



PlayStation

NTSC U/C

PlayStation



# TIME CRISIS

## PROJECT TITAN™



SLUS-01336



**WARNING: READ BEFORE USING YOUR PLAYSTATION® GAME CONSOLE.**

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

**WARNING TO OWNERS OF PROJECTION TELEVISIONS:**

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

**USE OF UNOFFICIAL PRODUCT:**

The use of unofficial product or peripherals may damage your PlayStation game console and invalidate your console warranty.

**HANDLING YOUR PLAYSTATION DISC:**

- This compact disc is intended for use only with the PlayStation game console.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.



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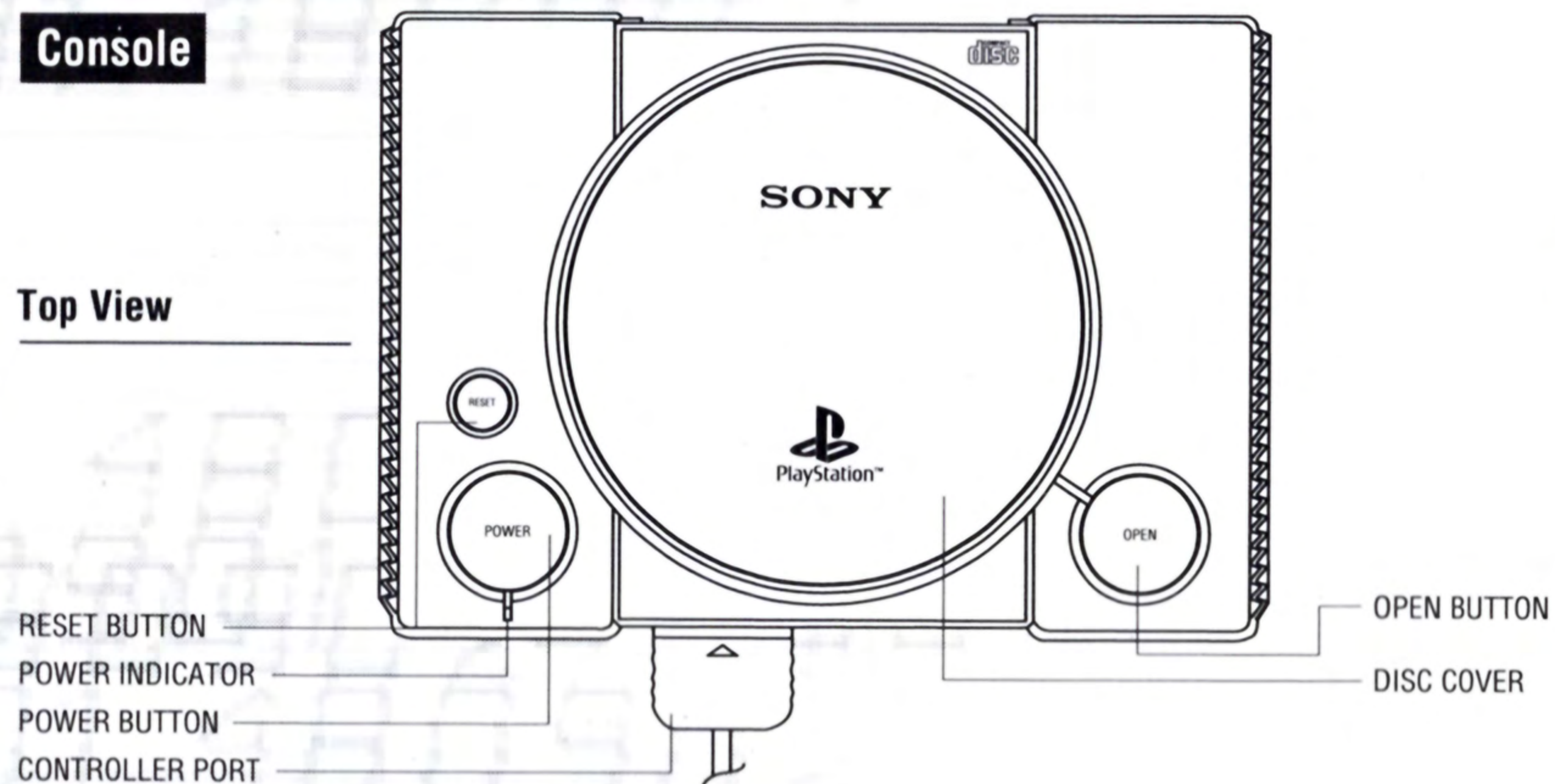
# PlayStation Setup

Set up your PlayStation® game console according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a compact disc. Insert the **Time Crisis Project Titan™** disc and close the disc cover.

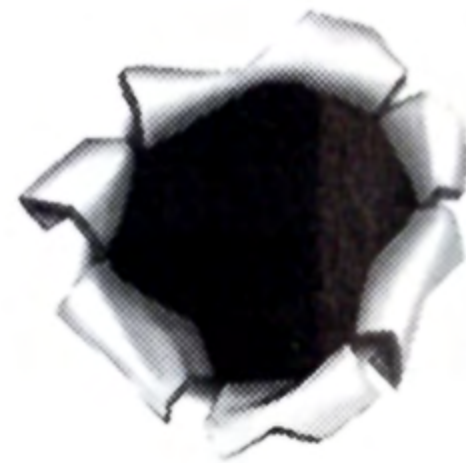
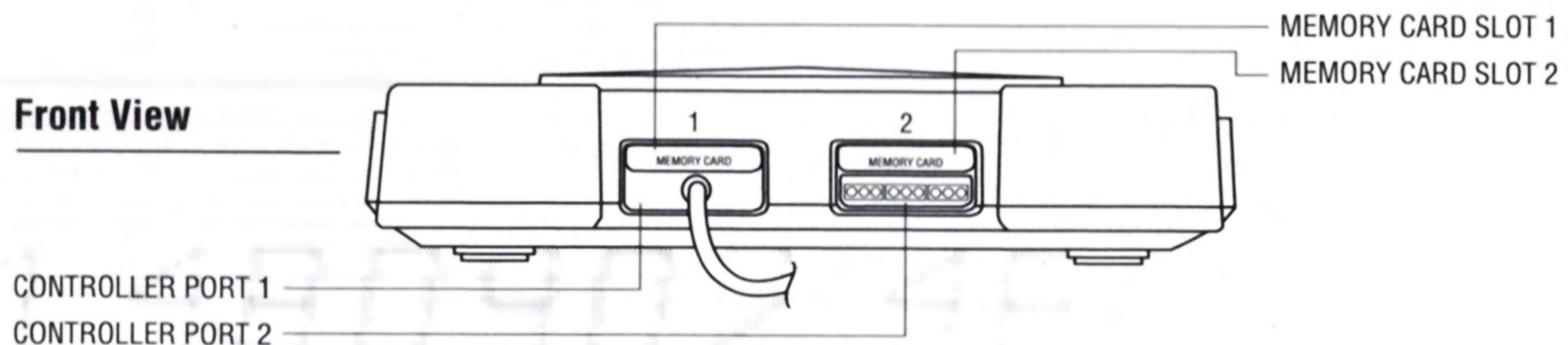
Insert one Guncon™, DUALSHOCK™ analog controller or Standard PlayStation Controller in controller port 1 and turn on the PlayStation game console. Follow the on-screen instructions to start the game.

