

TIME LORD HINTS

Collecting Orbs (5 Orbs In Each Time Zone) and Other Tips

Level 1 (Medieval Time Zone)

In this time zone, there are 6 possible places where the 5 Orbs can be found. Orb placement (except for the last 2 Orbs) is random, so that the 5 Orbs will be found in different places from game to game. The 6 possible locations are as follows:

- #1 It's hidden on the 2nd ledge. Collect all of the mushrooms to make the Orb appear.
- #2 On top of the small castle in the sky. Jump and kick to the left of the Orb, and you'll bounce off a "contact point" to reach the Orb.
This Orb is not always in this location.
- #3 Hovering in the air just beyond the last ledge. To collect it, just stand directly under it to lower it.
This Orb is not always in this location.
- #4 It's hidden on the top pillar when you first drop down to the lower level. Jump on all 3 pillars (starting with the lowest pillar) to make it appear.
This Orb is not always in this location.
- #5 A golden baby dragon is carrying it. Destroy the dragon to get the Orb. Or, if the dragon drops it, collect it before it touches the ground.
- #6 To collect this Orb, destroy the Monster Dragon at the end of the lower level.

TIPS: None in this level.

Level 2 (Dead Man's Gulch)

Again, some of the Orb locations are randomized, so the Orbs won't be in the same place from game to game. The 6 possible locations are:

- #1 On top of the roof, by the barrels. Collect the pistol first; then jump off the top barrel while shooting at the Orb. You'll create a purple energy field which you can bounce across to get to the Orb.
- #2 It's hidden next to the STATION. Move to the back of the screen and walk next to the STATION to collect it.
This Orb is not always in this location.
- #3 Hovering just before the 2 cowboys and power pack. To collect it, use your pistol (not your shotgun). Face the Orb from the right; then keep shooting to create a purple energy field which keeps the Orb down as you jump toward it. (This is the toughest Orb in the game to collect.)

Level 2 (Dead Man's Gulch) (continued)

- #4 Hidden by the barrels next to the last building.
This Orb is not always in this location.
- #5 Hovering on the top level of the last building. First kill the cowboy in the window. Then jump and kick just to the left of the Orb. You'll bounce off a "contact point" to reach the Orb.
- #6 Destroy the Mexican Bandito to get the last Orb. You must use your pistol (not your shotgun). Shoot him several times while jumping over his bullets.

TIPS

- * To collect the 50,000 points above the roof over the stable, jump and kick off the top level to bounce off a "contact point." (You must hit select to get rid of your pistol first).
- * Collect 6 horseshoes from the stable to get an extra life. (There is a hidden horse shoe to the right in the corner. Don't collect it first, or the horseshoes will stop flying out of the stable.)
- * In 2 places you'll find an orange bag of money. To make blue bags of money appear, clear the screen of everything except the orange bag. Blue bags will drop out of the sky, 4 at a time. Keep collecting them without picking up the orange bag, and you can collect dozens of blue bags.
- * To increase your life energy, destroy the birds and collect their eggs before they hatch.

Level 3 (Pirate Ship)

In this level, there are only 5 locations where Orbs are found.

- #1 On the middle deck, hit the left bell 4 times, and it will turn into an Orb.
- #2 Hovering just under the top level, by the stacked-up chests. Using your hands and feet only (hit select to get rid of your cutlass), move to the edge, jump down and kick. This Orb is very difficult to collect; you may have to try several times.
- #3 & #4 - You must find the throwing dagger before you can collect these 2 Orbs on top of the chests. Otherwise, they are transparent.
- #5 Destroy the Giant Oyster to collect the last Orb. Use your throwing dagger; it's best to stand all the way to the left or right of the screen—not in the middle.

Level 3 (Pirate Ship) (continued)

TIPS

- * Collect 5 fish dropped by the seagulls to get an extra life.
- * Throwing daggers will not destroy the sea serpents.

Level 4 (World War II)

In this level also, there are only 5 locations where Orbs can be found.

- #1 This Orb is transparent until you climb down the ladder, climb up the next ladder over, then return to the Orb.
- #2 The dangerous Killer Orb by the piranhas. To collect it, you must jump onto the crate it hovers over.
- #3 To the right of the stairs, collect the grenade first (it's in one of the parachute packages). Then stand on the top step and hit the Orb with grenades to move it over to you.
- #4 As you jump down into the last trench, you'll automatically collect a gas mask, and an Orb will appear in its place. To collect the Orb, climb up the ladder, then jump back down onto the Orb.
- #5 Destroy the Big Soldier to get the last bouncing Orb. You must hit him several times with grenades.

TIPS

- * When you first begin, jump into the bunker to your right (next to the transparent Orb) to collect your pistol.
- * The knockout gas in the last trench takes away your life energy quickly. The gas mask will protect you from it—but you'll lose it after about 15 seconds—or as soon as you get shot.

Last Level (The Lab)

There are no Orbs in this level, since you're no longer traveling through time. However, there are 2 weapons and an extra-life heart. Here's how to collect them:

Weapons: The robots on wheels have them. Jump on the drops the fire until a package appear. The first weapon is a rocket laser gun; the second is a missile gun. Careful—punching, kicking or shooting at a robot may destroy it before it can leave a weapon.

The Heart: You must collect it from the upper level. Stand on the ledge to the right of the heart, then drop off the ledge while facing it to collect it.