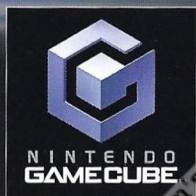


# TIME SPLITTERS

FUTURE PERFECT™



INSTRUCTION BOOKLET



Vinn's Lair

**PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME DISC OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.**

**IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES**

**⚠ WARNING - Seizures**

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions	Eye or muscle twitching	Loss of awareness
Altered vision	Involuntary movements	Disorientation

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

**⚠ WARNING - Repetitive Motion Injuries and Eyestrain**

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists, arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists, arms or eyes during or after play, stop playing and see a doctor.

**⚠ WARNING - Electric Shock**

To avoid electric shock when you use this system:

- Do not use the Nintendo GameCube during a lightning storm. There may be a risk of electric shock from lightning.
- Use only the AC adapter that comes with your system.
- Do not use the AC adapter if it has damaged, split or broken cords or wires.
- Make sure that the AC adapter cord is fully inserted into the wall outlet or extension cord.
- Always carefully disconnect all plugs by pulling on the plug and not on the cord. Make sure the Nintendo GameCube power switch is turned OFF before removing the AC adapter cord from an outlet.

**⚠ CAUTION - Motion Sickness**

Playing video games can cause motion sickness. If you or your child feel dizzy or nauseous when playing video games with this system, stop playing and rest. Do not drive or engage in other demanding activity until you feel better.

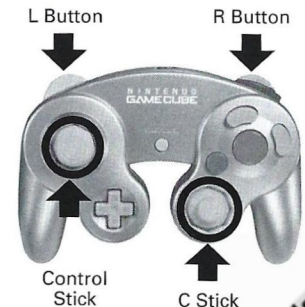
**⚠ CAUTION - Laser Device**

The Nintendo GameCube is a Class I laser product. Do not attempt to disassemble the Nintendo GameCube. Refer servicing to qualified personnel only. Caution - Use of controls or adjustments or procedures other than those specified herein may result in hazardous radiation exposure.

**CONTROLLER NEUTRAL POSITION RESET**

If the L or R Buttons are pressed or the Control Stick or C Stick are moved out of neutral position when the power is turned ON, those positions will be set as the neutral position, causing incorrect game control during game play.

To reset the controller, release all buttons and sticks to allow them to return to the correct neutral position, then hold down the X, Y and START/PAUSE Buttons simultaneously for 3 seconds.



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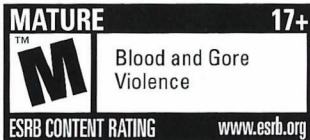
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WITH ONE, TWO, THREE OR  
FOUR PLAYERS AND  
CONTROLLERS.**



**THIS GAME REQUIRES A  
MEMORY CARD FOR SAVING  
GAME PROGRESS, SETTINGS  
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# Getting Started

## Nintendo GameCube™



1. Turn OFF the Nintendo GameCube™ by pressing the POWER Button.
2. Make sure a Nintendo GameCube™ Controller is plugged into the Nintendo GameCube™ Controller Socket 1.
3. Press the OPEN Button to open the Disc Cover then insert the *TimeSplitters Future Perfect™* Game Disc into the Optical Disc Drive. Close the Disc Cover.
4. Press the POWER Button to turn on the Nintendo GameCube™ and proceed to the *TimeSplitters Future Perfect* title screen. If you can't proceed to the title screen, begin again at step 1.
5. At the *TimeSplitters Future Perfect* title screen, press **START/PAUSE** to advance to the Main menu.

# Command Reference

## Nintendo GameCube™ Controller configurations



## Menu Controls

Highlight menu items	+Control Pad or Control Stick ↓
Change highlighted item	+Control Pad or Control Stick ↔
Select/Go to next screen	A Button
Cancel/Return to previous screen	B Button

## General Gameplay

Run/Sidestep	Control Stick
Look/Turn	C Stick
Throw grenade	Z Button
Aim	L Button
Melee attack	X Button
Fire	R Button
Crouch	B Button
Manual reload/Leave fixed weapon	Y Button
Activate/Enter unlocked door	A Button
Change weapon	+Control Pad ↔
Toggle weapon mode (Zoom in if in Aim mode)	+Control Pad ↑
Change grenades (Zoom out if in Aim mode)	+Control Pad ↓
Pause/Access Options menu	START/PAUSE

# Setting Up the Game

**Note:** Default options are listed in **bold** type.

After setting your widescreen preference, select the number of players (1-4). The Profiles screen appears. You must create a player profile (for each player) to track game progress.

