

Instruction Manual



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Title Screen Options

The following options are available from the title screen.

New Game

Start a new game from the beginning of the story of THE DAWNING CLOCKS OF TIME REMAKE.



Load Game

Continue a previously saved game.

You can choose from ten save files and start from the position you last saved in.

Statis Zones are vital to recording progress. The game does not have an autosave feature, so ensure to save often.

Settings

Change various game settings.

See page 10 for more details.

Quit Game

Closes the game and returns to the desktop.

Game Over

You will take damage if attacked.

If you take too much damage, Sven will die, and it will be game over.

From this screen you have the option to continue from your last save, or quit the game to the title.



The ECG shows Sven's current health status.

Fine- Sven is at full health and is safe.

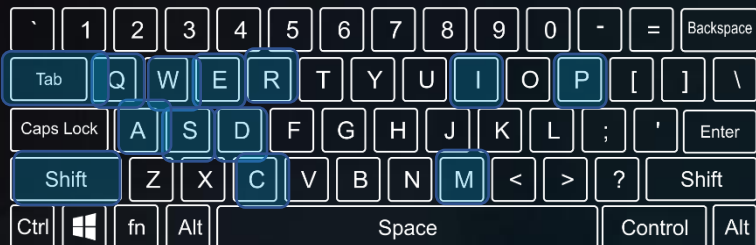
Warning – Sven will stagger as he walks, making him more vulnerable to attacks.

Danger! – Sven will die very soon if he doesn't restore his health with medicine or herbs.

Controls Keyboard and Mouse

These are the controls for playing the game.

- ★ In order to attack, reload and change your aiming targets, you must have your weapon in an aiming state.
- ★ The 'E', ENTER and ESC are used for confirming and cancelling.



W	Move forward / Select Up
S	Move down / Select Down
A	Move left / Select Left
D	Move right / Select Right
Shift	Run / Boost Ship movement
Q	180 degree turn
Mouse Left Button	Aim (Hold)
Mouse Right Button	Attack / Confirm
R	Reload
M	Settings Menu
C	Combine Items
I	Status and Inventory Screen
Tab	Change Aim Target
P	Pause Menu
E	Interact / Speak

Movement Scheme

The game and its camera angles are optimised for classic 'Tank' movement. However, you can switch to 'Alternate' movement for full analogue control of Sven's rotation or Ship rotation by selecting Control Mode on the Pause menu. You can also select the Free Movement camera to place the camera directly behind Sven.

Game Controller

If you are playing the game with a game controller, these controls will change to fit the controller best. You can view the controls for it on the Pause menu. On other systems, such as Nintendo Switch™, PlayStation 5™ and XBOX ONE™ controls will be adapted to fit that scheme the best.

Player Actions & Camera

W / S / A / D

Walk

W / S / A / D + Shift

Run

Q

180 degree turn



Aim and attack

Attack with your equipped weapon.

Press W / S / A / D to aim in different directions.



E

Inspect

Interact with whatever you are facing. Also use to open doors, talk to people and perform actions.

E

Climb up / down

Climb up a ladder that is in front of you.

Press W / S to move up or down the ladder.

Press E once up the top or bottom to get off.



You can also view details on controls at any time during play by selecting FILES in the inventory and viewing the **Spacefarer's Survival Guide**.



Changing the game camera to Free Movement

You can change the game camera from the default fixed cinematic camera to the Free Movement camera. This will place the camera directly behind Sven and look over his shoulder. If you prefer this way of playing, perform the following:

From the PAUSE **P** menu, select the Camera option. Now select the Free Movement option. The camera will now always be directly behind you.

The control scheme stays the same, instead, press Left or Right to turn Sven round and the camera will follow his viewpoint.

To return to the default fixed camera angle, repeat the steps above but select Default Cinematic Camera instead.



★ For certain scenes, the game will switch between Cinematic and Free Movement, for example on cutscenes and when navigating in space.

Status Screen

Press **I** to display the status screen. You can check your health and use items on this screen.

