RENOVATION™ PRODUCTS

TIME GAL™

OFFICIAL SEGA™ SEAL OF QUALITY

SEGA CD™

EPILEPSY WARNING

READ BEFORE USING YOUR SEGA VIDEO GAME SYSTEM

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.

HANDLING YOUR SEGA CD

- The Sega CD Disc is intended for use exclusively with the Sega CD System.
- Do not bend it, crush it, or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional recess during extended play, to rest yourself and the Sega CD Disc.

WARNING TO OWNERS OF PROJECTION TELEVISIONS: 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.

RENOVATION PRODUCTS™

RENOVATION PRODUCTS, INC.
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This official seal is your assurance that this product meets the highest quality standards of SEGA™.

Buy games and accessories with this seal to be sure that they are compatible with the SEGA CD™ SYSTEM.

Renovation Products would like to thank you for purchasing "Time Gal " for your Sega CD game system. Please read this instruction manual carefully to ensure proper handling of your CD.

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STARTING UP YOUR SYSTEM

1. Set up your Genesis and Sega CD Systems and plug in Control Pad 1.

2. Turn on your TV or monitor, and then turn on the Genesis.

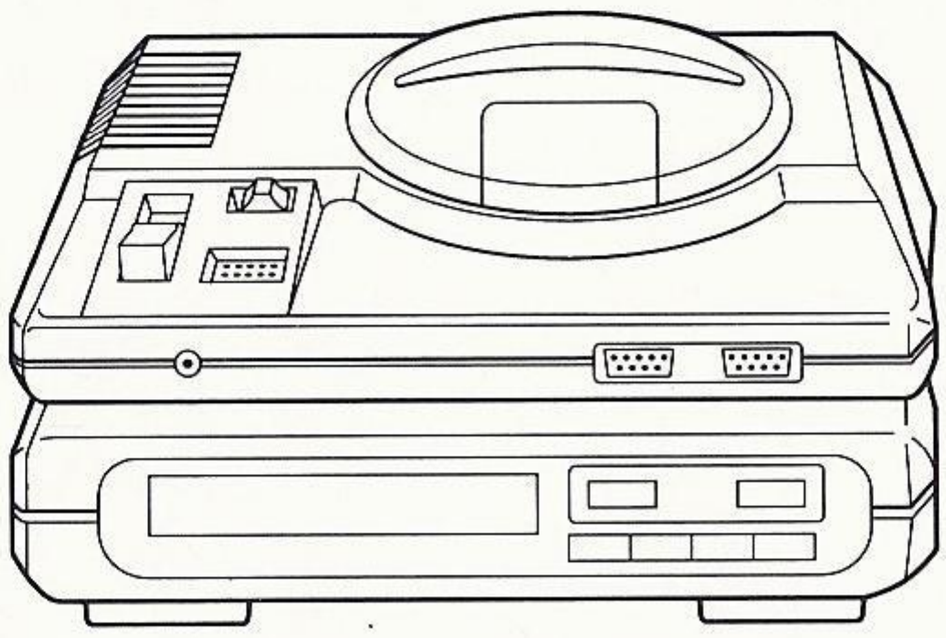
3. Press Start or Button A, B or C when you see the Sega CD logo. The Sega CD Control Panel will appear.

4. Press Start or Button A, B or C to open the disc tray. Place the Time Gal disc into the tray. Then press Button A, B, or C again to close the tray.

5. Press Start or use the D-Button to move the cursor to the CD-ROM button.

6. Press A, B or C to begin. The opening screens of the game will appear. (If the disc is already in the tray when you turn on the system, the game will begin automatically after a few moments.)

7. To stop a game in progress, or when the game ends, press the Reset Button on the Genesis console to return to the Sega CD Control Panel.



A CHASE THROUGH THE AGES



It is the future, where time travel is just being perfected. On the eve of its unveiling, a new time machine is the talk of the world.

Joseph Harper's "Pathforger" is about to be showcased live on world-wide television. From his lab, Harper prepares to send his head technician, "Time Gal," into the time machine to explore the past.

Time Gal enters the Pathforger, but before she can get comfortable a man named Luda suddenly appears from behind the control panel. Luda grabs Time Gal and sends her sprawling out the front of the Pathforger.

"I'm going to rule forever, in any and every era the world has ever known!" Luda proclaims. In an instant, the evil Luda and the Pathforger are gone.

"What do we do now Dr. Harper?" Time Gal cries.

"Uh, I thought this might happen. Hurry . . . press that button over there!"

A part of the lab wall opens and another time machine rolls out into the lab. The words "Pathforger II" are clearly visible on the front.

"Go get that thief and bring back my stolen Pathforger!" Harper shouts.

"I'm off! I'll do my best to track him down and protect the world's history. I hope I can catch him since he has a bit of a lead . . ."

"Do what you can. We're all counting on you Time Gal!"

REVVING UP THE PATHFORGER II

After placing the "Time Gal" CD in the Sega CD tray, press play on the title screen to start the game. After the design team logo appears, the game will automatically start an introduction sequence which shows Time Gal chasing Luda through many time periods. You may interrupt this animation at any point by pressing the Start button to bring up the game's title screen. Rev up the Pathforger II before Luda gets away for good!

From the "Time Gal" title screen you can select the type of game you want to play. Go to the Options mode and make adjustments if you like.

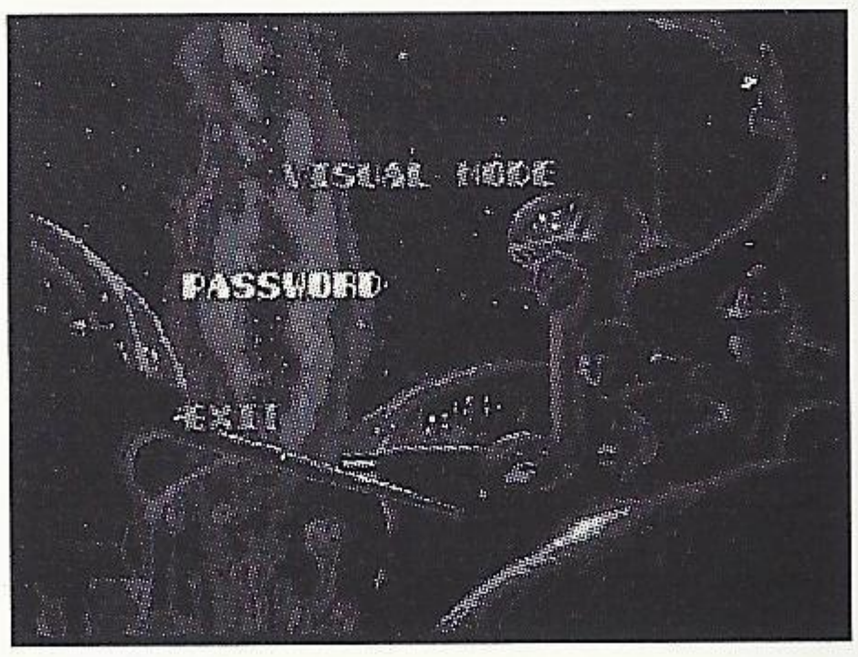
Lives: You can have up to 4 lives. Make your travels through time more difficult by giving yourself fewer lives.