## Console

### Top View



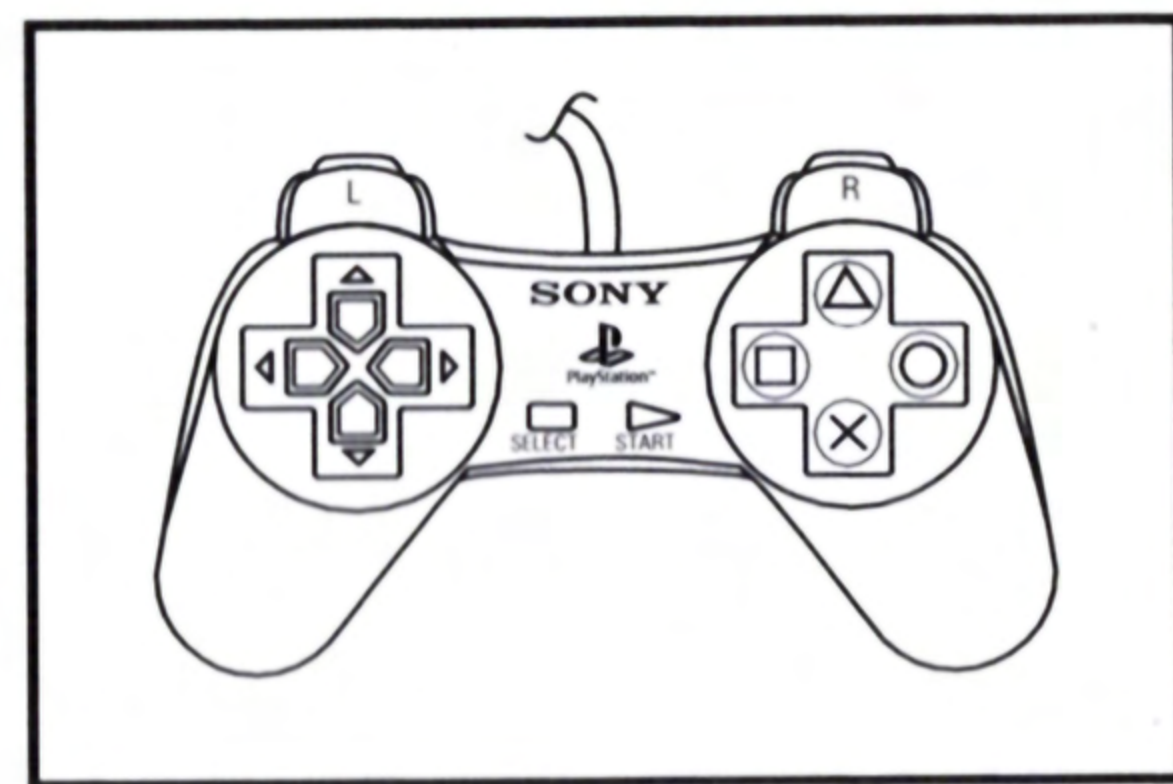
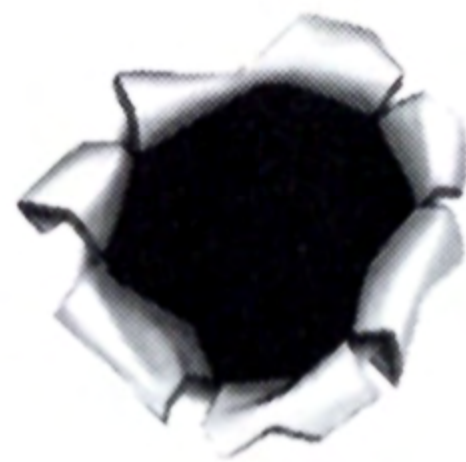
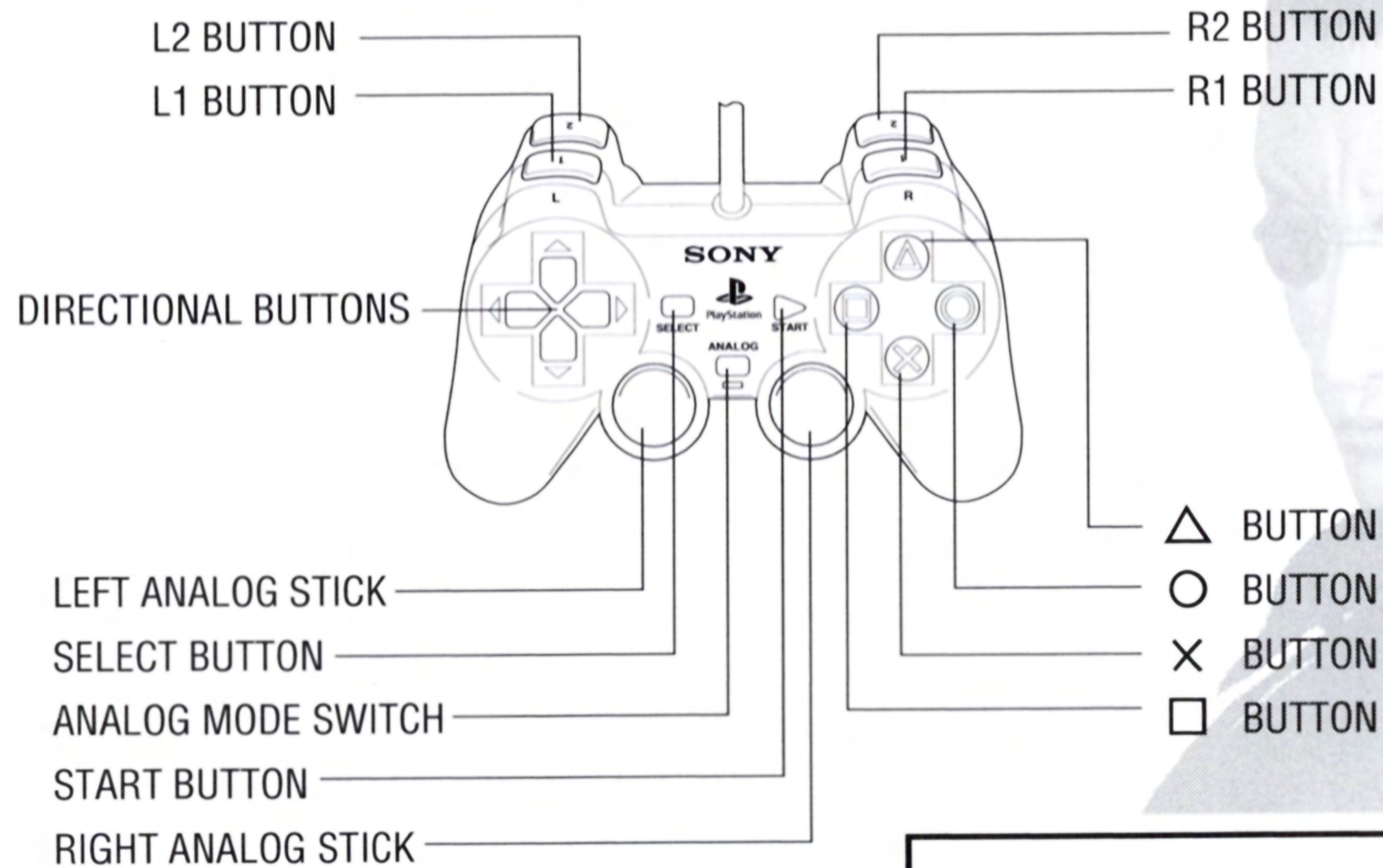
### Front View





# PlayStation Controls

## DUALSHOCK™ analog controller



**NOTE:** You may have a controller that looks like this. Button functions on a digital controller are the same as those on an analog controller.



