

! WARNING Before playing this game, read the Xbox 360 Instruction Manual and any peripheral manuals for important safety and health information. Keep all manuals for future reference. For replacement manuals, see www.xbox.com/support or call Xbox Customer Support.

Important Health Warning About Playing Video Games

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 taking the following precautions: Sit farther from the screen; use a smaller screen; play in a well-lit room; and do not play 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.

TIMESHIFT™

WELCOME TO TIMESHIFT™

Master Time to Become the Ultimate Weapon

On the hunt to find your betrayer, Dr. Krone,
you have arrived within his alternate timestream...

Master the Beta Suit's timeshifting abilities
to lead the rebel uprising to victory.

When you start the game, you will see the Main Menu, which contains the following options. Select an option to go to the submenus associated with it.

Single Player – Play a new game, resume a game, load a saved game, or replay a completed level.

System Link – Play a multiplayer match with friends over an LAN or local network.

Xbox LIVE® – Play a multiplayer match with gamers all over the world on Xbox LIVE®.

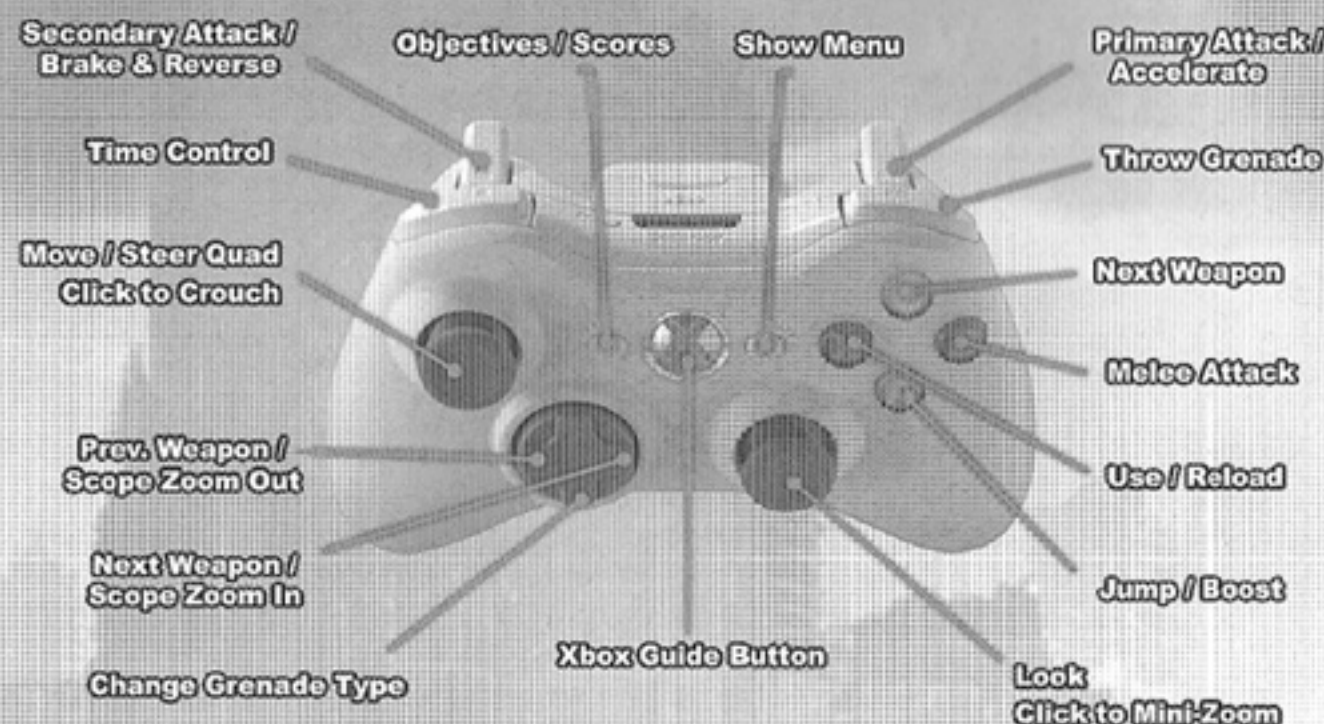
Options – Customize controls, audio, video, game, multiplayer and Storage Device settings.