- 1 View Files Sven has collected.
- 2 Experience gained from battles.
- 3 Health Monitor
- 4 Equipped Weapon and Tool
- 5 Items Collected
- 6 Item with a limited supply
- 7 Current mission
- 8 Escape / Select



Items

Selecting an item will display the following commands.

Use – Select Use and Press **E**

Use the selected item.
(Doesn't work with weapons or ammo)

Examine – Select Examine and Press **E**

View an item up close and read more information about it.
You can rotate the item with the movement controls.

Combine – Select Combine and Press **E**

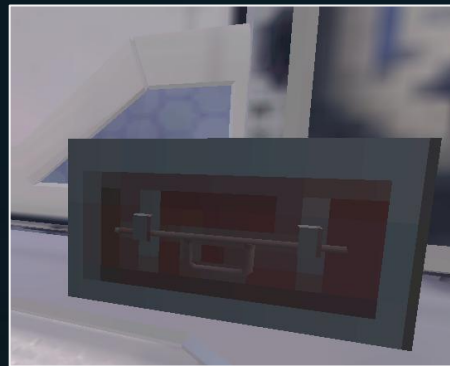
Some items can be combined with others. For example, combining two herbs together will create a stronger mix with double the effect. Combining a weapon with its ammo will reload it. Select an item and choose Combine, and a rectangle selection will appear, select the item you want to combine it with and press **E**

Item Management

You can only carry a limited amount of items at one time, so you will need to store items you don't presently need for the mission in the storage boxes across areas in the game. They are shared between areas so any time you visit a storage box, you'll be able to retrieve it from elsewhere.

Drop Item – Select Drop and Press **E** from the Status screen

You can drop an item anywhere on the ground if you can't get to a storage box and you really need the next item you can't pickup in order to progress or save yourself from dying. The item will stay there until you come back to retrieve it later, no longer how long it has been left there.



Equipping Weapons

Even if you have a weapon, you still need to equip it in order to use it. Select the weapon from the Status Screen and choose Equip. Note that it will be moved into the 'Equipped' slot. When you return to the game, the weapon will be in Sven's hand ready to fight.

Tools

Tools are useful items that have specific purpose in the game. For example, the Flashlight is useful for dark caverns and when the day changes to night, making it more challenging to see where you are going. Note, it requires batteries to combine with when it runs out, so make sure you have plenty with you when on excursions to more darker and hostile planets and areas.

The Dawning Rune



The Dawning Rune is an object of mysterious origin, that Sven uses to control time and to travel through wormholes. It is displayed in the top right corner of the screen, in which the time of day is shown as an analogue clock, moving in real time as the game progresses. Time can speed up or slow down while in combat due to the effects of time dilation. This can prove sometimes to your advantage.



It will turn red when in combat or when an enemy is nearby.

The Active Effect Slots Wheel



When in combat, the Active Time Effects slots wheel will appear. Depending on your progress through the game, and your experience gained from defeating foes, your chances of the slots landing on a friendly character will increase. For example, if it lands on Banga (dog) or Kate, Extra damage will be in effect, making foes quicker and easier to kill. If it lands on an enemy, such as a Karak, the battle will slow down and will be in the advantage of the enemy. How the slots land will affect the outcome of the battle.

Files

You can view the files that you've picked up during the game. View them by selecting FILES in the status screen.

Press **E** to view it and use **E** to go to the next page until it closes.

You can also view previous Tutorials that have appeared here.

Saving

To save your game's progress, you'll need to find a Statis Zone, which will freeze your position and status in time.

When standing next to a Statis Zone, press **E** to interact with it.

When asked, select Yes to save.

Select a file to save on and you will be able to resume this progress should you get Game Over or leave the game to return to it later.

You can save up to 10 files at a time, and each in different points of the game should you wish to save and return to a previous point.

Should a ★ appear next to it, this indicates that the game has been completed and a New Game+ option will be active when you play again.

Settings

You can change the game's settings through the Settings screen by selecting it at the title screen or by pressing the **M** Key during the game.

Display

Resolution- From the dropdown, you can change the display resolution. This will affect both quality and or performance depending on the setting. We recommend playing on at least 720p displays under a native resolution as that is what the game is optimised for.

