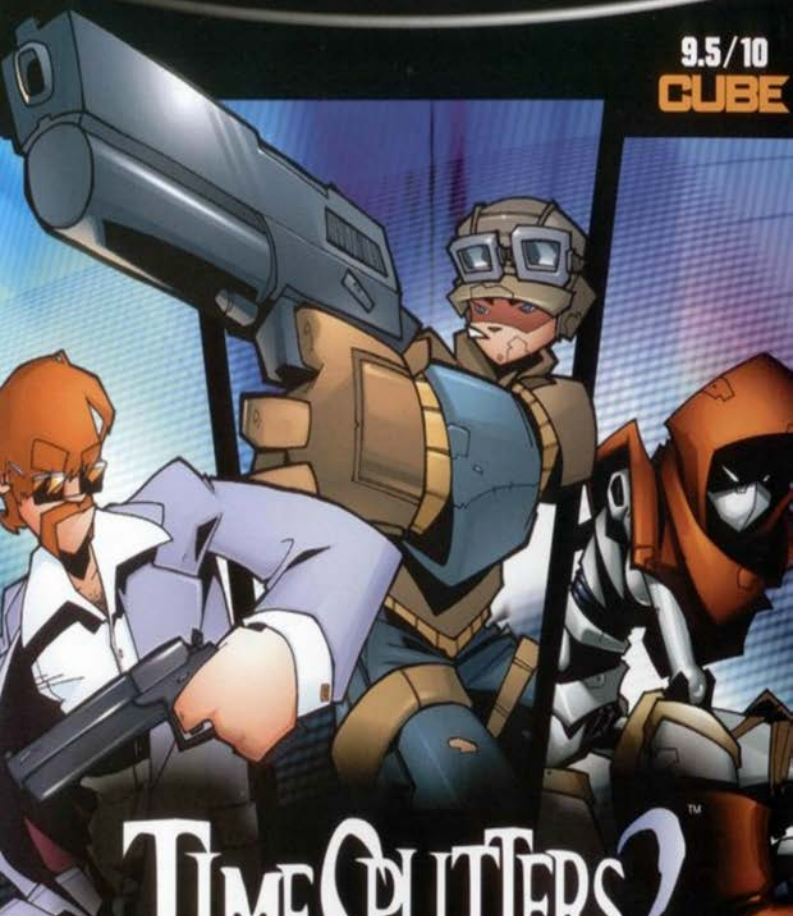




NINTENDO
GAMECUBE™

9.5/10
CUBE



TIME SPLITTERS 2™

OUTNUMBERED BUT NEVER OUTGUNNED

EVERYONE



CONTENT RATED BY
ESRB

EIDOS
INTERACTIVE

FREE
RADICAL

EmuMovies

WARNING - Electric Shock

To avoid electric shock when you use this system:

- 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 1 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.



This official seal is your assurance that Nintendo has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo product.



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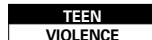
**THIS GAME SUPPORTS
ALTERNATING GAME PLAY
WITH ONE, TWO, THREE OR
FOUR PLAYERS AND
CONTROLLERS.**



**THIS GAME REQUIRES A
MEMORY CARD FOR SAVING
GAME PROGRESS, SETTINGS
OR STATISTICS.**



THIS PRODUCT HAS BEEN RATED BY THE ENTERTAINMENT SOFTWARE RATING BOARD. FOR INFORMATION ABOUT THE ESRB RATING, OR TO COMMENT ABOUT THE APPROPRIATENESS OF THE RATING, PLEASE CONTACT THE ESRB AT 1-800-771-3772, OR VISIT WWW.ESRB.ORG.



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CONTENTS

GETTING STARTED	2
STARTING UP	3
MISSION NAVIGATOR	4
WHO ARE YOU?	6
MAIN MENU	7
OPTIONS	8
STORY	9
ARCADE LEAGUE	9
ARCADE CUSTOM	9
CHALLENGE	11
IN-GAME SCREEN	12
DEFAULT GAME CONTROLS	13
IN-GAME MENU	14
MAPMAKER	15
CREATING A BASIC MAP	16
PREVIEWING A MAP	21
CREDITS	23

SECONDS FROM DISASTER?

