

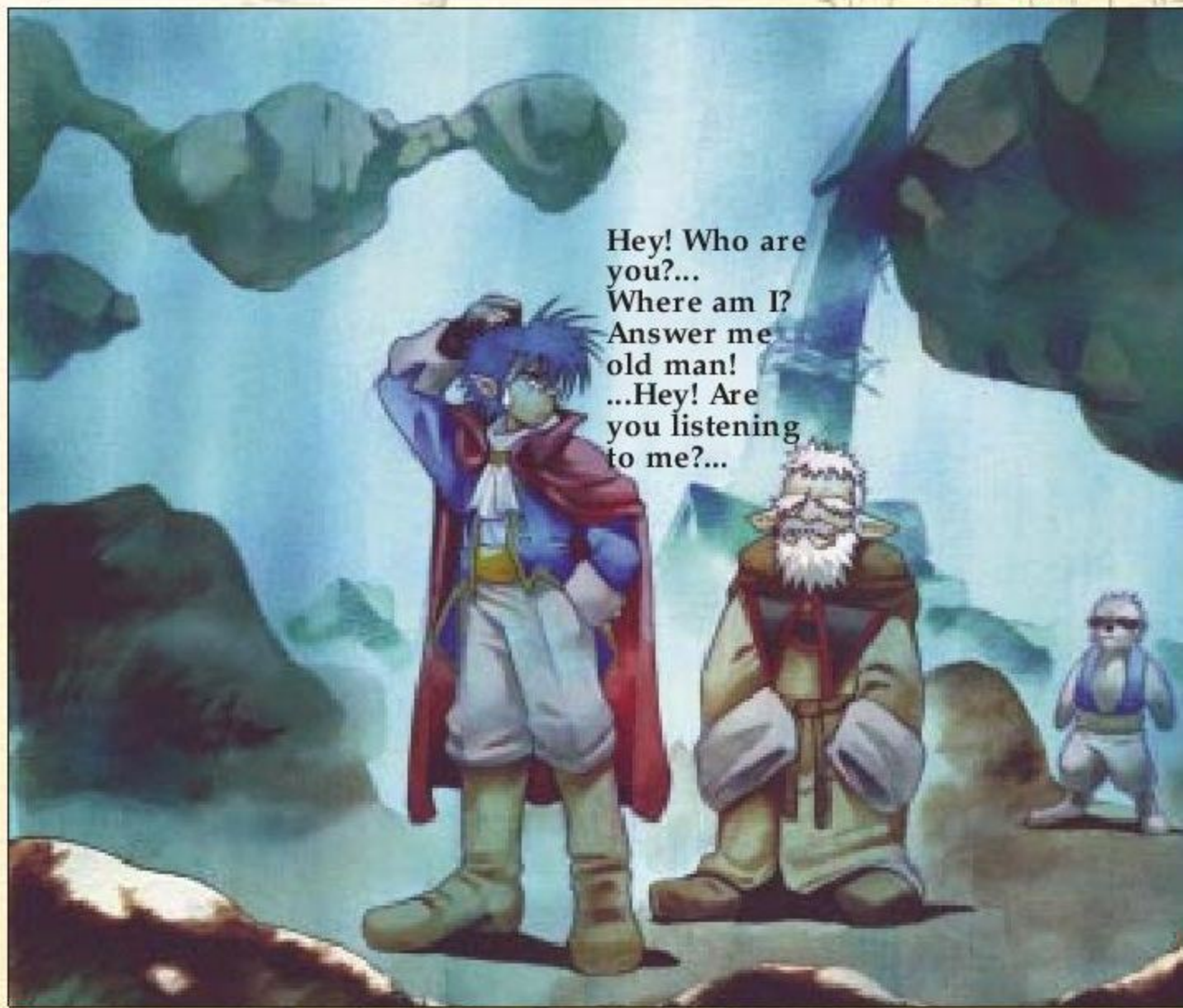


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STORY



Hey! Who are
you?...
Where am I?
Answer me
old man!
...Hey! Are
you listening
to me?...



MAP



Master Piece

Battle Forest Piece

Z33 Colony Piece

5

2

1

4

6

Starting Point

3

Fountain Square Piece

Mr. Noiman Piece

Clock Tower Piece

7

8

?? Piece

?? Piece

1 Sword's House (Save, store items, store collection items, change characters) **2** Item Store **3** Monster House (Register and store monsters and download mini-games) **4** Church (Revive monsters) **5** Rao's House **6** Mr. Noiman's House (Quest requests) **7** Blacksmith **8** Carpenter

*You can not go to the Blacksmith and the Carpenter at the beginning of the game.

STORES



Sword's House

(Fountain Square Piece)
Mutton will save game files and look after items for you. You can also change characters here.



Mutton

Hardware Store

(Fountain Square Piece)
Bangel buys and sells weapons, armor and recovery items.



Bangel

Mr. Noiman's House

(Mr. Noiman Piece)
Mr. Noiman, a rabbit of unknown origin, will inform you of several quests if you visit him at his house. You will have to pay him for his services though.



