TIME COMMANDO

Screen Description

1 Player Energy
Your energy level is indicated by gold "energy batteries." The maximum number of batteries you can have at a time is four. Each time you are hit, your battery loses energy. When your battery level reaches zero, you die.

2 Extra Lives
Each "extra life" is visually represented by the *Time Commando* insignia. The maximum number of extra lives you can have at one time is three. Each time you die (i.e., your battery level is zero or the virus has completely contaminated the computer's memory), you can continue to play the current game if you have an "extra life." In this case, your energy is recharged to the maximum level — but no higher than the number of batteries. During the few seconds of flashing, you become invulnerable.

3 Enemy's Energy
Each time you're confronted by an enemy, the enemy's "life bar" will be displayed. When the bar is empty, the enemy dies.

4 Infected Memory Indicator
This bar indicates the virus' gradual infection of the HTC system memory. A few minutes before the computer's memory is completely contaminated, you will hear a steady beep that grows louder as the indicator becomes full. When the indicator is completely filled, the virus takes over the system and you die.

5 Non-Infected Memory Stock
Throughout the game, you must collect as many non-infected memory circuits as possible. Represented by blue chips, these circuits must be fed into the memory upload terminals to stall the virus' progress.

6 List of Available Weapons
You enter each new world without any weapons. To obtain weapons, you can take them from a dead enemy, pick them up off the ground, or search for them throughout each world. Each time you find one, it is stored in your weapon inventory boxes. Additional information is displayed above or below them, depending on the characteristics of each weapon.
For those weapons that require ammunition, the total amount of ammunition available is displayed below them. Below each firearm, there's a small green bar measuring the weapon's ammunition capacity and the amount of ammunition currently loaded. Once the firearm is empty, you must reload the weapon in order to use any ammunition you still have available.

7 Weapon Selected
A yellow frame and a brighter display indicate the weapon you have in hand.

8 Ammunition in the Weapon Charger
If your weapon is a firearm, the ammunition available in the charger is displayed on the side at the bottom of the screen.

Bonus Items

Healthy Memory
These blue chips are memory circuits not infected by the virus. Pick up as many of them as possible.

Memory Upload Terminal
Each time you're near a memory upload terminal, place yourself in front of one of these plasmatic half-spheres and press the Search/Action button. All the healthy memory circuits you've collected will then be sent back to the main computer to stop the virus progress.

Life Points (yellow cubes)
When you step on a yellow cube, you restore a little energy to your energy batteries. But the power you can gain is limited by your current number of batteries (1 to 4).

Life Points (red cubes)
When you step on a red cube, you gain the equivalent of one battery's worth of life points. Once again, the power gained cannot exceed the number of energy batteries you currently possess.

Energy Battery
Each gold battery you recover is added to your stockpile of energy batteries until the maximum number of batteries (4) is reached. If you pick up a new battery when you already have four, the new battery will simply disappear.

Extra Life
The game is over when your battery level reaches zero, or when the virus has contaminated all of the HTC computer's memory. However, if you have an extra life, you have another chance. You'll reappear, flashing on and off, at the spot where you died. As long as the flashing continues, you remain invulnerable. When you use an extra life, part of the infected memory is restored and your batteries' energy returns to the maximum level; however, you lose one battery from your stockpile.

TIME COMMANDO™

Keyboard Reference

ESC — Option Menu

Select Weapon (F1–F4 region: 1, 2, 3, 4, 5, 6)

Pause (P)

Forward
Clockwise

Backward
Counter-Clockwise

Cycle Through Weapons
Windows™ 95 — W

Cycle Through Weapons
MS-DOS — Z, X

Ctrl +

Search/Action (Space bar)

Alt +

Forward jump
Dodge to right

Jump backwards or duck
Dodge to left

Hand-to-Hand Combat

Ctrl +

Guard

Kick
Right-handed punch

Block/Parry
Left-handed punch

Hand Weapons
(club, sword, mace, dagger, etc.)

Ctrl +

Guard

Frontal strike
Lateral strike to the right

Block/Parry
Lateral strike to the left

Fire Arms, Throwing Arms and Projectiles
(rocks, bows and arrows, pistols, etc.)

Ctrl +

Aim

Fire/Throw
Turn right and aim

Reload
Turn left and aim