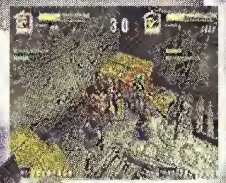
How ya gonna kill em if they are already dead?



ZOMBIE REVENGE

AVAILABLE NOW ON SEGA DREAMCAST

MATURE TM M CONTENT RATED BY ESRB

SEGA

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TIMESTALKERS™

TEEN TM T CONTENT RATED BY ESRB

SEGA®

51011

WARNINGS Read Before Using Your Sega Dreamcast Video Game System

CAUTION

Anyone who uses the Dreamcast should read the operating manual for the software and console before operating them. A responsible adult should read these manuals together with any minors who will use the Dreamcast before the minor uses it.

HEALTH AND EPILEPSY WARNING

Some small number of people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns that they encounter in everyday life, such as those in certain television images or video games. These seizures or loss of consciousness may occur even if the person has never had an epileptic seizure.

If you or anyone in your family has ever had symptoms related to epilepsy when exposed to flashing lights, consult your doctor prior to using Sega Dreamcast.

In all cases, parents should monitor the use of video games by their children. If any player experiences dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, IMMEDIATELY DISCONTINUE USE AND CONSULT YOUR DOCTOR BEFORE RESUMING PLAY.

To reduce the possibility of such symptoms, the operator must follow these safety precautions at all times when using Dreamcast:

- Sit a minimum of 6.5 feet away from the television screen. This should be as far as the length of the controller cable.
- Do not play if you are tired or have not had much sleep.
- Make sure that the room in which you are playing has all the lights on and is well lit.
- Stop playing video games for at least ten to twenty minutes per hour. This will rest your eyes, neck, arms and fingers so that you can continue comfortably playing the game in the future.

OPERATING PRECAUTIONS

To prevent personal injury, property damage or malfunction:

- Before removing disc, be sure it has stopped spinning.
- The Sega Dreamcast GD-ROM disc is intended for use exclusively on the Sega Dreamcast video game system. Do not use this disc in anything other than a Dreamcast console, especially not in a CD player.
- Do not allow fingerprints or dirt on either side of the disc.
- Avoid bending the disc. Do not touch, smudge or scratch its surface.
- Do not modify or enlarge the center hole of the disc or use a disc that is cracked, modified or repaired with adhesive tape.
- Do not write on or apply anything to either side of the disc.
- Store the disc in its original case and do not expose it to high temperature and humidity.
- Do not leave the disc in direct sunlight or near a radiator or other source of heat.
- Use lens cleaner and a soft dry cloth to clean disc, wiping gently from the center to the edge. Never use chemicals such as benzene and paint thinner to clean disc.

PROJECTION TELEVISION WARNING

Still pictures or images may cause permanent picture tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

SEGA DREAMCAST VIDEO GAME USE

This GD-ROM can only be used with the Sega Dreamcast video game system. Do not attempt to play this GD-ROM on any other CD player; doing so may damage the headphones and/or speakers. This game is licensed for home play on the Sega Dreamcast video game system only. Unauthorized copying, reproduction, rental, public performance of this game is a violation of applicable laws. The characters and events portrayed in this game are purely fictional. Any similarity to other persons, living or dead, is purely coincidental.

Thank you for purchasing Time Stalkers! Please note that this software is designed only for use with the Sega Dreamcast console. Be sure to read this instruction manual thoroughly before you start playing Time Stalkers.

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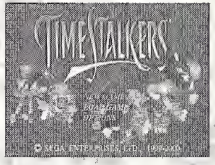
SEE WEBSITE **There is so much to Time Stalkers, that we couldn't fit it into one manual!! Whenever you see this icon, please refer to the Time Stalkers website.**

http://www.sega.com/timestalkers

Time Stalkers is a memory card (Visual Memory Unit, or VMU (sold separately)) compatible game. To save game files and to download mini-games, you must have the amount of blocks of space available shown to the right.

STARTING AND SAVING

Place the Time Stalkers disc into your Dreamcast console, press the disc down until it clicks into place, close the lid and press the POWER Button to turn ON the power. The play demo will start a few moments later. Press Start during the play demo to display the Title Screen. Press Start once more to display the Mode Select Screen.



●STARTING A GAME

Select "NEW GAME" from the Mode Select Screen, then press the Ⓐ Button to enter your selection. You will be shown the opening story in which our hero, Sword, finds himself lost in a fantasy world. Once the opening story is over, the game will start. (You cannot skip the opening story).

●CONTINUING A PREVIOUSLY SAVED GAME

Select "LOAD GAME" from the Mode Select Screen, then press the Ⓐ Button to enter your selection. Select a memory card, followed by a game file, then press the Ⓐ Button to continue playing a previously saved game.

WHITE: Save file (a file saved at Sword's House)

YELLOW: Fast save file (a file saved half way through a dungeon)

●CHANGING GAME SETTINGS

Select "OPTIONS" from the Mode Select Screen, then press the Ⓐ Button to enter your selection. All the game settings can be changed.

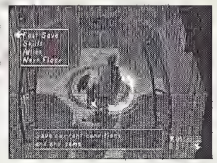
●SAVING

You can save the game in Sword's House during game play. When you restart the game, you will start from the place where you last saved.

Within the Fountain Square Piece (Talk to Mutton the Butler) →P9 — Sword's House

●FAST SAVE

You can save when your character is in a dungeon and completes a floor. After saving, the Title Screen will be displayed. Your fast save file will be deleted once you have used the file.



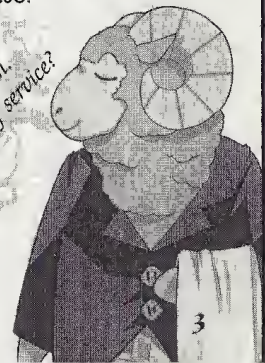
Dungeon Set-Up Window →P24

FILES

The indicators are different for normal saving and fast saving.

MUTTON THE BUTLER

He looks after Sword's House.



THE STORY

This is a fantasy world.
A medieval world, an ancient world, and even modern Japan...
Countless worlds nonsensically bind to form this amazing and yet tiny world.
So who created it? And for what reason or purpose?
No one knows.
A man is summoned.
His name is Sword. He is a wandering adventurer.
A mysterious old man welcomes Sword to the world and calls him a "hero."
The old man gives him a mission. Sword must solve the hidden mystery of this world.
Who created this world? And why?
And... is it possible to escape from it?
Many mysteries and strange labyrinths lie before Sword as he sets off on his adventure.
But Sword is undaunted and decides to bravely defy the myriad obstacles that stand in his path.

