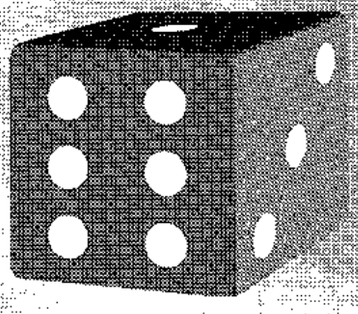
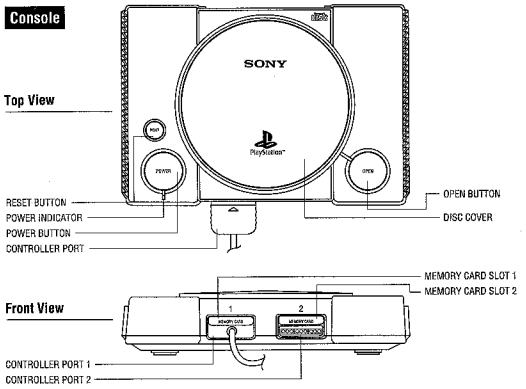
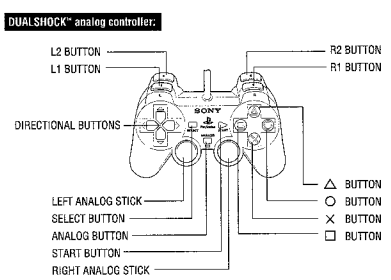

PlayStation
NTSC U/C
PlayStation
MATURE
M
CONTENT RATED BY ESRB
SLUS-01015
4112161
DIE HARD
TRILOGY 2
CASINO
MUSIC BY BT.
Also featuring music by Lil' Zane, Black Rob & Tony Touch
VIVA LAS VEGAS
FOX INTERACTIVE

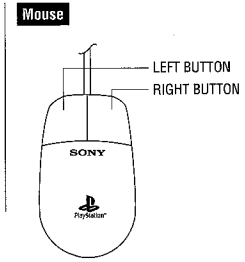
DIE HARD TRILOGY 2™

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STARTUP

Set up your PlayStation game console according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a compact disc. Insert the **DIE HARD TRILOGY 2** disc and close the disc cover. Insert game controllers and a MEMORY CARD and turn on the PlayStation game console. Follow on-screen instructions to start a game.

INTRODUCTION

John McClane, top cop and the worst nightmare a terrorist ever had, prowls the glittered streets of Las Vegas as hunter and hunted. Invited to the Neon City by Kenny Sinclair, an old friend who used to be on the police force with McClane in New York, McClane ends up smack-dab in a heap of trouble and at the business end of a gun.

Sinclair has been hired as warden for the new Mesa Grande Prison in Vegas and is having a party thrown in his honor on Friday. He wants McClane there to share in his glory. McClane's life consists of cold pizza and sleeping on the couch in a crappy apartment. Maybe Vegas will change his luck.

At the party that Friday night, McClane can't help but be impressed at how far Kenny Sinclair has come. His friend is living the good life. Neon lights drape the city outside, and the cells are so new they don't even have that lived-in smell that reminds McClane of his New York apartment.

Sinclair talks about Klaus Von Haug, the terrorist penned up in Solitary in B-202. Then he introduces McClane to Reese Hoffman, the owner of the Roaring 20's Casino, one of the top hot spots in Vegas.

But before the party gets started, a prison riot breaks out and John McClane is stuck on a bad holiday. He's busy putting down convicts, stumbling over terrorists, and working hard in the city that never sleeps.

In Vegas, everyone knows the odds favor the house. John McClane isn't on familiar ground, isn't feeling lucky, and definitely isn't getting one of those warm, fuzzy feelings (unless the after effects of getting nearly toasted by a flame-thrower count). But McClane isn't just a long shot—he's the only shot.

It's Las Vegas, McClane-style. Every bet is on the line and death is pulling the slots. Detective John McClane stands ready to die hard, but until he does, he's going to make sure every bad guy who comes into his gunsights is going to come up snake eyes. So step up with big John, take hold of the arsenal he finds, and push the body count into the stratosphere . . .

