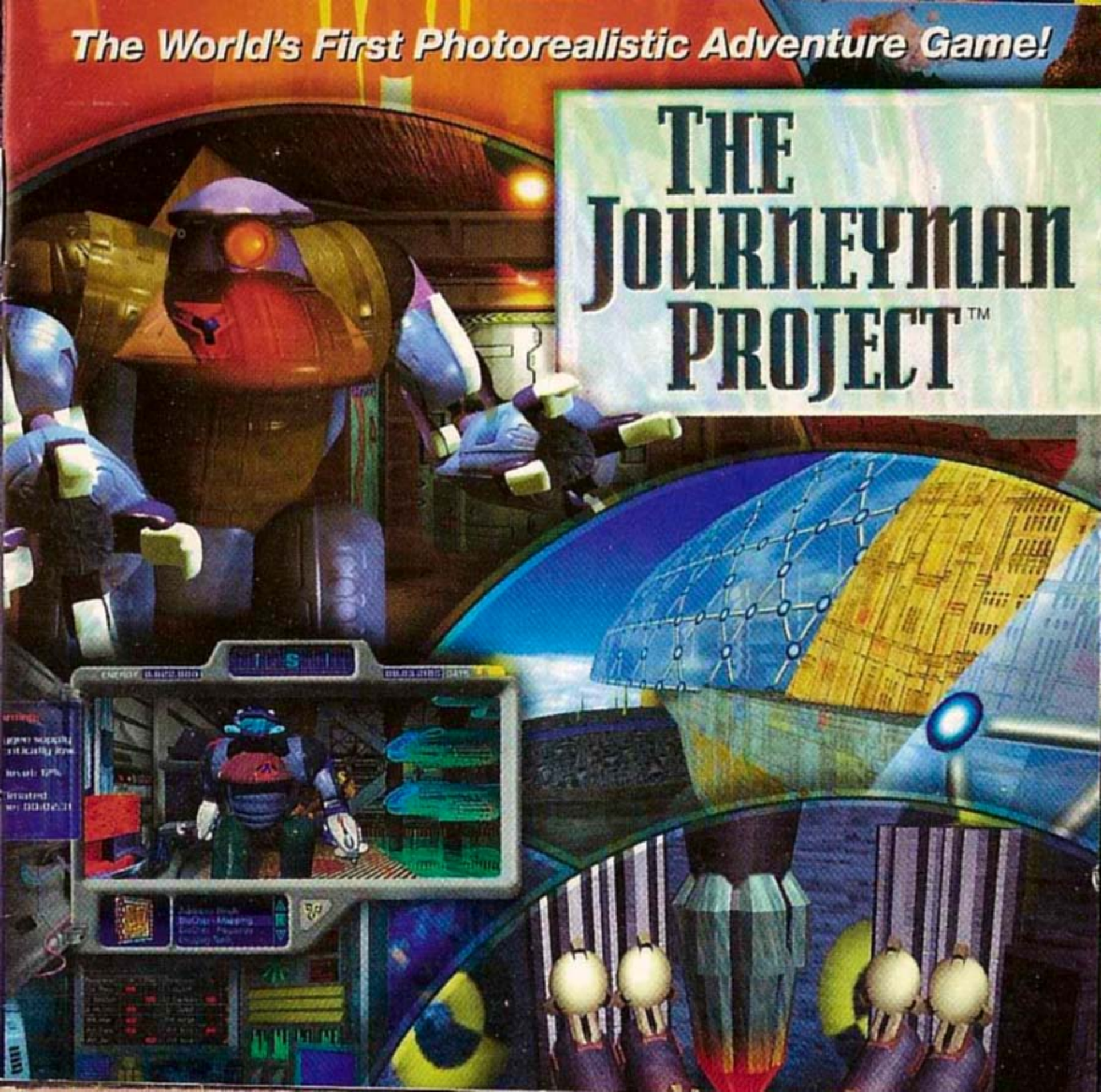
The World's First Photorealistic Adventure Game!

THE JOURNEYMAN PROJECT™



MACINTOSH SYSTEM REQUIREMENTS

To play THE JOURNEYMAN PROJECT™, you need a 256-colour-capable Macintosh® II family computer with a 13" colour monitor, at lease eight megabytes of RAM, and a multimedia compatible CD-ROM drive. In addition, your computer must be running system 6.07 or later. For a truly awesome interactive experience, try a dark room and some headphones.

STARTING UP — IMPORTANT!

Before playing THE JOURNEYMAN PROJECT for the first time, you must install QuickTime™ version 1.5. If you are already using version 1.5, you do not need to do this. To install QuickTime, insert the JOURNEYMAN disc into your CD-ROM drive and open the "System Stuff" folder. Then simply drag the enclosed QuickTime version 1.5 into your System Folder and restart. Upon restarting, it is advisable to disable any unneeded INITs, as they may interfere with the proper performance of JOURNEYMAN. Also, in order for THE JOURNEYMAN PROJECT to work properly, System 7's virtual memory must be turned off, and you must not be running any other applications.

On the top level of the JOURNEYMAN disc are three files marked Journeyman 5 MB," "Journeyman.8MB," and "Journeyman.16MB." To start the game, double-click the JOURNEYMAN file which represents the amount of RAM you have (5, 8, or 16 Megabytes). If you don't have 5, 8, or 16 Megabytes of RAM, double-click the file marked with the number closest to the amount of RAM that you have.

MPC SYSTEM REQUIREMENTS

To play THE JOURNEYMAN PROJECT, you need an IBM compatible Multimedia PC, 386 DX-33 or better with 8MB of RAM and a Super VGA card capable of 640 x 480 256 colours. Your computer must be running Windows 3.1 and have a 640 x 480 - 256 Colour Windows Video driver installed and 512 K video RAM. Please refer to your Windows manual if you are unsure of how to proceed with this process. A sound board such as the Soundblaster or Pro Audio Spectrum and an MPC compatible CD ROM Drive are required, double speed CD ROM Drive highly recommended. For a truly awesome interactive experience, try a dark room and some headphones.

STARTING UP — IMPORTANT!

If you are getting INSUFFICIENT MEMORY ERRORS, try increasing the size of your Virtual Memory in increments of 1,000KB and set the Type to Permanent. This is done in the "386 Enhanced" section under "Control Panel". See your Windows manual for details. If Windows will not allow you to increase the size of your Virtual Memory, try freeing up more space on your hard drive.

TIPS

The following tips should enhance game play for all users, but will be absolutely essential for users with slower machines or single speed CD ROM Drives.

- Click the mouse and keyboard arrows sparingly. When a direction arrow is RED, you are still in the process of moving in that direction. Extra mouse clicks will produce unpredictable results. Wait until the direction arrow turns black.
- Disable your Windows screen saver and any applications that you may have opened.



Manuel Leweux

TEMPORAL PROTECTORATE HANDBOOK

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INTRODUCTION



Caldoria, the first of the skyborne cities.

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.

The Morimoto Mars Colony, established in 2190, was constructed over an abandoned mining settlement.

MORIMOTO
MARS COLONY

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 settlements were

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Humankind's first alien contact in 2308.

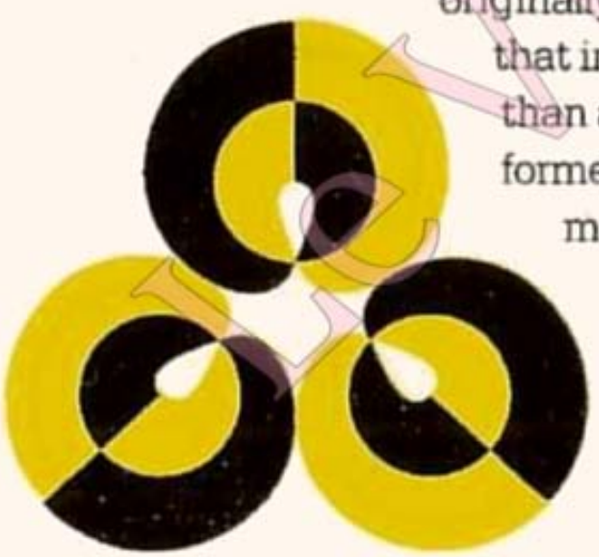
built as research stations for space exploration, most were needed to alleviate the burden of an ever-swelling population. On Earth, construction moved in the only available direction - upward. The development of gravity-neutralizing technology made it possible to build entire cities far above the Earth's 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.

