

TIME CRYSTAL COMBINATIONS



	ANY OTHER = RETRY
	= Two RETRYs
	ANY OTHER = PAUSE
	= Two PAUSEs
	ANY OTHER = REW
	= Two REWs
	ANY OTHER = SLOW
	= Two SLOWs
	ANY OTHER = REC
	= Two RECs
	ANY OTHER = FF
	= Two FFs

BLINKX 3

THE TIME SWEEPER™



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SAFETY INFORMATION

About Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these “photosensitive epileptic seizures” while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by sitting farther from the television screen, using a smaller television screen, playing in a well-lit room, and not playing when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

Other Important Health and Safety Information The Xbox Instruction Manual contains important health and safety information that you should read and understand before using this software.

Avoid Damage to Your Television

Do not use with certain televisions. Some televisions, especially front- or rear-projection types, can be damaged if any video games, including Xbox games, are played on them. Static images presented during the normal course of game play may “burn in” to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner’s manual to determine if video games can be played safely on your set. If you are unable to find this information in the owner’s manual, contact your television dealer or the manufacturer to determine if video games can be played safely on your set.

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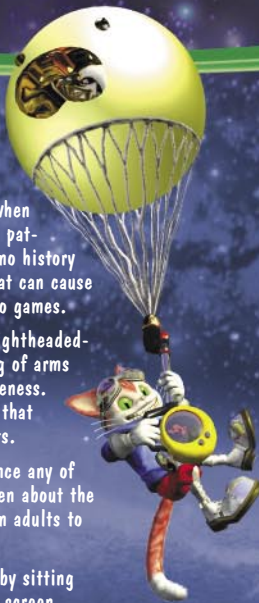


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TIME FACTORY WORKER'S SAFETY GUIDE

Welcome to the Time Factory Worker's Safety Guide. The Time Factory makes time and maintains and repairs its flow across many dimensions.

You play a vital role! Do your part to keep time flowing as it should.

Outsiders may take time for granted. We at the Time Factory, however, know better. Time is our most precious treasure. Used well, it can make any dream come true. Used poorly, it is wasted and forever lost... or worse, unregulated time can become a monster.

This guide will instruct you about your duties and the potential dangers of working for the Time Factory.

Although the Time Workers Union reports that we have not had a major accident for 7,347 years, we must stay alert for any signs of time leakage or misuse. We're relying on each and every one of you!

Remember:
Every second counts.



CEO and Chairman of
the Board of Directors
Time Factory, Inc.



YOUR MISSION

Should there be a major time accident, it is your responsibility to:

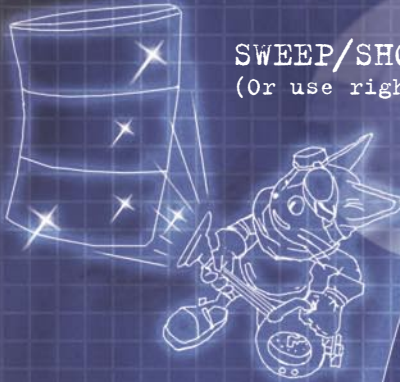
- Defeat all time monsters in a given area within 10 minutes. After 10 minutes, the region will become temporally unstable and vanish.
- Sweep up trash to shoot at time monsters. Note: Monsters cannot be swept up!
- Collect valid combinations of time crystals to get time controls. This helps you defeat monsters and access special regions. See page 10 for more about time crystals.

Once you have cleared an area, return to the goal gate as fast as you can and exit. You can then resupply at the Shop and proceed to the next area in need of sweeping.

Only by accomplishing your mission will the orderly flow of time be restored.



SWEEP/SHOOT
(Or use right trigger.)



CONTROL TIME
(See page 8.)



JUMP

MOVE



CAMERA
(Push right
thumbstick in for
"over the ear" view.)



WORKER DUTIES

SWEEP ▶

PRESS AND HOLD the X button or the right trigger to sweep up junk, trash, or time crystals. Large objects may take longer to pick up than small objects or require a more powerful sweeper. You cannot sweep up living or moving objects. Some objects may be permanently stuck to the ground.



SHOOT ▶

TAP the X button or the right trigger. Doing this will fire the last thing you swept up. Be careful! If you are facing people—you will hit them!



MOVE ▶

Push the left thumbstick to move in the direction you want. The farther you press the thumbstick, the faster you run.



JUMP ▶

Press the A button to jump. Cats are excellent jumpers.

DOUBLE JUMP

Quickly press the A button twice to do a double jump—and jump higher than normal.



BACKFLIP ▶

Press the left thumbstick backward while pressing the A button to perform a backflip. This maneuver helps you escape enemies!



CONTROL TIME ▶

Press the B button to use your time controls. To learn more about time controls, see page 11.