Unlockables – Browse unlocked cinematics, music tracks and production sketches. Progress through the single-player game to unlock new content.

Credits – View the game credits.

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DEFAULT CONTROLS



XBOX LIVE®

Play anyone and everyone, anytime, anywhere on Xbox LIVE. Build your profile (your gamer card). Chat with your friends. Download content at Xbox LIVE Marketplace. Send and receive voice and video messages. Get connected and join the revolution.

Connecting – Before you can use Xbox LIVE, connect your Xbox console to a high-speed internet connection and sign up to become an Xbox LIVE member. For more information about connecting, and to determine whether Xbox LIVE is available in your region, go to www.xbox.com/live.

Family Settings – These easy and flexible tools enable parents and caregivers to decide which games young players can access based on the content rating. For more information, go to www.xbox.com/familysettings.

SAVING AND LOADING

Save your progress at any time by pressing START to pause the game and selecting Save Game. TimeShift also saves automatically at predefined checkpoints. Should you die, there are multiple options to restart gameplay. Quick Load will reload your last auto or manual save. Load Game will bring up a menu with all the auto-saves and manual saves. Lastly, Restart Level will restart the level you are in (using this option will start you off with a fresh inventory; your current weapons, ammo and grenades will be lost).

When you complete a level, your progress is saved automatically. You can reload any previously played level through the Replay Level option. To load a saved game, select Single Player at the Main Menu and then select Load Game. Select a saved game slot to load.

TIMESHIFTING

With the power of the Beta Suit, you are able to move through the fourth dimension. Your ability to control time enables you to do seemingly impossible things, such as walk on water or through flames. When you use a time power, everything in the world outside the Beta Suit is affected, but you are not. This means that regardless of what time power you use, you and the weapon you control are moving at normal speed.

The Beta Suit is equipped with an artificial intelligence known as S.A.M. that is sensitive to each context you encounter. Since S.A.M. can intelligently choose which time power will best aid your objective at any given moment, you are able to control all three aspects of timeshifting with one button.

Time Slow – This function slows down everyone and everything around you for a limited time. Time Slow does not affect your movements or actions—you will continue to move at normal speed while everything else moves in slow motion.

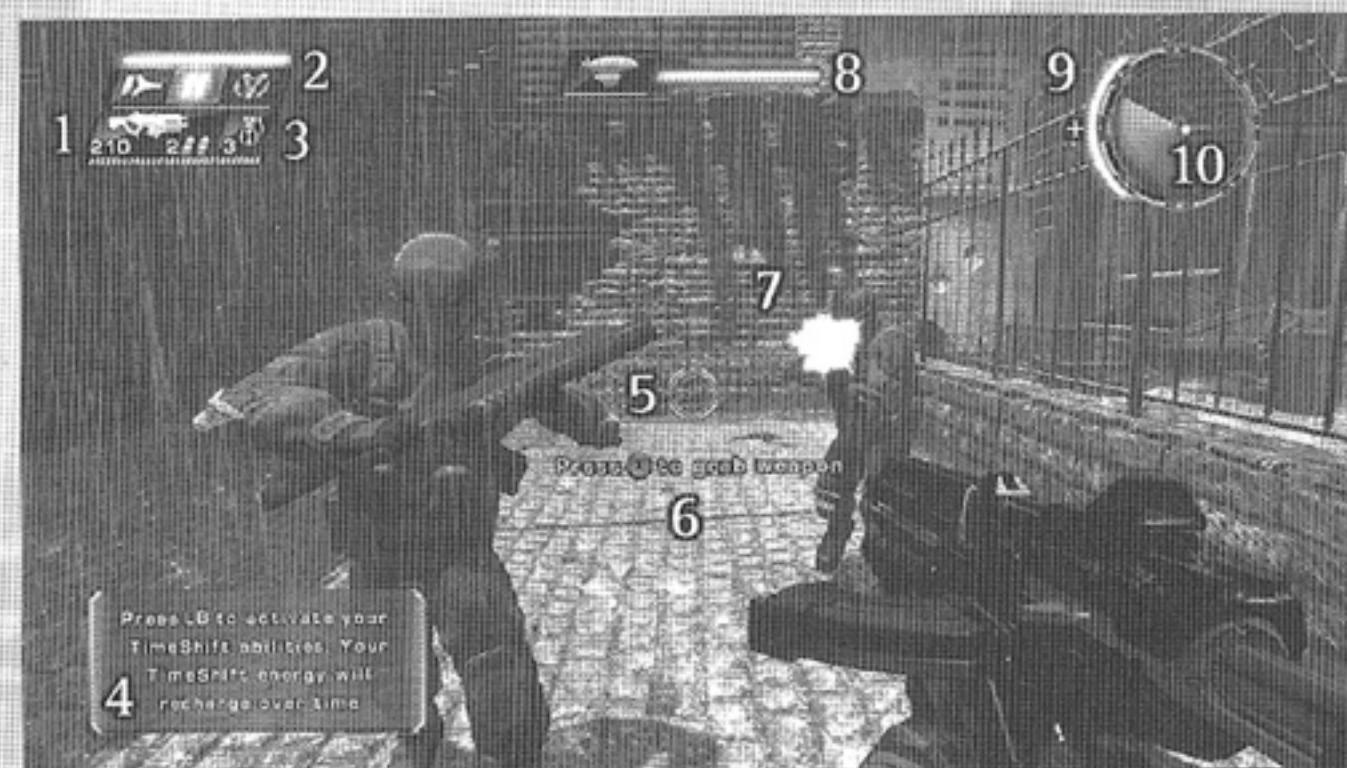
Time Stop – Time Stop allows you to completely stop time for a few brief moments, during which all molecular motion in the world stops—except for what you control. If you kill an opponent during Time Stop, the accumulated force of your gun shots will only be apparent when time resumes.

