PlayStation

NTSC U/C

Playstation

MATURE

CONTENT RATED BY ESRB

SLUS-00922/90064

Dino Crisis™

Bonus! Includes
Resident Evil 3
Nemesis™
Demo Disk!

2 DISCS

CAPCOM

CAPCOM

A Special Message from CAPCOM ENTERTAINMENT

Thank you for selecting DINO CRISIS for your PlayStation® game console. We at CAPCOM ENTERTAINMENT are proud to bring you this thrilling new addition to your video game library.

CAPCOM ENTERTAINMENT, INC.
475 Oakmead Parkway, Sunnyvale, CA 94086
© CAPCOM CO., LTD. 1999 ALL RIGHTS RESERVED.
© CAPCOM U.S.A., INC. 1999 ALL RIGHTS RESERVED.
CAPCOM and the CAPCOM LOGO are registered trademarks of CAPCOM CO., LTD. DINO CRISIS is a trademark of CAPCOM CO., LTD. PlayStation and the PlayStation logos are registered trademarks and DUAL SHOCK is a trademark of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association.

CAPCOM EDGE HINT LINE

Hints are available:

1-900-976-EDGE (1-900-976-3343)

$.99 per minute for 24-hr. pre-recorded information.
$1.35 per minute for live Game Counselor assistance.
From Canada: 1-900-677-2272 ($1.35 per minute).
Must be 18 years or older, or have parental permission.
Game Counselors available Monday-Friday 8:30 a.m. - 5:00 p.m. Pacific Time. This hint line supports games produced by CAPCOM ENTERTAINMENT, INC. only.
No hints will be given on our Consumer Service line.
You must have a touch-tone phone to use this service.

CAPCOM ON-LINE

http://www.capcom.com
Visit our website to see all the great new CAPCOM products or to check out featured games on-line!
You can also e-mail us at megamail@capcom.com for help or to find out what's new at CAPCOM!

CONTENTS

Setting Up 2
Controls 3
Getting Into the Game 4
Setting Options 4
Saving and Loading Games 5
A Mysterious Catastrophe 6
Special Moves 7
Using the Inventory 8
Using Weapons 10
Using Medical Supplies 11
Using the Map 12
Using Emergency Boxes 13
D.D.K. Door Locks 14
Combat Know-How 15
Damage 16
End Game Screens 17
Regina 18
Dr. Kirk 18
Gail 19
Rick 19
Weapons 20
Combat Field Manual 21

CONTROLS

MENUS

Start button – Start game / Bypass cinema / Pause or resume

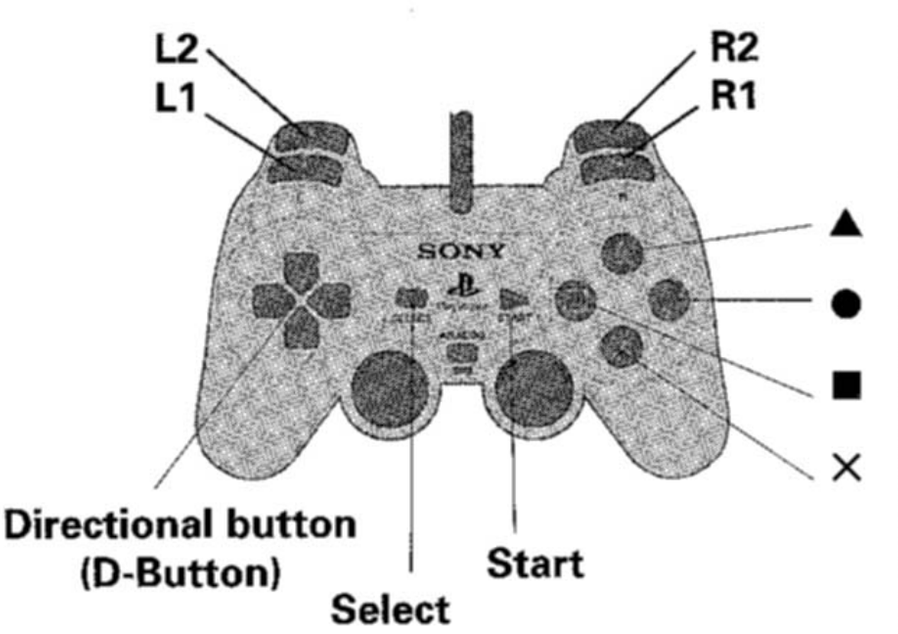
Select button – Access Option screen during play

Directional button (D-Button) – Select options

× **button** – Confirm choice / Advance

▲ **button** – Cancel selection / Close menu

● or ■ **button** – Scroll through dialog



Note: Compatible only in Digital and Analog mode.

