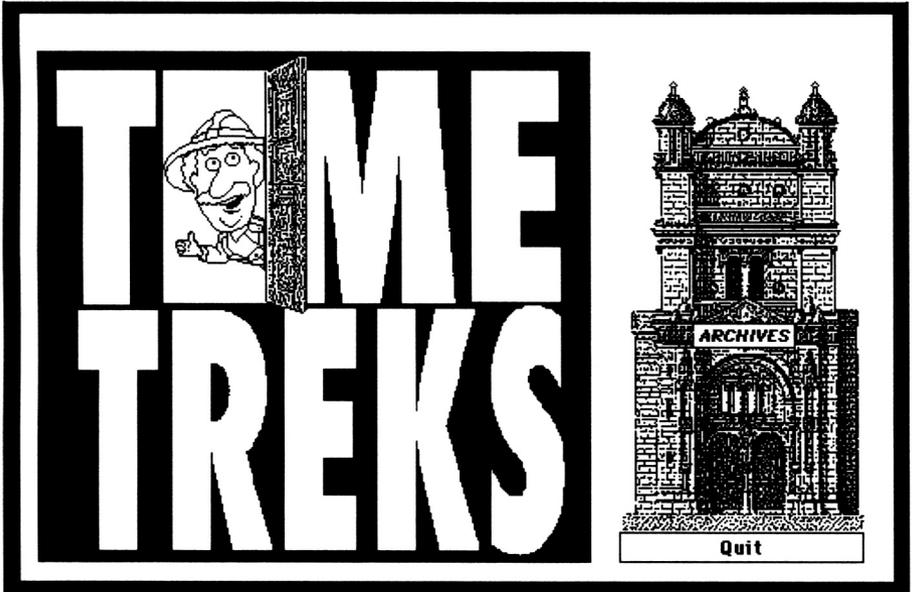


EARTHQUEST PRESENTS

# TIME TREKS™

THE WORLD HISTORY ADVENTURE

## Reference Guide Macintosh Version





### System Requirements

The program on the enclosed disks will run on any currently available Macintosh computer (Plus or higher) with at least 2 MB of memory, a hard disk drive with at least 3.2 MB of available space and system software version 6.0.5 or higher. If you have less than 4 MB, run **Time Treks** under the Finder instead of MultiFinder.

#### System 7.0 Note:

**TIME TREKS™** is compatible with System 7.0. If you are using System 7.0, we recommend using a computer with at least 2.5 Mb of RAM. This will help insure smooth and complete operation of your program.

If you want to run the program under System 7.0 with only 2 Mb of RAM, you will need to remove any INITs or CDEVs from your System Folder. You may also need to install a "minimal system" when you install System 7.0 on your computer. See your Macintosh manual.

If you attempt to open the program and a system memory message appears, make sure that you have a minimum of 1500K available for HyperCard. If less memory is available, close another application that may be open, or remove large INITs or CDEVs.

Alternatively, you may want to start-up your computer using System 6.0.5 or System 6.0.7.

*Welcome to . . . . .*

## **Time Treks™** -- The World History Adventure

We are proud to bring you **Time Treks**. We hope this program will become a valuable source of information and insight for users of all ages. We have prepared this manual to help you install **Time Treks**, and to familiarize you with the program. **Time Treks** is divided into two sections, the Game and the built-in Archives which contain thousands of historical facts.

- **Time Treks** is an exciting race through history. Dangerous tyrants from the past are threatening to destroy the past and control the future. You will need all the ingenuity, wits and imagination you can muster to handle the many clues, puzzles and surprises you will encounter along the way. It's a challenging contest—it is also another way to tour the Archives.

- The Archives consist of two main sections--the Timelines and the Themes. The Timelines section contains over 170 time charts covering events, people, wars, empires, scientific advancements and leisure during the period of recorded history (3400 BC to the present). The Themes section contains more detailed information on science, wars, continents, religion, time, communications and other topics. The two areas allow you to explore world history by century or by topic. You can also combine the two for a truly multi-dimensional learning tool.

Please feel free to contact us with comments and suggestions. We want to incorporate your input into future versions of **Time Treks**. We are always looking for new and innovative ways to bring the excitement of the past to life.