CHARACTERS



Detective John McClane—One of the roughest, toughest cops to ever come out of the NYPD. McClane's got a knack for getting involved with the wrong people at the wrong time—fortunately, the really bad experiences are generally left for the other guys. He's on suspension again and down on his luck when Kenny calls with the invitation.



Kenny Sinclair—A friend from McClane's old neighborhood and from his police academy days, Kenny's been off on his own for several years. Now he's warden of Las Vegas' Mesa Grande Penitentiary. In the early days, they were competitive, two top cops out to prove who was top dog. They've been friends for a long time, but both men have been busy with their own lives and have a lot of catching up to do.



Reese Hoffman—Gifted with drive and ambition, Reese moved from Austria with his family when he was three years old. He's been following his own goals, becoming a self-made man and millionaire. However, success didn't set well with Reese. Once he thought he had everything, he stopped taking care of business. His fortune evaporated in the Roaring 20's deal he brokered, and he's hovering on the edge of bankruptcy. However, his girlfriend has a plan.



Elena Goshkin—On the surface, this beautiful lady is a jetsetting supermodel. But she was recruited at an early age by the Czechoslovakian government to become a spy. She was trained to be one of the most lethal and beautiful agents in her country's employ. However, when the Berlin Wall fell, she was out of a job. She continued her modeling job for awhile and became involved with Reese. Still, she maintains contact with dangerous men who will do anything, and she hooks Reese up with them in their scheme to take Las Vegas. They started Hoffman Enterprises together, so both their financial futures are at stake.



Amir El Kahr—Born in the Middle East and nurtured on the wars that constantly tear through his country, Amir went to university and became a biological warfare specialist. Although he planned to use his knowledge to help his homeland, he ended up with a career in terrorism. Though he's wanted by several governments and counter-terrorist agencies, he's been able to elude them so far. Now his path is crossing McClane's.



Viktor Rashenko—Once a special ops member in the Soviet military, Viktor was imprisoned for killing an Officer in a barroom brawl. After the collapse of the Soviet Union he was released, and he and a group of covert buddies put together their own freelance team for hire. Most of the jobs they take are bloody and violent, with a big payoff—just the way Viktor likes them!



Head Guard, Mesa Grande Prison—Make one mistake inside the prison and this is the guy who will take your head!



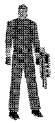
Guard, Mesa Grande Prison—Once these guys upheld the law, now they're holding up whoever they can.



Prisoner, Mesa Grande Prison—Given a new chance at freedom, the prisoners aren't wasting any time trying to make the most of it—no matter who they have to kill.



Grunt—These guys are everywhere, guns blazing and making McClane's life miserable.



Thug—Strictly muscle for hire, but with some training and background in fast strike situations. Pure death on wheels if they get McClane in a bad position.



Bio-specialist—Specially equipped and trained, these shock troops are used to handling hazardous materials and figuring out new, twisted, and lethal ways of making them go BOOM!



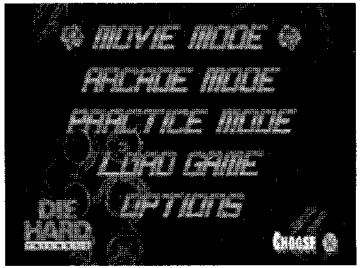
Enforcer—These are well-trained individuals used to warfare tactics.



Spec Ops—These troops are strictly hardcore professionals. John McClane will be another notch on a gun butt to them if they put him down. Hard to fight and hard to kill. Show no mercy to these individuals and eliminate them on sight!

GETTING STARTED

On the Main Menu screen, you'll be given a list of options representing the two different ways the game can be played, a practice area, a way to load a saved game, and options.



MOVIE MODE

By choosing ***Movie Mode*** you'll sign on for the full adventure with Detective John McClane. The story, the mystery, and the suspense will unfold as you conquer the different levels, leading up to a slam-bang bulletfest with the bad guys. You'll automatically alternate between 3rd person Action/Adventure, Sharpshooting, and Extreme Driving sequences as the story progresses.

