TIME CRISIS 3

EmuMovies

namco

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.
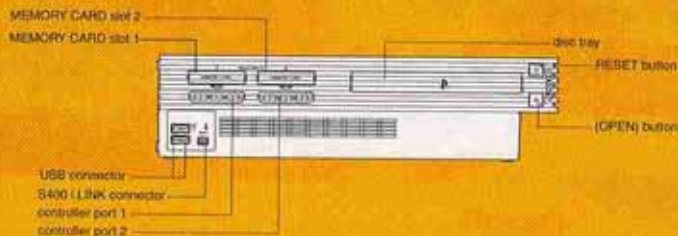
HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- 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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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 disc tray will open. Place the *Time Crisis 3* 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.

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATION

L2 button
L1 button
R2 button
R1 button
directional buttons
left analog stick
(L3 button when pushed down)
SELECT button
ANALOG mode button
START button
right analog stick
(R3 button when pushed down)
△ button
○ button
✕ button
☐ button

Use the directional buttons to select menu items. Menu items highlighted by Player 1 will appear outlined in ORANGE; items highlighted by Player 2 will be in BLUE. Press the ✕ button to confirm highlighted menu selection.

Here, the basic controls used in *Time Crisis 3* are explained. Select Controller Settings from the Options Menu to customize button configurations.

	MENU CONTROLS	GAME PLAY CONTROLS
directional buttons:	Select menu option	Aim the cursor
left analog stick:	N/A	Aim the cusor (ANALOG)
L2 button (HOLD):	N/A	Change the cursor speed
R2 button (HOLD):	N/A	Change the cursor speed
START button:	N/A	Pause the game
△ button:	Return to previous screen	Weapon Select* / Skip movie / Shoot
○ button:	Confirm menu selection	Skip movie / Shoot
✕ button:	Confirm menu selection	Skip movie / Shoot
☐ button:	N/A	Skip movie / Shoot
L1 button:	N/A	Reload weapon (See page 15)
R1 button:	Go to next screen	Reload weapon

*Weapon Select is only available while hiding at each Action Point.

**To use the left analog stick, press the ANALOG mode button. The DUALSHOCK®2 vibration function is not compatible with *Time Crisis 3*.

STANDARD CONTROLLER

The controls for the standard controller are the same as the DUALSHOCK®2/DUALSHOCK™ analog controller.

RESETTING THE GAME

In some screens, the game can be soft reset by simultaneously pressing the L1, R1, L2, R2, SELECT, and START buttons. In Crisis Mission Mode, retry the current mission by simultaneously pressing the SELECT and ✕ buttons.

GUNCON®2 OPERATIONS

When playing with a Guncon®2 controller, be sure to calibrate it on the Guncon®2 Calibration Screen that appears at the beginning of the game. The Guncon®2's aim may not be accurate if you play without first calibrating. For instructions, see How to Calibrate the Guncon®2 on page 8.

Muzzle

SELECT

START

Trigger

USB Plug

RCA Pinjack

Thumbcon

Left: A button
Right: B button

C button

This section explains how to use the Guncon®2 controller to play the game.

The Guncon®2 controller is used to select menu options and change settings. To select a menu option, aim the Guncon®2 at the menu option you wish to select. Pull the Trigger while a menu option is selected to confirm your selection.

GUNCON 2	MENU CONTROLS	GAME PLAY CONTROLS
Trigger:	Confirm menu selection	Shoot / Skip movie
		Select Weapon (while Reloading)
Thumbcon:	N/A	Reload
A button (left side):	Return to previous screen	Reload (See page 15)
B button (right side):	Go to next screen	Reload
C button:	N/A	Reload
START button:	N/A	Pause
SELECT button:	N/A	N/A

Note: The button configuration shown is the default configuration. Select Controller Settings from the Options Menu to customize the configuration (see page 26).

USING THE 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, Player 1 can press any of the buttons (except the SELECT button) on the controller to RELOAD. The same applies to Player 2 using the bottom USB connector and controller port 2.

RESETTING THE GAME

The game can be soft reset while playing Arcade Mode or Rescue Mission Mode by pulling the Trigger and pressing the START button when on the Pause Screen. While playing Crisis Mission Mode, press the C button while pulling the Trigger to retry a mission.

