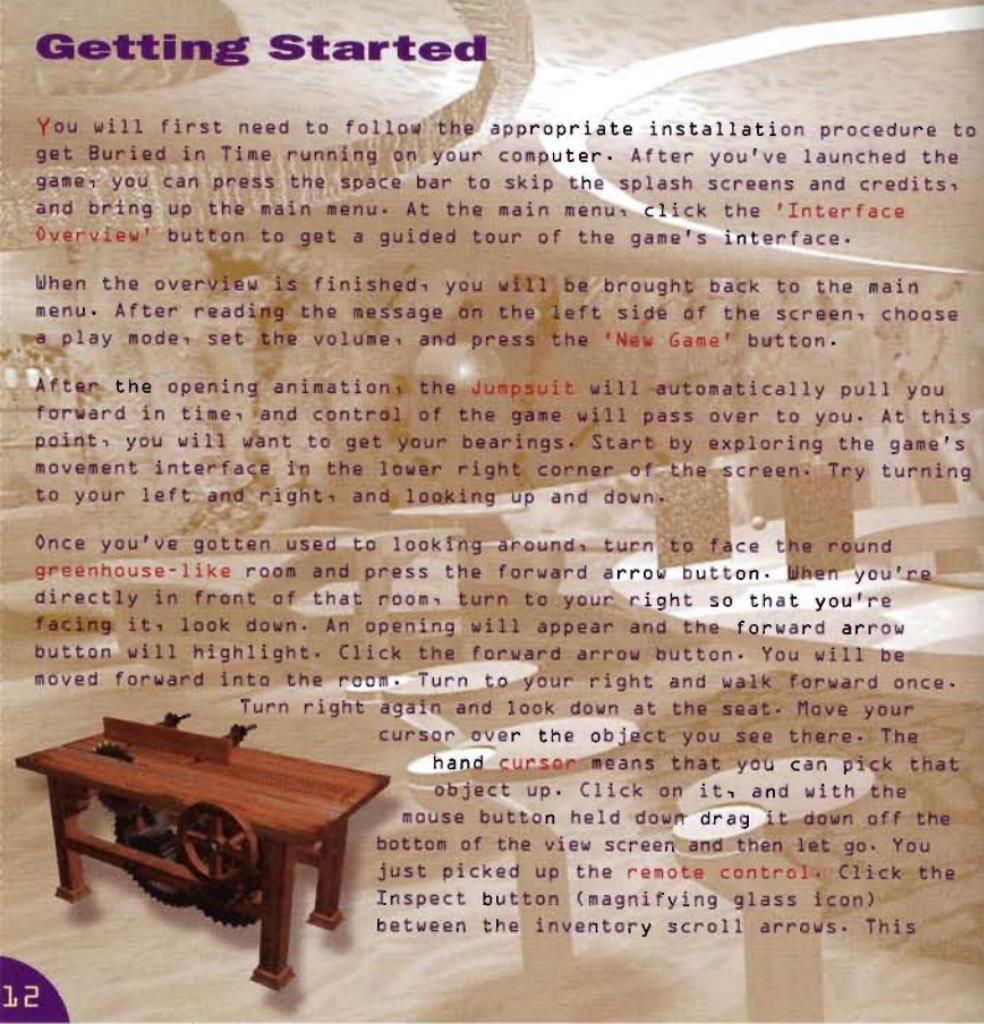
After the opening animation, the jumpsuit will automatically pull you forward in time, and control of the game will pass over to you. At this point, you will want to get your bearings. Start by exploring the game's movement interface in the lower right corner of the screen. Try turning to your left and right, and looking up and down.

Once you've gotten used to looking around, turn to face the round greenhouse-like room and press the forward arrow button. When you're directly in front of that room, turn to your right so that you're facing it, look down. An opening will appear and the forward arrow button will highlight. Click the forward arrow button. You will be moved forward into the room. Turn to your right and walk forward once.