Difficulty: Adjust the level of play to easy, normal or hard. There are 2 continues given. The easier the game you play, the more time you have to react.



Effects: There are 6 computer-generated sound effects used in "Time Gal" which you can listen to here.

Visual Mode: To enter and use the "Password Mode" please refer to page 14.



THE PATHFORGER VIDEO CAMERA

This Sega CD game is presented through the Pathforger time machine's video camera. Wherever Time Gal appears in time, the camera zooms in and shows you the action.

You must help Time Gal jump or move to avoid any of the obstacles Luda has arranged for her to run into during her chase through time. Here's what you see through the Pathforger video camera:

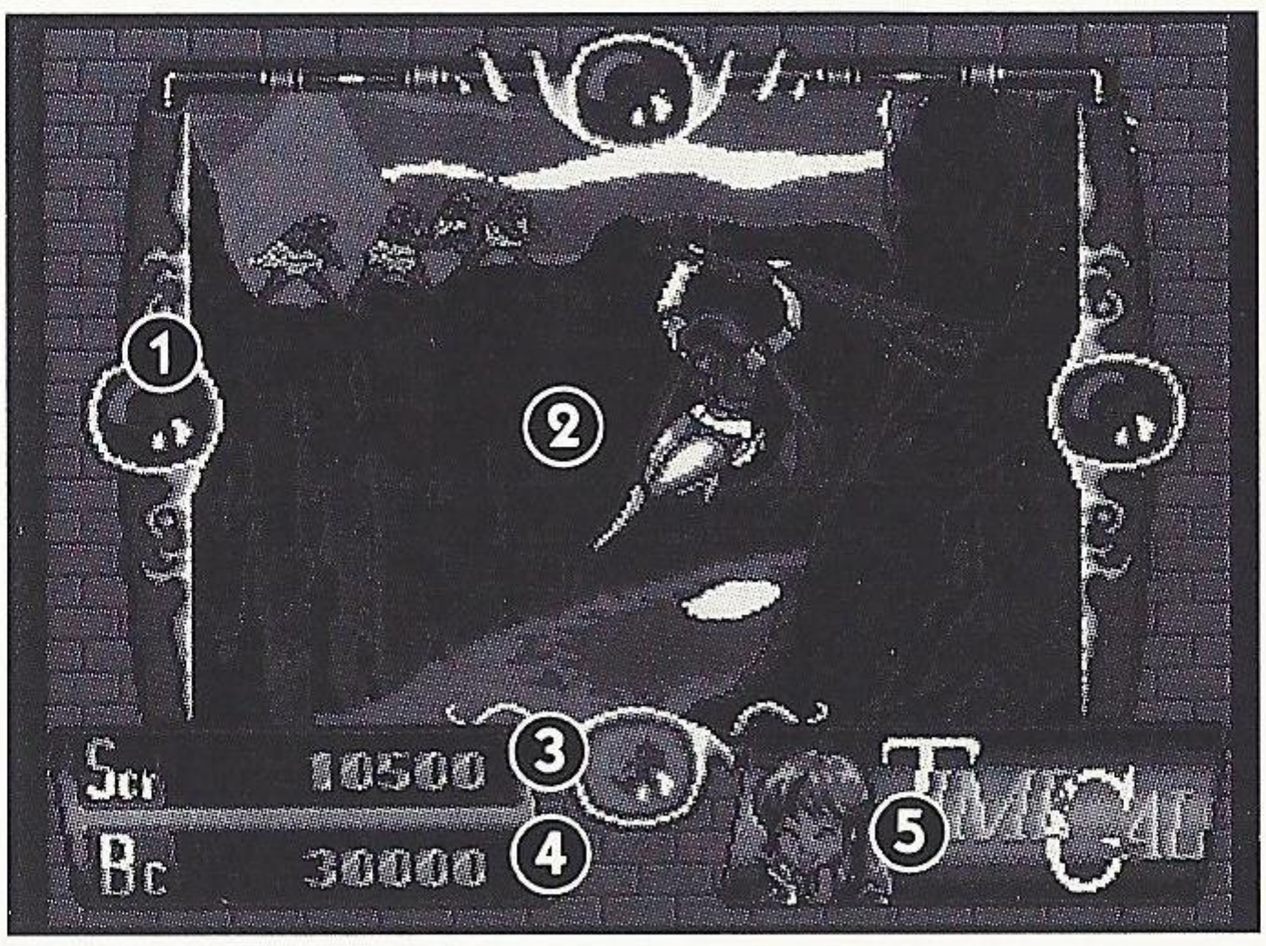
❶ ***Reaction Jewels:*** The video camera has reaction jewels in four directions: up, down, left or right.

❷ ***Animated Action:*** This is what the camera shows you throughout the adventure.

❸ ***Score:*** Your current score is displayed.

❹ ***Time Period:*** This tells you which time period you are currently in.

❺ ***Facial Expressions:*** Watch here for the Time Gal's reaction to your move.