INVENTORY

● **button** – Open or close inventory

▲ **button** – Cancel submenu

× or ■ **button** – Open submenu / Make selection or decision

D-Button

↑ Toggle submenus / Highlight supplies

↓ Highlight supplies, items or equipment

Note: These are the default button controls. To change them, use the Key Config option, described on page 4. You can also turn the vibration function on/off in Key Config mode (DUAL SHOCK™ analog controller only). To reset the default controls, press the Select button during gameplay and select the RESET option.

CHARACTER CONTROLS

D-Button

↑ Move forward / Push objects

↓ Move backward

→ Turn right

← Turn left

× **button** – Action (open doors, handle objects, fire weapon with R1 hold)

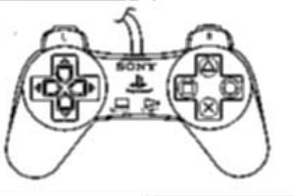
■ **button** – Run

R1 button (hold) - Draw weapon

L1 button - Change target

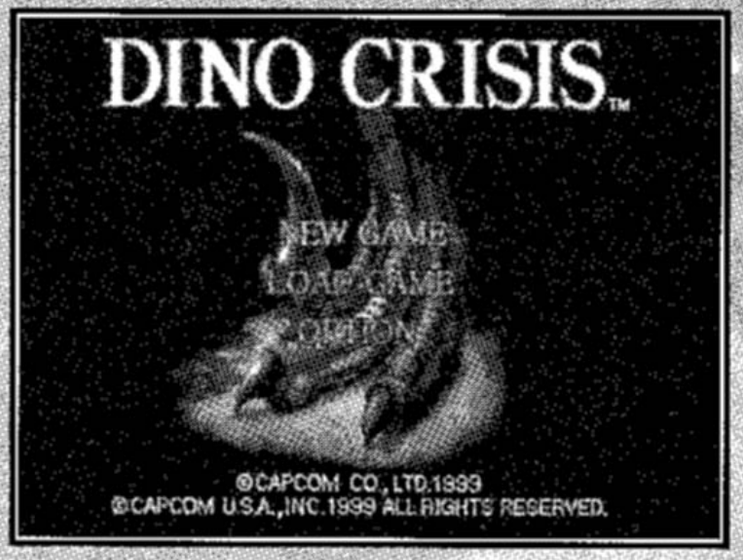
R2 button - Quick 180° turn

Note: You may have a controller that looks like this. If so, please follow the digital instructions outlined on this page.



GETTING INTO THE GAME

1. Press START at the title screen to display the Game Mode menu.
2. Highlight NEW GAME and press START or the ✕ button.
3. Use the D-Button to highlight a difficulty: EASY or NORMAL.
4. Press START or the ✕ button to begin the adventure.



SETTING OPTIONS

Highlight OPTION on the Game Mode menu and press START or the ✕ button.

- Press the D-Button up/down to highlight an option; press left/right to adjust or change a setting.
- Press the ✕ button to open an option's submenu; press the ▲ button to cancel a menu or submenu.

OPTIONS

KEY CONFIG	Choose from three different button configurations and turn the vibration function ON or OFF (Dual Shock™ analog controller only).
SOUND	Set game sound to STEREO or MONAURAL; adjust volume of background music (BGM) and sound effects (SE).
MONITOR TUNING	Adjust your monitor's brightness (available only with TVs that have a brightness adjustment feature).
RESET	Restore default settings and return to Game Mode screen.
EXIT	Return to Game Mode screen.

SAVING AND LOADING GAMES

You must use a Memory Card in order to save game data.
You must have a Memory Card containing saved games in order to load games.

