

TIMESPLITTERS

FUTURE PERFECT™



Developed By
.FREE
RADICAL

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT 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, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously 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.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- ✱ This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- ✱ 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 rest break during extended play.
- ✱ Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating please visit www.esrb.org.

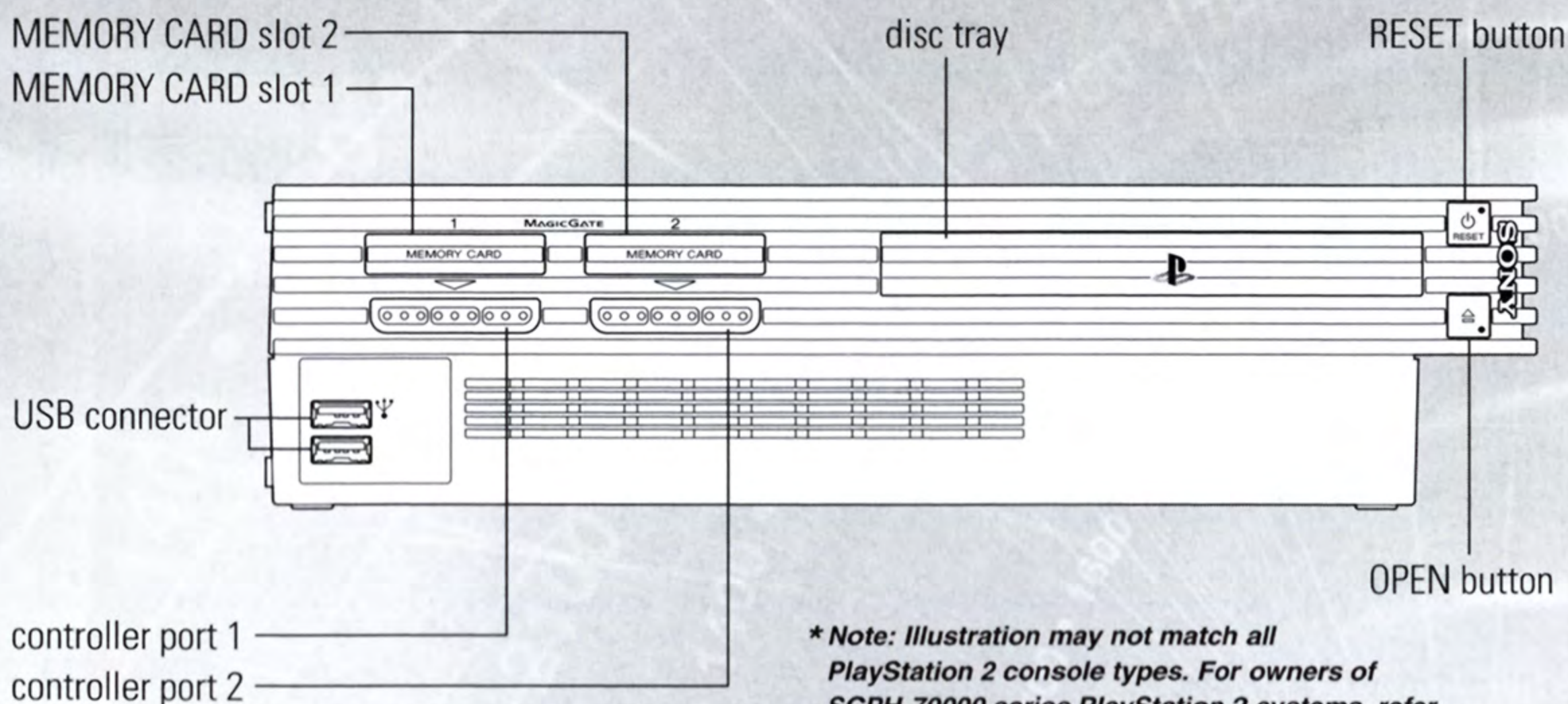
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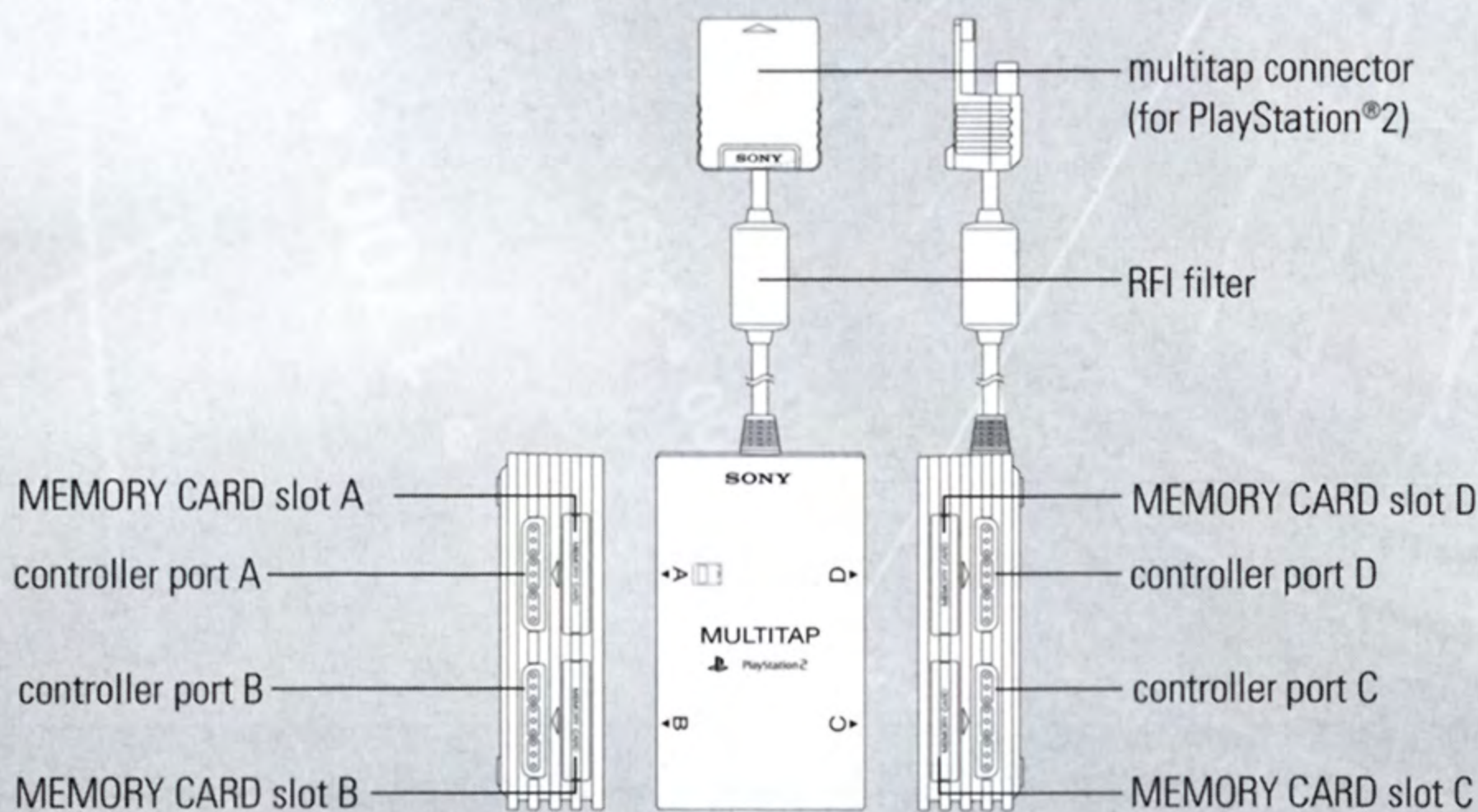
Starting the Game