Call the EIDOS Interactive Hint Line

U.S.: 1-900-773-4367

Canada: 1-900-643-4367

Cost of call: \$0.99 - \$1.49/minute.

Must be 18 years of age
or have parent's permission.
Touch-tone phone required.

GETTING STARTED

LOADING

1. Make sure the POWER Button is OFF on your Nintendo GameCube™.
2. Insert your **TIMESPLITTERS™2** Nintendo GameCube™ Game Disc as described in the instruction manual.
3. Insert the Nintendo GameCube™ Controller into Controller Socket 1.

If you're playing against friends, plug additional Nintendo GameCube™ Controllers into Controller Sockets 2, 3 and 4.

4. If you want to save a game, insert a Nintendo GameCube™ Memory Card into Memory Card Slot A.
5. Press the POWER Button ON. (IMPORTANT: Make sure not to touch the Control Stick while doing so.) You'll proceed to the **TIMESPLITTERS™2 Title** screen.
6. Select the number of players who will participate, and press the A Button to advance to the **Main Menu**.

MEMORY CARDS AND GAME BACK-UP

You must have a Nintendo GameCube™ Memory Card (sold separately) with at least 4 free blocks in order to save game progress, scores, settings, etc. Insert the Memory Card into Memory Card Slot A before starting the game.

Please be aware that data can be lost if the Memory Card is removed while data was being read or written, incorrect buttons are pressed during saving or loading, or the terminal area is dirty. Lost data cannot be recovered.

STARTING UP

NINTENDO GAMECUBE CONTROLLER



MENU CONTROLS

- Use the + Control Pad to highlight the option of your choice.
- Press the A Button to confirm your selection.
- Press the B Button to cancel or return to the previous screen.

2315 || *Robot Factory*



1990 || *Oblansk Dam, Siberia*



1920 || *Aztec Ruins*



1853 || *Wild West*



1932 || *Chicago*



1895 || *Notre Dame, Paris*



1972 || *Atomsmasher*



2280 || *Return to Planet X*



2019 || *Tokyo, Japan*



WHO ARE YOU?

When you insert the *TIMESPLITTERS™2* Nintendo GameCube™ Game Disc and turn on the power, the game loads and the *Title* screen appears. Here you can select the number of players. Move the Control Stick or + Control Pad / to highlight the number of people who will play and press the A Button to proceed. Remember: The maximum number of players depends on how many controllers are connected.



A self-running demo starts from the Title screen after a short time of inactivity. You can exit the demo at any time by pressing the A Button.

The *Sign On* screen now appears. This is where you select your player. You can choose to create a new player or load an existing player from the Nintendo GameCube™ Memory Card Slot (A/B). Each player must sign on individually. See the following sections for details.

CREATING A NEW PLAYER

To create a new player, select *New Player* and press the A Button. To enter the player's name, use the + Control Pad to select a letter, number or symbol and press the A Button to insert it. Select *ABC* to access lowercase characters. Select *DEL* to delete the last character entered.

When the name is complete, select *END* to finish. You will then have the option to save the new player to the Nintendo GameCube™ Memory Card Slot (A/B), or not to save at all. Press the A Button to save and proceed, or press the B Button to cancel the operation and return to the *Sign On* screen.

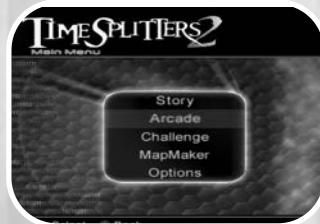
LOADING AN EXISTING PLAYER

First, make sure you have a Nintendo GameCube™ Memory Card containing one or more saved *TIMESPLITTERS 2* player(s) inserted into a Memory Card Slot (A/B). After powerup, select *Load Sign Ons*. If you're using more than one Memory Card, you'll then select *Memory Card Slot A* or *Memory Card Slot B*. At the *Sign On* menu, select a *Player Profile* and press the A Button to proceed.



Tip: You can save time by selecting Load All Sign Ons to load all player profiles from both Memory Cards.

