



TIME CRISIS[®]

CRISIS ZONE



namco[®]

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

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 2 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 2 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 UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

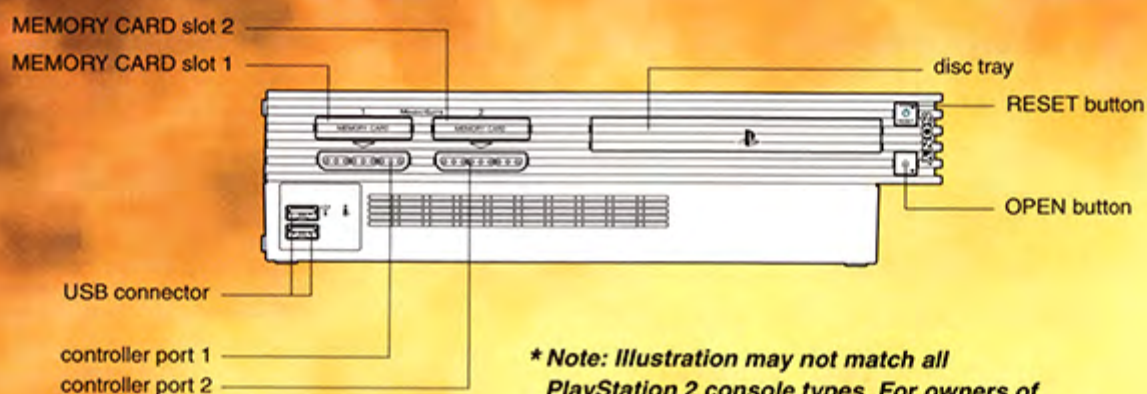
HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- 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®2 SETUP



** Note: Illustration may not match all PlayStation 2 console types. For owners of SCPH-70000 series PlayStation 2 systems, refer to the setup instructions supplied with your system.*

Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned ON. Press the RESET button. When the power indicator lights up, press the OPEN button and the display will open. Place the *Time Crisis®: Crisis Zone* disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

MEMORY CARD (8MB) (FOR PLAYSTATION®2)

To save game settings and progress, insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 system. You can load saved game data from the same memory card or any memory card (8MB)(for PlayStation®2) containing previously saved games.

CONTROLS: DUALSHOCK®2 ANALOG CONTROLLER

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



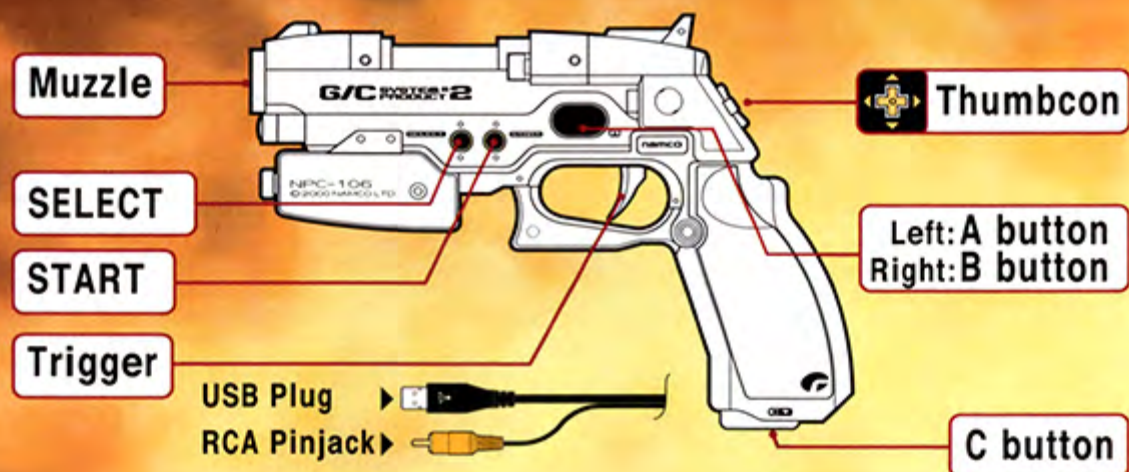
MENUS

Highlight menu option	directional button or left analog stick
Change settings	directional button or left analog stick ◀ / ▶ + X button
Confirm menu selection	X button
Previous menu/Back	△ button
Exit game from Pause screen	SELECT button (hold) + START button

PLAY CONTROLS

Skip movie	X button
Aim weapon	directional button or left analog stick
Shoot	X button, □ button or ○ button
Move shield to fire	L1 or R1 button
Reload/Position shield	Release L1 or R1 button
Pause	START button

CONTROLS: GUNCON®2



Note: It is best to install the Guncon®2 Controller before turning on your PlayStation®2 computer entertainment system.

MENU CONTROLS WITH GUNCON®2

Highlight menu option Aim Guncon®2 at option

Note: With the Guncon®2 pointed away from the screen it is possible to use the Thumbcon to highlight menu options.

Confirm menu selection Trigger

Previous menu/Back Aim at BACK screen option + Trigger

Pause START button

**Exit game from
Pause screen** Hold Trigger + START button

PLAY CONTROLS WITH GUNCON®2

Note: Below are the default controls. You can change them by selecting OPTIONS from the Main Menu then CONTROLLER, then CONFIGURATION.

Skip movie Trigger

Shoot weapon/Drop shield Trigger + Thumbcon or A button or B button or C button

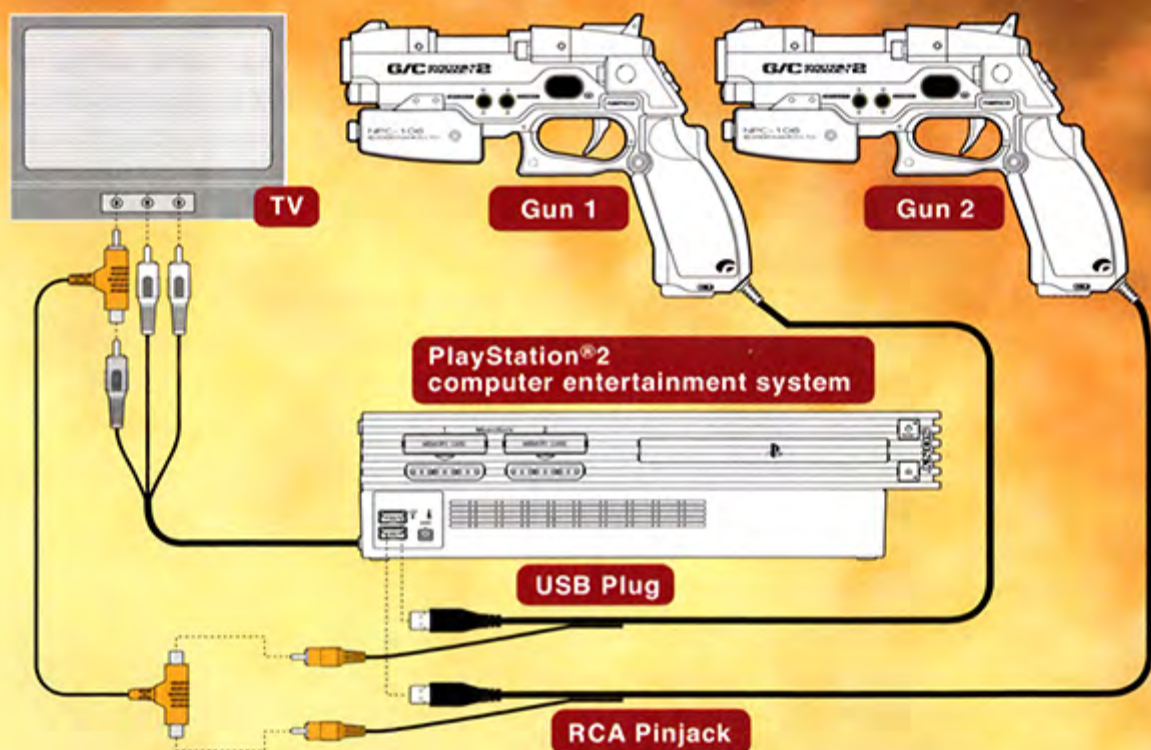
Reload/Raise shield Release Trigger + Thumbcon or A button or B button or C button

