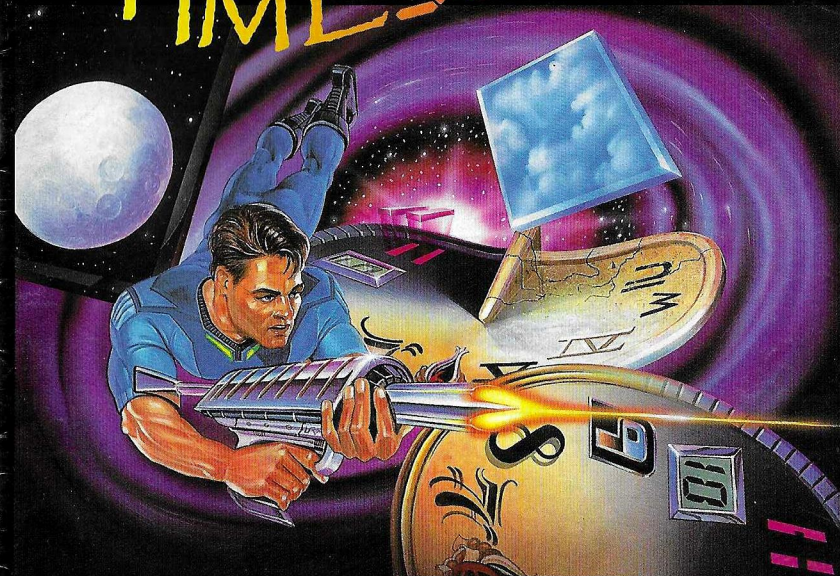


TIMESLIP™



INSTRUCTION BOOKLET



VIC TOKAI EUROPE LTD.
 9 Duncan Close Moulton Park, Northampton NN3 6WL England

PRINTED IN JAPAN



SUPER NINTENDO™
 ENTERTAINMENT SYSTEM
PAL VERSION



VIC TOKAI

WARNING: PLEASE CAREFULLY READ THE CONSUMER INFORMATION AND PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY.

TIMESLIP™

TABLE OF CONTENTS

INTRODUCTION	2,3
TAKING CONTROL	4
RUNNING	4
JET BIKE	4
SPECIAL ITEMS	5,6
RUNNING TYPES	5
JET-BIKE TYPES	6
CHECKING YOUR STATUS	7
NOTES	8,9
STAGES	10,11
ENEMIES	12
WARRANTY	13

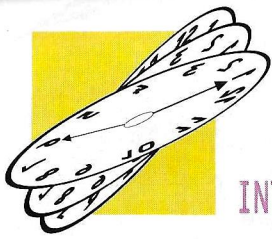


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INTRODUCTION

THE PLANET TIRMAT

↳ Earth Date: 18.05.2129

Tirmatian astronomers discover a temporal rift in space/time...



↳ Earth Date: 21.11.2130

The astronomers discover that the rift is growing at a geometric rate with Tirmat directly in its path...

↳ Earth Date: 15.01.2132

The Tirmatian exploration vehicle "Torquemada" discovers the nearest inhabitable planet: the Earth...

↳ Earth Date: 29.06.2147

A plan is devised to conquer mankind by travelling back in time and invading the Earth before man's weaponry is advanced enough to retaliate...

↳ Earth Date: 03.09.2147

Invasion forces are dispatched to five different time zones of Earth's history...



THE PLANET EARTH

↳ Earth Date: 29.07.2147

Human Intelligence Forces discover the Tirmatian plan...

Their only option is a prototype time travel system...

They have the ability to send just a handful of men against the Tirmatians' entire invading forces...

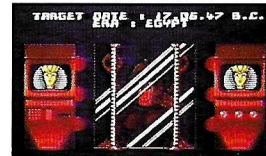
↳ Earth Date: 03.09.2147

The Tirmatians launch a huge air attack to destroy the time travel base on Earth...

The human assault force is wiped out before it can be sent back in time...

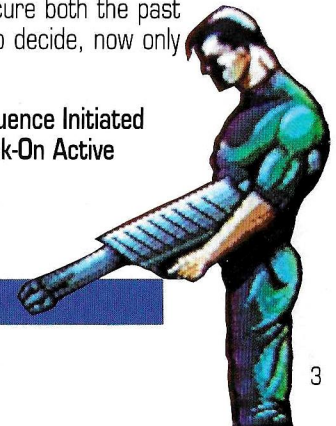
One man is left alive...Dr. Vincent Gilgamesh. He alone is left to face the Tirmatians...

This is it. Do you have what it takes to be a hero? Will you be able to repel the Tirmatian forces and secure both the past and the future of all mankind? Too late to decide, now only time will tell...