To create a new profile:

1. Highlight **CREATE NEW PROFILE** and press the **A** Button.
  2. Use the on-screen keyboard to enter a name for your profile and select **DONE** to finish.
  3. At the save prompt, choose either **CONTINUE WITHOUT SAVING** or **MEMORY CARD SLOT A/MEMORY CARD SLOT B** to save your profile to a Nintendo GameCube™ Memory Card inserted in Nintendo GameCube™ Memory Card Slot A or Memory Card Slot B. Press the **A** Button to confirm and continue to the Main menu.
- ✱ To load an existing profile, highlight your chosen profile from a Memory Card inserted in Memory Card Slot A or Memory Card Slot B and press the **A** Button. The profile is loaded.

## Story Mode

Immerse yourself in an epic adventure unfolding somewhere between the recent past and the distant future. As time-tripping spacetime marine Cortez, race against time to trace the origin of the vicious TimeSplitters and save the world from annihilation.

To start your game in Story mode:

1. Select **STORY** in the Main menu.
  2. Choose the level you want to play. Only one level is available initially. Completing a level unlocks the next one for play.
  3. Select the level of difficulty: **EASY**, **NORMAL**, or **HARD**.
  4. Read the mission description and press the **A** Button. Gameplay begins.
- ✱ Press **START/PAUSE** or the **A** Button to bypass cut scenes.

**Note:** Want an ally? Take on the TimeSplitters with a friend by selecting two players and then Story mode in the Main menu.

## Player Progress

To see how well you are doing on your mission, select **PLAYER PROGRESS** in the Main menu. View **STATISTICS**, **ARCADE AWARDS**, and the **GALLERY** for each profile.

## Settings

Change some of your settings here and the others in-game.

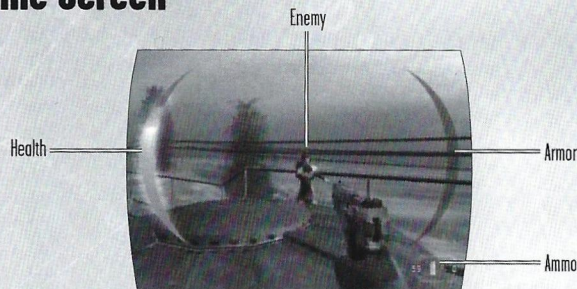
- PLAYER (in multiplayer)** Push the Control Stick **↔** to select which profile to apply the setting changes to.
- CONTROLS** Set your control preferences (see *Controls* on p. 8 for more information).
- SAVE PROFILE** Save the current profile to a Memory Card.
- ✱ For controls and audio/video options, see *Options* on p. 8.

## Extras

View the *TimeSplitters Future Perfect* **MOVIES** and **CREDITS**.

# Playing the Game

## Game Screen



## Weapons

In *TimeSplitters Future Perfect*, you have an impressive arsenal at your disposal—if you can find it! Discover new guns as you explore each level, or blow enemies away to get your hands on their weapons and ammo.

- ✱ To switch weapons, press the **+Control Pad ↔**.
- ✱ To toggle between primary and secondary fire, press the **+Control Pad ↑**.
- ✱ To switch selected grenades, press the **+Control Pad ↓**.

**Tip:** Keep an eye out for a range of unconventional weapons such as the flamethrower and the ghost gun!

## Temporal Uplink

As Cortez, you are armed with the ingenious Temporal Uplink which allows you to levitate and control objects.

- ✱ To toggle the mode of the Temporal Uplink, press the **+Control Pad ↑**. It displays a map of the level so you can pinpoint your—and your enemies'—location.

