



TIMELAPSE™



USER MANUAL





FORWARD

Have you ever wished you could explore an ancient civilization like Egypt? Take a walk through the fabled lost city of Atlantis? Or be the first to unravel an amazing alien secret undiscovered for thousands of years? Well, now you can.

Timelapse is the culmination of two years of hard work by the combined efforts of a talented team of dedicated people. We wanted to create a game designed not only to entertain you, but also to challenge you, and perhaps even cause you to ask yourself, "What if this could have actually happened?"

We think we've succeeded. Timelapse features photo-realistic full-screen graphics, a wide variety of indigenous and challenging puzzles integrated into the story and worlds, and an intriguing storyline which blurs fact with fiction. As you travel through time and space, you will unravel the mystery of Atlantis and discover that its influence goes far beyond what you may have ever imagined.

Thank you for purchasing Timelapse. We appreciate your support and hope you will enjoy the journey as much as we enjoyed creating it for you. And now, Easter Island awaits you....

**GTE Entertainment
Carlsbad, CA 1996**



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The Professor's Message

It's been a long day. When you arrive home the red message light is flashing on your answering machine. You press play...



I know I can count on you. You're the only one I trust.

All my life I've believed there's a link between the ancient civilizations of the Egyptians, Mayans, the Anasazi, and the lost city of Atlantis. For the past 20 years I've traveled the globe in search of Atlantis.

Through it all I've endured the endless ridicule of my colleagues. Now, finally, I've found that missing link. On Easter Island I've discovered what appears to be some sort of alien device. In it, I can see worlds from the past, brilliant scenes flowing by like clouds. Whatever it is, it definitely is not man made. If I am right, and this device is a time gate, then this may be the greatest archaeological discovery of all time. Tomorrow I'll attempt to activate the time portal and go through it. I don't know what will happen to me when I try this. Please, hurry, I need your help. You must come at once to Easter Island. You're the only one I trust.

The Story

You've known Alexander Nichols since he began his search for Atlantis more than twenty years ago. He believed in you when you needed someone to help guide you through the troubles you were facing. His friendship sustained you through some very dark times.

Since then, you've always supported Alex when his detractors scoffed at him. Oh, he's put on a brave show, pretending that their jeers and taunts didn't matter to him, that the truth he was seeking was bigger than all the empty-headed belittlers in the world. But you knew that the barbs sunk deep, and they festered over the years, their bitter poison seeping into his soul.



He turned against the world, his crusade taking him farther and farther from the mainstream of scientific thought. Painstakingly, he put together the clues scattered across the globe, compiled the evidence, sought out the answers to the riddles of lost civilizations. Alex concluded that there must be a link between the ancient civilizations of the Egyptians, the Mayans, the Anasazi, Easter Island, and the fabled lost city of Atlantis.

His quest has taken him around the world, but the two of you have never lost touch. Through it all, you've been the one friend that Alexander Nichols could trust. And now, he's reached the culmination of his career, the final defining moment that will tell the world whether Alexander Nichols is a misguided dabbler or an unsung genius.

Professor Nichols tells how he befriended an old native shaman on Easter Island. Before dying, the shaman directed him to an ancient family burial cave where an amazing secret is hidden—a strange, alien device that apparently is a gateway to other times! He urges you to come at once to Easter Island to help him explore this mystery.

Of course, you couldn't resist, and you rushed to his remote campsite—only to find that the professor has vanished! All that remains are his journal and his camera.

According to the professor's journal that you find, the time gate is preset to travel to the Egyptian, Mayan, and Anasazi civilizations at a pivotal time in their histories—the time when their cultures vanished. Atlantis, however, is mysteriously inaccessible.

And now Alexander Nichols has disappeared! His cry for help is one that you cannot ignore. You must try to save his life, his career, and finally pay back the great debt that you owe to him. Your hour has come....





Installing Timelapse

Important Note: Please consult the README file on Disc #1 for additional technical information and troubleshooting tips.

Important Note: If you have previously installed the Timelapse demo disk on your computer, it needs to be uninstalled before installing the Timelapse game. Please do this before installing the game.