Time Reverse – This power allows you to reverse time. While reverse is in effect, you cannot use any weapon or device, take items or interact with opponents in any way without breaking the space-time continuum and canceling the effect.

TimeShift System – Using the suit's time powers will deplete the suit's energy at various rates. Once the energy is depleted, you cannot use the timeshift functions until your power is recharged. There is a finite amount of energy available in the suit, however it will recharge after several seconds when it is not in use.

Rapid Recovery System – Your Beta Suit is also outfitted with measures to protect your safety. Via its Rapid Recovery System, any damage taken by the wearer is automatically deflected by the suit's onboard shielding systems. Although the suit cannot revive you from death, any injuries you sustain will be repaired after taking cover in a safe zone for a few moments.

HUD



- Weapons Bar** – The integrated weapons bar displays the currently wielded weapon. Below the picture of your current weapon is the ammunition you have for both primary and secondary fire. *Note: you can toggle the Weapons Bar off through Options > Game > Weapon Bar.
- Time Control Meter** – This gauge indicates how much timeshift power is left in the Beta Suit. The Slow, Stop, and Reverse icons light up when S.A.M. suggests using them.
- Grenade Display** – This display shows the kind and amount of grenades you currently have selected. You have four to choose from, so this display becomes very handy in the heat of the moment.
- S.S.A.M. Hints** – S.S.A.M. Hints appear to let you know when to utilize your timeshift powers to help you conquer various gameplay scenarios. *Note: S.S.A.M. Hints can be turned off through Options > Game > S.S.A.M. Hints.
- Reticle** – When the reticle is green, you are aiming at an ally. When the reticle is red, you are targeting an enemy.
- Use Prompt** – This will appear when you are near an object that you can use. Press X Button to use the object.
- Damage Location** – A damage indicator will appear on-screen when you take damage. The top will illuminate when hit from the front. The right side illuminates when damage is taken from the right, left for the left side, and bottom when you take damage in the back.

8. **Zeppelin Meter (onboard a zeppelin only)** – This gauge indicates the amount of damage your zeppelin can withstand before mission failure. The zeppelin's armor will slowly recharge if it is not attacked for a few moments.
9. **Shield Meter** – The Beta Suit's shielding systems will automatically repair any damage taken once you take cover in a safe area.
10. **Radar** – This displays information about your surroundings. A blue dot indicates the location of your current objective. Green dots indicate nearby allies. Red dots indicate nearby enemies. Yellow dots indicate the presence of vehicles you can use.