Change weapon during reload Release Thumbcon or A button or B button or C button and pull the Trigger while hiding

USING THE GUN CONTROLLER TO RELOAD

If the GUNCON®2 is connected to the top USB connector and a DUALSHOCK®2 analog controller is connected to controller port 1, any of the buttons [except the SELECT button] on the analog controller can be pressed to RELOAD.

SETTING UP THE GUNCON[®]2 CONTROLLER



Note: Perform menu selections with the Guncon[®]2 plugged into the top USB connector on the PlayStation[®]2 Computer entertainment system.

Use the External Cable to play the game with Guncon[®]2 controller.

Use the male/female end of the External Cable to connect BETWEEN the yellow video out RCA Pinjack from the PlayStation[®]2 computer entertainment system and the Video In female plug on the television.

Use the female/female end of the External Cable to connect the RCA Pinjack of a Guncon[®]2 controller.

Insert the USB Plug on the Guncon[®]2 to the TOP USB connector on the front of the PlayStation[®]2 computer entertainment system with the USB symbol facing UP.

TWO GUN SETUP

Though *Time Crisis[®]: Crisis Zone* is a game, you can use two Guncon[®]2 controllers for DOUBLE GUN games. Insert the USB Plug for the second Guncon[®]2 in the bottom USB connector and attach its RCA Pinjack into the female/female end of the External Cable.

Note: Perform menu selections with Guncon[®]2 plugged into the top USB connector on the PlayStation[®]2 Computer entertainment system.

Note: *Time Crisis[®]: Crisis Zone* is not compatible with the original Guncon[™] controller.

SETTING UP THE GUNCON[®]2 CONTROLLER

CALIBRATE YOUR GUNCON[®]2 CONTROLLER EVERY TIME YOU PLAY

If the Guncon[®]2 controller is attached to your PlayStation[®]2 computer entertainment system when *Time Crisis[®]: Crisis Zone* starts, the Calibration screen appears first.

TO CALIBRATE:

Aim your Guncon[®]2 sights (on the top of the gun) at the "+" symbol in the center of the calibration target and squeeze the Trigger. A red crosshair will appear. Again aim the Guncon[®]2 sights at the "+" symbol and squeeze the Trigger. The red crosshair will jump directly over the "+" symbol. When the "+" symbol, the red crosshair and the sights are lined up, calibration is complete. Repeat if necessary.

Note: Do not try to move the Guncon[®]2 so the red crosshair appears over the "+" symbol before you squeeze the Trigger. Instead, let the red crosshair jump into proper alignment when you squeeze the Trigger.



ADDED ADJUSTMENT FOR WIDE SCREEN

TELEVISIONS:

If you have a widescreen television, performance may improve by adding a 2-Point adjustment to the calibration. Aim the Guncon[®]2 off-screen and squeeze the Trigger + press the C button.

When you complete calibration, press the A button or B button to close the screen and display the Flashing Brightness screen.

Note: The Guncon[®]2 should automatically perform the 2-Point calibration on a Progressive Scan television. If not, point the Guncon[®]2 off-screen and squeeze the Trigger + press the C button and you can manually switch to progressive scan.

FLASHING BRIGHTNESS

This calibration adjusts the brightness of the flash when you fire your Guncon[®]2. Aim at the white field on the screen. Squeeze and hold the Trigger until the words "adjustment completed" appear on-screen.

Press the A button or B button when you are finished.

INTRODUCTION



Garland Square recently opened on the outskirts of London. This huge multi-complex houses department stores, a hotel, a park, and an office building. It is completely self-sufficient and the most technically-advanced center for business and global commerce within Western Europe.