THE PATHFORGER VIDEO CAMERA

Here are the control functions for Time Gal:

A button: Engages Time Gal in a fight, using her gun or any weapon she possesses

B button: Same as A button

C button: Same as A button

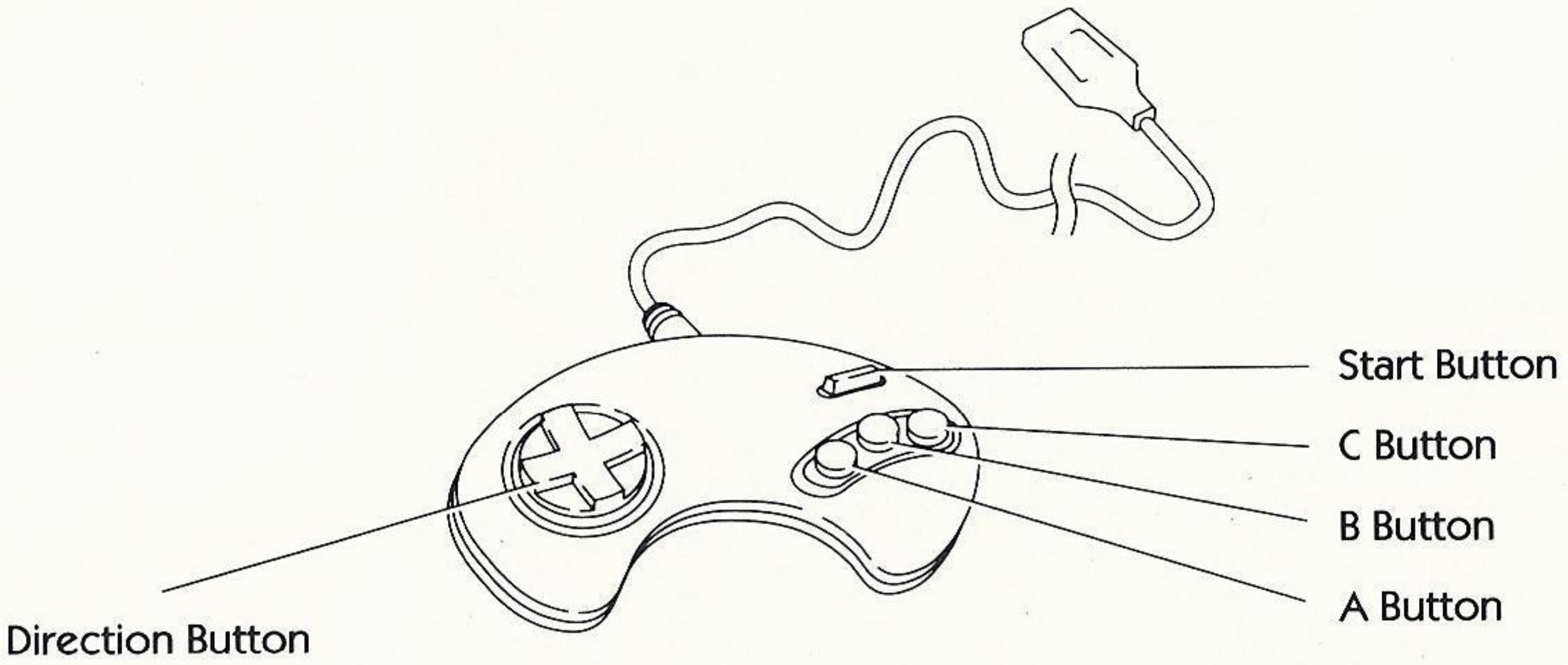
Start: Begin game after the end of a stage

D-pad Up: Makes Time Gal jump up

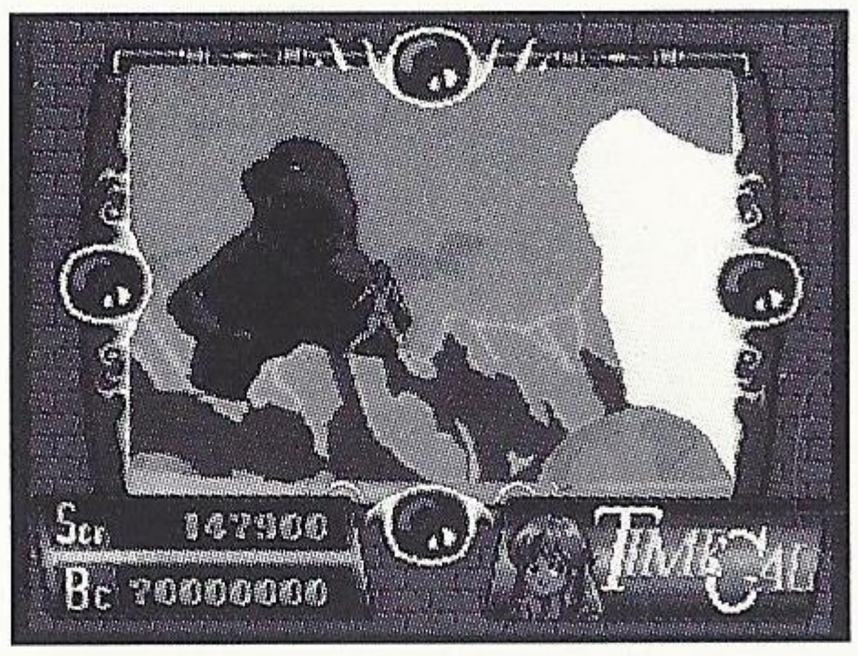
D-pad Down: Time Gal jumps downward

D-pad Left: Makes Time Gal move left

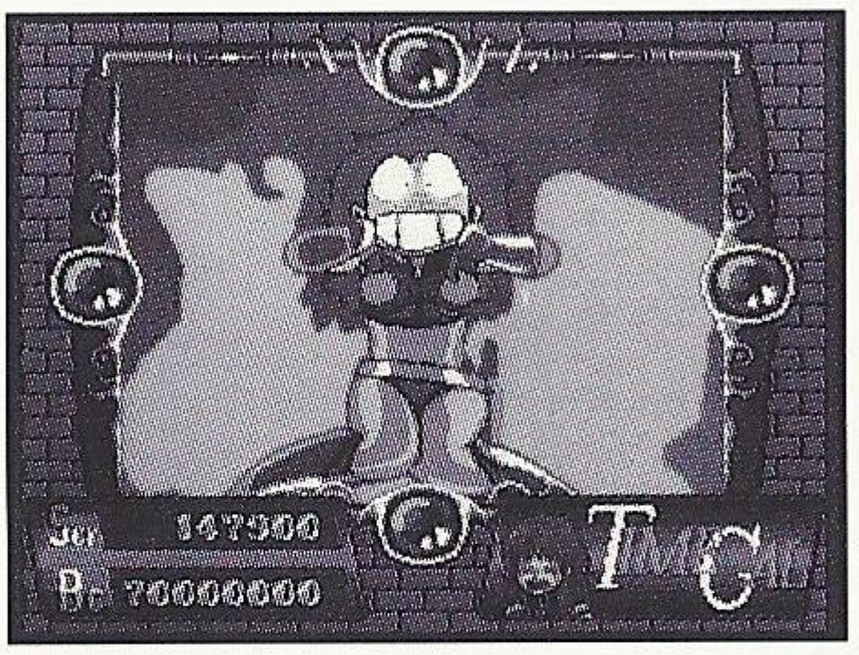
D-pad Right: Moves Time Gal to the right



WHICH WAY DO I GO?