MAIN MENU



After all players sign on, the *Main Menu* appears. Choose one of the four game modes to begin play. All modes can be played by a single player or up to four players simultaneously.

STORY

This mission-based game mode allows you to play different characters in different locations spanning over 500 years, from 1853 to 2401. As you complete each mission, further missions are unlocked until the game is complete. *Story* mode is a one- or two-player game, with the 2 *Player Cooperative* mode adding a new dimension to the gaming experience.



Playing Tip: Completing some missions gives you access to hidden cheats and bonuses in Arcade mode. Remember: You must complete a certain amount of levels before other levels open up.

ARCADE LEAGUE

This mode offers a number of quick tournaments against pre-selected enemies, locations and weapons. If you want a more in-depth test of your skill, then *Arcade League* is what you're looking for.

ARCADE CUSTOM

This mode presents a wide variety and depth of games and options. Up to four people can play, either cooperatively or head-to-head.

CHALLENGE

This mode offers a number of quick challenges against pre-selected enemies, locations and weapons. It's a fast-paced blastfest!

OPTIONS

View and change various game settings. See below.

MAPMAKER

This intuitive, sophisticated tool allows you to create your own levels.

OPTIONS

PLAYER OPTIONS

Choose this to display the names, statistics, awards, controls and preferences for each player. Press the + Control Pad / to select a player. For each player, you can view the stats for each game mode or an overall summary of all game modes. Press the + Control Pad / to move between stats for each game mode.

AUDIO/VIDEO OPTIONS

Press the + Control Pad / to highlight any of the following options, and / to change its setting.

- Music
- Music Volume
- Sound
- Sound Volume

STORY

Begin this mode by choosing a mission to play. Move the + Control Pad  or  to choose from the available missions, each identified by a unique year. Completing these missions will unlock further missions.

Once you've selected a mission, choose the difficulty setting by highlighting *Easy*, *Normal* or *Hard*. Press the A Button to proceed.

ARCADE LEAGUE

Arcade League mode offers an array of quick tournaments against pre-selected enemies in set locations using random weapons. If you really want to test your prowess in different situations, try this out.

Move the + Control Pad  or  to select a tournament to participate in and press the A Button. As you conquer the available tournaments, more will be unlocked for you to choose from.

ARCADE CUSTOM

Here you can choose between *Custom* setup and *Amateur*, *Honorary* and *Elite* leagues.

Move the + Control Pad  or  to select a mode to participate in and press the A Button. Do the same to select a game type. Not all levels are available at the start of the game. You can unlock further levels by completing missions in *Story* mode.

After you select a tournament and location, the *Arcade Options* screen appears. Press the + Control Pad / to highlight any of the following options, and / to change its setting.

- | | |
|-------------------------|-----------------------|
| • Score Limit | • Display Radar |
| • Score Method | • One Shot Kill |
| • Time Limit | • Handicaps |
| • Bag Carrier Can Shoot | • Music |
| • Teampay | • Character Abilities |
| • Friendly Fire Damage | • Powerups |
| • Always Start with Gun | |

WEAPON SET

You can select weapons from a pre-ordered set, or select your own weapons to make a custom weapon set. To select a pre-set, move the + Control Pad **➡** or **⬅**. To view weapon sets and/or customize a weapon set, press the A Button.

BOT SET

You can select the team of Bots (computer-controlled characters) to include in the game. To select a pre-set, move the + Control Pad **➡** or **⬅**. To view the Bots in each set and/or customize a Bot set, press the A Button.

You can customize individual Bots in a set. To do this, highlight a Bot from the list. Then set the following attributes:

- **Bot Team**
Press the A Button to cycle through the team colors: *Red, Blue, Yellow* and *Green*.
- **Bot Skill**
Add stars to increase the Bot's skill, from *1 Star* (pathetic) to *5 Stars* (awesome). Press the + Control Pad **⬆** or **⬇** to cycle through the settings. Note that a Bot's skill can only be altered if the **Character Abilities** option is disabled.

Set a tick (cross) to include the Bot in the game.

GO!

Highlight **GO!** and press the A Button to accept the current game options and move on to selecting your character.