USING TWO GUNCON®2 CONTROLLERS TOGETHER

TV

Player 1

Player 2

PlayStation®2 computer entertainment system

USB Plug

RCA Pinjack

In *Time Crisis®3*, two people can play simultaneously by connecting two Guncon®2 controllers to the PlayStation®2.

Connect the A/V cable from the PlayStation®2 computer entertainment system to the male/female portion of the External Cable. Plug this portion of the External Cable into your television set. Connect the RCA pinjack from the Guncon®2 into the remaining portion of the External Cable. For two guns, connect the 2nd gun to the remaining free side of the External Cable.

Connect the USB plug into the top USB connector located on the front of the PlayStation®2 computer entertainment system. To play with two guns, insert the USB plug for Player 2's gun into the bottom USB connector.

Note: *Time Crisis®3* is not compatible with the original Guncon™ controller.

One fateful day in the Mediterranean, the peaceful island nation of Astigos came under attack. General Giorgio Zott, Commander in Chief of the Zagorian Army, launched a unilateral military offensive against Astigos, a territory of the neighboring nation of Lukano. In a matter of a few months, the Zagorian Army's powerful troops had taken control of the island.

Concerned over the motives behind Zott's strike against Astigos, the VSSE International Intelligence Agency launched an investigation, whereupon they learned that the Federation had placed tactical missiles in the occupied territory of Astigos capable of striking Lukano and other Mediterranean countries.

Recognizing the seriousness of the situation, the VSSE dispatched two of its best agents, Alan Dunaway and Wesley Lambert, to gather additional information on the General's activities...

HOW TO CALIBRATE THE GUNCON®2

This section explains the process of calibrating the Guncon®2 and saving/loading the game. Please read carefully before starting play.

Before you start playing, you need to calibrate the Guncon®2. If you have the Guncon®2 controller connected to the console, the Guncon®2 Calibration Screen will automatically appear when you start up the game. You can also access the Guncon®2 Calibration Screen by selecting Guncon®2 Calibration on the Options Menu.

On the Guncon®2 Calibration Screen, aim the Guncon®2 at the "+" mark at the center of the screen and pull the Trigger. Pull the Trigger as many times as it takes to adjust your aim. When you are done adjusting your aim, press the A or B button to proceed to the next screen. Your aim may be off if you start playing without calibrating the Guncon®2.

The Guncon®2 offers a 2-Point Adjustment for better calibration on wide-screen TVs. It is not necessary with standard TVs. To perform the 2-Point Adjustment, aim the Guncon®2 away from the screen and press the Trigger + C button. If you are using a progressive scan TV, the Guncon®2 should automatically perform the 2-Point Adjustment.

If the Guncon®2 does not automatically recognize a progressive scan TV, point the Guncon®2 away from the screen, press the Trigger and C button, and you can manually switch to progressive scan.

NOTE:
- Guncon®2 does not support hi-vision, LCD, plasma display or projection TVs. Some progressive scan, or hi- level TVs may also not be supported.
- If Guncon®2 controllers are connected to both USB connectors, then TV type is determined by Player 1.

SAVING

To save game data by Save or Auto-Save, you will need a memory card (8MB) (for PlayStation®2) in MEMORY CARD slot 1. To save the game for the first time, you will need at least 212KB of free space on your Memory Card (PS2).

This game has an Auto-Save feature. To Auto-Save, select Memory Card (PS2) on the Options Menu and turn Auto-Save ON. Option Settings, Rankings, and hidden items you have obtained will be automatically saved. To save your game data manually, select Save under Memory Card (PS2) on the Options Menu. Please note that if there is already a save file present, it will be overwritten.

LOADING

If you have a save file on a Memory Card (PS2), the game will automatically load the data when you start up the system. To manually load the game data, select Load under Memory Card (PS2) on the Options Menu.

MAIN MENU

To display the Main Menu, press any button or pull the Trigger on the Guncon®2 at the Title Screen. Various game options can be selected from this screen. To select an option from the Main Menu, aim the Guncon®2 at the option you wish to select and then pull the Trigger.

ARCADE MODE

This is the main game mode and is the original *Time Crisis®3* arcade game. Choose from Story Mode in which you can play all 3 stages as the story unfolds or One Stage Trial Mode in which you can play one stage of your own choice. Arcade Mode supports LINK and simultaneous 2-player cooperative game play.

RESCUE MISSION MODE

An original mode for the console version of *Time Crisis®3* in which you play a variant story line as the character, Alicia. Rescue Mission Mode is for one player only.