Wherever Time Gal needs to go, the area will flash yellow. Tones will also ring letting you know when an action is required. If you don't move Time Gal in that direction quickly enough, Time Gal will suffer one game life and a special error sequence will appear. You'll know you made the correct choice when the picture of Time Gal in the lower right of the screen remains smiling. Also, tones will ring to let you know whether your choice was right or wrong.



In the Easy and Normal modes of play, the reaction jewels will flash in the direction you need to move. If all 4 jewels flash, press the A, B, or C button to use Time Gal's weapon. In the Hard Mode the jewels do not flash, but the tones ring and the yellow area flashes.

The reaction time is greatly reduced in the Normal and Hard modes. You'll need to anticipate the move in the Hard Mode, so be quick on your fingers to be successful.

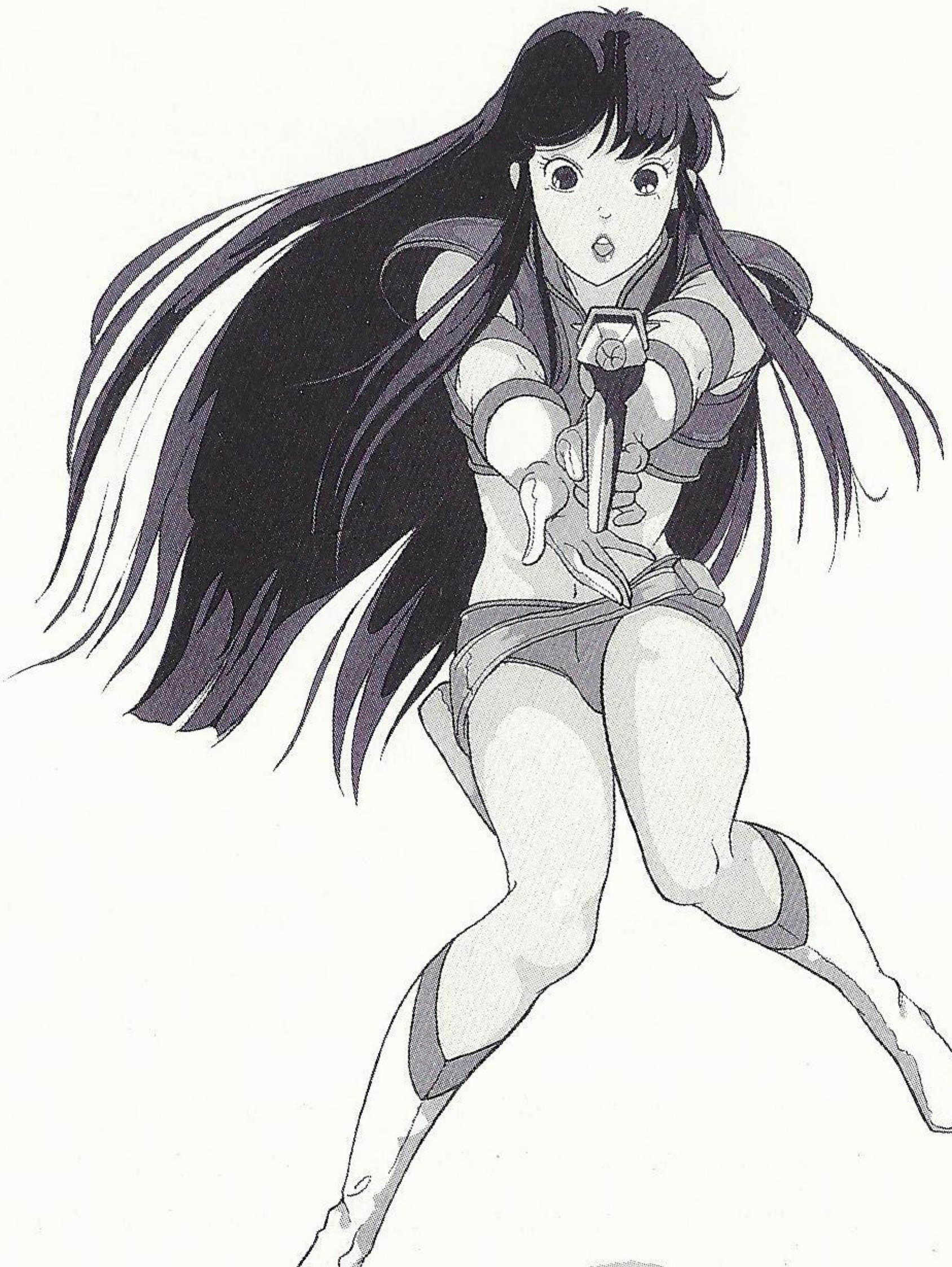
SCORING

The scoring is based upon how well you complete each stage. If you complete a stage without missing a single reaction, your score will be higher than if you complete a stage after missing a reaction. Point totals are also determined by which difficulty level you are playing.

You also get points for each reaction you complete successfully. Enter your name when you finish your game and compare your score with those of the designers. Top scores entered do not remain when the Sega CD is turned off.

TIME STOP

Time Gal has a special ability granted to her through the Pathforger. At certain points in a time period, she may stop time for a few seconds. When she says "Time Stop," time will then freeze. At this point, Time Gal has many options and needs your expertise to make the right decision. A menu will appear with three choices of how to get Time Gal out of a sticky situation. Make the right choice and Time Gal will smile. Choose a wrong option, and she loses a game life.



PLAYING TOWARDS A NEW ERA

There are 16 time periods or stages Time Gal must travel though to capture Luda. The periods she travels to are arranged by era, but each year within that era comes up randomly. She will start in the B.C. era, then will move to the early A.D. through present time, and finally into the future where Luda awaits.

When you start the game, the first stage that Time Gal travels to may or may not be the same as the next time you play. To add an extra challenge to the game, a stage may look the same as you remember it. However, it could be a reversed image of how it appeared before. Be aware that your movements also could be backwards.