Mr. Noiman

Church

(Z33 Colony Piece)
Dr. Anna will revive your monster allies for you at the Church. Note that she will only revive previously registered monsters, and she will charge you a fee to do so.



Dr. Anna

Monster House

Dr. Anna also runs this place. You can register and store monsters and download mini-games here.



**Dr. Anna
(Hologram)**

Use your funds wisely

You can borrow money in stores to buy things. When you try to purchase things with no money, you will automatically borrow from the store. These debts will be repaid automatically as soon as you get money. There are however, some items such as collection items, which can not be purchased with loans.

Blacksmith

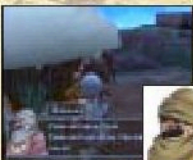
(You can not go there at the start of the game)
For a fee, Hammerin' Sean and Poundin' Mike the Blacksmith brothers will add skills from other items to your legendary items, or repair ordinary items.



Blacksmiths

Souvenir Store

(You can not go there at the start of the game)
You can buy things (mini-games) that will enrich your life within the Time Stalkers World.



Mahmuud

Carpenter

(You can not go there at the start of the game)
The carpenter can increase the surface area of the Monster House and renovate Sword's House. A substantial fee is attached though.



Carpenter

Convenience Store

(You can not go there at the start of the game)
This store is run by Mr. Yamada and sells things such as recovery items and mini-games.



Mr. Yamada

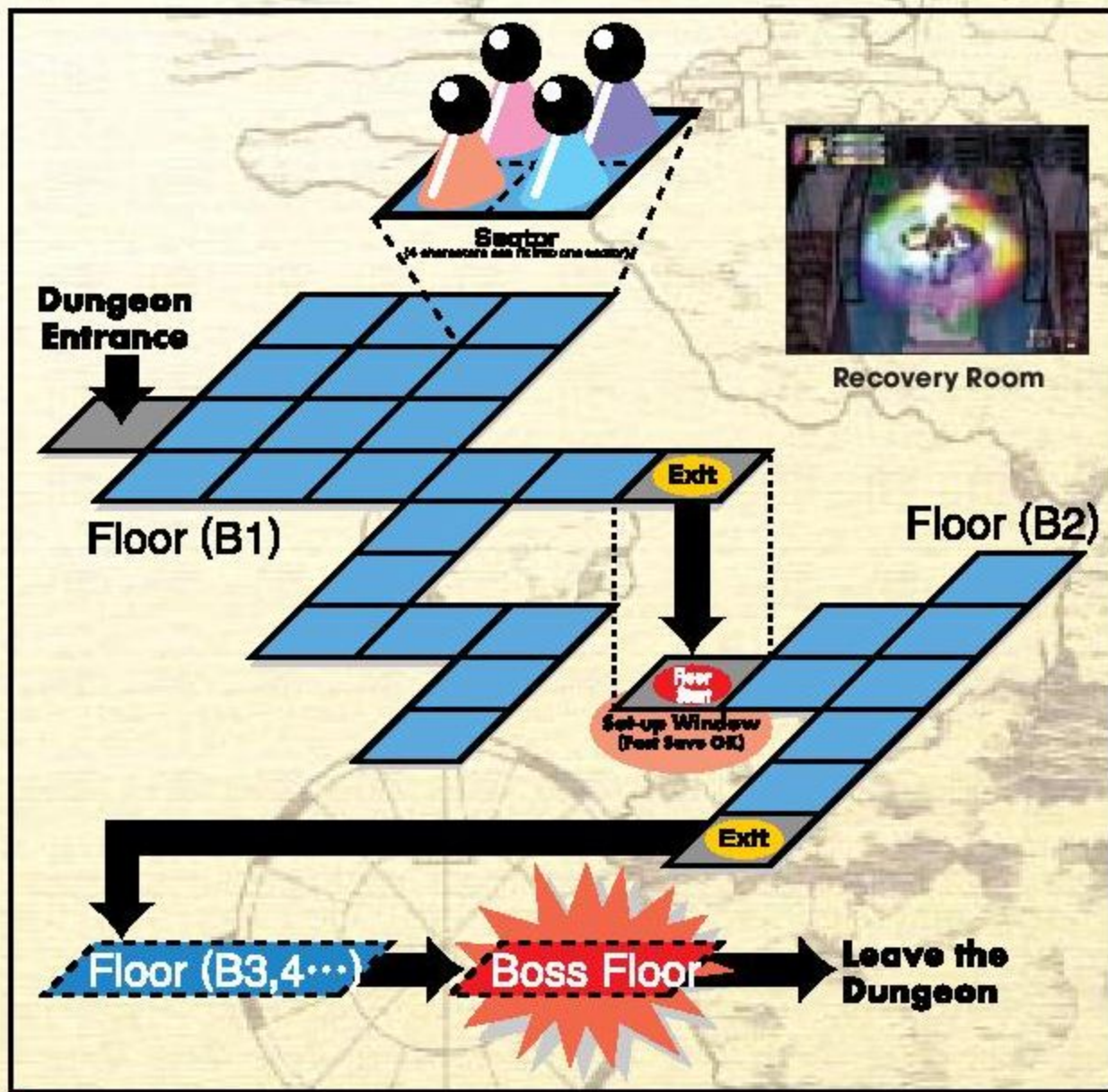
Fancy Store

(You can not go there at the start of the game)
Ash runs this store where you can buy collection items.



Ash

DUNGEON STRUCTURE



LEGENDARY ITEMS



Legendary items are scattered far and wide throughout the game. They are considerably stronger than normal items and are extremely precious. At the Blacksmith (which can only be accessed once the story has advanced) you can combine, strengthen and improve legendary items using skills from other items. You can also repair normal items that have been damaged in battles at the Blacksmith.



Combine (add a skill)

The Blacksmith brothers can combine skills from a normal item to your legendary item. They can also delete a combined skill. Naturally, they will charge you for these services.



Strengthen (improve parameters)

The brothers can also strengthen legendary items by increasing the parameter values. There is a fee for this service.

Improve (lower mastering difficulty)

The brothers can also make your legendary items easy to master, by lowering the parameters. Again, there is a fee for this service.

Name	Function	Characteristic
Sharp Sword	Legendary, sharp sword	-
Challenger	Legendary	-
The Piercer	Legendary. Strong stabbing power	-
Spell Caster	Legendary. Increases usable magic	Magic Pack
Power X-bow	Legendary Strong attack power	-
Frost Wing	Legendary. Critical ice attack	Ice Attack
Bear Knuckle	Legendary. Bestows super strength	-
Gaia Shield	Extra protection	-
Blessed Boots	Increase Dexterity and Luck	-

TECHNIQUES



The techniques that you can use during battles vary considerably from weapon to weapon. Equip your main character with a weapon (for example a sword) and it will initially be able to use at least one technique (e.g. cut), but not necessarily all the techniques. After each level up, you will gradually be able to use more techniques.

Swords (Sword and Nigel)

Long Sword

Cut attack	Very powerful attack
Thrust	Superior hit rate
Cut	Long range

Apprentice Sword

Light cut attack	High hit rate, low VIT usage
Cut	Long range

Shredder Sword

Heavy cut attack	High attack, but slow
Light cut attack	High hit rate, low VIT usage
Cut hit	Moderately strong
Horizontal slash	Attack 2 enemies at once
Cut	Long range

Long swords (Sword and Nigel)

Long swords

Pound	High hit rate
Spinning smash	Strong attack
Clear	Long range

Poles and Spears (Rao)

Rod

Dragon tail slash	High attack
Light dragon attack	High hit rate
Thrust	Ordinary attack

Bow Guns (Nigel and Marion)

Bow Gun

Bow & Arrow shot	Ordinary attack
Heavy attack arrow	Strong attack
Horizontal shot	Attack 2 enemies at once
Shoot	Ordinary attack

Staves (Pyra and Marion)

Wooden Staff

Spear strike	Ordinary attack
Ordinary attack	Fast attack
Blow	Long range

Boomerangs (Lady and Marion)

Boomerang

Wing throw	Ordinary attack
Wing strike	Strike technique
Aimed attack wing	High hit rate
Throw	Long range

Whips (Lady)

Whip

Snake sting	Ordinary attack
Strong snake sting	Strong attack
Slash	Long range

Fist Held Equipment (Used by everyone except Lady)

Knuckle

Fist	Ordinary attack
Wind fist	High hit rate
Steel fist	Strong attack
Smash	Long range

Spurs (Lady)

Spurs

Kick smash	Ordinary attack
Strong kick	Strong attack
Kick	Long range

*If nothing is equipped (bare fist), you can use the techniques punch and kick.

*You can still perform a technique even if you do not have sufficient VIT to do so, but it will be less powerful. The name of the technique will be displayed in yellow.

MAGIC



Name	Battle	Ordinary	Effect
Attack			
Fire (M, G)	✓	-	Fire damage (1 character)
Blizzard (M, G)	✓	-	Ice damage (1 character)
Lightning (M, G)	✓	-	Lightning damage (1 character)
All Round	✓	-	Attribute (player selects) damage (1 character)
Recovery			
Heal (M, G)	✓	✓	HP recovery (1 character)
Energy (M)	✓	✓	VIT recovery (1 character)
Cure (M)	✓	✓	Curse recovery (1 character)
Special			
Risk	✓	-	Destroy all enemies (a last resort)
Identification (M)	✓	✓	Identify an unknown item
Repair	-	✓	Repair an item
Escape	-	✓	Escape from a dungeon
Support			
Darkness (G)	✓	-	Curse (player selects) damage (1 character)
ST Up (M, G)	✓	✓	Increase 1 character's attack/defense strength
ST Down (M, G)	✓	✓	Decrease 1 character's attack/defense strength
Attribute (M)	✓	✓	Attach an attribute (player selects) to 1 character
Magic Magic	-	✓	Multiply the effects of magic
Invincible	-	✓	Make ordinary attack or magic attack ineffective

*The letters after the names indicate a magic spell with a wider than normal fighting range.

