Borrowed Time™
An Illustrated Text Adventure
Instructions
For Commodore® 64™/128™
Apple® II series
IBM® PC (with Color Card)/PCjr
Tandy® 1000
Apple® Macintosh™
Amiga™
Atari® ST™

The hunter or the prey. Which would you rather be? Actually, you have no choice, because this time you're both.

Insert disk. Suddenly it's 1934, and you're Sam Harlow, private eye. Nice guy, but somebody wants you dead. Guess who? Better yet, think. Think quick. Because you're living on **Borrowed Time.**

Investigate your way through a web of seedy characters in a blood-thick plot. But be careful now. Somebody's watching, and doom knows every doorway.

ACTIVISION
HOME COMPUTER SOFTWARE™

LOADING INSTRUCTIONS

APPLE® II SERIES, IBM® PC and PCjr. and TANDY® 1000

- Insert disk, label side up.
- Turn on computer.
- Follow screen instructions.

COMMODORE 64™

- If you are using a joystick, plug it into port #2.
- Turn on computer and disk drive.
- Insert disk, label side up.
- Type: LOAD "*", 8, 1, and press RETURN.

COMMODORE 128™

- If you are using a joystick, plug it into port #2.
- Turn on computer and disk drive.
- Insert disk, label side up.
- Type: GO 64 and press RETURN.
- Type: LOAD "*", 8, 1, and press RETURN.

APPLE® MACINTOSH™

- Insert disk, label side up.
- Turn on computer.

AMIGA™

- Turn on computer.
- Insert Kickstart disk.
- When instructed to insert the Workbench disk, simply insert the **Borrowed Time** disk.

ATARI® ST™

- Insert disk #1.
- Turn on disk drive. Turn on computer.

THE TASK AT HAND

As private eye Sam Harlow, you must discover who is trying to murder you, collect the appropriate evidence and bring it to the police, while avoiding constant attempts on your life.

THE ILLUSTRATED TEXT ADVENTURE EXPLAINED

Overview

You are the central character in a complex adventure that begins in your office. The computer shows you the world from the character's point of view.

In order to save your skin and bring the perpetrator to justice, you must explore your world and its many characters. Search for clues, examine everything, question everyone and be on guard for danger. Then, put it all together and discover your predator. This will take a lot of thinking, some clever approaches, a good memory and a penchant for risk-taking.

INTERACTING WITH THE COMPUTER

Let the computer be your eyes, ears, voice, hands and legs. Tell it what you want to do by using the keyboard, mouse or joystick to give it commands. Commands include verbs and nouns: for instance, TALK TO MAN or TAKE WALLET. The computer also understands more complex commands, like GIVE THE FLOWERS TO THE WAITRESS.

You can string commands together, too: TALK TO MAN AND SHOW GUN. However, the computer will perform the commands separately rather than simultaneously. So in this case, if talking to the man gets you "killed", you'll never get the chance to wield your gun.

Of course, the computer isn't as smart as you are. It might not understand all of your commands. Since your vocabulary is bigger, experiment with different words and ways of expressing what you want to do. If an important command is rejected, make several attempts to reword it.

The screen displays a list of verbs and nouns. **These aren't all the words the computer understands**, but they suggest the sorts of words that you can use. They can be used in commands by pointing to them with the joystick or mouse.

MOVING FROM PLACE TO PLACE

To move from one location to another, tell the computer the direction you want to go-North, East, South or West. You can use the keyboard by simply typing N, E, S or W, or you can point with the mouse or joystick to the desired direction on the screen 'compass.' Also, some computers have arrow keys which may be used to move in the direction of the arrows.

After you've memorized (or written down) the layout of the streets and buildings, you may want to make several moves at once. In that case, type or point to a **series** of directions (example: N.E.S.). When typing, be sure to put periods between letters. However, if something is going to happen to you when you go North, **you won't miss it** by going N.E.S. in one move. Anything that would have happened to you (had you made these directional moves individually) **will occur** by the time you arrive at your ultimate destination.

USEFUL OBJECTS

As you move around, watch for objects that might eventually be useful. These could be mentioned in the text or may only appear on-screen in the visual. So be observant. We will describe how to TAKE or DROP an object later in "Using the Computer".