SAVING GAME DATA

You can save game data when leaving certain rooms. When you begin to leave by opening a door, you will be asked if you want to save game data.

To save:

1. Select YES when prompted and press the × button.
2. Press the × button again to display the saved data screen.

   If you have multiple saved games, press the D-Button up/down to highlight the game you want to overwrite.
3. Press the × button to save.

   When overwriting game data, highlight YES when prompted and press the × button.
4. Select EXIT and press the × button to continue the game.



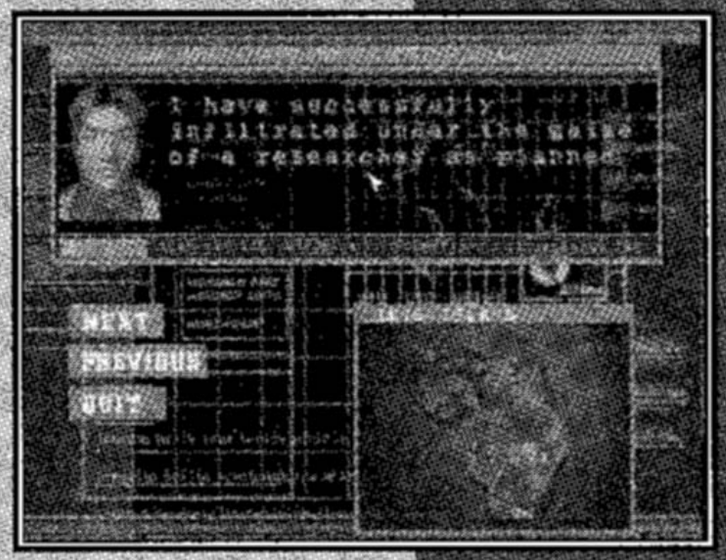
LOADING GAME DATA

With one or more saved games, you can resume play from the Game Mode menu.

To load a saved game:

1. On the Game Mode menu, highlight LOAD GAME and press the × button. A list of saved games will appear.
2. Press the D-Button up/down to highlight a saved game.
3. Press the × button to load the game.

A MYSTERIOUS CATASTROPHE



Three years ago, an award-winning research scientist, Dr. Edward Kirk, perished in an accident during one of his experiments. He had been working on the development of pure energy technology, code-named "Third Energy."

The unexpected explosion occurred soon after the government terminated funding of the research, assessing the process as non-productive. To most of the world, the entire incident was just an insignificant piece of news.

Earlier this year, a military agent sent to Ibis Island on a separate mission brought back surprising information. He reported that Dr. Kirk was alive and continuing his research at a military facility in the Borginia Republic.

Now special agent Regina heads for the isolated island. She is accompanied by her team, an elite task force specially trained to handle sensitive military situations. Each member is a specialist in a particular field.

Their assignment: infiltrate Ibis Island, find Dr. Kirk and return him unharmed to the home country.

It is supposed to be just another routine mission . . .

SPECIAL MOVES

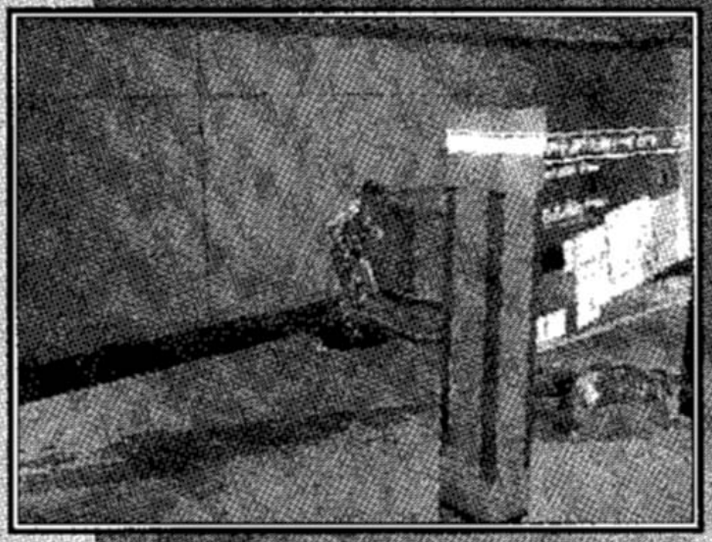
DRAWING YOUR WEAPON

- Press and hold the R1 button to draw your weapon.
- Press the D-Button + hold R1 to walk and turn with a drawn weapon.