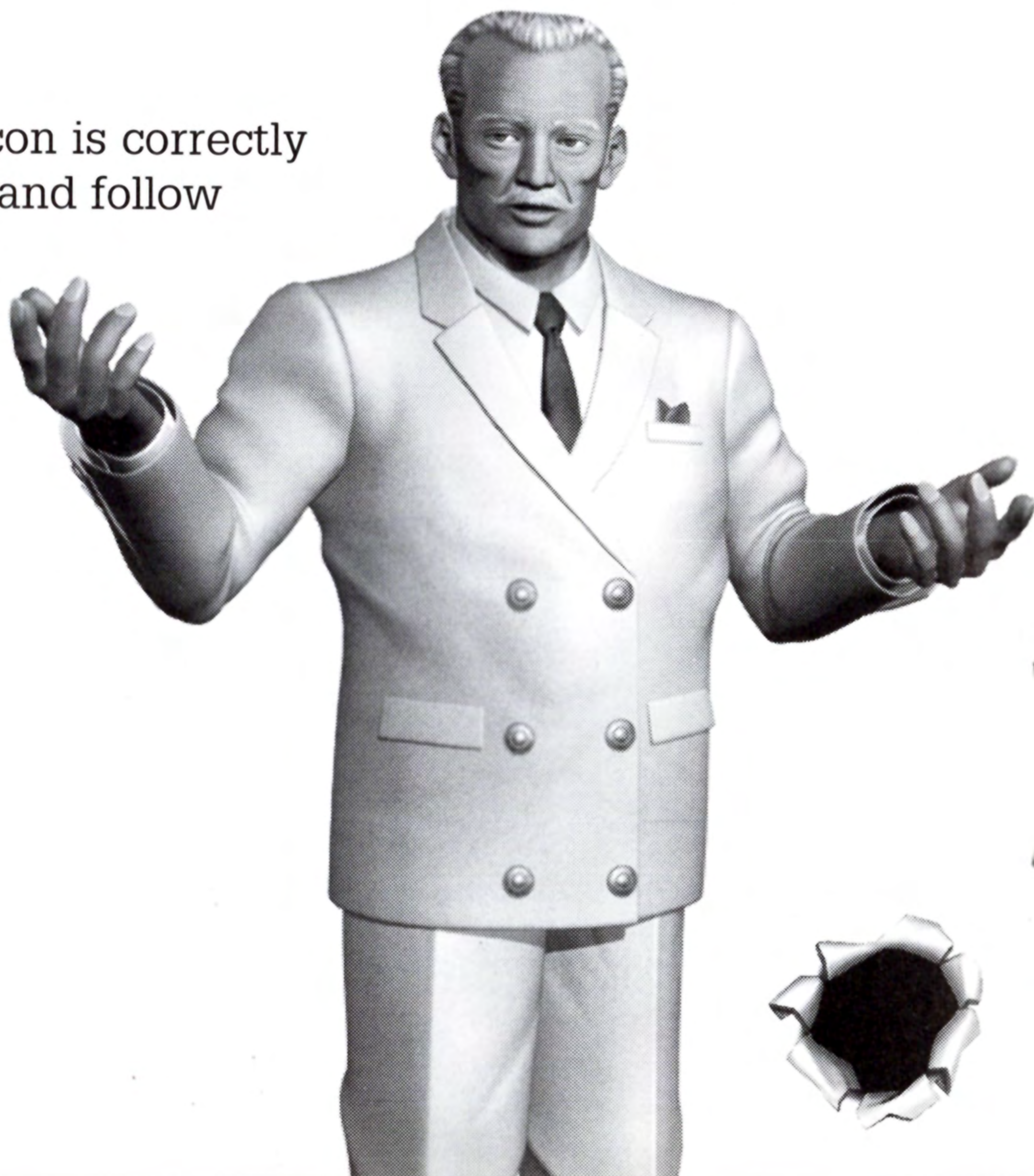
# Memory Cards

## **MEMORY CARDS**

To save game settings and high scores, insert a Memory Card into Memory Card slot 1 of your PlayStation game console before starting play. You can load your saved games from any Memory Card containing previously saved games. Saving **Time Crisis Project Titan** data requires one free block on the Memory Card. To learn more about how to save and load games see the section "Options Mode" on page 10.

## **Guncon**

Check to make sure the Guncon is correctly connected to the PlayStation and follow the on-screen instructions to calibrate the gun.





# Guncon Controller

You can use three types of controllers to play **Time Crisis Project Titan**: A Guncon Controller, DUALSHOCK™ analog controller or the Standard PlayStation Controller. The operation of each controller is explained below.

This instruction manual is written using a Guncon Controller.

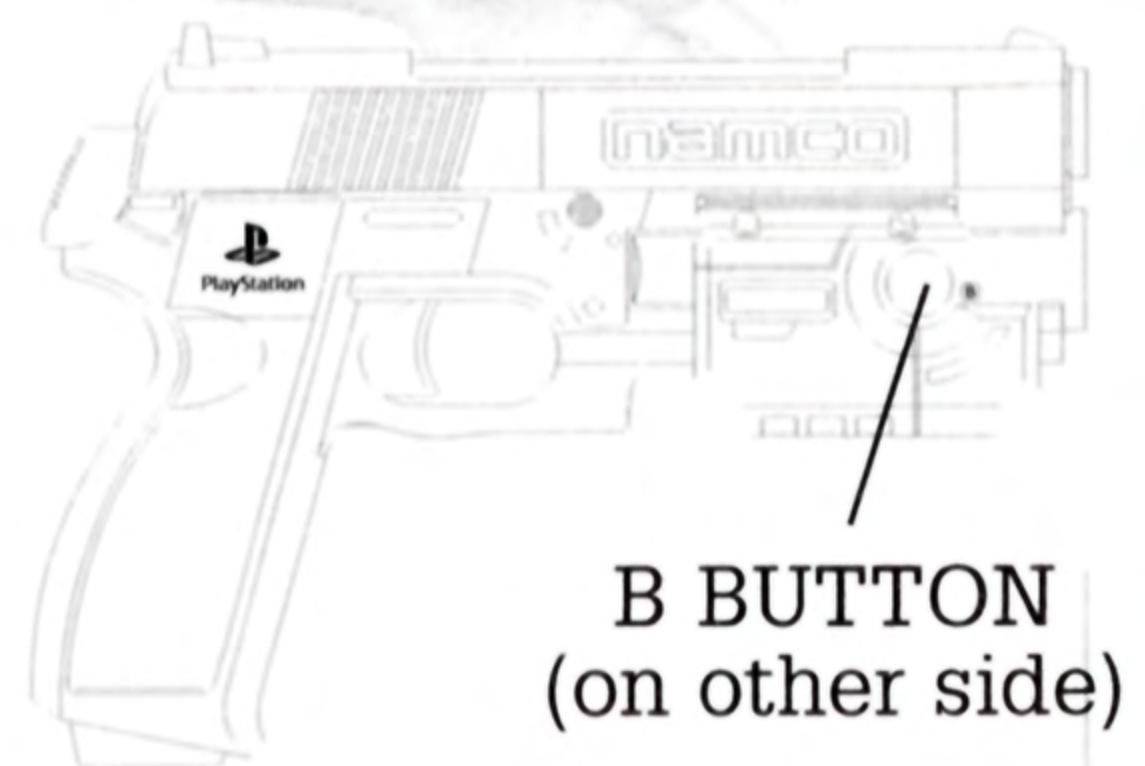
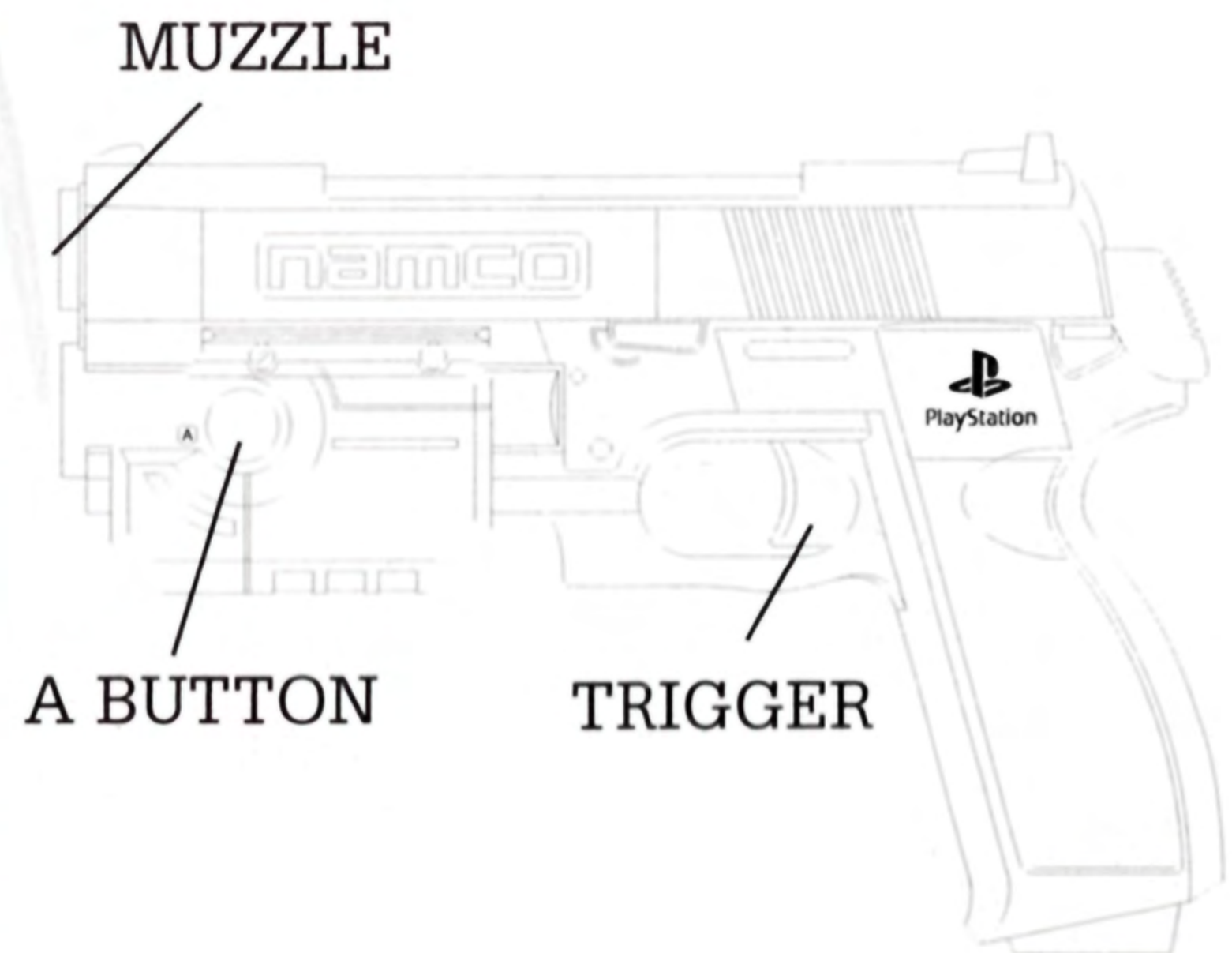
**Note:** These are the default controls. You can change the controls by selecting OPTIONS from the Mode Select Screen.