PlayStation®2 computer entertainment system



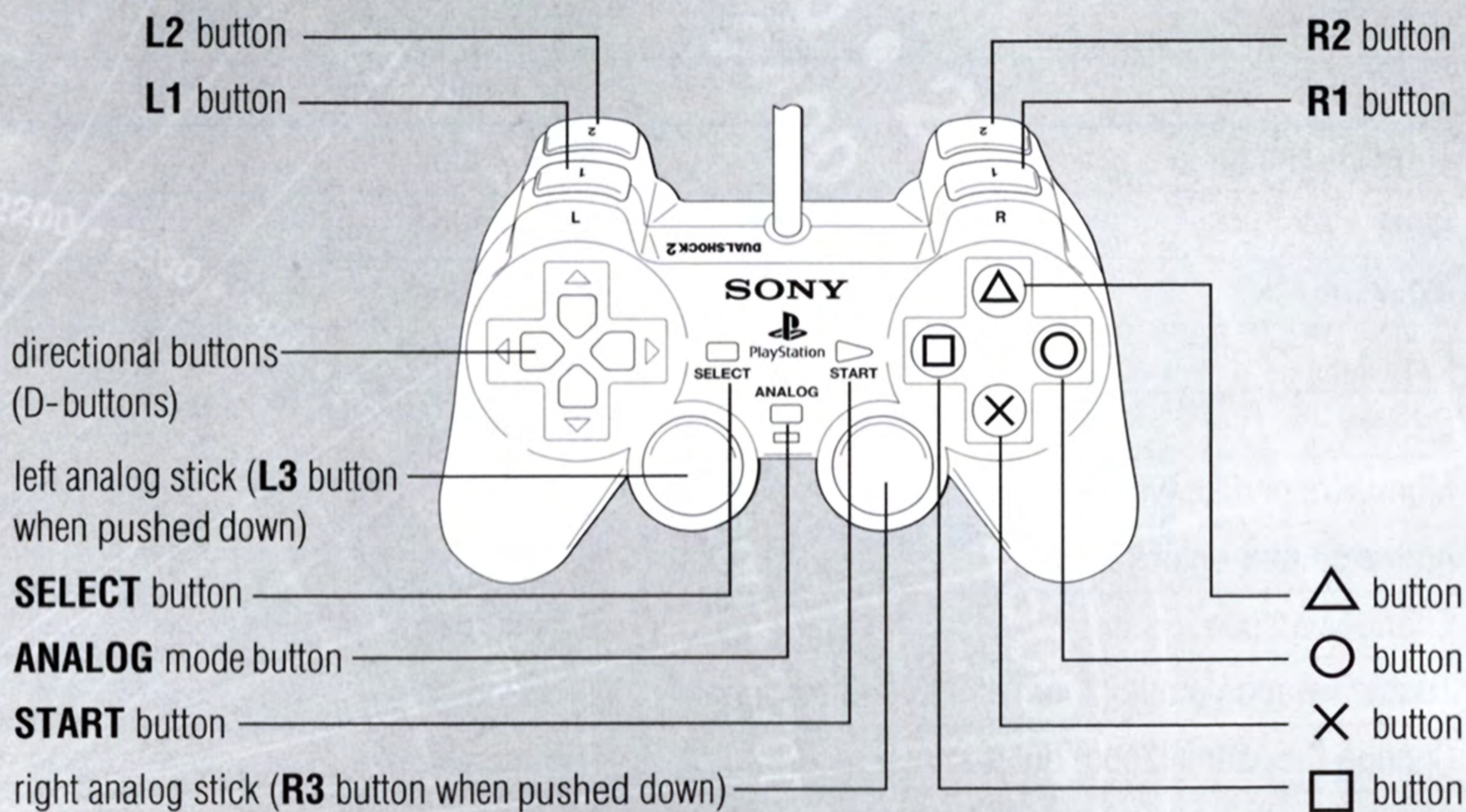
1. Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual.
2. Make sure the MAIN POWER switch (located at the back of the console) is turned ON.
3. Press the RESET button. When the power indicator lights up, press the OPEN button and the disc tray will open.
4. Place the *TimeSplitters Future Perfect™* disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close.
5. Attach game controllers and other peripherals, as appropriate.
6. Follow on-screen instructions and refer to this manual for information on using the software.

Note: When using the Multitap (for PlayStation®2), a controller must be connected to controller port 1-A.