QUICK 180° TURN

- Press the R2 button to turn around quickly.
- Quick turns are especially useful for escaping from enemies.
- You cannot quick turn while moving or while your weapon is drawn.



PUSHING ITEMS

- Turn your character to face an object you want to move and press and hold the D-Button up.
- If the object is moveable, the character will push it.

ENTERING DOORWAYS & CLIMBING

- Press the Action button (default ×) to open doors, and to climb or descend stairs, ladders, vents and other climbable objects.

USING THE INVENTORY

Without her inventory, Regina would have no hope of completing her dangerous assignment. She'd even have trouble staying alive!



Press the Inventory button (default ●) to open the inventory. Use the four main buttons, ITEM, EQUIP, MAP and MIX, to manage your inventory collection.

- Use the D-Button to highlight a supply, item, piece of equipment or action and press the Action button (default ✕).
- Highlight an action and press the Action button.
- Press the Inventory button to return to your mission (or highlight the main EXIT button and press the ✕ button).



ITEM

Use or review the items you are carrying.

SUPPLIES	Bullets and med paks. You can carry only a limited supply.
ITEMS	Keys and items for solving puzzles. Of these, you can carry an unlimited supply.
USE	Use an item.
CHECK	Examine an item or weapon.
SORT	Combine similar items (supplies only).

EQUIP

Equip or review the weapons you've acquired. After selecting a weapon, choose an action for it:

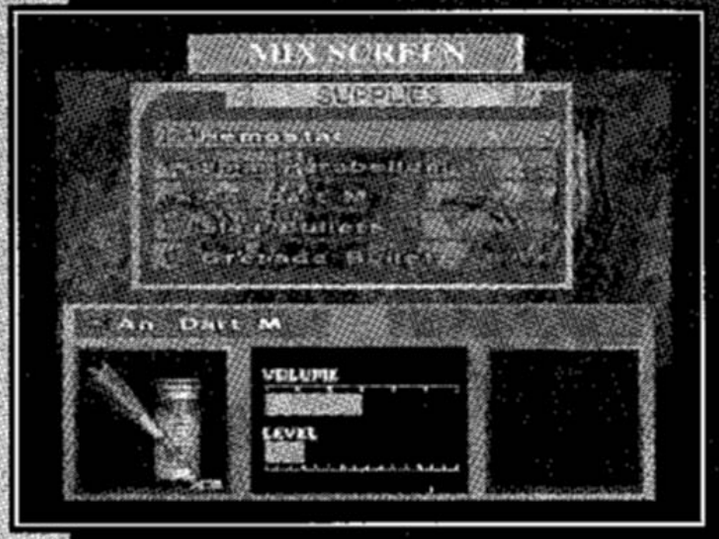
EQUIP	Make a weapon or bullets ready to use.
CHECK	Examine a weapon or bullets.



MIX

Create a new item, or upgrade some items by combining two supply items. After selecting an item, choose an action for it:

MIX	Combine two items.
CHECK	Examine an item.
SORT	Combine similar items (Supplies only).

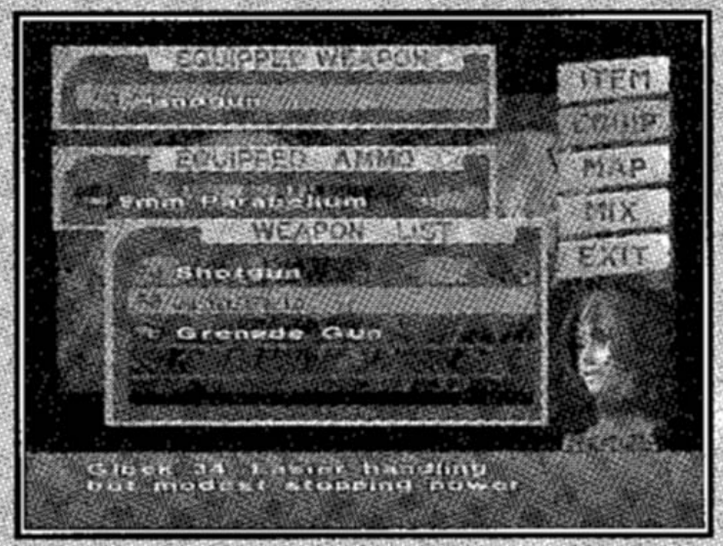


MIXING ITEMS

Use MIX to combine certain items to make new items. For example, by mixing a hemostat with a multiplier, you can double the number of hemostats you have.