M (Mega-) = Ally or enemy party, **G (Giga-)** = All enemies

*Recovery magic becomes attack when used against undead monsters.



ITEMS

Weapons



These are items that strengthen technique attacks.

Quest Sword	A sword for the adept adventurer
Battle Sword	Slightly more powerful, heavy sword
Frost Rod	Adds ice damage to critical hits
Iron Knuckle	Knuckle with great attack power

Clothing



These are equipment items with high defensive powers.

Padded Vest	Highly protective vest for Sword
Flame Armor	Fire resistant armor for Rao
Frost Tunic	Ice resistant tunic for Nigel
Gear	Protective gear for Marion

Shields



These are equipment items, which defend bodies against damage.

Defender Shield	Uses WILL to help protect
Heavy Shield	Strong shield
Elfin Shield	Uses DEX to resist spells and curses
Leo Shield	Powerful heavy shield for Rao

Boots



These equipment items provide a high probability of escape and enable character to do Movement (P 25 of the Time Stalkers Manual).

Boots	Equip to perform Movement Commands
Elude Boots	Increase ability to escape
Vigor Boots	Increase VIT recovery rate
Focus Boots	Decrease DEX, but increase EXP

Rings



These equipment items contain special abilities. Up to 10 rings can be equipped at once.

Flame Ring	Decreases fire damage
Blast Ring	Allows use of attack magic
Lazy Ring	Increases experience
Trap Ring	Uses traps against opponents

* You must equip an equipment item in order for it to be effective. Collection items will automatically be withdrawn when your character returns to a town. Instruct Mutton and he will put the item in the Collection Room below Sword's House.

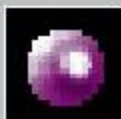
Fruits



Items that are used once, then disappear.

Heal Fruit	Restores 50 HP
Rune Fruit	Restores 30 MP
Tasty Fruit	Restores 30 Hunger Points
Escape Fruit	Allows escape from a dungeon

Jewels



Items that can be used several times.

Storm Jewel	Applies 50 points of Lightning damage
Jinx Jewel	All attacks become critical hits
Libra Jewel	Prevents curses. No restore effects
Tasty Jewel	Defeated monster transforms into Tasty Fruit

Things that can be brought back to towns to decorate the Collection Room. They have no practical worth at all.

Collection



Philosophizer	The tale of the famous sculpture "The Thinker"
Moai	One of the giant Easter Island statues
See no Evil	One of the see no evil, hear no evil, speak no evil monkeys
Warrior Armor	Valiant collectable armor

VMU



Mini-games that can be downloaded into a VMU and played.

DUNGEON IV	3D Dungeon RPG mini-game
MOONLIGHTER	Monster raising part-time job mini-game
STUFF	Mini-game economy pack, 1st collection
MORE STUFF	Mini-game economy pack, 2nd collection

Legendary



These are precious items, which are spread out far and wide throughout the game. It is possible to add skills to them.

SKILLS



Characters can learn new skills as their titles rise. Register your favorite skills - considering tactics of course.

Skill Name	Effect
------------	--------

SWORD

Capture	Makes a monster become an ally
Clairvoyance	Increases probability of discovering hidden items
Armageddon	Enables devastating multi-hit combo
Air Slash	Punishing aerial sword attack

RAO

Ultra Stab	All attacks are guaranteed to be armor piercing
VIT Attack	Increases attack strength and VIT consumption

NIGEL

Item Identify	Increases the identification probability of classifying unexamined items
Reverse Trap	Transform a trap into a reverse trap to catch enemies

PYRA

REC MAG PRI	Uses recovery magic with priority
-------------	-----------------------------------

LADY

HP=ATK UP	Decreases HP by 2 and increases attack power by 1.2
Clairvoyance	Increases probability of discovering hidden items

MARION

HP Up	Increases maximum HP
DMG=HMP	Converts damage into a full Hunger Meter

Skills that can be acquired in Quests

If you successfully complete a Quest, your reward may be a new skill. The following is a list of skills that can be acquired through completing Mr. Noiman's jobs.

Skill Name	Effect
Repair	Repairs broken items
Equip	Change equipment during battles
Auto Ident	Automatically identifies items
HP Restore	If VIT is greater than 0, HP restores itself
Vigor Renew	Guarantees a critical attack when VIT is at its maximum
Steal Skill	Steal parameters from enemy
Auto Counter	Counterattack when attacked
Revive	Auto revive when defeated
Fire Block	Negates fire damage
Luck Up	Increases Luck
EXP Roulette	Doubles or halves attainable experience points

Other Skills

There are several other useful skills to be learned.

