



KIDS TO ADULTS



AGES 6+

# LOST IN TIME

He Plotted Your Doom  
Centuries Before You Were Born.

805094330/S509110

Dear *SierraOriginals* Customer,

You hold in your hands a part of computer gaming history. All these titles have the original storyline and technological innovations that have helped define and create the PC-Gaming industry as it appears today. Consider these titles as pictures in a scrapbook - a snapshot of history that has helped to evolve the computer gaming industry. All of the *SierraOriginals* titles have been kept in their original form. No attempt to modernize or improve the game was made with these titles in order to maintain the sense of nostalgia.

Some of the CD's may contain a PATCH directory. To determine if your program has a PATCH program, go to your CD-ROM prompt in DOS (i.e., your D:\> assuming your CD-ROM drive is labeled D) and type:

**DIR <ENTER>**

If the directory listing has a [PATCH] option, then you will need to add these patch files into the game directory after installing the game to your computer. For example, if you installed King's Quest V, and you noticed a directory called [PATCH], you would use the following command to copy the patches into the KQ5 directory:

**COPY D:\PATCH\\*.\*C:\SIERRA\KQ5<<ENTER>>**

NOTE - the above example assumes that your CD-ROM is

labeled as your D drive, and you installed the game to your C hard drive into the directory \SIERRA\KQ5. Please substitute the correct path information in the example above.

Windows '95 users may also have to play the game under DOS, since many of the titles are true DOS games and were created before Windows '95 was released. When using Windows '95, you can re-start your computer in a true DOS mode by clicking on the START button, selecting the SHUT DOWN option, and selecting the "Restart the computer in MS-DOS mode?" item.

Finally, many of these products were released before many of the high quality sound cards such as the AWE 32, Gravis Ultrasound and Ensoniq SoundScape have been released. When selecting an audio/music option for the game, your best bet is to select the AD-LIB option.

On behalf of Sierra On-Line, thank you for purchasing this *SierraOriginals* product. We appreciate the opportunity to share our history with you and your entire family!

Respectfully,

Gary Brown  
Corporate Quality Assurance

## LOST IN TIME™

You must have at least 22 megabytes to install this game.

### TO INSTALL THE GAME:

Insert the CD into the CD drive

Change to your CD drive (eg. D:)

Type D: and press ENTER.

Type INSTALL and press ENTER.

Follow the instructions on the screen.

### TO START THE GAME:

Insert the CD into the CD drive.

Change to the hard drive and directory where you installed the game (eg. C:\SIERRA\LOST):

Type C: and press ENTER

Type CD\SIERRA\LOST and press ENTER.

Type LOST and press ENTER.

NOTE: If, after installing the game, you want to change the configuration you are using to play the game (graphics card, sound card, language, mouse, joystick or advanced configuration), use the following procedure:

Insert the CD into the CD drive.

Change to the hard drive and directory where you installed the game (eg. C:\SIERRA\LOST):

Type C: and press ENTER.

Type CD\SIERRA\LOST and press ENTER.

Type SETUP and press ENTER.

### INTERACTION

In order to correctly use the disks enclosed with this manual, please follow these instructions. You may use the mouse exclusively. In this manual "left click" means "click the left mouse button" and "right click" means "click the right mouse button".

THE SCREEN is divided into four areas from top to bottom:

- The icon bar appears when the cursor is brought to the top of the screen.
- The central area is where the adventure takes place.
- The dialogue box is where text appears.
- The bottom line is where the names of objects, places and characters appear.

### THE FUNCTION OF THE CURSORS

Moving the arrow cursor on the screen corresponds to “looking at” or “acting upon”. It enables you to find:

- Exits or directions to go which appear as “swinging door” icons or green arrows depending on the location.
- Particular objects, places and characters whose names appear on the bottom line.

The object cursor appears when you pick up or use an object.

The “OK” cursor appears when there is text to be read. When you have read the text on the screen left click to bring up the next part of the text or to continue if there is no more text.

Right click to skip the text and continue.

## HOW TO USE OBJECTS

When you left click the arrow cursor on a usable object, you pick up the object and the cursor becomes an object cursor:

- The object goes into your inventory when you right click.
- The object can be used by left clicking the object cursor on another object, place or character. The message: “USE (object) ON (object, place or character)” appears on the bottom line. Left click to proceed with the action. Right click to abort the action.