SOME TIME PERIODS TIME GAL VISITS:

65,000,000 B.C. Trouble just seems to follow Time Gal, like the Triceratops that chases her. Keep moving and eventually you'll be rewarded with something cool. Watch out! It's not easy to outswim the "slow" turtle.



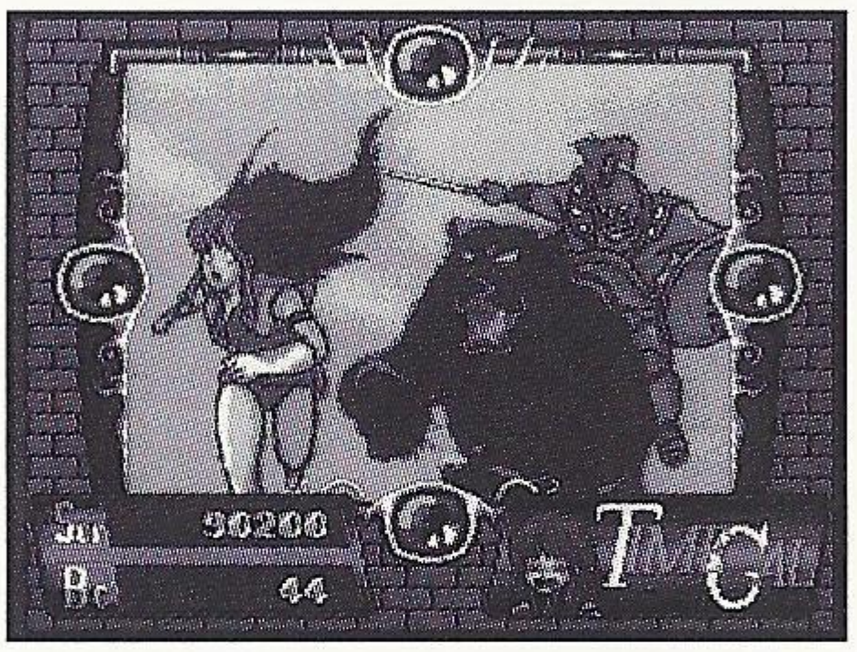
30,000 B.C.

Falling rocks are easy to jump to, but watch it when you start getting close to the river. Don't let Time Gal go over the waterfall! Once off the water, just fall without the net and Time Gal will be safe.



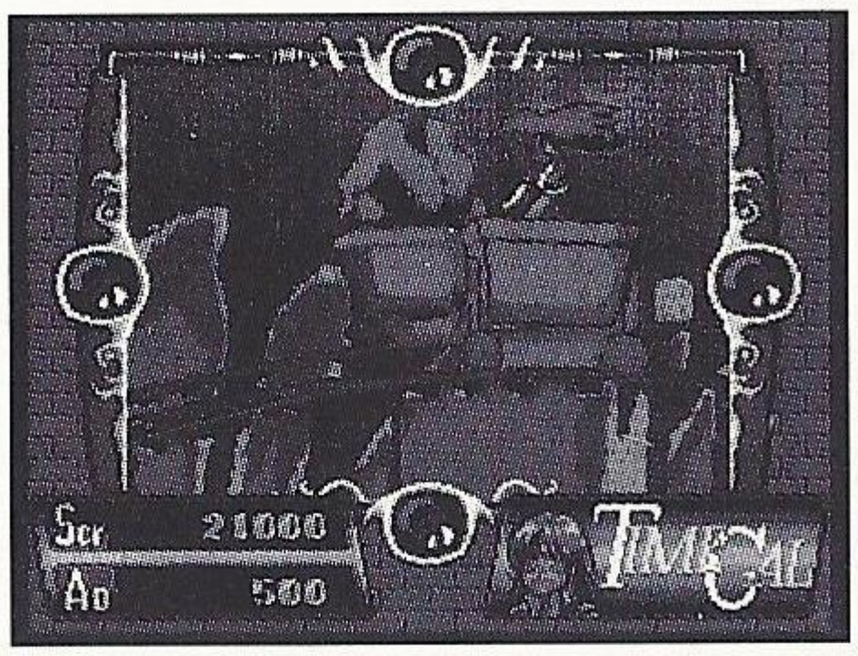
44 B.C.

Those Romans get a kick out of big burly men battling it out in a forum in front of frenzied fans. Time Gal definately feels out of place and with some quick movements she'll be gone. Good thing the Pathforger came equipped with a laser gun!



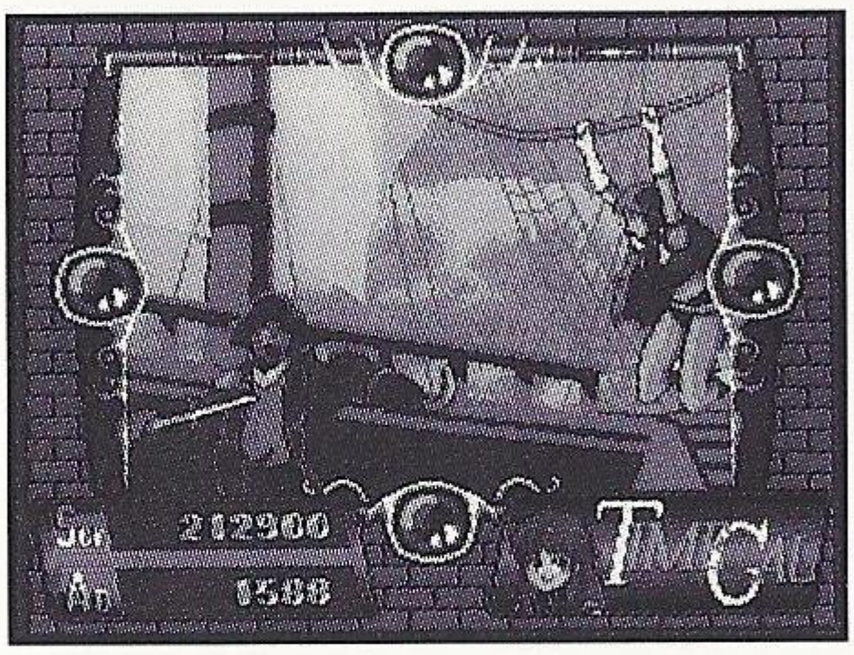
500 A.D.

What would a good vacation through time be without a ride in a mine car? Time Gal finds out in a hurry that the mine car is her way to escape. Where's the driver of the other car? Be alert because that track is not very sturdy in some parts.