●PIECES

This world contains o bizarre collection of geographical features from many eras and locotions, such as Medievol Europe and 1980s Japan. Each geographical feature is known os a "Piece." In every "Piece," the people, who once lived in each place and each era, continue to live their normal everyday lives. The world is enwrapped in the space of a different dimension, and consequently, its geography frequently chonges.

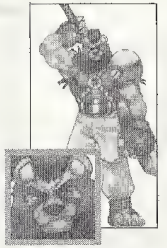
●THE HERO'S CREST

Your character must be carrying the Hero's Crest to enter a dungeon. Sword receives the Hero's Crest from the old man ot the beginning of the gome. As the story develops, Sword is able to pass the Hero's Crest to the following characters once he hos met them. You can change the character that you ore currently using by selecting "Chonge Character" in Sword's House.

CHARACTER INTRODUCTIONS

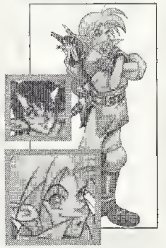
These are the main characters. How will Sword meet them?

The main character. **Sword** travels without destination. As much as he tries to pose and appear to be a ladies' mon, he's actuolly rosh ond careless. His sword obility, however, is first-closs.

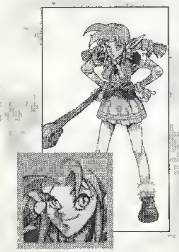


Rao is a halfling; half human and half Rioring Tribe lian soldier. He is uncommunicative, but very brave. Roo is a proud and lonely warrior who seeks fulfillment through fighting.

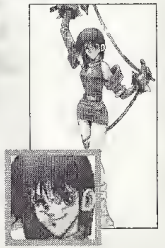
Marion is o doll in every sense of the word! She is a battle mochine produced by an unknown manufacturer. She is devoid of emotion, but she is fascinated by humans.



Nigel is a treasure hunter. He loves danger. He has an inseparable friend named **Friday**, who is a Sprite.



Pyra is an elf. She is also a magician with a violent temper. Although she is serious, she causes fear and is very scary. She is gifted with advanced offensive magical abilities.

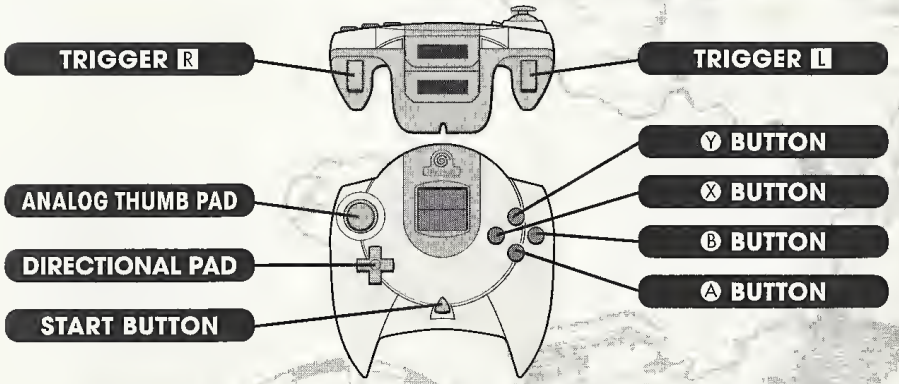


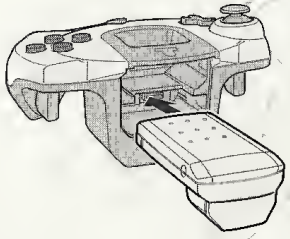
Lady is a young woman who has run away from her distinguished family. She's a real troublemaker. Lady is impulsive, and never considers the consequences of her actions. She has the besf fighting ability in the world.

CONTROLS

This is a one-player game. Connect your Dreamcast Controller to Control Port A.

* Insert a memory card into Expansion Socket 1 of your controller.
* To save game files, you must have the following amount of blocks of available space on your memory card.
  Main game: 16 Mini-games: 54-123 for each game
* To soft reset, simultaneously press and hold the Ⓐ, Ⓑ, Ⓧ, Ⓨ and Start Buttons on the controller.





THE JUMP PACK™ (SOLD SEPARATELY)

* Make sure that you insert the Jump Pack into Expansion Socket 2 of the controller.
* Do not remove the memory card or Jump Pack while saving.

●MOVEMENT WINDOW (TOWN)

Button	Function
Analog Thumb Pad	Movement (Press fully to run)/Look around (First person view)
Directional Pad (D-Pad)	Selection/ Look around (First person view)
Ⓐ Button	Enter a selection/Conversation/Enter a building
Ⓑ Button	Cancel/Close all the windows
Ⓧ Button	Change camera angle (First person view)
Ⓨ Button/Start Button	Open the Command Menu (→P22)
Triggers L/R and the Start Button are not used.	

●MOVEMENT WINDOW (DUNGEON)

Button	Function
Analog Thumb Pad	Movement (Press fully to run)
D-Pad	↑: Change map; →: Switch the Map ON or OFF
D-Pad	↓: Change the camera angle (Overhead↔Rear)
Ⓐ Button	Check Mode→Pick up an item/Initiate a battle (→P18)
Ⓑ Button	Cancel/Close all the windows
Ⓧ Button	Search (→P18)
Ⓨ Button/Start Button	Open the Command Menu (→P22)
Triggers L/R	Rotate the camera angle (During the overhead camera angle)
Left on the D-Pad.	

●BATTLE WINDOW (DUNGEON)

Button	Function
Analog Thumb Pad/D-Pad	Selection
Ⓐ Button	Enter your selection
Ⓑ Button	Cancel
Triggers L/R	Party member selection
The Ⓧ, Ⓨ and Start Buttons are not used.	

COMMAND MENUS

●MOVEMENT (TOWN) →P22

Items	Equip your character with, dispose of and view the details of items
Skills	Skill Menu, registration*, removal, seal**
Spells	Spell Menu, registration, removal
Status	Display the Status Window (Only for the main character) (→P26)
Lists	Display a list of acquired items and captured monsters
Allies	Let monsters in and out of their capsules, change battle formation

* "Registration" is when your character is able to use a newly learned magic skill or a captured monster. Skill and magic registration is automatic. Monster registration is not automatic.