David Smith

Bob Stevens



## Table of Contents

<b>System requirements .....</b>	<b>2</b>
<b>Getting Started with Time Treks .....</b>	<b>5</b>
Installation .....	5
<b>The Game .....</b>	<b>6</b>
Starting the Game .....	6
The Story .....	6
The Clues .....	8
Hints and Strategy .....	10
<b>The Archives .....</b>	<b>11</b>
Navigator .....	11
Browse Mode - The Underground .....	11
Menu Bar .....	12
The Timelines .....	13
The Theme Sections .....	14
The Glossary .....	15
Conventions .....	15
<b>The Color Button .....</b>	<b>16</b>
<b>The Sound Button .....</b>	<b>16</b>
<b>Troubleshooting .....</b>	<b>16</b>

## Getting Started with Time Treks

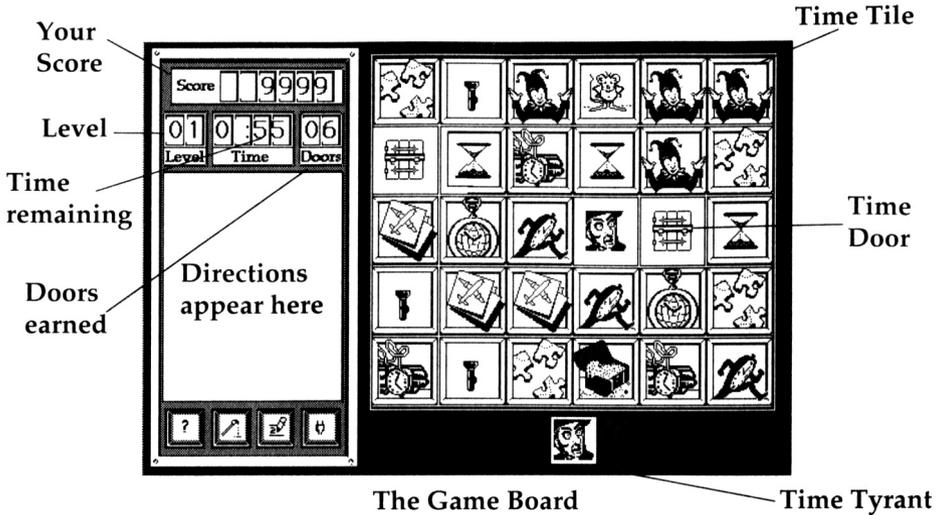
### Part 1: Installing HyperCard Onto Your Hard Disk

1. Make sure you have System 6.05 or higher. To check, select "About the Finder..." from the Apple menu in the upper left corner of your screen. You will see a box that shows the System version in use. If you don't have System 6.0.5 or higher, ask a local Macintosh users group or your Apple Dealer for a copy.
2. If you already have HyperCard version 2.1 or higher installed on your hard disk, go to Part 2, "Installing **Time Treks**." If you have an older version of HyperCard, we recommend that you remove it. If you wish to keep your old copy of HyperCard, be sure that it is in a separate folder on your hard disk. Next, insert the **Time Treks** HyperCard disk and drag the HyperCard folder onto your hard disk. Note: "Drag" means to use the mouse to move an object on the screen.
3. We recommend that you allocate at least 1500 K of RAM to HyperCard. To set HyperCard's memory allocation, first select the HyperCard application and choose "Get Info" from the File menu. An information box about your copy of HyperCard will appear, and the option for setting the allocated memory will appear at the bottom. Increase the allocated memory to 1500 K. If you have more than 4 MB, we recommend that you increase the memory allocated to HyperCard to 2 MB.

### Part 2: Installing Time Treks

1. Insert **Time Treks** disk 1 into your computer. You will see a folder named "**Time Treks**". Drag this folder onto your hard disk. After the **Time Treks** folder has been copied, insert disks 2 through 4 in turn. Drag the contents from each disk into the "**Time Treks**" folder that you installed first on your hard disk. Once the contents of the four disks have been copied into the **Time Treks** folder, it should contain the following five items: Time Treks, Civilizations.sea, Progress, Glossary, and 2az.sea.
2. Open the **Time Treks** folder and double-click on Civiliations.sea. This will expand the file. When it is finished, you will see a new file called Civilizations. Repeat this process for the 2az.sea file. Throw away the files called Civilizations.sea and 2az.sea from your hard disk.
3. Double click on the stack named "**Time Treks**" and you're on your way!

## Time Treks



You can get to the game from the introduction screen that you see when the program starts up. Just click on "Time Treks." You can also start playing from the Archive main screen—go there via the wagon on the Navigator palette—and then click on the button marked "game".

### Starting the Game

When you start the game, you will be given a new game that will never be the same as the last. From there you can choose to play this new game or resume a saved one.