The Temporal Security Annex was built in 2315 as a safety measure against historical sabotage.

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...



Neuxmanuel

THE INTERFACE



The BioTech Interface is a monocular neuro-prosthesis which provides instant access to information regarding the agent's welfare, inventory, location, and so forth.

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 monacle 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 "The Suit," page 7).

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 picon over the object in the main view window on which it is intended to be used. A single click on an inventory item's picon 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.

Leisure Manuel



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.

Le vieux Manuel



THE MACHINE

Being the first machine capable of transcending time, Pegasus is now used by the Temporal Protectorate to guard against historical sabotage.

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 (see "The Disc," page 8).

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 "The Suit," page 7). 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.

Le vieux Manuel

THE SUIT

The BioSupport Suit acts as an environmental bubble. For a limited span of time, it can shield an agent from outside dangers or compensate for harmful physiological conditions.

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.



Lewis X Marvel

!!!!!!!!! An agent has no chance for restoring the proper flow of history without first comparing the unaltered Journeyman Log to its altered counterpart in order to learn the source of the temporal rip.



Computer generated personas compare an altered and unaltered historical log.

THE JOURNEYMAN HISTORICAL LOG disc is a compilation of news articles and historical accounts chronicling all of known history. Each day, all news stories worldwide are automatically collected at the Temporal Security Annex, and two new historical logs are pressed. One remains in the historical log computer of the Temporal Security Annex, and the other is brought back 200 million years in the past, where it is stored as a security measure.

If history should be deliberately changed, the disc which has been placed in the distant past will not be updated with the new version of history, as it exists at a point in time prior to any probable change. The disc which is still at the Temporal Security Annex, on the other hand, will be updated with the altered version of history. Therefore, if a rip in time is detected, the agent on duty can recover the log which has been placed in the past as a source of unaltered historical information. Once the agent has returned to the Temporal Security Annex with the accurate log disc and has inserted it into the empty historical log drive, the computer will compare it to the Journeyman log disc which was left in the present and subsequently altered. By cross referencing the date of the rip to the discrepancies found between the two logs, the computer will be able to isolate the changed event. A computer-generated persona will then read the correct and altered versions of this event to the agent.

Leviathan

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
- Historic Reconfiguration Code: 0291384

KEYBOARD COMMANDS



FOLLOWING ARE the keyboard equiv alents of some commonly used functions.

- Move forward: Up arrow
- Move backwards: Down arrow
- Turn left: Left arrow
- Turn right: Right arrow
- Activate BioChip: COMMAND + Letter of Biochip (MPC - Letter of BioChip ONLY)
- To quit: COMMAND + "Q" or COMMAND + "." (MAC ONLY)
- To save your game: COMMAND +"I", then click STORE PRE SENT (MAC ONLY)
- To quit: ESC or ALT + F4 (MPC ONLY)
- To save your game: Click T then STORE PRESENT (MPC ONLY)

SCORING

YOUR FINAL SCORE IS based on several factors. Among these are 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. An agent of the Temporal Protectorate will resort to violence only if there is no way around it. Therefore, you will be given bonuses for choosing the peaceful solution to each time zone, and an additional "Ghandi" bonus if all zones are completely nonviolently.