USING WEAPONS

When Regina picks up a new weapon, it is not ready to use. It is only added to the equipment in the inventory. To use it, you must equip the weapon and its ammunition.



To pick up a weapon or ammo, walk up to it and press the Action button (default ×). The item is added to your inventory. Regina starts the mission with one or more weapons depending on your difficulty mode. **You must equip other weapons and ammo before you can use them.**

To ready a weapon for use:

1. Press the Inventory button (default ●) to open the inventory.
2. Highlight EQUIP and press the Action button.
3. Highlight EQUIPPED WEAPON to use the weapon currently selected, and press the Action button.

   To select a different weapon, press the D-Button right to open the WEAPON LIST. Press the D-Button up/down to highlight a weapon and press the Action button. Press the Action button again to bring the weapon into use.
4. Next, highlight EQUIPPED AMMO and press the Action button to load your weapon with the currently selected ammunition.

   To load different ammunition, press the D-Button right to open the AMMO list for the selected weapon. Highlight an ammunition and press the Action button. Press the Action button again to load the ammo into the weapon.
5. Press the Inventory button to close the inventory and return to the mission with a loaded weapon.

USING MEDICAL SUPPLIES



When Regina is injured, she begins holding her arm or even struggling to walk. She needs medical attention, the sooner the better.

You can collect two types of medical supplies:

MED PAK	Heals some injuries.
HEMOSTAT	Stops bleeding injuries.

To use one of your medical supplies:

1. Open the inventory.
2. Press the Action button to open the Item submenu.
3. Select a MED PAK or HEMOSTAT from the supplies list and press the Action button.
4. Press the Action button again to administer medical relief.

Note: See the "Damage" section on page 16 for more information about dealing with a character's injuries.

USING THE MAP

The map keeps you on track. Use it to locate your room position in a level, and ascertain how much more of the level you still need to explore. The map also displays locations of locked doors. When Danger Events occur (see page 16), the map displays their location. Be alert, and target these areas for immediate exploration.



To use the map:

1. Press the Inventory button (default ●) to open the inventory.
2. Select MAP and press the Action button (default X) to display the map.
3. Press the D-Button up/down to view different floors of the complex.

MAP LEGEND

Blue room	= Regina's location
Red room	= destination
Compass pointer	= direction of travel
Red spaces	= locked doors
"S"	= Save point

USING EMERGENCY BOXES

Emergency boxes are installed on walls within the complex. They have a number of uses:

- They contain medical supplies that you can quickly access in case of emergency.
- You can store items in these boxes to keep Regina's carried supplies to a minimum.
- Once you unlock an emergency box, you can return to it later to retrieve or leave items.
- By using ACCESS from an emergency box, you can use remote boxes that you've unlocked, as long as they're the same color as the emergency box you're using.
- By using SORT, you can sort supplies in an emergency box and in the supply inventory.





Emergency boxes are red, green or yellow. You must obtain a different number of plugs in order to open each color type. When you attempt to open an emergency box, you'll be alerted to the number of plugs required for access.

To use an emergency box:

1. Walk up to it and press the Action button (default X) to open the box. A list of the emergency box contents appears on the top; Regina's supplies are listed below.
2. Press the D-Button up/down to move through the list; press left/right to turn pages.