### The Story

An eccentric archaeologist has been conducting a series of time experiments trying to see directly into the past. Unfortunately the archaeologist has opened a number of time doors, but neglected to close them. In all the confusion, tyrants have slipped through the time continuum and they threaten to destroy the past and control the future.



Your task is to stop these tyrants by controlling more time doors than they do. Each Time Door is covered by a Time Tile. The Tile represents one of nine types of challenges you must face in order to earn the hidden Time Door. If you successfully complete the challenge, you control the door. If not, the tyrant gets it. Almost

all of the challenges are timed, and must be solved before time runs out. At the end of each challenge, the game will pause until you click the next tile you want to try. There are 30 doors in all. To defeat a tyrant, you have to control at least sixteen of the thirty doors. Some of the more difficult challenges will close more than one door.



### Game Buttons

There are four buttons located to the lower left part of the Game Board. From left to right they are:



Help. Click here to go to the Game's help screen.



Color. This lets you control the screen color (keep clicking to find the colors you like).



High Scores. This lets you see the high scorers, play a saved game and save a game.



Quit. Lets you leave the game or save a game in progress.

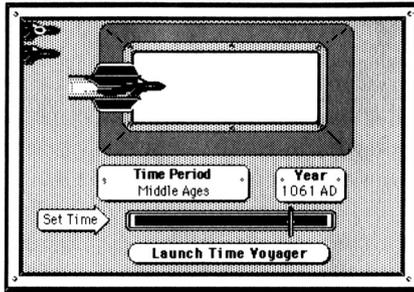




**Time Facts:** These are trivia questions. Most of the answers are somewhere in the Archives. If you want to score high on these questions, you will have to know the Archives *very* well. If you miss, the correct answer is bolded.



**Time Clues:** The answers to these questions are in the Timelines. The Time Machine helps you find the answers in the Timelines section of the Archives. Just move the slide until a year close to the one you're after appears in the box. Next, click on the "launch" button, and the Time Voyager will take you to that part of the Timeline. Once in the Timelines, watch for the Time Voyager. It will mark the correct screen, then you must click on the answer itself.



**The Treasure Hunt:** Follow clues from one place to another in the Archives, until you find the treasure. Watch for rainbows, and remember: "X" marks the spot. (Worth up to 2 doors.)



**The Time Trickster:** Clicking here can get you a free door, or hand a door to the time tyrant. You just never know.

**Points and Levels**

Each new game starts at level one. Finishing the board and jailing a tyrant will move you to the next level, which also means you have a new tyrant to stop. With each new level, you get more points for controlling a door, but you have less time in which to do it. Some questions get more difficult. You can only move to a higher level by capturing at least sixteen of the doors.

**Bonus points:** If you get five doors all in a horizontal row, or six in a vertical column, it is worth an extra 3000 points.

One word of warning! There may be times when the screen appears "frozen", leading you to believe that the program has hung. Not so. It simply means that you have not clicked in the right place to move ahead. Be persistent and curious, and you will find your way along.

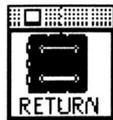
## Hints

1. Read the directions for each clue very carefully.
2. This game is very "click" intensive. For example, if you are asked to "cut" a wire, you would click on the wire. If you are asked to "pick up" something, click on it or try dragging it.
3. Some of the bookshelves in the Underground have books that you can open and read. Some contain answers to questions in the game. Others have hints to help you play. Explore the Underground to get acquainted with the books.