## INVENTORY

The inventory can be opened by right clicking. The objects that you currently have in the inventory will be displayed.

### To use an object on another object in the inventory:

1. Take an object in the inventory by left clicking the arrow cursor on the object.
2. Bring the object cursor to the icon bar at the top of the screen.
3. Left click the object cursor on the INVENTORY icon.
4. Left click the object cursor on the desired object.

## THE ICON BAR



Six functions are available by bringing the arrow cursor to the top of the screen and left clicking it on the desired icon. Right click to exit a function.



### 1. CONTROL PANEL

Save: Left click on SAVE when you want to save at a point in the game. There are 30 lines on which 30 games can be saved. Choose a line by left clicking on

the up or down arrow and then left click on the desired line. The name of the place in the game will appear automatically or you can type in a different name.

**LOAD:** Left click on LOAD when you want to restore a previously saved game. Choose a line by left clicking on the up or down arrow and then left click on the desired saved game. Pictures of where the games were saved appear in the window.

**QUIT:** Left click on QUIT when you want to quit the game.

**VERSION:** Left click on VERSION to see the version number of the game.



## 2. JOKERS

There are a few "jokers" available in various places throughout the game that will give you some hints if you are stuck. You are only allowed to use three.



## 3. NOTEBOOK

Clues (INDEX), dialogues with the main characters (DIALOGUE) and what has happened in the game (MEMO) are automatically recorded (indicated by a

flashing notebook icon) and can be checked as often as you want. You also have an additional page (the last page of MEMO) to type your own notes. Left click on your choice: INDEX, DIALOGUE, MEMO, NEXT PAGE or PREVIOUS PAGE (in MEMO) or EXIT.



## 4. INVENTORY

This is another way to open the inventory.



## 5. MOVEMENT

A "map" of each of the three locations allows you to go directly to a place that you have already visited. Left click on the name of the place on the "map" that you want to go to.



## 6. OPTIONS

**MUSIC:** Left click on MUSIC to turn the music on or off. AN ">" indicates that the music is on.

**INFO:** Left click on INFO to see the date, time, percentage of the game completed and total amount of time in the game.

**U.S. TECHNICAL  
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**U.S. TECHNICAL  
SUPPORT**

Direct your inquiries to the Technical Support Department if your question is about hardware and software compatibility specific to Sierra games (e.g., sound card configuration and memory management). Technical assistance is available by phone, fax, on line or mail.

Sierra On-Line  
Technical Support  
PO Box 85006  
Bellevue, WA 98015-8506  
Phone: (206) 644-4343  
(M-F, 8:15 am - 4:45 pm)  
(24 hour Automated)  
Fax: (206) 644-7697

**MODEM SUPPORT**

For on-line support and hints:  
U.S.: Sierra BBS: (206) 644-0112  
U.K.: (44) 1734-304227  
CompuServe: GO SIERRA  
America Online: Keyword SIERRA  
Internet: HTTP://WWW.SIERRA.COM

**U.S. HINTS:**  
1-900-370-5583  
\$.75 per minute

**SIERRA ON-LINE**

Attn: Hints  
PO Box 53210  
Bellevue, WA 98015-3210

**CANADIAN HINTLINE:**

1-900-452-3356  
\$1.25 per minute  
(U.S. and Canadian hintline users must be 18 years or older, or have parental permission.) You may also contact Direct Sales to purchase a hint book.

**U.S. DIRECT SALES &  
INFORMATION**

Sierra On-Line  
Direct Sales  
PO Box 3404  
Salinas, CA 93912  
24 Hour Phone:  
(800) 757-7707  
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New Sierra Hint Line:  
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Old Sierra Hint Line:  
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New Games Hint Line:  
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(0) 891-660-660

Old Games Hint Line: (within UK):  
(0) 1734-304-004

Old Games Hint Line (outside UK):  
(44) 1734-304-004

#### FRANCE HINTS

Hint Line: (33) 1-36-68-4650  
Costs 2,19F la minute; tarif  
en vigueur au 20 mai 1994  
(France métropolitaine seulement.)

#### INTERNATIONAL SALES

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PO Box 53210  
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Be sure to include a note stating your computer type. We will gladly

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