However, the complex has been taken over by a terrorist group known as the U.R.D.A., led by Derrick Lynch. One thing is clear: the U.R.D.A. has to be stopped and Derrick Lynch must not be allowed to implement his hidden agenda, whatever it may be.

As Claude McGarren, First Platoon Leader of the Special Tactical Force, your mission is to liberate Garland Square and to suppress the U.R.D.A. This is a dangerous operation, so keep your guard up at all times.

SAVING AND LOADING GAME DATA

SAVING AUTO-SAVE

If there is no save game file on the memory card, you will be prompted to create a new save game file. It is recommended that you select YES when prompted to turn Auto-Save ON.

Note: You can toggle the Auto-Save ON/OFF on this menu.



MANUAL SAVE

To manually save game data, select MEMORY CARD (PS2) on the Options Menu. Select SAVE. You will be prompted to overwrite the existing game data. Select YES.

LOADING

If you have previously saved *Time Crisis®: Crisis Zone* game data on a memory card, that data will load at startup. To manually load game data, select MEMORY CARD (PS2) on the Options Menu. Select LOAD. When prompted to load data, select YES.

STARTING UP

If you are using the Guncon®2, the calibration screens will appear first when you load the game. See "Calibrate Your Guncon®2 Controller Every Time You Play" on page 6.

On the Title screen, press any button to display the Main Menu. If you have previously saved *Time Crisis®: Crisis Zone* game data on a memory card, that data will load at startup.

MAIN MENU

Note: Progress through the game to unlock additional hidden Main Menu selections.

STORY MODE

Play out the adventure from beginning to end. See "Playing Story Mode" on page 14.



STORY MODE SPECIAL

Beat Story Mode to unlock this special mode featuring hidden paths and heavier artillery.

Note: DOUBLE GUN feature is not available within this mode.



CRISIS MISSION

Take on exciting missions that feature a specific challenge. For example, you may have to destroy the enemy without damaging the surrounding environment, or you must score a huge number of hits without getting shot yourself. Progress through Story Mode to unlock additional Crisis Missions, weapons and enemies for almost endless challenge variations. Win medals for finishing a Crisis Mission at a certain difficulty level. Win on Normal and take the Silver. Victory on Hard captures the Gold.



MAIN MENU

TRIAL MODE

This mode unlocks after you complete Story Mode Special. Trial Mode includes Time Trial and Score Trial missions. These are single level showdowns where you return to a specific Story Mode stage. But this time all options are fixed. Try to finish the level within the time limit or go for the highest score. These are all or nothing missions. Lose before the end and it's GAME OVER with no score.



DATA BASE

Check out your achievements and ranking in the Data Base.

ACHIEVEMENT

Your level of achievement in the game is measured by the percentage at the center of the screen. The requirements or measures of your achievement surround the percentage number. Two remain locked until you complete others. Fight to victory on every challenge in the game to reach 100%.



Life - Clear Story Mode to gain extra Life Units.

Credits - Clear Story Mode to gain extra continues to use when you lose all Life Units.

Story Mode - Clear all stages.

Crisis Mission - Clear all stages.

RANKINGS

View rankings for Story Mode, Score Trial, and Time Trials. Shift the ranking categories by shooting the tabs on the bottom of the screen or pressing the left analog stick.

Ranking

Story Mode (GARLAND SQUARE)

1st	T.H	3000000	25'00'00
2nd	Y.N	2900000	25'10'00
3rd	T.K	2800000	25'20'00
4th	H.I	2700000	25'30'00
5th	T.E	2600000	25'40'00
6th	T.O	2500000	25'50'00
7th	Y.O	2400000	26'00'00
8th	T.I	2300000	26'10'00
9th	S.O	2200000	26'20'00
10th	G.I	2100000	26'30'00

MAIN MENU

OPTIONS

GAME SETTINGS

Difficulty - Set how hard you want the game to be. As difficulty increases, the enemy shoots more accurately, is more resistant to attack and Action Point Times decrease.