ARCADE MODE

When you choose ***Arcade Mode***, you'll be able to play the levels for each of the three game types (3rd person Action/Adventure, Sharpshooting, and Extreme Driving) separately. You will also be able to play the ***Arcade Mode*** exclusive levels!

When you choose a specific game type (e.g. Extreme Driving), you'll face only those levels, instead of progressing through the story the way you would in the ***Movie Mode***. However, you won't get the full story or the ***Movie Mode*** exclusive levels this way.

Choosing the Arcade route is a fun way to really sharpen your skills. Plus, it's a quick pick-up if you want to kill some time—and maybe a few bad guys and terrorists!

PRACTICE MODE

When you select ***Practice Mode,*** you'll be able to select a special training level for each of the game styles. This will allow you to familiarize yourself with the different controls and environments of the 3rd person Action/Adventure, Sharpshooting, and Extreme Driving games.

LOAD GAME

Use this function to load a previously saved game.

OPTIONS

This screen allows you to access the ***Audio*** and ***Controls*** configuration menus, ***Save Settings***, and view the ***Credits***. After making changes to your configuration, select ***Previous Menu*** to keep your changes, or press the ABORT button to cancel.

In the ***Audio*** section, you can change the ***Effects Volume***, ***Music Volume***, ***Cinematic Volume*** and the ***Stereo Mode***. Use the Up and Down directional buttons to select the option you want to work with, then use the Left and Right directional buttons to adjust those sliders.

The ***Controls*** menu lets you configure the controller and adjust the ***Analog Centering***.

Save Settings gives you the opportunity to save your game settings. You must have a MEMORY CARD with at least one block available in MEMORY CARD slot 1 to save your settings.

GAME PAUSED MENUS

3RD PERSON ACTION/ADVENTURE

In a 3rd person Arcade/Adventure level, press the START button to bring up the ***Game Paused*** menu. The following options are available:



GUN SELECT: If you have acquired more weapons than the pistol you started with, use the Left and Right directional buttons to select the weapon of your choice.

EXPLOSIVE SELECT: If you have more than one type of explosive, use the Left and Right directional buttons to select the explosive of your choice.

OPTIONS: This will bring up a screen with the ***Audio, Controls*** and ***Game Options*** menus:

Audio allows you to change the sound settings.

Controls displays the following sub-menu:

- ***Configure Controller Port 1*** redefines the button configurations. Press the SELECT button to switch between configuring Basic and Advanced control modes.
- ***Analog Centering*** (DUALSHOCK™ analog controller only) adjusts the center dead zone of the left and right analog sticks by changing the size of the blue disc (larger for less responsive, smaller for more responsive).
- ***D-Button Sensitivity*** affects the rate of responsiveness of McClane's movement (lower for less responsive, higher for more responsive).
- ***Vibration*** (DUALSHOCK™ analog controller only) adjusts the amount of vibration generated by the DUALSHOCK™ analog controller (lower for less vibration, higher for more vibration).

Game Options allows you to turn the following features off and on:

- ***Disable Blood***—Turns off the blood effects.
- ***Auto Wall Avoidance***—Redirects McClane when hitting walls or objects.
- ***Auto Targeting***—Targets enemies automatically rather than needing you to adjust your aim. This feature does not apply to 1st Person Aiming Mode.
- ***Disable Door Camera***—Turns off the in-game cinematic sequences shown when McClane opens a door.
- ***Camera Tracks Target***—When this option is enabled, the camera will automatically move with the acquired target.
- ***Camera Drift***—The camera is pushed away from walls when this option is turned on.
- ***Camera Roll***—You can turn off the side-to-side motion and have a fixed point of reference.
- ***Invert Aiming***—Reverses the up/down (y-axis) controller operation.
- ***Health Warning***—Turn on or off the warning beeps that sound when you're low on health.

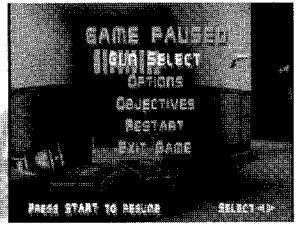
OBJECTIVES: Lists the tasks that you have to accomplish in order to complete the level.

RESTART: Gives you the option to restart the level.

EXIT GAME: Gives you the option to quit the current game and return to the ***Main Menu.***

SHARPSHOOTING

In a Sharpshooting level, press the START button to bring up the ***Game Paused*** menu. The following options are available:



GUN SELECT: If you have acquired more weapons than the pistol you started with, use the Left and Right directional buttons to select the weapon of your choice.

OPTIONS: This will bring up a screen with the ***Audio, Controls*** and ***Game Options*** menus:

Audio allows you to change the sound settings.

Controls displays the following sub-menu:

- ***Configure Controller Port 1*** redefines the button configurations.
- ***View Controller Port 2*** (Light Gun only) displays the button configuration for a licensed Standard or Synchronized Light Gun in Controller Port 2.
- ***Calibrate Gun*** (Light Gun only) allows a licensed Standard or Synchronized Light Gun in Controller Port 2 to be calibrated by following the on-screen instructions.
- ***Analog Centering*** (DUALSHOCK™ analog controller only) adjusts the center dead zone of the left and right analog sticks by changing the size of the blue disc (larger for less responsive, smaller for more responsive).
- ***D-Button Sensitivity*** affects the rate of responsiveness of the crosshairs reticle's (lower for less responsive, higher for more responsive).

- ***Always Flash Screen*** forces the game to always generate a white flash whenever the player presses the FIRE button on an attached Light Gun. This option may improve the accuracy of the Light Gun.
- ***Vibration*** (DUALSHOCK™ analog controller only) adjusts the amount of vibration generated by the DUALSHOCK™ analog controller (lower for less vibration, higher for more vibration).

Game Options allows you to turn the following features off and on:

- ***Disable Blood***—Turns off the blood effects.
- ***Health Warning***—Turn on or off the warning beeps that sound when you're low on health.

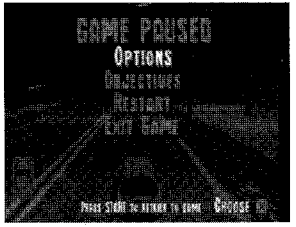
OBJECTIVES: Lists the tasks that you have to accomplish in order to complete the level.

RESTART: Gives you the option to restart the level.

EXIT GAME: Gives you the option to quit the current game and return to the ***Main Menu.***

EXTREME DRIVING

In an Extreme Driving level, press the START button to bring up the ***Game Paused*** menu. The following options are available:



OPTIONS: This will bring up a screen with the ***Audio, Controls*** and ***Game Options*** menus:

Audio allows you to change the sound settings.

Controls displays the following sub-menu:

- ***Configure Controller Port 1*** redefines the button configurations.

- ***Configure Controller Port 2*** (Analog Steering device/Wheel only) redefines the button configurations of a licensed Analog Steering device/Wheel in Controller Port 2.

- ***Calibrate Wheel Controller*** (Analog Steering device/Wheel only) allows a licensed Analog Steering device/Wheel in Controller Port 2 to be calibrated by following the on-screen instructions.

- ***Turning Sensitivity*** affects the turning ratio of the vehicle (lower for a wider turn, higher for a tighter turn).

- ***Analog Centering*** (DUALSHOCK™ analog controller only) adjusts the center dead zone of the left and right analog sticks by changing the size of the blue disc (larger for less responsive, smaller for more responsive).

- ***D-Button Sensitivity*** affects the rate of responsiveness of the vehicle's movement (lower for less responsive, higher for more responsive).

- ***Swap Left And Right Analog Sticks*** switches the controls on the Left Stick to the Right Stick and vice versa.

- ***Vibration*** (DUALSHOCK™ analog controller only) adjusts the amount of vibration generated by the DUALSHOCK™ analog controller (lower for less vibration, higher for more vibration).

Game Options allows you to turn the following features off and on:

- ***Disable Blood***—Turns off the blood effects.

- ***Health Warning***—Turn on or off the warning beeps that sound when you're low on health.

OBJECTIVES: Lists the tasks that you have to accomplish in order to complete the level.

RESTART: Gives you the option to restart the level.