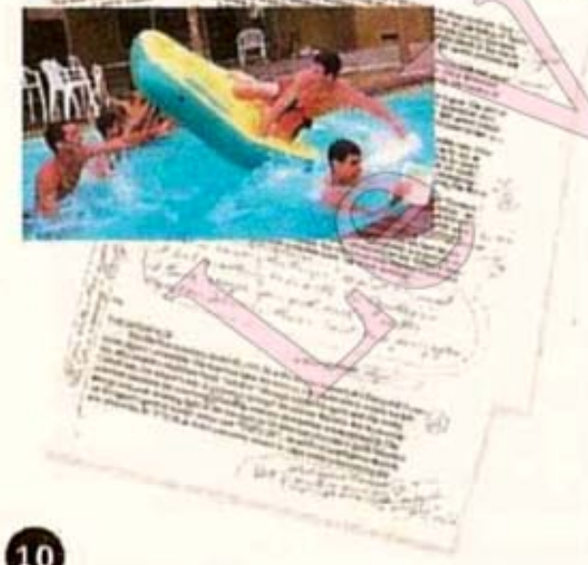
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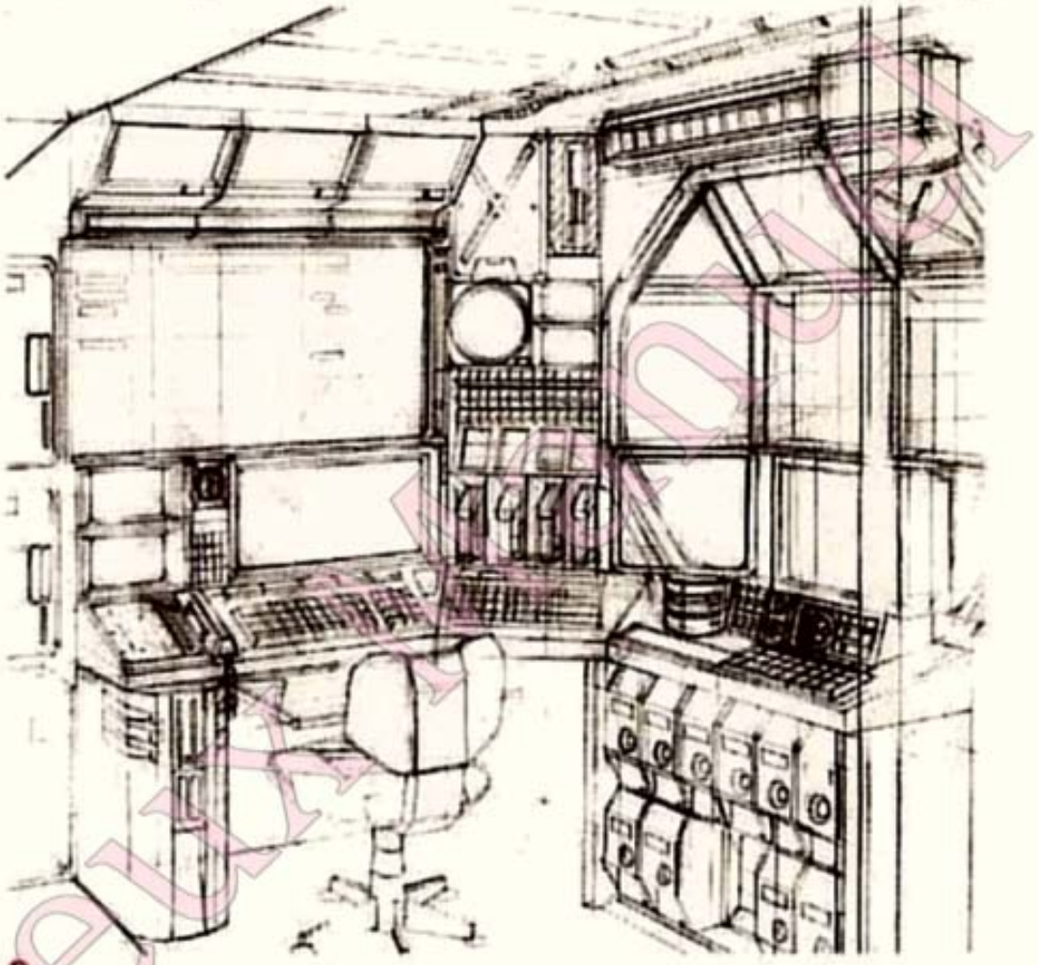
THE MAKING OF
THE JOURNEYMAN PROJECT

To give you a better understanding of the process that went into creating The Journeyman Project, here's a peek behind the scenes of Presto Studios.