Skill Name	Effect
Lady Slap	Powerful face slapping attack. Unarmed/Knuckle OK
Doom Staff	Dangerous, multi-hit spinning, staff technique
Holy Rage	Increases damage to undead enemies
Head Start	Enables character to use the technique "Head Start Attack"
Range Strength	Widens the fighting range of techniques
Whole Change	Enables the character to attack all the enemies with all the techniques
Reconnaissance	Enables character to search up to 2 sectors
Floor Information	Enables character to immediately check all information of a new floor
Satellite Detection	Widens the radar detection range

SAVING AND LOADING MINI-GAMES & MONSTERS



In Time Stalkers, you can download mini-games (bought in stores) and monsters (captured in dungeons) to a VMU (sold separately), to play games.

Downloading Games

Follow the steps below:

1. Purchase a mini-game item in a store (The Souvenir Store and the Convenience Store both sell mini-games)
2. Insert a VMU (sold separately) into your Dreamcast Controller (You must have 54-123 Blocks of available space in your VMU)
3. Download the game
Press the **A** Button when your character is standing in front of the VMU Device (in the Monster House). Select "Download game" from the menu to download the game to your VMU.



You can only store one mini-game in your VMU. You can only download a mini-game once, because it will disappear after being downloaded. To download it again, you will have to buy a new mini-game from a store and download it again.

Deleting games

You can delete Time Stalkers mini-games from your VMU at the VMU Device in the Monster House. You can not delete non-Time Stalkers mini-games.



Tokens

Use the mini-games to earn tokens (currency). You can withdraw tokens from and transfer them to mini-games and exchange them for items. You can also purchase things with tokens and convert tokens into money.

To leave some tokens in a mini-game, select "Put into VM" then return the desired amount of tokens to the mini-game. If you don't do this, or if you have already converted your tokens into gold, you will have to buy tokens at a bad exchange rate.



Exchange	Exchange tokens earned in mini-games for rare items
Withdraw	Withdraw (upload) tokens from VMU mini-games
Put into VM	Download tokens to VMU mini-games
Purchase	Buy tokens with money. Do this when you have no tokens
Sell goods	Convert tokens into money. Do this when you have spare tokens

Downloading Monsters

Follow the steps below:

1. Download "MOONLIGHTER"
2. Insert a VMU (sold separately) to your Dreamcast Controller
3. Select "Send"



Uploading Monsters

Downloaded Monsters will disappear from Time Stalkers. To return a monster to Time Stalkers, select "Upload" from "Monster Download."

Decorating Picture Frames

You can exhibit framed dot pictures in the Collection Room by selecting "Climax Editor."

MINI-GAME "DUNGEON IV"

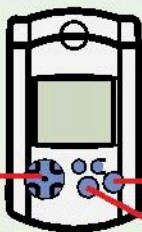


Fight monsters in 3D dungeons, which are randomly regenerated every time you play. You must head down towards the hell like depths of the dungeon. After the game, you will acquire tokens (currency) the amount of which correspond to the number of floors you cleared.



**Token
Collection**

D-Pad



B Button

A Button

When Moving

- A Button
- B Button

Display Command Menu/Enter
Highlight monsters (within the area already explored) in the map
→ Highlight items (within the area already explored) in the map
→ Return/delete

D-Pad

▲: move forward ◀ ▶: make a 90-degree turn
▼: move backward

When Fighting

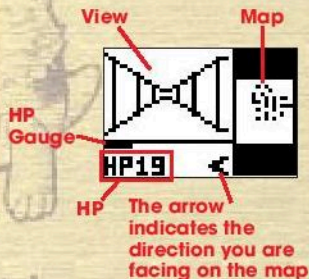
- A Button
- B Button

Guard (HP will reduce while guarding)
Attack (When the PW gauge is higher, the attack will be stronger)
▼: escape (Sometimes impossible)

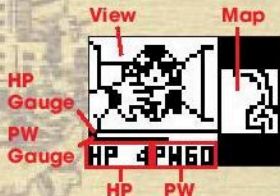
D-Pad

* Try to attack with as much PW as possible in this game. When the PW Gauge is higher, the attack will be stronger, so keep an eye on your PW Gauge and make sure that you attack with maximum power. You can also attack (B Button) while guarding (A Button).

Movement Screen



Battle Screen



HP (Physical Strength)

HP will gradually reduce as time passes while you are moving, when you receive damage during battles and when you guard (A Button) during battles. The game ends when HP is reduced to 0.

PW (Attack)

Save PW to deliver a strong attack. After attacking, PW is temporarily reduced to 0.

Command Menu

The following is displayed:

Status View Status Screen
Eat Eat an item
Equip Equip an item
Throw away .. Throw an item away

Status Screen

The following is displayed:

FL Floor
LV Level
MHP Maximum HP
ATT Attack
DEF Defense strength
GRD Guard strength
SCORE ... Current score

Sound

Switch the Sound ON, and monsters will make a sound as they approach you, highlighting their presence.

Mode Button

Press the Mode Button during game play and the game will end. Your token account will then be settled.

