



PAL



TIME CRISIS **PROJECT TITAN**™



SONY



COMPUTER
ENTERTAINMENT

namco®

PlayStation®
PLATINUM

Precautions

- This disc contains software for the PlayStation® home video game console. Never use this disc on any other machine, as it could damage it.
- This disc conforms to PlayStation® specifications for the European market only. It cannot be used on foreign-specification versions of PlayStation®.
- Read the PlayStation® Instruction Manual carefully to ensure correct usage.
- When inserting this disc in the PlayStation®, always place it label side up.
- 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 cloth.
- Do not leave the disc near heat sources or in direct sunlight or excessive moisture.
- Never attempt to use a cracked or warped disc, or one that has been repaired with adhesives, as this could lead to operating errors.

Health Warning

For your health, rest about 15 minutes for each hour of play. Avoid playing when tired or suffering from lack of sleep. Always play in a brightly lighted room, and stay as far from the television screen as possible. Some people experience epileptic seizures when viewing flashing lights or patterns in our daily environment. These persons 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.

See back page of this manual for Customer Service Nos. and **POWERLINE** Nos.

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1
PlayerMemory Card
1 blockAnalog Control
CompatibleOptional Controller
SLEH-00007

namco G-Con45

SCES-02776



TIME CRISIS PROJECT TITAN.™



enigilis

MISSION BRIEFING

MISSION STATUS: Highly Confidential

FROM: Director of Operations, V.S.S.E.

TO: Agent Richard Miller

PRIMARY MISSION DIRECTIVES: identify, locate and capture

President Serrano's assassin

The Caruban government announced yesterday that President Xavier Serrano has been the victim of a successful assassination attempt.

The authorities have named you as their prime suspect.

They have issued a warrant for your arrest and a full scale search operation has been initiated. You are a wanted man.

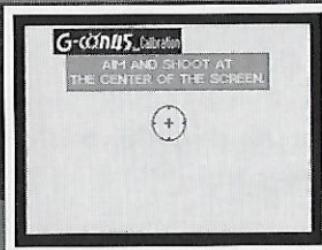
The V.S.S.E. has received information which leads us to believe that you are innocent of this crime. As a result of this we will not be disclosing your whereabouts to the Caruban government immediately, in order to give you a chance to clear your name. However, we cannot protect you for long. You have only forty-eight hours in which to identify and capture the true assassin. The V.S.S.E. can offer you no

assistance during this period. You must find the killer on your own. We have one lead which may be of some help to you. One of our informants, who goes by the codename Abacus, contacted us recently claiming to know the identity of the real assassin. According to information obtained by V.S.S.E. Intelligence, Abacus is currently being held prisoner aboard a yacht located somewhere in the Caruban sea. The yacht has been identified as part of a fleet belonging to the notorious arms smuggler, Kantaris. We suggest that you make it your first area of investigation.

Remember, we can only keep the Caruban authorities at bay for forty-eight hours. If you fail in your mission, we will be forced to deny all knowledge of you and your work for us as an agent.

Good luck, Miller. But as you should know by now, it takes more than luck to survive.

HOW TO CALIBRATE YOUR G-Con45™

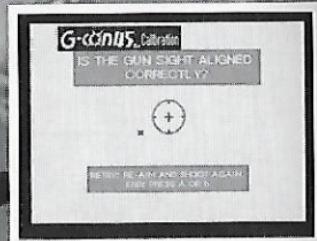


If there is a G-Con45™ connected to your Console, the Calibration Screen will be displayed automatically. You can also access the Calibration Screen in **OPTIONS MODE**, which is explained later in this manual. You must calibrate your G-Con45™

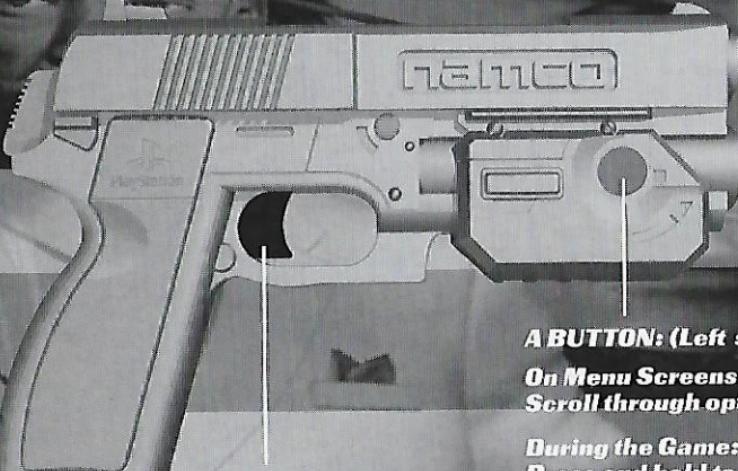
in order to be able to aim accurately. If you are not using a G-Con45™, the Calibration Screen will not appear as you do not need to calibrate the Analog Controller (DUALSHOCK®).