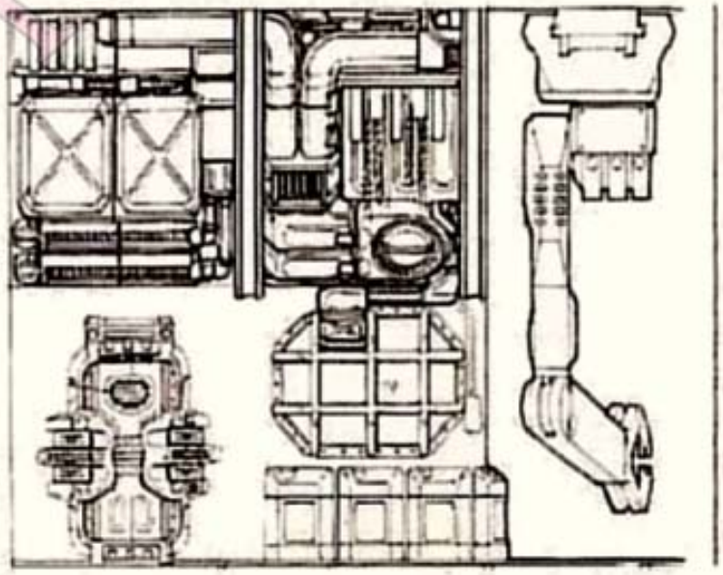
The game's creation began with a rough story concept. Multiple revisions of the original storyline led to a final script and game play summary. From this summary, quick conceptual sketches were drawn, followed by final drawings which showed the objects from several views.

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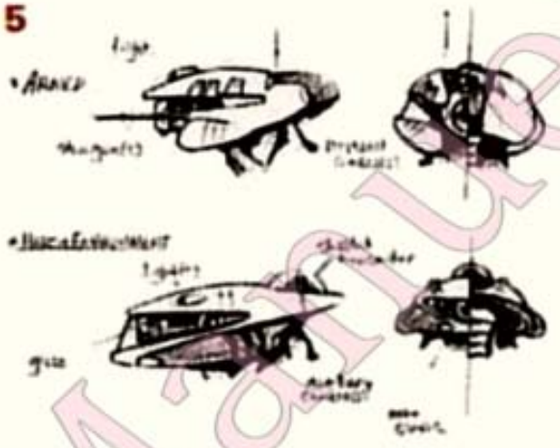