Items

Press the (A) Button when you are over treasure boxes to open them.

"Looks tasty" (eat where you currently are) ..

..... Recovers 20 HP

Energy Fruit Recovers 100 HP

Sword Increases attack

Clothes Increases defense strength

Shield Increases guard power

* You can only carry up to 4 items.

* Swords and clothes have a "weight" which influence both the speed that the PW Gauge recovers and the fighting speed. Experiment until you find the optimum situation.

Moving Between Floors

To go to the next floor, press the (A) Button when you are over a staircase. You will then descend to the next floor

Game Over

When the game ends, you will acquire tokens depending on the number of floors you cleared. You can exchange these tokens for items in the Monster House in Time Stalkers.

Events (Spirits)

There are also spirits that cause the following events

Healing Completely recovers HP

Item Map All the items in the map will flash on and off*

Monster Map .. All the monsters in the map will flash on and off*

Drop You can only continue if you drop an item

*The effects only last for one floor.

MINI-GAME "MOONLIGHTER"



Download an ally monster to your VMU to raise it and make it work for you.

At first, the present number of tokens and the name of the monster that is laboring for you are displayed. Next, the following are displayed:

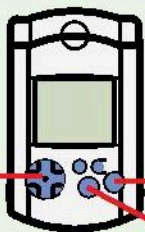
1. Job Select Menu



(Press the D-Pad to select and the **A** Button to enter)



Token
Collection



D-Pad

B Button

A Button

2. Job Screen

Selected monster

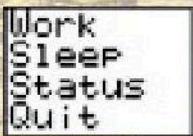
Job graphic



VIT display

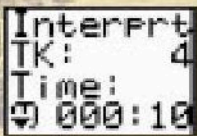
(Press the **A** Button to display the Command Menu)

3. Command Menu



(Press the D-Pad to select and the **A** Button to enter)

4. Status Screen



(Press the D-Pad **▲**/**▼** to scroll)

Command Menu

The following is displayed:

- Work** Return to the Job Screen
- Sleep** Make your monster sleep
- Status** Display the Status Screen
- Quit** End the game

Status Screen

The following is displayed:

The selected job is displayed at the top.
(E.g. Job)

Tokens (TK) The present number of tokens that you have

Elapsed time (Time) The amount of time that your monster has been working

Allegiance level (LYL) Your monster's level of allegiance (faithfulness)

Enthusiasm level (AGR) Your monster's level of enthusiasm

Blood type (BlDbType) Your monster's blood type

- A Serious, conscientious
- B Whimsical, fastidious
- AB Split personality
- O Big-hearted, easy going

Success Number of successes

Failure (Fail) Number of failures

Job Rules

Compensation/Punishment

You will gain or lose tokens depending on the good or bad work of your monster within a fixed time.

Laziness

Your monster will become lazy if you allow its VIT to decrease.

Recovery

Put your monster to sleep and any lost VIT will be recovered.

Collapse

If you allow the VIT to reach 0, your monster will collapse. For a while, you will no longer be able to give it commands. When some time has passed, it will gradually recover.

Strain

Push your monster too far (e.g. by making it work when its VIT is low) and its Allegiance Level will decrease. Its parameters will also change.

Strong points and weak points

Every monster has a job that it is good at and a job that it is bad at. Experiment to help your monster to find its vocation.

MINI-GAME COLLECTION "STUFF"



Press the D-Pad to select a mini-game then press the **A** Button to enter your selection.

To select a different game, press the **B** Button until you return to the title screen, then reenter your selection.

Chicken!

This is a "catch the chicken" game.

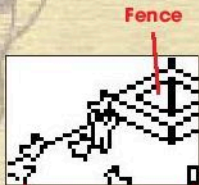
The game

Catch the chickens and throw them into the fenced off area. How many chickens can you catch within the 30-second time limit?

* Aim within the fenced off area when you throw the chickens. If a chicken lands on top of a fence, it will escape.

Controls

- A** Button Catch/throw a chicken
- B** Button Jump (+D-Pad: run, + **A** Button: long throw)
- D-Pad Move character/change direction



Number of captured chickens

Time Remaining

Slots



Token Collection

The game

Press the D-Pad to select a "BET" number and press the **A** Button to start the slot machine. Every time you press the **A** Button, one of the drums will stop. If all or some of the icons are the same, or you have a lucky combination of icons, you will win tokens. The number of tokens that you can win depends on the icons.



PSR



VMU Link-up

Select "VS HUMAN" and the VMU will display "CONNECT." Connect two VMUs together to play Paper Scissors Stone with a friend.

The game

Beforehand, decide on a strategy. Will you select the hands, or will you leave this decision to the computer? When playing against the computer, the number of hands will rise as your level rises.

Strategy

Decide on a strategy. When you first play, you will select from 10 hands. Press the D-Pad to select between paper, scissors or stone, and to move the cursor.

Random

The computer will randomly select your hands.

Start!

"VS COM" to play the computer and "VS HUMAN" to play against a friend. Connect two VMUs to start the game.