** "Sealing" is necessary at times when your character's parameters are too low to be able to "master" a registered skill. Sacrifice a skill by sealing it in order to use your character's other skills while its parameters are still low.

●MOVEMENT (DUNGEON) →P22

Items	Equip, use, dispose of, identify*, repair*, and view the details of items
Skills	Skill Menu, check your monster allies' skills
Spells	Spell Menu, cast magic spells, use the spells of your monster allies
Status	Status Screen (main character and allies) (→P26)
Lists	Display a list of acquired items and captured monsters
Allies	Reorganize the fighting formation of your monsters

* Special skills and items are needed to "identify" and "repair." Furthermore, "spells" and "skills" can only be registered outside of dungeons. "Spells" and "skills" are automatically registered even when the windows are not displayed.

●BATTLES (DUNGEONS) →P25

Attack	Attack techniques, weapons or bare fists (VIT Consumption)
Spell	Attack using magic (MP Consumption)
Item	Use items
Defend	Defend, dodge and run away (Not necessarily 100% successful)
Movement	Move within your sector (Equipped "boots" or skill required)
Capture	Capture a monster (Registration "capture" of skill required)

●SET-UP WINDOW (DUNGEONS) →P24

Bonus Point Distribution	Allocate bonus points (e.g. to the "basic ability parameters")
Skills	Check and seal your own and your monster allies' skills
Allies	Let your monsters in and out of their capsules
Fast Save	Save a game file in a dungeon (→P3)

●SWORD'S HOUSE (TALK TO MUTTON) →P3

Store Item	Save items
Collection	Display a collection item
Save	Save a game file
Character Change*	Replace Sword with a new main character
Options	Change game options and view character profiles

* You can only do this when the story has developed.

●THE CHURCH SEE WEBSITE

Monster Revive	Revive registered monster allies (There is a charge for this)

●ITEM STORE SEE WEBSITE

Buy	Buy an item
Sell	Sell an item

●HOLOGRAM MACHINE (IN THE MONSTER HOUSE) →P30

Graze	Put a monster in the Monster House
Encapsulate	Take a monster out of the Monster House
Register	Register a monster (You can also give the monster a name)
Release	Remove a monster (A selected monster will be completely deleted)

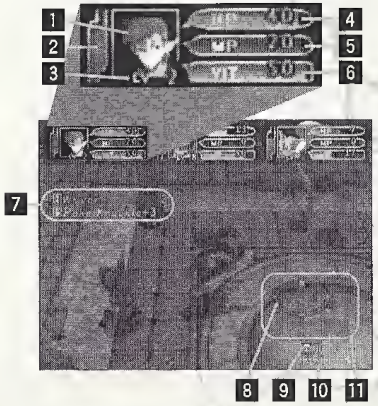
●VMU DEVICE (IN THE MONSTER HOUSE) SEE WEBSITE

Download Game	Download a mini-game to your VMU
Delete Game	Delete the mini-game that is currently stored in your VMU
Tokens	Buy, Sell and Exchange them for items, download into VMU
Download Monster	Download monsters to and from your VMU

GAME DISPLAY

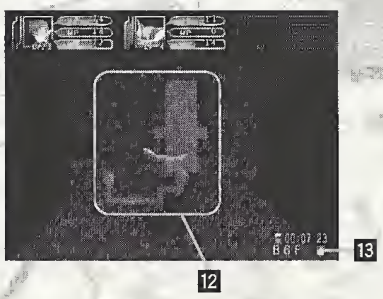
●MOVEMENT SCREEN (TOWN)

●MOVEMENT SCREEN (DUNGEON)

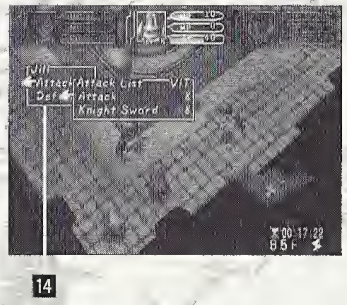


There are no onscreen indicators when your character is moving around town. 11 and 12 cannot be displayed at the same time in a dungeon.

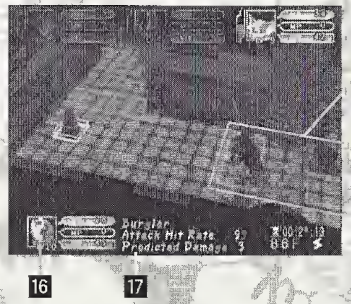
1. Character Portrait
2. Hunger Meter
3. LV (Level)
4. HP (Hit points)
5. MP (Magic points)
6. VIT (Vitality)
7. Search indicotor (Items ond monsters that you can search ore indicated as your character approaches them)
8. Compass (This always points north)
9. Elapsed time (Only tor the current dungeon)
10. Floor indicator



●BATTLE SCREEN (COMMAND MENU)



●BATTLE SCREEN (BATTLE FIELD)



11. Radar
12. Auto map
    - Gray ..... Unexplored area
    - Orange .... Unsearched area
    - Green ..... Searched area
    - Yellow ..... Ally
    - Red ..... Enemy and/or Trap
    - Blue ..... Items
13. Attribute icon
    This displays the attributes of the floor (→P17)
14. Command Menu (During battles) (→P25)
15. Battle field indicator
    - Blue ..... Within range
    - Red ..... Out of range
    - Yellow ..... Ally
16. Enemy status display (Only one enemy at a time)
17. Monster name, hit rate, expected damage

Modifying the Movement Screen in a Town

- **⊗ Button** .... Overhead view↔First person view
- **D-Pad/ Analog Thumb Pad** ..... Rotate camera angle (Only when using first person view)

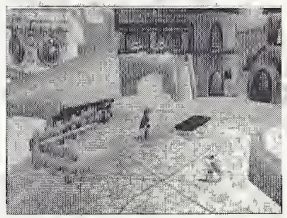
Modifying the Movement Screen in a Dungeon

- **D-Pad Up** .... Radar↔Auto Map
- **D-Pad Right** .. Switch the Radar ON/OFF
- **D-Pad Down** .. Overhead camera angle↔Rear angle
- **Triggers L/R** . Rotate camera angle (Only when using overhead camera angle)

GAME SYSTEM

The key to success in Time Stalkers is to remember to make all necessary preparations in town in order to negotiate the dungeons.