EXIT GAME: Gives you the option to quit the current game and return to the ***Main Menu.***

3RD PERSON ACTION/ADVENTURE

Basic Mode—Standard or DUALSHOCK™ analog controller in Controller Port 1

Button	Function	Action
△	Look Mode	Switches between the normal view and 1st Person Aiming Mode
□	Action	Open doors, press buttons, sneak up on bad guys and knock them out. Use in combination with Left and Right directional buttons or Left Stick to DASH left and right.
⊗	Fire	Fires the currently selected weapon
○	Explosive	Throws the currently selected explosive type. Hold down the button to set up a line of trajectory and release the button to throw
START	Pause	Brings up the ***Game Paused*** menu
SELECT	Quick Turn	Completes a 180 degree Quick Turn
Directional Buttons	Movement	Moves McClane in the specified direction
Left Stick	Movement	Moves McClane in the specified direction
L1	Strafe Left	Walking strafe to the left
R1	Strafe Right	Walking strafe to the right
L2	Select Explosive	Cycle through available explosive types
R2	Select Weapon	Cycle through available weapon types
R3	Advanced Mode	Toggles between Basic Mode and Advanced Mode

Advanced Mode—DUALSHOCK™ analog controller in Controller Port 1

Button	Function	Action
□	Action	Open doors, press buttons, sneak up on bad guys and knock them out.
○	Explosive	Throws the currently selected explosive type. Hold down the button to set up a line of trajectory and release the button to throw
START	Pause	Brings up the ***Game Paused*** menu
Left & Right Directional Buttons	Strafe	Walking strafe left and right
Right Stick	Aim	Aim up, down, left, and right
Left Stick	Movement	Strafe left and right, run forward, walk backwards
Up Directional Button	Forward Movement	Run forward
Down Directional Button	Backwards Movement	Walk backwards

L1	Fire	Fires the currently selected weapon
L2	Select Explosive	Cycle through available explosive types
R2	Select Weapon	Cycle through available weapon types
R3	Basic Mode	Toggles between Advanced Mode and Basic Mode

Note: The Dash and Quick Turn moves are unavailable in Advanced Mode.

SHARPSHOOTING

Standard or DUALSHOCK™ analog controller in Controller Port 1

Button	Function	Action
△	Center Reticle	Automatically returns the crosshairs reticle to the center of the screen
○	Explosive	Throws the grenade. Hold down the button to set up a line of trajectory and release the button to throw
⊗	Fire	Fires the currently selected weapon
START	Pause	Brings up the ***Game Paused*** menu
Directional Buttons	Aim	Moves the crosshairs reticle around the screen
Left Stick	Aim	Moves the crosshairs reticle around the screen
L1	Faster Reticle	Moves the crosshairs reticle faster around the screen when used in conjunction with the directional buttons or Left Stick
R1	Reload	Reloads the currently selected weapon
R2	Select Weapon	Cycle through available weapon types

Mouse in Controller Port 2

Button	Function	Action
Left Button	Fire	Fires the currently selected weapon
Right Button	Reload	Reloads the currently selected weapon

All functions on the controller in Controller Port 1 are available while using a Mouse. Use the controller in Controller Port 1 to switch weapons, throw grenades, and pause the game.

Light Gun in Controller Port 2

Button	Function	Action
Trigger	Fire	Fires the currently selected weapon
SPECIAL/Button B	Explosive	Throws the grenade. Hold down the button to set up a line of trajectory and release the button to throw
SPECIAL/Button B	Select Weapon	Tap this button to cycle through available weapon types
START/Button A	Pause	Brings up the ***Game Paused*** menu

All non-directional functions on the controller in Controller Port 1 are available while using a Light Gun. If your Light Gun does not have a SPECIAL/Button B or additional button, use the controller in Controller Port 1 to switch weapons and throw grenades.

Note: For optimal Light Gun performance ensure that it has been calibrated. Adjusting the television brightness level and the distance between the Light Gun and the television may improve its accuracy.

