THE JOURNEYMAN PROJECT TURBO
Temporal Protectorate Handbook—Supplemental Information

1. INSTALLING AND LAUNCHING

Start Windows, if you haven't already done so.

If you're not running Windows in 256 colors, you need to change the screen driver in Windows Setup. If you're unsure of how to do this, refer to your Windows manual, or the manual that came with your video card. Restart Windows after making this change.

Insert the Journeyman Project disc (Disc 3) into your CD-ROM drive.

From Program Manager, choose File + Run from the menu. If you're running Windows 95, click on the Start button and choose Run.

Type **D:\JMSETUP.EXE** and press Enter. If your CD-ROM drive is not drive D, then substitute the correct letter. For instance, if your CD-ROM drive is G, type **G:\JMSETUP.EXE**.

After the setup program has completed, double-click the *Journeyman* icon in the *Journeyman Project* Program Manager group. For optimal performance, it's advisable to quit any other applications that you have open before running *The Journeyman Project Turbo*.

If your system has a high resolution video card, you may get an error message displayed on your monitor.
- Check that you are using a 640x480 Windows video drivers capable of displaying 256 colors, and that the driver is compatible with your video card.
- Check that you are running the latest version of your video card's driver. If not, or if you are unsure, contact the video card manufacturer.

If you experience audio problems, make sure that your sound card is properly installed for Windows 3.1 or higher. Also, make sure that the sound card and CD-ROM driver are Multimedia PC compatible. If sound problems persist, check the following:
- Ensure that your external speakers or headphones are connected to the output jack of your sound card.
- Ensure that your sound card has the proper sound driver software assigned to it in Windows (refer to the documentation that came with the sound card).

2. PRODUCT SUPPORT

Questions? Call Sanctuary Woods at:

Technical Support: (415) 286-6110
Customer Service: (415) 286-6100
Product Orders: (800) 943-3664
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Or send correspondence to:
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3. INTRODUCTION

Our Story starts in the skyborne metropolis of Caldoria in the spring of 2318. The world is at peace, but only as a result of the patience of a people on the verge of full self-awareness. The great wars of the twenty-first century left a bitter taste in the mouths of those involved. They began to realize, though slowly, the self-destructive nature of their actions. As the feeling of world fellowship grew more prevalent, the dictatorial regimes began to crumble one by one. Humanity found itself fully capable of self-government. The power base shifted from the hands of the few to the capable hands of the masses. World unity was soon within sight. Through careful economic and political actions, the unified world was realized in the year 2117.

In the years that followed, a feeling of security emerged. Government monies that would otherwise have been spent on national defense were doled out to the needy. Crime diminished greatly. Humanity flourished. No longer needed, the weapons of war sat unused, the memory of their hate-inspiring power fading with each successive generation.

Then, in 2185, came an event that changed the focus of mankind's gaze. The pilot of a cargo shuttle bringing building materials to the Morimoto Mars Colony project spotted an alien spacecraft from her view window. Soon after the sighting, the ship sped off at light speed toward the outer edge of the solar system. The landing bay's scanners confirmed and documented the encounter, and the existence of intelligent alien life forms had been proven.

Throughout the following century, the last great frontier expanded outward at an incredible rate. Cities began to appear on Mars, and colonies were constructed on the moons of planets as far out as Saturn and Neptune. While many of these were built as research stations for space exploration, most were needed to alleviate the burden of an ever-swelling population. On Earth, construction moved in the only available direction—upward. The development of gravity-neutralizing technology made it possible to build entire cities far above the Earth's surface. Caldoria, the first of the skyborne cities, was officially dedicated in the year 2300.

Eight years later came the first formal contact with an alien race. Earth was visited by aliens who called themselves the "Cyrollans". The

purpose of the visit was to invite humanity to join the "Symbiotry of Peaceful Beings", an alliance of intelligent beings whose objective is to benefit from the sharing of knowledge and culture. The Cyrollans said that they would give us ten years to deliberate their proposal, after which time they would send a delegation of individuals to meet with our representatives in order to extend a more formal invitation.

