

The Journeyman Project 2 **Buried in Time**

The Epic Time Travel Adventure

Update Edition

for Windows 3.1
Version 1.04

Installing the Update

To update a previously installed version of Buried in Time, simply copy the two executables included in this archive (BIT2416.EXE & BIT816.EXE) to the directory where you installed Buried in Time. (usually C:\BITMPC)

What About Windows 95?

If you are running Windows 95, then you may be wondering if there is a Windows 95 version of Buried in Time. Well there is, but it was too large to practically be made available for download. But you can get it for FREE (plus a small charge for shipping) by contacting Sanctuary Woods Customer Service at (415) 286-6100. This update will consist of a replacement for Disc 1 that includes both the new Windows 3.1 executables included here, as well as a version of Buried in Time specifically optimized for Windows 95.

What's Changed

If you have upgraded from a previous version of Buried in Time, here are the changes since the previous release:

- Chateau Galliard exploding wall bug fixed.
- Alien hallway crashing bug fixed.
- Various portions of the code have undergone minor performance tweaking.

Technical tips for the best game experience

Improving the video display

We recommend that you play Buried in Time with your video display set to thousands of colors instead of the usual 256 color mode common to most PC displays. The graphics in BIT have been optimized for this higher color depth, and most multimedia PC systems sold over the last couple years have the ability to display in thousands of colors (32K or 64K) or more. We also recommend that you set your monitor to display at 640x480. If your monitor is set to a resolution larger than this, Buried in Time will be displayed in only a portion of your screen.

Please see your system's documentation for instructions to change your color depth and resolution. Possible locations for these settings include "Windows Setup" in your Main group in Program Manager, and in your Control Panels.

Technical Note: Be sure that the driver you select corresponds to your system's video card. Windows provides a list of drivers for various video adapters that are not specific to the one that may be installed in your machine. Again, please consult your system's documentation.

Turn off background tasks

Buried in Time should be played without any additional drivers or background tasks competing for use of your systems resources. Please turn off all background activities such as screen savers, Fax programs, network drivers, printing functions, or shared system resources before starting BIT.

Restoring/launching a game from Disc 2 or Disc 3

Once you begin playing Buried in Time you will be saving games often as you progress through the game. Eventually this will mean that saved games will reference locations and situations contained on either Disc 2 or Disc 3. Fortunately, you can start BIT from any of the 3 CDs. This means that if you know you'll be restoring a game from Disc 2 or Disc 3, you can simply put that disc in your CD ROM drive and restore a saved game as usual. You won't have to start the game with Disc 1 in the drive and then switch to the disc referenced by your saved game. This will make picking up where you left the game much smoother and faster.

Using Multidisc CD-ROM Changers

Buried in Time is fully compatible with multidisc CD ROM changers. To use Buried in Time with a CD ROM changer, you will first need to install it normally. After you have successfully installed Buried in Time, you will need to edit the Buried in Time configuration file, BITMPC.INI, which is present in your Windows directory. Below is a listing of a fairly typical BITMPC.INI file:

```
[Location]
InstallPath=C:\BITMPC
DiskPath1=D:\
DiskPath2=D:\
DiskPath3=D:\

[GamePrefs]
TransitionSpeed=2
LastSavedPath=C:\FUTAPT1.SAV
```

The three entries, `DiskPath1`, `DiskPath2`, and `DiskPath3` specify the drive where each respective Buried in Time CD will be located. Normally, all three will be set to the drive letter assigned to your CD ROM drive. CD ROM changers access multiple disks by assigning a different drive letter to each disk. To configure Buried in Time to access all 3 disks in a CD ROM Changer, simply assign each disk the drive letter associated with each position in changer where Buried in Time will look for each of it's three CDs. By default, each of these entries is set to the path from which Buried in Time was originally installed (e.g. D:\). Below is an example of a BITMPC.INI file configured for a CD ROM changer:

```
[Location]
InstallPath=C:\BITMPC
DiskPath1=D:\
DiskPath2=E:\
DiskPath3=F:\

[GamePrefs]
TransitionSpeed=2
LastSavedPath=C:\FUTAPT1.SAV
```

Enhancing your enjoyment of the game

Use high quality speakers or headphones

In addition to some incredible animation and graphics, Buried in Time has a fantastic musical score and lush sound effects to set the mood for your adventure. To get the best from the game, make sure you have quality speakers and/or headphones so you don't miss the audio experience that matches the visuals.

Play the game in a darkened room

Buried in Time has a rich set of visuals and lots of detail. Regular lighting and glare will make some of the game's imagery appear too dark and you may miss the detail. We recommend you darken the room before you play the game.

Known Problems

Sound and Video Problems

Buried in Time uses new enhanced methods for sound and video playback. Any problems experienced with sound or video (choppiness, stuttering, black screens, etc.) may be due to older drivers installed in Windows. You can update your software to the newest drivers by contacting the manufacturer of your computer, or the manufacturer of your sound or video card.

