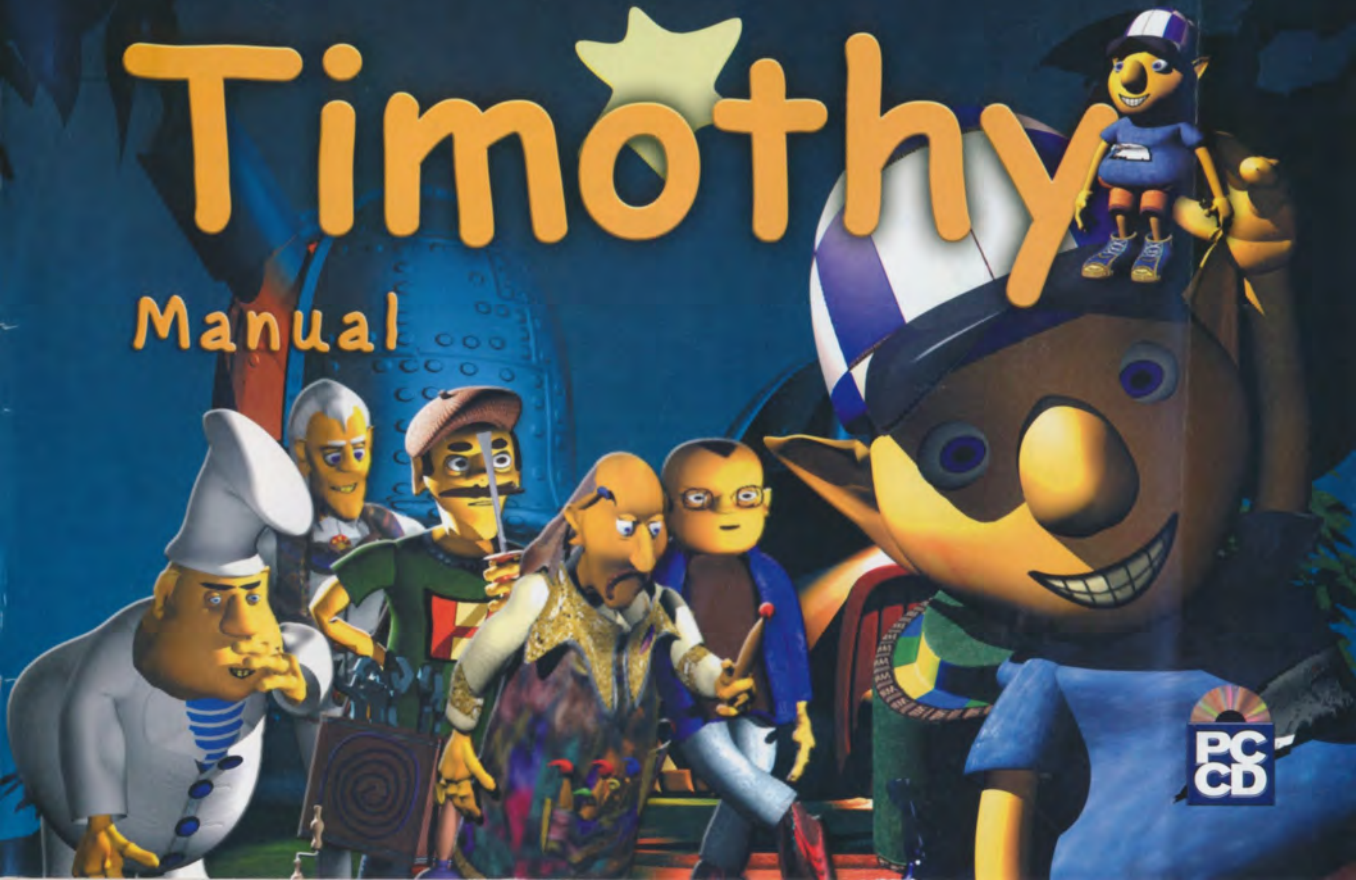


Timothy

Manual



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INTRODUCTION

The cruel Treasurion, Master of Darkness shattered the Islanders' peace. Deceitfully, disguising as Hubertus the badger, he abducted Basil the butterfly.