CHARACTER SELECT

Move the + Control Pad **⬆** or **⬇** to highlight a character and then press the A Button. To play a team game, you'll choose a team (*Red, Blue, Yellow* or *Green*) instead of an individual character. (Team choices are only available in team game modes.)



Press the A Button to proceed.



*If the **Handicaps** option is set in the **Arcade Options** menu, you can choose a handicap from **Rookie** (very high damage protection) to **Hero** (very low damage protection).*

CHALLENGE

This mode allows you to jump straight into the fray! You don't have to set up weapons, Bots and levels. Instead, throw yourself into a pre-defined game in seconds.

The **Challenge** levels run at blast-speed and are great fun while still extremely challenging. Good luck!

IN-GAME SCREEN



1 Kills/Points

Appears in *Arcade League*, *Arcade Custom* and *Challenge* modes only. This shows the current number of points you've gained so far in the game. It flashes on screen temporarily each time your score increases.

2 Ranking

Appears in *Arcade League*, *Arcade Custom* and *Challenge* modes only.

3 Health Gauge

This bar shortens as you take damage. When it reaches zero, you're defeated! Depending on the mode you're playing, you can pick up health paks to replenish your health.

4 Radar

Appears in *Arcade League*, *Arcade Custom* and *Challenge* modes only. This shows the locations of the other combatants. In non-team games, each combatant has a different color radar blip. In team games, the colors of the radar blips denote the characters' team allegiance. Combatants who are out of range appear as gray blips on the perimeter of the radar. As they move back into range they assume their correct colors.

5 Armor Gauge

This bar fills in as you pick up armor. It empties as you get hit. Watch for armor laying around in a level, and be sure to pick it up.

6 Ammo Remaining

This indicates the amount of ammunition remaining in the magazine of your currently selected weapon. The maximum amount of ammo varies from weapon to weapon.

7 Ammo

This indicates the total amount of ammunition you have for your current weapon.

DEFAULT GAME CONTROLS

+ Control Pad

Push to move forward. Pull to move backward. Push or to sidestep or strafe in that direction.

Control Stick

Push or to turn in that direction. Push or to look up or down. Direction is dependent on your *Inverse Look* setting in the *Options/Preferences* menu. In *Aim* mode (see below), the Control Stick aims the crosshair.

B Button

Toggle crouch. Press once to crouch; press again to stand up.

L Button

Aim mode. Hold down the button for as long as you want to stay in *Aim* mode. With the *Options/Aim Mode* setting, you can toggle between holding *Aim* mode or toggling *Aim* mode on/off. The default is *Hold*. See below.

R Button

Primary fire. Fires your current weapon.

Z Button

Secondary fire. Activate the current weapon's secondary fire mode. Only special weapons have secondary fire, so experiment to find out which ones they are. If the weapon has only one firing mode, then pressing this button activates the primary fire.

Y 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 renders 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.

+ Control Pad /

Select the next or previous weapon in your inventory.

+ Control Pad /

Zoom in/out (*Aim* mode only).

A Button

Respawn. When you're defeated, press this button to continue play. Certain objects can also be activated by walking up to them and pressing the A Button.

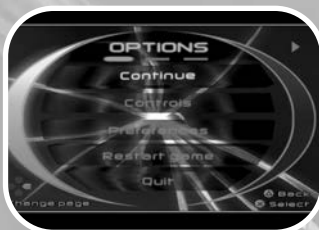
START/PAUSE

Pause the game and display the *In-Game* menu.

AIM MODE

When you're in *Aim* mode, a crosshair appears in the center of the screen to help you achieve greater targeting accuracy, and the function of the Control Stick switches to crosshair control. Additionally, some weapons, such as the sniper rifle, have a zoom function operated with the + Control Pad / . Keep experimenting to find out what different weapons can do!

IN-GAME MENU



Press START/PAUSE to display the *In-Game* menu. Press the + Control Pad  and  to move between the various screens. Some screens give you the option of entering submenus or changing certain settings. On these screens, move the + Control Pad  and  to highlight your choice and then press the A Button to select it. Press START/PAUSE to exit the menu and return to the game.

On bringing up the menu, the first screen you see depends on which game mode you are currently playing.