CALIBRATION SCREEN

To calibrate your G-Con45™, aim at the target in the centre of the screen and pull the Trigger. A cross will appear on the screen. If the position of the cross corresponds accurately with your aim, the G-Con45™ has been calibrated successfully. If the cross does not appear in the correct position, repeat the process. When you have finished calibrating the G-Con45™, press the A button or the B button to proceed to the next screen.



USING THE G-Con45™



TRIGGER:
(Shooting at the screen)

On Menu Screens:
Select option

During the game:
Shoot

A BUTTON: (Left side)

On Menu Screens:
Scroll through options

During the Game:
*Press and hold to assume
the attack position
Release to take cover
and reload*

B BUTTON: (Right side)

On Menu Screens:
Scroll through options

During the Game:
Pause the game

NOTE: *to quit, pause the game, pull and hold
the Trigger and press the B button.*

USING AN ANALOG CONTROLLER (DUALSHOCK®)

↑, ↓, ←, →, ↗, ↙, ↛ or ↜

On Menu screens: Highlight option

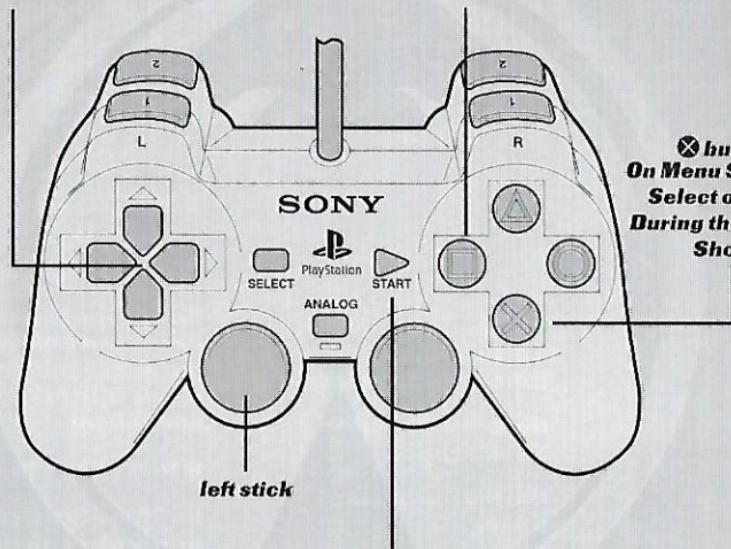
During the Game: Adjust your aim

■ button

During the Game:

Press and hold to attack and shoot

Release to take cover and reload



✖ button

On Menu Screens:

Select options

During the Game:

Shoot

▶ button

On the Title screen: Start the game

During the Game: Pause

NOTE: to quit, pause the game, hold down the ✖ button
and press the ▶ button.

NOTE: if you are using an Analog Controller (DUALSHOCK®), 'Time Crisis Project Titan™' can be played using the directional buttons or the left stick. When using the left stick, ensure the Analog mode switch is on (the LED will light up Red). In this manual, ↑, ↓, ←, → etc. are used to denote the direction of both the directional buttons and the left stick.

GAME SCREEN

HIT COUNT

It is possible to gain bonus lives by hitting a number of enemies consecutively, without wasting any bullets. This icon displays the current number of consecutive hits.



BEST TIME

This is the time taken by the current top ranking player to clear the area.

REMAINING SHOTS

This shows the number of shots you have left in your gun. You can have a maximum of six bullets loaded at any one time.

LIVES

This gauge is displayed when you are playing in Story Mode to show how many lives you have remaining. The game will be over if you run out of lives.

REMAINING TIME

This shows the amount of time you have left. If you cannot clear the area within the time limit the game will be over.