To move items:

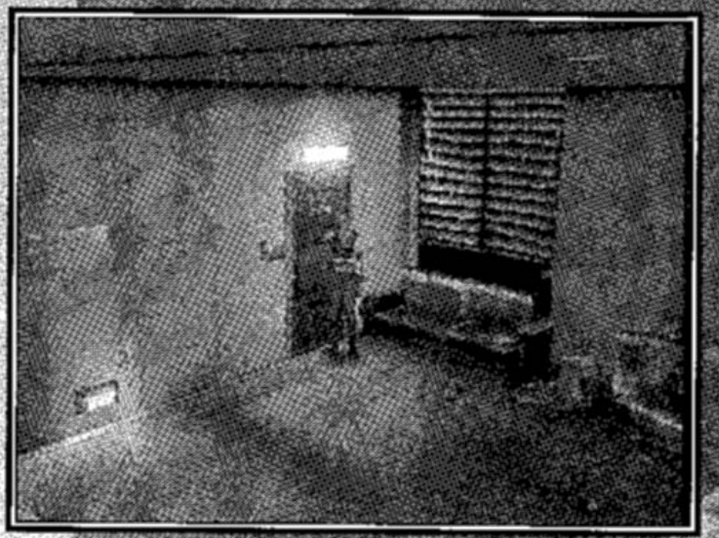
1. Highlight an item you want to move and press the Action button (default X). A space on the other list (either emergency box contents or Regina's supplies) will be automatically highlighted.
2. Move that highlight by pressing the D-Button up/down.
3. Press the Action button to make the move.
   - If the highlighted space contains an item, it is swapped with the item on the other list.
   - If NO ITEM is highlighted, a simple item transfer from one list to the other occurs.



D.D.K. DOOR LOCKS

Some doors in the complex are locked by a D.D.K. (digital disc key) device. To open a D.D.K. door:

1. Find both a code disc and an input disc. Use the discs at the device next to the door.
2. Decipher the code and input the answer.
   - Use the D-Button to select letters/numbers.
   - Press the Action button to enter a selected character. To erase a character, highlight DELETE and press the Action button.
   - When you finish inputting, select ENTER. If the answer is correct, the door unlocks.





COMBAT KNOW-HOW

WEAPON LOSS

During an attack Regina's weapon may be knocked out of her hand. When this happens, a blue arrow points toward the weapon. Move Regina close to the weapon to retrieve it.

FORCE FIELDS



Force fields throughout the complex can be activated to block access by intruders. When a force field is on, its red beams block the passage. Lighted green switches may be force fields that are turned off.

To activate/deactivate a force field:

1. Move Regina up to the control switch and press the Action button. A message asks if you want to turn the force field on or off.
2. Highlight YES and press the Action button to change the status of a force field.

DANGER EVENTS



When "DANGER" flashes on screen, a dangerous event is occurring. Immediately tap all the controller buttons (except START and SELECT) as rapidly as possible. The faster you tap, and the more buttons you repeatedly press, the better chance you have of surviving.

DAMAGE

Regina takes damage when she's attacked by enemies. Her condition will deteriorate according to how much injury she suffers.



PHYSICAL CONDITION

Watch Regina's motions to determine how much damage she's taken. The weaker she appears, the more she's hurt. Use a med pak (see page 11) to heal these types of injuries.



BLEEDING

A trail of blood will sometimes appear, indicating your character is bleeding from her injuries. If this continues, Regina will gradually lose her strength. Use a hemostat (see page 11) to stop bleeding.

END GAME SCREENS

GAME OVER

When Regina's strength ebbs away to nothing, she dies. The game is over, but if you have Continues available, the Continue screen appears.

CONTINUE SCREEN

Select CONTINUE from this screen to resume your game at the room in which Regina died. The number of Continues is limited to five.



EXIT

Select EXIT to quit the game for good and return to the title screen. If you have no Continues left, this is your only option.

