
PlayStation
NTSC U/C
PlayStation
TIME CRISIS
TEEN
AGES 13+
CONTENT RATED BY ESRB
SLUS-00405
namco

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.

HANDLING YOUR PlayStation® DISC:

- This compact disc is 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.



CONTENTS

PlayStation Setup 1
PlayStation Controls 2
The Story 3
Instructions 4
Before Starting the Game 6
Starting the Game 7
Arcade Mode 8
Special Mode 9
Options 10
How to Play 11
Rules 12
Result Screens 13
Strategies 14
Characters 15
Time Crisis Connection 18

TIME CRISIS, the exciting arcade shooting game is now available on the PlayStation game console. Just like the real arcade machine, players can shoot and duck for cover! In addition, an original **"Special Stage"** has been added which is not available in the arcade version. With the bundled "Guncon," all the excitement of **TIME CRISIS** now hits home!

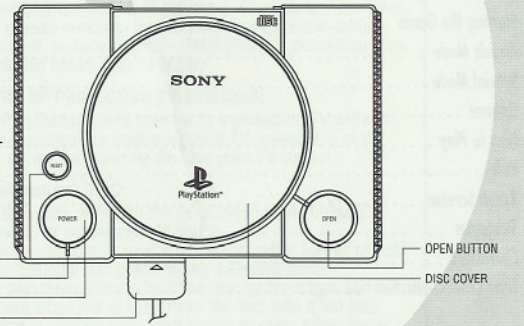
PLAYSTATION SETUP

To load and run **TIME CRISIS** on your PlayStation game console, follow these simple instructions:

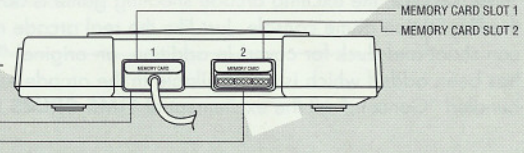
Set up your PlayStation™ game console according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a compact disc. Insert the **TIME CRISIS** disc and close the disc cover. Insert game controllers and turn on the PlayStation game console. Follow on-screen instructions to start game.

Console

Top View



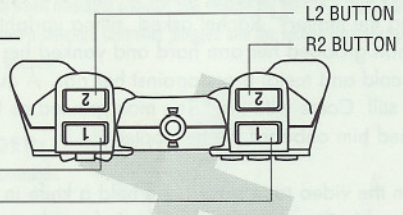
Front View



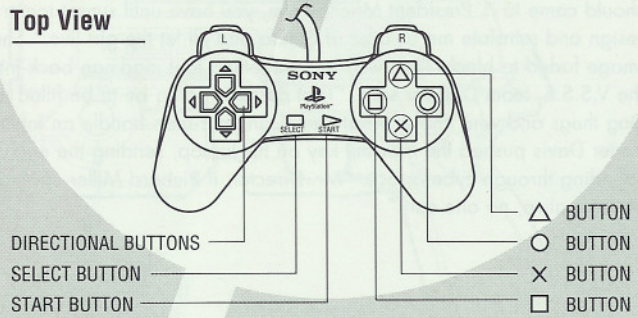
PLAYSTATION CONTROLS

Controller

Front View



Top View



THE STORY

Rachel MacPherson, daughter of the President of The Republic of Sercia couldn't have asked for a better day. She had plenty of time before her next bio-chem lecture to enjoy the August sun. The warmth was suddenly cut short as a cold wind blew over her. The distinctive beat of rotors filled the air as she opened her eyes to see an object blotting out the sun. The helicopter settled down onto the campus lawn just 100 yards away from her. A handsome man in sunglasses walked across the grass to her. "Ms. MacPherson?" "What is it? Is something the matter?" Rachel asked, sitting upright and feeling cold with fear. The man grabbed her arm hard and yanked her to her feet. Rachel felt something cold and metal press against her ribs. A gun! "There will be, if you don't keep still. Come with me." The man grinned as Rachel helplessly accompanied him onboard the helicopter.