GETTING STARTED

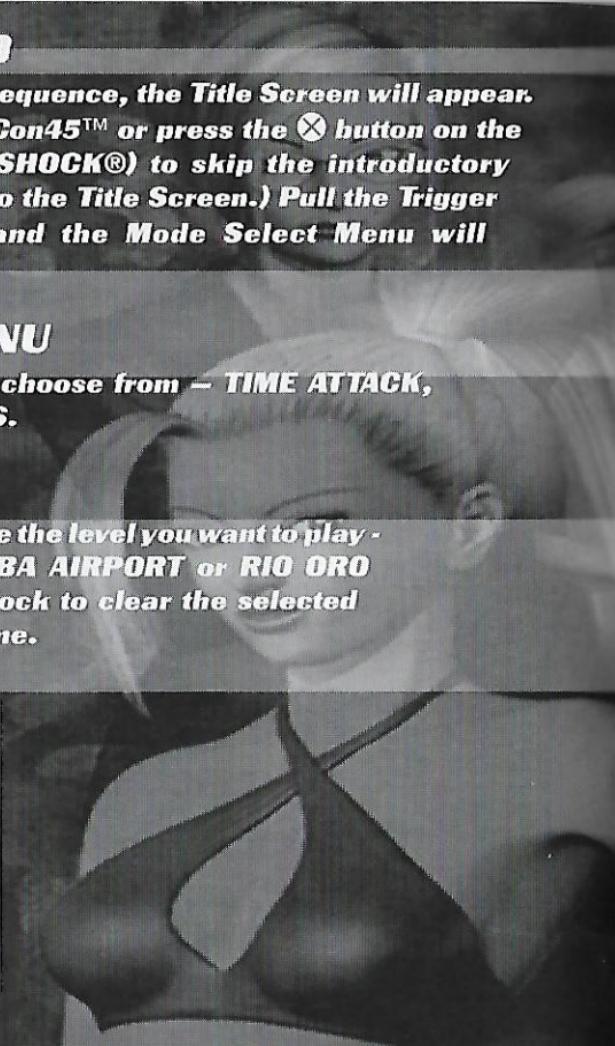
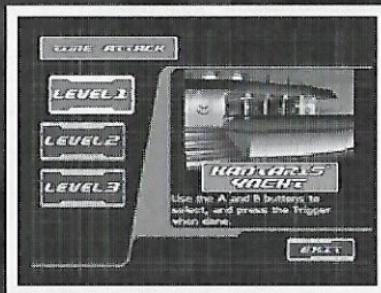
After a short introductory sequence, the Title Screen will appear. (Pull the Trigger on the G-Con45™ or press the X button on the Analog Controller (DUALSHOCK®) to skip the introductory sequence and go straight to the Title Screen.) Pull the Trigger or press the  button and the Mode Select Menu will be displayed.

MODE SELECT MENU

There are three modes to choose from – TIME ATTACK, STORY MODE and OPTIONS.

TIME ATTACK

In this mode you can choose the level you want to play - KANTARIS' YACHT, CARUBA AIRPORT or RIO ORO MINE. Race against the clock to clear the selected level in the best possible time.



UNLIMITED LIVES

In TIME ATTACK MODE you have infinite lives, so you can keep playing no matter how many times you are shot. However, the game will finish if you run out of time.

TIME RECORD

During the game, the completion time for each area will be recorded. Achieve a fast time and you will be able to input your name in the high scores table.

STORY MODE

Select this mode to embark on your mission to find President Serrano's assassin. You have only forty-eight hours to clear your name. Remember, you face many enemies who will use any means necessary to make sure that you don't succeed.

RETRY

The game will be over if you lose all your lives or you run out of time. However, you can continue playing from the start of the area if you have any remaining credits. See the PLAYING THE GAME section of this manual for more details.

EASY MODE

To play an easier version of STORY MODE, press the A button or the B button on the

G-Con45™ at the Title Screen. (Press ← if you are using an Analog Controller (DUALSHOCK®).) The word EASY will be displayed in red letters.

NOTE: when playing on EASY setting, STORY MODE will finish at level 3. To reach level 4 and the final boss, you must play STORY MODE on NORMAL setting.

OPTIONS

Use this mode to adjust the game settings. Select EXIT when you want to return to the Mode Select Menu.

G-Con45™ CALIBRATION

Select this option to access the Calibration Screen, explained in the CONTROLS section of this manual.

BUTTON CONFIGURATION

Select this option to change the functions of the buttons on your G-Con45™ or Analog Controller (DUALSHOCK®).

BUTTON SETUP

To select the buttons for PAUSE and RELOAD, highlight the desired configuration.

RELOADING METHOD

To replenish your stock of ammo when the reload button is pressed, choose the RELOAD: PRESS option. If you choose the RELOAD: RELEASE option, you will need to let go of the button to reload.

SCREEN ADJUST

Use this option to adjust the position of the game screen. Shoot the arrows to move the game screen to the central position. When you have finished adjusting the screen, press the A button or the B button on the G-Con45™ or press the  button on the Analog Controller (DUALSHOCK®) to return to the Options Screen.

LOAD / SAVE

Select SAVE to store high scores to Memory Card. You will need to highlight and select YES to confirm that you want to save data. Select LOAD to load previously saved data. When the save or load is completed, pull the Trigger on the G-Con45™ or press the  button on the Analog Controller (DUALSHOCK®) to return to the previous screen.

NOTE: your Memory Card must be inserted into MEMORY CARD slot 1.

PLAYING THE GAME

'Time Crisis Project Titan™' is made up of four levels, and each level is made up of several areas. To clear an area, you must defeat a minimum number of enemies within the time limit.

RELOADING

The clip of bullets in your gun is replenished when you reload. Your character takes cover when reloading - this can be used to your advantage when you are under heavy fire from enemies. Although you have an infinite stock of ammo, your gun can only hold a maximum of six bullets at a time, so it is important to reload frequently.

TIME LIMIT

There is a time limit for completing each area. If you run out of time, the game will end. The time limit will be extended each time you win a gun battle and move on to the next action point.

LIVES

In STORY MODE, the amount of lives you have is displayed by the gauge on the screen. If it reaches zero, the game will be over. In TIME ATTACK MODE you have infinite lives.

MULTI-HIDING SYSTEM

When you are in an area where it is possible to use the Multi-Hiding system, yellow arrows will be displayed. Aim at either the left or right edge of the screen, depending on which direction you want to move in. (If you are using an Analog Controller (DUALSHOCK®), the gun sight will turn green when you aim at the edge of the screen.) Shoot to confirm and move.

NOTE: you must be in the hiding position before you can move. You cannot move whilst attacking.

CHANGING YOUR HIDING PLACE

The bosses will try to occupy positions where it is difficult for you to hit them. You will need to change your hiding place frequently to find the best place to attack from. You cannot shoot or be hit whilst you are moving. Keep an eye on the time though – the clock will keep on ticking.

PAUSING THE GAME

Pausing the game will give you the option to quit and return to the Title Screen. See the CONTROLS section of this manual for more details.

RETRY

If you are playing in STORY MODE, the Retry Screen will be displayed when the game is over. Select YES to resume the game from the start of the area you were last playing, or select NO to quit.

NOTE: the Retry Screen will only be displayed if you have at least one credit remaining.

RESULTS

The results of your performance will be displayed at the end of each area and level

ELAPSED TIME

The time you took to complete the area or level

RANKING

The difference between the top ranking player's position and yours

HIT RATE

Your level of accuracy

RANKING TABLE

Displays the ranking of all players

GAME CLEAR SCREEN

If you manage to complete the game, the total of all the results for each level and area will be displayed. Your final score will be determined according to your TOTAL TIME, HIT RATE, ATTACK RATE (your shooting speed) and DAMAGE (the amount of damage you sustained). You will be awarded a number of stars according to your performance, up to a maximum of ten.

RANKING TABLE

If you rank in the top twenty players in any of the modes, you can enter your name in the Ranking Table. To input letters, aim at them using the G-Con45™ and select by pulling the Trigger. If you are using an Analog Controller (DUALSHOCK®), highlight letters by pressing ↑, ↓, ← or → and press the X button to select. To erase letters, select BACK. When you are happy with your entry, select OK.

CHARACTER PROFILES

TOP SECRET FILES FROM THE V.S.S.E: The following information has been gathered by intelligence. It may prove to be of some use to you.