●TOWN

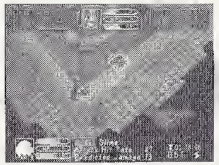


Here you can buy and sell items, gather information and prepare for your next adventure. The following facilities can be found in town:

Item Store .....Buy and sell equipment and food
Church .....Revive monster allies
Monster House .....Register and store your monster allies and download mini-games
Mr. Noiman's House .Quest introduction*/Sell precious goods to Mr. Noiman
Sword's House .....Save a game file, store items, and change the character that you wish to play with*

* You cannot do these things until the story has developed.

●DUNGEONS (THE REALM OF ADVENTURE)



The dungeons are where the most exciting part of your adventure happens. Here you can fight monsters and pick up items. The floor plan of every dungeon will randomly generate every time you enter, so you will never see exactly the same dungeon twice.

●QUESTS (YOUR JOB)

As the story develops, you can get new quests (jobs) at Mr. Noiman's House. You can re-enter previously cleared dungeons and set off on new missions. There are many tasks to complete, such as searching for specific items or defeating specific monsters. (→P32)

●STATUS

Hunger Meter

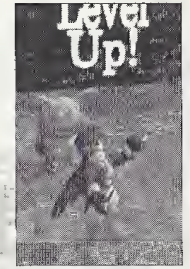
HP (Hit Points)
Physical strength. This is depleted when your character receives damage. If the main character's HP is reduced to 0, your dungeon quest will end. Also, when the Hunger Meter reaches 0, your character will gradually begin to lose HP.

MP (Magic Points)
This is the essential parameter for using magic. MP will decrease when you cast magic spells.

VIT (Vitality)
This is the essential parameter for using techniques. VIT will decrease when you use techniques. However, VIT will gradually increase as time passes.

Hunger Meter
This is the essential parameter for inspecting the dungeons. The Hunger Meter will decrease when you inspect orange colored areas. The Hunger Meter will also gradually decrease as time passes.

●LV (LEVEL) AND TITLES



LV (Level)
Experience levels are only applicable in dungeons. Your character's level will rise by 1 point for every 100-experience points they acquire in a dungeon. Your character's fighting power, defensive power, HP, MP and VIT will increase with each successive level up. Similarly, your character will be able to carry more items, and will be able to use magic and equipment which were previously not mastered. However, as soon as your character leaves the dungeon, their level will return to 1 again. (→P28)

Titles
Every time your character leaves a dungeon (whether through victory or defeat) it may be promoted to a new title. Unlike LV, which restarts from LV 1 every time your character enters a dungeon, titles build on the experience gained from each successive dungeon. When your character is promoted to a new title, they will be able to use new magic and skills. These spells and skills must be registered. Your monster allies can also receive new titles. (→P28)

●BATTLES AND SPECIAL ABILITY COMMANDS

Items (Equipment)
There are various "equipment items" such as weapons and armor, and "use items" such as tools.

Techniques (weapon items): There are several ways of attacking using techniques, both bare handed or using weapon items. These are only displayed during battles. Each weapon can be used to perform several techniques, and the total of performable techniques for each weapon increases with the level ups. Techniques deplete VIT. SEE WEBSITE

Magic (Registered)
Magic is a highly effective way of attacking. Magic depletes MP. Magic is usually more powerful than techniques are.

Attributes: "Fire," "Ice," "Lightning" and "No Attribute." "Fire" and "Ice" are opposite attributes "Lightning" is an independent attribute, so it is effective against both "Fire" and "Ice."

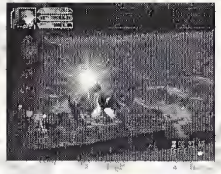
Level: Spells also have levels, and become more effective with each level up (→P28).

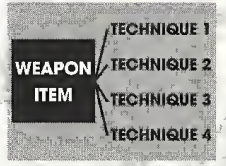
Classifications: Spells are displayed in the selection window using the following prefixes.
Mega-: Every member of a party, Giga-: All enemies

Skills (Registered)
Your character will gain many special abilities, such as extra strength when it acquires a new skill. SEE WEBSITE

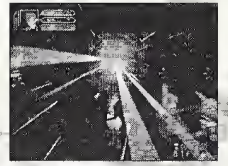
Level: Skills have levels too, but do not level up (→P28). You can acquire separate skills at every level.

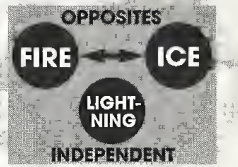
●MASTERY
During gameplay, your character will acquire "equipment items," "magic," and "skills," which you can then equip or register. However, some items, magic and skills require the character to have specific basic parameters (strength, wisdom, charisma, etc. →P28) in order to be effective. Your character will have to gain experience points, and you will have to allocate bonus points in order to "master" some items, magic and skills.





The relation between weapons and techniques





Magic: the attribute factor

●DUNGEON BATTLES

Parties
You can form a party of up to 3, including the main character. Enemy monsters can form parties of up to 4.

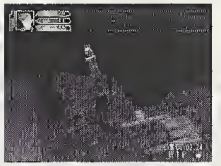
Ally Monsters
If you successfully "capture" a monster during a battle, it can become a member of your party (→P30). Register your newly captured monster in the Monster House, and you will be able to revive it in the Church SEE WEBSITE should it be defeated in a dungeon. You can also make it work for you in a mini-game SEE WEBSITE .

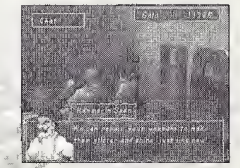
Aggression
This is the level of enthusiasm for battles that every enemy monster has. Aggression has a strong influence on the behavior of monsters, because although a monster that likes to fight will attack, monsters that dislike battles will not. (→P20)

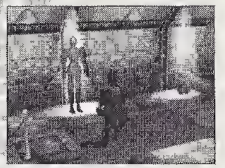
●OTHER THINGS

Legendary Items
There are only a few of these precious items in Time Stalkers. At the Blacksmith, you can add skills from other items to your legendary item (Transfer) or lower the parameter value to master using the item (Improve). SEE WEBSITE

Collection Items
You'll have a lot of fun collecting these. You can display them in the Collection Room next to Sword's House and go and admire them whenever you like, just as though you owned your very own museum. SEE WEBSITE





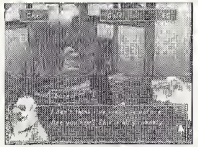


TOWN ACTIONS

The town (Fountain Square etc.) is the main base for the ployer in Time Stalkers. You can get information from various peaple, buy and sell items and prepare for the next dungeon. Furthermore, all the events happen in the town, so don't forget to explore every corner. The events will give you precious information as to whot to do next. The actions that you con perform in the town are outlined below.

