

NES-LZ-USA ★

TIME LORD



**INSTRUCTION
MANUAL**

TIME LORD

*Thanks for buying Time Lord,
another exciting NES game
from Milton Bradley!
Please read this manual carefully
as you learn to play the game.*

MB
Milton Bradley



This official seal is your assurance that Nintendo has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo Entertainment System.

This game is licensed by Nintendo
for play on the

Nintendo
ENTERTAINMENT
SYSTEM®

Nintendo recommends against using a rear projection television with your NES as image retention on the screen may occur.

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SAFETY TIPS

- Always turn the power off before inserting or removing the Game Pak from your Nintendo Entertainment System.
- This is a high precision game. It should not be stored in places that are very hot or cold. Store it at room temperature. Never hit or drop it. Do not take it apart.
- Avoid touching the terminal connectors. Keep them clean by inserting the Game Pak in its protective storage case.
- Use of thinners, solvents, benzene, alcohol and other strong cleaning agents can damage the Game Pak.



URGENT MEMO



TO: TIME LORD

Date: January 1st, 2999 A.D.

FROM: A. QUANTUM, CHIEF SCIENTIST
MB TIME TRAVEL RESEARCH CENTER

Welcome, Time Lord. We are unable to greet you personally; the Research Center is under alien attack and all personnel are being evacuated.

You are about to embark on a life-threatening quest to prevent the planet Drakkon from conquering Earth. The Drakkons possess the most advanced time travel technology in our solar system. As you read this, Drakkon Lords are forming powerful alliances in 4 historical time zones. If their armies succeed in altering our history, the Drakkons will easily defeat us in the present. Earth will become a mining colony, and its people slaves.

To win this war, you must revisit the past and vanquish the enemy. But our time travel system is crude and limited; it can remain operational for only 1 year. Complete your mission before January 1st, 3000 A.D.—or you will self-destruct with the system.

WE ARE COUNTING ON YOU, TIME LORD. READ THE FOLLOWING PAGES THOROUGHLY BEFORE BEGINNING YOUR MISSION. GOOD LUCK!

THE PLAYING SCREEN

The bottom of your playing screen will always show the following information:

EXTRA LIVES

You start the game with 3 extra lives—that's 4 lives in all.

YOUR LIFE ENERGY

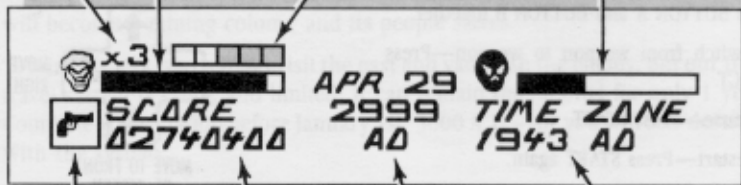
Lessens each time you're hit by an enemy. You lose 1 life when it's gone.

ORB INDICATOR

Light boxes show the number of Orbs you've collected.

THE DRAKKONS' LIFE ENERGY

Lessens each time you destroy a Drakkon Lord. You win the game when it's gone!



WEAPON YOU'RE
NOW USING

YOUR
SCORE

CALENDAR DATE
Moves ahead toward
January 1, 3000 A.D.

TIME ZONE
YOU'RE NOW IN

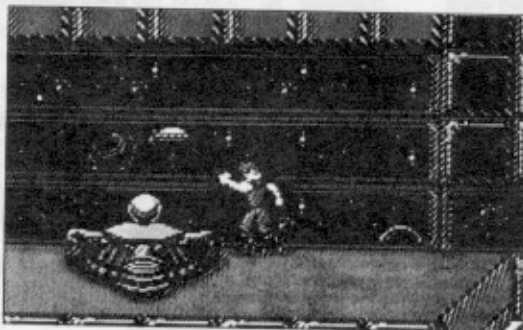


THE GAME

STARTING OFF: 2999 A.D.

Press START twice to get the screen that explains your mission. Then press START again, and you'll appear inside the MB Time Travel Research Center in the present time zone—2999 A.D.

Collect the 5 Orbs the scientists have left on and around the warp platform. You'll then warp into the past to begin your quest!



Collect 5 Orbs for a quick getaway. Watch out for Drakkon stormers and hoverbots!

10

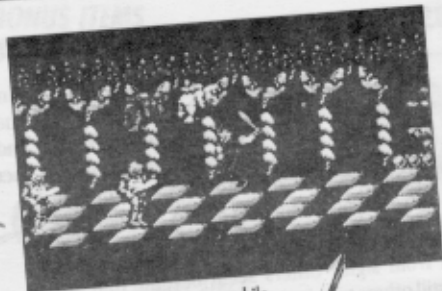
THE 4 TIME ZONES OF THE PAST

MEDIEVAL ENGLAND: 1250 A.D.