Microsoft® Windows® 3.1 or Windows 95 System Requirements

- 486DX2/66 MHz processor or faster
- 8 MB RAM (16 MB strongly recommended for Windows 95); Virtual memory of 16 MB; 8 MB permanent swap file space for Windows 3.1
- Super VGA (640 x 480 with 256 colors) video card (local bus video card recommended) and color monitor
- Double-speed (2x) CD-ROM drive or faster (quad-speed (4x) recommended)
- 16-bit Sound Blaster™ 100% compatible sound card, external speakers
- Keyboard, mouse
- About 50 MB of hard drive space for full installation

Windows 95 Installation

1. Insert Disc #1 into your computer's CD-ROM drive.
2. Select "Install Timelapse" from the window that appears.
3. Follow the on-screen instructions.

Windows 3.1 Installation

1. Insert Disc #1 into your computer's CD-ROM drive.
2. In the Program Manager, select Run from the File Menu.



3. Type D:setup and press Enter. (D: is the drive letter of your CD-ROM drive; if your CD-ROM drive has a different letter, substitute that letter.)
4. If the install program says you need to upgrade Windows, follow steps 5 through 7. Otherwise, proceed to step 8.
5. Select "Upgrade Windows" from the window that appears.
6. Follow the upgrade instructions.
7. After your computer restarts, rerun the Timelapse setup program as you did in steps 2 and 3.
8. Select "Install Timelapse" from the window that appears.
9. Follow the on-screen instructions.

Important Note: Problems Installing Win32s and WinG

If you are experiencing trouble (such as "locking up" or incomplete installations) installing Win32s and WinG during the upgrade process of Windows 3.1, do the following:

1. Go to the Install folder on Disc #1.
2. Locate the folder called Winup and copy it to your hard drive.
3. Open the Winup folder that you just copied to your hard drive.
4. Run the setup.exe file to start the upgrade process.
5. When the upgrade process is finished, delete the Winup folder from your hard drive.

Important Note: Windows NT Users

There are three default levels of NT users: System Administrator, Power User, and User. If you are at the User level, Timelapse will run in an 8 MB workspace. This 8 MB mode contains all game features. The only noticeable difference is in how turns are displayed. The 8 MB mode uses a two-step turn to economize on memory. In the System Administrator and Power User levels, one-step turns occur.



Uninstalling Timelapse Under Windows

Timelapse can be easily removed from your computer when you are finished playing. To uninstall Timelapse, select the Timelapse icon as you normally would to play, and choose "Uninstall" from the title screen. Then follow the on-screen instructions. (For more information, please see the README file on Disc #1.)

Apple Macintosh® (Mac™OS) System Requirements

- 68040 processor or faster
- System 7.0 or later
- 8 MB RAM
- 640 x 480 with 256 colors (8-bit) display and color monitor
- Double-speed (2x) CD-ROM drive or faster (quad-speed (4x) recommended)
- External speakers recommended
- Keyboard, mouse
- About 50 MB of hard drive space for full installation

Macintosh Installation

1. Insert Disc #1 into your computer's CD-ROM drive.
2. Double-click on the Timelapse icon in the window that appears on your desktop.
3. Drag the Timelapse folder onto your hard drive to copy the necessary files.

Uninstalling Timelapse Under Macintosh

Timelapse can be easily removed from your computer when you are finished playing. To uninstall Timelapse:

1. Remove from the Timelapse folder any saved game files that you wish to keep.
2. Drag the Timelapse folder from your hard drive into the Trash Can.
3. Choose Empty Trash from the Special menu.



Starting the Game

Starting the Game (Windows 95)

1. From the Start menu, find the GTE Entertainment group under Programs.
2. Find the Timelapse icon and click on it to start the game.

Be sure to disable any screensavers you may have running in the background.

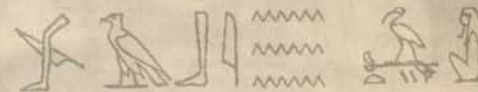
Starting the Game (Windows 3.1)

1. In the Program Manager, double-click on the GTE Entertainment group icon.
2. Double-click on the Timelapse icon to start the game.

Be sure to disable any screensavers you may have running in the background.

Starting the Game (Macintosh)

1. Open the Timelapse folder that you copied to your hard drive.
2. Double-click on the Timelapse icon. A version of Timelapse which is optimized to run in your computer's available RAM (real memory) will automatically be started. In general, the more free RAM you have available, the better the overall game performance will be. Be sure to disable any screensavers you have running in the background.





