

Time Crisis 2 – Press Release

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E3, May 2001 - Sony Computer Entertainment Europe is delighted to announce the forthcoming release on PlayStation®2 of Time Crisis 2, the sequel to one of the most successful and popular arcade coin-ops of all time.

Like its PSone predecessor, the story finds you up against it, attempting to rescue a President's daughter and take on arms dealers with a non-stop barrage of high-intensity shootouts in a race against the clock.

As ever, massing against you are hordes of trained killers, armed to the teeth and hell-bent on your destruction. You'll find yourself facing sharpshooters, machine gunners, bazooka-wielding madmen, acrobats wielding razor-sharp claws and even helicopters and a tank.

Like the original, you'll survive longer if you duck behind obstacles to buy yourself some reload time - just remember that the clock is ticking and you don't have forever. The excitement and action just doesn't let up and at the end of a hard day, few things work better as stress relief.

Graphical improvements made possible by the PS2's processing power mean that all screen artwork from the original arcade has been reproduced perfectly and there are even a number of extra cut-scenes to move the plot along and give you time to collect yourself - this version isn't only a step up from the PSone, but it also looks better and moves more smoothly than the arcade original.

Time Crisis 2 boasts a superb new two-player mode, enabling you to play either in split-screen mode, or using the PS2's i.Link facility, bringing the action even closer to the arcade. You can also now play in a fantastic Double-Gun mode, blazing away with both guns yourself.

Released simultaneously with the game is a new gun, specially designed for the PS2 - but fans of the old G-Con 45 can rest assured that their weapon of choice is fully compatible with the new game. Whichever gun you choose, you'll be happy to hear that a range of in-game power-ups will help you out, giving you wide-angle shotgun-style blasts, devastating automatic fire and more time between re-loads.

Time Crisis 2 is packed with all-new, additional bonus games that you earn by succeeding in the main game, by completing certain stages within preset time-limits or by performing particularly well.

The seven different Mini-Games include a selection of Crisis Missions, in which you'll work against the clock on a single stage, attempting to score a certain number of points or take out a set number of bad guys; there's an improved version of the coin-op's Quick & Crash game that now includes a 2-player option; the Shootaway game from the arcade also makes an appearance, but is far better and more realistic; there's even a one-off mission that lets you show off and improve your gun-handling skills, Agent Trainer - plus an all-new, secret Mirror mode. And, for those winding-down moments when you're letting your gun barrel cool off, you can even earn the right to sit back and chill to the background music.

More than double the size of the original coin-op, with multiple mission paths and endings, far and away the best-ever version of the best-ever arcade shooter, Time Crisis 2 delivers pixel perfect, high-intensity shooting action that's so good, and such fun to play, it should be classed as therapy.

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Developer: Namco	Genre: Action/Shoot	No. of Players: 2	Platform: PlayStation®2
Peripherals: Dual Shock 2 Analogue Controller, Memory card 2			Release Date: Christmas 2001