MAKING DANGEROUS MOVES

Although you have to do all the thinking in **Borrowed Time**, the computer's memory can be very useful. Right before a risky move, give the QUICKSAVE command. Should you meet with your demise with a subsequent move and, thus, end the game, simply give the QUICKLOAD command. The game will return to the scene where you gave the QUICKSAVE command. Hence, you can pick up where you left off without having to replay the entire adventure. Details for this procedure are described later in "Command Shortcuts".

> **A NOTE** . . . . about your joystick or mouse: With the multitude of mouse and joystick designs presently available, it is difficult, if not impossible, to consider each design in this manual. For example, at times we may refer to the "right and left buttons" when, on your peripheral, they may be the upper and lower buttons, or the red and black buttons, etc. Our references are based on the peripherals most commonly used. If yours differs, you can make the 'button correlation' with a quick test run of your joystick or mouse.

VITAL HINTS TO GET YOU STARTED

Here are some hints that will greatly increase your chances of success:

- Be curious! Be sure to EXAMINE or LOOK AT everything and everyone you see. At times you can even LISTEN.

- GET and TAKE as many objects as you can carry. There's no telling what you might need later on.

- Read the text carefully and study every detail in the visuals. Seemingly unimportant facts or objects may later enlighten your understanding in a crucial situation.

- Don't forget to look **inside** things like drawers, file cabinets, chests, pockets — even trash cans.

- Good detectives write everything down. Descriptions, people, places, case files . . . for easy reference and ultimate solution.

- A map is crucial. Construct one as you go along, noting buildings and landmarks in each scene. This makes it easier to backtrack or to make sequential moves (i.e. N.E.S.).

- One of your best street informants is a blind newspaper vendor by the name of Hawkeye.

- Conversation is often possible. For instance, if you want some information, approach a character and type TELL ME ABOUT_____(fill in)_____. (People are often more willing to talk when you show them your gun.)

- Take chances! Use your imagination and try everything. Enter a variety of different commands to pull as much information as you can out of the computer. Dare to be clever! If you frequently save (or QUICKSAVE) the game, you'll never have much to lose.

- Select the TUTORIAL display from the Main Menu **before** your first attempt at **Borrowed Time**. It contains many more examples of commands you can use.

Good Luck!

GETTING STARTED

- Select the TUTORIAL option (#2) on the menu to learn the basics of becoming a first-rate adventurer.
- When you're ready to begin, select the PLAY option (#1).

USING THE COMPUTER

> **NOTE:** If you are using an IBM or Tandy computer, please substitute the ENTER key for the RETURN key.

The computer shows you where you are at every stage of your adventure. It will do your bidding so you can move and explore. You can use the keyboard exclusively throughout the game, or you can use it in combination with a joystick or mouse in the following ways:

TO MOVE

You can move in any of the four primary directions using the on-screen compass. Use the joystick or mouse to point to (N) to go north/forward, (E) to go east/right, (S) to go south/backward and (W) to go west/left. Press RETURN to execute the command.

If you prefer, you can simply type the direction with the keyboard (example: Type W to go west) and press RETURN.

If you want to make one long move over several directions, use the keyboard to type the abbreviations (example: N.N.E.S.E.). Remember to put a period after each one. Then press RETURN.

> **NOTE:** Arrow keys can also be used for directional moves by users of IBM PC and PCjr, Amiga, Atari ST and Tandy computers only.

TO GET (TAKE) OBJECTS

You begin the game with a wallet and a gun. These are displayed on-screen in your "Inventory". As you progress, you will often encounter additional objects that you'll want to add to this inventory.

- If a desired object is visible on the screen, point to it, using the mouse or joystick, and press the (left) button. If the object is 'available' to be taken, it will appear in your inventory.
- If the object is not visible, or if you prefer in either case to use the keyboard, simply type GET THE _____(fill in)_____ and press RETURN.
- To get every available object in sight, type GET ALL and press RETURN.
- Objects successfully taken will appear on-screen in your inventory. For an on-screen list of your current inventory, type 1 and press RETURN.

TO DROP OBJECTS

When your inventory space is full, you won't be able to take any more objects unless you DROP at least one of them.

