

Time Stone

CONTROLS – HOW TO PLAY

You use the mouse to control the game.

LEFT CLICK on the ground will make your character walk. LEFT CLICK on another character will start a conversation and LEFT CLICK on an object/hotspot will interact with it (or at least, attempt to). If you LEFT CLICK on an item in your inventory (The space in the bottom left of the screen), then you will pick up this item and you can try to use it on other objects in the room using LEFT CLICK.

RIGHT CLICK on things will make your character look at the item and comment on it. If you have an inventory item selected, then RIGHT CLICK will deselect the item.

Having a conversation with another character? There will sometimes be options at the bottom of the screen which you can LEFT CLICK to select.

To save the game, select SAVE

To load a saved game, select LOAD

To exit the game, select QUIT

To bring up more options, including game speed, volume, gamma (full screen only), then select MENU

Shortcuts

Esc – Brings up the menu

Ctrl+Q – Brings up the exit game dialog box

F5 – Brings up the menu

F9 – Restart the game

F12 – saves a screenshot

AGS Game Settings

Resolution

You can change the game's resolution between 320x200 and 640x400. Time Stone was designed for 320x200 and it will run best at that resolution. However, if your screen can't handle 320x200 as a full-screen resolution, then try selecting 640x400.

Run in a window instead of full-screen

It allows you to run the game in a standard window instead of filling up the whole screen.

Use 85 Hz display (CRT monitors only)

In case that the screen flickers while you run the game, check this option and it will get rid of the flicker. However, this will only work on CRT monitors and not on flat screen monitors.

Force alternate letterbox resolution

This changes the aspect ratio of the game, showing black bars at the top and bottom of the screen.

Anti-alias scaled sprites (fast CPUs only)

Characters will look a lot smoother as they scale (become larger or smaller) on the screen.

Downgrade 32-bit graphics to 16-bit

In case that your computer cannot handle a 32-bit graphic resolution, you can check this option.

Digital Sound

Changes the kind of sound system the game will use to play the digital music and sounds.

MIDI music

Changes what kind of midi music system the game will use.

Use digital music pack if available

Plays digital music instead of midi music.

Use speech pack if available

Characters speak if there is a speech pack available.

Game language

Changes the language of the game if there is a translation available.

FAQ

I Can't Get the Game To Work Help!

Firstly, the game is WINDOWS ONLY, so if you're trying to run on another operating system, then the game will not work.

Other than that, try running the winsetup.exe and looking at some of the options here. Try selecting the graphics filters using the nearest neighbour options. Change the other options if you wish and select Save and Run. Hopefully, this will help.

I'm Stuck and I Don't Know What To Do?

Have you tried to interact with EVERYTHING?

Are there any items in the room you may have missed? Can you pick anything up? Perhaps investigate smaller-looking objects?

Some things can change what other characters will talk to you about. Maybe try and talk to them again?

How Was This Game Made?

Time Stone was created with Adventure Game Studio (<http://www.adventuregamestudio.co.uk/>)

How Can I Get In Contact With Whoever Made This Game To Tell Them What I Think?

You can email: stuart.lilford@scaredsquare.com

Or see this page for tons of other ways: <http://www.scaredsquare.com/contact/>

BORING LEGAL STUFF

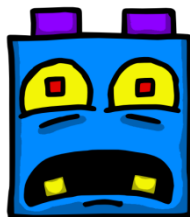
Time Stone was made with AGS v3.2.1, copyright Chris Jones and others.

Music copyright Mark Lovegrove

Sound Effects supplied for free by freesound.org

All other content copyright Scared Square Games & Stuart Lilford

THANK YOU FOR PLAYING!



Scared Square Games

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