Refresh Rate- From the dropdown, you can change the refresh rate. This is required to display the game in a higher framerate on supported monitors.

FPS- From the dropdown, you can change the target FPS. By default, 60FPS is the target, however you can choose a higher FPS for more fluid frames should your computer support it. Note: Movies will still be rendered in 30FPS.

Brightness- Adjust the slider to change the brightness of the screen.

Gamma- Adjust the slider to change the gamma of the screen.

V-Sync- Enables Vertical Synchronization. Prevents tearing of the screen.

Full screen – Switches between Full Screen Borderless or Windowed Mode.

Monitor – Change what monitor the game is displayed on during multiple monitor set ups.

Graphics

Quality- From the dropdown, you can change the quality preset the game. By default, it is set to High. This will adjust the options below. Change this if you are experiencing any performance issues or you want to increase graphical fidelity.

AA- Choose to enable extra anti-aliasing on the display. Note, SMAA is force enabled on all displays, but extra AA modes can smooth the image further and reduce jagged edges.

Shadows- Choose whether to enable or disable shadows.

Shadow Distance- How far away from the camera will dictate how far away shadows will be rendered.

Shadow Resolution- How accurate the shadows will be rendered which will provide the best image.

Texture Resolution – Will affect the detail level of objects both close up and further away. It is recommended to leave full texture resolution on for the best image quality.

Audio – Choose whether to enable or disable all sound in the game.

Other Features

★ Clear Conditions

Depending on which actions and progress is performed in the game, upon saving after clearing the game, the ★ will appear.

The next time you begin the game anew, it will play out differently.

Technical Support

Technical Support is offered as a primary source from our Resellers or trusted partners. Note: These links are provided by third parties. It is their responsibility to keep this links active. Please use these links with the corresponding version of the game you are using.

Steam™ - <https://help.steampowered.com/en/wizard/HelpWithGame/?appid=2744390>

GOG.com™ - https://www.gog.com/support/the_dawning_clocks_of_time_remake

Nintendo Switch™ <https://en-americas-support.nintendo.com/app/topics/detail/p/989/c/120>

PlayStation® 5 - <https://www.playstation.com/en-gb/support/games/?category=game-support&subCategory=common-game-questions>

XBOX™ - <https://support.xbox.com/en-GB/contact-us>

Spacefarer R&D Support

You can reach Spacefarer R&D Support via
<https://www.spacefarergames.com> (GLOBAL)
<https://www.spacefarer.co.uk> (United Kingdom Portal)

EULA and Warranty

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- (1) Spacefarer shall grant a non-exclusive license to users who install the Program to their own personal computer only for the purpose of playing the game for its personal use under the condition that the users shall abide by and comply with the provisions hereunder.
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- (1) For the use of license management, when accessed for the first or following times of activation, this game may access a server, etc. provided by a third party besides Spacefarer.
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- (4) Spacefarer will not take part in or responsible for the use of such Third Party PF by the users unless it is directly related to the usage of the Program. The users shall contact those service providers that provide the Third Party PF, when they need to contact anything related to the Third Party PF.
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- ② To analyse the communication protocol or any other data used in the Program and to use them for any other purpose.
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- ⑥ To interfere with or disrupt the contents and functionality provided by the Program or any service (e.g. fighting opponent service between the users of the Program) provided by the Program.
- ⑦ Any act corresponding to or similar to any of the acts which may be detriment to Spacefarer, as provided in each of the previous provision.

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- (1) The users may at any time terminate this EULA by uninstalling the Program from their personal computer.
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- (1) Spacefarer may amend this EULA unilaterally at any time in its sole discretion by displaying such amendment on the Third Party PF, official website or within the game screen of the Program.
- (2) Notwithstanding the foregoing provision, if such amendment is detrimental to the users, Spacefarer shall take reasonable means such as displaying or posting such amendment in advance.

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- (1) This EULA is governed and interpreted in all respects by the laws of the United Kingdom.
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Effective as of June 25th, 2024.