Now, on the eve of humanity's transcendence to the heavens, has come an invention that jeopardizes all of our hard-won advances. Time travel was originally hailed as a gateway to our past, but the people soon realized that in the wrong hands this technology could be more dangerous than any weapon ever created. For this reason, the government formed the elite guard known as the Temporal Protectorate. As a member of the Temporal Protectorate, it is your job to safeguard history from sabotage. You monitor the space/time continuum from the Temporal Security Annex, a top-secret installation where lies Pegasus, the only time machine known to be in existence. But so long as the technology to create such a machine exists, the threat remains...

4. GETTING STARTED

As the Journeyman Project Turbo is a totally immersive experience, you will first have to know how to interact with this world before being able to play. To learn about the game's interface, click on the "Interface Overview" button at the main menu. When you are familiar with the interface, return to the main menu and click the "New Game" button. After the background movie and foreboding dream sequence, you will awaken in your apartment. While your Biotech Interface runs its diagnostics, your clock radio blares a news story about the return of the Cyrollans—this is the big day. Once your interface is ready, control of the game will be in your hands.

To move about in your apartment, click the up or down movement button (or arrow key on the keyboard) to move forward of backward eight feet, respectively. A grunt indicates that you just walked into a wall, and cannot move any further in that direction. The left and right arrow buttons turn you left and right.

To get to the Temporal Security Annex, you'll have to use the transporter on the first floor of the apartment building. From the bed, turn north (watch the compass above the view window) and move forward to the desk. Take the transport card that's on the desk by clicking and dragging it down into your inventory, and then letting go. Next, go through the west door of the bedroom by moving as close as you can get to it and clicking on it, then moving forward. The front door of the apartment is on the south side of the living room. Leave the apartment, turn right, move forward, and turn left again. Click on the elevator call button. When it opens, get in, turn around, and go to the first floor. The transporter is across from the information kiosk in the north-side view-bay of the first floor. Click on the transporter, and when it's ready, step forward into it. Drag your transport card into the flashing scanner and then select the TSA. From here, it's up to you. Good luck.

5. MENU BAR FUNCTIONS

So as not to interrupt your immersion into the world of Journeyman, the menu bar is not available during game play. Instead, all menu bar functions are accessible through the Interface Biochip. To access these functions, click on the Interface Biochip icon in the inventory controls to activate the Interface Biochip panel. The panel has buttons that allow you to save your game, load a previously saved game, and change the volume. Alternately, you can use the keyboard short-cuts for these functions. The short-cuts are as follows:

To save: Ctrl + "S"

To load: Ctrl + "O"
To quit: Esc

6. TSA CODES

The following Codes are needed to gain access to restricted areas and files within the Temporal Security Annex.

Temporal Security Annex Entry Code:
6894895

Background, Theory, and Procedure Monitor Access Code:
**0524133**

Historical Reconfiguration Code:
0291384

7. SCORING

Your final score is based on several factors. Among these are the restoration of the time zones, the number of times you jump to a time zone (the fewer the better), and the amount of energy you have left upon completing a time zone. You will also be given bonuses for choosing the peaceful solution to each time zone, and an additional "Ghandi" bonus if all zones are completed nonviolently.