## **Guncon Controller**

When holding the Guncon, the A Button is on the left side of the barrel and the B Button is on the right side.

Advance through screens .....	Trigger
Select Mode/Option.....	A or B Button
Confirm selection.....	Trigger
Move into attack position....	A Button (hold)
Fire .....	Trigger
Reload/Take cover.....	Release the A Button
Pause game.....	B Button

To quit the game, press the B Button to pause the game, and with the Trigger pulled, press the B Button again.

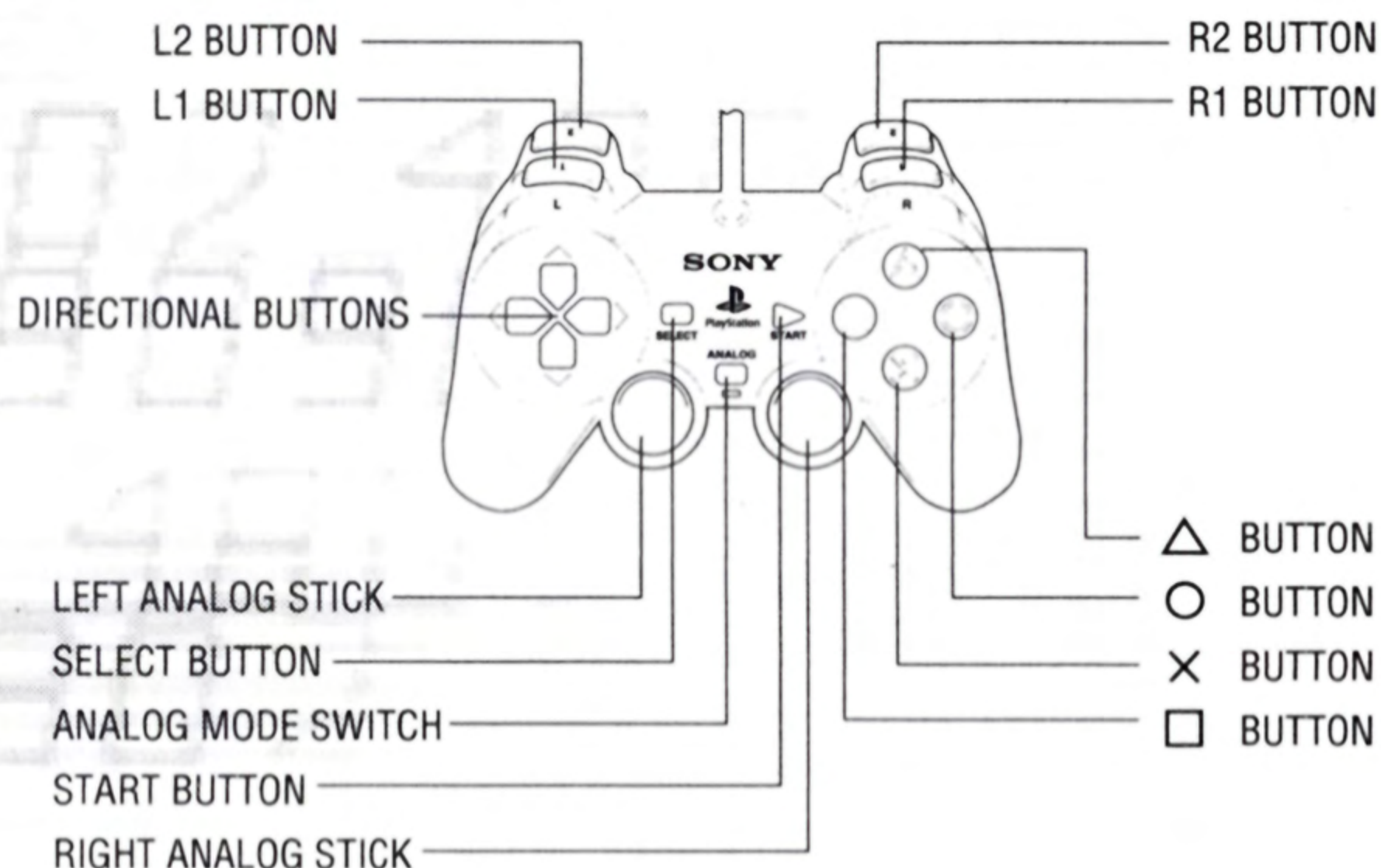




# DUALSHOCK™ analog controller

**Note:** Controls for the Standard PlayStation Controller are the same as the DUALSHOCK™ analog controller except that no Analog Mode or Analog Sticks are on the Standard PlayStation Controller.

DUALSHOCK™ analog controller



- Advance through screens . . . ⊗ Button
- Select Mode/Option . . . . . Directional Buttons or Left Analog Stick
- Confirm selection . . . . . ⊗ Button
- Move into attack position . . . ⊠ or ⊕ Button (hold)
- Aim crosshair . . . . . Directional Buttons or Left Analog Stick
- Fire . . . . . ⊗ Button
- Reload/Take cover. . . . . Release ⊠ or ⊕ Button
- Pause game . . . . . START

To quit the game, press START (Pause), press and hold the ⊗ Button and press START again.

\*The Left Analog Stick can be used only in Analog Mode (when the mode indicator is lit).



# *Agent Richard Miller*

## *Has Been Framed As An Assassin!*

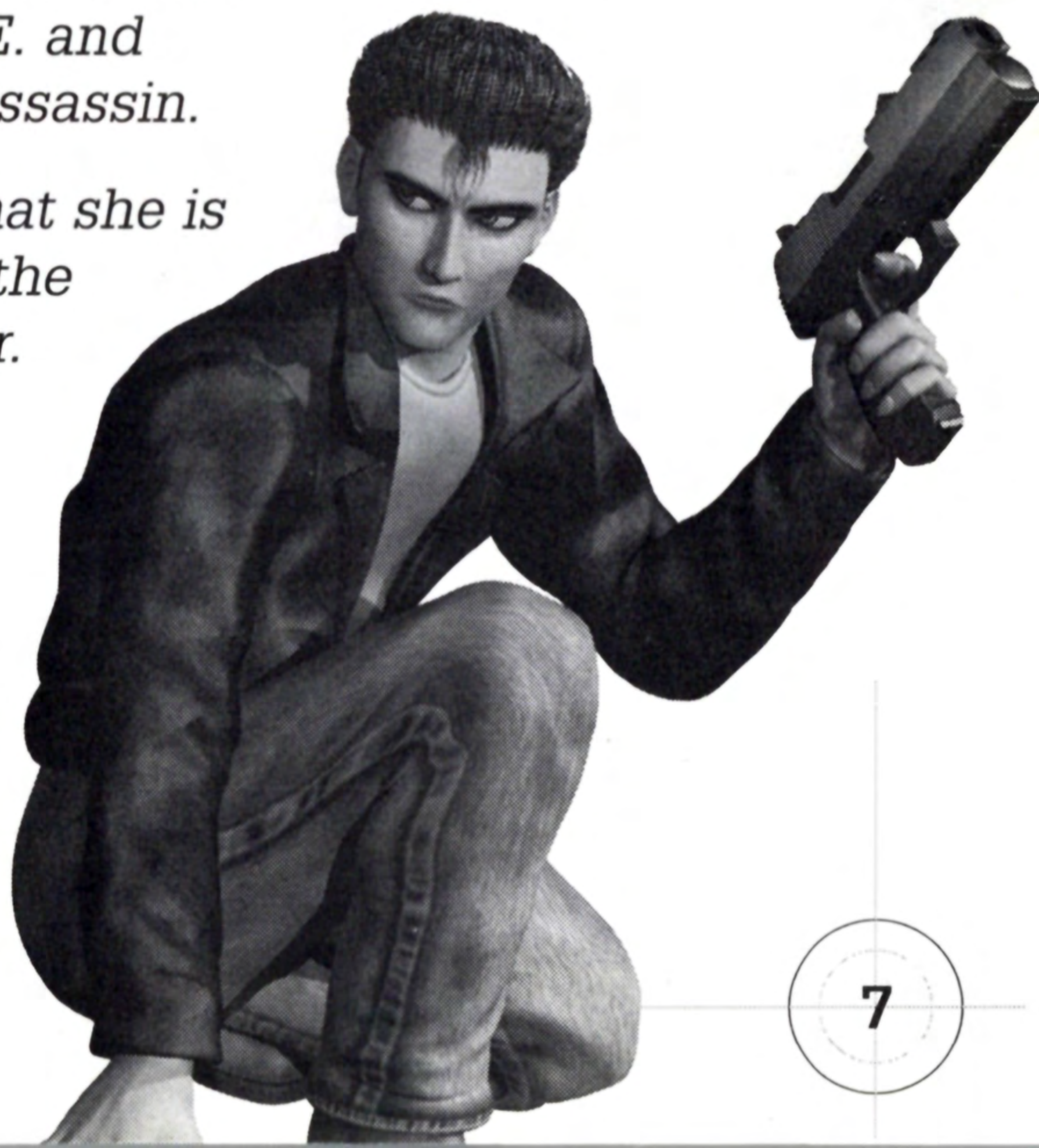
*Xavier Serano, the president of Caruba was assassinated while delivering a speech. The Caruban authorities branded Richard Miller as the assassin and launched a manhunt to capture him.*