CARTWHEEL ▶

Press the left thumbstick to the right or left while pressing the A button to do a cartwheel—another useful escape maneuver.



IMPORTANT TIME FACTORY DISPLAYS

RETRYs:

Red hearts indicate how many RETRYs you have left. RETRYs are extra attempts you can use if you are defeated by a monster or trap. Circles called RETRY holders show the maximum number of RETRYs you can have.

TIME CRYSTALS:

Number and type of time crystals you have collected. If you collect a proper combination of crystals, you get a time control.

TIME CONTROLS:

Controls that change the flow of time. To use a time control, press the B button and use the left thumbstick or D-pad to select the one you want. (For more on specific controls, see page 11.) The number above the time control shows how many controls of that kind you have. If you exceed the maximum number of controls allowed, you lose your oldest one.

ELAPSED TIME:

Time spent on your sweep. You have only 10 minutes to sweep an area. Faster times give better performance ratings.

TIME MONSTERS:

Hostile creatures in the area that must be defeated. As time monsters are defeated, they are checked off the list.

OBJECTS IN SWEEPER:

The items inside your sweeper. If you sweep up more objects than your sweeper can hold, you lose the first object swept up.

NUMBER OF SWEEPED OBJECTS:

Number of items picked up by your sweeper. Different sweepers have different maximum capacities. The next item to be fired is also shown here.



TIME CRYSTALS

When a glitch occurs in the making of time, precious seconds can condense into solid form. Such glitches appear as crystal-line hearts, crosses, triangles, moons, diamonds, and stars.

Collect four of these time crystals to make a combination. Correct time crystal combinations give you the power to change the flow of time, or a **RETRY**. Incorrect crystal combinations vanish.

Collect only time crystals that build toward a valid combination. Sweeping up all time crystals you find does not make many valid combinations.

TIME CRYSTAL COMBINATIONS

The order that crystals are collected is not important, only their number, shape, and color. Collecting three of a kind plus any one other crystal gives you the use of a time control. The time control you get matches the color of the three crystals collected. For example, if you collect three blue moons and a red heart, you get one use of the blue time control, **PAUSE**.



Collecting four of a kind gives you *two* uses of a time control.

Get extra **RETRYs** (up to your limit) by collecting red hearts. Collecting three red hearts plus any other time crystal gives one **RETRY**. Collecting four red hearts gives *two* **RETRYs**.

OTHER CRYSTAL-LIKE OBJECTS

Gold crystals are often confused with time crystals, though they are not the same. You collect gold crystals to earn money. They do not help or hinder in making valid time control combinations.

Time sweepers in the field have also reported strange cat-shaped icons, whose purpose as yet remains unknown.

For a complete list of all correct time crystal combinations, see the back cover.

TIME CONTROLS

	REW	(Rewind) Time flows rapidly backward for everyone except you.
	FF	(Fast forward) Time flows rapidly forward.
	PAUSE	Everything stops except you.
	REC	(Record) An interval of time is recorded and then played back. During playback, a copy of yourself repeats what you just did.
	SLOW	Time slows to a crawl for everything but you.

THE SHOP

You can go to the Shop between time sweeps. Depending on what is in stock, you can buy upgrades to your abilities, sweeper, or ammunition. The upper-right panel shows your current number of RETRYs and RETRY holders, and your maximum number of time controls.

ABILITY UPGRADES

Time holder

Each time holder increases the number of time controls you can have.

RETRY

A RETRY lets you resume a few seconds before you were defeated by a monster or trap. You cannot have more RETRYs than your number of RETRY holders.

RETRY holder

Each holder increases the number of RETRYs you can have.

SWEEPER UPGRADES

With enough money, you can buy new sweepers with increased suction and other abilities—some even shoot flames! You can also buy sweeper packs to increase your sweeper's holding capacity.

AMMUNITION UPGRADES

You can purchase heavy weights or bombs that are more effective than trash for defeating monsters.

TIPS AND TRICKS

The following are tips and tricks compiled by our most experienced time sweepers. Pay attention!

- Experiment with your time controls. They can help you defeat monsters, avoid traps, solve puzzles... and reach secret areas.
- Do not pick up every time crystal you see! Build only valid combinations that yield time controls (that is, three or four crystals of the same color).
- When a time monster's colors flash, the monster is invincible. Wait for the colors to stop flashing, then attack.
- Maximize damage by shooting large trash items.
- Areas that you sweep can be swept again. Go back to previous areas and stock up on time controls and gold.
- If you buy a better sweeper from the Shop, you may want to revisit an earlier area. Some hidden sections may be accessible!
- Many key items can only be purchased in the Shop, such as RETRY holders.
- Note the exchange rate for trash to gold at the end of an area. Try and grab the most valuable objects before entering the goal gate.
- All time monsters and bosses have unique abilities. Learn from their movements and attack patterns. Some signal just before they attack!