●COMMAND MENU (Ⓨ BUTTON)

Press the Ⓨ Button to open the Command Menu to check the condition of your chorocters. (→P22)



●TALKING AND READING (Ⓐ BUTTON)

To collect informotion, press the Ⓐ Button near other characters and signbaords to speak and read. Similarly, press the Ⓐ Button in stores to buy weapons ond armor. Don't forget to drop into stores before entering a dungeon.

●ENTERING BUILDINGS (Ⓐ BUTTON)

When the name of a building is displayed, press the Ⓐ Button to enter.

The Townsfolk

It is possible to get new information from people with whom you have already spoken to, so talk to the townsfolk as much as possible.

DUNGEON STRUCTURE

●DUNGEONS RANDOMLY GENERATE

The layout and floor plan of every dungeon is randomly generated every time your choracter enters. There are countless completely original ond unique dungeons to be discovered in the amozing world of Time Stalkers.

●SECTORS

Each floor of the dungeon is divided into units colled sectors. Check these sectors for trops ond hidden items. During battles, four enemies con fit into one sector.

●FLOOR STRUCTURE AND ATTRIBUTES

Dungeons consist of mony floors, which hove a specific structure. You must clear the floors one by one, but remember that once you hove cleored a floor and advanced to the next one, you cannot return. Furthermore, floors can hove certain attributes: fire, ice or lightning, which have on influence on magic.

●SEARCHING FOR ITEMS

Mony items (some of which are hidden) are scattered around dungeons. Press the Ⓧ Button to search orange colored sectors. Don't forget that investigating will offect your charocter's stomach, making it hungry (this is displayed in the Hunger Meter). When the stomach is empty, you can no longer search.

●SETTING OFF TRAPS

Traps ore always hidden and will be set off if your character steps in a sector containing a hidden trop. Press the Ⓧ Button not only to search for items, but also to seorch far trops.

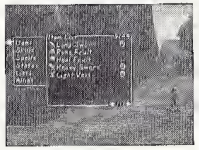
●MONSTER AGGRESSION

Depending an its oggression, there is o chance that if you meet a monster in a dungeon, it won't attack you. By looking at the Emotion Indicator of a monster, you will usually be able to determine how much a monster enjoys fighting or not.

●RECOVERY ROOMS

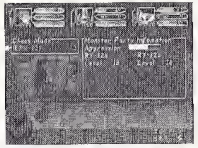
In all dungeons, and on any floor, there are recovery roams where you can fully recover lost or spent HP, MP and VIT.

DUNGEON ACTIONS



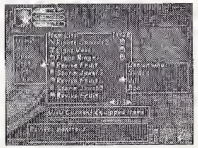
The dungeons are where the real action and adventure occur. You must skillfully guide your character through by picking up items, avoiding traps, and by toppling monsters that dare stand in your way, to complete your goal.

There are limits on the number of items that each character can take into a dungeon (Sword can only take four). Get rid of unnecessary items (either let Mutton take care of them or sell them at a store) before entering a dungeon, to ensure that your character is carrying the correct number of items.



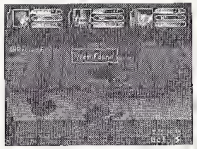
●CHECK MODE (Ⓐ BUTTON)

Press the Ⓐ Button when you are close to items and monsters and their information will be displayed. This is the Check Mode. Press the Ⓐ Button again to pick up an item or initiate a battle.



●COMMAND MENU (Ⓨ BUTTON)

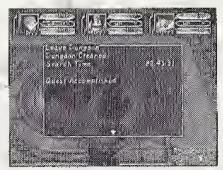
Press the Ⓨ Button when your character is moving freely in the dungeon (not engaged in battle) to display the Command Menu. (→P22)



●SEARCH (Ⓧ BUTTON)

Press the Ⓧ Button to search the sector that your character is standing in and the surrounding four sectors to search whether or not there are any traps. If anything is found, it will be displayed in the radar. You should be suspicious of orange sectors on the radar, because hidden items can often be found in them. But every time you search an area, your character's Hunger Meter will be reduced. The Hunger Meter will also gradually decrease as time passes.

●ESCAPING FROM DUNGEONS

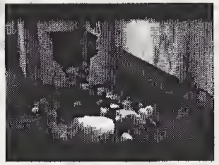


There are three ways to leave a dungeon:

1. Defeat a boss and leave through the exit
2. Use an escape item (or magic spell)
3. When the main character of your party is defeated

Whether you leave a dungeon in success or failure, your characters' LV will return to 1. Depending on experience earned in a dungeon, your characters may be promoted and get new "Titles" and they may also have learned new magic or skills. Demotion is impossible.

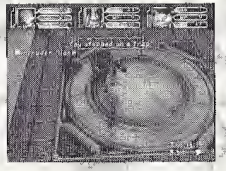
If the main character is defeated, the following will happen:



1. All the items that are not currently equipped will be lost
2. Currently equipped items may be damaged
   (You will have to pay to have them repaired at the Blacksmith)
3. Unregistered monsters will disappear

●DIFFERENT SORTS OF TRAPS

There are many traps waiting to ruin your day (See chart right)



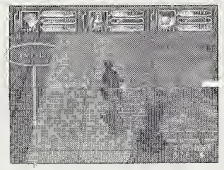
Trap Name	Effect
Blast	Fire damage
Blizzard	Ice damage
Lightning	Lightning damage
Jagged Spear	Physical damage
Gas Bomb	Curse inflicted
Intruder Alarm	Monster aggression increases
Spiked Ceiling	Physical damage
Magic Darts	Battle parameters decrease
Bear Trap	Cannot move during the battle
Status Clear	Special Effects/Curse is nullified

BATTLE ACTIONS

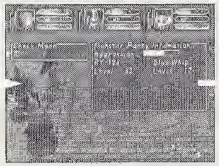
Dungeon bottles can be initiated by the main chorocter or by monsters.

