

Hourglass

a Game in Three Dimensions

by Team Causality

Getting Started

To start playing *Hourglass*:

1. Unzip the game files.
2. Open the 'Hourglass' folder.
3. Run Hourglass.exe.
4. Select a level from the buttons in the lower-left (we recommend starting with Level 1). The credits, story and custom level loading is also accessible from the menu.

IMPORTANT: The .Net framework is required to play *Hourglass*.
Hourglass will not function correctly if a joystick is plugged in.

How To Play

The aim in each level of *Hourglass* is to reach the exit portal without a) dying, or b) causing a paradox. You may enter the exit portal at any time your present self reaches it.

Paradoxes are most often caused by a past self failing to travel through time at the right time or place, or failing to take a box backwards in time. A complete list of paradoxes can be found in Appendix 1 – Paradoxes.

Every one of the levels has been tested and, yes, they are all solvable (except for possibly Level 27).

Above all, have fun playing!

Controls

Movement

A - Move left
D - Move right
W - Jump
S - Pick up/Put down a box
Space - Enter portal

Other

Q, E- Cycle through items
P- Pause
Left Mouse Button (L-Click) - Use item
Right Mouse Button (R-Click) - Aim goggles on the timeline.
R - Restart Level
L - Load Custom Level

Interface



1. Timeline. Shows when you currently are (indicated by the vertical green line), as well as the periods of time in which you and your past selves existed (horizontal yellow bar). Currently selected time is indicated by the red bar, and the number above it is the time which is selected (in seconds).

2. Character. This is you! (or one of your past selves). Your current self has an arrow above his head to indicate that he is your current self.

3. Box. You may pick up these boxes and stand on them to get places or use them to hold down buttons. You cannot stand on a box which is being carried, but you can take a box backwards (or forwards) in time.

4. Platform. These move, often when buttons are pushed. You can stand on them to get places.

5. Button. When these buttons are pushed, they will have an effect (generally, though not always, moving platforms). Different types of buttons may be encountered. Smaller buttons are switches (have a permanent effect), while larger buttons' effects will reverse themselves if the button is released. Trigger lasers may also be encountered.

6. Spikes. It is advisable to avoid these, as they will kill you if you touch them.

7. Powerups. These will give you a charge to an item. (See below.) Click on it to select the item

8. Exit portal. Go through this to finish the level.

9. Time portal. Enter a portal to experience its effect, given by the number shown above the portal. Some portals will take you to a given time indicated by an unsigned number, while others will take you forwards or backwards a given interval indicated by a signed (+ or -) number.

10. Timer. This displays the time which you are currently at (in seconds).

11. Pause button. Pauses the game. You can use items while the game is paused.

12. Restart button. Restarts the level.

13. Items. This displays which item is currently selected, and how many charges of each you have. You may click on the buttons to select the weapon.

14. Menu button. Returns you to the main menu.

Items

Each item only has one charge for each powerup you pick up, so use them wisely!

Chronobelt



Chronoport you to any time, remaining at your current spatial position.
To use, L-Click on the timeline at the point in time which you want to travel to. You will also take any box you are carrying with you through time.

Goggles



Fires a laser which chronoports one of your selves or a box to another time on impact, remaining at its current spatial position.
To use, R-Click on the timeline at the point in time which you want to shoot the object to, and then L-Click to aim and fire the laser. A box can be carried by another self through time. For further details see Appendix 2 – Time Laser Propagation.

Hourglass



Reverses your personal time arrow, i.e. you will experience reality in reverse. Use L-Click to activate. Using another charge while travelling in reverse will make you travel forward in time again. It is very easy to cause a paradox in reverse time, so be careful.
Note that you will become stuck if you try to travel to before the start of the level using reverse time. You will have to use an item to save yourself or restart.

Appendix 1: Paradoxes

Causing a past self to not reach the place and speed that they were at when they used a time belt, used a reverse or were shot by a time gun.

Causing a past self to not reach a portal that they used, when they used it and at the right speed.

Causing a past self to not take a box through time with them as they did when you controlled them.

Causing a past self to take a box through time with them which they did NOT when you controlled them.

Causing any box to not be shot by a time gun when and where a box was shot.

Causing a past self to not pick up a pickup which they used between their time and your current personal time.

Causing a past self to be spiked, squished, chrono-fragged or otherwise killed.

For past selves travelling in reverse time while you're travelling forwards:

1. Not standing on a box/platform when they did when you controlled them.
2. Being inside a platform.

A reverse past self fails to pick up a box which they did when you controlled them.

Appendix 2 – Time Laser Propagation

If you send a version of your past self through time with the goggles which used a relative time portal or hourglass the change in time will be propagated to the next past self. If that one also used a relative portal or hourglass it will propagate to the next and so on until it reaches a past self that used a jump, was shot or a fixed-destination portal, as these will take you to the same time no matter at which time you started.

During propagation the goggles are fired in the direction of the object which it hit rather than in the direction it was aimed, if the past self's position has been changed. However; during propagation, the laser must still hit the object it hit initially (i.e. no walls or other objects in the way) otherwise a paradox is caused.

Appendix 3 – Level Editor

Included with *Hourglass* is the level editor used to create the puzzles in the game. You can use this tool to create your own levels or experiment with new ideas.

Some notes:

- To edit the variables of an object, left-click on it while in Select mode. You can change some values by clicking on the relevant button and then clicking (right or left, depending on the function) on the level (e.g. click the Switch button for a platform and then click on a switch to connect them). For other values, you can edit them by having the main level window as the currently selected one, hovering your mouse over the relevant field (without clicking) and then typing your desired input.
- Load the levels included with the game and look at them to learn how to use the editor.
- The graphics in the level editor are different to those in the game.