## Strategy

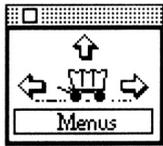
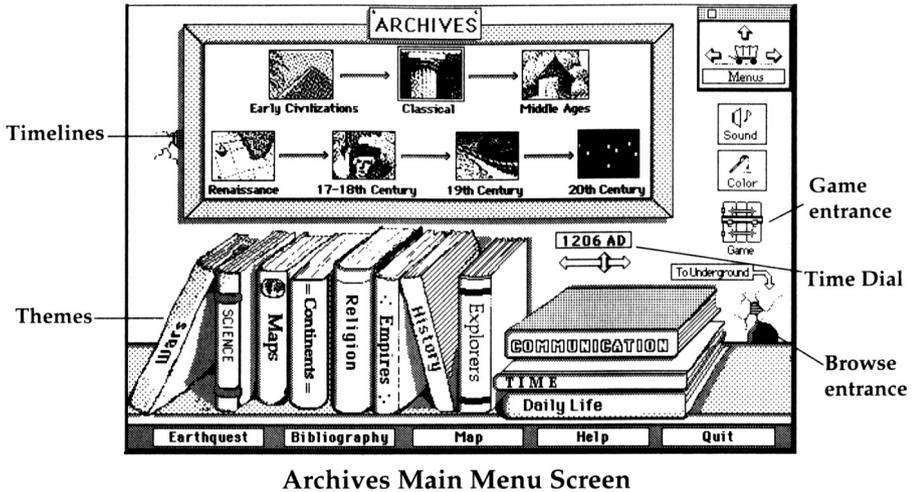
1. Spend time in the Archives. The more time you spend learning your way around, the better you will be in the game.
2. Try to do the types of questions that you are the most comfortable with first. If you save the toughest ones for later on, you may find that in winning multiple doors you will have gained control of a door with a type of question that you were not looking forward to.
3. Keep a piece of paper and a pencil handy, because some clues require you to go into the Archives, and when you do, you no longer see the exact question. It might be a good idea to jot down a note or two so that you remember just what you need to find out.
4. Explore the Underground by entering the mouse hole located on the Archives' front screen. Hints and clues you uncovered will help you later to outwit the Time Tyrants.
5. Try to close doors so that when you complete a row, you also complete a column. This gives you a double bonus for one door.

## Searching from the Game



When you are given certain clues or questions, a small navigator labeled "Search" will appear. By clicking on this navigator you will be taken to the general menu of the Archives to look for the answer. Once you get into the Archives, the navigator will change to "Return", and clicking on the Return navigator will take you back into the game when you decide you have the answer to your question.

## An Overview of the Archives



### Navigator

The Archives consists of two sections, the Timelines, and the Themes. Navigating through the Archives is done by using the Navigator palette in the upper right corner of the screen. The left and right arrows will take you to other screens containing related material. The up-arrow is a way of backtracking through different levels of the Archives. The "menu" button shows or hides the menu bar. Clicking on the wagon will take you directly to the Archives' main screen.



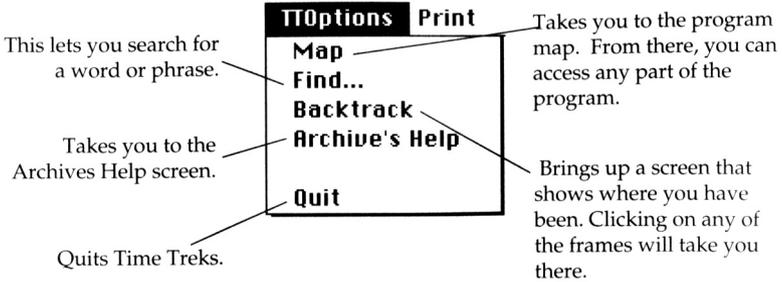
### The Underground - Browse Mode

You can go into the Underground rooms from the game without actually playing the game. This lets you explore and play with the surprises and oddities the archaeologist kept in his three rooms. There are also places where you can find hidden hints and clues that will help you when you are playing the game.

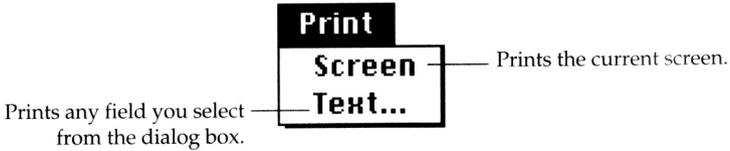


## Menu Bar

### TT Options Menu

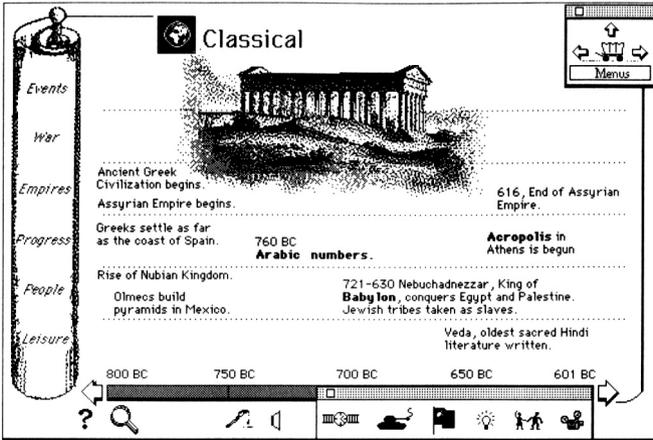


### Print Menu



## The Timelines

This section features over 170 time charts displaying a wide range of historical information. They are extensively cross-linked to other sections of the program and many time charts also contain quotes and perspectives on a particular period or event (See Page 15).