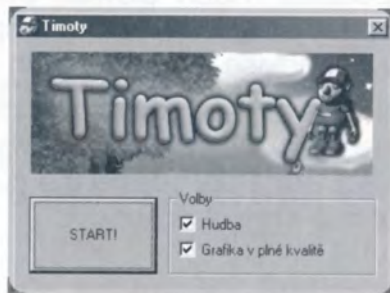
The Gnome Timothy was a witness to this. Unfortunately he was unable to save his friend. Treasurion informed him that if he was brave enough, he should try to find the gate to his evil Kingdom. He had smashed the gate into several small pieces and hidden them on the island. Timothy must find the pieces and assemble them to form a whole.

A difficult task and a long journey await the Gnome. Surely he cannot do this all alone, so you have to help him. Twelve people live on the island and you have to visit all of them. Treasurion has deprived them the inclination to help

others, so Timothy can only depend on himself... Well on you too, if you decide to help him.

STARTING THE GAME

When you insert the game disc into the CD drive in your computer, the screen should show the informative window titled "Timothy" (Note: If after inserting the disc into the CD drive this does not happen, search for the solution to this problem below).





In order to start this game just press "**START!**" (Clicking it with the mouse).

In addition, you have two options in this window:

a) Music – Inclusion / Exclusion music during the game. Note excluding music deprives you of the dialogue in the animation sequence and all other sound effects. As long as this does not disturb you, we advise you to leave this option ON.

b) High quality pictures – ON / OFF adjusts smoothness of the edges of the movable objects in the game. In the ON option, the game operates much slower, but here you have a better picture. If your computer is not very slow we advise the ON option.

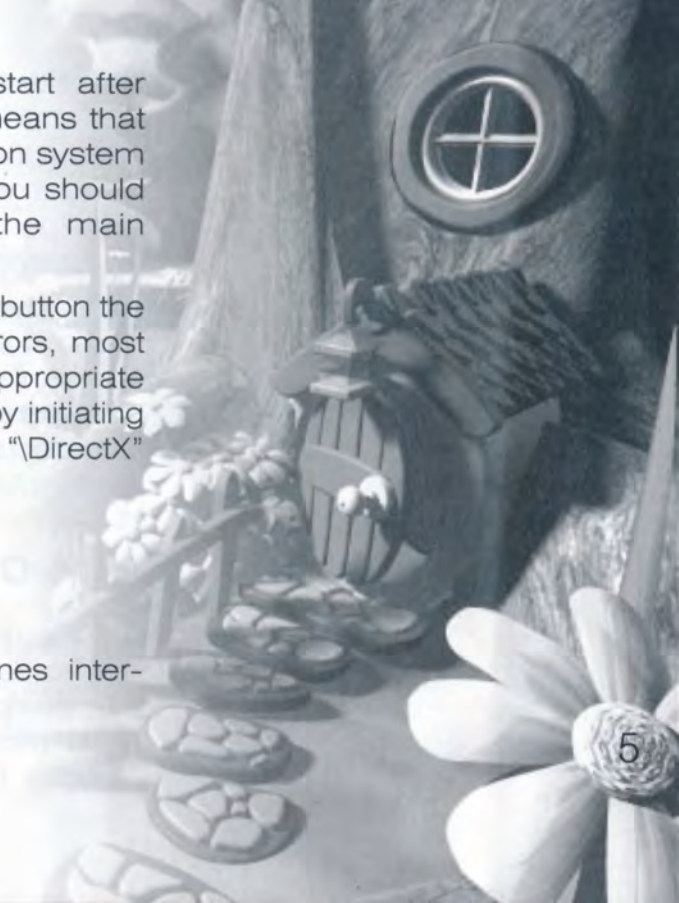
Just like all the other programs operating in Windows, the option is operative when there is a sign in the square area beside the subtitles. This sign is OFF if this area is empty.

Note (1): If the game does not start after inserting the disc into the drive, this means that in your system the automatic information system has been switched off. In this case you should start the START.EXE program in the main directory of the game.

Note (2): If after pressing the "START!" button the game does not start or reports any errors, most probably your computer lacks the appropriate library control DirectX. You can install it by initiating the "Dx7Apol.exe" program from the "\\DirectX" directory on the game disc.

GAME COMPOSITION

Timothy is comprised of 12 mini-games inter-related in part to the adventure





a) Mini-game – this is a separate game with a different control system and rules. Everyone on the Island has at least one game. The mini-game is thematically inter-related to the plot. You can also play this game by itself, without playing the adventure part.

b) Adventure section – serves to unwrap the plot and get you acquainted to the game. You can move around the Island, search places and spaces, visit the inhabitants of this land, discuss with them and play their mini-games.

