

# TIME MACHINE

## THE COMPLETE SOLUTION

**Mad scientist in nude time travel shocker! Okay so he's not mad...or nude for that matter. But he does travel through time. As we all know, a time traveller's lot is not a happy one, so if you're having difficulty 'ave a gawp at this lot**

### LEVEL 1.1

1.2

1.3

1.4

1.5



### READ THIS FIRST

Read and inwardly digest. You have four pods at your disposal, each of which is assigned to an F key. Whenever you drop a pod make a note of the location and the F key, as it's all too easy to forget which pod is where and which key activates it.

### CREATING ZONE 2

1) Your first job is to transport the mammals to the cave in 1.5. Go to 1.2 and place a travel pod there. Go to 1.5 on the Phorodactyl (see 'using the phorodactyl') and place another travel pod by the cave. Go back to 1.2 and stun a mammal with your boomer (ooh er). Stand next to the stunned mammal.

when you're close enough as it'll appear in the look window, then transport yourself and the mammal to the pod in 1.5. Repeat this until you have a good number of mammals in the cave. You can have up to sixteen mammals in the cave at a time. You may transport mammals even after you have created Zone 2.

2) Go to 1.3 and block the geysers. Zone 2 now exists.

### LEVEL 2.1

2.1

2.3

2.4

2.5



### CREATING ZONE 3

1) Make a fire by the cave in 2.5 to keep the specimen warm (the fire will last longer if you make it in the green area). Place a pod by the cave. Go to 2.2 and find the pile of wood and transport it to 2.5. Go to 2.1 and stand in the middle of the screen on the solid patch. Change zones and go to 1.1. Transport the flame

to 2.5 to ignite the wood. If the fire goes out don't worry, just re-ignite the wood.

2) Unblock the geysers to warm up the planet. The Yeti does not like a warm planet and will try to block the geysers again. You can feed him by transporting apples from 1.2 or fish from 3.4, this will keep him happy for a while. You should now have created Zone 3...

3) ...but there's more to be done. You now need to plant some seeds in 2.4, an act which proves vital for progress later in the game. Place a pod on the river bank (in the green area by the existing plants). Transport a lazing apple from 1.2 and watch the little shrub grow. Now repeat this for the other river bank. You can now move onto the next phase of the task.

## LEVEL 3.1

## 3.2

## 3.3

## 3.4

## 3.5



### CREATING ZONE 4

- 1) Transporting of the round wheel from 3.2 to 3.5 if you have planted the seeds correctly in 2.4 then you should have trees growing in 3.4. If not, try again you saps. You need to break the branches of the trees to form a bridge. What's more you need the bridge to take the wheel across the river.

And as if that wasn't enough the bridge is also needed in later zone(s). Use the pterodactyl in zone one and as you cross the river change to zone three at the appropriate place so that you would drop onto the branches. Repeat this tricky maneuver for both branches. You can now save the wheel across the river to 3.5 making sure you get it right next to the square wheel.

HINT: A quicker way of getting the wheel to 3.5 is to carry it to

3.3. Now enter the hut with the wheel. All other things being equal you should now have reappeared in the hut in 3.5. Now walk up to the square wheel and drop the round wheel next to it. Yo ho, things are looking good.

## LEVEL 4.1

## 4.2

## 4.3

## 4.4

## 4.5



### CREATING ZONE 5

- 1) Destroying Goliath  
Get a powder barrel from 4.5. To avoid the cannon ball stand in the middle of the screen in 3.5 and change to Zone 4. Take the barrel to 4.4 and drop it as near to the right hand side of the bridge as possible. Place a pod near the barrel and wait for

Goliath to get near the right hand edge of the bridge. Then use your beamer to ignite the barrel. This will cause Goliath to explode.

- 2) Revealing the oil source  
Take another barrel from 4.5 and take it to 4.1. Drop it by the moving rock (this being the oil source). Place a pod near the barrel and ignite it to dislodge the moving rock thus revealing

the oil source. (Don't forget you need to activate your beamer to ignite the barrel.) You should now have created Zone 5. We're nearly done so if there was ever a time not to screw up, it's now.

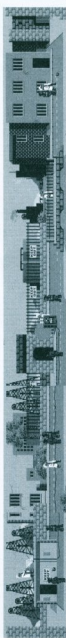
## LEVEL 5.1

## 5.2

## 5.3

## 4.4

## 4.5



### REPAIRING THE TIME MACHINE

- 1) Recovering the crystal unit for the time machine  
Kill a few terrorists in 5.5 and wait for a bomb to appear. Transport this bomb to 1.1 by the rock with the crystal in it. Ignite the bomb to dislodge the crystal from the rock. You will find the crystal in the swamp if you search carefully for it. Place a pod in front of the time machine and transport the crystal to it.

- 2) Switching power to the time machine

There is a power switch on top of the building above the VID Oil sign in 5.1. Use the Pterodactyl to land on top of the building and beam at the switch to turn the power on and off. Make sure you put the crystal in the time machine before switching the power on. Now with the crystal in place and the power on all you have to do is get inside your time machine by walking around the back of it.

### USING THE PTERODACTYL

At certain points throughout the game you'll need to use the Pterodactyl to travel around. Doing this couldn't be simpler. Travel to either 1.2 or 1.5 and use your beam on the white eggs. The pterodactyl will then appear and take you through the screens. Then all you have to do is press the when you want to be dropped.