The man on the video tape smiled. He held a knife in one hand, Rachel's hair tightly gripped in the other. "Such a lovely face. It would be a shame if harm should come to it. President MacPherson, you have until sunset tomorrow to resign and reinstate me as ruler of Sercia and I'll let the girl live." Sherudo's image faded to black. "No way are we letting that madman back into power," the V.S.S.E. team Director said. "That castle is going be to be filled with Wild Dog thugs and who knows what else. Can your man handle an infiltration?" Porter Davis pushed the *transmit* key on his laptop, sending the encrypted data speeding through cyber-space. "Mr. Director, if Richard Miller can't get her out of there alive, no one can."

INSTRUCTIONS

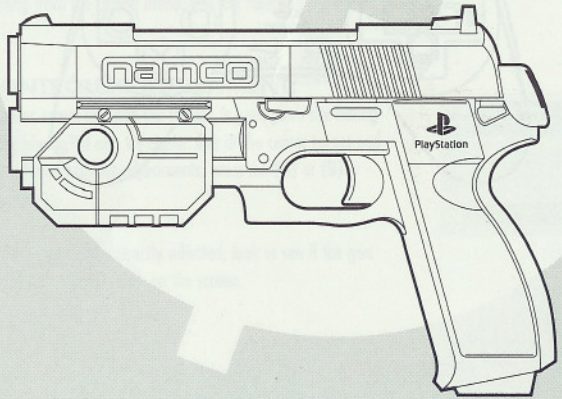
GUNCON:

Use the Guncon (SLPH 00034) when playing **TIME CRISIS**. When holding the Guncon, the left-hand button is the **(A) Button** and the right-hand button is the **(B) Button**.

(B) Button: Start and pause game
(A) Button: Hold down the button when attacking enemies and release the button to duck behind objects and reload your weapon. If you have a standard controller plugged into the second controller port, all buttons on that controller will reload your weapon.

PULLING THE TRIGGER:

Shoots enemies & selects menu commands.

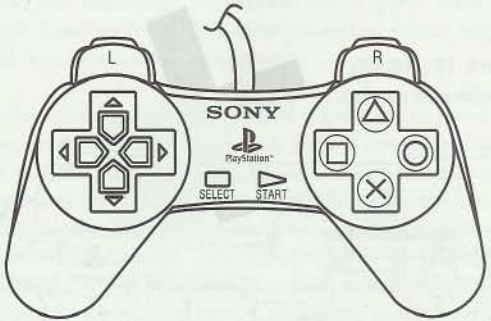


STANDARD CONTROLLER:

Direction key: Moves the gun site.

△ or □ **Button (A Button):** Hold down the button when firing at enemies and release the button to duck behind objects and reload your weapon.

⊗ or ○ **Button:** Shoots enemies & selects menu commands. Start button: Starts and pauses game.



BEFORE STARTING THE GAME

It is necessary to adjust the Guncon with the "Guncon Adjustment" screen before starting the game. Without adjustment, the gun site will be off-target during game play. Once the game has started, you can still adjust the Guncon by pausing and selecting the Option menu.

HOW TO ADJUST YOUR GUNCON:

Start the game and enter the "Guncon Adjustment" screen. There will be a blue target at the center of the screen. Aim at the center of the target and pull the trigger. When aiming at the target, the gun site (a red mark on the screen) should appear. If the red mark is aligned to where you are aiming, then the gun is adjusted correctly.



If the red mark is not aligned with your aim, continue shooting at the center of the target until the adjustment is correct. When all adjustments are made, press the **(A)** or **(B) Button** to return to the Title screen. (When adjusting from the Option menu, you will return to the Option menu.)

GUN CONTROLLER ADJUSTMENT:

Aim at the center target and pull the trigger. Is your gun's site hitting where you are aiming? If not, try again. Aim at the center target and shoot. When finished with the adjustments, press the **(A)** or **(B) Button** to exit.



To confirm if the gun site is correctly adjusted, look to see if the gun sight is aligned with the red mark on the screen.

