



A storyline rich with adventure, humor and suspense.



Enjoy full 360° panoramic viewing and non-linear gameplay.

MINIMUM SYSTEM REQUIREMENTS

WINDOWS 98/95
Pentium 200 MMX • 32 MB RAM
12X CD-ROM drive

MACINTOSH
System 7.5 • Power PC 200 MHZ
32 MB RAM • 8X CD-ROM drive

www.dreamcatchergames.com



A Curse... The Danger... The Past... In Dreams...

In this intense, story driven adventure, play the role of Adrian Blake and travel into the past, to the city of Pompeii, 79 A.D.

Solve many puzzles and challenges while avoiding dangerous foes. Complete numerous side quests to accomplish your purpose.

Immerse yourself in the beauty and the tragedy of a society rich with culture and ritual.

Go back in time, before it's too late...



TIMESCAPE™

Journey to Pompeii



Discover another dimension...





TIMESCAPE™

Journey to Pompeii

The Official Strategy & Solutions Guide

Step-by-step instructions with hints and solutions

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TIMESCAPE™

Journey to Pompeii



TimeScope: Journey to Pompeii is an intense story driven adventure game, which is played in the first person view with 3rd person cut-scenes.

The game begins in the year 1918. The protagonist is Adrian Blake, a British explorer, who on a mission for his King finds himself surrounded by enemy forces. He finds shelter in a

cave and decides to wait it out. Due to the poor conditions, Adrian becomes sick with fever and hovers on the brink of death. The goddess Ishtar (also known as Aphrodite and Isis) appears to him and offers to heal him in exchange for his love. Adrian spurns her advances, and soon finds himself on the mend, without her intervention. At the first available opportunity, Adrian returns home to England and his fiancée, Sophia.

A year later, on the brink of their wedding, Sophia disappears without a trace. Adrian searches for her in vain, but then he finally recalls the curse spoken by the vindictive goddess Ishtar, as he lay in his feverish delirium.

Adrian searches through ancient scrolls for the spell to invoke Ishtar. When she appears before him, she offers him a challenge in exchange for the return of Sophia.



Ishtar sends Adrian back in time to Pompeii in the year of 79 A.D., August 20. There he must first discover the identity and whereabouts of Sophia, who has been reincarnated into a freed slave. Then, he must win her love and trust (as she has no memory of their life in the future) and lead her out of Pompeii. Adrian must do this in just four days, as Mount Vesuvius, according to history, is destined to erupt on August 24, 79 A.D.

If Adrian is successful, Ishtar will return Sophia and Adrian back to their own time.

Are you ready to meet the challenge?

Required Configuration

Windows 98/95

Pentium 200 MMX (required) or higher
32 MB Ram
12x CD-ROM (24x recommended)
290 MB available hard disk space
16-bit color graphics capability (24 bit recommended)
SoundBlaster compatible sound card
DirectX 6.0 or higher (included on CD1)

Note – TimeScape: Journey to Pompeii will not work on non-MMX computers such as the Pentium Pro.

Macintosh:

System 7.5 or higher
Power PC 200 Mhz
32 MB RAM
8x CD ROM
Sound Manager 3.0 or higher
Video capable of thousands of colors

Installation Procedure

Note: it is recommended that you close all non-essential programs before beginning the installation of any software on your computer. This includes anti-virus software, which may interfere with the installation procedure.

Windows

1. Insert CD 1 into your CD ROM drive. If the "Auto run" mode is active, the installation starts automatically when you insert the CD in the drive. If "Auto run" is disabled, input the following:
 - a) Click on the "Start" button.
 - b) Select "Run" and type the letter of your CD ROM drive, and setup.exe, i.e. d:\setup.exe.
2. When the installation menu comes up on your screen, it will ask you to define which directory you would like to install TimeScape. The default is c:\TimeScape. You may change the drive letter if you wish.
3. The installer will then indicate that it will install DirectX 6.0 and TimeScape. Note: The game will not install over files unnecessarily and will only install DirectX if you do not have DirectX installed on your machine or do not have version 6.0 or later.
4. A meter bar will indicate install progress.
5. Once the game indicates that it is successfully installed, click on "Finish".
6. You will then see a windows box with 3 icons:
7. To play the game immediately, choose either 16 or 24-bit graphics. To play the game at a later time: At the windows desktop, select the Start button → select Programs → select TimeScape; Journey to Pompeii → select 16 or 24-bit graphics. (If you do not know your graphic card's performance, try to launch the 24 bit version. If that does not work, launch the 16 bit version.)