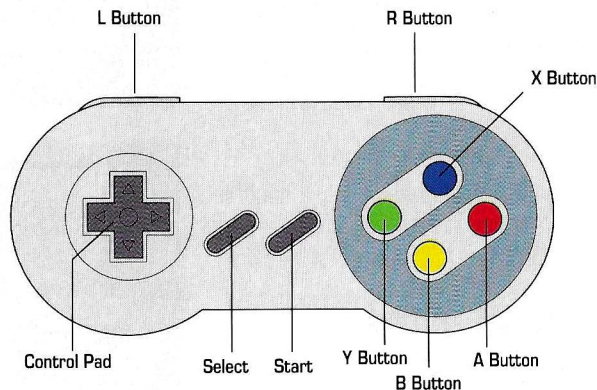
Primary Sequence Initiated
Portal Lock-On Active

EXECUTE!!



TAKING CONTROL

SUPER NES CONTROLLER DIAGRAM

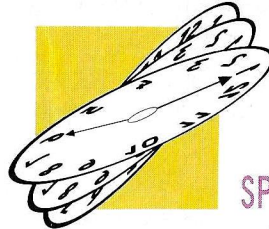


RUNNING

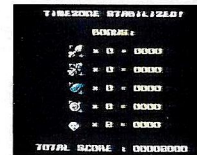
- START Button * Begins/Pauses game
- SELECT Button * NOT USED
- CONTROL PAD * Directs Dr. Gilgamesh
- Y Button * Fires normal weapon
- B Button * Jumps
- A Button * Fires normal weapon without moving.
This enables Dr. G to fire in all directions while standing still.
- X Button * Fires Special Weapon (when available)
- L Button * Selects Special Weapon (when available)
- R Button * Selects Special Weapon (when available)

JET-BIKE

- CONTROL PAD * Directs Dr. Gilgamesh
- Y Button * Fires in same direction as Jet-bike
- A Button * Holding locks fire in a set direction



SPECIAL ITEMS



Before the time travel base was destroyed, members of your crew managed to transport additional helpful items ahead to all of the various time zones. Grab these items whenever possible; in some instances your success will depend on it!!

RUNNING

■ TIME CRYSTAL



Adds energy to your Temporal Guidance System [TGS]. If you are unable to keep this at a reasonable level, your Time Suit will fail and you will lose one life.

■ CRATE



Destroying these will allow you access to one of the following items:

■ BATTERY



Increases your Time Suit Power Meter. If this power runs out, you will lose one life.

■ SHIELD



Collecting this will immediately create a triangular forcefield, temporarily protecting you from both enemies and enemy fire.

■ TIME BOMB (TB)



Slows down surrounding action temporarily.

■ SHOT



Increases your normal firepower.

The following Special Weapons may be stockpiled for later use but will not carry over from one level to the next. You will, however, receive bonus points for any leftovers.



■ **GRENAD (GA)**

These can be lobbed to either side and are helpful in hitting enemies in hard to reach places.



■ **BAZOOKA (BZ)**

Provides an extra-heavy blast to either side, but it must hit an enemy to be effective.



■ **BUBBLE BURSTER (BB)**

Probably the most powerful, this weapon bursts into five "time bubbles" upon contact. These bubbles then spin outward causing damage to everything they hit, in most cases destroying them. Like the Bazooka, it may be fired to either side but must hit an enemy to activate.

To select a Special Weapon for use, press either the L or R Buttons to highlight the desired weapon and press the X Button to fire.

JET-BIKE

During the Jet-bike sequences, you may collect pick-ups as they appear by flying into them. The pick-ups and their functions are as follows:



■ **BATTERY**

Increases Time Suit energy (see above).



■ **SMART BOMB**

Detonates on impact destroying everything on screen.



■ **3-WAY GUN**

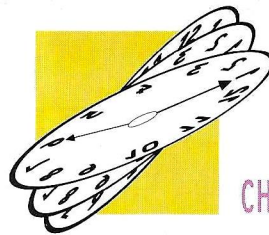
Increases fire power.



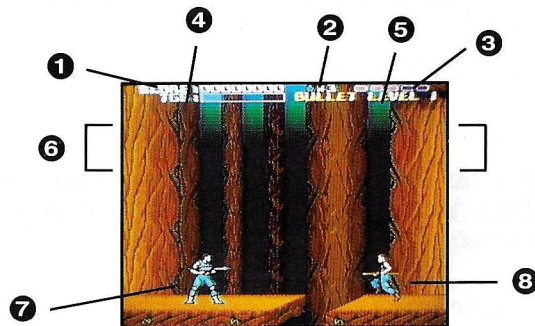
■ **SCORE**

Worth 1,000 bonus pts.

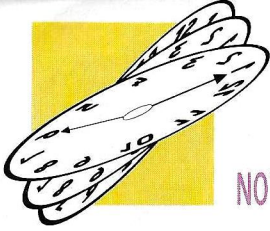
Note: Aside from the four items listed above, there are no other special weapons or pick-ups to be found during the Jet-bike sequence(s).



