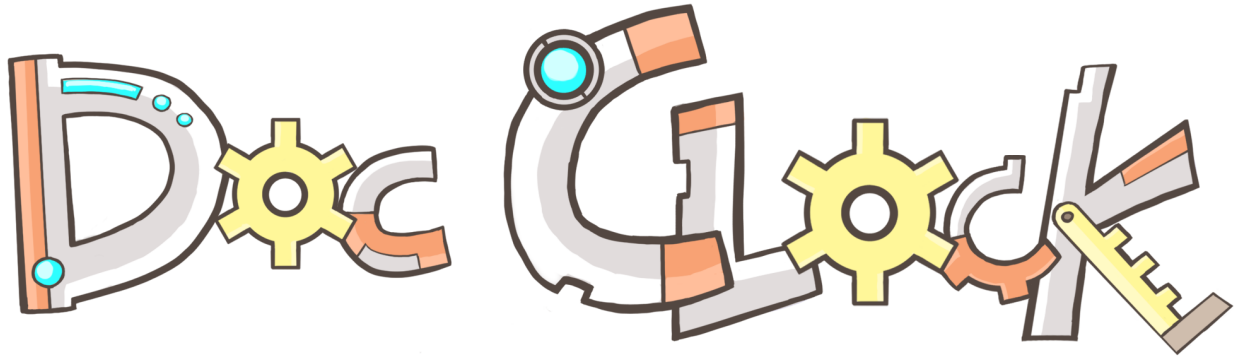




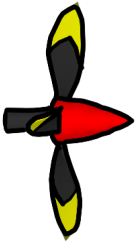
THE TOASTED SANDWICH OF TIME

Playing the game

Items

Doc Clock loves to collect Items to use in his inventions. Doc Clock stores Items in his Sack. Some special Items stay in Sack after completing levels, such as the propeller, the umbrella, and the spring.

Propeller



The propeller can be used when it is attached to your invention. Use W, A, S and D to activate propellers to move you upwards, downwards, left or right. The propeller can be placed anywhere on the invention, and this freedom can be used to your advantage. When you are using the propeller it will heat up. The temperature gauge shows how hot the propeller is, and when it overheats (shown by a red flag) it will stop working. Waiting for a short time will allow it to cool down and enable you to continue using it.

Umbrella



Umbrellas can be attached to your inventions to slow them down or allow them to float gently to the ground. Attaching an umbrella to the top of your invention allows you to float in the air for longer.

Spring



A spring can be attached to your invention and used to launch Items, including your chair, into the air. If placed on your invention facing a wall or the ground, it will propel you away from the surface at speed. If placed facing another Item, it will catapult the Item away from your invention.

Press Space Bar to activate the spring.

Controls

Movement

Pressing A or D will cause Doc Clock to walk left or right across the screen.
Hold W or S to get a better view of your surroundings.

Building Inventions

Doc Clock builds inventions by attaching Items to his chair. Point at an Item with the cursor to show Sack that you wish to pick it up. If Doc Clock and Sack are close enough to the Item, Sack's robotic arm will extend towards it. If you then click, the Item will automatically be put in your backpack.

Click and drag with the mouse to pick up an Item and release at the location you want to drop the Item. Press Q or E, or use the mouse wheel to rotate the Item. The Item can only be dropped within Sack's reach.

You can attach Items onto your chair to build inventions. To do this, place an Item held by the robotic arm onto your invention or over another Item while they overlap. These Items will now be attached to each other.

You can build anything that you can imagine with the Items Doc Clock discovers, including two wheeled vehicles, catapults and even fantastic flying machines.

Controlling your Invention

Press F to get in and out of your invention. If you have some wheels, a spring or some propellers attached to your invention, use W, A, S or D to attempt to move the invention. It may not move in a direction if you have no Items attached to move the invention in that direction.

Sack

Doc Clock has a robotic backpack called Sack – his Strap-on Android Carrying Kit. Doc Clock uses Sack to store all the useful Items that he collects.

To open Sack, press the Sack icon or press B. When Sack is open, move the cursor to the top or bottom of Sack to scroll through Items. To select an Item from within Sack, click and drag the item. If you collect several of the same Item, you will see them stacked on top of each other inside Sack.

To close Sack, press B or click Sack's spinning bolt.

Time Slider

The time slider is a powerful tool that can transport Doc Clock several minutes back into the past. Use this to transport to the time before he fell off a cliff, burnt in some lava or had his latest invention crushed by a frozen polar bear.

To bring up the time slider, press the Rewind Time icon or press T. Click and drag the slider to move forwards and backwards in time. Press the tick icon to confirm or the cross icon to cancel. You can press T to cancel and close the time slider also.

Characters

Doc Clock, Sack and Franklin

Doc Clock



Doc Clock is a brilliant yet eccentric inventor who makes the most amazing inventions that never quite seem to work as intended. His goal in life is to invent the perfect toasted sandwich making machine, but one of his inventions goes wrong and transforms his beloved cat into a potted cactus. Doc Clock invents a time machine to travel back in time to prevent the accident.

However, instead of arriving in the past, Doc Clock finds himself in a future without humans, in a world controlled by nature loving crazy robots. Overstressed by the long voyage, his time machine explodes and scatters the components for miles around.

Doc Clock must find all the pieces to re-build the time machine and save his cat from its prickly fate.

Sack



Sack is Doc Clock's smart-mouthed robotic backpack. Sack severely dislikes being strapped to such a simple inventor and secretly plans to become ultimate ruler of the world.

Franklin



Franklin is Doc Clock's cat. He's faithful, quiet, and slightly too well fed. Franklin found his way into Doc's shed through a hole in the wall and has been living off cold, half-cooked cheese toasted sandwiches ever since.

The Robots



Fearing mankind was destroying the planet, these environmentally-conscious robots overthrew the humans to save the world's animals.

Unfortunately, the crazy conflict ruined the environment and the robots' attempts to prevent global warming drove away all of the animals. The robots blame humans and technology for everything and therefore focus all their time on trying to re-populate the world with animals. Their only other interest is cardboard, which they consider sacred for some reason . . .

The World

Doc Clock's Shed

What used to be a humble garden shed is now home to Doc Clock and his inventions. The floor is covered with all kinds of junk, including many broken toasted sandwich making machines. The shed is also home to Doc Clock's beloved cat Franklin, who smells strongly of cheese, and Sack, the super intelligent, super sarcastic robot backpack.

The Forest

During the robot uprising, the world's forests were transformed into a bizarre wilderness which frightened the animals away. The robots have spent their time patching up the forest with pieces of metal, nails, paint and pictures of animals in a vain attempt to get the animals to return.

The Frozen Plain

This sub-alpine environment was feeling the effects of global warming with the rising temperatures. Fearing for the welfare of the animals, the robots attempted to cool the entire area down. Unfortunately, they cooled it too much and froze the animals and everything else in the land.

The Volcanic Waste

Doc Clock's interference with the ice making machine has thawed the animals, the trees, and the volcanoes that have now erupted. In a misguided attempt to protect the animals, the robots plugged the volcano with objects from the old human world – such as ships and houses – with disastrous consequences!

Other Information

Legal Information

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