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Q: Did you know you can hurt Princess's eye even when it's closed? It just does very little damage though.

A: I do indeed know that, but shooting it in the face does much more damage than shooting it's closed eye.

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Sections 3: Story Line

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This game takes place around 400 years after present day, and immediately after Timesplitters 2, where Cortez has gotten all of the time crystals, and now it's time to finish the war with the timesplitters once and for all. The plan is to use a time machine and destroy the splitters once and for all. It's up to Cortez, Anya, and many other characters that play a role in one or two stages.

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Sections 3: Controls

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These are the standard controls, they can be altered however.

Left Trigger: Zoom In
Right Trigger: Shoot

Z: Grenades

Y: Reload

X: Gun Whack

A: Active Function

B: Crouch

C Stick: Aim

Joystick: Walk

D Pad Left/Right: Change Weapons

D Pad Up: Change to Alternate Fire

Start: Pause Game

Controls can be edited for the most part, including shoulder buttons, look

inverse, and rotation speed.

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Sections 5: Boss Guide

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Timesplitters is one of the few first person shooters to incorporate bosses into their game, which I think is really cool. Most of the bosses aren't very hard, and just require a strategy. But of course, without that strategy, you probably won't fare to well. My definition of a boss in this game is anything that has a lifebar on the enemy side, even though a lot of them I wouldn't necessarily consider bosses, for they are too easy and un-boss like.

Damage is ranked in this order

- Minimal Damage
- Fair Damage
- Good Damage
- Much Damage

Tank

Stage: Scotland the Brave

Difficulty: 4/10

Strategy:

The Tank can be a bit tricky if you are not aware of what you are supposed to do. First off, never stop moving, keep on circling around the Tank so it's attacks cannot reach you. When the match starts out, change your K-SMG pistol into a grenade launcher by pressing the D-Pad up once. If you have already used all of the grenade weapons from your Kruger, on the opposite side of where the tank starts off, there should be a medpack and K-SMG ammo.

Once you've hit it with a grenade, it will be stunned, use a pack of dynamite found behind a support column in one of the corners. Plant this on the back of the tank. If you are playing on easy mode, this should finish it, but if you're playing on normal or hard mode, rinse and repeat. That was easy now wasn't it?

Weak Against:

- Dynamite
- K-SMG Grenade Launcher

Attacks:

- Colliding with Cortez (Fair Damage)
- Turret Gun (Minimal Damage x Bullet Number)

Weapons Not To Use:

- Flare Gun
 - Fists
 - Gun Whacks
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Khallos

Stage: The Khallos Express: 1969

Difficulty: 3/10

Strategy:

It's hard to really call this a boss fight, other than the fact that he has a health bar. Just shoot at Khallos when he's in the air, it may take a short while, but he's not hard at all.

His projectiles that he sends at you can easily be dodged by just moving, in all the times I've fought against him, he's never hit me once except in hard difficulty. You shouldn't have any worries. Even if you do get hit, his attacks are no where near devastating, so don't fret.

Weak Against:

- Machine Gun/x2
- Soviet Gun

Attacks:

- Flames coming from the bottom of his chair (Minimal Damage)
- Blue Projectiles (Fair Damage)

Weapons Not to Use:

- Pistols
 - Fists
 - Gun Whacks
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Deer Hunter

Stage: The House of Horrors: 1994

Difficulty: 2/10

Strategy:

Treat him like any old enemy, just run around shooting him with the rifle.

Never let him corner you, otherwise he can do massive damage. If he does this, use the gun melee attack, and he'll be knocked back a little.

If you run out of Shotgun ammo, use the revolver, or grenades, avoid using the flamethrower or baseball bat, they aren't that great.

****Really Cheap Strategy****

Go into where he first jumps out through from the wall, he can't go in there, and you are perfectly safe to kill him.

Weak Against:

- Shotgun

Attacks:

- Ram (Fair Damage)

Weapons Not To Use:

- Flame Thrower
- Baseball Bat

Creature (Princess) 1

Stage: The House of Horrors: 1994

Difficulty: 5/10

Strategy:

Creature can hurt you pretty bad if your not careful. What you should do is shoot his face until he raises upward, and his eyeball on his belly button opens up. You usually only get a chance to do this once before you kill him by shooting him in the head so much.

Never stop circling him, otherwise his attacks may get you. If he bends over, he is about to use his firebreathing attack, don't stop strafing around him, and don't stop shooting him in the face. His attacks do a bit of damage, and you can probably only survive four or five blows.

If you run out of shotgun ammo, use the revolver, or any other bullet shooting weapon you may have obtained. Do not use the baseball bat or the flamethrower, these weapons are pretty much ineffective.

Weak Against:

- Shotgun

Attacks:

- Flames (Fair Damage)

Weapons Not To Use:

- Flame Thrower

- Baseball Bat
 - Fists
 - Gun Whacks
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Creature (Princess) 2

Stage: What Lies Below: 1994

Difficulty: 6/10

Strategy:

Don't even try doing this battle without using the harpoon gun, it's nearly suicide. His attacks are the same as Creature 1, except now he has enemies chasing you around the room, which is never a good thing. You will just have to ignore them, as Jo-Beth will die if you do not beat this quick enough.

The strategy to actually hurt him is a lot different however, use the shotgun or revolver to shoot him in the face, and right when he opens his mouth to either shoot fire at you, or he's just pausing for a bit, take the harpoon gun, and destroy the gas casket in his mouth. The Harpoon Gun deals massive damage to it, the other guns are lousy in comparison. If you run out of harpoons, here's a list of weapons you should use now in order

Revolver > Shotgun > Ghost Gun > Baseball/Flamethrower

But you should never have to worry about this, as there is plenty of ammo around the edges of the arena.

For such a big battle, it can be very hard because in about 60 seconds, Jo-Beth will be burnt. Trust me, at first I used the ghost gun to fight him, and it's not that I died by getting hurt too much, but I died because of Jo-Beth dying.

Weak Against:

- Harpoon Gun

Attacks:

- Flame (Good Damage)
- Bats (Fair Damage)

Weapons Not To Use:

- Ghost Gun
- Baseball Bat
- Flamethrower
- Fists
- Gun Whacks

Goliath

Stage: Something to Crow About

Difficulty: 6/10

Strategy:

He may be pretty intimidating, but all you really need to do is plant grenades onto him. They do a very big portion of his life. You should have five, and then after you run out of those five, there are some more on the rampway over at the end of the room. Along with those grenades is a med-pack to, save it if you don't need it at the moment, it may come in handy.

If you still run out of grenades, use the plasma auto-rifle, or the secondary form of the elec-tool. Depending on how much life he has left, using an ordinary gun may take a while.

There are also droids that attack you in the middle of the fight, take out the plasma autorifle to deal with them easily.

Weak Against:

- Grenades
- Plasma Auto-Rifle
- Elec-Tool secondary form.

Attacks:

- Collision (Much Damage)
- Battle Droids (Good Damage)

Weapons Not To Use:

- Sci-Fi Handguns
- Fists
- Gun Whacks (Except on using against smaller enemies)

Creature (different then mansion creature)

Stage: Something To Crow About

Difficulty: 7/10

Strategy:

This match can be pretty hard. To beat him, you most beat all of his parts, which include of

- Main Turret
- Dual Side Turrets
- Dual Side Grenade Launchers

If you take all of them out, he's a goner. But avoiding his attacks can be pretty hard.

His grenades attack in a sorta bomberman fashion, a miniture explosion in the center, and a line of fire going horizontal and vertical, and they always land on a square right in the center. They can do a good bit of damage, so I would definately watch out for them. And they are also very odd looking, they are groups of yellow-ish plasma balls in a clump, just incase you had no clue as to what I was talking about.

To avoid turrent fire, use the collumns to your advantage, and attack with the plasma autorifle, I found the rocket launcher ineffective against him. If a grenade lands near a collumn your currently using for cover, switch over to the other side of the room if you can, and find a new collumn. Towards the end of the battle, you'll be doing this a lot, so it may be best to just forget about the collumns and simply walk around him, hopefully throwing his attacks off course.

I suggest going after the main turret first, as it deals the most damage. After doing that, stick to a single side and take out all the weapons visible. This is so you have a safe area if you need to regroup, reload, or need to wait for a grenade to explode.

Keep this up, and you'll have him down.

Weak Against:

- Plasma Auto-Rifle
- Dispersion Gun

Attacks:

- Turrets (Fair Damage x Bullet Number)
- Grenades (Good Damage)

Weapons Not To Use:

- Rocket Launcher
- Sci-Fi Handguns
- Fists
- Gun Whacks

Time Splitter Mothership

Stage: The Hooded Man

Difficulty: 4/10

Strategy:

Compared to the other bosses you've been facing lately, this will be easy. Make use of the nearby turret, and start firing at the mothership. Your barrages of bullets should finish it very quickly, but you have to watch out for missiles. If they start to get too close, start aiming at them instead, otherwise they will hurt you. Just keep this up until the mothership goes down.

On harder difficulties, missiles come at you faster, making that battle harder. My advice to you is to start aiming at it when you first start seeing the details that are on the missile on Normal and Hard mode. On Easy however, missiles can be ignored until last minute really.

Weak Against:

- Turret

Attacks:

- Rockets (Good Damage)

Weapons Not To use:

- Every weapon that's not the Turret

Creature Crow

Stage: Future Perfect

Difficulty: 7/10

Strategy:

He looks exactly the same as last time, but you attack him in a different way. Use a rapid fire weapon on his legs until they burst. At this point, use the K-SMG Grenade Enhancement on his fleshy backside. This will do some good damage. Rinse and repeat.

Just walk around him to avoid his attacks, as they can't reach to far backwards. This battle may take a while, as you have to do it nearly twice, but by now it shouldn't be too hard for you.

You can also destroy his hand guns on his arms, but they will regenerate, so I really don't see the need.

Once 50% of his health is gone, you resart the fight along with Past Cortez too. Now you have only a certain amount of time to beat him, but don't let that pressure you to hard. Just keep attacking it's legs until it collapses, and launch grenades upon grenades.

Weak Against:

- K-SMG Grenade Enhancement

Attacks:

- Turret Arms (Good Damage x Bullet Number)

Weapons Not To Use:

- Fists
- Gun Whack

Congratulations, you've just completed all the bosses in Time Splitters
Future Perfect. That was fun wasn't it?

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Section 6: Special Thanks

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-Free Radical for making such great games

-My friends for introducing me to Timesplitters 2, therefore making me want
this game too

-EA games, for publishing this great game

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-And for you guys for reading my guide, giving me questions, and giving me
suggestions