Credits - Use a Credit to continue play when you lose all your Life Units. Select up to four Credits. Run out of Credits and it's GAME OVER. Start with a maximum of four, but you can unlock more.


Life - Life is how many Life Units you have. You lose one Life Unit every time you get hit. When all Life Units are expended, you have to use a Credit to continue playing the game.

SOUND

Set BGM (Background Music), SE (Sound Effects) volume levels and set the speaker system to STEREO or MONAURAL.

CONTROLLER

Configuration - Set the button controls the way you want them. Set each button to SHOOT, RELOAD, CHANGE CROSSHAIR SPEED, SWITCH WEAPONS or -----(No Function).

Note: DUALSHOCK®2 analog controller: Use the left analog stick to select a control and press the  button to cycle through the available options.

Note: If you want to configure the DUALSHOCK®2 analog controller while the Guncon®2 is also attached to the console, shoot the controller icon at the top right corner of the screen to display controller options.

Gun calibration - See "Calibrate Your Guncon®2 Controller Every Time You Play" on page 6.

Crosshair speed - Set the speed that your crosshair moves when using the DUALSHOCK®2 analog controller.

Reload - This controls both how you reload and how your shield is deployed. Select PRESS if you want to reload and shield yourself by pressing the Reload button(s). Select RELEASE if you want to reload and shield yourself when you release the Reload button(s).

MAIN MENU

SCREEN

Screen adjust - Press the directional button or left analog stick in the direction you want to shift the screen and squeeze the Trigger or press the \otimes button to shift the screen image in that direction.

Screen brightness - Adjust screen brightness according to on-screen instructions. Perform this adjustment before adjusting the flashing brightness.

Flashing brightness - Follow the on-screen instructions to set the intensity of the gun flash. You will be prompted to set flashing brightness every time you start play.

Flash reduction - Reduce the intensity of the gun flash.

MEMORY CARD

Note: See "Saving and Loading Game Data" on page 8.

Save - Manually save current game data. You will be prompted to overwrite the existing game data.

Load - Manually load saved game data.

Auto-Save - Toggle the Auto-Save feature ON/OFF.



PLAYING STORY MODE

Your mission is to recapture the areas held by the U.R.D.A. terrorist organization and annihilate this group to the last man.

