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[Time Crisis: Crisis Zone Hints \(PS2\)](#)

Increase the number of lives you have

Time Crisis: Crisis Zone is a video game developed and published by Namco Limited. The game was created exclusively for the PlayStation 2 console from Sony although ports were planned, but never implemented. The game was launched in September 2004. The title is classed as a shooter action game and it is played from a first person perspective. The game is based on a popular arcade title which saw several iterations in arcade cabinets all over the world.

Time Crisis: Crisis Zone is basically a pin off in which you play the part of a member belonging to an elite anti terrorist group called Special Tactical Force. The terrorist group you are supposed to combat is called U.R.D.A. The group managed to take over an office building which also houses a nuclear reactor and they plan to detonate it. It is, as always, up to you to stop them from doing it.

You cannot directly control the character on the screen, as its movements are predetermined and you only have to worry about taking out the enemies which pop up on screen. You also have a shield which allows you to deflect blows and shots but which also prevents you from shooting.

The game allows a player to use the G-con 45 and G-Con2 light guns. The port for the PS2 also has an extra mission, called Grassmarket District, which takes place six months after the Garland Square mission.

GAMEPLAY HINTS

Recommended zone selection order

Generally, the main mission (Garland Square) should adjust difficulty according to player skill, but if you are new to the game or have not played the arcade version, here is the recommended order in which you should select the zones, with the least challenging first, and most challenging last. This also seems to be the main default order that the game chooses on selection timeout:

Drycreek Plaza (Easy)
Garland Park (Medium)
Garland Technology Center (Hard).

Increasing lives and credits

Completion of Story Modes will normally gain you one Life and Credit. This is showed by a screen following completion, indicating what you have gained/unlocked in the game. Note that losing the game by running out of Credits can also gain you a Life/Credit. Note that you can change the number of Credits you start with in addition to Life, in the game settings.

Here's a video: