ZOOM IN/OUT

L2 : AIM
L1 : CROUCH

"CLASSIC CONTROLLER SETTINGS"
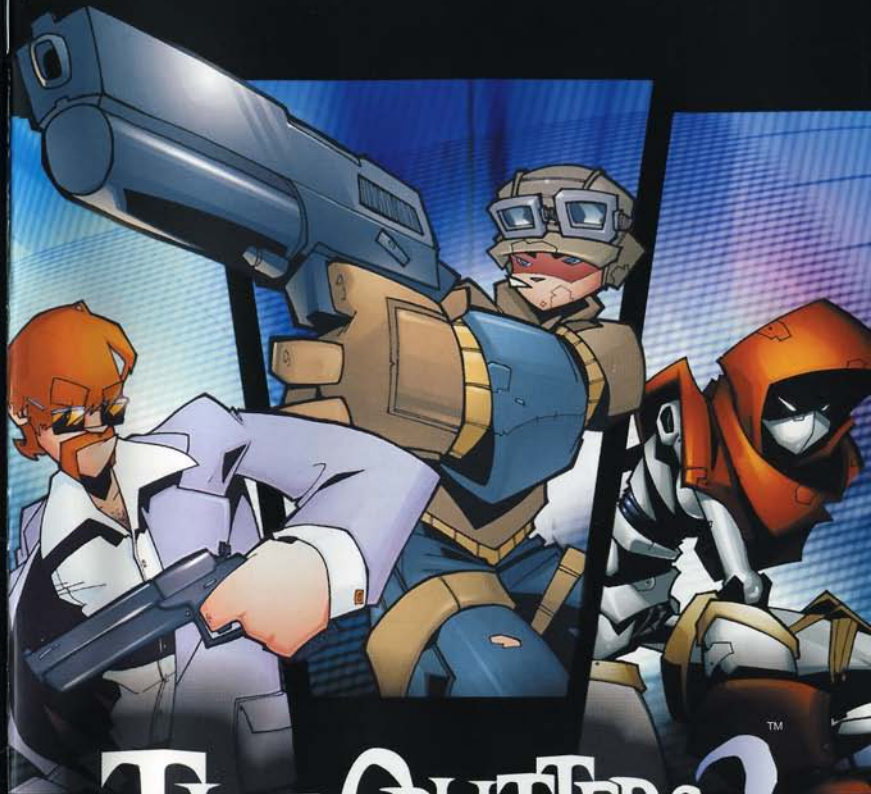
: SWAP WEAPON

RUN
SIDE-STEP

LOOK
TURN

SONY

DUALSHOCK 2

PlayStation

SELECT
ANALOG
START

FIRE : R2
ALT FIRE : R1

ACTIVATE : ✕

MANUAL RELOAD : ▷

EmuMovies

TimeSplitters 2

SLES-50877

5032921017046

.FREE
RADICAL

EIDOS

Precautions

• This disc contains software for the PlayStation®2 computer entertainment system. Never use this disc on any other system, as it could damage it. • This disc conforms to PlayStation®2 specifications for the PAL market only. It cannot be used on other specification versions of PlayStation®2. • Read the PlayStation®2 Instruction Manual carefully to ensure correct usage. • When inserting this disc in the PlayStation®2 always place it with the required playback side facing down. • When handling the disc, do not touch the surface. Hold it by the edge. • Keep the disc clean and free of scratches. Should the surface become dirty, wipe it gently with a soft dry cloth. • Do not leave the disc near heat sources or in direct sunlight or excessive moisture. • Do not use an irregularly shaped disc, a cracked or warped disc, or one that has been repaired with adhesives, as it could lead to malfunction.

Health Warning

For your health, be sure to take a break of about 15 minutes during every hour of play. Avoid playing when tired or suffering from lack of sleep. Always play in a well-lit room, sitting as far from the screen as the cord will allow. Some people experience epileptic seizures when viewing flashing lights or patterns in our daily environment. These people may experience seizures while watching TV pictures or playing video games. Even players who have never had any seizures may nonetheless have an undetected epileptic condition. Consult your doctor before playing video games if you have an epileptic condition or immediately should you experience any of the following symptoms during play: dizziness, altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion, and / or convulsions.