Turn right again and look down at the seat. Move your cursor over the object you see there. The hand cursor means that you can pick that object up. Click on it, and with the mouse button held down drag it down off the bottom of the view screen and then let go. You just picked up the remote control. Click the Inspect button (magnifying glass icon) between the inventory scroll arrows. This

will bring up an info screen on that object. Click again to remove it. Now look up, turn to your left, and press forward again. Turn to your right, look down, and click on the seat in front of you. Once you're sitting down, move the cursor over the object at the bottom of the screen. It will turn into a magnifying glass to indicate that you can zoom-in on that object. Click on it. This is the Environ system. The Environ system has three modes: Environ mode, cartridge mode, and network access mode. These are accessed with the 'Environ' button, the center area, and the 'All-Sat' button, respectively. Click the 'All-Sat' button to go into network access mode. Watch each of the four stories on INN - they will give you some important information.

Now try jumping to a time zone. To do so, scroll to the 'Jump Biochip' item in your inventory, and click on its picture. Next click the 'Jump Menu' button and select a time zone. Your future self has hidden some information somewhere in the house which is vital to your success, and you can't jump to any of the time zones until you've gotten it. Take some time to explore the house. Once you've found the message and are somewhat confident that you know what you're looking for, you can begin jumping to the other time zones.



Tips, Hints, and Scoring

- The most important thing to remember while playing Buried in Time is to **save** often. If you remember to save your game regularly, and under a different name each time, you'll create a record of your **journey** that will allow you to restart from any point along the way. If you die while playing in **Walkthru Mode**, you can return to where you were before the tragic event by clicking the 'Try Again' button, but don't forget to save your game before quitting!



- If you're having difficulty progressing in a time zone, try moving on and returning to it later. A solution may present itself elsewhere.
- If you find 'Adventure Mode' too difficult, try playing the game in 'Walkthru Mode.'
- Take some time to familiarize yourself with the Biochips. Every one of them is useful.
- Pay attention to the stories on the Interactive News Network.
- Look up and down and scan the screen with your cursor to find hidden interactions.
- Pressing the forward button while Arthur is speaking will cause him to stop in mid-sentence. If you would like him to repeat the last thing he said (or was in the middle of saying), press the space bar.

Scoring

As in *The Journeyman Project*, you will receive a score based on your performance. The factors you will be scored on include the amount of evidence you gather, the number of **puzzles** you solve, how much research you do, and whether or not you finished the game. But unlike the first game, you will not be judged on the amount of time it takes you to complete a time zone. So don't feel rushed - spend as much time as you like exploring each of the environments. 15,000 points is a perfect score.

EMERGENCY
TSA TRANSMISSION
Agent five's death registered at 10:42 P.M. on 03/05/204 A.D.

CAUSE:
Despite warnings, agent five ventured into an occupied area of Château Gaillard, where he encountered a battle-hardened soldier trained to kill first and ask questions later. The soldier performed his duty admirably.

The next of kin have been notified.

AGENT EVALUATION:

Critical evidence: 0 of 4 x 1000	0
Supporting evidence: 0 of 7 x 500	0
Puzzles solved: 0 of 20 x 200	0
Research Bonus: 0 of 15 x 100	0
Completion Bonus: 0	0

Hints: 0 @ -200 ea. 0

TOTAL SCORE: 0

QUIT RESTORE GAME RETURN MENU

Credits and Product Support

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Eric Hook
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MPC Programmer..... David Black
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Creative Director..... Phil Saunders
Producer..... Michel Kripalani

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Additional Writing (Arthur)..... Matt Weinhold
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Studio Arrangements..... James Stone
Lighting..... Steve Raines
Camera..... Michael Gerdes
Audio..... Rad Corn
Makeup..... Michelle Streiter
Jumpsuit Prototyping..... All Effects Company
Eric Allard, Bill Bryan, Erik Stohl
Jumpsuit Technical Support..... Hunter Scott
Calligraphy..... Charlene Alexander
Image Processing..... Lauren Morimoto
Latin Translation..... Eric Dallaire
Windows audio drivers..... John Miles Design

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Lage Blackwood..... Todd McCormick
Voice of Arthur..... Matt Weinhold
Mark Johnson..... Ray Uhler
William Daughton..... Victor Navone
Martin Walker..... Eric Fernandes
Sarah Michaels..... Susan Beninghoff
Lisa Long..... Melissa Tan
Jack Baldwin..... Daniel Mann
Agent 8..... Bert Benvenuti
Castle Guard 1..... Randy Lefkowitz
Castle Guard 2..... David Verbeck
Castle Guard 3..... Braulio Busquiao
Cheese Girl spokesperson..... Frank Vitale
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Voice of Amarax Station..... Candace Apple
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