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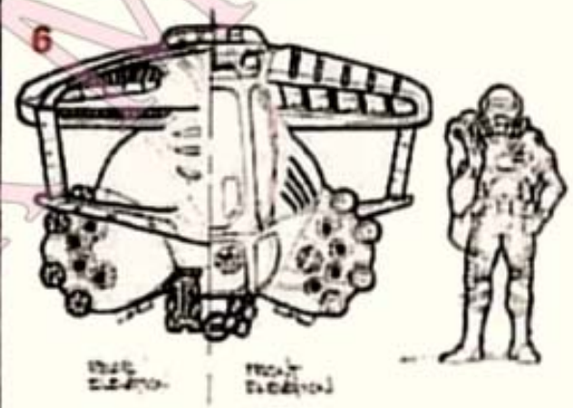
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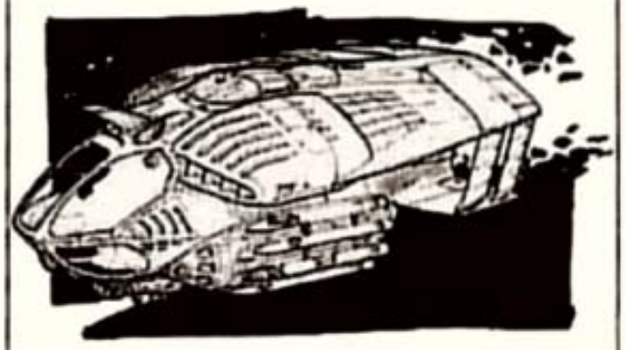
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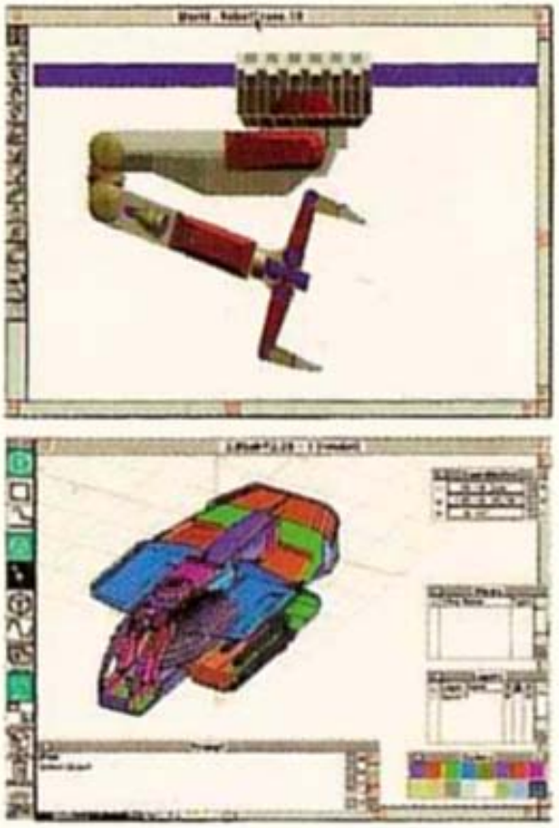


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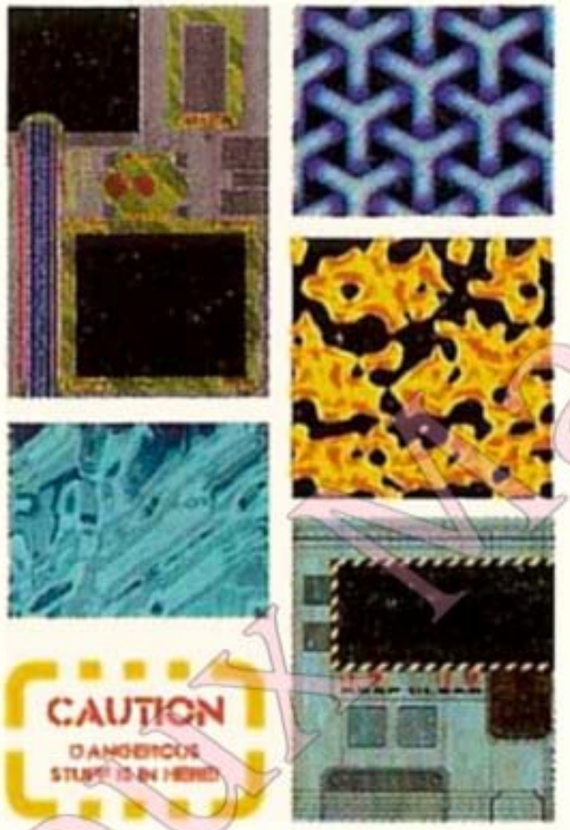


1 Storyline concepts, game play, and brain-storming
2 Sub dock environment
3 Robot loading arm
4 Ares robot sketch
5 Robot head variations
6 Sub schematic
7 Sub sketch

