

SANDS OF TIME INSTRUCTIONS

This file contains documentation on several topics of interest to the player of Sands of Time. These topics are:

- 1) Disk Contents
- 2) Registration Notice
- 3) Instruction Notes
- 4) Strategy Suggestions
- 5) Saving Games
- 6) System Considerations
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1: Disk Contents:

Your Sands of Time disk(s) should contain the following files:

2 Disks: 1) SOFT DISK 1 contains: SANDS OF TIME
INSTRUCTIONS
REGISTRATION

CARD

2) SOFT DISK 2 contains: SOFT SOUNDS

or 1 Disk: SOFT DISK contains: SANDS OF TIME
INSTRUCTIONS
REGISTRATION CARD
SOFT SOUNDS

Only the file SANDS OF TIME is required to actually play the game. The SOFT SOUNDS file is used to add digitized sound effects to the game (this is fully discussed under topic 6 below). The remaining two files provide documentation for Sands of Time.

2: Registration Notice:

Sands of Time is an interactive graphic adventure game distributed as shareware. It may be freely duplicated and distributed, but may not be sold. Users are encouraged to register this game with the author, Jeff Wheeler, by sending in the registration card contained on this disk. See that file for more information on registration.

3: Instruction Notes:

Sands of Time is different than some adventure games in that it is a graphic adventure game. This is not to say that it is lewd, but rather that a graphic as well as text description is presented for each circumstance that you find yourself in. You will be presented with a

picture and a textual description of where you're at. Both can, and should, be used to help you solve the puzzles and successfully master this game.

Furthermore, Sands of Time is different than most graphic adventure games currently available in that it provides you with more than one view for most circumstances. This is described further below.

Sands of Time includes several digitized sounds to enhance play. The author wishes to acknowledge and thank the many sources that supplied him with sounds. More information on sounds is supplied in a section below.

When you play Sands of Time, you will be taking the role of Elroy Centron, the hero (or goat, depending on how you play) of the adventure. You will be given a specific goal to accomplish, and most of the game will center around this goal. You proceed by giving instructions such as "get book", "go east", "knock on door", etc. Unfortunately, my parser can't understand all of the many ways you can say something, so there may be times when you have to keep trying different phrases to accomplish what you wish. For instance, if "climb up stairs" doesn't work, you might try "go up" or "walk up stairs". There are several "standard" commands that nearly always work; they are as follows:

- north, south, east, west, up, down
- rest
- status
- inventory
- look
- search
- drink
- eat <object>
- get <object>
- drop <object>
- examine <object>
- open <object>
- close <object>

Note that this is a list of standard commands and not a list of all of the commands that may be available.

Most scenes will have a TEXT WINDOW and a SCENE WINDOW. The TEXT WINDOW is used to enter commands from the keyboard and to view text describing your current location and situation. The SCENE WINDOW usually contains five sub-windows; four are used to supply the four views of your position. Arranged like the points of a compass, you will see the views to the north, east, south, and west. In addition, there is a fifth window, called the view window, which will display various special things (people, objects, etc.). Also in the scene window, you'll

find four direction buttons. Clicking on one of these buttons will move you in that direction.

You can enter commands from the keyboard, through the command menu, or through the weapons menu.

Finally, this game has been exhaustively tested, but you may still run across a problem, such as a mis-spelled word (my nemesis), a scene that won't let you do something that you think you should be able to do, or a sentence created by my parser that doesn't make much sense. If you run across any problems such as this, I would appreciate hearing from you.

4: Strategy Suggestions

As Elroy Centron, you will be given a specific goal to accomplish. On the way to accomplishing this goal, you will encounter various people and objects and places.

Some people will be friendly, but most will not be. One hint -- you'll be in an awful mess if you attack a would-be friend. While there is certainly a lot of the "hack em up" mentality involved in Sands of Time, you should only fight in self-defense. You must be prepared to defend yourself at all times, and running away (or trying to) is always an option. If you're in a tight spot, you might try offering an object in the hopes of passifying your antagonist. Also, several creatures have objects that will be valuable to you, so you must be careful not to let them get away.

Some objects will be valuable, others will not. You'll have to determine which is which on your own. Objects may be dropped at any time. Objects may also be offered to unfriendly creatures as a bribe. You'll have to use your own judgement on this.

It is a good idea to search every location. This gets tedious after a while, but you'll sometimes find valuable items in unlikely places.

Don't be afraid to be original and try some strange things, such as "flush toilet". Of course, I may not understand what you're trying to do, but then again, I just might.

5: Saving Games

Games in progress may be saved and restored at a later date. This is useful for both pausing between playings and recovering your progress if you should happen to perish. After you've made some progress, it's a

good idea to save games at regular intervals.

To save and restore games in progress, use the SAVE, SAVE AS..., and REVERT commands under the File Menu. These conform to standard Mac conventions and should be familiar to all of you.

6: System Considerations:

This game was created with several systems, the final being System 4.1 and Finder 5.5. As I write this, Finder 6.0 and MultiFinder have been announced by Apple. Sands of Time should be compatible with both of these, to the best of my knowledge. If you come across a System/Finder combination that doesn't work, please let me know.

Most of the text is in the Geneva font in 9 and 10 point sizes; therefore, these fonts should be installed in your system file. Geneva 10 was chosen for the majority of scenes because it is much more legible than Geneva 9 while still being much smaller than Geneva 12, which was just much too large to make effective use of.

7: Sounds and the Sound Library:

The digitized sounds included with this game are optional and are not required for play. They do, however, add some color and should be used.

These sounds were obtained from a variety of sources, including Silicon Beach Software and Christopher Kent Wigginton, author of Radical Castle.

The volume can be controlled from the "About Sands of Time..." selection under the  menu.

If you are using 2 400K disks, it is important that the SOFT SOUNDS file be on a disk called SOFT DISK 2 and not be in a folder. In this case, you would name your other disk SOFT DISK 1. If you are using one disk, neither SANDS OF TIME or SOFT SOUNDS should be in a folder. If you aren't getting any sounds and the volume is turned up, make sure that the file and disk names match.