REGINA

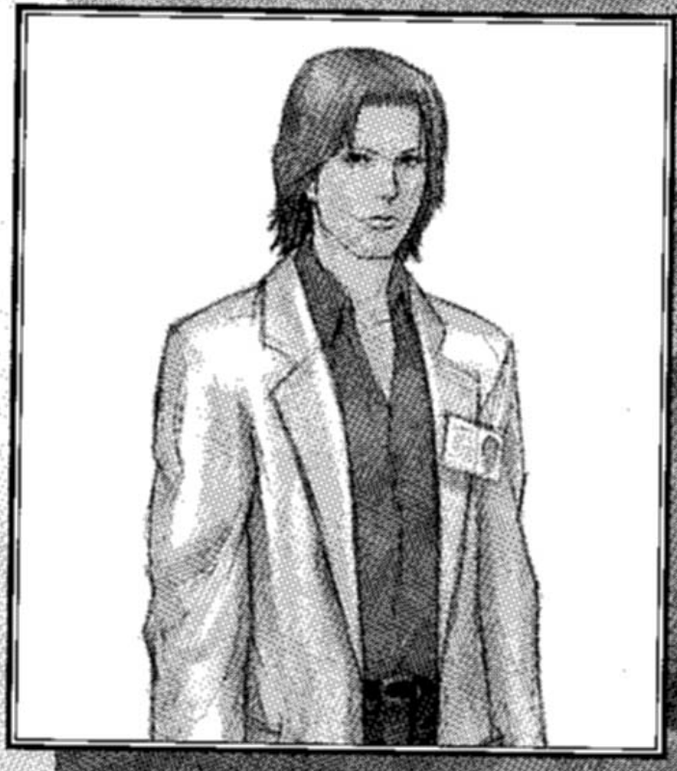
An elite member of a special task force, Regina is a weapons specialist. She is excellent at handling all firearms. Modifying weapons is her hobby.

Regina is agile and excels at stealth actions. She analyzes all situations and takes action based on her good judgment.



DR. KIRK

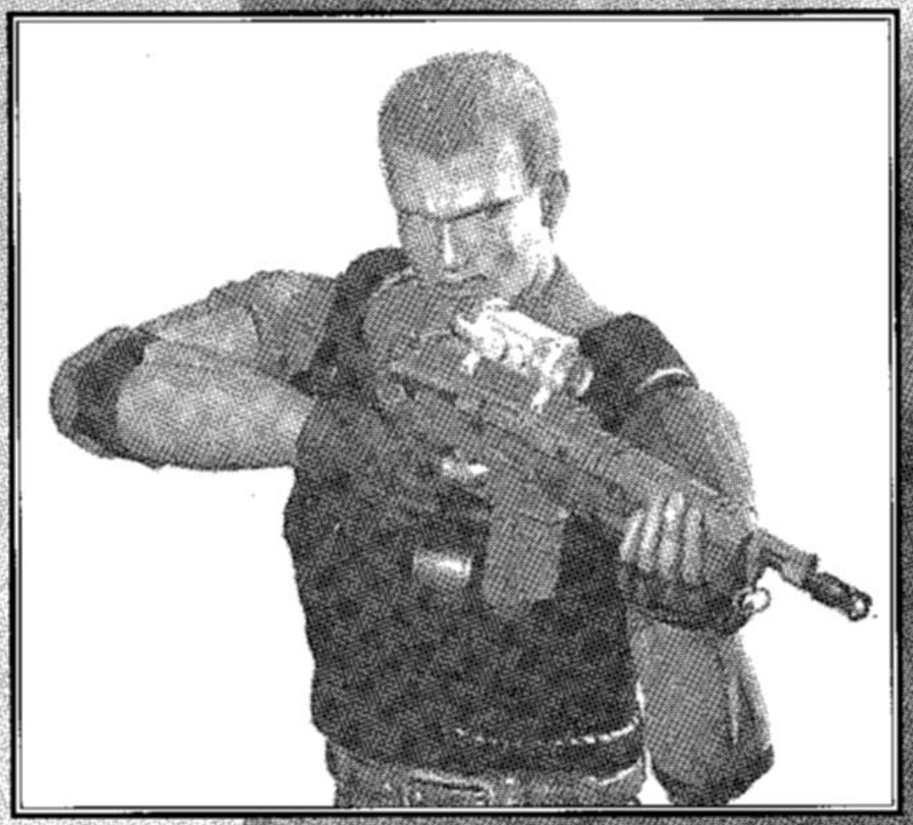
Research scientist Dr. Kirk was reported to have died in a lab explosion three years ago. Though young, Dr. Kirk is an authority on energy technology. When the explosion occurred, he was experimenting with the ultimate clean energy known as "Third Energy". This egocentric genius is totally focused on his research and doesn't care how it might affect society. He is selfish, highly emotional, and unable to separate wrong from right. He'll stop at nothing to complete his research.