Score

Displays your total wins and losses.



Strategy Screen



Battle Screen

Boink!



Token Collection

This is a highly stress relieving, mole smashing game.

The game

Press the D-Pad to move the cursor and the A Button to hit a mole. You will acquire tokens based on your score.

Endless

This is a mode without time limits.

1-Min.

Try to see how many moles you can hit within a minute.

20-Sec.

Try to see how many moles you can hit within 20 seconds.



* Press the Button to return to the Command Screen during the "Eternal challenge." Select "End" to stop playing. Select "Score" to display the score/high score, "Sound" to switch the sound ON/OFF and "Continue" to return to the game.

* During "20-Sec." you will lose points if you miss a mole.

MINI-GAME "EDITOR"



Press the D-Pad to select a mini-game then press the Button to enter your selection.

To select a different game, press the Button until you return to the title screen, then reenter your selection.

Climax Editor

Use your VMU to draw dot pictures with this wonderful dot editor.

Method

Press the D-Pad to select and press the Button to enter your selection.

Controls

Button Draw a dot (Use with D-Pad to draw a line)

Button Erase a dot (Use with D-Pad to erase a line)

D-Pad Move cursor

Mode Button ... Return to the Editor Command Menu

Commands

Editor Edit saved files

File Save file manager. Switch sound ON/OFF

Transform Delete files, view your dot picture upside down or on its side; scroll picture. Select "Prepare Icon" to change the size of your picture so that it fits the VMU screen

Animation Make a slide show with your saved files



Cursor

The cursor is a flashing dot

How to input file names



1. Select a group of letters from row (1)
2. Select a single letter. The letter that you select...
3. will be displayed here. When you have finished, select "ED" from row (1). "SP" means, "Space." Press when the cursor is on row (2) to return to row (1).

Save your dot picture in order to hang it in your picture frame in the Collection Room. Upload the picture at the VMU Device in the Monster House. Select "Climax Editor," then "Icon," and your picture will be displayed as an icon on your VMU screen. The VMU Device will read the first file saved in "Climax Editor" (the first file on the left).



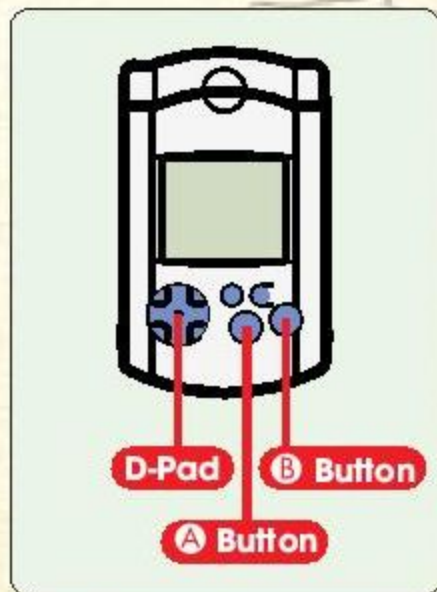
Exhibit your pictures!

MINI-GAME "YOGURT ADV."



"Yogurt's Big Adventure" consists of "What Yogurt?" and "Yogurt Mansion."

"What Yogurt?" Mode



Your aim is to clear various goals such as "errands" and "treasure hunts." However, Yogurt selfishly does his own thing, moving around as he wants, and not as the player wants. Have fun trying to understand Yogurt's way of life. The game ends when Yogurt's "enthusiasm" reaches 0.

Friendship Mode

As time passes, trust rises. When Yogurt trusts you enough, you can control him for a short time. Also, Yogurt's "enthusiasm" will increase or decrease in relation to his actions.

Basic Controls

- A** Button ...Enter Friendship Mode (When you have built up enough "trust")
 - B** Button ...View Action Records (up to 8) → Map → Return
- *D-Pad is not used.

Friendship Mode Controls ("M" is displayed left of trust level)

- D-PadMove Yogurt
- A** Button ...Action (Yogurt decides what actions will happen)
- B** Button ...View Action Records (Up to 8) → Map → Return

"Yogurt Mansion" Mode



More and more strange and wonderful people and monsters will come and live in Yogurt Mansion.

OTHER CHARACTERS



Just like Sword, all the other characters in Land were thrown into this mysterious world against their will. They are, like Sword, victims who were reluctantly dragged there. But maybe they know something about the unsolved mystery of the world that Sword doesn't. With this in mind, try to speak to the residents of Time Stalkers as much as possible.



Nikki
The wife of the item store owner.



Nocchi
The son of the item store owner.



Kiwi
A mysterious pet.



Crystal
A mysterious android.



Captain Hawk
An overbearing man who is too fond of women.



Mr. Wire
An argumentative youth.



Bob
A carefree store boy.



Princess Rose
A curious and very healthy princess.



Sir Arthur
One of the knights who escort Princess Rose.



Dr. Alan
A genius who is only interested in himself.



Bunny Noiman
The wife of Mr. Noiman. She truly loves her husband.