Command Reference

DUALSHOCK[®]2 analog controller configurations



Complete Controls

General Gameplay

Move/Strafe	left analog stick
Look/Turn	right analog stick
Throw grenade	L1 button
Aim	L2 button
Melee attack	R1 button
Fire	R2 button
Crouch	 button
Manual reload/Leave fixed weapon	 button
Activate/Enter unlocked door	 button
Change weapon	D-button 
Toggle weapon mode (Zoom in if in Aim mode)	D-button 
Change Grenades (Zoom out if in Aim mode)	D-button 
Pause/Access in-game options	 button

Menu Controls

Highlight menu items	D-button 
Cycle choices/Move sliders	D-button 
Select/Go to next screen	 button
Return to previous screen	 button

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 Profile Manager screen appears. You must create a player profile (for each player) to track game progress.

To create a new profile:

1. Select **CREATE NEW PROFILE** and press the  button.
2. Use the on-screen keyboard to enter a profile name and select **DONE** to finish.
3. At the save prompt, choose either **CONTINUE WITHOUT AUTOSAVING** or **MEMORY CARD SLOT 1/MEMORY CARD SLOT 2** to save your profile to a memory card (8MB) (for PlayStation®2). Press the  button to confirm and continue to the Main menu.

To load an existing profile:

1. Highlight your chosen profile from a memory card inserted in MEMORY CARD slot 1 or MEMORY CARD slot 2.
2. Press the  button to load it and continue to the Main menu.

Note: If no profile names appear on-screen, check that a memory card containing your saved profiles is inserted in MEMORY CARD slot 1 or MEMORY CARD slot 2. Highlight CHECK FOR SAVED PROFILES and press the  button. The names of your saved profiles appear.

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  button. Gameplay begins.

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)

Press the D-button  to select which profile to apply the setting changes to.

CONTROLS

Set your control preferences (see *Controls* on p. 7).

COPY PROFILE

Share your progress with friends. Copy and save a particular profile from one memory card to another. There is no limit to how many profiles you can store.

AUTOSAVING

Enable or disable the Autosave feature.

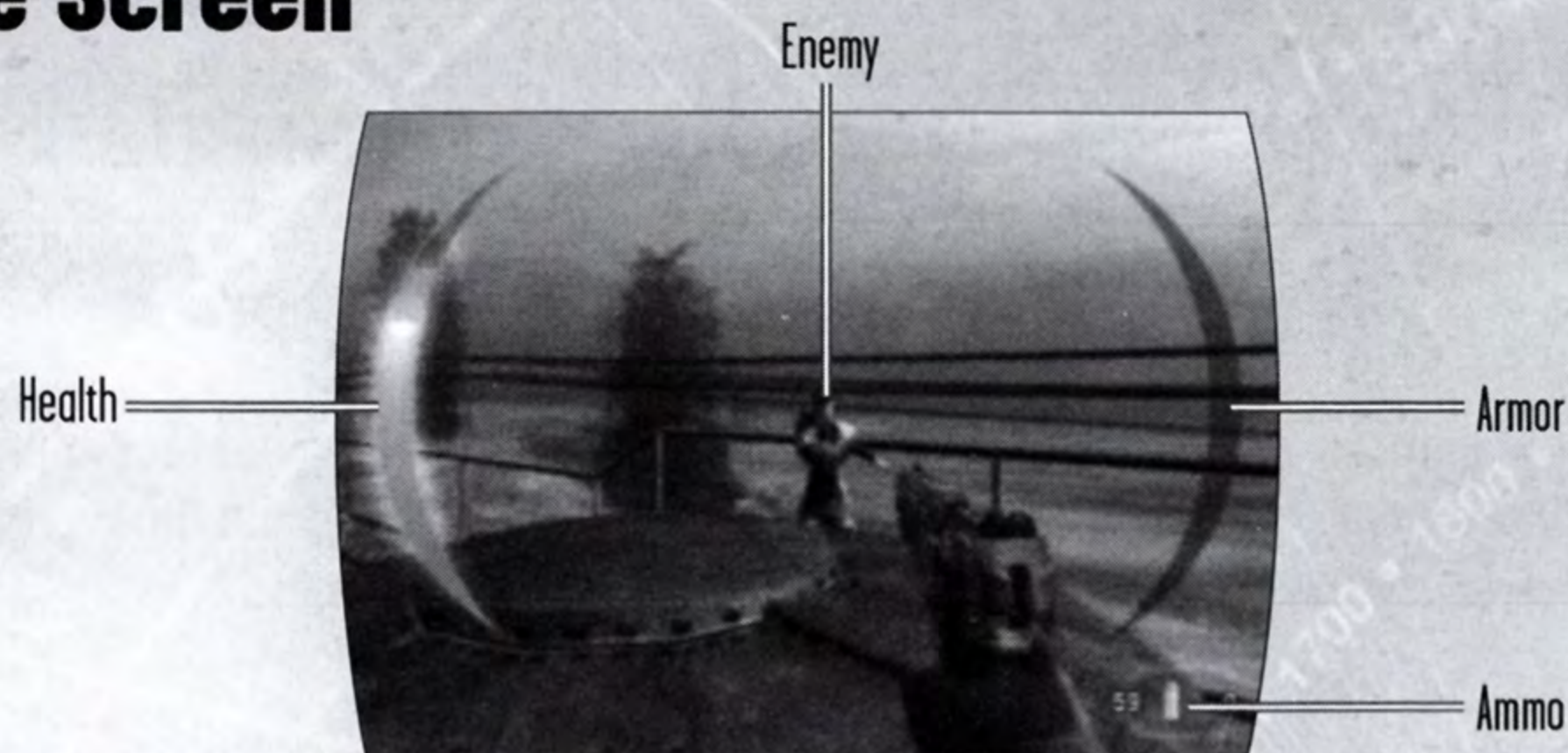
☼ For controls and audio/video options, see *Options* on p. 7.