Macintosh

1. Insert CD 1 into your CD ROM drive, double click on TimeScape icon and an installer icon will appear, double click on this.
2. Follow the onscreen instructions, a meter bar will indicate install progress and you will be advised that installation was successful, click quit.
3. Select the TimeScape folder and choose 16 or 32 bit version and the game will begin.

Uninstall Procedure

To uninstall TimeScape: Journey to Pompeii, complete the following actions:

Windows

Uninstalling following these instructions will leave your saved games in the directory where you installed the game.

1. At windows desktop, click on the Start button → select Programs → select TimeScape; Journey to Pompeii, → select Uninstall.
2. A query box will pop up and ask if you really want to uninstall. Click on "yes." Once the meter bar disappears, the game has been removed.

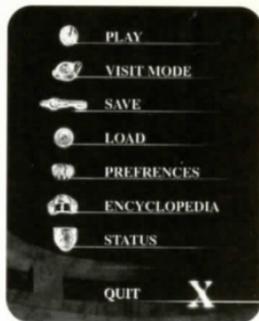
Macintosh

To keep your Saved games before uninstalling the game:

1. Double click on the 'TimeScape' folder on your hard drive.
2. Double click on the 'Data' folder.
3. Single click and drag the 'Save' folder to the desktop. (You may wish to rename this folder so you know which saved games these are, for future reference. Should you wish to reinstall the game and play your saved games, you will need to copy the contents of this folder into the 'Save' folder in the 'Data' folder in the newly installed 'TimeScape' folder.)
4. Single click on the TimeScape folder, select → Move to trash.
5. From the Main menu at the top of the screen, select Special → Empty Trash.

Interface and Options Screen

Note: the first time you play TimeScape, you will view an introductory movie (located on CD 1). After the movie, the game will place you at an interface screen. Henceforth, you may start the game on CD 2, which will place you at the interface screen upon startup. During game play, pressing the right mouse button (Windows) or Command (Macintosh) and selecting 'Menu' at any time will bring up the interface screen. To resume the game, press play and continue.



Starting a game

The first time you select 'Play' on your interface screen, you will begin a new game. After which, when you select 'Play' you will be given the option of 'New Game' or 'Continue.' As the game automatically tracks your progress throughout, selecting 'Continue' will place you in the exact spot you were when you exited the game. Beware, if you solely depend on this method of saving, you may die during game play and all progress will be lost!

Saving a game

During the game you may 'Save' at any time by choosing the next save slot or overwriting existing games. The game stores a picture of your saved game and will also ask you to name your game. Selecting the 'thumbs up' will save the game; likewise, selecting the 'thumbs down' will not save the game and will take you back to the interface screen.

Loading a game

You may select 'Continue' which will place you in the exact position you last exited the game, other than by dying and receiving 'The End' screen (in this case, you will have to load a previously saved game). By selecting 'Load', you will be taken to a sub-directory listing of all the saved games available. By clicking on the description of the saved game you can view the picture. Selecting the 'thumbs up' will place you at that point in the game. Selecting the 'thumbs down' will return you to the interface screen.

Visit Mode

This mode will give you viewing access to all the areas of the game. (You cannot play the game from this mode.) You may wish to select this mode to familiarize yourself with the locations, or merely to appreciate the beauty and the architecture of the environments without interruption.

Preferences

Selecting the 'Preferences' sub-directory will allow you to change certain aspects of the game:

1. Volume: Music or sound effects may be adjusted up or down with the slider bar.



2. Volume of Dialogs: Speaking voices may be adjusted up or down with the slider bar.
3. 3D Sound: Click below to select normal or inverted sound.
4. Subtitles: Click below to turn subtitles on or off.