Playing the Game

Timelapse is a game of exploration and discovery, where you must use your wits to solve the mysteries that you find. This section describes how the game functions work for both Windows and Macintosh environments.

Key Functions: Windows (Macintosh)

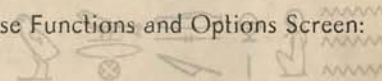
The keyboard shortcuts listed below work for both the Windows and Macintosh versions of Timelapse. The Control (Ctrl) key is used under Windows; the Command key is used under Macintosh.

Esc Key	Skips the current animation
Spacebar	Opens the Timelapse Functions and Options Screen
Arrow Keys	Turn left or turn right, forward or back
A, D, W, S	Turn left or turn right, forward or back
Z, C	Turn around, to the left or right
Ctrl (Command) + 0-9	Adjust ambient sound volume
	0: Minimum
	9: Maximum
Ctrl (Command) + F1/F2	Adjust brightness
	F1: Brighter
	F2: Darker
Ctrl (Command) + F3/F8	Adjust color balance
	F3: More Red
	F4: Less Red
	F5: More Green
	F6: Less Green
	F7: More Blue
	F8: Less Blue
Ctrl (Command) + F9	Reset color to default setting
Ctrl (Command) - Q	Quit the current game
Ctrl (Command) - S	Save the current game



Ctrl (Command) - O	Opens a previously saved game
Ctrl (Command) - J	View the professor's Journal
Ctrl (Command) - C	Take pictures with the Camera
Ctrl (Command) - P	View the Photo Album
Ctrl (Command) - G	Display the Gene Pod Inventory Screen

Pressing the spacebar opens the Timelapse Functions and Options Screen:



Click on this button to view the professor's Journal



Click on this button to take pictures with the Camera



Click on this button to view the Photo Album



Click on this button to display the Gene Pod Inventory Screen



Adjust the game's ambient sound volume via Ctrl (Command) keys—see above



Click on this button to adjust the game's background music levels



Click on this button to adjust the speed of the turns



Adjust the game's brightness and color balance via Ctrl (Command) keys—see above



Click on this button to view the game's Credits



Click on this button to save the current game



Click on this button to open a previously saved game



Click on this button to quit the current game



Click on this button to return to the current game



Navigation

Use the arrow keys or the mouse to navigate through the world. Sometimes you won't be able to go in all directions, so continue in a direction that the game does allow. If you are using the arrow keys, an icon will indicate which directions you can travel in.



step forward

Go forward



step back

Go backward



turn right

Turn right



turn left

Turn left



turn around

Turn around to the right



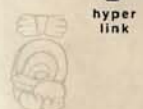
turn around

Turn around to the left



operational direction keys

Indicates which direction you can move when using the arrow keys



hyper link

Hyperlink (jump directly to that spot)





Manipulating Objects

The cursor changes shape to show what functions are available when you move the cursor around the screen. When the hand icon appears as you move the cursor over an object, that indicates that you can pick up an object. The pointing finger icon indicates that you can manipulate that object. When either icon appears, press and hold the mouse button (for Windows users, the left mouse button) to manipulate the object. Moving the mouse while the button is held down can sometimes move an object or pick it up. Experiment; objects that you can pick up or manipulate are important to the game.



touch
object

Object you are touching can be manipulated



grab
object

Object you are touching can be picked up/manipulated



grasping
object

Indicates you are holding/manipulating an object



The Camera: Use Ctrl (Command) - C to use the camera; you can take up to 36 pictures in the game and store them in your Photo Album. **Note:** To put the camera away without taking a picture, drag the viewfinder to the bottom and off the screen.



The Photo Album: Use Ctrl (Command) - P to view the photo album, which shows the pictures you have taken with the camera. Click on the right arrow to see the photos you have taken. Click on the left arrow to move backwards through your Photo Album.

The Journal: Use Ctrl (Command) - J to access the journal at any time. Click on the edge of the journal to close it and return to the game. You can read "Notes" attached to the inside of the journal by clicking on them.



Inventory

When you go to the Gene Pod Inventory Screen, you can see which Gene Pods you have collected so far. Click the mouse button to leave the screen and return to the game.

Note: Items that you pick up during the course of the game are carried with you in the lower right-hand corner of the screen until: 1) it is used, 2) you pick up another item, or 3) you leave the immediate area where the item may be used.