*V.S.S.E. thinks that Richard may be the victim of a frame-up and gives him time to find the real assassin. Miller has 48 hours to discover and capture the assassin. If he fails, V.S.S.E. will have no choice but to hand him over to the Caruban authorities.*

*Miller's only hope is to find a woman who calls herself Abacus. She contacted V.S.S.E. and claimed to know the identity of the assassin.*

*V.S.S.E. intelligence sources report that she is a prisoner aboard a yacht owned by the notorious Kantaris, an arms smuggler.*

*Richard realizes that he must first rescue Abacus if he is to clear his name. He pursues the yacht, which has already set sail for the Sea of Caruba.*





# Starting the Game

## **Guncon Calibration Screen**

The Guncon Calibration Screen will appear when you turn on your PlayStation game console.

**Note:** If you are using a controller other than the Guncon, the Guncon Calibration Screen will not be displayed.

1. When the Guncon Calibration Screen appears, a target is displayed in the center of the screen. Aim at the center of the target and shoot. An "X" will appear on the screen when your shot registers (you will hear a gun shot).



## **Retry**

If you want to reconfirm calibration:

Check to see that the "X" on screen corresponds to where you are aiming.

Fire the Guncon again when the "X" is centered on the target.

2. When the Guncon is calibrated, press the A or B Button to close the Calibration Screen.



# Title Screen

Pull the Trigger (Guncon) or press the ⊗ Button (other controllers) anytime during the story cinema to display the Title Screen.

## **Set Game Difficulty**

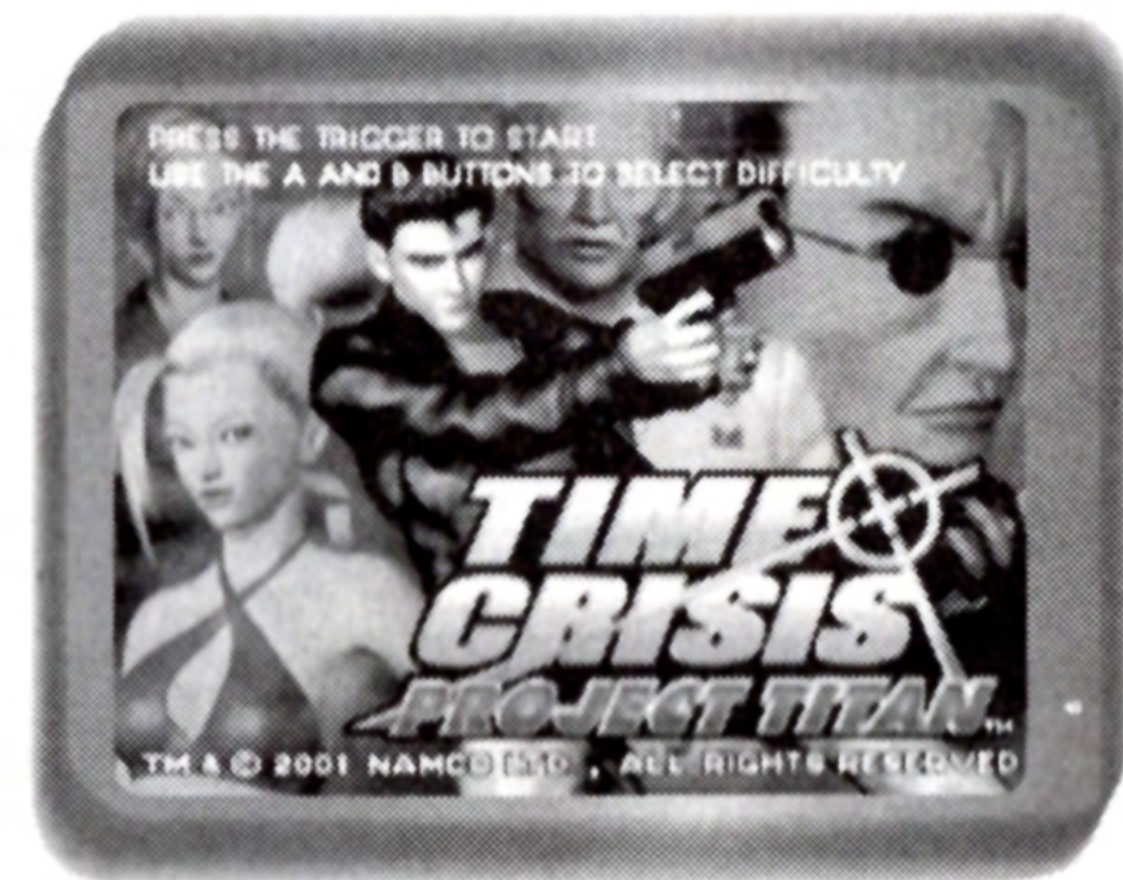
You can switch between Normal and Easy Mode.

**Note:** This setting applies to the Story Mode only.

To toggle Easy Mode On/Off:

- Guncon – Press the A or B Button
- DUALSHOCK™ analog controller – Press the Directional Buttons or Left Analog Stick Left/Right.

When you are ready, pull the Trigger (Guncon) or press the ⊗ Button (DUALSHOCK™ analog controller) to display the Mode Select Screen.



# Mode Select Screen

Select a mode or change options.

- Guncon – Press the A or B Button and pull the Trigger to confirm.
- DUALSHOCK™ analog controller – Press the Directional Buttons or Left Analog Stick Left/Right and press the ⊗ Button to confirm.



# Options Mode

Change controller and screen settings. Select EXIT to return to the Mode Select Screen.

## **GUNCON CALIBRATION**

Calibrate your Guncon. See the section “Guncon Calibration Screen” on page 8.

## **BUTTON CONFIGURATION**

- Button Setup – Change the Reload and Shoot Buttons.
- Reloading Method – Choose whether to Reload/Take cover when you press the button or when you release it.



## **SCREEN ADJUST**

Reposition the game screen display on the T.V. screen.

- Guncon – Shoot the arrows displayed on the T.V. to center the game screen. Press the A or B Button to return to the Options Screen.
- DUALSHOCK™ analog controller – Use the Directional Buttons or Left Analog Stick to select the arrow corresponding to the direction you want to move the screen image. Press the ⊗ Button to move the image. Press the ⊠ or △ Button to return to the Options Screen.



