

# TIME™ COMMANDO



MS-DOS® - WINDOWS® 95

## GAME GOAL

Your mission is to *destroy* the virus that has invaded the HISTORICAL TACTICAL CENTER's central computer system. The game leads you through 8 of history's grandest epochs to arrive at the 9th level—where the virus is located. To do this, as you travel through time you must capture as many non-infected memory circuits (represented by blue chips) as possible. This way, you will send all the healthy memory circuits back to the main computer each time you reach the memory upload terminals.

But watch out! Time is against you, and the virus is progressively attacking the main computer's memory. When the memory is completely contaminated by the virus, the game's over. Your work will be slowed down considerably by the horde of virtual enemies deployed by the virus. You must combat and eliminate all these enemies as quickly as possible.

# MENU FUNCTIONS

To move the rotating selection frame, press the arrow keys  and . To select an option, press [ENTER] or [SPACE BAR]. To return to the previous menu, press [RETURN] or [ESC].

MAIN MENU

START GAME

NEW GAME

Before beginning a new game, you must choose a difficulty level. You can choose between four difficulty levels. If you find the game too difficult, choose the EASY level, or even VERY EASY, if you've never played a combat game before. Note : at the VERY EASY level, there's not much of a challenge, and that could spoil your fun... We warned you !

**Very easy :** the enemies are few and move very slowly. You will be alerted by a sound two seconds after entering a zone where you should have searched (to do this, press the [SPACE BAR]). The virus is slow to infect the HTC's memory, and there are more memory upload terminals.

When you press the [CTRL] key (just before striking), Stanley automatically aligns with the closest enemy. Same when a blow is given (by holding [CTRL] key and pressing one of the arrow keys).

**Easy :** a lot like the « Very Easy » mode, but the virus and the enemies are faster.

**Normal :** this difficulty level offers the best combination of difficulty and challenge, and will give you optimum satisfaction. In this mode, there is no more sound to alert you when you have just crossed an area that you should have searched...

**Hard :** when you've finished the game at the « Normal » level (or if you find it too easy ! ), try « Hard ». The enemies are even stronger and faster. You will also have more freedom of movement due to the fact that each of your blows will NOT be automatically aimed at the closest enemy. However, the automatic alignment still works when pressing the [CTRL] key alone.

LOAD GAME :

If this choice is unavailable (grey), it's because there is no game in progress saved for the current player's number at the difficulty level selected. During the game, each time you arrive at a memory upload terminal (a large, plasmatic half-sphere : see BONUS description), use the [SPACE BAR], and you will not only damage the virus' memory, but will also save the game in progress on your hard drive (if space is available).

The screen displays four wheels featuring the last image of every game saves for each difficulty level. The saves displayed are only

those corresponding to the player number entered. Use the left and right arrow keys to select the wheel of the difficulty level at which you wish to play. Then use the up and down arrow keys to scroll through the saved games available (of course, if you have never played at this difficulty level, no saved game will be available on the wheel). Finally, press [ENTER] or [SPACE BAR] to begin to play the selected game... just where you left it.

To delete a saved game (i.e. to increase the available space on your hard disk), just select the game and press [DEL]. A confirmation will be asked. Choose OK to irremediably delete the file.

### START CODE:

Allows you to enter an 8 letter code to directly access the level (epoch) you want.

To enter the code, use the right and left arrow keys (→ and ←) to select a letter-coding wheel, then use the up and down arrow keys (↑ and ↓) to choose a letter on the wheel. You can also directly type the letters on the keyboard to compose your code. To validate your start code, press [ENTER] or [SPACE BAR], and you will directly be sent into the game. A start code contains all the information necessary to play: epoch, player's energy, extra lives, progression of the virus (infected memory level), difficulty level. The password for each epoch is shown at the beginning of the corresponding level. (Note: there is none on the first level). The game start codes are not as useful as the saves processed at each memory upload terminal. However, their portability might come in handy: a friend (or a specialised magazine) may give you better codes for restarting in better conditions at those levels where you've had difficulty from the beginning. Remember to note them when you see them, you might be able to help someone else.

### PLAYER No

(1, 2, 3, 4, 5) + [ENTER] allows you to change the current player number. During the game, each save performed when reaching a memory upload terminal is granted to the current player number. Only the games saved by the current player number will appear in the game loading screen.

### OPTIONS

Allows you to change the parameters linked to the set-up of your computer.

### DISPLAY

**Resolution** : choose the resolution of games and menus. The three resolutions proposed to you will depend on your computer; the 320 x 240 mode (number of pixel points on the screen) is the fastest. The 640 x 480 mode provides the clearest image, but is also the slowest. The difference in resolution does not affect the details of the decor.

**Textures** : if the game still isn't fast enough for you in low resolution (320 x 240), you can suppress the detail in the texture of objects. The game won't look as nice, but you can noticeably boost the speed.