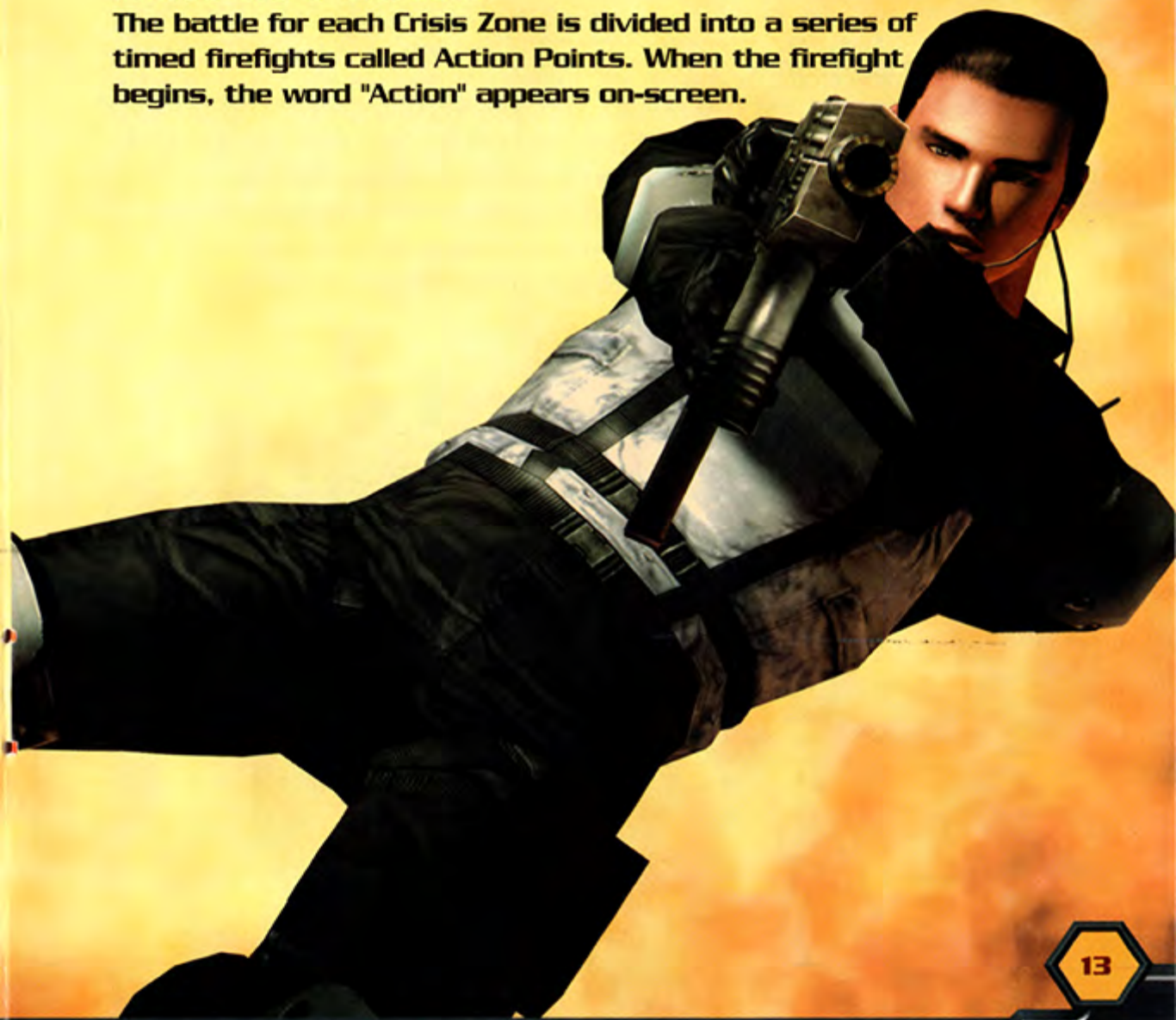
STORY MODE ZONE SELECT SCREEN

Each mission area is divided into Crisis Zones. Before a mission, the Zone Select screen appears. You have 20 seconds to decide which zone to attack by shooting at it. When the clock runs out the decision is made for you.



ACTION POINTS

The battle for each Crisis Zone is divided into a series of timed firefights called Action Points. When the firefight begins, the word "Action" appears on-screen.



PLAYING STORY MODE

DROP SHIELD TO ATTACK, RAISE TO RELOAD AND DEFEND

Combat starts with your shield up for protection. Press a Reload button to drop the shield. Then aim and open fire. When you see and hear the "Reload" prompt, release the Reload button to hide behind the shield and reload. You cannot fire from behind the shield and you cannot be hurt.

Guncon®2: Press the Left (A) or Right (B) button to drop the shield. Aim and squeeze the Trigger. Release the Left (A) or Right (B) button to hide behind the shield and reload. You may also use the C button or Thumbcon to reload.

DUALSHOCK®2 analog controller: Press the L1 or R1 button to drop the shield. Press the left analog stick to aim the crosshair and press the \times / \triangle / \square button to fire.

RELOAD OPTIONS

Reload from behind the shield. Default settings have the reload occur when you release the Reload button. You can change this control so you reload when you press one of the Reload buttons. This second option leaves you open to attack unless you press and hold a Reload button. Select **OPTIONS** on the Main Menu, then **CONTROLLER** and then **CONFIGURATION** to change.



THE STORY MODE GAME SCREEN



SCORE

This is the number of points scored for the current mission. Increase your score by shooting enemies and objects. See "Scoring Points" on page 17.

CURRENT HITS AND POINTS

See how many bullets have hit the enemy and the number of points scored for this attack. When the enemy falls, those points are added to the Score.