CRISIS MISSION MODE

This mode challenges the player with a variety of missions, each of which contains a unique objective. Crisis Mission is for one player only.

RANKINGS

View player rankings for Arcade, Rescue Mission, and Crisis Mission Modes.

OPTIONS

Customize a variety of game settings as well as recalibrate your Guncon®2.

HIDDEN MENU ITEMS

Not all menu items are available at first, but you can unlock them as you progress through the game and satisfy certain criteria. A message will flash on the Game Screen when you have successfully unlocked a hidden menu item.

GAME SCREEN

SCORE — PARTNER INDICATOR — SELECTED WEAPON — BULLETS — LIFE — TIME LIMIT

The following instructions apply to the standard game play mode. Rescue Mission Mode has a slightly different battle system. Refer to page 14 for a detailed explanation.

Gun battles with enemies in *Time Crisis®3* are referred to as Action Points. The game screen at any given Action Point will display important information, such as number of lives and time limit.

SCORE: Your score, combo hits, and bonus score.

BULLETS: The number of bullets remaining. To replenish your ammo, use RELOAD. The Handgun is the only weapon that has access to an unlimited supply of ammunition while reloading.

LIFE: You lose one life each time you are shot, hit by an object, or when the time limit reaches zero.

TIME LIMIT: There is a designated 40-second time limit for each Action Point. One life will be lost when the time limit reaches zero.

SELECTED WEAPON: Name of the weapon currently in use.

WEAPON WINDOW: Displays the weapons available. Weapon selection occurs in this space while reloading.

PARTNER INDICATOR: Indicates the position of your partner. Shooting him will result in a penalty against your score.

RULES OF THE GAME

Throughout the game, text messages will flash across the screen giving information regarding Action Points or Reloading. Refer to the chart below for detailed explanations:

WAIT

Appears while the player is traveling to the next Action Point. It is not possible to shoot while this message is on the Game Screen.

RELOAD

Appears when your character's selected weapon carries no ammunition. Quickly reload your weapon when you see this message.

ACTION

Appears when the player has arrived at a new Action Point. It is possible to shoot as soon as this message disappears.

DANGER

Appears when falling objects or other dangers threaten your character's life. Swiftly take cover as soon as you see this message.

GAME FLOW

The primary game mode for *Time Crisis 3* is Story Mode (see page 18) of Arcade Mode. This mode consists of three stages. Each stage is comprised of three areas, and each area is divided into a series of Action Points. Defeating all of the enemies at an Action Point will result in advancing your character to the next Action Point. Defeat the boss to clear the stage.

THE RULES

If your character is struck by enemy gunfire or falling objects, he will lose one life. If the time allocated to clear a given Action Point runs out before all of the enemies are destroyed, your character will lose one life. The game ends when your character loses his final life (however, a Continue option is available). The time limit counter automatically replenishes itself when you advance to a new Action Point or when you lose a life.

THE RESULTS SCREEN

Upon clearing an area or a stage, the Results Screen (like the one pictured on the right) will appear – it contains score totals and clear times for each player.

CONTINUE VS. GAME OVER

The Continue Screen appears if you have Credits left but no Lives left in the current game. You can continue a game as long as you still have Credits remaining. To continue a game from where you last lost your life, shoot "YES" displayed on-screen before the twenty-second countdown ends. Shoot "NO" to quit the game and return to the Title Screen. In Rescue Mission Mode, the Continue option will return you to the start of the stage where you last lost your life. Game Over occurs when you run out of lives and have no CREDITS remaining, or if you fail to select "YES" before the Continue countdown ends.

WEAPON SELECT SYSTEM
SHOOT, HIDE, AND... SELECT YOUR WEAPON!

A new game play feature called the Weapon Select System has been added to the classic Time Crisis interface. While taking cover from fire and reloading your weapon via the familiar RELOAD system, you can now select from a variety of weapons to use in battle by using the newly added Weapon Select System. Four weapons (Handgun, Machine Gun, Shotgun, and Grenade Launcher) are readily available to use. Effective use of the weapons during game play will increase your ability to strategically maneuver through *Time Crisis 3*.

RESCUE MISSION MODE
TIME CRISIS 3 CONTAINS MULTIPLE STORY LINES!