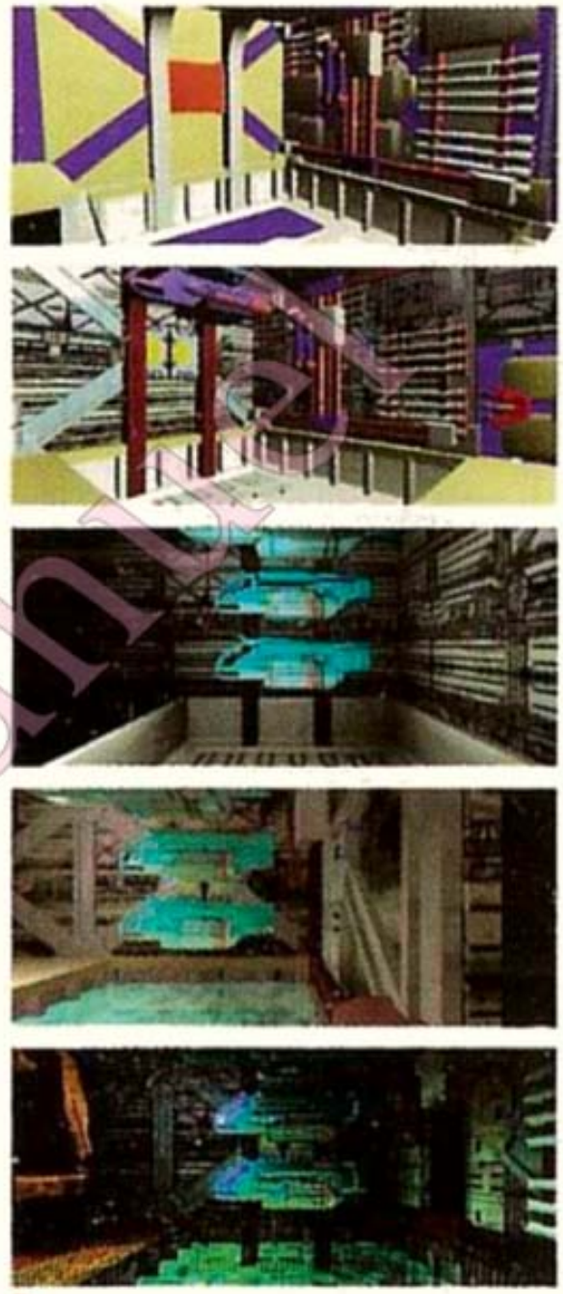
Le Vieux Manuel



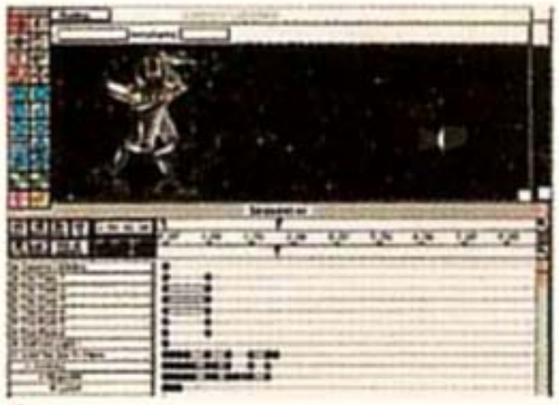
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4

1 Detailed 3D models were then created based on the multiple views of each object. **2** Next, elaborate texture, bump, and transparency maps were added to all of the models.

3 Once an entire environment was modeled, test rendering was begun to confirm object placement. **4** Animations were then choreographed, and lighting was set up for final renderings.

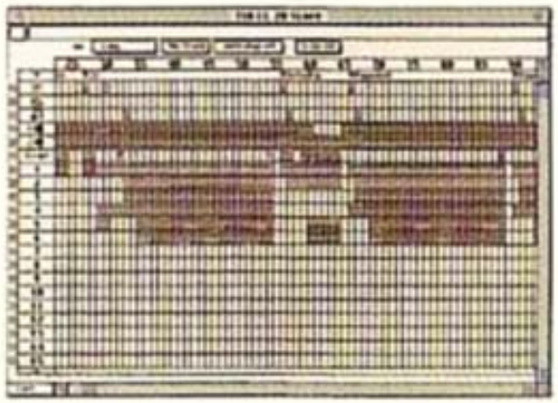
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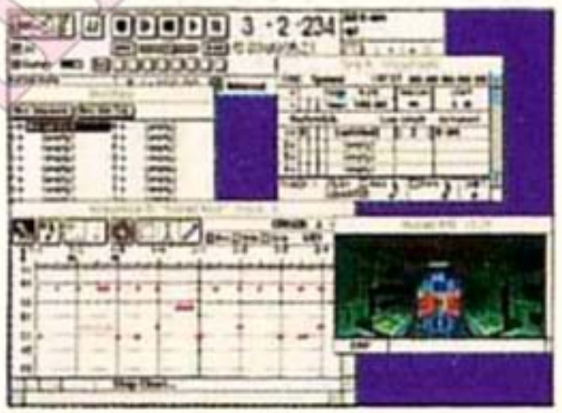
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6



7



9

5 At this point, the renderings went through a touch-up process, where shadows and other details were manually added, the color levels adjusted, and the bit depth reduced to 8-bit system palette. **6** The final images were then brought into the main program shell.

