

TIME CRISIS: PROJECT TITAN

Storyline

Richard Miller, the VSSE's top agent, has been implicated in the assassination of Xavier Serrano, President of the small nation of Caruba. Suspecting that Richard has been set up, the VSSE have given him 48 hours to find the real killer, before they hand him over to the authorities. During this time Richard will be on his own with no assistance from the VSSE.

Shortly after the incident, the VSSE received information from an informant known as "Abacus", who claimed to know the identity of the real killer. The VSSE have tracked Abacus to a yacht located somewhere in the Carubian Sea, where it is believed she is being held captive. The yacht has been identified as part of a fleet belonging to the notorious arms smuggler Kantaris. This was the last piece of information they gave Richard.

The VSSE have suggested Richard make the yacht his first port of call. If Richard can rescue Abacus she may be able to lead him to the man behind Serrano's assassination.

However, it seems there may be more to the assassination than first thought. Kantaris has long been linked to the international criminal organisation Wild Dog. Fears are that Richard's arch-enemy may be back with an evil scheme. Abacus's last report mentioned word of a master plan code-named "Project Titan". Nothing has been heard since.

It is only a matter of hours before the VSSE deny all knowledge of Richard's role as an agent, and leave him to face prosecution for the murder of Serrano.

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

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