- Use the mouse or joystick to point to the unwanted object in your inventory and press the (left) button.
- If you prefer to use the keyboard, type DROP THE _____(fill in)_____ and press RETURN.
- To drop **all** the objects in your inventory, type DROP ALL and press RETURN.

TO EXAMINE OBJECTS

By examining every person, place and thing, you will often get valuable clues in the text responses.

- Use commands like LOOK AT or EXAMINE when referring to the object of your curiosity.
- Again, you can type the commands entirely with the keyboard or use the joystick or mouse to point to the objects, nouns and verbs on the screen display.

TO SAVE A GAME

If you wish to stop playing in the middle of a game, you can assign a number to it and save it onto the disk. Then, at a later time, you can pick up right where you left off.

ON THE KEYBOARD (ALL SYSTEMS):

- Type SAVE GAME and press RETURN.
- Follow the on-screen request for number assignment.

USING A JOYSTICK OR MOUSE:

- Bring the arrow to the top left half of the screen. (Commodore 64/128, Macintosh and Apple users can see the word "SAVE" at screen top).
- Press and **hold** the right mouse or joystick button to view the "pull down" menu.
- The marker to the left of the numbers indicates the last game saved.
- Point to the number you wish to assign to the new game.
- Release the button.

> **NOTE:** If you are an IBM or Tandy user, you may have a joystick with only one button. If so, you can't use the pull-down menu procedure described above. Instead, use the keyboard procedure.

TO LOAD A GAME

Any game that is saved can be loaded back into the computer and onto the screen.

The procedures for loading a game are the same as for saving a game, described above. Just type LOAD GAME (instead of "Save Game") or, if you're using a joystick or mouse, point to the pull down LOAD menu (instead of the SAVE menu) as described above.

COMMAND SHORTCUTS

QUICKSAVE/QUICKLOAD. Type QUICKSAVE before each risky move! It will enact an **informal** saving of your current game, with no number assignment given. It is automatically erased when another game is Quicksaved. Should you meet with your demise and, thus, end the game, type Y to begin the game again; then type QUICKLOAD. This will load the game from Quicksave, and you can pick up where you left off.

PRE-SET COMMANDS. Two columns of words appear on the right side of the screen. The first column contains verbs; the second contains nouns. To cut down typing time, point to a desired word with joystick or mouse and press the (left) button. The word will appear on the command line.

TO ERASE part or all of a command line, use the delete, backspace or horizontal arrow keys, depending on which computer you are using.

FUNCTION KEYS. Your computer's function keys are additional shortcuts to typing commands. Whenever a function key is pressed, the following words will appear on the command line:

KEY	FUNCTION	
1	SAVE GAME	
2	LOAD GAME	
3	REPEAT LAST COMMAND	
4	TELL ME ABOUT	(fill in)
5	DROP	(fill in)
6	GET ALL	
7	QUICKSAVE	
8	QUICKLOAD	
9	TALK TO THE	(fill in)
10	LOOK AT THE	(fill in)

NOTE: IBM, Tandy, Atari ST and Amiga computers feature all ten function keys. Apple II series computers feature function keys 1 – 9. Commodore 64/128 computers feature function keys 1 – 8. The Macintosh does not have function keys.

IBM PCjr users must simultaneously press the key marked "Fn" and the desired function key number.

Apple II users must press the SHIFT key and the desired function key.

IF YOU REALLY GET STUMPED . . .

Don't feel embarrassed about asking us for help. We know you're a clever cat, Sam Harlow, but even Einstein used to get lost sometimes--in his own neighborhood!! So send for our handbook of hints (not answers, mind you). Mail your name, address and $1.00 for shipping and handling to the address below. **Be sure to tell us which computer system you are using.** Send to . . .

Consumer Relations
Activision, Inc.
P.O. Box 7287
Mountain View, CA 94039

Write "Borrowed Time Hints" in the lower left corner of the envelope for quicker processing.

CREDITS

Created by Interplay Productions.
Plot design by Brian Fargo and Michael Cranford.
Script by Subway Software.
Artwork by David Lowery, Curt Toumanian and Greg Miller.
Art criticism by Troy Miles.
Programming by Ayman Adham, William Heineman, Jay Patel, Troy P. Worrell.
Program Testing and overall assistance by Pam Levins.
Produced by Dick Lehrberg.

This manual was written by Susan Monteleone.

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