PIRACY

The unauthorised reproduction of all or any game part of this product and the unauthorised use of registered trademarks are likely to constitute a criminal offence. PIRACY harms Consumers as well as legitimate Developers, Publishers and Retailers. If you suspect this game product is an unauthorised copy, or have any other information about pirate product, please call your local Customer Service number given at the back of this Manual.

See back page of this manual for Customer Service Numbers.

CONTENTS

Need any Help?
Why not call our recorded gameplay helpline on:
0906 736 2 767*

* Please note that this call is more expensive than a normal call and at the time of publication is charged at £1 per minute at all times. Callers must legally be aged 16 or over.

Set up your PlayStation®2 console according to the instructions in its Instruction Manual. Attach game controllers and other accessories, as appropriate. Make sure the MAIN POWER switch (located on the back of the console) is turned on. Press the ⏻/RESET button. When the ⏻ indicator lights up, press the button and the disc tray will open. Place the TimeSplitters2 disc on the disc tray with the label side facing up. Press the button again and the disc tray will close. Follow on-screen instructions and refer to this manual for information on using the software.

If you wish to save your progress in the game then please make sure there is enough free space on your memory card (8MB) (for PlayStation®2) before commencing play. It is advised you do not insert/remove controllers or accessories once the power is turned on. Finally, ensure you have at least one analog controller (DUALSHOCK®2) connected. For 2-player ensure that an analog controller (DUALSHOCK®2) is inserted in controller port 1 and controller port 2. (Note: this game is not compatible with the digital controller.)

UP TO 16 PLAYER SIMULTANEOUS PLAY.

An i.Link (IEEE 1394) cable will allow up to sixteen people to play at the same time on a combination of up to four consoles.

Please connect the i.Link (IEEE 1394) cable to the i.Link (IEEE 1394) connector.

ANALOG CONTROLLER (DUALSHOCK®2) CONFIGURATIONS

MENU CONTROLS

Use the following controls to navigate around the menus in TimeSplitters 2:

L2 button — R2 button
L1 button — R1 button

SELECT button — START button
right directional button — □ button
up directional button — △ button
left directional button — ○ button
down directional button — ✕ button
ANALOG mode button — mode indicator
left analog stick — right analog stick
L3 button — R3 button
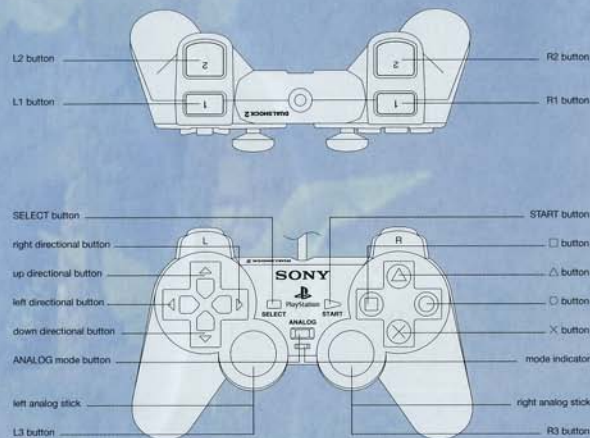
DIRECTIONAL BUTTONS

Use the directional buttons to highlight the option of your choice.

✕ BUTTON

Press the ✕ button to confirm selection of the highlighted option.

△ BUTTON

Press the △ button to cancel or return to the previous screen.

2315

Robot Factory.

1990

Oblask Dam, Siberia.

1920

Aztec Ruins.

1932

Chicago.

1853

Wild West.

1895

Notre Dame, Paris.

1972

Atomsmasher.

2280

Return to Planet X.

2019

Japan, Tokyo.

WHO ARE YOU?

After you have carried out the instructions in "Setting up", the game will load to the title screen where you can select the number of players. Use the ↓ and ↑ directional buttons or left analog stick to highlight the number of people who will be playing the game (remember the maximum number depends on how many analog controllers (DUALSHOCK®2) you have plugged in) then press the ✕ button to proceed.