WEAPONS

You will find nine types of weapons and four types of grenades throughout the game. You can carry a maximum of three weapons at any time, plus every type of grenade. Guns can be acquired in weapon crates, armories, off the bodies of recently killed enemies or, with some skill, from a living foe.

KM-33

This small-caliber one-handed pistol has excellent accuracy at all distances in primary fire mode.

Primary Fire: Single Shot

Secondary Attack: 4-Shot Burst



KM 2103 Karbine

This automatic rifle fires powerful bullets at a high rate of fire and is a great all-around weapon.

Primary Fire: Rifle Round

Secondary Attack: Grenade Launcher
(hold to delay blast)



ShatterGun

This double-barreled shotgun shoots multiple pellets that spread out quickly. Use this weapon at close range for maximum effectiveness.

Primary Fire: Single-Barrel Shot

Secondary Attack: Double-Barrel Blast



Echo Rifle

This single-shot sniper rifle shoots extremely powerful large-caliber projectiles that are most effective at long range.

Primary Fire: High-Speed Sniper Round

Secondary Attack: Zoom
(hold to zoom up to 9x)



ThunderBolt

The ThunderBolt shoots energy projectiles that penetrate an opponent's armor and detonate after a short time. Its scope attachment affords extra accuracy at long distances.

Primary Fire: Energy Bolt

Secondary Attack: Scope View
(hold to zoom)



E.M.F. Cannon

This weapon uses energy cells to shoot concentrated projectiles of magnesium. A small but damaging blast radius gives it extra splash-damage capabilities at all distances.

Primary Fire: Magnesium Projectile

Secondary Attack: Magnesium Overload
(hold to charge shot)



Bloodhound

This shoulder-mounted rocket launcher is effective at long range, causes massive damage, and has a large blast radius.

Primary Fire: Rocket

Secondary Attack: Guided Fire Mode
(guide the rocket in real-time using the red reticle)



Hell-Fire

This weapon shoots incendiary bullets that ignite on impact.

Primary Fire: Incendiary Shot

Secondary Attack: Flamethrower



SurgeGun

This powerful weapon fires a concussive blast of energy with a large radius of damage.

Primary Fire: Surge Overload



Clutch Grenade

Clutch grenades adhere to enemies using electromagnetic energy. Once one sticks to an enemy, nothing will get it off. However, should you get hit with one, your time powers might help to overcome your fate.



Swarm Grenade

These grenades are actually mini attack drones. When thrown, these drones deploy in the air and hover in place, firing at nearby opponents.



Spring Mines

These proximity mines are placed in the ground when thrown. As soon as your enemy gets close, they jump out and explode.



Laser Trip Mines

These mines can be placed on many surfaces. They emit a red laser moments after being placed. When the laser beam is interrupted, the mine detonates.



Turrets

In addition to the handheld weapons and grenades, you will also find a variety of static turrets. Turrets can be used by both you and your opponents.



Quad

The quad is a vehicle you can use to get through mountain passes with ease. Look for yellow dots on your radar to find them.





Dr. Aiden Krone

Dr. Aiden Krone is a former Professor of Applied Physics. During his fifteen years, he begrudgingly taught a single graduate-level Statistical Mechanics course between his exhaustive research efforts. The motivation behind his research work was to justify and document his advancements, and therefore his seemingly endless need for concurrent research grants.

It was during this time that he hand-selected a group of his most capable grad students to document his (private) research. The studies branched across multiple fields, including Thermodynamics, Statistical Mechanics, Advanced Propulsion and, ultimately, Quantum Mechanics & Quantum Electrodynamics (QED). It was secretly dubbed the "N.E.X.T.²" program—Next-Gen Engineering for the Exploration of Time Travel. The opus of their collaborative efforts is the Suit.

The Suit

The Suit, the first being the Alpha Suit, was originally developed as the device through which a human body can safely take part in the act of Time Jumping, or "Jumping," (i.e., time travel) without being killed in the process. During the successful act of Jumping, the suit is the primary object traveling at the speed of light as it passes through any "Bridge" or wormhole (e.g., Einstein-Rosen Bridge).