Engaging the Rescue Mission Mode allows you to play a variant story line and play as Alicia. In this mode only, you will discover several new fighting systems, such as the Weapon Upgrade System and the Sniper System (which allows players to fire upon distant enemies using a Sniper Rifle). Make sure to try the newly evolved game play and enriched *Time Crisis 3* experience.

RELOADING YOUR WEAPON

Releasing the RELOAD button will cause your character to take shelter behind a nearby object – your weapon (Handgun only) will then reload itself automatically. During the RELOAD process, your character will not be able to fire at enemies nor can enemy gunfire inflict damage upon your character. Caution: The time limit counter will continue to countdown while your character is reloading, so use your reload time sparingly. Press and hold the RELOAD button to re-enter the gunfight.

During the RELOAD process, your character hides behind a nearby object and the Handgun weapon is reloaded automatically.

Emerging from the protected position, your character is able to fire upon enemies. Beware of enemy gunfire.

WEAPON SELECT SYSTEM

Pulling the Trigger while reloading will activate the Weapon Select Window, where you can select a sub-weapon. Sub-weapons for which you have no ammunition cannot be selected. There are three sub-weapons to choose from: Machine Gun, Shotgun, and Grenade Launcher.

OBTAINING AMMUNITION

Each shot that successfully hits a yellow enemy will yield one floating Weapon Icon. The ammunition stock of the sub-weapon depicted on the surface of the Weapon Icon will increase each time a Weapon Icon appears.

ENEMY INFORMATION

This section explains enemy life meters and enemy attack techniques. Studying enemy characteristics carefully will assist you in finishing each game mode.

ENEMY LIFE METERS

Both enemies with life meters and enemies without life meters will appear throughout the game. Enemies without life meters can be defeated with one shot. Enemies with life meters lose a portion of their life each time the player shoots them. Enemies with life meters are destroyed when their life meter runs out completely.

ENEMY ATTACK TECHNIQUES

There are three distinct patterns enemies will employ while attacking your character.

Enemy bullets that threaten your character's life will flash red when they are fired.

Weapons thrown by the enemy, such as hand grenades and knives, can be rendered harmless by shooting them.

Enemies advance upon your character brandishing bladed weapons, such as daggers and hand axes.

BEWARE OF RED ENEMIES

Red enemies fire more accurately than other enemies. When a red enemy appears, take cover immediately and wait for the optimal moment to return fire.

Arcade Mode is divided into two modes, Story Mode and One Stage Trial Mode. Fundamental game play elements are the same for both modes.

ONE PLAYER GAME

This mode is for games played by a single player.

Insert the Guncon®2 into the top USB connector to control Alan. Insert the Guncon®2 into the bottom USB connector to control Wesley. Both characters navigate their own separate paths through each area in the game.

STORY MODE

This mode allows you to play the game watching the story unfold, following the main story line of *Time Crisis® 3*. Clear each stage by defeating the boss. You will advance to the next stage once the boss has been destroyed.

ONE STAGE TRIAL MODE

Choosing this mode will allow you to play a single game stage. (You select one of the three game stages to play.) The game ends when the boss is defeated.

TWO PLAYER GAMES

This mode allows two players to play the game simultaneously as a team. Your television screen is divided vertically into two halves during game play – the left side shows the perspective of Player 1, and the right side perspective is Player 2. Two players can play both Story Mode and One Stage Trial Mode simultaneously. Game play is the same as in the single player versions, but note that Continue Credits are shared between the two players.

BONUS OPTIONS

Selecting this option will let you toggle through the Infinite Handgun Ammo and Infinite Sub-weapon Ammo features, among other things. Changing the standard settings will make it possible to enjoy the various Arcade Modes in new ways.

INFINITE HANDGUN AMMO

This option allows you turn Infinite Handgun Ammo ON or OFF. The OFF setting will make it necessary for you to constantly reload the Handgun, and the ON setting will negate the need to reload the Handgun, giving you continuous access to an unlimited amount of Handgun ammunition.

INFINITE SUB-WEAPON AMMO

Choose OFF to set a limit on the amount of sub-weapon ammo you can carry with you. Choose ON to disable the limiting feature.

MIRROR MODE

This option flips your Game Screen horizontally, allowing you to play a mirror image of the game. Choose ON to flip the screen image or OFF to return the screen to its original orientation.