AIM OF THE GAME

The aim of the adventure section is to rescue Basil. In order to do this we have to get to Treasurion's kingdom, which is not an easy task. You can do this using the magic gate, whose pieces have been scattered all over the island.

Most of them are in the possession of residents of Timothy's island, but some of them are lost somewhere around.

Each of the twelve inhabitants of the Island has his own problem: the Gardener has to mow the lawn with his new mower, the Plumber has to be helped in patching up the leaky pipes, the Station-master, someone emptied coal on the track... If you and Timothy help them, in exchange you will receive one of the sixteen pieces of the gate. But remember, that some of the pieces are hidden in different places – for example under a bolder lying on the lawn or behind the painting... You have to search everywhere carefully.

If you find all the pieces of the gate, you will meet the cruel Treasurion, and then you can set Basil free. You can imagine what would happen if you fail to accomplish your assignment. I believe everything will turn out right.



GAME MODE

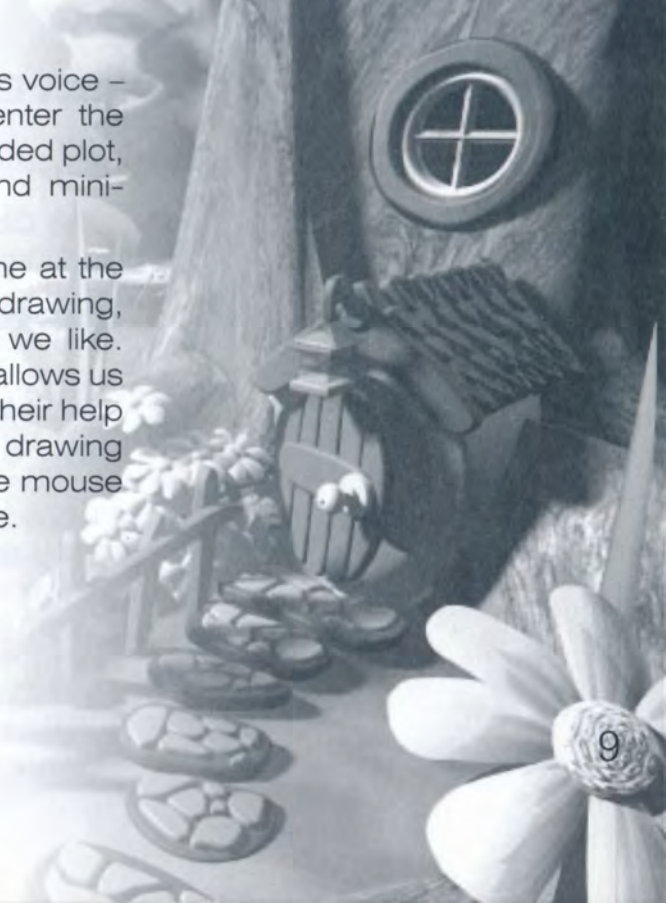
“Timothy” offers two different game modes. You choose between them on the second game-screen, when the cover of the Great-book appears.



- a) ADVENTURE** – after clicking on the picture of the Gnome's house at the top of the book cover (after running on the picture with the help

of the mouse, you will hear the lector's voice – "The story begins here"). We then enter the standard, full version game, with extended plot, trips around the Island, dialogues and mini-games.

b) DIRECT – after clicking on the Gnome at the bottom of the cover. We move to the drawing, now we can choose the mini-game we like. The arrow at the bottom of the screen allows us to go through the twelve games. With their help we can return to the beginning of the drawing in the book. We choose by clicking the mouse on the picture of the appropriate game.





ADVENTURE SECTION

KEYS

The **Ctrl + Q** combination serves to end the game and enter the Windows system.

CONTROL:

In this part of the game the left mouse button is the most frequently used. It helps to move around the active game-screens. You can choose the options, uncover animations in respective locations, and interrupt films and other activities. The adventure starts with the film introducing players to the Island's world of wonder (you can interrupt it, just like all the other games by just pressing the mouse button). Later, starting from the Gnome's hut, the player can move around different locations in this land. There are several animations hidden in every drawing. You can open

them by clicking on the specified objects – for example after clicking on:

- **Window** – Strange faces appear.
- **Doors** – They start swaying and creaking.
- **Wood** – Strange birds, etc. appear behind it.