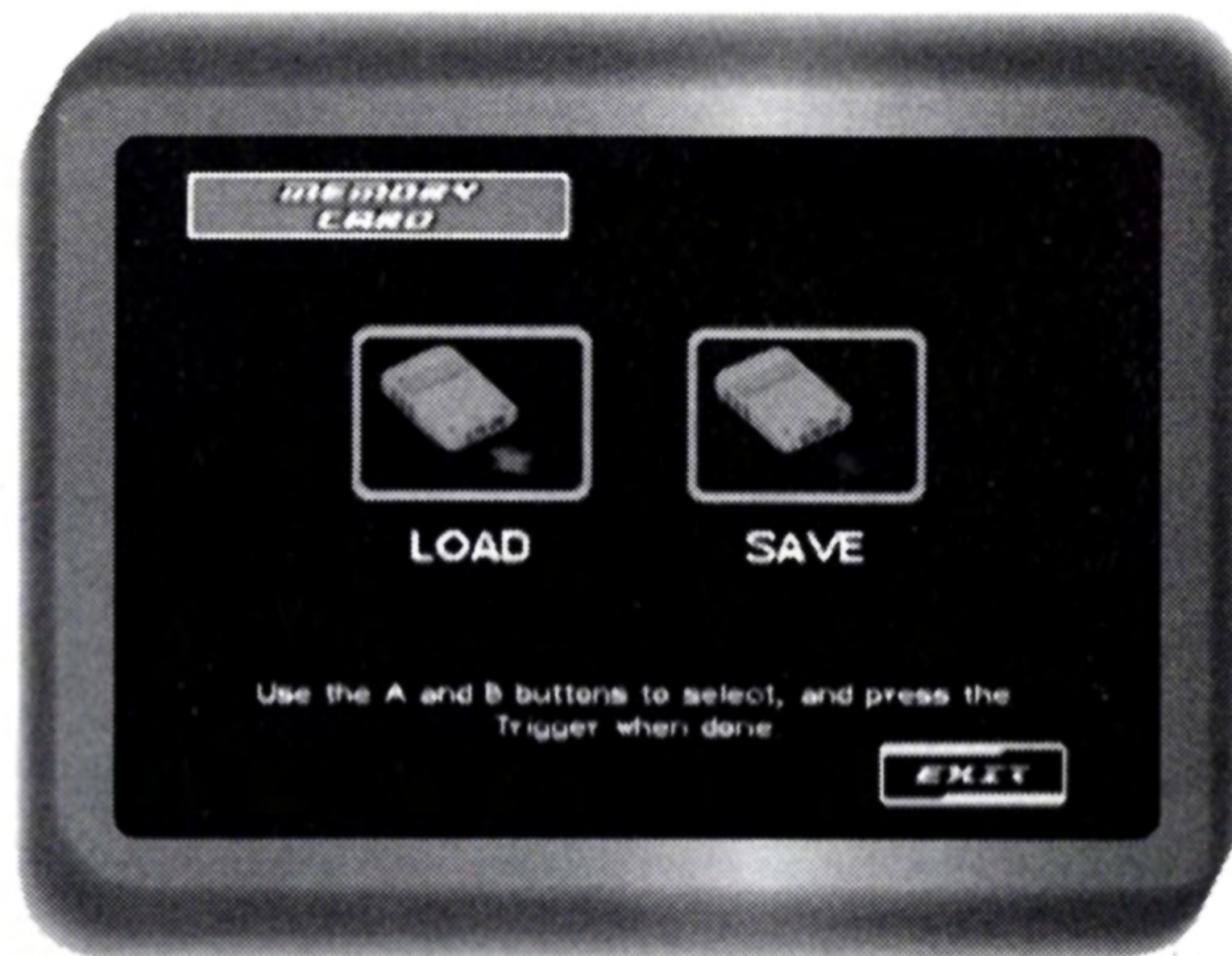


## **MEMORY CARD**

Save and Load high score data and button settings.

### **Guncon**

1. Press the A or B Button to select LOAD or SAVE and pull the Trigger.
2. While saving, you may be prompted to overwrite game data. Press the A or B Button to select YES! or No! and pull the Trigger to confirm.
3. Select EXIT and pull the Trigger to return to the Options Screen.



### **DUALSHOCK™ analog controller:**

1. Press the Directional Buttons or Left Analog Stick Left/Right to select LOAD or SAVE and press the ⊗ Button.
2. While saving, you may be prompted to overwrite game data. Select YES! or NO! and press the ⊗ Button to confirm.
3. Select EXIT and press the ⊗ Button to return to the Options Screen.

Note: If you are using the DUALSHOCK™ analog controller, the vibration function can be turned On/Off in the Options Mode.



# Story Mode

Follow the story line as Richard Miller fights his way through each stage to discover the real assassin and prove his innocence.

- You must defeat all enemies and clear each stage within the allotted time limit.
- Battle the boss at the end of each stage to clear it.

## **EASY MODE**

You can play the game in Normal Mode (Default) or Easy Mode. See page 9 for information on setting Easy Mode.

## **CREDITS**

The game is over when you run out of time or life energy (see page 16), but you can continue from where the game stopped if you have a Credit remaining. You start the game with 4 Credits in Normal, and 9 Credits in Easy Mode. When all Credits have been used up, you must restart from the beginning.



## **FINISHING STORY MODE**

If you manage to clear all the stages in Normal Mode, you will reach the ending and your results will be displayed.



# Time Attack Mode

Choose a stage to play and race against the clock to clear the stage as fast as you can. You can choose from the following three stages with varying levels of difficulty:

- Kantaris' Yacht
- Caruba Airport
- Rio Oro Mine



## **UNLIMITED LIFE ENERGY**

In Time Attack Mode there is unlimited life energy, so you can keep playing no matter how many times you are shot. However, the game finishes when your time reaches zero.

## **TIME RECORD**

Your clear time for each area is accurately recorded during the game. With a good clear time, you can register your name at the end of the game.



# Playing Story Mode

Story Mode in **Time Crisis Project Titan** consists of four stages, and each stage is made up of several areas. If you defeat a certain number of enemies within the time limit, you will clear the stage and move on to the next area.

## Game Screen

### REMAINING SHOTS

This shows the number of shots you have remaining. The maximum number of bullets you carry at any time is six. Reloading replenishes your supply of bullets.

### LIFE ICONS

Displays the player's lives during Story Mode. You begin the game with three Life Icons in Normal, and five Life Icons in Easy Mode. Each time you are hit, you lose one icon. Losing all your Life Icons means Game Over.

Earn additional Life Icons by:

- Running up consecutive hits
- Shoot hidden areas in the game to reveal a Life Icon

Consecutive Hits

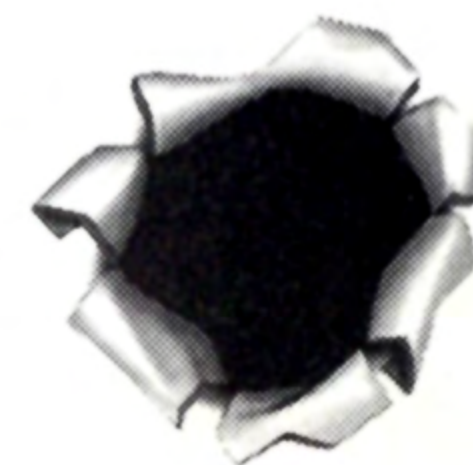
Top Time

Remaining Shots

Life Icons

Remaining Time

Elapsed Time





## **REMAINING TIME**

Displays the time remaining in the current area. If a player cannot clear the area within the allotted time, the game is over.

## **TOP TIME**

Shows the current top-ranking player's clear time.

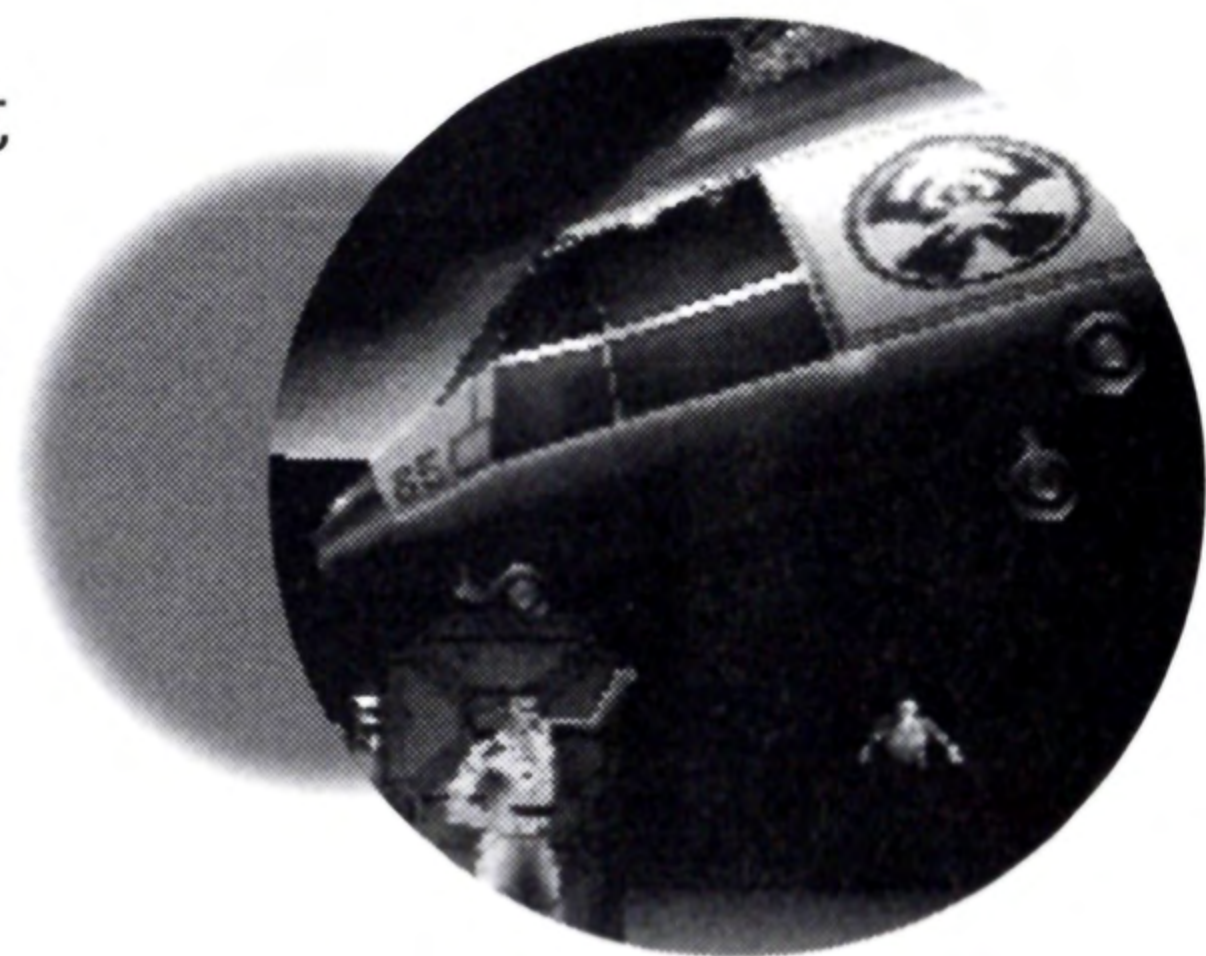
## **ELAPSED TIME**

Displays time elapsed from the start of the game. This affects the player's evaluation and ranking at the end of the game.