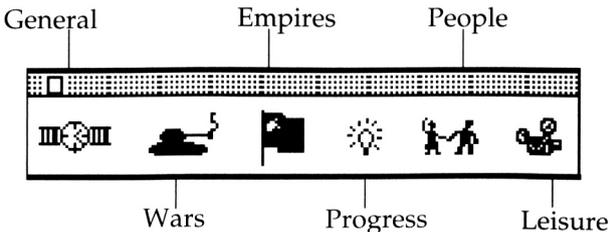


The Timelines are divided into seven historical periods sections: Early Civilizations, Classical, Middle Ages, Renaissance, The Age of Revolutions (18th Century), The Age of Inventions (19th Century), The Twentieth Century.

Specific historical periods can be selected from the Archives' main screen by clicking on the seven icons labeled by their specific time period. You can also use the Time Dial. Slide the pointer until a year close to the one you want appears in the Date Box next to the pointer. Next, click on the Date Box to go to the Timeline for that year.



The Timeline section has an additional navigator of its own. Clicking on the icons on the navigator will take you to the topical sections within each time period.



Click on the magnifying lens next to the Timeline navigator to hide or show it.



### Themes

This section contains more detailed information on a variety of subjects that will help users get a feel for important changes throughout history. There's a wealth of information behind each main heading.

**Famous Early Battles**

An civilization became more advanced, so did warfare and weapons. The city state of Athens, had a large navy, with ships powered by oarsmen. The city state of Sparta had one of the first permanent or "standing" armies, in every battle you had to face face to face with your opponent. The Greeks developed a formation called the phalanx where soldiers stood up shoulder to shoulder.

← Previous Page    Early Battles    High Year    Go Forward    Next Page →

War

**History**

History can be well written only in a true country  
Vietnam, is a better to Frederick the Great, 1775

History

**The Unknown Scientists**

Not all of the great scientists work in universities, hospitals, and laboratories. Many great scientists live in jungles, the outdoors, or remote islands. They have discovered ways of healing, ways of predicting the weather, and have accumulated a vast amount of knowledge about plants and animals. This science is the accumulated work of many generations in the jungles of the world and thousands of

← Previous Page    The Unknown Scientists    High Year    Go Forward    Next Page →

Science

**First Explorers**

When we think about the word "explorer", we think of names like Columbus, Cook or Magellan. These men discovered far away places and for a long time. But these far away places were already inhabited by people for thousands of years before they were "discovered". How can we say Columbus was the

← Previous Page    First Explorers    High Year    Go Forward    Next Page →

Explorers

**Christian Maps**

During the Middle Ages, many of the scientific calculations of the Greeks were lost. The Christians developed many maps of their own. Some pictured the universe as a flat or three layered house, while others saw the universe as a dome with a huge mountain in the north, and a sun which rose and set around the mountain.

← Previous Page    Christian Maps    High Year    Go Forward    Next Page →

Maps

**Communications**

Communications

**Africa 1950**

Portuguese territories  
Spanish  
British  
French  
Belgian

← Previous Page    Africa 1950    High Year    Go Forward    Next Page →

Continents

**Early Time**

How did people tell time before they had clocks? How did they know what was or month? It was without a calendar? Did they even have a concept of a week or month? The first people probably had ideas of time in terms of the seasons. It was important for them to know when to plant crops, and how long it took, in order to complete themselves.  
People probably used different calendars.

← Previous Page    Early Time    High Year    Go Forward    Next Page →

Time

**Hinduism**

The Indian Valley civilization was the first civilization that developed a religion which was similar to present day Hinduism. Later it was modified in 7500 BC when Aryans from Central Asia invaded and conquered the Dravidian people, the original inhabitants of India. Hinduism grew as a mixture of these two people's religions.  
The oldest Hindu scriptures

← Previous Page    Hinduism    High Year    Go Forward    Next Page →

Religion

**Daily Life**

Daily Life

**Inca Beginnings 1200**

The city of Cuzco when the Inca civilization began

← Previous Page    Inca Beginnings 1200    High Year    Go Forward    Next Page →

Empires

## Glossary

The Glossary is a separate feature which allows users to look up words that appear in the Archives. Words that appear in **bold** type provide direct access to the Glossary when you click on them (see below). You can also open the Glossary by going to the Archives Map from the Archives main screen or the "TT Options" menu and clicking on the button marked "Glossary."