EXTREME DRIVING

Standard or DUALSHOCK™ analog controller in Controller Port 1

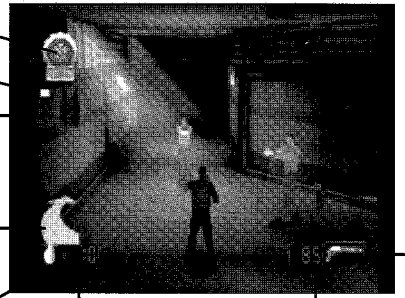
Button	Function	Action
△	Reverse Gear	Selects reverse gear
□	Brake - Reverse	Brakes, and then puts the vehicle into reverse
⊗	Gas	Accelerates
○	Hand Brake	Hand Brake (use in conjunction with steering to make rapid turns)
START	Pause	Brings up the ***Game Paused*** menu
Left Stick (left & right)	Steering	Steers the vehicle left and right
Left & Right Directional Buttons	Steering	Steers the vehicle left and right
Right Stick (up)	Gas	Accelerate
Right Stick (down)	Brake - Reverse	Brakes, and then puts the vehicle into reverse
L1	Camera Up	Cycles up through camera angles
R1	Nitro	Activates Nitrous Boost
L2	Camera Down	Cycle down through camera angles
R2	Reverse Camera	Hold this button down to select rear view

Analog Steering device/Wheel in Controller Port 2

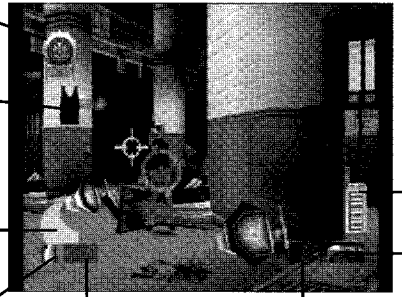
Button	Function	Action
I	Gas	Accelerates
II	Brake - Reverse	Brakes, and then puts the vehicle into reverse
B	Nitro	Activates Nitrous Boost
R	Reverse Gear	Selects reverse gear
L	Hand Brake	Hand Brake (use in conjunction with steering to make rapid turns)
Up Directional Button	Camera Up	Cycles up through camera angles
Down Directional Button	Camera Down	Cycles down through camera angles
A	Reverse Camera	Hold this button down to select rear view
START	Pause	Brings up the ***Game Paused*** menu
Wheel (left & right)	Steering	Steers the vehicle left and right

ON-SCREEN INFORMATION

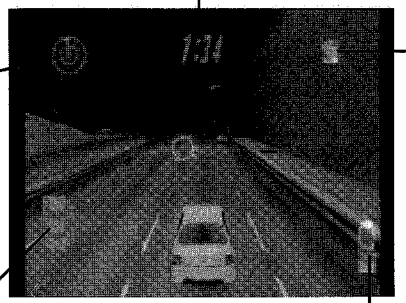
3RD PERSON ACTION/ADVENTURE



SHARPSHOOTING



EXTREME DRIVING



http://www.psxmanuals.com

WEAPONS

NYPD Detective John McClane has learned never to go anywhere without his trusty 15-shot 9mm automatic. In addition to the pistol, McClane can collect any weapons and ammo that he finds.

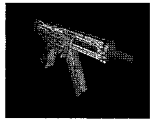
In the 3rd person Action/Adventure game, weapons are automatically reloaded (provided there is available ammo). In the Sharpshooting game, the RELOAD button must be pressed or the Light Gun must be fired off-screen, depending upon which controller is in use.



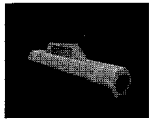
PISTOL: Hard-hitting and with an unbeatable track record, McClane's 9mm is the gift that just keeps on giving. Equipped with a laser sight and unlimited rounds, the pistol is McClane's default weapon and always available for use.



SHOTGUN: Also called the room-broom by military and police personnel, because a few blasts from it will clear even the most crowded rooms. The pistol-grip on the shotgun allows McClane to work at very close quarters. The only drawback is the slow reload.



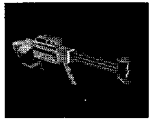
MP5: This is the weapon of choice for most military counter-terrorist groups around the world. Too bad most terrorists carry them for the same reasons. The MP5 fires sustained bursts that rip a room and the bad guys in it to pieces. Tapping or feathering the trigger also allows McClane to fire single shots or short bursts to conserve ammo.



