

MARIO'S TIME MACHINE™



INSTRUCTION BOOKLET



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SUPER NINTENDO
 ENTERTAINMENT SYSTEM

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INTRODUCTION

Better check your watch! Bowser's out to turn back the clock. Not to Daylight Savings. No! To the Dark Ages!

That terrible turtle is using a time machine, called a Timulator, to loot historical artifacts from the past. His twisted intent? To build Bowser's Museum, fill it with historic booty, then destroy the time machine. This dastardly plan will turn time inside out, make the future bend over backwards, and change the course of history. Forever.

This is no time to let bygones be bygones. Help Mario stop Bowser before he warps time and puts hiccups in history. If not, it's back to stone tools and hieroglyphics! This quest is hot. If you're too late, it'll be lights out. Time's up.



NOTE TO PARENTS

Dear Parents,

Mario's Time Machine is intended to be a fun way for kids to learn about history. But to get the most out of the program, your child may need a helping hand. Here are some things that you can do to help:

- Encourage your child to read all the clues from people in the game to learn facts about each time period visited with Mario.
- If your child is a young reader, please help by reading clues, History Pages, and answer lists.
- Discuss anything that you know about the times that your child visits with Mario.
- Share newspaper and magazine articles about those times and places with your child—sometimes the Sunday paper has a travel history section.
- Show your child the cities and countries on a map or globe.

Who knows? In the process of helping your child, you might learn something about history and have fun, too!

Ciao,
Mario

GETTING STARTED

To start the game:

1. Make sure your Super Nintendo Entertainment System® (Super NES) is turned off.
2. Put the **Mario's Time Machine** Game Pak in your Super NES.
3. Turn on your Super NES.
4. At the title screen, press **Start**.



PROGRAMMING THE TIMULATOR

Bowser may be bad but he's good enough to build a time machine, which he calls the Timulator. This awesome contraption can be programmed to return Mario to any time or place to return a stolen artifact. The trick is Mario needs to snag an artifact and you need to review the History Page to figure out where and when the object fits in history.



GAME CONTROLS

Once you know where and when you are going, you can program the Timulator with the place and date.

Control Pad

Point to a Timulator setting, then change that setting to the proper city and time.

- ◀ ▶ Point to the different Timulator buttons.
- ▼ ▲ Change Timulator button settings.

Timulator settings include:

City Button - Find the city name that you want.

Date Buttons - Use the four date buttons to set the year that you need.

BC/AD - Know whether you want 1000 BC or 1000 AD. It makes a BIG difference!

Buttons

Left Open and close the Timulator.

A Action button. Press **A** to start Time Surfing.

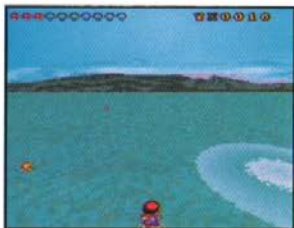
Note: If you program the wrong city or time here on the Timulator, Mario stays in the museum. Double click your time and place, then try again.

TIME SURFING

Time Surfing is cool. If the Simulator is programmed correctly, Mario can surf to the time and place that an artifact belongs.

Help Mario avoid floating mines and collect mushrooms. As soon as Mario has 10 mushrooms, he can dive into a whirlpool. And, wow, there he is somewhere else in history!

Note: If Mario hits a floating mine, you lose all of the mushrooms that he collected.



GAME CONTROLS

Time Surfing requires a fine sense of balance and tuning.

Control Pad

◀▶ Surf left and right.

Buttons

Y Surf faster.

Left Use with the Control Pad to make a sharper left turn.

Right Use with the Control Pad to make a sharper right turn.



TIMELY TRAVELING TIPS

There's really only one way to get all your History Page done—Mario's got to talk to everyone in each time period. Walk around and look for doors, or tents, or whatever. Then use the Game Control to talk. Luckily, the Simulator translates everything from ancient languages into modern English.

Press X to open a question box. Press A to ask a question. When you've found out everything that person has to say, press X again to stop talking.



After you talk to everyone, don't forget to finish filling in your History Page. You can only return an artifact after your homework is all done.



GAME CONTROLS

Mario must talk to everyone and complete the History Pages correctly, before he can return an artifact.

Control Pad

- ◀ ▶ Run left and right.
- ▼ ▲ Select a question (if there is more than one).

Buttons

- X Open and close question boxes.
- A Action button. Ask the selected question.
- B Jump. Can be used with ◀ and ▶.
- Left Open and close the hand held Simulator.

When Mario has talked to everybody, use the Control Pad and press X to find the special person associated with the stolen artifact.

Mario can talk to that person and offer the artifact.

To return to the present, press Left and A.



TECHNICAL SUPPORT

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