●INITIATING A BATTLE

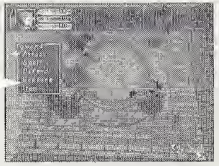
You can use the Check Mode if a monster enters o sector close to the moin chorocter. Press the Ⓐ Button to check oll possible opponents in the vicinity. Press the Ⓐ Button again to initiate a battle.



Check possibility indicotor.



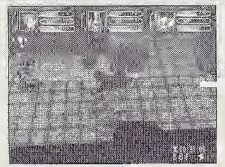
Press the Ⓐ Button to use the Check Mode.



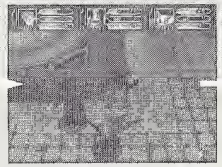
Press the Ⓐ Button to initiate a battle.

●WHEN A MONSTER INITIATES A BATTLE

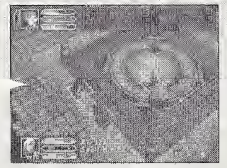
Firstly, the monster finds the main chorocter (ond ollies). If the monster hos o high level of aggression, it will rush into bottle. In controst, if the monster has o low level ot aggression it is highly likely that it won't rush into battle.



A monster finds your chorocter.



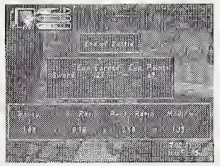
It the monster hos o high level of aggression...



It will rush into battle.

●ENDING A BATTLE

There are three conditions that preclude the end of a battle.

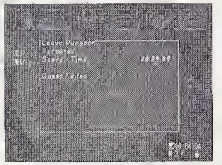


DEFEAT ALL THE MONSTERS

Defeot oll the enemy monsters. Your character and any allies will earn experience points, and otten a monster will drop an item, which you can then pick up.

RUN AWAY

If you ore feeling porticularly cowordly ond your prospects of deteating the enemy monsters ore bleak, you have the option ot making your chorocter and any allies run away. Naturolly, you will not earn any experience points. (It your sector is enclosed, your chonces ot a successful escope will lower).



IF THE MAIN CHARACTER IS DEFEATED

It the main charocter's HP reoches 0, the present quest will be brought to o sudden end. The main chorocter will then be returned to Sword's House.

●BOSS BATTLES

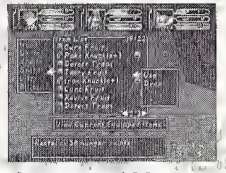
There is o Boss (or group ot bosses) on the last floor of every dungeon. Deteot the Boss to clear, then leave the dungeon.

COMMAND MENUS (TOWN AND DUNGEONS)

Press the Ⓨ Button while moving freely around town and dungeons to display the Command Menus. Use the D-Pad to select a command and press the Ⓐ Button to enter your selection.

✻ You can only register magic and skills in town.

Command Menu (Town)



Command Menu (Dungeon)

Command Name	Explanation	T	D

T: Movement Screen (Town) D: movement screen (Dungeon) S: Set-up Window

●ITEMS Item Introductions SEE WEBSITE

Unequipped items are shown in white and equipped items are shown in yellow.

		T	D
Equip/Remove	Equip an item/remove an item	✓	✓
Use	Use an item (After command selection, select a target object)	X	✓
Drop	Throw away an item (It will vanish forever)	✓	✓
Identity **	Check the name and functions of an item	X	✓
Repair **	Repair damaged items	X	✓
Details	Display detailed explanations about hit ratios, techniques, etc.	✓	✓
View	View presently equipped items	✓	✓

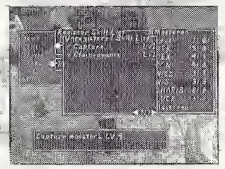
** Skill Registration Required.

●SKILLS Skill Introductions SEE WEBSITE

Select to display a list of registered skills. Select one to display the following:

		T	D	S
Remove	Remove a skill	✓	X	X
Seal	Seal a skill (→P29)	✓	X	✓
Register Skill *	Register a skill	✓	X	X
Check Allies' Skills	Check and seal your allies' skills	X	△	✓

△=You can check but you cannot seal.



Skill Registration (Only in Town)

●SPELLS Spell Introductions SEE WEBSITE

Select to display a list of registered magic. Select one to display the following:

		T	D
Use	Cast a spell	X	✓
Remove	Remove magic spell	✓	X
Register Magic *	Register magic spell	✓	X
Use Allies' Magic	Use your allies' magic spell	X	✓

Magic Registration (Only in Town)

●STATUS Status Screen →P26

Select to view the status screen.

Monster Reference

●LIST

Select to display the following. An entire list of items and monsters that appear in the story are displayed. "???" indicates something not yet discovered. Try and discover all the items and monsters in Time Stalkers.

		T	D
Manster List	Display captured monsters with picture and explanations	✓	✓
Item List	Display acquired items with explanations	✓	✓

●ALLIES

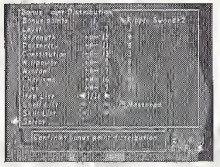
Let monsters in and out of their capsules and change battle formations. Select to display a list of monsters. Select one to display the following:

		T	D	S
Release	Let your monster out of its capsule	△	X	✓
Insert	Put your monster back into its capsule	△	X	✓
Change Battle Formation	Change the formation of your party	△	✓	X

△You can control but they are not displayed on the screen.

SET-UP WINDOW (DUNGEONS)

Before continuing to the next floor of the dungeon, you can carry out the following:



Bonus Point Distribution

Press ⬆⬇on the D-Pad to view magic, skills or items, and press ⬅➡on the D-Pad to view every object.

●BONUS POINT DISTRIBUTION

Allocate the bonus points gained through level ups to your character's basic ability parameters. (→P26)

Bonus Point Distribution	Allocate bonus points

●SKILLS

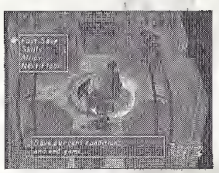
It is possible to make registered skills ineffective by sealing them. A skill is not effective if the parameter value for "mastering" it is too high.

Seal	Seal a skill (→P29)
Check Allies' Skills	Check or seal your allies' skills

●ALLIES (MONSTER CAPSULES)

You can let monsters in and out of their capsules. You cannot change the battle formation of your party.