Thou hast come upon the foreboding Castle Harman of yore and lore. Beware, Time Lord! Forsooth, thou knowest little of mythical beasts, armored knights, or the dark perils of a castle dungeon...

Thine Adversaries

Guard thyself against winged dragons, knights in armor, and fleet-footed archer elves with poison arrows.



Verily, thou shouldst tarry a while in the dungeon for a gift of gold...

Thy Blade

Search, and thou may discover a broadsword of legendary strength and magical powers.

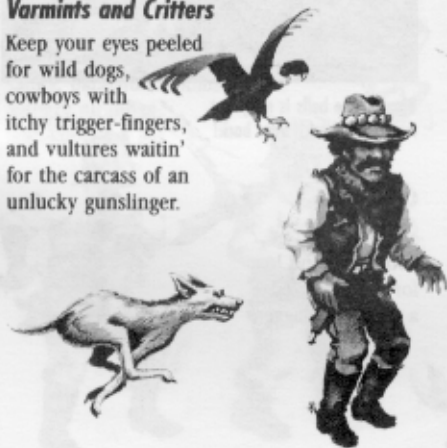


DEAD MAN'S GULCH: 1860 A.D.

Howdy, pardner! Welcome to the wildest ol' town in the West! Folks here don't take too kindly to rabble-rousin' tinhorns, so you're in for one hum-dinger of a showdown!

Varmints and Critters

Keep your eyes peeled for wild dogs, cowboys with itchy trigger-fingers, and vultures waitin' for the carcass of an unlucky gunslinger.



Sometimes a six-shooter sure is handier than a shotgun!

Firearms

Try rustlin' up a six-shooter and a shotgun, both loaded with unlimited bullets.

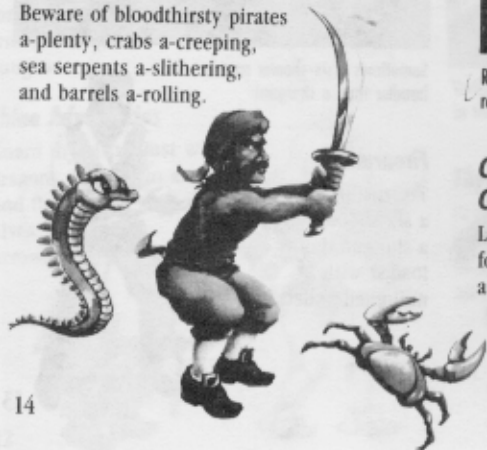


THE CARIBBEAN: 1650 A.D.

Yo-Ho-Ho! You just boarded the *Dora Marie*, a perilous pirate ship swarming with swashbucklers! Get ready to shiver the timbers on 3 decks of danger and derring-do!

Foes

Beware of bloodthirsty pirates a-plenty, crabs a-creeping, sea serpents a-slithering, and barrels a-rolling.



Ringin' the bells is risky but rewarding. Watch your back!

Cut-Throat Cutlery

Look high and low for a cutlass and a throwing dagger.



WORLD WAR II: 1943 A.D.

You just joined the army, Soldier, and got deployed to the front lines in France! Better head for those bunkers fast! Without camouflage, you're an easy target for tanks!

Your Enemy And Their Arsenal

Soldiers with heavy reinforcements, land mines, tanks, parachute bombs, hungry piranhas, and knockout gas.



Keep firing at the enemy as you search for valuable supplies

Your Ammo

Scout about for a well-hidden pistol and a full supply of hand grenades.



WINNING THE GAME

Defeat the dreaded Drakkon King to win!

THE SIGN-ON SCREEN

After the game ends, the Sign-On screen will appear. You can enter up to 3 letters here. Press the control pad UP, DOWN, LEFT or RIGHT to locate each letter, then press SELECT to lock it in. To erase a letter, press RUB. To enter only 1 or 2 letters, press END when finished.



TOP TIME TRAVELLERS

If your score is high enough, it will appear on the Top Time Travellers screen next to your sign-on. Congratulations!

LOST IN THE PAST?

Discovering the secrets of Time Lord takes skill, cleverness, patience—and sometimes, just plain luck!

If you've gotten stuck in the past and can't continue your quest, flip to the last page for our Game Counselor number and hours. Give us a call. We'll be happy to help!

COMPLIANCE WITH FCC REGULATIONS

This equipment generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio and television reception. It has been tested and found to comply with the limits for a Class B computing device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna.
- Relocate the NES with respect to the receiver.
- Move the NES away from the receiver.
- Plug the NES into a different outlet so that the NES and receiver are on different circuits.
- Consult the dealer or an experienced radio/TV technician for help.