In order to show the player where the animation could be hidden, the mouse cursor takes on the appropriate shape and colour.

- **Red triangle** – there is an animation here. – Click in order to open.
- **White arrow** – nothing here.

Generally speaking the mouse cursor changes its shape depending on the situation.

The signs:

- **Red triangle** – click on this place in order to activate the animation, go on to another place or activate something else.



- 
- **White arrow** – nothing here, you don't have to click.
 - **Doors** – click on, in order to go on from the current drawing to the earlier place.

MINI-GAME

KEYS

- Esc** key – serves to leave the mini-game
- F1** key – pause (only in some of the games)

CONTROL:

In each of the mini-games the most frequently used button is the left one. Only in two of the mini-games you use the keys:

Driving mower – we use the  and  arrows.

Adventure in the kitchen – we use **SPACE** key and ,  arrows.

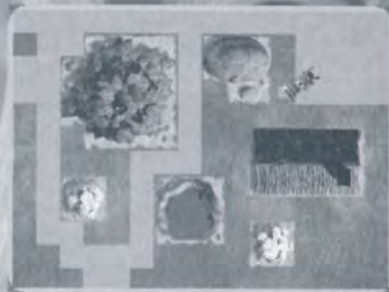
DESCRIPTION OF THE GAMES

The Gardener: The mower

You face a difficult task. You have to mow the grass in the garden. You can use the mowing machine that the gardener calls "The Mad Grass-Eater". There are many bushes, trees and flowers in the garden. Be careful! You should not hit them. To drive the mower you use only two keys.

-  – the mower turns left.
-  – the mower turns right.

Simple. Remember, you cannot stop the mowing machine. You can only turn it. The gardener couldn't cope with it. You give it a try, and maybe you can make it!





The Cook: The canteen

The cook is left alone. His assistant walked away. Typical, but unfortunately starvelings-season has just begun. They come from all over the world. They all know The Cook's excellent cookery, and immediately queue up for pudding a la Two-Pines-Peninsula. The Cook cannot serve everyone, so you have to help him. You will have to put pudding on the table and remove the empty dishes. Attention! You cannot skip even one starveling or drop the empty dish. To move between rows of tables you use the up and down arrows, to serve the meals you use SPACE (the longest key at the bottom of the keyboard). We wish you good luck. Get ready for some hard work!

The Magician: The cards

The Magician worked out some tricks. Cards are one of them. He performs it with his eyes closed. He learned this skill after years of training. Most of us do not have that skill. We have to rely on our memory. Now, we come to the point. You will see some cards spread. They are turned so that you do not know what cards they are. Your task is to uncover cards and find the pairs. You can uncover only two cards at once. If you uncover different cards they will cover again. This is an important moment, now you should remember what card you uncovered and where it is placed. If you discover the same cards they will stay uncovered till the end of this game. Good luck. We hope you will have lots of fun.



The Magician: The hats

This trick shouldn't be a serious problem for you if you can concentrate. The Magician uses it to practice. As you probably know, a good magician must practice the dexterity of his hands and concentration. Imagine a magician with his pigeons, magic wand and ribbons slipping from his hands, as he picks them up from the floor and every time says, "I'm truly sorry, Ladies and Gentlemen. I'm going to repeat it. I am having a bad day today!" The dexterity and concentration must be practiced!

The Magician puts three top hats on the table. He puts a button under one of them, of course showing us in which one of them it is. Then he quickly swaps the top hats. If you were focused and you carefully followed the top hat with the button moving, you will point it out correctly. If you did not find the right top hat, you may try one more time.

I'm sure you won't have any problems with this!

The Painter: The colouring book

The Painter is very busy – a beautiful, sunny day is just the perfect time for painting pictures. I think that you should also give it a try, more so as the Painter has let us use his studio. We have the paint, the canvas and a brush, so now you can show what you are able to do. On the left side we have different jars – they are used to choose the colour you want to paint with. At the base, under the painting, there is: a brush and a bucket – with the brush we paint different shapes, whatever we fancy, and the bucket serves for colouring the picture. It is a very useful tool, especially during the game with ready-made drawings, which are on the right side of the screen. You can pick whichever picture from your collection and then colour it or draw something more on it.