**Tip:** Run out of ammo? Try using the Temporal Uplink to lift, aim, and throw items through the air to hit a target.

## Health

Every time you are injured, two meters, representing your health and armor levels, appear on either side of the screen. Replenish these meters by picking up first aid boxes and armor pick-ups.

**Tip:** Look out for the future sniper rifle. Go into secondary fire mode to bring up a shield that protects you from bullets and lasers.

## Vehicles

Take control of a range of vehicles, whether you're slipping behind the wheel or manning the gun on the back. Use them to fire at enemies, mow them down, or ram open heavy doors.

## Options and Status Menus

Press **START/PAUSE** when playing to bring up the Options and Status menus. Push the Control Stick **↔** to highlight either **OPTIONS** or **STATUS**.

### Options

Use the Control Stick to cycle through the options and press the **A** Button to select one. Most of the options in *TimeSplitters Future Perfect* are self-explanatory and are therefore not covered in this manual. Exceptions are listed below:

#### CONTROLS

##### CONTROL LAYOUT

Configure the basic controls. Choose between **CLASSIC**, **CLASSIC B**, **RADICAL**, **RADICAL B**, and **CUSTOM**. Change any of the configurations by selecting **CUSTOMIZE**.

##### CROSSHAIR

Decide whether you require a crosshair to help you aim and, if so, how it should behave. Choose between **ON AND FIXED**, **OFF**, and **ON AND MOVING**.

##### WEAPON CHANGE

Select how you switch between weapons. Choose between **IF NEW AND BEST** (if a newly-collected weapon is the best in your arsenal it is automatically equipped), **ALWAYS** (whenever you collect a weapon it is equipped), **NEVER** (weapons are only changed manually), **BEST** (the best weapon in your collection is selected), and **IF NEW** (newly-collected weapons are equipped).

##### TURN SPEED

Push the Control Stick to increase or decrease the speed at which you rotate when moving the **C** Stick.

## Status Menu

☛ To access the Status menu during gameplay, press **START/PAUSE** and select **STATUS**.

The Status menu is not always available, depending on which game mode you are playing. Story mode displays your main objectives and informs you when you have completed them, Arcade mode has a **SCORES** menu instead, while Challenge mode shows scores and objectives (and stats where applicable).

## Other Game Modes

### Arcade Mode

Take part in a series of multiplayer games played on specially-created maps.

#### Arcade

Arcade mode is all about winning: thrash human and AI 'bot opponents to earn rewards and build up your stats.

To play an Arcade game:

1. Select **ARCADE** at the Main menu, then choose **ARCADE** at the Arcade Type screen.
2. Choose a game mode and a location.
3. To adjust various preferences to tailor the game to your liking, press the **+**Control Pad **↓** to highlight a particular option, press the **+**Control Pad **↔** to change it, and select **GO** when you've finished.
4. Select an available character to begin your game.

#### League

Beat level targets to earn bronze, silver, gold, or even platinum trophies in this series of challenging single-player only games. Are you good enough to compete in the Elite League?

1. Select **ARCADE** at the Main menu, then choose **LEAGUE** at the Arcade Type screen.
2. Choose a league to play in, a series, and match to play. Each event has a particular character to play as. Press the **A** Button on the character page, and the match begins.
  - ☛ Read the Match Information screen for guidance on the match you've selected.
  - ☛ To unlock the Honorary League, complete the Amateur League. To unlock the Elite League, complete the Honorary League.

### Challenge Mode

Challenge mode offers a series of unique challenges set in sections of the Story and Arcade mode levels. Earn the required score or time to beat the challenge and reap the rewards.

To play a challenge:

1. Select **CHALLENGE** in the Main menu.
2. Select a challenge in the Select Challenge Set and Select Challenge screens. Enter the game as a specific character unique to that challenge.
  - ☛ Read the Challenge Information screen for guidance on the challenge you've selected.

# MapMaker

Design, build, and battle through your own slice of the *TimeSplitters* universe. The opportunities are endless with the advanced *TimeSplitters Future Perfect* MapMaker. So what are you waiting for? Begin building! To help you get started, take a look at the tutorial below.