NOTE: A self-running demo starts from the title screen after a short time of inactivity. During the demo you can exit back to the title screen by pressing the ✕ button or △ button.

The "Select Profile" screen will now appear. This is where you can select players. You can choose to create a new player or load an existing player from memory card (8MB) (for PlayStation®2).

CREATING A NEW PLAYER

To create a new player select Create New Profile and then press the ✕ button. Enter the player name as follows: use the directional buttons to select a character, and use the ✕ button to insert the selected character. If you make a mistake select "DEL" to delete the previous character.

When you have entered the player name select "END" to finish. The "ABC" function should be detailed; select "ABC" to access lower case letters, symbols and number characters. You will now be given the option whether to save the new player to memory card (8MB) (for PlayStation®2) or to not save at all. Press the △ button to cancel the operation entirely and return to the "Select Profile" screen.

LOADING AN EXISTING PLAYER

Firstly, ensure that you have the relevant memory card (8MB) (for PlayStation®2) inserted into a MEMORY CARD slot. Any player profiles contained on this memory card (8MB) (for PlayStation®2) will load and be displayed automatically. Check For Saved Profiles will reload the data, if a memory card (8MB) (for PlayStation®2) was replaced - this will re-load all profiles from all MEMORY CARD slots.

Once information has been successfully loaded. You are returned to the "Select Profile" menu where you can highlight and select a player profile. Press the ✕ button to continue.

If no "Profile" information exists on the memory card (8MB) (for PlayStation®2) then you will need to create a new player. See the previous section for "Creating a New Player".

Finally, if you selected 2-4 players then each player will need to follow the same "Profile" procedure as described above.

THE MAIN MENU SCREEN
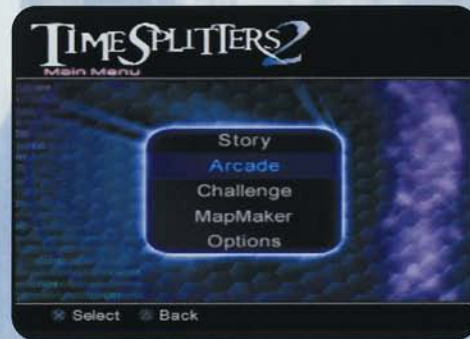
A screen will now appear headed "MAIN MENU". Choose one of the four game modes as listed below. Note that some of these modes can be played by a single player or by up to four players simultaneously.

STORY

This is a mission-based game mode that allows you to play different characters in different locations spanning over 500 years from 1853 to 2401. As you complete each mission further missions will open up to you until the game is complete. Story mode can be 1-2 player with the 2-player cooperative mode adding a new dimension to the gaming experience.

Playing Tip: Completion of some missions will give you access to hidden cheats and bonuses in the Arcade mode. Important Note: You must complete a certain amount of levels before other levels will be made available to you.

ARCADE LEAGUE

This game mode offers a number of tournaments against pre-selected enemies, locations and weapons. If you want a quick and interesting blastfest then Arcade League is what you are looking for.

ARCADE CUSTOM

This game mode offers a wide variety and depth of games and options. You can play up to 4-players, either co-operatively or head-to-head.

NETWORK

Select this mode to play with your friends using i.LINK (IEEE 1394) cables

CHALLENGE

This game mode offers a number of challenges against pre-selected enemies, locations and weapons. If you want a more in-depth test of your skill then challenge is what you are looking for.

MAPMAKER

The MapMaker is a very intuitive and sophisticated tool that allows you to create your own levels.

OPTIONS

PLAYER OPTIONS

Displays the Name, Controls, Preferences, Statistics, Awards and Gallery. You can view player statistics and awards, alter controls and preferences, see which characters have been unlocked and even copy profiles to another memory card (8MB) (for PlayStation®2).