NAME: Xavier Serrano

KNOWN ALIASES: None

AGE: 55

BACKGROUND: Became Caruba's first freely elected president in 1987, after the country was freed from military dictatorship. He was born to a poor family in Caruba's Costa Azul Region. His kind demeanor and popularity as a man of the people have earned him the nickname 'Placido'.

NAME: Marissa Soleil

KNOWN ALIASES: Abacus

AGE: 21

BACKGROUND: A Caruban citizen, she graduated from a prestigious foreign university with a degree in computer science. Upon returning to Caruba, she unwittingly became employed by K.A.D. Research, which has long been linked to the underground arms trade in Caruba. She has contacted the V.S.S.E with information under the alias 'Abacus'.





NAME: Unknown

KNOWN ALIASES: Kantaris

AGE: Unknown

BACKGROUND: Current leader of the
Kantaris Arms Syndicate, she is
extremely dangerous. We have no
further information on her
whereabouts or motives.

NAME: Zeus Bertrand

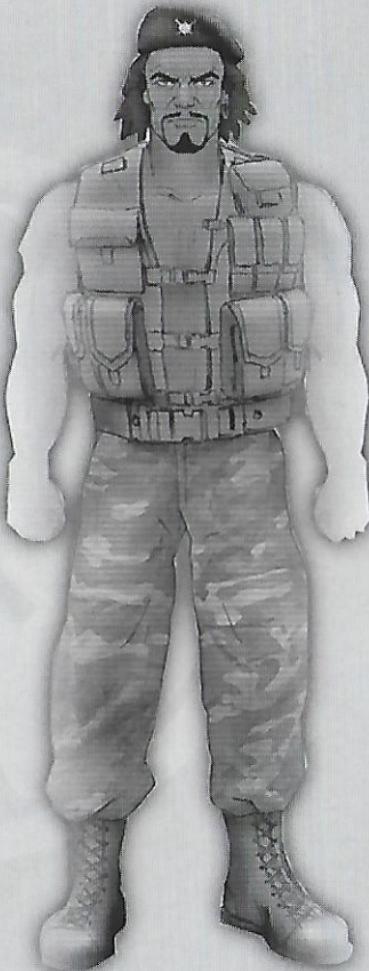
KNOWN ALIASES: Ironman

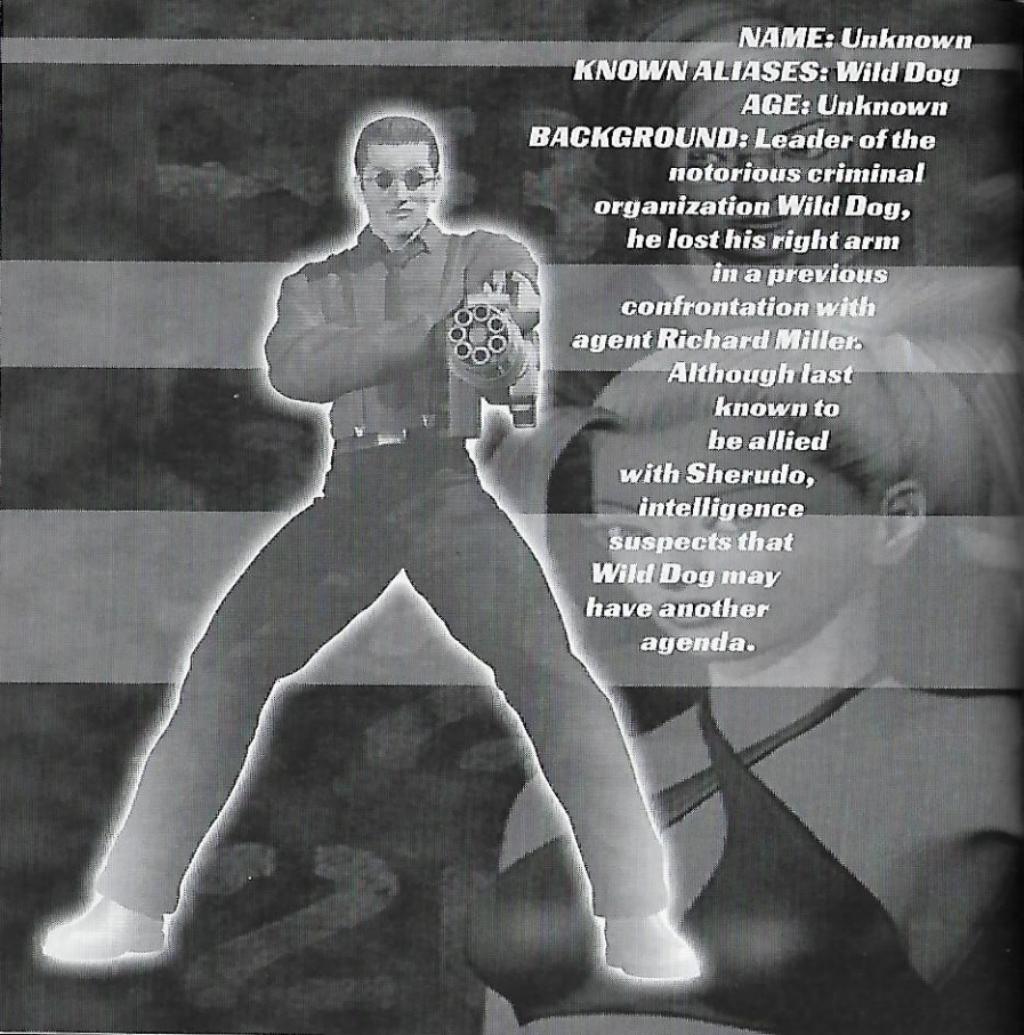
AGE: Unknown

BACKGROUND: First came to the attention of the Caruban police when he was discovered to be a key player in the country's black market arms trade.

He is known to be extremely short-tempered and aggressive. Uses violent methods when dealing with enemies and often boasts of his strength.

He is currently regarded as one of Caruba's most infamous criminals.





NAME: Unknown

KNOWN ALIASES: Wild Dog

AGE: Unknown

BACKGROUND: Leader of the notorious criminal organization **Wild Dog**, he lost his right arm in a previous confrontation with agent **Richard Miller**.