## **CONSECUTIVE HITS COUNTER**

This appears at the top left corner of the screen when you score three consecutive hits. It continues counting your consecutive hits until you miss a shot. Make enough hits and win a Life Icon.

- Easy – 20 consecutive hits
- Normal – 30 consecutive hits





# Rules

## **The basic rules are as follows:**

### **Reload**

The bullet clip is replenished each time you reload. Your character takes cover while reloading, and this can be used to your advantage when you are under particularly heavy fire from enemy characters.



### **Time Limit**

There is a time limit for each area, and when the clock reaches zero, the game is over. However, you get a time bonus when you clear an action point (the point where a gun battle occurs).



### **Life Icons**

In the Story Mode, Miller's number of lives is displayed as Life Icons on the screen. When Miller is hit, one Life Icon disappears. When no Life Icons remain, the game is over. However, in Time Attack Mode there are no Life Icons. Miller can take unlimited hits.



### **Retry Screen**

When the game is over in Story Mode, the Retry or Continue Screen is displayed. Select YES! to resume the game from the start of the area you were last playing. Select NO! to quit the game. You can retry a game as many times as you like, providing you have enough Credits remaining. When your Credits reach zero, you can no longer replay the game.





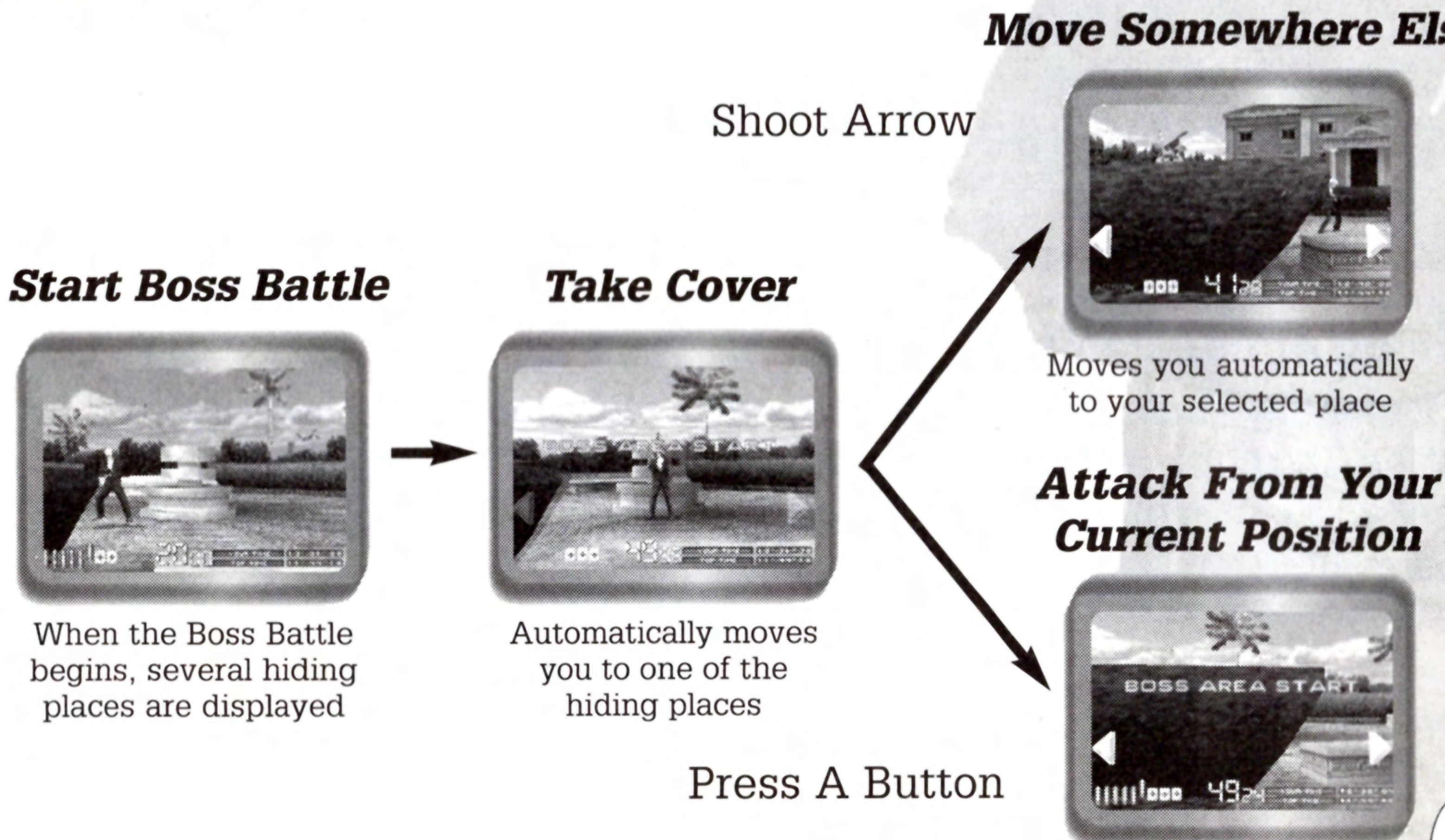
# Multi-Hiding System

## Multi-Hiding System (vs Boss)

Gun battles normally take place at predetermined "action points". However, in stage boss battles, you can choose from several different places to hide and move between them. This is the "Multi-Hiding System".

## Progressing Through the Multi-Hiding System

In stage boss battles, the game progresses as follows: At the start of any boss battle, you will be forced to move to a particular point. Any time thereafter, you are free to move and change your hiding place as many times as you like.





# Multi-Hiding System

## **Changing Your Hiding Place**

Bosses attempt to find the player's blind spots and move to places where it will be difficult for the player to hit them. Change your hiding place according to the situation and choose the best place to fight from. You will not be hit while moving, but you cannot shoot.

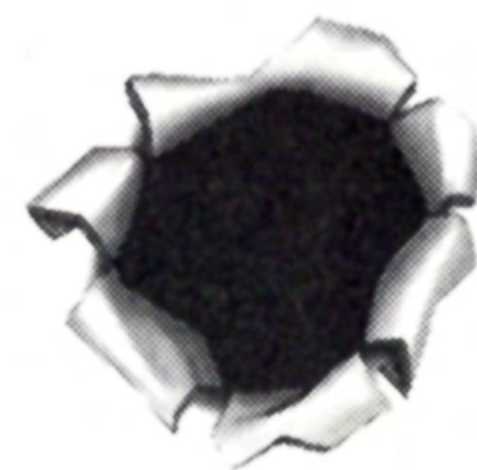
To change your hiding place:

1. While Reloading/Hiding, a yellow arrow will appear at the right or left side of the screen indicating the direction of a new hiding place.
2. While still Reloading/Hiding, aim and shoot at the arrow to switch positions.

Remember, time is running out while you are moving around.

## **Moving Action Points**

Occasionally there is more than one set of action points in boss battles. In these cases, when you inflict enough damage to a stage boss, you can move on to the next action point, and continue to fight from a different set of hiding places.





# Pause Screen

## **Guncon**

- To Pause the game, press the B Button.
- To Cancel and return to play, press the B Button.
- To Quit and return to the Title Screen, hold the Trigger and press the B Button.

## **DUALSHOCK™ analog controller**

- To Pause the game, press START.
- To Cancel and return to play, press START.
- To Quit and return to the Title Screen, hold down the ⊗ Button and press START.