AUDIO/VIDEO OPTIONS

Use the ↑ and ↓ directional buttons to highlight one of the following and the ← and → directional buttons to change its setting:

MUSIC	MUSIC VOLUME	SOUND	SOUND VOLUME	SCREEN ADJUST

STORY

This is where you choose the mission you wish to play. Use the ↓ and ↑ directional buttons to choose between the available missions, each identified by a unique year. On completion of missions you will unlock further levels. Once you have selected the mission you wish to play you choose the difficulty setting, use the ↑ and ↓ directional buttons to highlight either: "Easy", "Normal" or "Hard". Once you've chosen a mission and the difficulty, proceed by pressing the ⊗ button.

ARCADE

Use the ↑ and ↓ directional buttons to select which mode you wish to participate in and press the ⊗ button. Please note that not all levels will be available when you play the game for the first time. You can unlock further levels by completing games in the ARCADE LEAGUE mode.

ARCADE CUSTOM OPTIONS

```
Options

Deathmatch
    Score limit                    20 points
    Score method          Kills · Suicides
    One shot kill                       No
    Time limit                     15 mins
    Always start with gun              Yes
    Display Radar                      Yes
    Handicaps                           No
    Character Abilities                Yes
    Powerups                           Yes
Music                         Atomsmasher
Weapon Set                        Rockets
Bot Set                      Lovely Ladies
GO!

Bots
```

Once you have selected a game type and location the arcade options screen appears. The following options can be highlighted with the ↑ and ↓ directional buttons and their settings changed with the ← and → directional buttons.

SCORE LIMIT	FRIENDLY FIRE DAMAGE	MUSIC
SCORE METHOD	ALWAYS START WITH GUN	CHARACTER ABILITIES
TIME LIMIT	DISPLAY RADAR	POWERUPS
BAG CARRIER CAN SHOOT	ONE SHOT KILL	
TEAMPLAY	HANDICAPS	

WEAPON SET

You can select from the preset weapon sets or choose your own to make a custom weapon set. To select a weapon preset use the ← and → directional buttons. To view weapon sets and/or customise the weapon set press the ✕ button.

BOT SET

You can select the team of Bots (computer controlled players) that will be included in the game. To switch between presets use the ← and → directional buttons. To see which Bots are available in each set and/or customise a Bot set press the ✕ button. See the "Bot Settings" section below for further instructions.

GO!

Highlight this and press the ✕ button to accept the current game options and to move on to the character selection screen.

BOT SETTINGS

Highlight a Bot from the list then use the ← and → directional buttons to highlight one of these attributes:

1) A coloured square represents the Bot's team (either Red, Blue, Yellow or Green). Press the ✕ button to cycle through them.

2) A number of stars represents the Bot's skill (the more stars the greater the skill ranging from 1 star - pathetic, to 5 stars - hard). Press the ✕ button to cycle through them. NOTE: Bot's skill can only be altered if the Character Abilities option is disabled.

3) A tick or cross denotes whether the Bot will actually be included in the game.

CHARACTER SELECT

Use the ↑ and ↓ directional buttons to choose a character and then press the ✕ button to select. If you are playing a team game you must then use the ↑ and ↓ directional buttons to choose a team (either Red, Blue, Yellow or Green). Team assignments are only effective in team Game Types.

When you're ready to continue press the ✕ button to begin the game.

See the In-game section for further details.

Note: If the handicap option is set in the Arcade options you can choose from Rookie (very high damage protection) to Hero (very low damage protection).

CHALLENGE

The Challenge game mode allows you to truly test your skill!!! That is, you do not have to set up weapons and Bots and levels but can throw yourself into a pre-defined game. The Challenge levels are interesting and good fun but still extremely challenging. Good luck!

IN-GAME

IN-GAME DISPLAY

1 **Armour Gauge.** This bar fills in as you pick up armour but empties out as you get hit. Keep an eye out for armour lying around in a level.

2 **Health Gauge.** This bar gets shorter as you sustain damage. When the bar reaches zero you are dead! Depending on what mode you are playing you can pick up health packs to replenish health.

3 **Total amount of ammunition** you have for the currently selected weapon.

4 **The amount of ammunition** remaining for secondary fire if applicable to that weapon.

5 **Ranking** (appears in arcade and challenge games only).