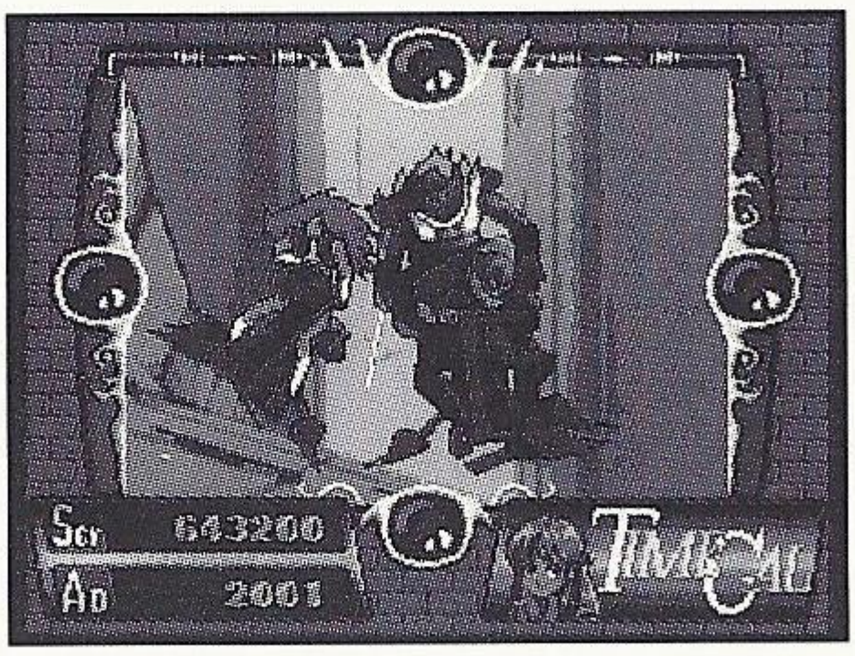
1588 A.D.

Time Gal likes to sail, but on a Spanish galleon with pirates she doesn't exactly jump for joy. She jumps to get out of the way! Look out for that cannonball or she may end up walking a fiery plank.



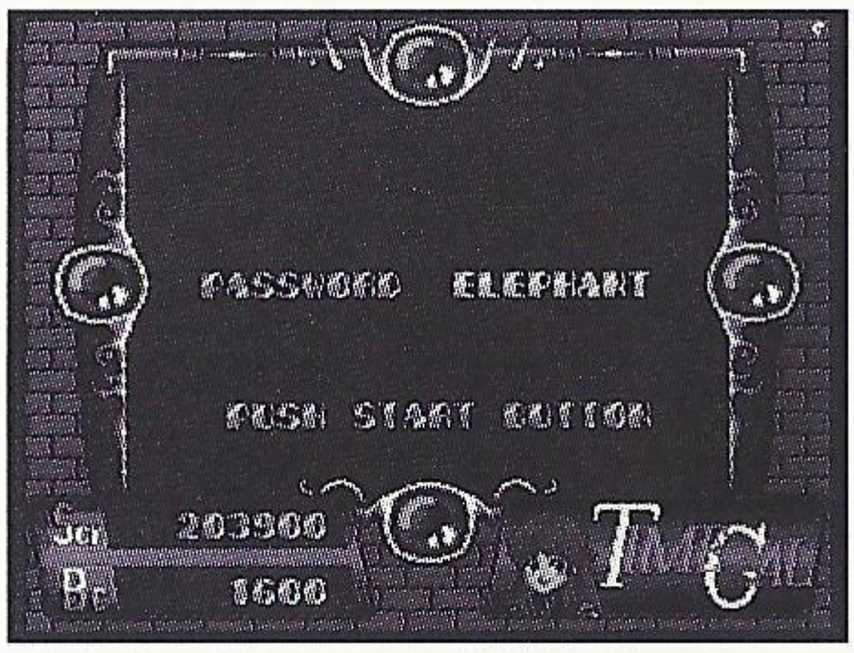
2001 A.D.

Nothing like a little futuristic biking with some really level-headed dudes. Hop on a space bike and zoom away from these hoodlums. Dodge that sword and don't forget to duck!

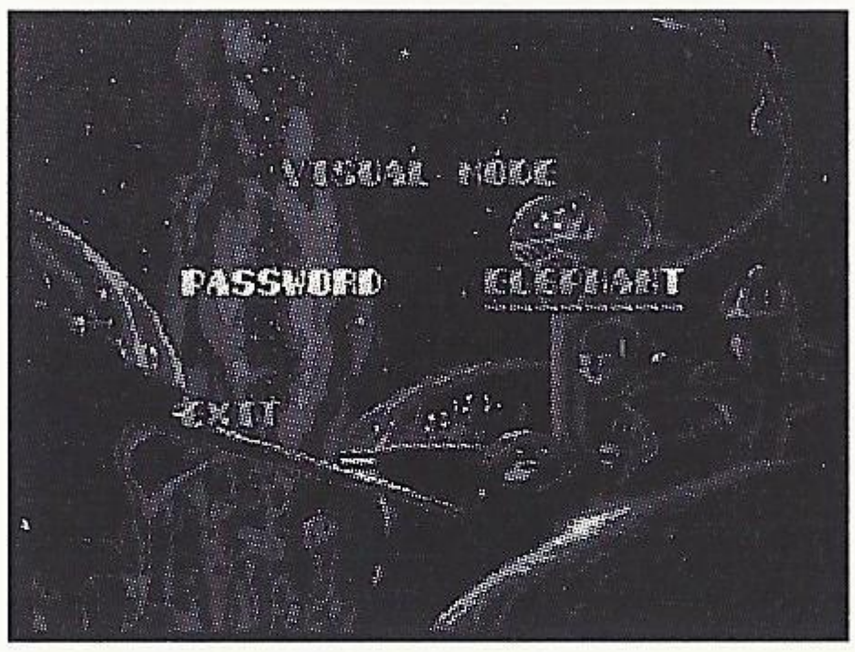


PASSWORDS / VISUAL MODE

The normal and hard modes of Time Gal add an extra bonus to the game play. After you complete a stage in these modes, your score is totaled and then a password appears. There are 16 passwords in the entire game, one for each stage.



Once the game is completed, you may use this password feature until you turn off the system. If you turn off your Sega CD system, you'll have to complete the levels again in order the use the passwords. The passwords allow you to enter the Visual Mode from the game's Title Screen. Enter the password and you will be presented with a menu to view the entire stage uninterrupted or watch the results of a wrong move.