# Results Screen

Your performance results are available after each area is completed and at the end of each stage. The following information is displayed:

- Elapsed time
- Difference between top ranked player's clear time and yours
- Hit rate (accuracy)





# Game Clear Screen

The total game results are displayed. Your final score is decided by four factors:



- Total Time
- Hit Rate
- Attack Rate
- Damage

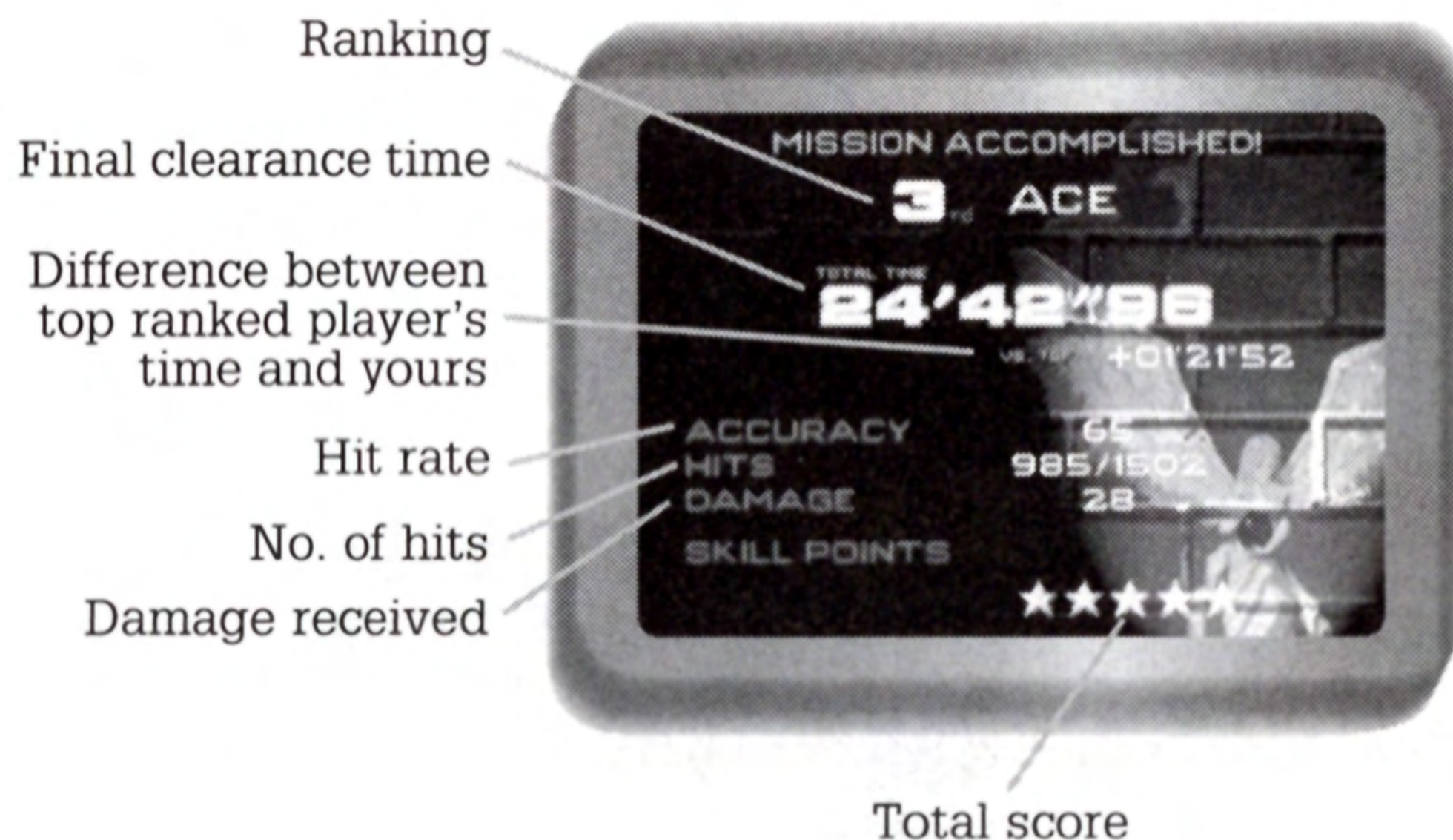
The final score is shown as a star rating, with ten stars as the highest score possible.

## Ranking

You can register your name on the Top Player's Ranking List if you place in the top 5, in any of the modes.

### To register your name:

Aim at the letters and shoot. Shoot  (space) to insert a blank space between letters, and shoot  (back) to erase. When done, shoot OK.





# Attack/Strategy Techniques

To progress through the game smoothly, you will first need to master a few techniques. There is a huge difference between players who understand and use these tactics, and those who do not. So learn them and learn them well.

## ***Know your enemy's characteristics.***

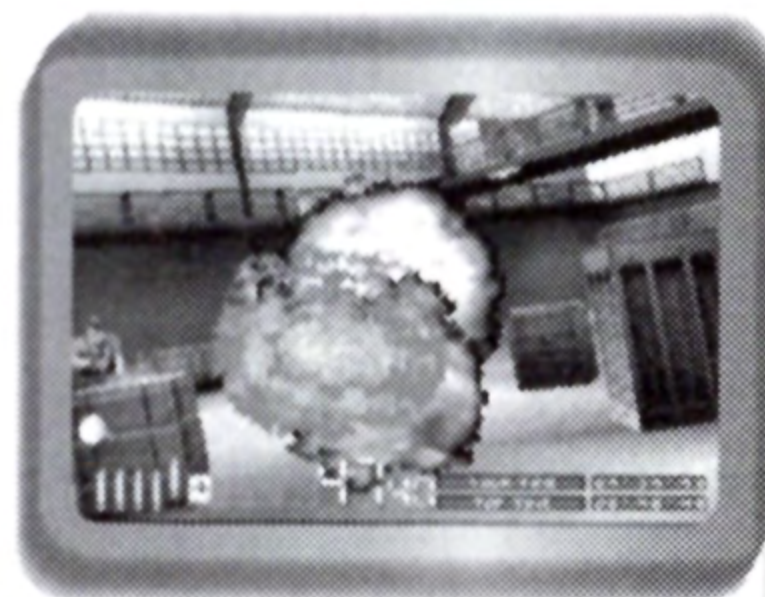
Some enemies are much stronger than others and can therefore take more punishment and inflict more damage. Beware of enemies wearing red, as they are particularly tough to kill.

## ***Increase your time with rapid attacks.***

Enemies in yellow allow you to increase your remaining time. Shoot them to earn a time bonus for the next scene. Yellow enemies have a tendency to run away, so shoot them quickly before they disappear. Also, frequent reloading wastes time so be efficient.

## ***Destroy multiple enemies.***

Shoot combustible items to cause explosions which eliminate large numbers of enemies at one time. Your progress will be accelerated if you remember to utilize special techniques like this.





# Characters

Our hero, Richard, will confront a number of people in **Time Crisis Project Titan**. Meet Richard and the other main characters.

## ***Richard Miller***

He is a top secret agent working for V.S.S.E., the international intelligence agency. Someone has framed him for the assassination of Xavier Serano, the president of Caruba, and now Miller is a wanted man.



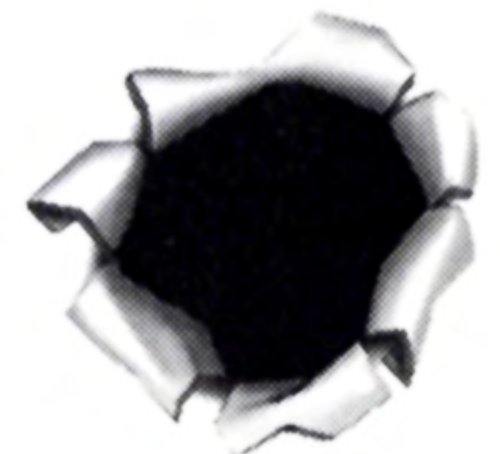
## ***Xavier Serano***

Xavier is the president of Caruba. He is the first elected president since the fall of the military dictatorship which previously ruled the country. He is currently missing and the Caruban authorities have reported him assassinated.



## ***Abacus***

Her real name is Marisa Soleil. She was once involved in R&D for KAD Research, a company involved in illegal weapons trading on the black market. It appears that she is currently a prisoner on Kantaris' yacht.





### ***Kantaris***

She is the stunningly beautiful owner of the Hotel Chateau du Luc. This is only a front. When not entertaining guests at her hotel, Kantaris rules over a secret weapons trafficking organization.

### ***Wild Dog***

Though his real name is unknown, he is the leader of a vast and covert international criminal organization, known as WILD DOG. Nobody knows anything more about him, and his identity remains a complete mystery.





# Credits

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# Technical Support

## **Namco Tip Line: 1-900-737-2262**

\$.95/minute for automated tips. \$1.15/minute for live counseling. 9am-5pm Monday-Friday Pacific Time.  
Under 18, please have your parent's permission. Touchtone phones only.

For questions and information not listed on the 900 line, write to:

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# Guncon™ Titles From Namco!



## TIME CRISIS™



## TIME CRISIS PROJECT TITAN™

## POINT BLANK 3



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