Although last known to be allied with **Sherudo**, intelligence suspects that **Wild Dog** may have another agenda.

NAME: Ricardo Blanco

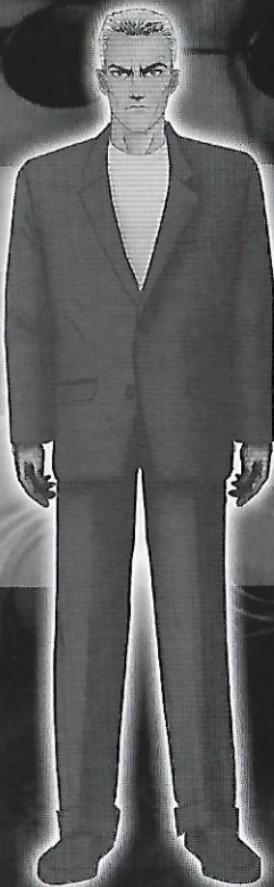
KNOWN ALIASES: None

AGE: Unknown

BACKGROUND: A small time criminal with big dreams who usually lets his thugs take care of business.

He has long been suspected as being affiliated with organized crime in Caruba but has never been formally charged.

The V.S.S.E. believes Blanco is a master of disguise who is capable of impersonating anyone.



HINTS AND TIPS

You have an extremely tough challenge ahead of you. If you are going to succeed, you will need to master a few specialist techniques. These will give you the advantage you need and the best chance of achieving victory.

KNOW YOUR ENEMY

Enemies vary in their ability to inflict damage. Beware especially of those wearing red – they are renowned for their marksmanship. Plan your attacks carefully and make full use of any cover available when facing them. When fighting less accurate enemies – those dressed in blue – remember that frequent reloading wastes time. Try to get them out of the way quickly.

INCREASE YOUR TIME LIMIT

Shoot enemies wearing orange to receive a time bonus. Try to shoot these enemies on sight - they are skilled in avoiding attacks and will not stay in the firing line for long.

PRACTICE YOUR AIM

To win a bonus life, hit thirty enemies consecutively on NORMAL setting. If you are playing on EASY setting, you only need to hit twenty enemies.