8. THE INTERFACE

The BioTech interface model SL 1772.5R is the central element of a Temporal Protectorate agent's ensemble. The interface takes the form of a monocle which covers the left eye, and creates a multifunctional "window" through which the agent sees the world. A neuroprosthetic attachment allows the SL 1772.5R to monitor matters concerning the agent's welfare, and provide feedback when necessary. For example, the pop-out screen to the left of the main view window might alert the agent of a sudden decline in health status or a potentially dangerous situation. The energy indicator warning light at the top right of the interface provides a quick reference for the agent's general energy status (see "9. THE SUIT," below).
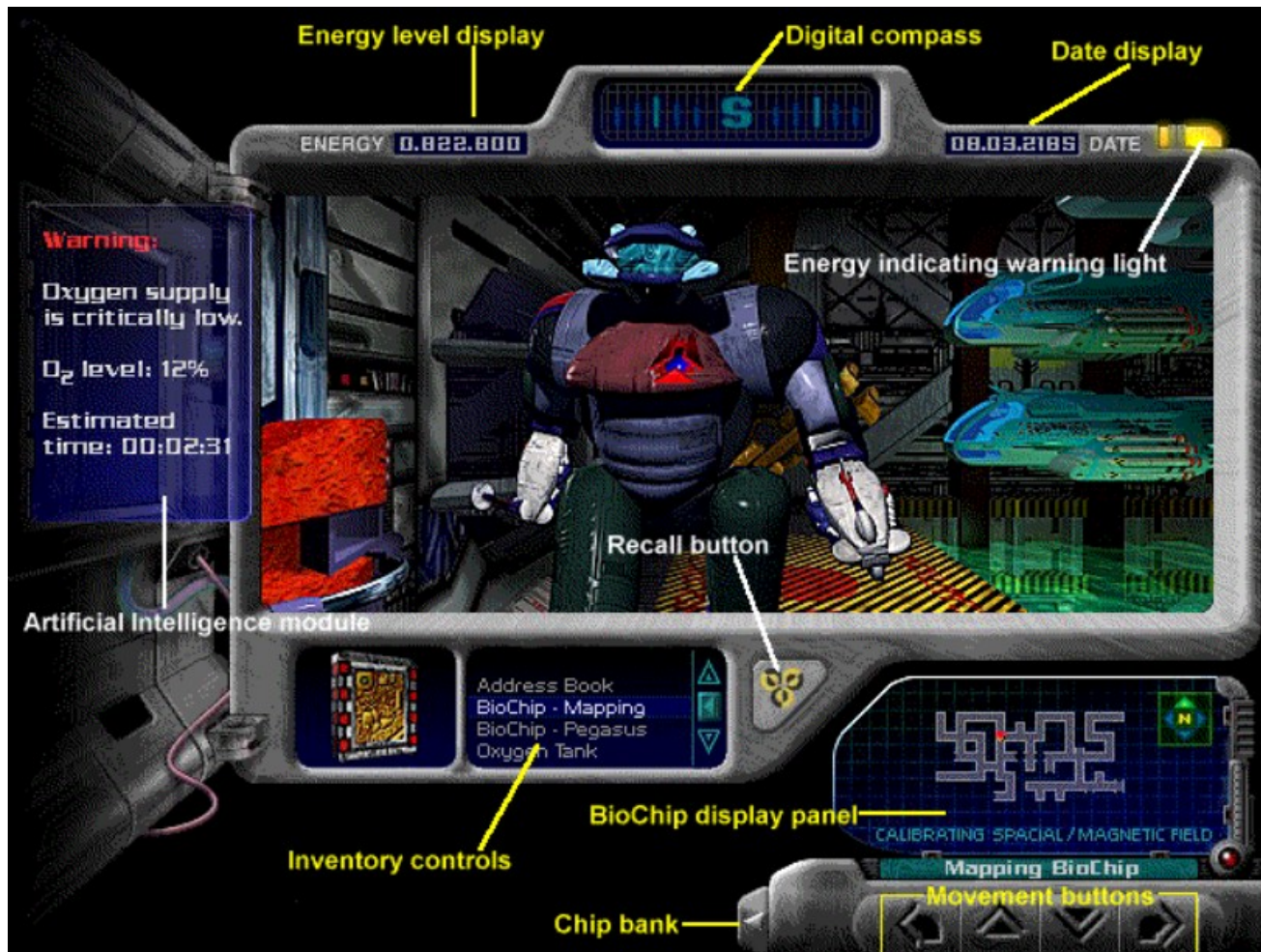
Just below the view window are the inventory controls and the Recall Button. The BioTech Interface simplifies the task of keeping records on the objects an agent obtains by cataloging all inventory items and monitoring their use. To get information about an inventory item, a Temporal Protectorate member need only scroll to the desired object and click on the Inspect Button to the right of its name, or double-click on the name itself. To use an object, an agent must once again scroll to the item, and then simply drag its icon over the object in the main view window on which it is intended to be used. A single click on an inventory item's icon lets the agent use it on him/herself. The button to the right of the inventory window is the Recall Button. This button tells Pegasus to pull the agent back to the present from another time zone. The Recall Button is marked with the Temporal Security Annex logo for easy identification in a moment of crisis.