**Flipping** : this choice is only accessible if your video card can handle this mode. If the option is available (not crossed out in red), the game's displays will be of a better quality. You can also disable this option to speed up the game.

### SOUND

**Sound FX (DOS)** : controls the volume of sound effects with the left and right arrow keys (← and →). The volume is shown by a bar under the words "sound effects".

**Volumes (Windows® 95)** : opens Windows® 95's "Volume Settings" window (for music and sound together).


**Note** : This option will take you back to Windows® 95's volume control program. To return to the game you will need to left click on the Time Commando™ box that is on the Taskbar.

**Music (DOS)** : lets you turn the music on and off. When it is off, "Music" is crossed out in red.

**Stereo Inverse** : allows you to inverse the stereo sound of special effects (right/left).

## CONTROL

**Default set** : by selecting this option, you restore all original key settings, as programmed by ADELINE SOFTWARE.

**Definition** : this choice allows you to define the game's control keys. When you select this option, the screen goes black and the first line reads "High :." Press the key you want to replace the arrow key  (default key). Another line then displays, "Low :." press the replacement key, and so on.

With MS-DOS®, if you have a Creative Labs Joypad, press the keys on the Joypad instead.

With Windows® 95, all joysticks and joypads that have been properly set-up can be selected using this menu.

## EXIT

To quit the game and return to your MS-DOS® or Windows® 95 operating system.

## IN-GAME MENU

Pressing [ESC] at any point in time will display this menu.

### BACK TO GAME

go back to the current game

### DISPLAY

See DISPLAY, under the heading OPTIONS on page 15

### SOUND

See SOUND, under the heading OPTIONS on page 15

### QUIT

stop the current game and come back to the main menu.

# Keyboard Commands

The following key commands are those designated by default. You can, of course, modify these commands (see corresponding menu).

- To move. The character moves by simple use of the arrow keys.
- Move forward (if an enemy is near, Stanley will jump forward slightly).
- Move backward.
- Move clockwise.
- Move counter-clockwise.

When you are faced with an enemy and close enough to him, his "life bar" is displayed.

## HAND-TO-HAND COMBAT

- Guard
- Right handed punch
- Protection / Parry
- Left handed punch
- Kick

## HAND WEAPONS (club, sword, mace, broad blade knife...)

- Guard
- Lateral strike to the right
- Protection / Parry
- Lateral strike to the left
- Frontal strike

## FIRE ARMS, THROWING ARMS, PROJECTILES (rocks, bows and arrows, pistols,...)

- Aim
- Turn left and aim
- Turn right and aim

When an enemy can be attacked with the weapon you are using, a rifle sight will be displayed over him.

- Fire / throw
- Reload

## DODGE

In case of danger, you can interrupt the reload phase by dodging right or left.

- Rapid lateral dodge to left
- Rapid lateral dodge to right
- Long forward jump.
- Dodge backwards or duck.

## [SPACE BAR]

Search / action.

The space bar is the "adventure" key. It allows you to search the decor to try to find a bonus, to turn on a mechanism, to open a door, or to make Stanley take a particular action if the situation calls for it (for example, he can climb, lay down flat, ...).

1 2 3 4 5 6

Direct selection of a weapon.

These keys allow for direct selection of one of the weapons displayed in the six boxes on the bottom of the screen—as long as the number you choose corresponds to a box containing a weapon.

W X

Rotating weapon selection.

These keys allow you to go from the weapon you're using (highlighted by a yellow frame) back to the one before, or on to the next one in the list. The selection frame moves directly on to the last / next weapon available. (There is no difference in the result if you choose a weapon directly by its number. Use whichever method suits you best.)


ESC

Display menu "Option" (to display Option menu during game, see page 15)

P

Pause.

To momentarily pause the game in progress. Music and sound effects are deactivated. To resume the game, press another key.



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Customer Support

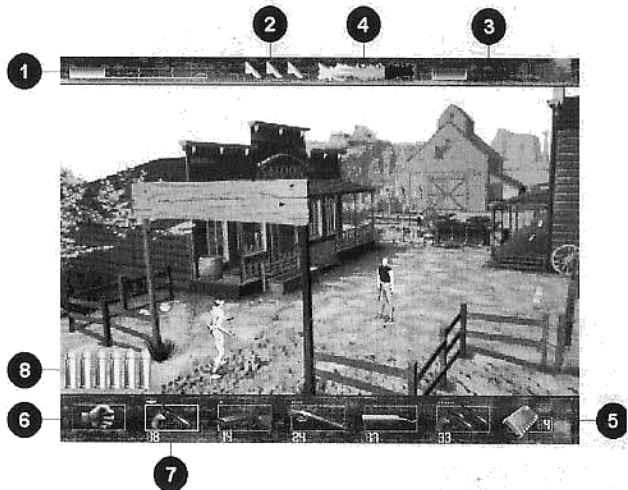
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# Game Screen Description



## 1 PLAYER ENERGY

Your energy level is shown by more or less filled "batteries". The maximum number of batteries is 4, and each time you get hit, your energy drops. When your battery level reaches 0, you're dead.