- **Continue**
Return to your game.
- **Controls**
Choose *Classic* (default) or *Custom*, which allows you to reconfigure the controls. To do that, select *Custom*, highlight an option by pressing the + Control Pad  or , and then edit it by pressing  or . Press the B Button to exit the menu.
- **Preferences**
Press the + Control Pad  or  to highlight an option, and  or  to change the setting. Press the B Button to exit the menu.
 - *Weapon Change*
 - *Auto Aim*
 - *Inverse Look*
 - *Auto Lookahead*
 - *Aim Mode*
 - *Crouch Mode*
 - *Rumble*
 - *Rumble Feature*
- **Restart Game**
Press the A Button to terminate the current game and restart it. A confirmation screen prompts you to select *Restart Game*; press the A Button after doing so. In *Story* mode you will have the option to restart from a checkpoint (if you reached it).
- **Quit**
Press the A Button to terminate the current game and return to the *Main Menu*. A confirmation screen prompts you to select *Quit*; press the A Button after doing so.

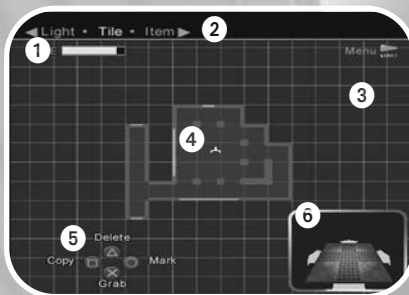
MAPMAKER

Imagine playing a complex level that you design! The *MapMaker* is a highly intuitive, sophisticated tool that allows you to create your own levels. To access the *MapMaker*, select its option 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 A Button. See the next section for instructions.
- **Load Map**
To load a map from a Memory Card, make sure you are using a Nintendo GameCube™ Memory Card containing a previously created *TIMESPLITTERS™2* map or maps.
When map data is found, a list of stored maps will appear. Press the + Control Pad / to highlight the desired map and then press the A Button to load it.
Note: If the message *No TIMESPLITTERS™2 Maps* appears, then the Memory Card does not hold any map data.
- **Play Map**
To play the map, highlight this option and press the A Button.

CREATING A BASIC MAP



1 Memory Usage

This bar indicates how much free memory remains on the current map. When you attempt to add an item or tile when not enough memory is available, this bar will flash orange and yellow and you will not be able to place the object. Remove items or tiles from the map to free up enough memory to continue.

2 Selection

This identifies the current selection to be placed into the map: *Tile, Item, Light, Story NPCs, Triggers, Actions or Logic.*

3 Grid

This is the placement grid, where you place tiles and arrange them in any order you like.

4 Cursor

Use the cursor to select tiles, and to direct where tiles, items and lights are to be placed.

5 Guide

This is an onscreen guide to what actions the controller buttons can perform at the given moment. Button functions change depending on what you are currently doing in the *MapMaker*.

6 Levels

A seven-level indicator shows which floor is currently in view. Tiles that appear shaded are on the floor below the current floor. Press the + Control Pad / to move between floors.

MOVING AROUND THE MAPMAKER

- **+ Control Pad**
Move the cursor in all directions.
- **Control Stick**
Scroll the view in all directions.
- **A Button**
"Grab" (select) a tile, or place one that's already selected.
- **B Button**
While the cursor is over a tile, press this button to make a copy of the highlighted tile.
- **Y Button**
Delete the highlighted piece.
- **X Button**
Mark a tile. This is useful for marking a number of tiles that you want to copy or move. Alternately, to mark a group of tiles, drag the cursor across every tile in the group while holding down the A Button.
- **+ Control Pad** /
Move up/down one level in *Advanced* mode.
- **+ Control Pad** /
Go to the previous or next selection.
- **Z Button/R Button**
Zoom out/in.
- **START/PAUSE**
Display the *MapMaker* menu.

SELECTING AND PLACING TILES

To select a new tile, highlight **Tile** in the menu, move the cursor to an empty area of the grid and press the A Button. Now move the cursor over the tiles. As the cursor passes over each tile, a 3D view of that tile appears on the right. This view helps you visualize how a tile is structured. When you pass over a tile you want, press the A Button to pick it up.