Have a nice time painting.



The Painter: The puzzle

The Painter has lots of paintings. He's been painting for several years, so his collection is really large. Many of these works, which were painted a long time ago, are lying now forgotten, and some of them were so old that they have fallen apart into pieces. As we have some time, maybe we will help the Painter to assemble them to form a whole. This is strenuous and sometimes difficult work but really gives a lot of joy. Our area of activity is a screen that is cross-ruled. You have to fill it up with the suitable pieces of the painting. They appear on the right, and the base of the screen from where you have to move them and place them in the appropriate squares. If you don't know what fits where, you can help yourself with a miniature of the whole painting, which is on the right side of the screen.

The Railway man: The trains

The cruel Treasurion interrupts everybody. He even decided to make the life of the Stationmaster difficult. He tipped out the coal on the rail track. Everybody knows that there shouldn't be anything on the rail track. The train goes really fast and it won't be able to stop before it hits the obstacle, and this may lead to a catastrophe. It's good that there is a locomotive standing at the station, and that the Stationmaster can drive it. It's possible to collect the coal before a fast train arrives. Yes, but who will turn the switch if the Stationmaster is sitting in the locomotive? That's true - you probably don't know what a switch is. I will explain - a switch is used for changing the track of the train. Simple?

That is the plan. The Stationmaster will drive the locomotive and you will turn the switch so that the locomotive could drive into a track covered by the coal. Normally you turn the switch with a very





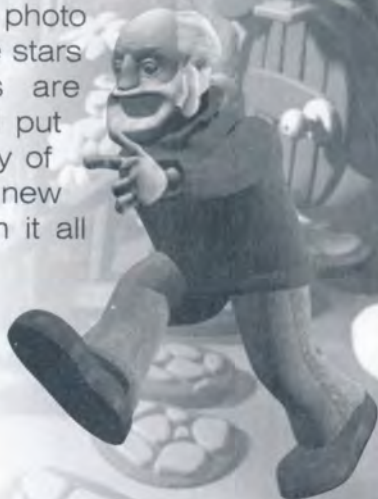
complicated device. In this game we made it easier and you just click on the red arrow and the switch will be already turned. Good luck!

The Astronomer: Catching the comets

Comets, as everybody knows, fly to and from in outer space. They fly very fast and as they are very small, it's very difficult to catch them. Lots of devices have been built for this task, but the best of all is the Comet Catcher. The Astronomer built this phenomenal device. It's easy to operate and very useful. You have a possibility to drive it. To catch a comet, you have to set the device in a convenient position and launch a net by clicking the left button of the mouse. You'll need the nerves of steel and good reflexes. Comets are really fast!

The Astronomer: The constellations

When you go out at night in front of your house, especially somewhere outside of a town, you will see lots of stars in the sky. There are so many of them that it's difficult to count and name them all. It's easy to get lost and forget where the star that we observed yesterday is. That's why Astronomers invented a simple way for making a map of the skies, something like a city map. On the photo showing the stars they draw lines joining the stars together. That's how the constellations are created, you just have to name them and put them on a map. The Astronomer has many of these photos, on which you have to create new constellations. He probably won't cope with it all alone. You can help him. Go ahead.





The Fireman: The firefighting exercise

When a fire breaks out, you have to call firefighters immediately. The firefighters will come very fast to the spot and start to put out the fire. They are really fast. Every day they practice on a specially prepared training ground. As part of the civil education programme, the senior firefighter Lambert decided to take Timothy to the drill. This is going to be a difficult task. There's a model of a building. A fire sign is going to appear in windows, which you have to put out immediately. You have only several fire extinguishers so you have to aim carefully to pass the drill. Ready? ATTENTION! To the drill, march!



The Alchemist: The elixir

You use many materials to produce elixirs. Fruits, vegetables, a gust of warm spring wind, a little bit of smile and when you mix them you get an elixir of joy. Simple, and it works every time.

This time, though, the Alchemist has a serious problem. A long time ago he made an elixir that heals every cold. Every pharmacist on the island, among others, wanted to buy this elixir. He who drinks the elixir will never have a cold and will be as strong as an elephant. The problem is that the Alchemist is totally absorbed in working on the elixir of friendship and has no time to prepare the elixir for the cold. There is a large reserve of this specimen in the big refrigerator. Unfortunately, it is frozen to the bone.