LINK

The LINK feature creates a connection between two television screens to create an arcade-like atmosphere for two-player cooperative game play. The Link Options Menu contains setting options for Maximum Number of Lives, Game Difficulty, and Screen Position. The Link Bonus Options Menu is identical to the Bonus Options Menu described above. Refer to the section entitled LINK SETUP on page 20 for information on Link setup procedures.
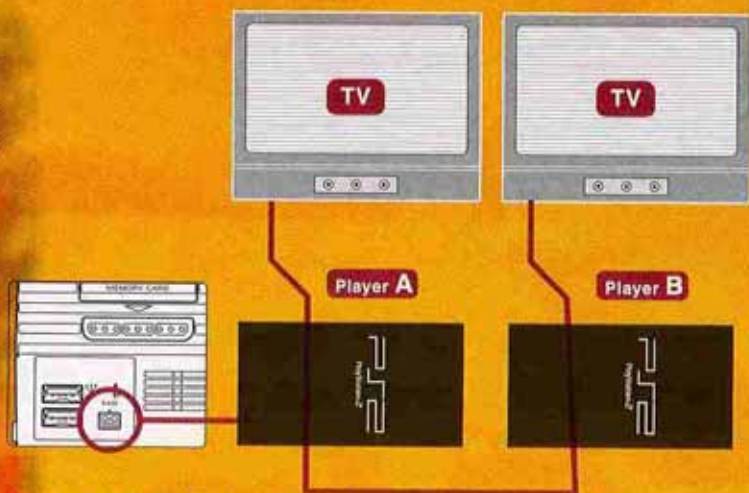
Use the LINK cable (sold separately) to connect two PlayStation®2 computer entertainment systems and two TVs together to play in Two Player Link Mode.

To play LINK Mode, you must have two PlayStation®2 computer entertainment systems, two TVs, two *Time Crisis®3* DVD-ROMs and one LINK cable (4-pin S400 compatible cable).

To set the correct player positions, Player A must select LEFT in the Selection Screen or be the first to make the LINK entry. Game difficulty and number of lives are set by Player A.

- On the Screen Selection Menu, set Screen A Position to left to play the game with the same screen positions as the arcade version. (The same effect can be achieved if the player using Screen A is the first player to enter the game.)

- Bonus Options (see page 19) and Game Options (see page 26) will be reflected in the left screen's Settings Menu.

NOTE: Guncon®2 is not compatible with 2-screen display function available in certain TVs (Picture in Picture). Do not connect or disconnect the LINK cable while the power on the console is ON. Always connect the LINK cable directly from console to console. Do not connect it to a hub or extension cable. Always use LINK cables that are compatible with S400. LINK is not compatible with SCPH-60000 model PlayStation®2 computer entertainment systems.

It is possible to attain score bonuses by fulfilling certain conditions during the course of the game. Refer to the list below for information on the various types of bonus scoring. Additionally, shooting an enemy in the head and blowing up large objects, such as cars, will earn you high bonus points. Arcade Bonus Scoring extends to both Rescue Mission and Crisis Mission Modes, but note that time bonuses do not apply to those modes.

MARKSMANSHIP BONUS

Continuous hits upon enemies will earn you a Marksmanship Bonus. The number of hits you get in a row and the corresponding bonuses will appear in the upper-left hand corner of the Game Screen.

NO MISS BONUS

If your continuous hit count surpasses a certain number, a No Miss Bonus will be added to your score, appearing in the upper-left hand corner of the Game Screen.

TIME BONUS

If you clear an area before the time limit counter reaches zero, you will be awarded a Time Bonus based on the speed in which you cleared the area. Your Time Bonus will appear on the Results Screen at the end of the area. The quicker you complete an area, the more Time Bonus you will receive.

Rescue Mission Mode is a single player mode in which you play as Alicia. This mode features a new battle system not available in the other game play modes.

STORY MODE

In this mode, you control Alicia as the game story unfolds around her. The Rescue Mission Mode battle system contains features like the Weapon Upgrade System and Sniper System, which lets you fire at enemies using a high-powered scope-equipped rifle. Refer to page 23 for more detailed instructions on these new features.

ONE STAGE TRIAL MODE

Choosing this mode will allow you to play a single game stage. (Select from one of fourteen game stages).

BACKGROUND STORY

Selecting this option will allow you to read details about Alicia's involvement in the *Time Crisis 3* story.