Release	Let your monster out of its capsule
Insert	Put your monster back into its capsule



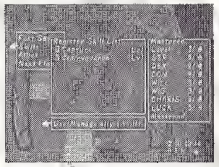
Set-Up Window

●FAST SAVE

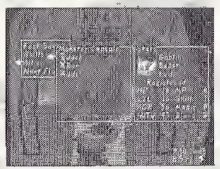
Perform a fast save, and the game will end.

●NEXT FLOOR

Continue to the next floor without saving.



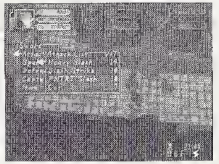
Sealing a Skill



Letting Monsters in and out of their Monster Capsules

COMMAND MENUS (BATTLES)

Battle Command Menus are displayed during battles. Press the Ⓐ Button to select a command.



Command Menu (Battles)

●TECHNIQUES (=WEAPON ITEMS)

Attack using a weapon item or even a bare hand. Technique attacks use up VIT. SEE WEBSITE

●SPELLS (REGISTERED)

Attack using registered magic spells. Magic attacks use up MP. SEE WEBSITE

●ITEM

Use an item that your main character is presently carrying. SEE WEBSITE

●DEFENSE

Defend your characters in the following way:

Block	Defend against an attack
Dodge	Dodge an attack
Run Away	Run away from enemies

✻ Your defensive choices are not guaranteed.

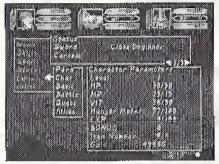
●MOVEMENT

Move within the your characters' sector (to one of four squares in your sector). You can do this if your character is equipped with boots, or if you have earned and registered the Movement Skill

●CAPTURE (WHEN "CAPTURE" IS REGISTERED)

Capture a monster and put it in a capsule.
✻ Capture is not necessarily 100% successful.

STATUS SCREEN



From the Movement Screen (town or dungeons) press the Ⓐ Button to display the Command Menu, then select "Status" to display the Status Screen. View the status of your allies (in a dungeon and if they are with you) by pressing the D-Pad ◀▶.

NUMBER VALUES

Yellow: value increases/high
Blue: value decreases/low

00/00: present value/ necessary value

Title	Earn dungeon experience to gain a new title (This is not LV)
Ailment	Your character's state of health

●CHARACTERS

Level (LV)	Your character's current level (Only relevant in dungeons)
HP	Decreases when damage is received (0 = KO'd)
MP	Decreases when magic is used
VIT	Decreases when techniques are used; VIT is naturally regained
Hunger Meter	Measures your character's hunger (0 = Gradual HP loss)
EXP	Win battles to gain experience points (100 EXP = New LV)
BONUS	Level up to earn bonus points; allocate points at set-up screen (→P28)
Item Number	Level up to carry more items
Gold	The amount of gold your character is carrying

●BASIC ABILITY

Strength (STR)	Increases the power of technique attacks
Dexterity (DEX)	Influences the order of battles, hits and evasion
Constitution (CON)	Influences defense against attacks
Willpower (WILL)	Influences defense against magic and hunger
Wisdom (WIS)	Influences the effectiveness of magic and ability to identify items
Charisma (CHA)	Influences monster allies' defense and capture probability
Luck (LUCK)	Influences setting off traps and discovering items

●BATTLE ABILITY

Attack Power (ATKPWR)	Basic attack power
Penetration (PNTRT)	Armor piercing power; only effective when higher than enemy's armor
Evade (EVADE)	Probability of evading technique attacks
Armor (ARMOR)	Ineffective if lower than enemy's penetration level
Defense Power (DEFPWR)	Physical defensive power of your character
Armor Defense (ARMDEF)	Defensive power from clothes, etc. (Ineffective if pierced)
Magic Evade (MAGEVD)	Probability of evading magic spells
Magic Defense (MAGDEF)	Defense strength against magic attacks
Curse Evade (CRSEVD)	Probability of evading a curse; there are four types of curses
Attribute Revision Level	Revision level after receiving an attribute attack

●QUESTS

Confirm the quest (job) that you are currently undertaking.

●AILMENTS

Your character can become sick or cursed depending on certain attacks and traps. Use an item etc. to cure the problem as soon as possible. Leave the dungeon to completely cure your character of all curses.

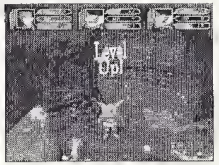
CONFUSION (CONFUS)	
Contusion (1 floor)	Inputted commands differ from character's movements
Charm (1 floor)	Your character will not be able to discern between allies and enemies
WEAKNESS (WEAKNS)	
Weaken (entire dungeon)	One of the parameters (attack, defense, wisdom, luck) will decrease
Headache (some turns)	MP depletion level will increase (only when using magic spells)
Strain (some turns)	VIT depletion level will increase (only when using techniques)
RESTRICTION (RESTRC)	
Poison (1 floor)	HP will reduce for a fixed time
Fatigue (1 floor)	VIT will reduce for a fixed time
Mute (some turns)	Your character will not be able to use magic
BATTLE POWER (BATTLE)	
Stun (during battle)	For 1 turn your character will be unable to move
Paralysis (during battle)	Your character will be unable to move until the end of the battle

LEVEL-UPS AND MASTERY

●LEVEL-UPS

• EXP
Acquire 100 experience points (EXP) in bottle and your character's level will increase by 1. The amount of EXP acquired depends on your character and your enemy's difference in level and the number of allies vs. enemies and number of parties attacking your party in any given battle. If your main character and monster allies have a high level and are fighting a single enemy with a low level, they will acquire relatively few experience points.

• STATUS-UP
When your character level-ups, its status (HP, MP etc.) will increase accordingly. Because the basic ability parameters (strength etc.) also increase, the character will be able to master new items and magic. Your character will be able to carry more items, and the level of registered magic will also increase.



***BONUS POINTS**
Your main character will receive bonus points after it level-ups. These can be allocated to the basic ability porameters (strength, etc.) to strengthen your character. You will also be able to add to specific parameters to "master" (→P29) new items, skills and magic.
✻ You can only allocate bonus points in the dungeon set-up window (→P24).

• MONSTER ALLIES' LEVEL-UPS
The monster allies who are currently in your party will level up after battles in the same way as your main character. Monsters do not receive bonus points though.

●EXTRA POINTS

If you pick up items that have a number such as "+3" or "-2" attached, the item will have an effect on some of the parameters.