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 D-button **↔**.
- ✱ To toggle between primary and secondary fire, press the D-button **↑**.
- ✱ To switch selected grenades, press the D-button **↓**.

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 D-button **↑**. It displays a map of the level so you can pinpoint yours—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 the  button while playing to bring up the Options and Status menus. Press the D-button  to highlight either OPTIONS or STATUS.

Options

Press the D-button  to cycle through the options and press the  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).

AUDIO/VIDEO OPTIONS

SCREEN ADJUST

Press the D-button  to adjust the screen position.

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).

✱ For more information on Arcade and Challenge modes, see *Arcade Mode* below and *Challenge Mode* on p. 8.

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. Adjust the various preferences to your liking 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 win through and 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  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.

Network Mode

Play online and challenge opponents across space as well as time to a game of wits!

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An Internet connection (with 256 Kbps or greater upstream if hosting 6 or more players, a network adaptor (Ethernet/modem) (for PlayStation®2) and a memory card (8MB) (for PlayStation®2) with Your Network Configuration file inserted into MEMORY CARD slot 1 are required to play *TimeSplitters Future Perfect* online. *TimeSplitters Future Perfect* is compatible with Your Network Configuration files created from other PlayStation®2 online games. You can use the Network Adaptor Start-Up Disc that came with your network adaptor (Ethernet/modem) (for PlayStation®2) to create a network configuration. Your Network Configuration file requires 94KB of free space on the memory card (8MB) (for PlayStation®2).

Connect

After selecting a valid Your Network Configuration file (ones unsupported by this title will be greyed out and not selectable), connect to your Internet Service Provider. If the connection is successful, the *TimeSplitters Future Perfect* Server Login screen appears.

EA Account Setup

Before you can begin playing online, you must create a new account or use an existing one.

To create a new account:

1. Select CREATE NEW EA ACCOUNT. Follow the on-screen instructions and use the on-screen keyboard to enter your details.
2. Select an unused persona slot at the Persona Login screen and follow the on-screen instructions.
3. Select your chosen persona to continue.

Using an Existing EA Account:

1. Your EA Account appears by default or you can select a different account by choosing USE EXISTING EA ACCOUNT.
 - ✱ Your EA Account only defaults once you've saved it. A single player profile must be created in order to save your EA Account.
2. At the Select EA Persona screen, choose an existing Persona to continue.

Note: *TimeSplitters Future Perfect* does not support login files from other Electronic Arts games.