The unit below the right-hand side of the BioTech Interface contains movement buttons and the BioChip panel. The up and down arrow buttons allow the agent to move forward and backward, while the left and right arrows turn the agent left and right, respectively. To indicate which direction has been pressed, the movement buttons light up and remain lit until the agent can move again. At the top of the interface is a digital compass which lets the agent know which way he or she is facing.

The BioChip panel allows the SL 1772.5R to have a multitude of functions, with the flexibility to add more as needed. BioChips are microcomputer chips commonly found in utility droids and neural implant devices. Each BioChip provides instructional information for a specific task. Functions of BioChips include spatial mapping, data storage, walking algorithms for the handicapped, and so-forth. The BioTech Interface's BioChips can be activated by opening the chip bank to the left of the movement buttons and then clicking on the desired chip. Once a chip is activated, a display panel specific to that chip slides up into view and becomes active.

However, because there is only one display panel, only one BioChip can be used at a time. While only the Interface BioChip is standard issue, the Pegasus and Mapping BioChips become available to the agent on duty when a temporal rip is detected.

9. THE SUIT

The BioSupport Suit is another integral part of a Temporal Protectorate agent's gear. This protective suit projects an invisible plasma shield that repels most forms of energy, including photon and radioactive energies, and even repulses isotopic residues that normally collect on an agent during time travel. Without the shield, these residues could conceivably be used by someone with the proper technology to track an agent in another time. The suit has also been designed to compensate for unusual biological conditions. For example, if the agent were in an extremely cold environment, the suit would generate warmth to prevent freezing. All of the suit's protective functions, however, require a great deal of energy. Pegasus stores excess energy created during the particle acceleration process for this reason, but this limited supply is only enough to support the suit's protective functions for a short while.

10. THE MACHINE

In layman's terms, the Particle Accelerating Space/Time Transporter v.1 is a time machine. Also known as Pegasus, this machine is able to send an agent through a tunnel in the space/time continuum to any moment in history. For security reasons, however, Pegasus has been programmed to allow agents to travel only to the location of any detected temporal rip or to a time 200 million years in the past, where a disc containing the known history of the world has been planted. This disc is meant to serve as a reference tool in case history should be altered.

The particle acceleration process creates an excess of energy, which Pegasus stores for use in maintaining a homing signal, or "lock," on the agent. The further back in time the agent travels, the more energy Pegasus needs to expend to maintain the lock. In addition, any use of the BioSupport Suit's protective features constitutes a further drain on this energy supply (see "9. THE SUIT," above). In order for an agent to return to the present, there must still be a small amount of energy left for the recall process to work; otherwise, the agent could become stranded in the past. The counter at the top left of the interface's main view window lets the agent know how much energy remains.

11. CREDITS: THE PRESTO TEAM

JoséŽ Albañil—Lead 3-D modeller
Farshid Almassizadeh—Lead animator, programmer
Geno Andrews—Audio Sculptor, 2-D artist
Jack Davis—Art director, lead artist
Dave Flanagan—Writer, programmer
Eric Hook—Public Relations, 3-D artist
Michel Kripalani—Project coordinator, lead 3-D artist, programmer
Greg Uhler—Lead programmer, 2-D artist

Additional Artists
Jeal Choi—Conceptual Design (2318), Interface Design
Seiji Matsumoto—Conceptual Design (Robots, Pegasus)
Phil Saunders—Conceptual Design (Mars, NORAD VI, World Science Center)
Rick Schmitz—Death Illustrations

Talent
Graham Jarvis—Elliot Sinclair
Minako Nakamura—Mars Voice
Kristi Pado—Computer Generated Personality
Megan Wheeler—Megan Love

Production Support
Shadi Almassizadeh—Key Grip
Phillip Davies—Photography
Jill Davis—Print graphic design and production
Jeanne Juneau—Publicity
John Lee—Catering
Mike McNeill—Publicity
Ted Ver Valen—Photography