TIME CRISIS 3 MASTER QA

QUESTIONS 1

Q1) How do you even start changing a game that was primarily designed for an arcade audience into one that will keep home players happy? Do you ever have any concerns about longevity and how do you go about solving them?

A: TC3's Arcade Mode is basically a direct port of the arcade version of the game, because we wanted to let the players experience the fun and excitement of the original game in their own homes. We knew that both arcade and home versions of TC3 would be released, so we made sure from the start that everything in the arcade version could be reproduced for the home version.

As for longevity, we've added in a mode that's exclusive to the home version called "Rescue Mission Mode" that follows the story from the heroine's perspective. We've also created new in-game movies, cut-scenes, and stages, so that players can have fun playing through TC3 all over again. There are lots of brand-new ideas in this title, like a weapon upgrade system, sniper stages, etc, which we're sure the players will enjoy.

Q2) Why was the decision made to move away from the time element of the game (which was so prevalent in the first two titles)? Does this give you more opportunities to develop the gameplay?

A: The time element of TC3 is similar to that of TC2, which isn't very rigorous. The reason for this is because we wanted to capture the eye-catching appeal of Hollywood action movies in TC2 and TC3. It's difficult to create impressive scenes when you're restricted to very small time blocks. However, that doesn't mean that we have abandoned the concept of racing against the clock. Who knows? Maybe that will be included in our next game.

Q3) What is it about the Time Crisis series that keeps the fans coming back for more? Why do you think it's proven to be a success across various formats time and time again?

A: There are probably several reasons for the success of the series:
1. Unique, user-friendly controls (the pedal system, hide/attack concept)
2. Interesting enemies with a variety of patterns, attacks, etc.
3. An entertaining, stylish, and exciting storyline

Q4) Where will the Time Crisis series go from here? Can we expect to see even more games in the near future, or are there different plans for the series?

A: We have several new ideas in the works for the Time Crisis series, so keep an eye out for future releases. We'll make sure that our work lives up to the expectations of our fans!

QUESTIONS 2

- **First of all could you introduce yourself to our readers**
  My name is Takashi Satsukawa, director of Time Crisis 3. So far, I've been involved in the arcade versions of Time Crisis 2 and Crisis Zone.

- **Can you explain how Time Crisis 3 relates to the previous two games in the series?**

The story itself is not related. However, there are some factors from previous titles in the series, such as VSSE, the organization which the hero and his companions belong to, Wild Dog, an enemy character, and so on. It's along the lines of what you find in sequels in the 007 series, etc.

In technical terms, the basic game engine was taken from Time Crisis 2. Some system improvements, like smoother character models, higher polygon count, and vivid movies, have been added.

- **What are the major improvements/additions over the arcade version?**
  Our goal from the start was to make a perfect port of the arcade version. If you look at the home version, you will see that it is indeed a perfect port. We have also added a Rescue Mission Mode for the home version. This mission is played from the perspective of Alicia, the game's heroine. This mode will allow players to see what happened to Alicia before she met the game's heroes, as well as what she was doing after she and the heroes split up. The entire plot of the game becomes clear after playing both the Arcade and Rescue Mission Modes.
  Crisis Mission, which was very well received in Time Crisis 2, has also been brought back with much more content. All of the missions for Crisis Mission are, of course, brand new.

- **Is this fully compatible with both G-Con guns (as TC2 was)? If not, why not?**
  Yes, it is.

- **Will it work with wide screen/100Hz TVs?**
  Unfortunately, it varies depending on the TV you play with. This is due to the technology used in the G-con system and the compatibility with the TV system.

- **How long do you expect it to take to complete the game on default difficulty settings?**
  An experienced player would take approximately 3 hours for Arcade Mode, 4 hours for Rescue Mission, and 6 hours for Crisis Mission.

- **What have you main inspirations been during the making of the game?**
  We were very pleased with the hidden weapon select feature in Time Crisis 3, and wanted to include it in Time Crisis 3. We put a lot of thought into the weapon select method. We considered several methods, like implementing a weapon select button, shooting on-screen weapon icons, etc. We decided that the trigger select method (which is used in the game) was the best.
  We tried to make a story that fits in with the modern world. I can't really comment on the specific location, but we focused on international conflict and missile bases as the basis for the story. We also tried to make sure that the story doesn't get too heavy, since our goal was to make the game entertaining like an action movie.

- **How do you make light gun games compelling in this era of 3D first person shooters and full movement/interaction?**
  The most important element is well-designed camera work that lets the player experience the thrill of gun fighting. Interactivity is the main appeal of FPS games. The appeal of light gun games, on the other hand, is the "calculated construct" we create to draw the player into the game. This being the case, we continue to do our best to create visually exciting scenes and camera work.

- **How long did it take to make TC3, and how many people worked on it?**
  Development took one and a half years. 60 staff members were involved during the peak period.

- **Is this the last Time Crisis game on the PS2?**
  That's possible... but who knows?

- **Are there more light gun games planned by Namco on the PS2? Can you reveal them?**
  I can't give any specifics, but yes, we do have something in the works. Keep an eye out for it!

QUESTIONS 3

How does Time Crisis 3 expand on the previous games?

We've added a Rescue Mission scenario and increased the number of missions in Crisis Mission mode from 32 in Time Crisis 2 to 42 in this title, so there's plenty of additional content. Of course, all of these additional missions are brand new!

Shooting games by their nature tend to be quite short-lived affairs – what have you done to expand the game's longevity?

One of the main things we've done is include the completely new Rescue Mission mode. This mode follows the story from the perspective of Alicia, the heroine from the Arcade version. The content of Rescue Mission mode is about the same as or maybe even more than the Arcade version, and it's pretty challenging, so we feel confident that the players will really enjoy it.

There are also a large number of unlockable items in both the Rescue Mission and Arcade modes, giving the game a large amount of replay value.

Last, but not least, there's the Crisis Mission mode, which is also quite challenging. You'll have to invest quite a bit of time in the game if you want to play through every mode in its entirety.

What element of the game do you think gamers will enjoy the most this time round?

I really think players are going to enjoy the new Weapon Select system. This is a new element in the Time Crisis series, and it allows characters to choose from four different weapons: handgun, shotgun, machine gun, and grenade launcher. Players can change weapons on the fly, which makes the game much more exciting. It also introduces an element of strategy, allowing players to select the weapon that they feel is best suited for the situation, and use those strategies to get even higher scores.

What unusual areas are there in the game that really stand out this time – what's your favourite stage in the game?

Time Crisis 3 has many more action-packed scenes compared to previous titles in the series. My favourite scene would have to be the fight against the submarines near the waterfall at the end of stage 2-2. We used a newly developed drawing program to create the billowing smoke effect, and I really like the effect it has.

Can you play with two G-Con guns in one game, John Woo style?

Unfortunately, we weren't able to include double gun action. I can't really go into the details, but there were just too many technical difficulties for that style of gameplay to be implemented.

What kind of secrets and bonuses are hidden in the main game mode?

I can't tell you everything, but you can get increase the number of credits, activate a special Mirror Mode, etc. Of course, there are quite a few other hidden items!

What kind of weapons are available?

A handgun, shotgun, machine gun, and grenade launcher are all included. There's also a sniper rifle available in certain sections of the game.

Where does the Time Crisis series go from here?

The Time Crisis series is one of Namco's big franchises, so you can rest assured that new titles will be developed. We plan on developing a sequel with the basic Time Crisis system intact, but we're also considering new directions in which to take the series. However, we're not at a stage where we can make any official announcements.