Network

Select NETWORK in the Main menu to choose from the following Network connections (all multiplayer game modes can be played through any Broadband connection type):

- ONLINE GAME** A maximum of eight players can play over the internet.
LAN GAME Up to eight players can play over a local computer network.

Note: You can use Challenge and Arcade League maps in any of the network multiplayer modes.

Note: Press the **L3** button to enable voice over IP.

Playing Through a Router/Firewall

In order to join or host a *TimeSplitters Future Perfect* game from behind a router with NAT (Network Address Translation), or firewall, you may need to enable PORT FORWARDING. Remember, if you're sharing your Internet connection using Windows XP Internet Connection Sharing, your Windows XP PC is acting as a router. If you are using a dedicated ADSL modem, this may also be acting as a router.

- ✱ You will need to route, or forward, all data on port **UDP 3000** to the IP address assigned to your console or place your console in a DMZ. Please consult your router/modem documentation for advice on configuring your connection.

Note: Users using DHCP must ensure that their console is always assigned the IP address specified in the PORT FORWARDING setup; under these circumstances you may need to change your console from "Auto Detect (DHCP)" to a "Static IP" address using the Network Adaptor Start-Up Disc to ensure that forwarded data always gets to your console.

If your Internet connection is behind a firewall you must OPEN the following UDP and TCP ports (both inbound and outbound): **TCP 80**, **TCP 443**, **UDP 3000**, **TCP 13505** (EA Messenger), **TCP 18070/18075**, and **UDP 18075** (Gameplay). If you are still having trouble connecting to other players, try bypassing the router or firewall by connecting your console directly to your cable modem or other broadband device.

Note: During gameplay, if your USB headset is plugged into your console, and you are not able to talk to your opponent, (1) your opponent may not have a USB headset connected to their console, (2) your opponent may be connecting to the Internet through a PPPoE connection, or (3) you and your opponent may have a low quality connection to each other.

MapMaker

Design, build, and battle through your own slice of the *TimeSplitters* universe.

To create and edit a new map:

1. Select MAPMAKER in the Main menu.
2. Select EDIT/CREATE NEW MAP.
3. Choose ADVANCED from the Select Modes box. The MapMaker menu appears.
4. To start work on a map, select EDIT.
5. Choose to add tiles, items, lights, story AI, and game logic.
6. 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.
7. Begin by adding a tile. Select the Tile menu. 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 a tile and select a point on the grid where you want to place the tile. Press the  button to drop it there.
8. Select a Large Ramp tile and place it on the grid. When you hover the cursor over a placed tile, you can choose to mark, delete, copy, or grab it. Once you have chosen to grab a tile the options change to rotate, delete, or place.

Note: MapMaker maps can be up to five floors high. Large tiles span two floors. By default, you 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 **L1** button to go up a level and the **L2** button to go down a level.

9. 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.
 10. Set a start point for characters to appear in your map by choosing the Item menu, pressing the  button anywhere on screen, then selecting the Start All icon.
 11. Go into the Items menu, select the Tactical 12-Gauge Shotgun, and place it on the Bridge tile. The Properties option lets you decide how often the gun respawns or whether it is permanently there for collection by anyone, anytime.
- ✱ To preview your map, select PREVIEW MAP in the MapMaker menu. Choose a game type. Preview gameplay begins.
 - ✱ To change the tiles design, select MAP SETTINGS in the MapMaker menu. Choose a new theme (such as "horror"), then preview the level to see the end results.
 - ✱ There is a lot of scope for creativity here—the possibilities are endless. You can remove CEILINGS, change the WEATHER, and more.

To play a map:

1. Select LOAD MAP.
2. Select the map you wish to load. The map loads and its name appears on the MapMaker screen.
3. Select PLAY MAP.
4. Select the game type you wish to play. Gameplay begins.

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

Saving and Loading

Note: A memory card is required to save progress. Never insert or remove a memory card when loading or saving files.

Your progress is stored in your profile (see p. 4) and is saved automatically.

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

Note: All game settings on the memory card in MEMORY CARD slot 1 are loaded when you choose to load a profile.

Credits

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