Billy
A rather rural man.

EMOTION INDICATORS



There are countless monsters roaming around the dungeons. They may be monsters, but monsters have feelings too, you know! If you can master how to read these Emotion Indicators, you will be on your way to winning Time Stalkers.



Conversation Mark

This means that this monster is chatting to his allies. They are discussing forming parties, or reviving fallen allies.



Heart Mark

This means that this monster is very curious and wants to approach the main character. Such monsters won't instigate battles.



Anger Mark

This means that the monster is angry and has a high level of aggression. If your character enters the monster's sector, the chances are very high that it will instigate a battle.



Star Mark

This sign means that the monster is suffering the effects of an curse.



Sweat Mark

This means that the monster is hurrying. A monster will sweat when the main character is running too fast and leaving it behind.



Sleep Mark

This means that the monster is sleeping. The monster isn't thinking about anything and won't instigate a battle. It is very easy to sneak pass such a monster.



"Well, let me see..." Mark

This means that a character has just stepped on a trap.



Music Mark

This means that the monster is in a good mood and has a low level of aggression. Even if your character enters the monster's sector, it won't instigate a battle.



Surprise Mark

This mark is shown when the main character is discovered or when the character is surprised.

ADVENTURE HINTS



The initial flow of the game

In hot pursuit of an armored knight who had suddenly attacked him, Sword finds himself lost in a strange clock tower. Upon opening a book lying closed in a room, Sword is dazzled by a fierce ray of light that the book emits. He is knocked out. Some time later, Sword regains consciousness to see that the book is gone. Stranger still, he leaves the room and walks into a corridor to find that...the stairway that he previously climbed has vanished. What sort of a place has he stumbled into?



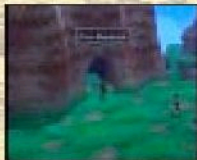
Clock Tower Dungeon

This is a practice dungeon. The dungeon contains many helpful signboards with essential game play information written on them. On the top floor of the dungeon, Sword finds the knight whom he chased during the opening sequence of the game. Sword must defeat the knight. If Sword fails, he will restart from the room where he opened the book.



Sword receives the Hero's Crest (Sword's House)

After clearing the practice dungeon, Sword meets the mysterious old man for the first time. Sword is told that he is a hero who will protect the world. In a lavish display of generosity the old man has even prepared a house and a butler for Sword. From now on, Sword will keep his indispensable things here (such as the Hero's Crest). Without the Hero's Crest, neither Sword, nor any of the other main characters can enter a dungeon.



A new Piece arrives – Enter the Fire Mountain Cavern

Sword watches as a new piece falls from the sky and begins to wonder if the mysterious old man wasn't altogether talking nonsense. Filled with curiosity, Sword sets off towards the first dungeon; the Fire Mountain Cavern. But before entering the dungeon, Sword had better buy some equipment and items from the store. Don't forget that Sword can only carry up to 4 items into a dungeon.

Time Stalkers Q&A

Q1. I can't register magic spells and skills.

There are limits on the number of magic spells and skills that you can register. Your characters will learn more skills and magic spells as their titles increase, the result being that not all of the skills and magic spells can be registered. If this happens, you should select which skills and spells you want to use in the dungeon before you enter.

Q2. I can't use equipped equipment, or registered magic or skills.

If your character's parameters don't meet the specifications to "master" an equipment item, magic or skill, you will not be able to use these things to their full potential - even if you have equipped/registered them. For more details, read LEVEL UPS AND MASTERY (→P28 of the Time Stalkers Manual).

Q3. I can't "move" during battles.

To move, you must first acquire then equip your character with some boots. Before fighting, equip your character at the Item Command Menu (→P22 of the Time Stalkers Manual). Also, if your character's basic parameters do not meet the specifications to "master" the boots (→ P28 of the Time Stalkers Manual), you will not be able to use them.

Q4. I can't enter the dungeon because I have too many items.

Sword can only carry 4 items into a dungeon (Rao and Nigel can carry more). Level up in a dungeon, and the number of items that your character can carry will increase.

Q5. After leaving a dungeon, the number to the right of an item (+9) has disappeared.

An item which has a number such as "+9" attached to it has the advantage that it will allocate bonus points to the parameters. This indicator and its consequent increased parameter values will disappear when your character leaves the dungeon.

Q6. My monsters vanished when I came back to the town.

If you are defeated in a dungeon, any unregistered monsters in your party will vanish. Registered monsters will be returned to their capsules.

Q7. How can I get mini-games?

You can buy mini-games at the Souvenir Store, or the Convenience Store. Take one to the Monster House in Fountain Square and you can download it to your VMU. The game will vanish once you have downloaded it. To download it again, you will have to buy a new copy of the mini-game from a store.

YOGURT



YOGURT

Yogurt's role and abilities are completely unknown and his true character is enshrouded in mystery. Surely he has a terribly important role to play in Time Stalkers. Could it also be that he serves no use whatsoever?