●MASTERY

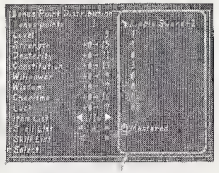
Some powerful items and skills require specificolly high basic ability parameters (strength etc.) (→P26) in order to be effective and therefore mastered. Additionally some items require your character to have a specific level in order to master them.

• EQUIPMENT ITEMS (INDIVIDUAL REQUIREMENTS)
Some weapons, clothes, shields, boots and rings have specific parameters that must be met in order to be effective. If these requirements are not fulfilled, they will cause the negative effects outlined in the chart below. It is still possible to equip such items.

(Main negative effects of equipment items)

Weapons	Attack is halved; some techniques impossible; skills ineffective
Clothes	Armor level, defense, and magic defense are halved
Shields	Armor level, defense, and magic defense are halved
Boots	Evasion and magic evasion are halved; some skills ineffective
Rings	Particular skills are ineffective

Set-Up Window



Required parameters to master using a lang sword

• Magic (individual requirements)
There are special parameters to be met in order to master every type of magic. Similarly, if a required status is unfulfilled, the magic will be unusable.

• Skills (general requirements)
The required parameters to master a new skill are equivalent to the sum total of all the presently registered skills. If the choracter's status does not fulfill the necessary conditions, the skill will be ineffective.

●SEALING SKILLS

Another way to master a skill is to "seal" skills at the set-up window or in a town when the character's status is still low at the beginning of a dungeon. For example, if you have 4 skills, you will be unable to use any of them if your character's parameters are too low. Seal one or two of these skills in order to use the others.

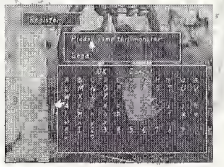
CAPTURING, GRAZING, REARING

The main character can capture monsters to make new allies. Register the mansters ta rear and graze them.

●CAPTURING MONSTERS

Select the cammand "Capture" during a battle ta capture a monster (if the required skill "Capture" is registered). The main character can carry the monsters around at all times in their capsules. Let the mansters in or out of their capsules, reorganize their battle formations ar include them in your party using the Command Menu or at the Set-Up Window. You can only capture up ta eight mansters at a time.

●REGISTERING MONSTERS



Bring captured monsters back ta the town and register them at the Manster Hause. You can make unregistered monsters take part in battles, but if the main character is defeated, the unregistered monster will disappear forever. Register a monster and yau can put it to graze in the Monster House or rear it in a mini-game.

●GRAZING MONSTERS

If yau da nat want ta put a monster in a capsule you can put it to graze in the Monster House from the Hologram Machine in the Manster Hause. Select "Encapsulate" to take a grazing monster from the Monster House into a dungeon.

ENLARGING THE MONSTER ROOM

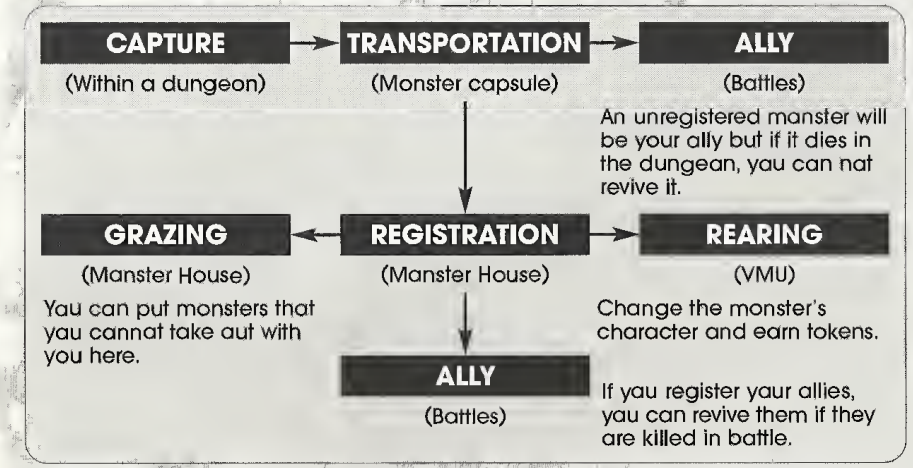
Only eight monsters can graze in the Monster House, but pay the carpenter same money and you will be able to have your Monster House enlarged to accommadate up ta twenty-four grazing mansters.

●TAKING OUT MONSTERS

You can take registered monsters into a dungeon with your main character as members of yaur party. To take your favorite monsters to a dungeon, select "Encapsulate" at the Halagram Machine in the Monster House.

●REARING MONSTERS

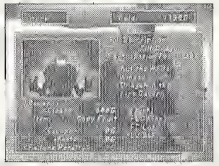
You can rear registered mansters in the VMU (sald separately) mini-game "MOONLIGHTER". SEE WEBSITE Send the manster ta the mini-game fram the VMU Device in the Manster House. You can then change yaur manster's character and gain experience.



*** There are also mini-games that you can buy within the world of Time Stalkers which can be downloaded to your VMU. For more information,** SEE WEBSITE

QUESTS

The main characteristic of Time Stalkers is that the dungeons regenerate every time your character enters, creating an intinite number of adventure passibilities. The Quests have been included in the game ta add to the enjoyment ot being able to reenter countless new dungeons. Types of Quests include defeating a fixed number ot a specified species ot monster, defeating a different bass than the one defeated the first time you cleared the dungean and searching tor or withdrawing a specific item. Mr. Noiman, the mysterious rabbit that lives in a house an the hill will intraduce these quests ta yau - tor a tee of course. Have fun returning to the dungeons that you previausly cleared. You will tind more than enough fantastic items to deeply enrich yaur Time Stalkers experience.

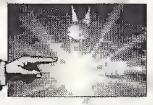


THE QUESTS

DEFEAT A DIFFERENT BOSS

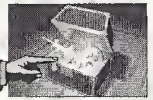
CLEAR A NEW NUMBER OF FLOORS

DEFEAT A FIXED NUMBER OF MONSTERS



CAPTURE A SPECIFIC SPECIES

DEFEAT A FIXED NUMBER OF A MONSTER



SEARCH FOR A SPECIFIC ITEM

MR. NOIMAN

This rabbit may pretend to know nothing and you will find it hard to figure him out, but Mr. Noiman is an important little rabbit and will give you plenty of jobs. He is a devoted husband.

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