

# TIME CRISIS: PROJECT TITAN

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**London September 2000** - Sony Computer Entertainment Europe announces the release of the most accurate light-gun game - Time Crisis: Project Titan, sequel to the immensely popular gun shooting title, Time Crisis.

Developed by Namco, Time Crisis: Project Titan marks the return of the hit series with a PlayStation exclusive scenario. With all new stages never seen in the previous Arcade versions, the frantic duck 'n shoot action is as intense as ever. Original enemies and boss characters will pose a new challenge for players with improved enemy AI and logic patterns.

Namco have created a new multi-hiding system adding strategic elements to all boss areas. Players will have to shift to different hiding points to avoid interactive scenery, gain clear shots and avoid concentration of enemy fire.

Gamers once again take the role of Richard Miller, the VSSE's top agent. He has been implicated in the assassination of Xavier Serrano, President of the small nation of Caruba. Suspecting a set-up, the VSSE give Richard 48 hours to find the real killer before they are obliged to hand him over to the authorities. During this time Richard will be on his own with no assistance from the VSSE.

The game takes place through a wide variety of locations, with the action beginning aboard a high-class cruiser. During the game, players will be led through harbours, engage in a boat chase along rivers, and blast their way through airports, mansions, laboratories and factories before reaching the secret locale of the final stage.

Once again, the One Man Army finds himself in another Time Crisis...

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<b>Developer:</b> Namco <b>Genre:</b> Gun Shooting <b>No. of Players:</b> 1 – 2 <b>Peripherals:</b> Memory Card, Analog Controller (DUAL SHOCK), G-Con 45™
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