BONUS OPTIONS

Selecting this option will let you customize settings for Infinite Handgun Ammo and Infinite Sub-weapon Ammo, among other things. Changing the standard settings will make it possible to enjoy Rescue Mission Mode in a new way. The Bonus Options for Rescue Mission Mode are the same as those shown on page 19. See that page for detailed information.

RESCUE MISSION MODE NEW BATTLE SYSTEMS

THE WEAPON UPGRADE SYSTEM

On the Game Screen above the Sub-weapon Ammo Counter, you will find a Level Up Meter. As you score hits on enemies, the meter level will increase – when the meter is full, your sub-weapon receives an upgrade. Upgrades improve sub-weapon characteristics such as damage strength and maximum ammo capacity.

NOTE: The Sniper Rifle used via the Sniper System (see below) is not an upgradeable weapon.

SNIPER SYSTEM

To attack an enemy with the Sniper Rifle, point the GUNCON®2 at a distant enemy, then press the RELOAD button (do not use the Thumbcon). This will activate Scope Mode, showing you a magnified view of the enemy. Use the Thumbcon to move the scope until it is centered on an enemy target. Caution: Your character is vulnerable to enemy fire while in Scope Mode. The number of enemies present appears at the bottom of the screen as a targeting icon. When playing Sniper Stages (stages employing the Sniper System), the Sniper Rifle is the only usable weapon.

Point your weapon at an enemy in the distance and press the RELOAD button.

The riflescope will show you a magnified view of the area. Aim carefully and snipe the enemy targets.

As you advance through the game, you will be allowed to select Crisis Mission Mode. This mode allows you to play a variety of missions, each of which has a unique objective.

MISSION START

Selecting this mode will start you in Crisis Mission Mode.

DAY SELECT & MISSION SELECT

Selecting Mission Start from the Crisis Mission Menu will open the Day Select Screen. Choose the Day you would like to play, then choose a Mission from the corresponding Mission Select Screen.

MISSION INFORMATION

After choosing a Mission from the Mission Select Screen, the Mission Instructions Screen will appear. Pressing the START button will begin the mission.

BACKGROUND STORY

Selecting this option will let you read the history behind Crisis Mission Mode.

EARNING MEDALS

Outstanding performance on a Crisis Mission can earn you a medal. Medals are awarded for high scores and fast clear times, among other things. You can view your medals on the Medal Display Screen (see page 25).

RANKINGS

This option allows the player to view player rankings for Arcade, Rescue Mission, and Crisis Mission Modes. Attain high scores in every game mode and put your name in the history books.

RANKINGS MENU

Ranking data for Arcade Single Player, Arcade Two Player, and Rescue Mission Mode is divided into two categories: Ranking with Normal Settings and ranking with Bonus Options. Ranking Screens show the top 20 records for each mode and category – those records attained without continuing are marked by a star symbol. Additionally, you can view the Medal Display Screen from the Crisis Mission Ranking Screen.

ARCADE SINGLE PLAYER / NORMAL (BONUS OPTIONS)

Score & clear time records for Single Player Story Mode and One Stage Trial Mode are stored here.

ARCADE TWO PLAYER / NORMAL (BONUS OPTIONS)

Score & clear time records for Two Player Story Mode and One Stage Trial Mode are stored here.

RESCUE MISSION / NORMAL (BONUS OPTIONS)

Score & clear time records for the Rescue Mission Mode are stored here.

CRISIS MISSION RANKING

Score and medal records for each mission day are stored here. Complete medal tallies can also be viewed here via the Medal Display Screen.

From the Options Screen, you can adjust game parameters like controller settings and adjust screen position. Position the cursor over the option you would like to select and pull the Trigger.

GAME OPTIONS

Clicking here will allow you to customize settings for lives and game difficulty. As you progress through the game, the maximum setting for the maximum number of lives will increase.

CONTROLLER SETTINGS

Selecting this option will let you change your controller's RELOAD button configuration, your reloading method, and calibrate your Guncon®2 (see page 8). For players using analog controllers (such as the DUALSHOCK®2), the Guncon®2 Calibration Menu option will be Cursor Speed.

SCREEN ADJUSTMENT

Selecting this option will enable you to adjust the Screen Position and change the Screen Brightness Settings. Press either the A or B button after you have adjusted your settings and you will return to the Adjust Screen Position Menu.

SCREEN POSITION

This option enables you to center the Game Screen image on your television screen. Aim at the directional arrow corresponding to the direction in which you wish to move the screen and pull the Trigger.