The Alpha Suit was developed to shield the human body from the exponentially increasing density effects of matter as it travels at the speed of light, essentially serving as a "Time Traveling Body Shell" for the traveler. Thus, the person wearing it was simply along for the ride, hoping to survive. However, while the suit was conceived and designed with the capability to safely return to its Original Point of Exit within its "A.D." timestream, this was something the traveler was expected to initiate manually.

After over a decade of development, the Alpha Suit was the first successful, fully-operational prototype of the N.E.X.T.² program. But this first suit was designed to be strictly functional and was built without the modifications necessary for practical application.

In contrast, the Beta Suit has been refined and substantially modified for military specifications. In addition to making it lightweight and sleek, its designers made use of next-gen materials and a host of classified biological technologies.

The Beta Suit is designed to integrate with the inner workings and design of the human body. When functioning properly, the two "systems" are married—together they form a fully operational tactical system.

The Beta Suit also addresses the potential dangers of the Alpha's manual return system. With the manual return, once the wearer made a Jump in time, it was up to him to initiate the return, which left open the possibility of the wearer remaining at the destination coordinates forever—whether by accidental circumstance or even on purpose. With an Auto-Return system, the traveler's suit will course-correct. Assuming it can respond in time, the suit will automatically reverse its Jump pathway out of the destination coordinates and Auto-Return the wearer to the A.D. coordinates.

Similarly, many of the suit's functions are automated. This leads us to S.²A.M....

S.²A.M.

Along with the inclusion of the Auto-Return System, chief among the many improvements to the Beta Suit was the integration of a prototype Artificial Intelligence program. The Strategic System for Adaptable Metacognition, known affectionately as S.²A.M. or S.S.A.M., is a significant addition to the suit's capabilities.

While the S.²A.M. program has been researched and developed over the course of the past ten years, the program is still in its infancy as a self-learning and fully adaptable AI program.

In addition to all the known and implied characteristics of an Artificial Intelligence system, S.²A.M. also has the unique ability to intercept and record every digital audio and video feed within the system's pre-set proximity.

It was thought that the experience of a Jump would be severely jarring to a traveler's body, motor skills and senses—so much so that it could be life-threatening. The stored A/V information can be used in many ways; however,

the intended purpose was to enable S.²A.M. to play audio clips, video snippets—at times, even memories—to familiarize weary and possibly shocked travelers of their mission goals, history and purpose.

Additionally, S.²A.M. is meant to regulate the Beta Suit's internal systems, monitor all electrical diagnostics, and manage the wearer's central nervous system, vital signs and neurological status.



Dr. Marissa Foster

Dr. Marissa Foster is a beautiful, brilliant student who was one of the first to join Krone's graduate research program. Marissa is Dr. Krone's "second" within the facility and is largely responsible for the development and advancement of the Beta Suit, as well as the creation and integration of S.²A.M.



Dr. Nathan Tucker

Dr. Nathan Tucker is another colleague on the N.E.X.T.² program. He serves as the conservative voice of reason regarding the serious and unpredictable implications of the program's success.



Commander Mason Cooke

Commander Mason Cooke is the leader of an anti-Krone underground movement. Because the two of you have a common goal—to find and take down Krone—you join Cooke and his men, known as the Occupants, in their failing struggle against the Krone Magistrate.

MULTIPLAYER GAMEPLAY

Ready to take your game to the next level? Play TimeShift with a friend over System Link and battle it out for bragging rights. Ready to take on the world? Take TimeShift online with Xbox LIVE® and compete with the world's best to become the true King of Time.

Chrono Grenades – Use time as a weapon like never before. During multiplayer gameplay, players can throw Chrono Grenades to create spheres that distort the temporal fabric. When a Chrono Grenade is thrown, any player, weapon or projectile caught in the blast radius is affected. There are three types of Chrono Grenades: Slow, Stop and Reverse. Slow Chrono Grenades slow down anything caught in their blast radius. Stop Chrono Grenades nearly stop everything caught in the way. Time Reverse Grenades reverse time within their area of effect.

You can replenish Time Energy by letting your suit recharge, or you can speed up the process by collecting Time Energy Packs strewn across the multiplayer maps.