STARTING THE GAME

1. ADJUSTMENT OF THE GUNCON:

When you start a new game, the "Guncon Adjustment" screen appears. You must adjust the Guncon on this screen. For more information, refer to page 6, "Before starting the Game".



2. TITLE SCREEN:

To enter the Menu screen from the Title screen, press the **(A)** or **(B) Button** on the Guncon.



3. MENU SCREEN:

To select "Arcade," "Special," or "Option," shoot one of them on this screen.



ARCADE MODE

The "Arcade" version has two types of modes: Story Mode and Time Attack Mode. To select, aim at one of the modes with the Guncon and shoot.



STORY MODE:

This mode consists of three stages. Each stage has four areas. If you survive through the first three areas and defeat the boss, then you clear the stage. You will finish the whole game and see an ending after clearing all three stages. Although the game will end if you run out of time or lose all your lives (see page 11), you can still continue as long as you have credits left. To play an easier level, shoot outside the screen once on the Mode Select screen. The game will automatically switch to EASY mode. ("EASY" will appear on the screen.)



TIME ATTACK MODE:

Choose one of the three stages in this mode. Your objective is to clear each stage as quickly as possible. The section time is recorded during each game. There is no limit on the number of lives in this mode. However, the game is over when the time reaches zero. If you achieve a score high enough to be ranked, you can enter your name.



SPECIAL MODE

Richard has received another command. He must sneak into the armed group, "Kantaris." Although their headquarters looks like a hotel on the lake, it is actually a weapon producing factory. They have been supplying weapons to Wild Dog. Richard immediately rushes to their headquarters to reveal their plans.



BRC (BRANCH REFLECTED CONDITIONS) SYSTEM:



Special Mode is the new original game for the PlayStation version. It adopted the BRC System that determines the route to the next area depending on the move the player makes.

For example, after completing area 1 within the given time, Richard will move to the elevator to advance to the next area. However, if the area is not finished within the given time, then Richard moves to the stairs to advance to the next area. As a result, the route that Richard takes and the content of the area changes depending on the success with the current area.

There are other conditions that change the route and the content of an area such as speed of eliminating enemies. Keep a look out for faster ways to end each stage.

OPTIONS

There are four options in this menu. They consist of Button Configurations, Saving and Loading with the Memory Card, Screen Adjustment, and Guncon Adjustment. To select one, aim at the option and shoot. To cancel, press the **(A)** or **(B) Button**.



MEMORY CARD:

Save and load during the game. For example, you can save your game ranking.



BUTTON CONFIGURATION:

Configure the buttons and reload options. On Button Configurations, you can change the reload button and the pause button. On Reload Configurations, you can change the button to reload with either the button released or being pressed.



GUNCON CALIBRATION:

For the adjustment operations, please refer to page 6.



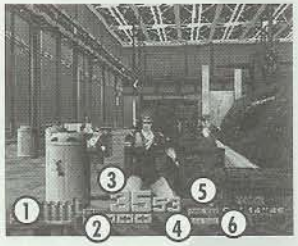
ADJUST SCREEN:

The display position of the screen may be off depending on the TV. To fix this, shoot the arrow displayed on the screen (up and down, right and left) to adjust. To return to the Option screen, press the **(A)** or **(B) Button**.



HOW TO PLAY

Attack and reload bullets or hide skillfully and beat as many enemies as possible when each area starts. By defeating a certain number of enemies within the time limit, you will advance to the next area.



1. NUMBER OF THE BULLETS LEFT: The maximum stock is 6 bullets. Replace the bullets by ducking and reloading. When "WAIT" is displayed, it is a moving scene and you cannot attack. As soon as the "WAIT" disappears and "ACTION" appears, you can start attacking again.

2. LIFE:
(Story Mode and Special Mode Only) The game is over when all the lives are gone.

3. TIME LIMIT:
The time turns to red in the last 10 seconds. The game is over when you cannot clear the area within time limit.

4. BEST TIME:
The best time for clearing the area is ranked as No. 1.

5. YOUR TIME:
Time elapsed from the start of the game. In Time Attack mode, the score and the ranking is related.

6. CURRENT RANK:
(Time Attack Only) It displays the name, time, and ranking of the 4 players (2 players ahead of you and 2 players behind you) out of the 20 players that are ranked.