## 2 EXTRA LIVES

The maximum number of extra lives is 3. Each time you die (meaning you have no more energy or that the virus has completely contaminated the computer's memory), you can continue to play the current game if you have an "extra life." In this case, your energy is recharged to the maximum level (but in no case will it be more than the number of batteries). During the few seconds of flashing, you will be immortal.

## 3 ENEMY'S ENERGY

Each time you are confronted by an enemy, his "life bar" will be displayed. When it reaches 0, he's dead.

## 4 INFECTED MEMORY INDICATOR

During the game, the virus progressively infects the memory of the HTC computer. This bar indicates its progress. A few minutes before it is full, you'll hear a steady "beep" that grows louder. When the memory is completely contaminated, you're dead.



## 5 NON-INFECTED MEMORY STOCK

Throughout the game, you must collect as many non-infected memory circuits as possible. These must be put in the memory upload terminals in order to stop the virus' progression.

## 6 LIST OF AVAILABLE WEAPONS

Each level disposes of weapons from that time period. You will find them by destroying an enemy, picking them up off the ground, or searching for them in certain places. Each time, they are stockpiled in your weapon inventory boxes. Additional information may be displayed above or below them, depending on the characteristics of each weapon. For each arm that requires ammunition, the total amount of ammunition available is displayed above it. For a weapon with a charger, small white bars indicate the weapon charger's capacity and the total quantity of ammunition available in it. If the charger is empty, but you still have ammunition for the weapon, you have to reload.

## 7 WEAPON SELECTED

A yellow frame and a brighter display indicate the weapon you have in hand.

## 8 AMMUNITION IN THE WEAPON CHARGER

If your weapon has a charger, the ammunition available in the charger is displayed on the side of the screen.

# BONUS DESCRIPTION

## Healthy memory (blue chips)



Memory circuits non-infected by the virus. Pick up as many of them as possible.

## Memory upload terminal (plasmatic half-sphere)



Each time you near a memory upload terminal, place yourself in front of it and use the Action key [SPACE BAR]. All the healthy memory circuits you have collected will then be sent back to the main computer to hold off the virus' progression.

Each time you upload your memory, the game you're playing is saved. (You can make one save per memory upload terminal and per player at the difficulty level chosen).

### Life Points (yellow cubes)



When you step on a yellow cube, you win back a little energy. But the power you may gain this way is limited by your current number of energy stockpile batteries (1 to 4).

### Life Points (red cubes)



When you step on a red cube, you gain the equivalent of one battery's worth of life points. Once again, the power gained cannot exceed (nor increase) the number of energy stockpile you have left.

### Energy stockpile battery (yellow battery)





Each battery you recuperate is added to your energy stockpile capacity (points of life) until the maximum number of "batteries" (4) is reached. If you pick up a new battery when you have already four, it will only raise to its maximum the energy in the stockpile currently in use.

### Extra life



The game is over when your energy level reaches zero, or when the virus has contaminated all of the HTC computer's memory. However, if you have an extra life, you've got another chance... You will reappear, flashing on and off, at the spot where you died. As long as the flashing continues, you are immortal. When you use an extra life, part of the infected memory is restored and your current energy goes back up to maximum; however you lose one of your stockpile batteries (if you had more than one).

# Hints & Tips

- It's not necessarily a good idea to restart a game you've just lost at the last save. A difficult passage, which may have caused you to lose a lot of points and time just before activating a memory upload terminal, could put you at a disadvantage in the game. In this case, you're better off restarting the game one or two memory upload terminals before, choosing a place where conditions are more favourable.
- Even though this isn't necessary in the easier modes, once you get up to the Normal mode, vary your combat tactics: use the lateral dodges [ALT]  or [ALT], the protection/parry [CTRL]  and frequently change the way you strike the enemy.
- With Windows® 95, and depending on the performance of your CD-ROM player, you might experience audio problems in the intro movie or unsmooth backgrounds during the game. In this case, we recommend that you activate or deactivate the memory buffer for the CD-ROM. To access this menu, reach for the "Configuration Panel", choose "System Properties", then "Performances", "File System" and then "CD-ROM" to finally open the sub-menu "Optimise access for...".
- If you are unable to run in High Resolution 640 x 480 (SVGA) mode, even though your video card supports it, it is possible that you don't have enough RAM. You must have a minimum of 6 Mb of free RAM to access this mode.

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