6 **Radar** (in arcade and challenge games only) shows the locations of the other combatants. In non-team games each combatant has a red radar blip. In team games the colour of the radar blip denotes their allegiance, either red, blue, green or yellow. If a combatant is out of range they appear as an arrow on the edge of the radar indicating their direction. As they move back into range they assume their correct colour.

7 **Kills/Points.** Shows the current number of kills or points you have gained so far in the current game. This appears temporarily each time your score goes up. After a few seconds it disappears from view (appears in Arcade League, Arcade Custom and Challenge games only).

DEFAULT IN-GAME CONTROLS (CLASSIC)

LEFT ANALOG STICK
Push the left analog stick forward to move forward and pull it back to move backwards. Pushing the left analog stick to the left or right allows you to side-step, or strafe, in that direction.

RIGHT ANALOG STICK
Push the right analog stick to the left or right to turn in that direction. Pushing the right analog stick forward or backward allows you to look up and down, respectively. Direction is dependent on whether you have set "Inverse Look" to 'On' or 'Off' in the Preferences section.

R1 BUTTON
Secondary fire. Activates the current weapons secondary fire mode. (Note only special weapons have a secondary fire mode so experiment to find out which ones do have. If the weapon has only one firing mode then pressing the R1 button will activate the primary fire).

R2 BUTTON
Primary fire. Fires the current weapon.

L1 BUTTON
Toggle crouch on/off. Press the L1 button to crouch. Press the L1 button a second time to stand up.
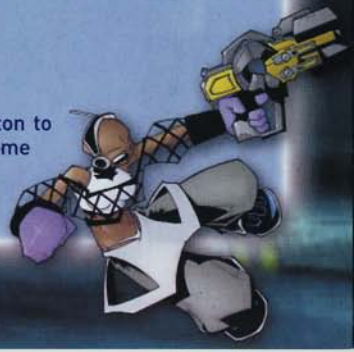
L2 BUTTON

Aim Mode. Hold down the **L2** button for as long as you wish to stay in Aim Mode.

Note you can toggle between whether Aim Mode is held for as long as you press the **L2** button or whether to toggle aim mode on/off. The default is "Hold". To change the Aim Mode setting see the "In-game Menu" section.

AIM MODE

When you are in Aim Mode a crosshair appears at the centre of the screen. You can achieve much greater accuracy whilst in Aim Mode. The function of the right analog stick switches in Aim Mode so that it controls the position of the crosshair. To further aid accuracy some weapons, for example the sniper rifle, have a zoom function: press the ↑ directional button to zoom in and the ↓ directional button to zoom out. Other weapons also have a zoom function so keep experimenting to find out what the different weapons can do!

← DIRECTIONAL BUTTON

Select previous weapon in your inventory.

→ DIRECTIONAL BUTTON

Select next weapon in your inventory.

↑ DIRECTIONAL BUTTON
Zoom in (Aim Mode only).

↓ DIRECTIONAL BUTTON
Zoom out (Aim Mode only).

⊗ BUTTON

Respawn. When you are killed press the ⊗ button to continue play. Certain objects can also be activated by walking up to them and pressing the ⊗ button.

◯ BUTTON

Manual reload. As long as you have ammunition remaining your gun will automatically reload when you reach the end of each clip or magazine. However because the reloading process leaves you momentarily unable to fire, you can opt to reload manually at any time - that way you are less likely to run out of ammo when you need it most.

▶ BUTTON

Pauses the game and brings up the In-game menu.

■ BUTTON

Brings up the In-game menu without pausing the game.

IN-GAME MENU

Use the ← and → directional buttons to move between the various screens. Some of these screens give you the option of entering submenus or changing certain settings: use the ↑ and ↓ directional buttons to highlight one of the choices then press the ⊗ button to select. Press the ▶ button, ■ button or the ◯ button to leave the In-game Menu and return to the game. On bringing up the In-game menu the first screen you see will depend upon which game mode you are currently in:

OPTIONS SCREEN

OPTIONS
Continue
Controls
...
Restart Game
Quit
Change page

CONTINUE
Highlight and press the ⊗ button to continue with your game.