PAUSE SCREEN:

To pause during the game, press the **(B) Button** (initial configuration). Menus are as follows:

GUNCON

CANCEL: Press the **(B) Button** to play again.

QUIT GAME: To quit the game, press the **(B) Button** while pulling the trigger

Controller

PAUSE: Press start.

QUIT GAME: Pause + Press ⊗ + ◎ + (start)

RULES



RELOADING:

Release the **(A) Button** to load more bullets or to hide behind a wall or building. Hide to avoid the enemy's heavy attack, but remember that you cannot attack while hiding. Press and hold the **(A) Button** to start attacking again.

TIME LIMIT:

Each area has a time limit. The time turns red in the last 10 seconds and the game is over when the time runs out. When you reach a certain location where you must defend yourself against enemies, this is your chance to extend the time.

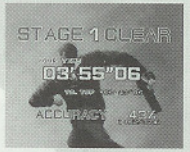
LIFE:

In the Story mode, the game is over when you lose all the lives or when the time runs out. However, in the Time Attack mode, you can shoot and continue as many times as you want.

RESULT SCREENS

STORY MODE RESULTS:

After clearing the areas and the stages, your accuracy and time will be displayed on this screen.



TIME ATTACK MODE RESULTS:

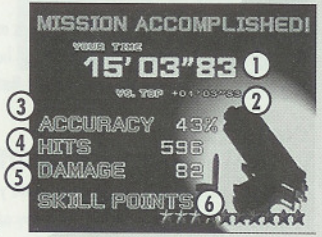
1. Ranking of the player and the 4 other players
   (2 players ahead of you and 2 players behind you)

2. Time difference from the top player



GAME CLEAR RESULT:

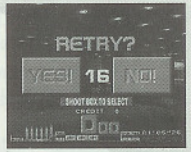
1. Final Time Cleared
2. Time difference from the top player
3. Accuracy
4. Hit
5. Damage
6. Skill Points



*Total skill points are displayed by stars (10 maximum) and are calculated from 4 factors—total time, accuracy, the number of hits, and damage. The paths taken are also displayed in the Special Stage.

RETRY:

In the Story and Special mode, the Retry screen appears when all the lives are gone or when time runs out. Shoot "YES" to continue and shoot "NO" to quit the game. The number of retries is equal to the number of credits shown. When you retry, the game starts at the beginning of the area.



RANK AND NAME ENTRY:

The top 20 players who have cleared the 3 stages of Arcade, Story Mode, Attack Mode and Special Mode, can enter their names. Enter the name by shooting the alphabet on the panel.



STRATEGIES

FIND OUT THE ENEMIES' ACCURACY:

Each enemy character has different accuracy. Be careful with the red-colored enemies, they have high accuracy. It is a waste of time if you do too much loading and hiding. The key is to know the accuracy of each enemy and kill the low accuracy enemies with one shot.



SHOOT QUICKLY AND EXTEND TIME:

When a yellow-colored enemy appears, it is a chance to extend time. You must shoot them very quickly since they disappear quickly. All extended time is added to the time for the next scene.



EFFICIENT SHOOTING:

The key to Time Attack is to eliminate enemies as quickly as possible. The time to beat the enemy depends on which part of their body you shoot. Effectiveness is as follows in this order: 1 - head, 2 - upper-body, and 3 - arms and legs.



USE THE BOMB TO KILL A LARGE NUMBER OF ENEMIES AT ONCE:

You can kill a large number of enemies by shooting a wooden bomb box or a bazooka. This will trigger a big explosion, killing a large number of surrounding enemies at one time. Try to remember their locations if you have to play those sections again.



CHARACTERS

RICHARD MILLER

- Special Operations agent on the V.S.S.E. team.
- Highly decorated sniper in Gulf War.
- Has EYES ONLY clearance.
- Infiltrated and eliminated Los Meurtos Colombian drug cartel.
- Only works alone.
- Has currently been attempting infiltration of criminal organization: WILD DOG.