SCREEN BRIGHTNESS

Use this option to check your television screen's brightness. Adjust your television's Brightness Settings until you can just barely see the number eight that is shown on the screen. Refer to your television's operating manual for instructions on adjusting the brightness of your television screen.

MUSIC PLAYER

Selecting this option will allow you to customize the music selection that plays throughout the game. The Music Player has three playback modes: Standard playback ("NORMAL"), random playback ("SHUFFLE"), and a third mode that lets you choose a single song to playback ("SINGLE"). Refer to the chart below for a detailed explanation of the player operation icons.

PLAY [>] / PAUSE [II] — Press this button to play a music track. Pressing this button while the track is playing pauses the track.

STOP [□] — Push this button to stop playing a track.

PREVIOUS [<<] — Pressing this button while a track is stopped or paused will display the name of the previous track. Pressing this button while a track is playing will replay the current track from the beginning, and pressing it twice in succession will play the previous track.

NEXT [>>] — Pressing this button while a track is stopped will show the name of the next track. Pressing this button while a track is playing or paused will play the next track.

AUDIO SETTINGS

This option allows you to toggle between Stereo and Monaural Settings and adjust Background Music and Sound Effect volume levels. To increase Music or Sound Effect volume, position your cursor on the corresponding Right Arrow and pull the Trigger. Fire upon the Left Arrow to decrease volume levels. Select the STEREO / MONO Menu item to switch back and forth between the two settings.

MEMORY CARD [PS2]

This option allows you to save game settings along with game data and adjust Save, Load, and Auto-Save Settings. For a detailed explanation of the Save Function, refer to the Save and Auto-Load Functions Section of page 8 and 9.

DEFAULT SETTINGS

Selecting Return to Default Settings from the Game Options, Controller Settings, or Audio Settings Menu will reset that menu's settings to their original (default) settings. Selecting Default Position from the Screen Position Menu will return the screen position to its original position.

The main characters in *Time Crisis 3*.

ALAN DUNAWAY

A promising, fourth year operative. His remarkable ability to master new skills has won him the respect of many senior VSSE agents. Even when faced with seemingly hopeless situations, Alan is never one to give up, and he is always positive and fearless. Alan is a natural leader and is always quick to crack a joke to liven up even the toughest missions.
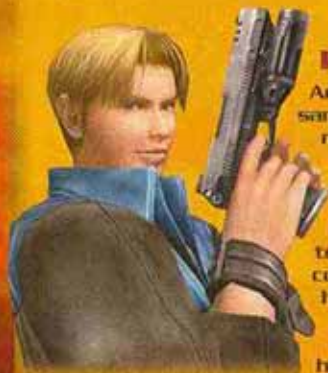
WESLEY LAMBERT

An operative who joined the VSSE at the same time as Alan. Wesley is a man of many talents and holds a doctorate in engineering. He is always ranked amongst the best in marksmanship and combat. Quiet and restrained by nature, Wesley is known for his ability to carry out missions with a calm coolness. He does have a warm side to him. Though Wesley's personality is the opposite of Alan's, their accomplishments together as a team have earned them a great reputation within the VSSE.

ALICIA WINSTON

The younger sister of Daniel Winston and member of the Lukano Liberation Army. She would happily take a position on the front lines to protect her country. Wanting to prove that a female could become a powerful fighting force, she honed her sharpshooting skills and is now the best sniper in her unit. She has traveled alone to Astigos to free her brother, who has been taken prisoner by the Zagorias Federation Army.

DANIEL WINSTON

The young military leader of the Lukano Liberation Army and older brother of Alicia Winston. He was double-crossed and captured by the Zagorian Army while carrying out a mission to destroy the tactical missiles on Astigos.

WILD DOG

A cold-blooded murderer who provides clandestine support to world-class criminals. Having once been defeated by VSSE agents, Wild Dog rebuilt his body and returned to earth from the pits of Hell. Leading a crop of new henchmen, he will do anything to impede Alan and Wesley's mission.

GIORGIO ZOTT

Commander in Chief of the Zagorian Army. Zott, despite heavy resistance, managed to seize control over the majority of the island of Astigos. Under his leadership, the Federation has placed tactical missiles in the occupied territory, capable of striking Lukano and other neighboring Mediterranean countries at any time.

PUBLISHED BY
Namco Hometek Inc.

DESIGNED AND DEVELOPED BY
Namco Limited

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