7, 8 Here, the environments, QuickTime movies, and animations were assembled and the complicated interface code written. **9** Finally, sound effects and mood music were scored to match each environment and animation segment in a process similar to that used in professional film productions. Over 1,600 different views were created and used as a basis for hundreds of overlaid animations. This entire production process took more than 15,000 man hours of work.

Le vieux Marinel

THE PRESTO TEAM

José 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)
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

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Phillip Davies Photography
Jill Davis Print graphic design and production
Jeanne Juneau Publicity
John Lee Catering
Mike McNeill Publicity
Ted Ver Valen Photography

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CORPORATE SUPPORT

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Broadcast Images Michael Walborn
ClubMac Mike McNeill
CoSA Dave H., Dave S., Bill O'Farrell
F2 Fumio Kurokawa
Hi Rez Audio Geno Andrews, Jack Harris
Hollywood Sound
Interactive Media Agency Hikaru Sasahara
Kandu Ken Lathan
MacroMedia Dan Ahlberg, Rix Kramlich, Laura Douglas
Pixel Relations Gina Rubattino
Radius John Lee
Specular International Damian Roskill, Paul Young
West LA Music George Adjieff
Quadra Interactive (MPC Version)

PRESTO FAN CLUB

Danny Aijala
Francisco & Margarita Albañil
Charlene Alexander
Parviz Almassizadeh
Frank Andrews
Gene & Darl Andrews
Tony & Effi Beheshti
Ron Booth
Bob & Phylis Coates
Frank & Mary Davis
Jill Davis
Linnea Dayton
Renée Ferrara
Lawrence & Shirley Flanagan
Rick Grant
Jack Harris
Lynn McCarty Hook
Steven, Lisa, Charlie & Emily King
Ram & Louise Kripalani
David Kritzer
Lisa Lopuck
Sam & Barb Malena
Claudine Miller
Mark Millet
Lauren Morimoto
Claude & Yvonne Morris
David Moss
Grandma Polly
David Prince
Rajini Shamani
Ken Steacy
Isaac & Melanie Stevens
Ray & Gloria Uhler
...and The Big Guy Upstairs

LieuxManuel

ABOUT PRESTO



Clockwise from lower left: Jack Davis, Geno Andrews, José Albañil, Michel Kripalani, Eric Hook, Greg Uhler, Dave Flanagan, and Farshid Almassizadeh.

PRESTO STUDIOS is a team of developers who were raised in the age of science fiction, computers, and video games. Most of the group has been involved in all three of these things seemingly since birth. Additionally, each member brings to the team experience in a different media field. Together, they have knowledge of design, music, writing, 2-D and 3-D graphics and animation, programming, video, and CD-ROM production. It is only natural, then, that this group of friends has come together to focus their creativity on a project that combines their abilities with their personal interests.
Stay tuned...

Levieux Manuel

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THANKS

From the gang at Presto Studios, thank you for buying THE JOURNEYMAN PROJECT. Your contribution has helped to drive interactive software toward its next stage of evolution. At Presto Studios, we believe that the future of entertainment lies in interactive computer-generated adventures such as THE JOURNEYMAN PROJECT. We see the computer as a canvas which allows anyone to experience first-hand those places and things which previously existed only in the imaginations of those who had the vision to dream them. Presto Studios is committed to making this future a reality. With your help, we're that much closer. Thank you.



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TEMPORAL PROTECTORATE HANDBOOK

SUPPLEMENTAL INFORMATION

CLASSIFIED/CODE ALPHA

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