WEB SPINNER

- Ex-Savate champion genetically enhanced by Sherudo's scientists to increase dexterity and reactions.
- Been known to use electrically charged boomerang of his own design.
- Extremely dangerous.





MOZ

- Moz is Sherudo's chief assassin.
- Trained in the ninja arts in Yokohama, Moz has reportedly assassinated 43 men for Sherudo Garo.
- Known to use titanium-tipped talons.
- Extremely dangerous.

SHERUDO GARO

- Ex-Dictator of Sercia. Recently overthrown in coup d'etat.
- Demands re-instatement as "Ruler for Life" position in exchange for Rachel MacPherson's life.
- Loves knives and can use them proficiently.
- Clinically insane. Extremely dangerous.



KANTARIS



- Real name unknown.
- Owner of the "Chateau du Luc" hotel which is actually a front for a weapons manufacturing plant.
- Current leader of the criminal organization KANTARIS.
- Extremely dangerous.



WILD DOG

- Real name unknown.
- Controls the organized crime families in Sercia.
- Although allied with Sherudo, Intelligence suspects that Wild Dog may have another agenda.
- Extremely dangerous.

RACHEL MACPHERSON



- Daughter of Sercian president.
- College freshman studying Biochemistry.
- Currently held hostage by Sherudo Garo at Garo's castle.
- Must be rescued at all costs!

"V.S.S.E."

VITAL SITUATION, SWIFT-ELIMINATION team (V.S.S.E.)
This international "problem solving" agency is unknown to the public. Anyone who knows of its existence has EYES ONLY clearance. V.S.S.E. is dedicated to gathering intelligence on the world's terrorists, criminal and paramilitary organizations. Whenever required for the public good, V.S.S.E.'s authority supersedes that of the United Nations, the CIA and the M15.

TIME CRISIS CONNECTION

"KANTARIS"

This criminal organization has directly violated the Salzburg accords and is operating a weapons manufacturing plant under the guise of the "Chateau du Luc" hotel. V.S.S.E. intelligence recommends infiltration and elimination of this organization and all responsible ancillary parties.

This criminal organization is actually a combined group of underworld agencies, organized crime families and street criminal gangs bent on the economic control of the free world. WILD DOG has been directly and indirectly involved in the following V.S.S.E. related cases:

- Seizing of Kuwaiti weapons factories.
- San Diego Flag Day massacre.
- "Los Meurtos" drug cartel.
- Piracy of several vessels off the coast of Taiwan.

"GARO FAMILY"

The royal family of Garo mercilessly ruled the Republic of Sercia for over 500 years. One historian likened the Garo Imperial rule to "Exceeding the combined cruelty of Stalin, Hitler and Vlad the Impaler." Six months ago, the insane dictator, Sherudo Garo, was overthrown in a coup d´ etat, culminating in free election of President MacPherson. At the same time, Sherudo started an association with the criminal organization: WILD DOG. Be prepared for the V.S.S.E. to take action in this situation.

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CREDITS

Published by:	Namco Hometek Inc.
Designed and Developed by:	Namco Ltd.
Localization Producer:	Yas Noguchi
Localization Coordinator:	Paul Guirao
Director of Marketing:	Mike Fischer
Assist. Product Manager:	Jennifer Fitzsimmons
Marketing Administrator:	Loan Vu
Q.A. Manager:	Tim Knight
Manual Development:	Jennifer Fitzsimmons
Manual Design:	Moore & Price Design Group
Additional SFX:	Tommy Tallarico Studios
Special Thanks:	Yoshi Homma
	Jesse Taylor
	Jeff Miller
	Tak Hyodo
	Osamu Shibamiya
Lead Tester:	Steve Peck
Testers:	Quinn Aguirre
	Gabriel Benveniste
	Ed Chennault
	Aaron Guadamuz
	James Guirao
	Kyle Mannerberg
	Francisco Rivera

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

Namco Hometek Inc.
2055 Junction Avenue
San Jose, CA 95131

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PlayStation

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