## Conventions

The **Time Treks** Archives use several conventions you will want to remember:

- Acropolis** Words in **boldface** will, when clicked on, display that word in the Glossary.
- 1892** Dates that are underlined (Timelines only) can be clicked on to bring up a short quotation that relates to the person or event cited.
-  Clicking on the Small Ship icon will take you on a short "trip" to a relevant portion of the Themes section.
-  Clicking on the Eye icon will bring up a contemporary perspective on the time period you see on the screen.
-  Click on any Small Chart icon to get a chart or graph.
-  The Small Document icon will bring up an overview or questions about what you see or read on the screen.

Remember, tidbits of information are hidden throughout the program. To find them, we encourage you to poke around and play with everything you see!



### The Color Button

On the top screens of each sub-section this small paintbrush button will allow you to change the color of the screen (color Macs only). Click through the colors until you find one that suits you. If the screen color changes without your having changed it, it is because some screens have a default color built in.



### The Sound Button

When this button is on, you will hear musical motifs that we have written into the program to accompany each section. Turning off the button keeps the music from playing, but does not silence the “feedback sounds” that you hear when you click on buttons or when fields open, etc.

## Troubleshooting

*I have copied all of the **Time Treks** files onto my hard disk but **Time Treks** won't run.* Make sure that all of the **Time Treks** files are together in the same folder. HyperCard will not always find files that are meant to be used as a group if they are not kept together.

*I am getting messages like “Can't find...” or “Where is...”.* Each of the programs in the **Time Treks** folder provides information needed by **Time Treks** at any given time. Make sure that all of the files are in the same folder, and be sure that they have all been expanded using DD MiniExpand.

*I get a message like “Don't understand showname.”* Make sure you start the program by double clicking on the **Time Treks** stack and not another stack.

*While playing the game, I reach a point where the program doesn't seem to do anything.* There may be places in the game where it is not clear what you are supposed to do. Don't be afraid to click on anything and everything if you are unsure how to proceed. We have designed **Time Treks** to reward curiosity.

*While playing the game, I sometimes see a message like “Take a break, your time isn't affected while Time Treks compacts. . .”* When HyperCard stacks run they tend to grow. **Time Treks** will automatically compact the stack periodically so that the program runs properly. There is nothing wrong with the program. Sit back, stretch and crack your knuckles. Play will resume once the compaction is finished. This will not effect your amount of time in the game.

## Time Treks Credits

We would like to thank and acknowledge the following for their inspired and persistent efforts to bring **Time Treks** to life.

Publisher: EARTHQUEST Inc.  
Producers: David Smith and Bob Stevens  
Director: Meg Streiff

### ARCHIVES

Programming: Susan Wojcicki, Sheldon Greaves  
Research and Text: Sheldon Greaves, Susan Wojcicki  
Editing: Sheldon Greaves, Peggy Emrey, Alma Alber,  
Sandra Savage  
Sounds: Awele Ndili, Peggy Emrey

### GAME

Concept: Meg Streiff, Bob Stevens, David Smith  
Game Programming: Awele Ndili, Meg Streiff  
Sounds: Staff's collective shrieks, groans and laughs  
Graphics: Richard Becker, Meg Streiff  
Manual: Sheldon Greaves, Alma Alber, Adrian Chan  
Box Design: Sam Smidt  
Others: Beta testers (especially the young people)

In a small company everybody does a little bit of everything. Consequently, **Time Treks** is the product of the efforts of the small but special EARTHQUEST Team.



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If any disk supplied with this product fails within the warranty period for any reason other than accident, misuse or normal wear and tear, please return the defective disk together with a dated proof of purchase to us as indicated below for a free replacement. This policy applies to the original purchaser only.

### **RETURNS**

UPS or registered mail is recommended for returns. For the best service please do the following:

1. Send the diskette(s) and sales receipt.
2. Enclose a note explaining the problem you've had with the product, (be sure to indicate the type of computer system you have) and your return address, typed or printed clearly, inside the package.
3. Send to our Palo Alto office (address on opposite page).

Be sure to return your completed **Registration Card** so that you can obtain free technical support and receive information on future upgrades and products.

For information about additional EARTHQUEST products or for Product Support, please call (415)321-5838 between 9:00a.m. and 4:00p.m. Pacific Time Monday through Friday, or write to us at the following address:

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