CHECKING YOUR STATUS



- 1 Score
- 2 # of lives left
- 3 Time Suit Power Meter: Picking up Batteries adds power. (See "Special Items")
- 4 Temporal Guidance System: Picking up Time Crystals adds energy. (See "Special Items")
- 5 Bullet Level: Picking up Shots will increase this (your normal firepower). The maximum level is 4, but each time you lose a life it decreases by 1.
- 6 Special Weapons: Each time you pick up a weapon it will be displayed here with its quantity.
- 7 Dr. Gilgamesh
- 8 Enemy



NOTES

↳ Extra Lives

If you are able to pick up an extra Battery at any time in which your Time Suit Power Meter is fully powered (at 5), the Power Meter will revert back to one and you will be awarded an additional life.

↳ Special Controls

Pressing down on the **CONTROL PAD** will allow you to dodge most enemy fire without leaving the ground. Nevertheless, be sure and watch your feet!!

To fire below you (which is particularly helpful when trying to open shafts), press the **B** Button to jump. Then, while in mid-air, press down on the **CONTROL PAD + Y** to fire.

↳ Climbing

If you appear to be stuck at a "dead-end", try scaling the wall. In most cases where climbing is possible, you will see the ends of the ladder rungs running vertically down the edge of the wall. There are times, however, where climbing is possible although no ladder appears.



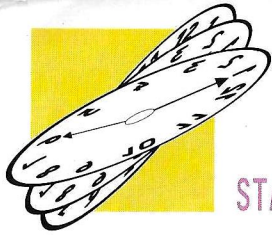
↳ To climb (or attempt to climb):

Use the **CONTROL PAD + B** (jump) to jump onto the wall you wish to scale. Once on the wall, press **up** or **down** on the **CONTROL PAD** to ascend/descend. To exit the wall, use the **CONTROL PAD + B** to jump off.

↳ Running vs. Fighting

"He who fights and runs away, lives to fight another day."

While destroying things is a great release, your main objective is survival. In some cases, it may not be practical (or possible) to destroy everything in sight. Don't forget that your TGS is constantly decreasing and although you may have picked up every possible crystal, even one unnecessary stop could cause it (and you) to expire!! In order for you to complete your mission, you may want to practice dodging things as well as hitting them.



STAGES

In order to repel the Tirmatian invasion, you will have to successfully complete each of the following stages. As you bounce throughout the time continuum, you'll face countless dangers and challenges in the

forms of vicious enemies, booby traps, and puzzles. You're going to need every ounce of concentration and stamina you can muster!! GOOD LUCK!!



FRAME 1

Target Date: 28.01.1059 A.D.
Era: Medieval Britain



FRAME 2

Target Date: 20491 B.C.
Era: The Cretaceous Period



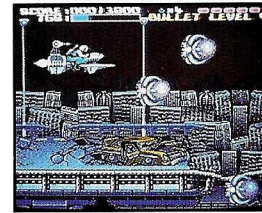
FRAME 3

Target Date: 17.06.47 B.C.
Era: Ancient Egypt



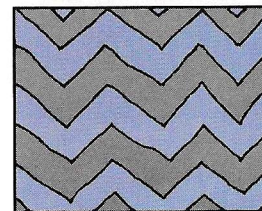
FRAME 4

Target Date: 12.11.39 B.C.
Era: Ancient Rome



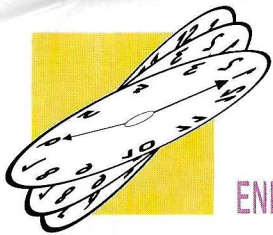
FRAME 5

Target Date: 2147
Era: The Recent Past



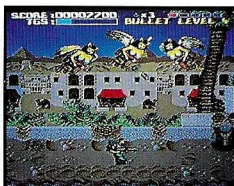
FRAME 6

Target Date: NOW
Era: Modern Day Tirmat



ENEMIES

Unfortunately, the Tirmatians have brainwashed all the various "locals" to attack any intruders. Therefore, don't waste time looking for allies—there aren't any!! Forget asking questions; shoot now and shoot later!! In the meantime, take aim on the following sample of just some of the "beauties" you'll be dealing with:



90-DAY LIMITED WARRANTY

VIC TOKAI warrants to the original purchaser only that the product provided with this manual will perform in accordance with the descriptions in this manual for a period of 90 days from the date of purchase. If the product is found defective within 90 days of purchase, it will be repaired or replaced, at our option. Simply return the product, postage paid, to VIC TOKAI along with dated proof-of-purchase. Repair/replacement of the product free of charge to the original purchaser (less the cost of returning the product) is the full extent of our liability. This warranty does not apply to damage due to normal wear and tear. This warranty shall be void if the defect to the product is determined to have arisen through abuse, unreasonable use, mistreatment or neglect at which time the product may be deemed irreparable, leaving the owner liable for repair/replacement costs.

This warranty is in lieu of all other warranties, whether oral or written, express or implied. All implied warranties, including those of merchantability and fitness for a particular purpose, if applicable, are limited in duration to 90 days from the date of purchase of this product.

Your statutory rights are not affected.

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