LIFE UNITS

Each time you get shot, hit by grenade fragments, stabbed or injured in other mishaps, you lose one Life Unit. Start with a maximum of four Life Units. You can unlock more. If you have more than four Life Units, the number of Life Units appears next to a Life Unit icon.

COUNTDOWN TIMER

This shows the time remaining for the firefight at the current Action Point. Get hit and the timer starts over from the beginning. If you run out of time before nailing all enemies in the Action Point, you lose a Life Unit. Maximum time is reduced as the Difficulty level increases.

CURRENT WEAPON

Shows your current weapon. If there are multiple weapons displayed, raise your shield and select the one you want to use by pressing the Trigger on the Guncon^{®2} or the $\times/\odot/\square$ button on the DUALSHOCK^{®2} analog controller.

AMMO REMAINING/AMMO MAXIMUM

The top number is the ammo remaining and the bottom shows the maximum amount this weapon can carry.

ENEMY HIT POINT GAUGE

As soon as you attack enemies or some objects, their Hit Point Gauge will appear. Open fire on an enemy and the green in the Hit Points Gauge decreases. When the green runs out, the enemy falls. Hit Point Gauges appear over both living and mechanical enemies, including armament on vehicles or aircraft. When fighting against large multi-gun weapons, each gun may display a Hit Point Gauge if vulnerable to attack. The bigger the Hit Point Gauge, the tougher the adversary.

THE STORY MODE GAME SCREEN

THE ENEMY ATTACKS

Enemies attack with different techniques and levels of lethality. They come at you with guns, knives, aircraft and heavy artillery. Some will hit you from a distance while others appear right in your face out of nowhere.

CRISIS SIGHT GRAPHIC

When your shield is down, some enemies are firing wildly and may miss you. But when a Crisis Sight Graphic appears, the enemy has you dead in his sights. If you do not shield yourself instantly or hit the enemy, you lose a Life Unit.

CRISIS SIGHT



THROWN WEAPONS

Shoot knives and grenades after they are thrown to stop them before they hit you.

THE STORY MODE GAME SCREEN

CREDITS AND THE CONTINUE SCREEN

When you lose your last Life Unit, the Continue Screen displays if you have any Credits remaining. Otherwise, it's game over. Select YES to continue play within the timer countdown. The Credits total appears at the bottom right corner of the screen. Run out of Credits and the game is over.



SCORING POINTS

Grab these Bonus Points during combat to raise your score.

HIT BONUS

Score points for hitting enemies or certain objects. The base score is determined by the value of the target.

AREA HIT BONUS

Where you hit an enemy can score you bonus points. The areas are Head, Chest, and Legs. Hit the enemy in the legs for normal points. Headshots allow for a higher score.

MARKSMANSHIP BONUS

Hit an enemy with a number of consecutive shots to get this bonus. The bonus is awarded for consecutive hits made on enemies and/or objects within a set amount of time. As long as the hits are made within the set amount of time, an occasional missed shot will not break the combo. The amount of time allowed for consecutive hits is longer than the time it takes to reload. Consecutive hits can range from 2 - 999 hits. This bonus does not apply to some huge adversaries.

TIME BONUS

Finish a stage within the required time to get this bonus.

CREDITS

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NOTES

NOTES

LIVE HELP NOW AVAILABLE ONLINE!

Ever get stuck and just need that extra edge to beat the level?
Having problems getting your game to work properly?
Now you can get one-on-one help from Namco using your web browser!

Simply go to livehelp.namco.com for more details.

Live Counselors available from 9am-5pm Monday-Friday Pacific Time.

**Namco Hometek Inc.
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Before returning any defective materials to us, please contact us for a Return Merchandise Authorization (RMA) number. You can reach us at the address above, via e-mail at support@namco.com or contact us directly at (408)922-0712. Please note that any materials sent to us without an RMA number will be refused and returned. We highly recommend that you use a traceable and / or insured method of shipping the materials to us.