CONTROLS

Use the ⬅ and ➡ directional buttons to choose. The default configuration is "Classic". "Custom" allows you to configure the controls to your personal preference. Select custom and highlight an option using the ⬆ and ⬇ directional buttons, then edit using the ⬅ and ➡ directional buttons.

To leave the controls menu press the △ button to return to the previous menu.

PREFERENCES

Use the ⬆ and ⬇ directional buttons to highlight one of the following and press the ⬅ and ➡ directional buttons to choose....

WEAPON CHANGE	AUTO LOOKAHEAD	VIBRATION
AUTO AIM	AIM MODE	VIBRATION MODE
INVERSE LOOK	CROUCH MODE	

To exit the preferences menu press the △ button.

RESTART GAME

Press the ✖ button here to restart the game and return to the beginning of the Game. A confirmation screen will be displayed first: highlight "Restart game" and press the ✖ button. In Story Mode you will be given the option to restart from a Checkpoint (if you reached it).

QUIT

Press the ✖ button here to prepare to leave the game and return to the Game Menu. A confirmation screen will be displayed first: highlight "Quit" and press the ✖ button.

MAPMAKER

The MapMaker is a very intuitive and sophisticated tool that allows you to create your own levels. To access the MapMaker, select MapMaker from the Main menu.

MAPMAKER STARTUP SCREEN

EDIT/CREATE NEW MAP...

To create a new map or edit an existing map highlight this option and press the ✖ button.

LOAD MAP

To load a map from a memory card (8MB) (for PlayStation®2) ensure that you have inserted the correct memory card (8MB) (for PlayStation®2) into a free MEMORY CARD slot. If map data is found on the memory card (8MB) (for PlayStation®2) a list of stored maps will be displayed. Use the ⬆ and ⬇ directional buttons to highlight the desired map and then press the ✖ button to load it. If the message "No TimeSplitters 2 Maps" is displayed then you have inserted a memory card (8MB) (for PlayStation®2) that does not have any maps stored on it. You can also load a selection of pre-made sample maps from the SAMPLE MAPS option.

PLAY MAP...

To play a map highlight this option and press the ✖ button.

CREATING A BASIC MAP

1 CURSOR

Is used for directing where tile pieces are to be placed, for selecting tile pieces, and for placing items and lights.

2 GUIDE

An onscreen guide to what actions the △ button, ◻ button, ◎ button, and ✕ button perform at any moment in time. The functions of the buttons change depending on what you are currently doing within the MapMaker.

3 SELECTION

Identifies the current selection to be placed into the map. Either "Tile", "Item" or "Light".

4 GRID

The placement grid. It is here that you place tile pieces and arrange them in whatever order you like.

5 MEMORY USAGE

A bar at the top of the screen indicates how much memory is remaining for the current map. If you try to add an item or tile when all memory has been used, the memory usage bar will flash orange and yellow, and you will not be able to place the item or tile. You will need to remove items or tiles from the map to free up enough memory so that you can continue.

MOVING AROUND THE MAPMAKER

LEFT ANALOG STICK
Moves the cursor in all directions.

RIGHT ANALOG STICK
Scrolls the view in all directions.

✕ BUTTON
"Grab" (select) a tile piece or if already selected "Place" a tile piece.

◻ BUTTON
Whilst the cursor is over a tile piece press the ◻ button to make a copy of the highlighted tile piece.

△ BUTTON
Delete the highlighted tile piece.

◎ BUTTON
Marks a tile piece. This is useful for marking a number of tile pieces that you want to copy or move. An alternative to marking each tile piece individually is to drag the cursor across a selection of tile pieces whilst holding down the ✕ button.

L1 BUTTON
Move up a level in "Advanced" mode.

L2 BUTTON
Move down a level in "Advanced" mode.

R1 BUTTON
Zoom out.

R2 BUTTON
Zoom in.

← DIRECTIONAL BUTTON
Previous Selection.

→ DIRECTIONAL BUTTON
Next Selection.

BUTTON
Bring up the MapMaker Menu.

BUTTON
Bring up the MapMaker Menu.