Time Shield – Using your Time Energy, you can activate a Time Shield around you that slows foreign objects and makes you immune to time manipulation.

Time Resistance – By locating Time Resistance power-ups, you can become resistant to the effects of Chrono Grenades for a short period of time.

Heavy Damage – By collecting a Heavy Damage power-up, you can increase the damage your weapons inflict 2x. These power-ups appear as floating swords throughout the maps.

Multplayer Options – To customize Multplayer Options, select Options from the main menu and then select Multplayer. You can edit your multiplayer Skin, create Modifiers and adjust Game Modes for online play.

Multplayer Game Modes – TimeShift comes with six predefined Game Modes, and each can be modified to create new game modes. Select Edit in the Gameplay Settings menu to customize everything from armor values and starting weapons to Chrono Grenades. Try creating your own game types to mix things up on the battlefield. Be creative!

Predefined Game Modes

Deathmatch – Every man for himself.

Team Deathmatch – The team with the most kills wins.

King of Time – Grab the Time Sphere and become impervious to all time effects. Rack up kills while holding the Sphere to become the King of Time!

Meltdown Madness – Throw Chrono Grenades at the opposing team's machine to prevent it from functioning. Your team wins when your machine completes its countdown.

Capture the Flag – The old favorite gets a new spin when you mix in Chrono Grenades.

One-on-One – A one-on-one battle to the death!

Server Settings

After selecting a Game Mode, you can specify the server settings. You can set the maximum amount of players, set spectator slots, make the game public or private and more.

Multplayer Modifiers

After selecting a Game Mode and specifying the Server Settings, you can select optional Server Modifiers. Modifiers add unique twists to basic gameplay. Like Game Modes, Server Modifiers are completely customizable. Create new modifiers by tweaking Health properties, Time Energy regeneration, bonus powerups for kills and even physics!

Presets

Athletic – Increase your run speed and improve your jumping abilities.

Low Gravity – That's it. Jump high, fall soft, have fun.

One Shot, One Kill – Enemies will die from a single shot. But so will you.

Rocket Arena – No hiding, no running. All weapons are changed to Bloodhounds.

Slow to Kill – Use your time control skills to affect your enemies. It's the only way to take them down.

Sniper Arena – Test your marksmanship skills. All weapons are changed to Echo Rifles.

Steel Skin – Players' resistance to damage is increased.

Vampire – You are a vampire. Go on a killing spree to survive.

Last Man Standing Classic – You have a limited number of lives. Stay alive to become the last man standing.

Stat Icons



Server requires a password



Dedicated Server



Server with modifiers



Server with customized modifiers



King of Time



Voice chat being used



Player is dead



Double Kill Award



Hat-Trick Award



Quad Kill Award



Fury Kill Award



Killing Spree Award



Killing Rage Award



Untouchable Award



Mass Murder Award



Grim Reaper Award

System Link

To compete with players on another Xbox 360, select System Link. You must have at least two Xbox 360 consoles on a network or connected with a System Link cable to play.

If you are joining a game, select the match and press A to join. To host a game, press X to create a new game. Specify your Gameplay Settings, Game Mode and Modifiers.

Xbox LIVE®

To play online, select Xbox LIVE from the main menu and sign into Xbox LIVE.

Online Menu

Ranked Match – This one counts! All Ranked Matches go towards your Xbox LIVE Leaderboard ranking.

Player Match – Just for fun! Player Matches don't count towards your Xbox LIVE Leaderboard ranking.

Downloadable Content – Check in with Xbox LIVE for new downloadable multiplayer content for TimeShift.

Friends – Play with your Xbox LIVE friends. To begin a game, select Player Match and enable Private Slots.

Quick Match – Searches for and joins the closest game available.

Custom Match – Specify what kind of game you want to join—by Max Players, Game Mode, Modifiers and Map.

Host Game – Create a game for others to join. After selecting Host Game, specify your Gameplay Settings, Game Mode and Modifiers. For more information, see Multplayer Game Modes on page 7.

Leaderboards – Check out how you measure up on the TimeShift Leaderboards. Play Ranked Matches to better your standing.