***NOTE: you will only receive a bonus life if you are playing
in STORY MODE - you have infinite lives when in TIME
ATTACK MODE.***



Customer Service Numbers

POWERLINE

FOR GAME HELP

• Australia	1 902 262 662*	1 902 262 662*
	*(ITM Calls charged at \$1.50 per min. Get parents' OK to call.)	*(ITM Calls charged at \$1.50 per min. Get parents' OK to call.)
• Österreich	0990 970 111*	0900 970 111*
	*(Der Anruf unter dieser Nummer kostet max. 41 Groschen/ Sek.)	*(Der Anruf unter dieser Nummer kostet max. 41 Groschen/ Sek.)
• Belgique/België/Belgien	011 / 301 306	0900 000 00*
		*(6.05 Bfr. 20 sec/ 40 sec)
• Danmark	(+45) 33 26 68 20 Åben man-tors 16.00-19.00	(+45) 33 26 68 20 Åben man-tors 16.00-19.00
• Suomi	0600 411 911 4,70 fimm/min + ppm avoinna ark 17-21	0600 411 911 4,70 fimm/min + ppm avoinna ark 17-21
• France	0803.843.843	08 36 68 22 02* *(2,23 F la minute)
• Deutschland	01805 / 766 977	0190 578 578* *(1, 21DM/min. Kinder und Jugendliche sollten vor dem Anrufen der PlayStation-Hotline die Eltern/Erziehungsberechtigen um Erlaubnis fragen.)
• Greece	(00 301) 6777701	090 2322 00* * Χρέωση κλήσης 184 δρχ. το λεπτό συν ΦΠΑ. Παρακαλούμε πριν καλέσετε τον αριθμό αυτό ζητήστε την έγκριση του προσώπου που πληρώνει το λογαριασμό Η τηλεφωνική σύνδεση υποστηρίζεται από τη Mediatis
• Ireland	(01) 4054022	1550 13 14 15 (R.O.I. only)* *Calls cost per min. 58p (inc.VAT)
• Israel	1-800-390-900	1-800-390-900 ל כל יום מלבד ימי שישי וערבי חג 12:00 קווי התמיכה פעילים בין השעות

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Details of call costs apply only to PowerLine Game Help numbers.

For Game Help, please call your local PowerLine number.

Customer Service Numbers

POWERLINE

FOR GAME HELP

• Italia	848 82 83 84*	848 82 83 84* *(Al costo di una chiamata urbana da tutta Italia)
• Malta	344700	344700
• Nederland	0495 574 817	09 09 9 000 000* *(0.99 Hfl./ min)
• New Zealand	(09) 415 2447	0900 97669* *(Before you call this number, please seek the permission of the person responsible for paying the bill. Call cost \$1.50 (+ GST) per minute).
• Norge	2336 6600	820 85 050 Åpen 24 timer NOK *8,75 pr. min.
• Portugal	0707 23 23 10*	0707 23 23 10* Número único nacional -22\$00 por minuto única e exclusivamente. Antes de ligar peça autorização a quem paga a conta de telefone
• España	902 102 102	906 333 888* Sólo para mayores de 18 años. *(Tarifa punta: 57,84 pts/min + IVA de lunes a viernes de 8.00h a 14.00h. Tarifa normal: 47,04 pts/min + IVA de lunes a viernes de 17.00h a 22.00h. Tarifa reducida: 37,025pts/min + IVA de lunes a viernes de 22.00h a 8.00h. Sábados de 4.00h a 24.00h. Domingos y festivos las 24h del día).
• Sverige	08-587 822 25	0719-310 311* Öppet månd-frd 17.00-21.00 *5-/samtal
• Schweiz	0900 55 20 55 *(Fr. 1. -/min.) Kinder und Jugendliche sollten vor dem Anrufen der Hotline die Eltern oder Erziehungsberechtigten um Erlaubnis fragen	0900 55 20 55 / Ein Anruf kostet *(Fr. 1. -/min.) Kinder und Jugendliche sollten vor dem Anrufen der Hotline die Eltern oder Erziehungsberechtigten um Erlaubnis fragen.
• UK	08705 99 88 77 Calls may be recorded for training purposes	09064 765 765 (incl. NI)* *Touch Tone activated service. Calls charged at 60p per minute. *(Correct at December 1998). Please seek permission from the bill payer before calling. Service provider - Telecom Potential, P.O. Box 66, Clevedon, BS21 7QX.

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from Sony
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and show the
world just how
steady your
trigger finger
really is...*



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