SELECTING AND PLACING TILE PIECES

To select a new tile, highlight "Tile" in the menu using the directional buttons, and press the ✕ button on an empty area in the grid. Move the cursor over the tile pieces. As the cursor passes over a tile piece you will notice that a 3D view of the tile appears on the right. This view is useful in helping you to visualise how a tile piece is structured in the generated level. Continue moving the cursor over the tile pieces until you have identified a suitable choice and press the ✕ button to pick up a tile piece.

MapMaker Tip: You can also press the ⬤ button to go to the next page which has more tile pieces from which to select."Only applies in Advanced mode."

Having selected a tile piece you will now be back at the map grid screen. Place the tile as desired by pressing the ✕ button.

Select another tile piece and place this next to the first tile piece. Note that each tile piece has a connecting section (Identified by either a thin red line or an aqua coloured line representing a 3 tile connector on the tile piece). These need to be lined up with adjacent tile pieces. To rotate a tile piece make sure that you have grabbed it by pressing the ✕ button. You can move the tile piece around the grid using the cursor. You can rotate the grabbed tile piece through 90 degrees by pressing the ⬤ button.

You are strongly encouraged to experiment with placing tiles, grabbing tiles, rotating them, marking them, copying them, and even marking whole sections of tiles, and then copying, rotating and placing them.

Very quickly you will be able to build a good map. When you are satisfied with your new map, its time to start adding items.

ADDING ITEMS TO A MAP

Use the ⬅ and ➡ directional buttons to bring up the "Item" Selection. Move the cursor over a tile that you wish to place items in and press the ✕ button.

Special Note: To enable "Capture the Bag mode" you must place Bag Bases for the Red and Blue team, you may also add coloured start positions for each team.

ITEM SELECTION
An item list that allows you to pick an item to place in the tile.

ZOOM (⬤ BUTTON)
A 3D view of the tile with uncovered X's showing possible item placements and covered X's showing a placed item.

RIGHT ANALOG STICK
Rotate the 3D view.

△ BUTTON
Return to the MapMaker Grid Screen.

⬅ AND ➡ DIRECTIONAL BUTTONS
Modify the attributes of the currently highlighted item in sub-menus.

MapMaker Tip: As a basic rule you should always place at least a "START" item somewhere in the map. Also, at least one gun item should be placed in the map unless it's an all out fist fight of course!!!

Finally, you may now wish to add some lighting to the map.

CHANGING THE LIGHTING IN THE MAP

From the MapMaker grid screen move the cursor over an empty part of the grid and press the ✕ button. Use the ⬅ and ➡ directional buttons to highlight the "Light" options".

PALETTE
A selection of lighting colours.

LIGHT PARAMETERS

Four different lighting effects are offered from fixed, flicker, switch, and pulse. You can further adapt these effects by adding a phase. This is the rate at which the chosen effect cycles.

SELECTING A LIGHTING EFFECT

From here you can add lighting effects to a tile piece. For example, "flicker, medium", select a colour from the palette and press the ⊗ button.

You will notice that the tiles each have a small box located in their centre. Move the cursor over the destination tile and press the ⊗ button to apply the lighting effect. You may continue to add the same lighting effect to other tile pieces. In addition, you may return to the lighting menu and choose a different colour and effect.

You can change the phase of a lighting effect by pressing the ⊙ button whilst the cursor is over the relevant tile. Alternatively, you can reset a light to its default by pressing the △ button over the necessary tile. Finally, you can copy a lighting effect from one tile to another by moving the cursor over the lit tile to be copied, pressing the ▣ button and then moving the cursor over the destination tile and pressing the ⊗ button.

Congratulations!!! You have now created your first map. It is not very difficult at all is it??? You will now want to test the map itself in "real life".

MAPMAKER MENU (PREVIEWING A MAP)

Press the ▇ button or ▶ button to bring up the MapMaker Menu.

Use the ↑ and ↓ directional buttons to highlight menu items.

Use the ⊗ button to select an option.

Use the △ button to return to the MapMaker Grid Screen.

MAP SETTINGS

Allows you to select the Tile Set theme, Bot Set and Weapon Set for this map and also the background music to be played. Use the ↑ and ↓ directional buttons to highlight a menu item and ⬅ and ➡ directional buttons to change the selection. Press the △ button to return to the MapMaker Menu.