*MapMaker Tip: Press the X Button to go to the next page and view more tiles for selection. Or you can access the next page by moving the cursor over **Next Page** and pressing the A Button.*

After you select a tile you'll return to the **MapMaker** grid. Move the cursor to the spot where you want to position the tile and press the A Button to place it there.

Select another tile and place it next to the first one. Note that each tile has a connecting section, identified by either a thin red line (two-tile connector) or an aqua line (three-tile connector). These need to be lined up with adjacent tiles. To rotate a tile, first make sure you "grab" it by pressing the A Button. Move the tile around the grid using the + Control Pad. Rotate the grabbed tile by pressing the A Button.

For the most fun, experiment with tiles: grab, rotate and place them, mark and copy them, even mark whole sections of tiles and then copy, rotate and place the sections. Soon you'll be able to build a great map! When you're satisfied with it, it's time to start adding items.

ADDING ITEMS TO THE MAP

Press the + Control Pad to display the **Item Selection** menu. Move the cursor over a tile where you want to place items and press the A Button.



*Special Note: To enable **Capture the Bag** and **Capture the Bag** mode, you must place a colored **Start** position for each team color you plan to include in the map.*

- **Item Selection Menu**
This item list allows you to select an item to place in the tile.
- **X Button (zoom)**
Press this button for a 3D view of the tile. Uncovered X's show possible item placements; covered X's indicate tiles with placed items.
- **Control Stick**
Rotate the 3D view.
- **A Button**
Place a highlighted or copied item on an empty tile slot.
- **+ Control Pad**
Modify the attributes of the currently highlighted item in the submenu.
- **+ Control Pad**
Move the selection bar up/down to the next item on the list.
- **B Button**
Return to the **MapMaker** grid.



*MapMaker Tip: As a basic rule, always place at least one **Start** item somewhere in the map. Also, place at least one gun item unless you're planning an all-out fist fight!*

CHANGING THE MAP LIGHTING

Move the cursor over an empty part of the *MapMaker* grid and press the A Button. Select the *Light* option and press the A Button again.

- **Palette**
Shows you a selection of lighting colors.
- **Light Parameters**
Offers four different lighting effects: *Fixed*, *Flicker*, *Switch* and *Pulse*. You can further adapt these effects by adding a phase — the rate at which the chosen effect cycles.

- **Selecting a Lighting Effect**
From here you can add lighting effects to a tile. For example, select *Flicker*, *Medium*, choose a color from the palette and press the A Button.

Notice that each tile has a small box in its center. Move the cursor over the destination tile and press the A Button to apply the lighting effect. You can continue adding the same effect to other tiles, or return to the *Light* menu and choose a different effect and color.

To change the phase of a lighting effect, press the X Button while the cursor is over the relevant tile. Alternatively, you can restore a light to its default by pressing the B Button over the tile.

Finally, you can copy a lighting effect from one tile to another by moving the cursor over the tile to be copied, pressing the B Button, and then moving the cursor over the destination tile and pressing the A Button.

Congratulations! You've created your first map. now it's time to test the map in a real game!

PREVIEWING A MAP

MAPMAKER MENU CONTROLS

- **START/PAUSE**
Display the *MapMaker* menu.
- **+ Control Pad**  
Highlight menu items.
- **A Button**
Confirm your selection.
- **B Button**
Cancel your selection and return to the *MapMaker* grid.

PREVIEW MAP MENU OPTIONS

- **Map Settings**
This lets you select the *Tile Set* theme, *Bot Set*, *Weapon Set* and *Background Music* for the map.
- **Edit Map Description**
Use this to enter a personalized description or a title that captures the theme of the map you just created.

- **Preview Map**
Preview the map in one of six game modes. Not all game modes may be available, since you may not have placed an item necessary to support a particular game mode.

The *MapMaker* helps you identify what's missing by providing information. Highlight a game mode and press the A Button to read the information. Press the A Button again to close the window and return to the *Preview Map* menu. Now you can return to the *MapMaker* grid and add the necessary items.

Once you have access to a game mode, highlight your choice and press the A Button to load it. Note: You will always have access to a Deathmatch game.

- **Undo Last Change**
Cancel the most recent operation you performed on the map.
- **Center Map**
Reposition the view so the center of the map is in the center of your screen. When you do this, the level of zoom defaults to an optimum viewing distance.

CREDITS

FREE RADICAL DESIGN STAFF

Produced and Directed by

Lead Programmer

Lead Artist

Music & Sound

Lead Animator

Programmers

Level Setup

Programmers

Additional Programming

Lead Character Artist

Character Artist

Artists

Additional Art

Animators

Additional Animation

QA Manager

Assistant QA Manager

Testers

Office Manager

System Support

Additional Music

Stephen Ellis

David Doak

Hasit Zala

Karl Hilton

Graeme Norgate

James Cunliffe

Mike Armstrong

Joe Moulding

Paul Hanshaw

Peter Hall

Derek Littlewood

Oliver Jauncey

Andrew Rayson

James Hubbard

Thomas Houghton

James Bamford

Ben Newman

Les Spink

Tristan Reidford

Brad Warren

Richard Lord

Rob Steptoe

Lee Ray

Peter Norris

Bryan Rogers

Alex Crowhurst

Simon Scott

Michelle Stobbs

Nanette Kaulig

Curtis Fell

Andrew Lawson

Kevin Ellis

Paul Ellis

Marcus Jones

Michael Adamson

Jon Marriott

Michella Angeloni

John Veasey

Richard Parr - Guitar on Western Piece

Goteki - Credits tune remix

- **Clear Map**

Delete the map. You'll be prompted to confirm the action.
Warning: If you don't save the map before you delete it, you cannot recover it.

- **Options**

Set the intensity of the *MapMaker* grid. Move the + Control Pad  or  to dim or brighten the gridline display. Press the B Button to return to the *MapMaker* menu.

- **Load Map**

Load a work in progress or finished map previously saved to a Memory Card. Before selecting this option, be sure you're using the Memory Card containing the map data you want to load.

- **Save Map**

Save your map to a Memory Card. If you're using more than one Memory Card, highlight the one you want to save to and press the A Button to confirm.

If the map is new, highlight *New File* and press the A Button. Create a name for your map that is fairly descriptive so you can easily identify the map. Use the + Control pad to highlight letters, numbers or symbols, pressing the A Button after each selection. When the name is complete, highlight *END* and press the A Button to save the map. You'll return to the *MapMaker* menu.

- **Help**

Refresh your memory by checking the *MapMaker* control configuration.

- **Quit MapMaker**

Exit the *MapMaker* and return to the *Main Menu*. Before quitting, it's a good idea to save your map if you want to continue working on it later. *If you don't save before quitting, your map changes will be lost.*

Voice Talent

Heidi Andrews
June Andrews
Kevin Bullock
Michelle Bullock
Anna Burford
Dave Burford
Kevin Clarke
Imme Dahlberg
Malika Djellali
Gary Fraiser
Andrew Goddard
Stuart Graham
Neil Hill
Helen Jackson
Kirsty Juby
Brigitte Juergensen
Ann Macadam
Don Macadam
Ana Louise Marsh
Peter Marshall
Toni Morgan Ray
Rob Moya
Kieran Othen
Jenny Sackin
Mark Stripling
Ross Tregenza
Angela West
Andy Whitehill
Barbara Whitehill
Jo Whitehill

Outsource Media

Mark Estdale
Peter Banks
Laurence Bouvard
Doug Cockle
Risa Hall
Evril Walsh
Rachel Rodgers
Sam Taldeker

Matinee Sound and Vision

Tom Eastwood
Bill Roberts

Special Thanks

Zeno Coleco
Gillian Cordall
Ramana Prakash
Jason Page

EIDOS INTERACTIVE US.

Producer
VP Product Operations
QA Manager
Assistant QA Managers

Lead Tester
Assistant Lead
QA

VP Marketing
Marketing Director
Product Manager
PR Manager
PR Specialist
PR Coordinator
Channel & Marketing Specialist
Web Support

Production

Special Thanks

Tom Marx
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Brian King
Colby McCracken
Ryan Natale
Colby McCracken
Nick Wilson
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Kim Pendleton
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T Mann
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