Saving/Loading

When you use the keyboard shortcuts to get to the Save or Load Screens, a standard window appears where you can name the saved game and decide where to place it on your hard drive, or locate a previously saved game and load it in.

Transferring Saved Game(s) Between Computers

If the game is played on a different computer from the one you are currently using, saved game(s) will not be transferred unless the files are copied to the new computer. E.g., if you have created a directory (containing saved games) called **SAVEDTL**, you can copy this directory and transfer it to another computer. Any saved game(s) in this directory will then be available on the new computer. Single files can also be transferred as well.

Transferring Photos Between Computers

Note, if you transfer saved games from one computer to another, any photos you have taken will not be automatically transferred.



Tips & Hints

Don't overlook anything. Experiment; the environment is there for you to manipulate.

Stop and look for clues to the puzzles; sometimes the answers are hidden in plain sight.

Take whatever you can, for it may prove useful later.

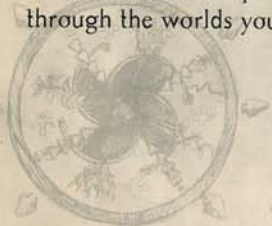
Save before performing any major action, in case you want to try a different choice later.

Scan each area carefully for objects or items that can be picked up or manipulated.

Make sure you try all directions of movement when you are walking, and try facing in different directions. Otherwise, you might miss something important!

Use the Camera to take pictures of important information (carvings, glyphs, etc.) that you may need to reference elsewhere in the game; use the Photo Album to view the pictures.

Be sure to read the professor's Journal. Remember, he has already traveled through the worlds you are about to enter.



Troubleshooting

Please see the README file on Disc #1 for general questions and answers related to Timelapse. Check the README file before you contact Technical Support; the answers you need may be in there! For Windows users, also check the Install.doc and the Install.wri files. These files are full of detailed troubleshooting tips. If you're still having problems, GTE Entertainment provides technical support via telephone and the Internet.

How To Get Support Via Telephone

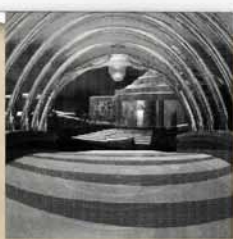
Customer support technicians are available from 8 AM to 5 PM PST (Pacific Standard Time) to assist you with any technical problems you may have. Note, we do not provide hints or answers to puzzles. Please refer to the GTE Entertainment web site or the Prima Publishing **Timelapse: The Official Strategy Guide** for puzzle tips, hints, and answers. The GTE Entertainment Help Line is: (619) 431-4264

How To Get Support Via The Internet

We also provide technical support via the Internet. Our web site URL address is: <http://www.im.gte.com>

From that address you can navigate to the appropriate technical support area. For text-based Internet access, you can use the following e-mail address: gtechsup@im.gte.com





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"Invoking the Hawk's Spirit" by The Mesa Music Consort,
from "Sun Chasers Native American Flute Works", published
by Talking Taco Recordings (San Antonio, TX) 1993
New World Order Audio Library
Ethnic Loops Audio Library

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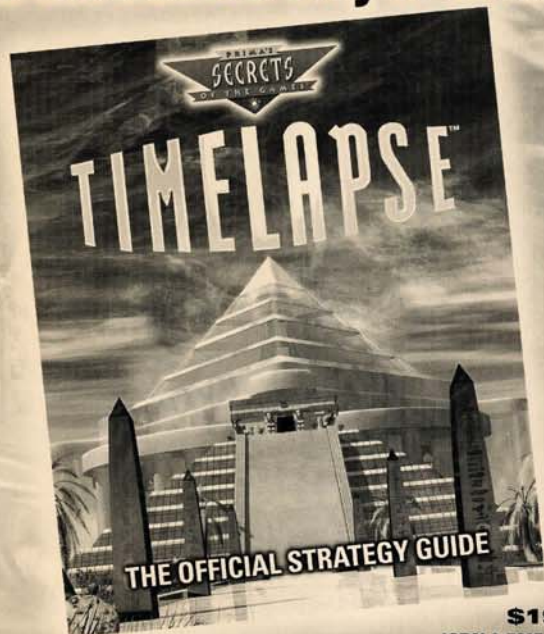
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NOTES:

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