General Protection Fault

If you are experiencing any General Protection Faults or the game hangs with the audio continuously repeating itself, then you should decrease the size of your Windows Smartdrv cache. To decrease the size of your Windows Smartdrv cache, you will have to modify your autoexec.bat file in the following manner:

Look for a line similar to:	Change the line to:
C:\DOS\SMARTDRV.EXE	C:\DOS\SMARTDRV.EXE 2048 256
lh C:\DOS\SMARTDRV.EXE	lh c:\DOS\SMARTDRV.EXE 2048 256

If the problem persists after making these changes, turn off any programs that may be running in the background. We also advise updating your sound and video drivers to the latest versions available.

General Protection Fault on 8 MB systems running in 24 bit (Millions) of colors

Because of the way Video for Windows allocates memory, you may experience a system crash or General Protection Fault while playing BIT if your display is set to 24 bit (or Millions), color on systems with 8 megabytes of memory. In order to conserve available memory, and increase speed, we strongly suggest setting your display to 16-bit (or Thousands) while playing Buried in Time. The latter is suggested for all systems, no matter how much available memory is present.

"Flicker" disabled on 8 MB "high res" Windows systems

Due to the high memory overhead of Microsoft Windows when displaying high resolution graphics on an 8MB system, we've had to disable the "Flicker" features to make Buried in Time play properly. These features are automatically disabled when you start BIT while your display is set to thousands of colors or more. If you later play Buried in Time on a Windows system with MORE than 8 MB of RAM these features will be reactivated. If you want to see the flicker features, but only have an 8MB system, you can switch to 256 color mode and restart BIT. We recommend however that you play BIT at a higher setting than 256 colors

since the graphics are so much better. Flickering torches and waving flags will appear static rather than have motion. Additionally, the 'Spear Trap' in the Mayan zone will not show moving spears. The puzzle will still be fully active and you will be able to hear the audio.

Restoring Saved Games in the Mayan God of War

If you need to restore a saved game within the Mayan God of War chamber, be sure to do so only from within a game in the Mayan time zone, and not from the main menu or another location. If you restore a saved game in the God of War chamber from the main menu, or from within the game while playing in another time zone, you may experience problems playing the game. If you are not already playing the game before restoring, simply restore a saved game somewhere else in the Mayan time zone from the main menu, then once in the game, restore your God of War saved game using the Interface Biochip menu or the Ctrl-L or Ctrl-O hotkeys.

Technical Support

Technical support in North America is provided by Sanctuary Woods:

Technical Support hours are:

Monday - Friday	7:00 AM to 10:30 PM (Pacific Time)
Saturday	8:30 AM to 5:30 PM (Pacific Time)

Technical Support	(415) 286-6110
FAX	(415) 286-6115
BBS	(415) 286-6116
Internet mail	techsupport@sanctuary.com
AOL mail	SWoodTS
Compuserve	GAMDPUB / section 20

Support outside North America is available as follows:

In England, Germany, Austria, Belgium, Netherlands, Luxembourg, Switzerland:

U.S. Gold Limited

General Information & Sales	(44) 121 625 3366
Technical Support	(44) 121 326 6418
FAX:	(44) 121 606 1822

In Spain:

ERBE/MCM Software

General Information & Sales	(1) 539 98 72
Technical Support	(1) 528 83 12
FAX:	(1) 528 83 63

In France:

U.S. Gold

Technical Support	(33) 1 41 06 9670
FAX:	(33) 1 47 56 14 66

In Italy:

Leader Distribuzione

Technical Support	(0332) 8 41
FAX:	(0332) 87 08 9

In Denmark:

PM Multimedia

Technical Support 31 230 002
FAX: 31 23 12 8

In Israel:

ISD/MIRAGE
Technical Support (3) 510 5764
FAX: (3) 517 7257

In Singapore, Malaysia, Thailand, Indonesia, Philippines, Vietnam & Brunei:

AASoft (Singapore)
Technical Support (65) 279 9333
FAX: (65) 276 3588

In Hong Kong & Macao:

Deltamac Ltd. (KPS Group)
General Info (852) 2787-0678
Technical Support (852) 2398-1234(ext.158)
FAX: (852) 2787-1412

In Australia:

Sega-Ozisoft
Technical Support (2) 317-0000
FAX: (2) 317-0010

About Presto Studios

We at Presto Studios would like to sincerely thank you for purchasing our product. Buried in Time represents the fulfillment of a two year dream shared by everyone involved with its creation. We hope that the time and detail put into the game allows you to fully immerse yourself into the photorealistic world of Journeyman.

In its four year history, Presto Studios has striven to set the standards of multimedia gameplay. Now that Buried in Time is finished, Presto Studios pledges to continue its commitment to excellence by creating future games that will set higher standards for multimedia quality. Again, we thank you for your support and hope that you will return to the worlds of Presto Studios soon. If you have any creative comments or questions relating to Buried in Time or future Presto products, we would love to hear from you. We can be reached at...

Presto Studios, Inc.
PO Box 262535
San Diego, CA 92196-2535

Electronic Mail: presto@prestostudios.com
World Wide Web: <http://www.prestostudios.com>