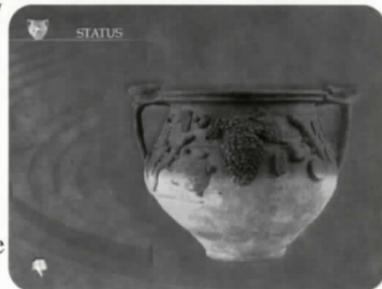
Encyclopaedia

Want to learn more about Pompeii, the city, the people, economics, customs and rites, etc?

Accessing the 'Encyclopaedia' will offer 120 information sheets; fully hyperlinked and search capable. As an alternative method, the contents of the Encyclopaedia may be browsed by chapter.

Status

Selecting 'Status' at any point in game play will show you the progress you have made in the game and how far you still need to go. This is portrayed by a picture of an urn and an animation which starts at the bottom and paints the urn gold. The further you are, the higher the urn will be painted. When it is completely gold you are nearing the completion of your journey.



The Game

TimeScape: Journey to Pompeii is a game of exploration and character based interaction. The key is to search each screen so you will not miss necessary objects. Pay careful attention to the



conversations, as some of the characters will offer you valuable clues to the next event or task. Most of all, save often! There are many challenges ahead, some of which are timed puzzles. You will meet friends and foes who will try to prevent you (as Adrian) from completing your goal.

The game is divided into days. In order for each day to be complete, you must solve all the tasks required.

Some tasks use logic and some require quick thinking.

So hurry! You only have four days to complete your mission and leave Pompeii...

Inventory

During the game you will have the opportunity to collect items to use in certain situations. Access your inventory by right clicking the mouse button (Windows) or pressing the Command key (Macintosh). The inventory menu will drop down showing the complete contents. If you wish to

use a particular item, simply click on it and it will become your cursor until you click on the person or thing you wish to use it on. Exiting inventory is accomplished by clicking the right mouse button (Windows) or pressing the Command key (Macintosh).

Note: when you pick up items, they are automatically placed into your inventory. Likewise, at certain points in the game, inventory items will be transferred out intuitively during conversations, etc., eliminating unnecessary steps.

Map

Depressing the space bar at any time in the game will bring up a Map feature of the streets of Pompeii. A flashing red dot indicates your current location at any time during game play. By using the close-up icon on the map to view a specific area, pass your cursor over an area and view a picture. Exit the close-up and map by clicking on the closed eye cursor.



Navigation and Cursor Icon Definitions

The world within TimeScape: Journey to Pompeii is a fully immersive 360-degree environment. It is best to explore each room you enter to see in which directions you are able to travel, and also to check if there are any objects that may be picked up or have an action performed with them.



Inactive cursor: no action is possible.



Active cursor: Indicates a direction you can move in.



Zoom mode. Indicates that you may click on an object for a close-up view.



Back-up mode: Clicking on an object or scene using this icon will take you out of close-up view.



Action mode: When this icon appears it indicates that you may interact with a person or object. Using this icon indicates that some kind of action may be performed such as using an inventory item on a person or thing. Clicking the action icon on a person may also give you access to dialog options in the form of conversation or Key words. Choosing these dialogs serve to further or change the course of the story.



Inventory mode: Indicates that you can pick up an object and place it in your inventory.



Inventory use mode: Indicates that you can use an object in that position.



Amulet: Clicking on the amulet in your inventory will give you access to the encyclopaedia without reverting to the interface screen. Clicking on the amulet in certain game positions will allow the encyclopaedia to refer immediately to that particular area of interest.

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.

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

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.

PRODUCT WARRANTY

DreamCatcher – 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 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 – The Adventure Company
1658 North Milwaukee Ave., Suite #450
Chicago, IL 60647
United States



Warning to owners of Wide screen Projection TV's

Still pictures or images may cause permanent picture tube damage or mark the phosphor of the screen. Avoid repeated or extended use of video games on large screen projection televisions.

Epilepsy Warning

Please read this caution before a video game is used by you or your child: Certain people are susceptible to epileptic fits 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 consciousness) 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 or have had too little sleep.
- Make sure that the room in which you are playing is well lit.
- Rest for a period of 10 to 15 minutes per every hour you are playing a video game.



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