You have to break as many ice blocks as you can, then they will thaw faster and the chemists will be able to pour it into bottles. You should help the



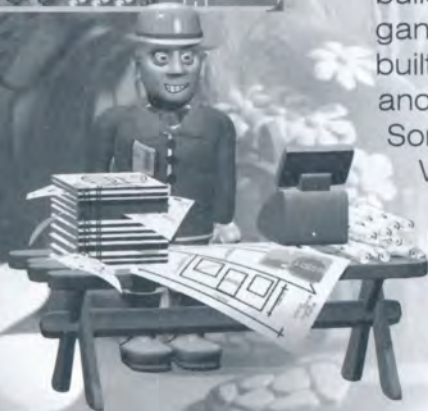


Alchemist and everyone who is waiting for this wonderful elixir.

The Engineer: The road construction

Planning is essential. Try to imagine such history. A big building crew starts to build a road. Excavators load the sand on tipper-lorries, and bulldozers level the ground. A special working gang pours the asphalt. A beautiful road is being built. You just have to build a bridge across the river and the work will be done. But what's that? Somebody forgot to put the bridge on the plan.

We've run out of materials? Well, yes, there was no bridge on the plans, so nobody bought the materials needed. Pity, now the road ends on the bank of the river. This story is pure fiction. The Engineer plans very carefully, just before the project starts he knows how much, and what materials will be needed.



Making use of the presence of the Engineer in the neighborhood, we can try to make a plan, too. Our task is to build a road from the top of the screen to the bottom. You can use different parts of the highway, which are on the left side of the screen. You'll see...it is not that simple!

The Musician: The composition

Timothy said he could only whistle. Pity, because the ability of playing different instruments makes your life more pleasant. Not to everybody, that's the truth, and not everybody wants to play every instrument either. The Musician allowed Timothy to play the xylophone. He said it's a good beginners' instrument. We can practice at will. To make it easier, the Musician left you a collection of simple melodies and if you repeat them, very soon you will get used to the rules of the game and you will compose your own melody. So, go for it!





The Musician: The instruments

The Musician likes his job very much. He says that music is the love of his life. He could play and compose from morning until very late in the night. He has great knowledge of all instruments, and knows what sound each of them makes. He doesn't have to see it, if he hears it, he already knows. He has a very good ear for music.

The Musician decided to teach Timothy, and you of course, the art of distinguishing the instruments. First you pick an instrument and the Musician tells you its name and plays it so that you could remember its sound. If you want to check this yourself, click on the question sign in the left bottom corner. The Musician is very patient. Good luck!



The Programmer: The game

The work of the computer is based on adding and subtracting. Computers know the multiplication table as well. They have very good and fast memory. It's enough to input 235 times 371 and the computer gives the answer immediately: 87185. So what if computers would rather have their heads in the clouds than to think about serious calculations. If we want computers to cooperate with us properly, we need computer programs, which tell the machine what it should do. The Programmer writes such programs, and he knows how to persuade the computer to work. Not always, that's true, but very often. The conclusion is this: if you want to cooperate with the computer and create wonderful games, you have to know addition, subtraction and the whole multiplication table well. It's hard to learn it, but the Programmer wrote a special program that will help you. Don't be discouraged. Good luck!





The Plumber: The pipes patching

The plumber's job is a very responsible one. Thanks to his knowledge of pipes, valves and taps we have water at home. If there is a hole in a pipe, we call a plumber and he'll surely find a way to fix it, so that the water doesn't spill on the floor.

The Plumber is so busy testing his new screwdriver that he didn't notice the oncoming catastrophe. Lots of pipes are leaky. If the water flows through them now, the Plumber's room will be flooded. What should we do? We should get down to patch up.

Holes have different shapes and we have to remember to pick from patches (at the bottom of the screen) so they will fit the respective holes in the pipe. It's going to be a really difficult job, especially when the water starts to flow faster. You're all by yourself. Good luck!



SYSTEM REQUIREMENTS: *MOT*

Minimal:

- Pentium 133
- 1MB graphic card
- 32 MB RAM memory
- 4x CD drive
- Windows® 95/98

Optimal:

- Pentium 166 MMX
- 4MB graphic card
- 32 MB RAM memory
- 8x CD drive
- Windows® 95/98



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NOTES





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