EDIT MAP DESCRIPTION

Allows you to enter a personalised description that captures the theme of the map you have just created.

PREVIEW MAP

Allows you to preview the map in one of six game modes. Not all game modes may be supported. This is because you may not have placed the necessary items into the map to support that particular game mode. The MapMaker helps you to identify what is missing by providing information. To check out what items are missing use the ↑ and ↓ directional buttons to highlight a game mode and press the ⊗ button to read the information. Once you have read the information press the ⊗ button to close the window and return to the "Preview Map..." menu.

If a game mode you require is not supported you will need to return to the MapMaker Grid Screen and add the necessary items as suggested.

Once you have access to a gameplay mode you require (you will always be able to play a Deathmatch game) highlight your choice and press the ⊗ button to load.

UNDO LAST CHANGE

Cancel the previous operation performed on the map.

CENTRE MAP

Repositions the view so that the centre of the map is located in the central view. Also, the level of zoom defaults to an optimum viewing distance.

CLEAR MAP

Delete the entire map. Confirmation is required. Warning: If the map has not been saved and is then deleted it cannot be recovered.

EDITOR SETTINGS

Allows you to set change the Mode (Advanced or Beginner). Warning - changing mode will clear the map!

LOAD MAP

Select this to load a work-in-progress map or a finished map from a memory card (8MB) (for PlayStation®2) inserted into a MEMORY CARD slot.
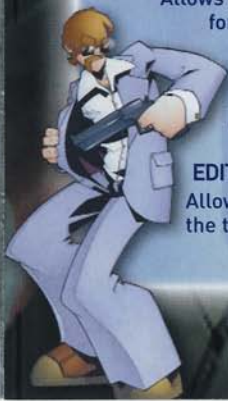
SAVE MAP

Allows you to save the map to a memory card (8MB) (for PlayStation®2). If you have more than one memory card (8MB) (for PlayStation®2) inserted then select the MEMORY CARD slot you wish to use by using the ⬆ and ⬇ directional buttons and pressing the ✖ button to confirm the selection.

If the map is new then you will need to save it as a "New File". Use the ⬆ and ⬇ directional buttons to highlight "New File" and press the ✖ button.

Use the directional buttons to highlight a character and press the ✖ button to insert it. Choose a name for the map that is pretty descriptive of it so that you can remember it for next time.

Once you have entered a name for the map highlight and select "END". The map will now be saved. This will take a few seconds and you should not remove the memory card (8MB) (for PlayStation®2) during this time.

Once saved, the screen will return to the MapMaker Menu.

HELP

Select to bring up the analog controller (DUALSHOCK®2) configuration for the MapMaker.

QUIT MAPMAKER

Select to quit the MapMaker and return to the Main menu. You should save the map if you wish to continue working on it at a later date otherwise it will be lost.

Please note that we are unable to provide technical support for the TimeSplitters 2 level editor, however please keep an eye on the game website for general guides and hints and tips for creating your ideal level.

www.timesplitters2.eidos.com

CREDITS

FREE RADICAL DESIGN STAFF

Produced and Directed by
Stephen Ellis
David Doak

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Karl Hilton	Lead Artist
Graeme Norgate	Music & Sound
James Cunliffe	Lead Animator
Mike Armstrong	Programmer
Joe Moulding	Programmer
Paul Hanshaw	Programmer
Peter Hall	Programmer
Derek Littlewood	Level Setup
Oliver Jauncey	Programmer
Andrew Rayson	Programmer
James Hubbard	Programmer
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James Bamford	Additional Programming
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Brad Warren	Artist
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Andrew Lawson Additional	Animation
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Michael Adamson	Tester
Jon Marriott	Tester
Michella Angeloni	Office Manager
John Veasey	System Support

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Credits Tune remixed by Goteki

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For queries regarding the replacement of discs and manuals (after the 90 day warranty period) or other non-technical and non-gameplay queries, please do not hesitate to contact Customer Services at custserv@eidos.co.uk or alternatively via mail at the address below:

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