## MapMaker Tutorial

To create and edit a new map:

1. Select MAPMAKER in the Main menu.
2. Select EDIT/CREATE NEW MAP.
3. Choose BEGINNER from the Select Modes box.
4. The MapMaker Main menu is your central mapmaking resource. From here you can create, design, edit, save, and load your maps. To start work on one, select EDIT.

**Note:** Use the Control Stick to navigate the MapMaker Main menu.

5. At the Main Editor screen, you can choose to add tiles, items (start points, weapons, doors, windows, vehicles, fixed guns, etc.), and lights. In Advanced mode, story AI (enemies, etc.) and game logic (map behavior) can be added.

**Note:** Press START/PAUSE at any time to go back to the MapMaker Main menu.

6. Begin by adding a tile. First, select the Tile menu along the top of the screen and then press the **A** Button anywhere on the screen. A window appears displaying a variety of tiles to browse through. All tiles are shown in 360 degree rotation with a blue arrow indicating where any other tile can be joined to it. Pick up a tile and select a point on the grid where you want to place the tile. Press the **A** Button to drop it in the chosen spot.
7. Next, select a Large Ramp and place it on the grid. You can select this tile, copy it, rotate it, or delete it.

**Note:** MapMaker maps can be up to five floors high. Large tiles span two floors. By default, you will start off on floor three and can build up and down. The floor you are on is indicated in the top right corner. Press the **R** Button to go up a level and the **L** Button to go down a level.

8. Next, select a Large Bridge tile and place that next to the Large Ramp tile. You can now choose to play at ground level, or go up the ramp and along the bridge!
9. Set a start point for characters to appear in your map. To do this, choose the Item menu from the top of the screen, and then select the Start All icon. This will be the start point for all your players.
10. Now it's time to arm yourself! Go into the Items menu, select the Tactical 12-Gauge Shotgun and place it on the Bridge tile you added earlier. The Properties option lets you decide how often (in seconds) the gun will respawn, or whether it is permanently there for collection by anyone, anytime. Try selecting RESPAWN ON PICKUP!

11. Now here comes the fun: playing your map. Go to the Main menu and select PREVIEW MAP, then choose a game such as DEATHMATCH, and brace yourself. In the Preview, you are put into your map and pitted against a random set of characters.

12. Now that you have previewed your map, you can start building upon it, making it even bigger and better. Exit the Preview and return to the MapMaker Editor.

**Note:** If you need to join new areas together, select a bridge and start linking the tiles.

13. Want to change the design of the tiles? At the MapMaker Main menu, select MAP SETTINGS. Select unique themes to complement your map. Choose a new theme, e.g. Horror. Preview the level and there will be a completely different appearance and atmosphere to it.

14. There is a lot of scope for creativity here—the possibilities are endless. You can remove CEILINGS, change the WEATHER, and more.

Now you have your map, what are you going to do with it? As long as you have imagination, there are no limits! Here are a few ideas:

- ☛ Choose the weapons available to your map. Get customizing!
- ☛ Choose the characters you want to be/play against on your map.
- ☛ Make the map do exactly what you want it to do! You have complete control: make lights turn on when you walk into a room, make a door unlock once you have killed all your enemies, or make a level fail if you run out of time.
- ☛ Give your enemies unique patrolling and attacking instructions or make them hang around waiting for unsuspecting explorers.
- ☛ Create Story-based maps and time- or score-based challenges. Whatever you decide to do, you make up the rules.

To load or play a map:

1. Select LOAD MAP and load a previously saved map.
2. Once the map has loaded, the map name appears on the MapMaker screen. To Play this map, select PLAY MAP.
3. Select the game you wish to play at the Select Game Mode screen and begin your personalized adventure.

**Note:** To access a full, detailed MapMaker Tutorial, go to <http://timesplitters.ea.com>.

## Saving and Loading

Your progress is stored in your profile (see p. 6) and is saved automatically.

- ☛ To load a game, select a saved profile in the Profile Selection screen. The profile is loaded.

**Note:** Never insert or remove a Memory Card while saving or loading.

# Credits

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