HAZARDS ON ASSIGNMENT

Our safety record at the Time Factory is nearly perfect. Working in other worlds, however, is another matter. Make sure you keep your eyes and ears peeled for the following dangers.

OBSTACLES

During your field assignments, you may encounter many dangerous machines, moving parts, and traps. The following are the three most common causes of work-related injuries while in other worlds. Please do your best to avoid these threats.

Barrels

Barrels cannot roll over you, but they can push you backward—making navigation difficult. There are rumors of exploding barrels! Barrels can also push you into another hazard. Move around or jump over these objects, or try using **PAUSE** or **SLOW**.

Spike pits

Avoid these dangerous pits. Go around or, if possible, jump over them. Falling into a spike pit is extremely unpleasant—and you'll have to use a **RETRY** to get out.

Blades

To pass these swinging, razor-sharp obstacles, you must have keen reflexes. If a blade hits you, it knocks you off your feet. Try using **PAUSE** and **SLOW** to navigate around these dangers.

TOM-TOM GANG

These time thieves have been seen skulking near the Time Factory. They are suspected of numerous robberies throughout the worlds. They are known to use time crystals in their illegal acts, and they would like to get their hands on more! If you spot any one of them, report it immediately to your supervisor. Caution: They may steal gold or time crystals. Be careful!

BENITO

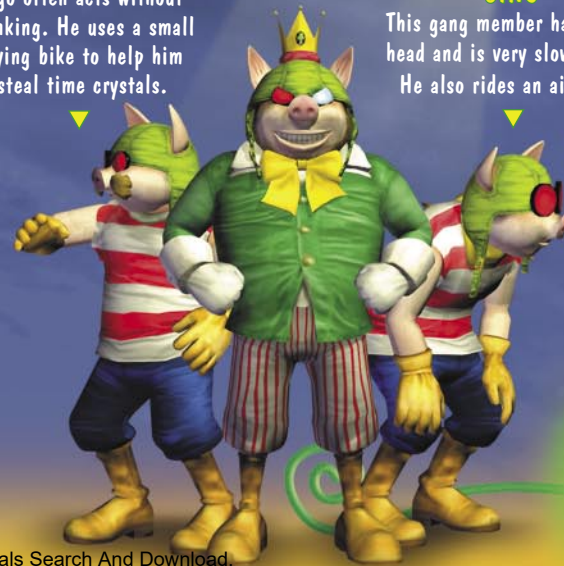
The leader of the Tom-Tom Gang, Benito is not terribly smart, but he is quick to get excited and angry.

UGO

As hot-blooded as Benito, Ugo often acts without thinking. He uses a small flying bike to help him steal time crystals.

CINO

This gang member has a cool head and is very slow to act. He also rides an air bike.



TIME MONSTERS

Time monsters are created by major time glitches. Many of these creatures have poor eyesight and intelligence and only attack if you get close. But workers cannot afford to ignore them—you must defeat every monster in an area.

Defeat time monsters by shooting trash at them from your sweeper. Some monsters take only a single hit to shatter. Others may take several shots to defeat. When defeated, monsters degrade into minor time glitches—or time crystals.



◀ CHRONO BLOB

This bouncy creature usually jumps around in a fixed territory. It's not very smart, but it will defend itself.

▶ SPIKER

Sometimes this monster is mistaken for a Chrono Blob—until it uses its deadly spikes! It is invulnerable when its spikes are extended.



▶ KEROPPER

This froglike creature has the ability to eat anything fired at it—snatching objects out of the air! It does not like to leave its vulnerable back exposed and always tries to face you.



▶ OCTOBALLOON

This creature floats through the air like a balloon. It gathers up trash and drops it on the heads of unsuspecting workers!



▶ DUST HERDER

This monster typically perches on a ball or other bit of trash. It can throw trash at you, so be ready to dodge its attack. Or use your sweeper to pick up the things it throws.



▶ MOLEGON

This monster tunnels underground, leaving heaps of earth wherever it burrows. While underground, it cannot be attacked. It enjoys moving under its prey and striking from below.

A MODEL EMPLOYEE

Every employee of the Time Factory should aspire to be hard-working and dedicated to the orderly flow of time. Employees in the field use their time sweepers to clean up time crystals no matter where they may find them. This cleanup is vitally important.

Although the role of time sweepers is not a glamorous one, we rely on them to keep time running uninterrupted.

During a typical workday, our employees may travel to exotic dimensions, see wondrous sights... or encounter perilous monsters. It is all part of the job. Do not fail. Do not quit. Do not lose your focus.

Retrieve stray time crystals and defeat all time monsters. Prevent the waste of precious seconds!



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