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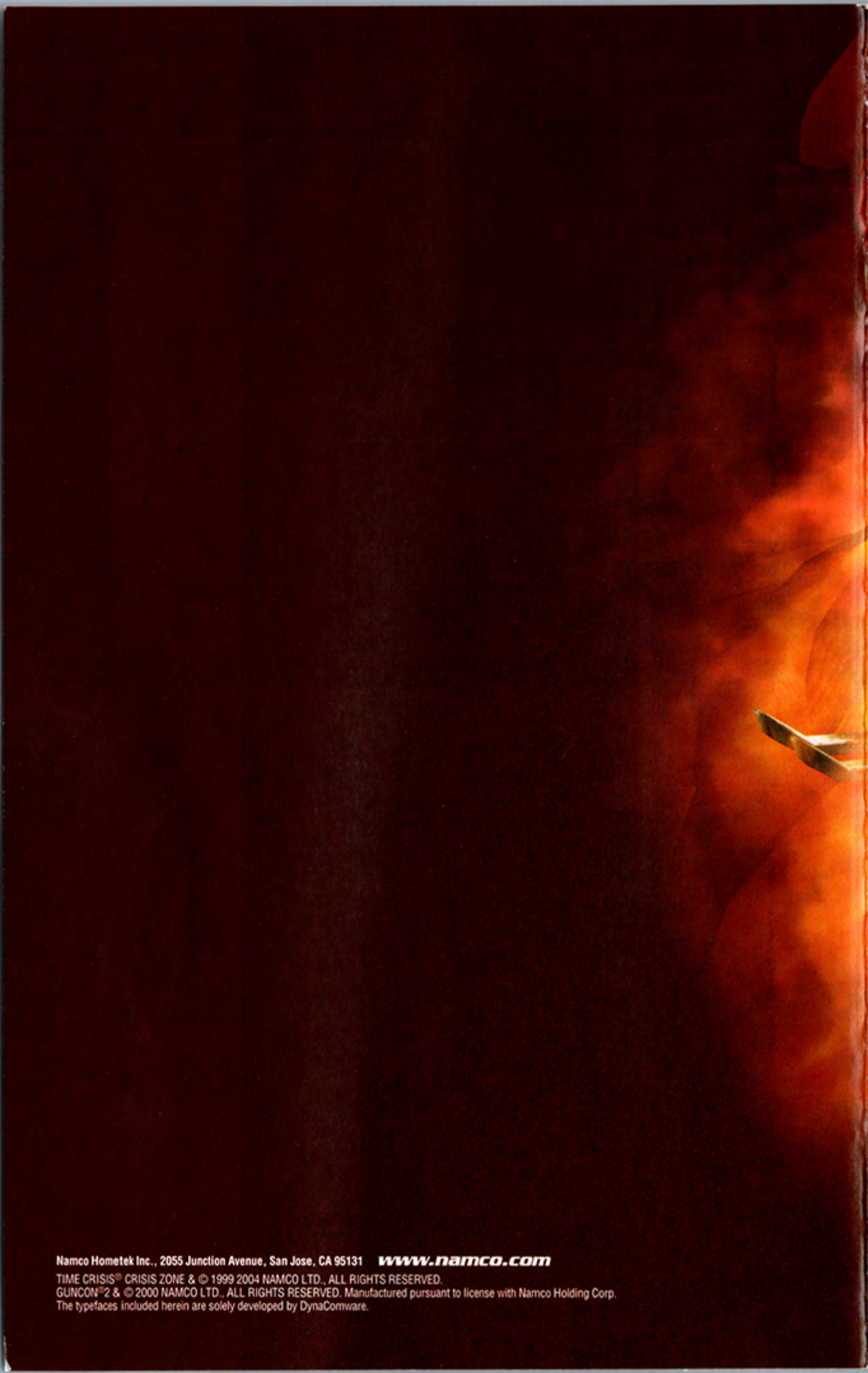
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WWW.NAMCOREG.COM



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