LAW 80 ROCKET LAUNCHER: Definitely a fire-and-forget weapon. One shot can take down multiple terrorists. The rounds for the rocket launcher are not only high-explosive, throwing out a lot of concussive damage, but are also incendiary, taking out anyone in the immediate vicinity.



JACKHAMMER: A truly beefed-up shotgun. Throwing out the same double-ought damage as the regular shotgun, the designers improved upon the original concept of a roomsweeper by making this baby fully automatic. The jackhammer can take out a room full of terrorists in between heartbeats.



SHOCK RIFLE: This is a close-quarters weapon, not one you can fire across a room and hope to do any real damage. But the electrical discharge the shock rifle puts out takes a target down for the count once you've got your sights locked on.



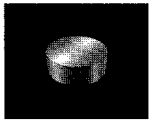
FLAME-THROWER: If you like your terrorists extra crispy, one squeeze from this napalm nightmare will do the trick. You can't break windows with this puppy, but its lethal discharge will guarantee you're kicking serious ash in one flash-fried second!

EXPLOSIVES

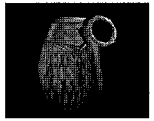
In addition to the weapons and ammo, McClane can also collect different types of explosives.



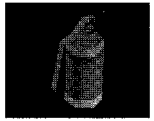
SMOKE GRENADE: Stumbled into a room full of bad guys? The Smoke Grenade will buy you enough time to attack or retreat, and maybe follow up with some of the other nasty surprises you're packing.



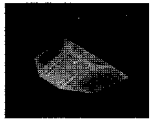
FLASH BANG GRENADE: Another great grenade to buy yourself an edge. Any enemies standing nearby when this lethal package goes off will be stunned long enough for you to get down to business.



FRAG GRENADE: This high-explosive grenade is intense. Chuck it into a room or hallway and forget everyone in the vicinity of the resulting explosion. Totally debilitating and merciless.



INCENDIARY GRENADE: This fiery little number is great for clearing out rooms or hallways when you're in the mood for a weenie roast. Toss it, drop back out of reach and watch as it gets terrorists all fired up and flame-broiled.



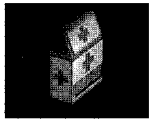
PROXIMITY MINE: Picked up a shadow while you're out scouting around? Got a guy on your tail with a bigger gun? Or maybe you just want to cause a little confusion in the ranks. Drop one in a room and get well clear before it has armed itself, and don't forget where you leave them in case you have to retreat!

PICKUPS

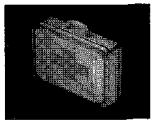
3RD PERSON ACTION/ADVENTURE AND SHARPSHOOTING



WHOOP ASS: This energy drink revitalizes attitude and automatically replaces 5 percent of McClane's health.



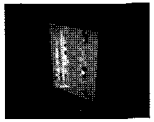
FIRST AID PACK: Automatically restores 25 percent of McClane's health.



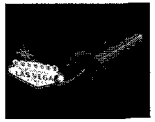
MEDICAL KIT: Automatically restores 100 percent of McClane's health.



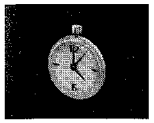
BULLETPROOF VEST: It'll never win first prize in an outerwear fashion show, but when it comes to stopping hostile enemy fire, it can't be beat. Too bad it gradually gets beat to pieces.



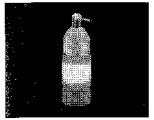
SECURITY CARDS: In the 3rd person Action/Adventure game, McClane will be required to find and take Security Cards that will grant him access to locked areas of buildings, tunnels, and warehouses.



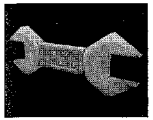
KEYS: Finding these hidden keys gives McClane access to special vehicles he can use later in the game.



TIME ADDED: Extends the amount of time you have to complete a mission.



NITRO: When McClane has to get somewhere in a hurry, he shouldn't hesitate to use the Nitrous Boost to get there a little faster. When activated, it only lasts for a short time, but man whatta ride!



REPAIR: These pickups will automatically repair damage to the wreck that McClane may be piloting at the time.