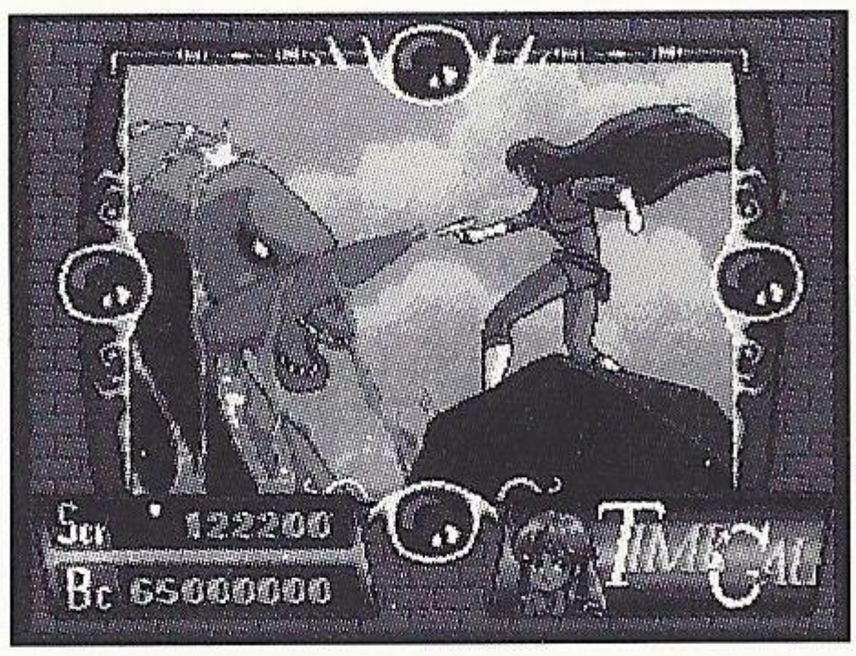
As an additional reward, learn all 16 passwords and watch the entire game.



HARD MODE TIPS

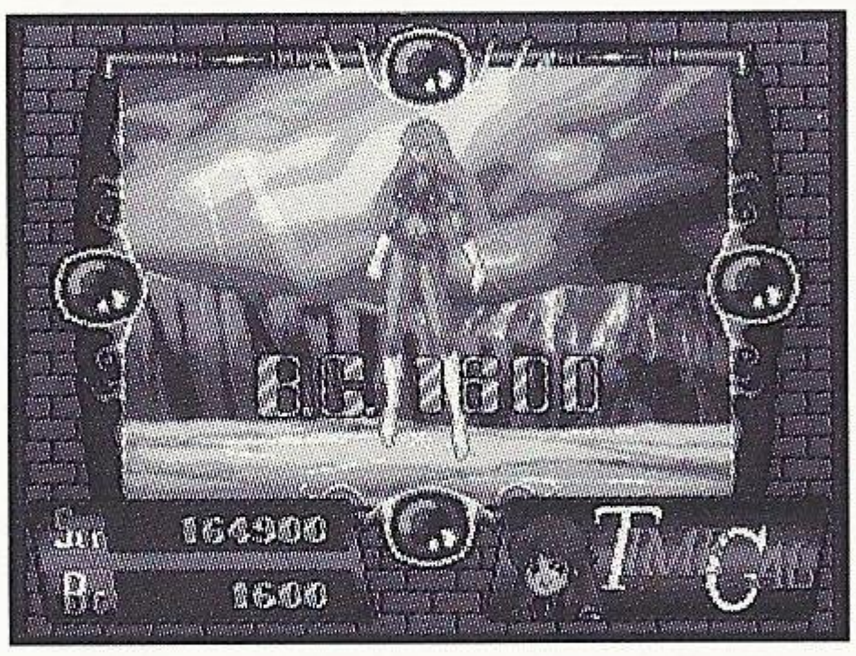
The Hard Mode requires a quicker reaction time and fewer clues, so here are some tips on how to be more successful.

1) The reaction jewels do not flash so there is no need to watch them. Pay close attention to the game itself because the area you need to jump to will flash yellow. Some areas are small and may not be completely in one of the four directions. Use your best judgement.



2) When Time Gal needs to use her weapon, her hand or the weapon holster will flash yellow. Pay attention to this because you may miss it.

3) After you accumulate your first 100,000 points in any of the 3 difficulty levels, you gain an extra life. Subsequent lives will be added at every 200,000 points in the Hard Mode. Build up your lives to make the game last longer.





What's Luda smirking at? If Time Gal doesn't succeed, Luda will be laughing hysterically. That would be tragic.

LIMITED WARRANTY

RENOVATION PRODUCTS, INC. warrants to the original purchaser only that the CD provided with this manual and the software program coded on it will perform in accordance with the descriptions in this manual when used with the specified equipment, for a period of 90 days from the date of purchase. If the program is found defective within 90 days of purchase, it will be replaced. Simply return the CD to RENOVATION PRODUCTS, INC. or its authorized dealer along with a dated proof of purchase. Replacement of the CD, free of charge to the original purchaser (except for the cost of returning the CD) is the full extent of our liability.

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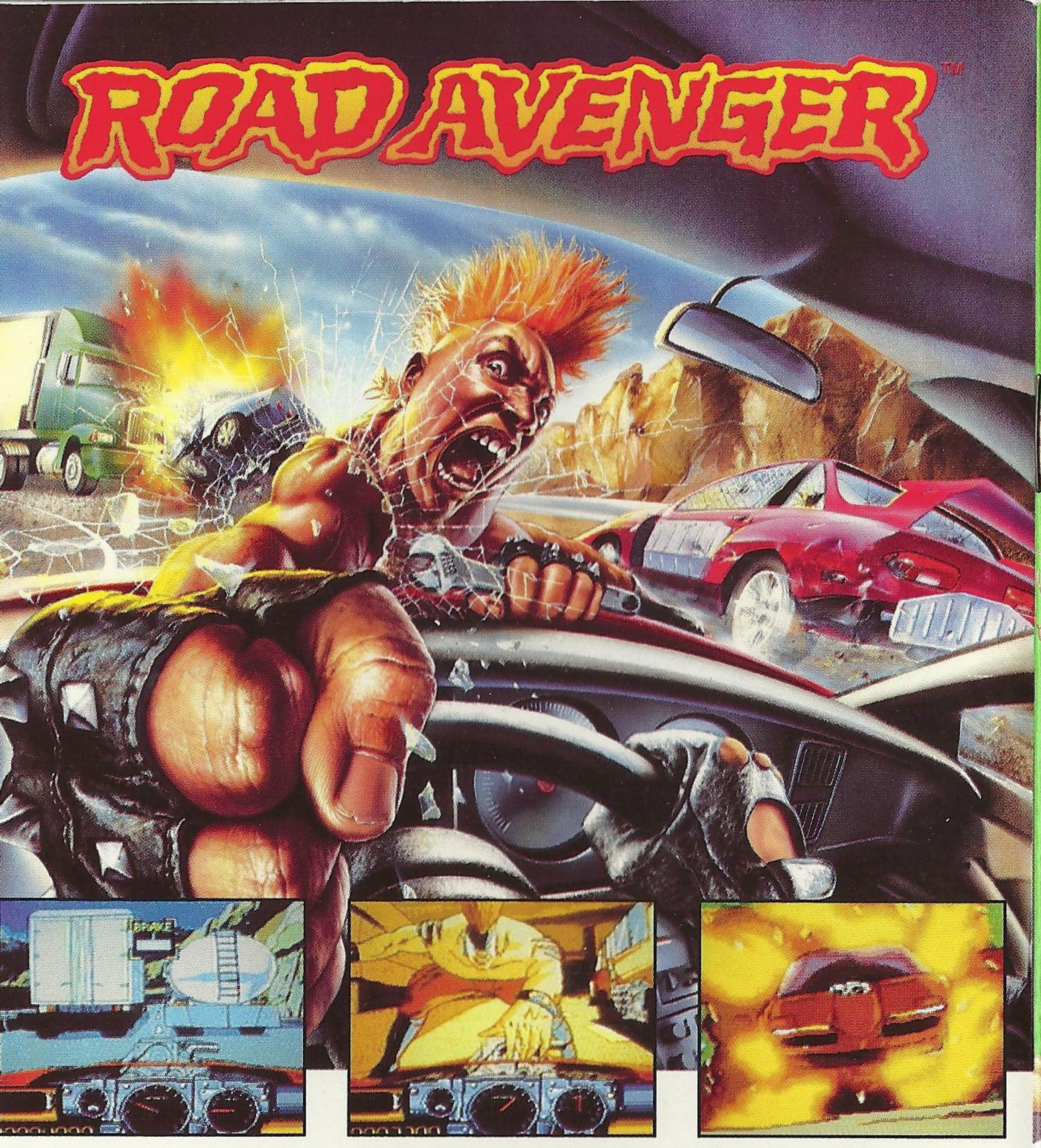
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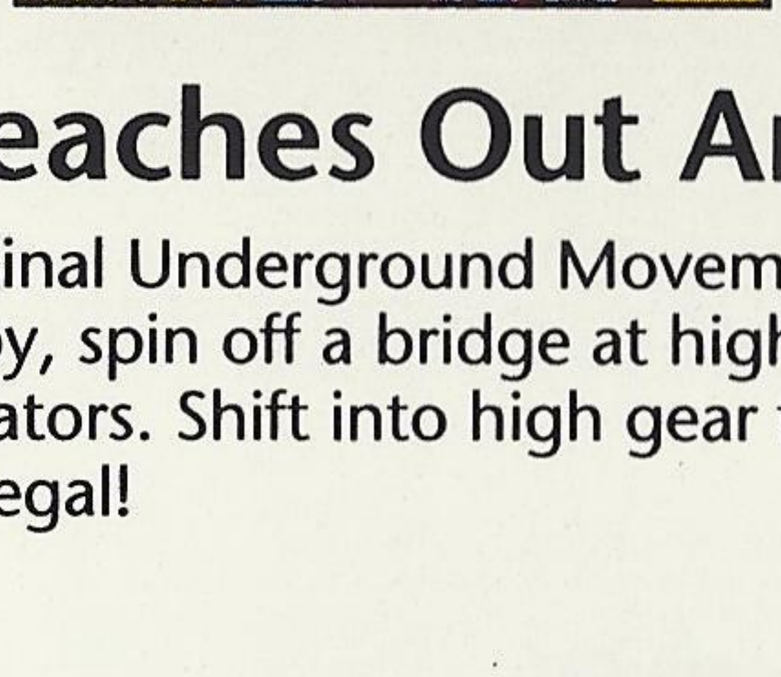
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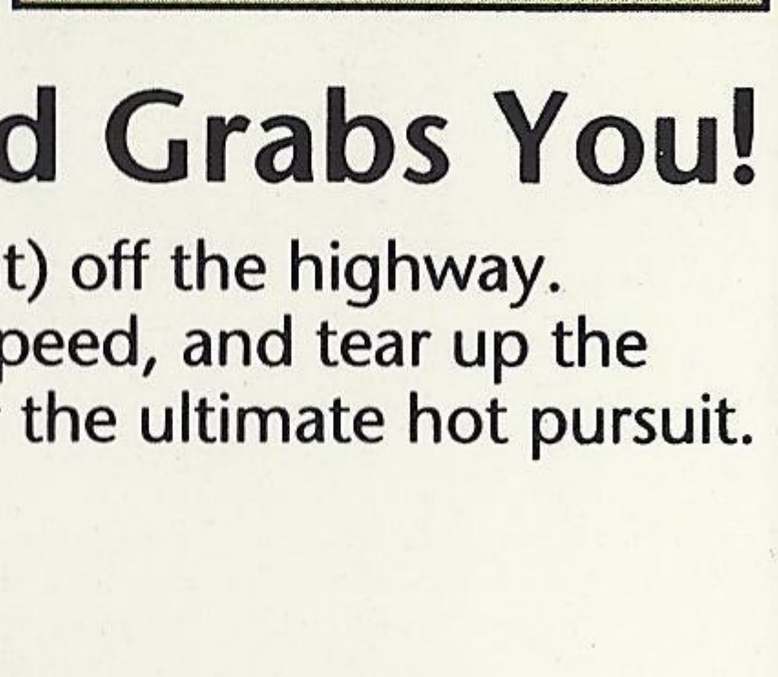
Patents: U.S. Nos.4,442,486/4,454, 594/4,462,076; Europe No.80244; Canada No.1,183,276; Hong Kong No.88-4302; Singapore No.88-155; Japan No.82-205605 (Pending)

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