GAIL

An experienced veteran working with Regina on this mission, Gail has developed an impressive reputation based on his icy judgment and strong will.

For him, a mission is a game of chess, and everything in it – including team members – is a tool to be manipulated at will.



RICK

Rick is gifted with numerous special abilities including computer expertise, medical knowledge and heavy equipment/ vehicle operation. He is humane and always puts his team members first. His compassion for friend and foe alike sometimes presents an obstacle to completing a mission.



WEAPONS

HANDGUN

The Glock 34 uses 9mm Parabelum bullets and is manufactured by the Glock Company.



HANDGUN (MODIFIED)

The Glock 35 is a special version of the Glock 34. It uses both 9mm Parabelum and 40S&W bullets.

9MM PARABELUM BULLETS

Standard bullets for the Glock 34 and Glock 35.

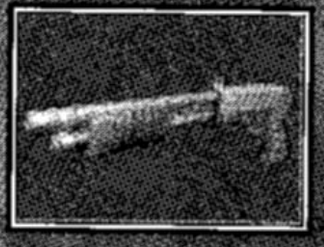


40S&W BULLETS

Used for the Glock 35, this is more powerful ammunition than the 9mm Parabelum bullets.

SHOTGUN (MODEL PA3)

A pump-action shotgun made by the L. Franchi Company.



ANESTHETIC DART

Used for PA3 or SPAS12, these paralyze dinosaurs for a limited time.



COMBAT FIELD MANUAL

WEAPON FEATURES

Each weapon is upgradable, with several types of bullets for each weapon.

HANDGUN Damage is relatively slight, but the handgun is easy to handle.

SHOTGUN Damage is relatively extreme, but the recoil is powerful.

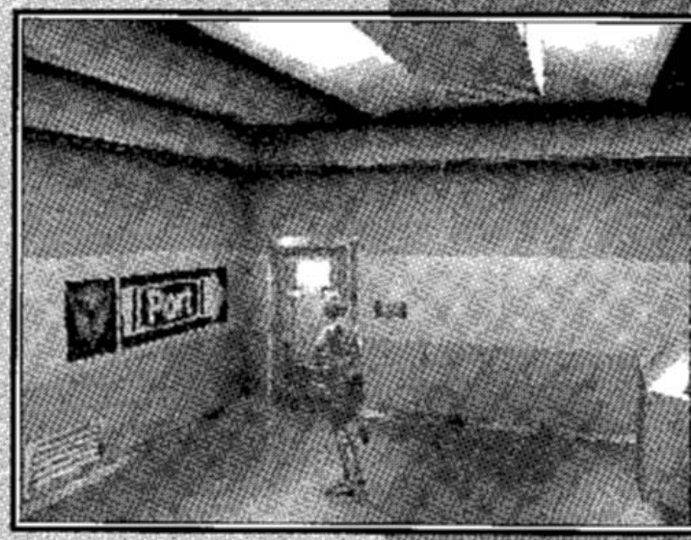
COMBAT

- Each weapon has an automatic targeting function.
- When you search with a drawn weapon, you can attack faster.
- An enemy's attack may knock Regina's weapon out of her hand. Pick it up as fast as possible.

ESCAPE

- Use 180° turns to rapidly run from attacking monsters.
- You can sometimes use objects to block an enemy.
- Watch out! Some dinosaurs can open doors!

PUZZLES



- Certain objects (shelves, boxes, etc.) can be moved if you push them. This is a good way to find helpful items.
- Check files and items for important hints.
- Try to examine everything closely.

MIXING

Create anesthetic darts and med paks by mixing items. Mix the same type of items for better results. With some combinations, you can also increase the number of items. Try different combinations to see what you can create!

Try these mixtures:

- Large anesthetic dart – One shot paralyzes dinosaurs; effect lasts longer.
- Medium anesthetic dart – One shot paralyzes dinosaurs.
- Small anesthetic dart – Several shots paralyze dinosaurs.

  Note: Some enemies are resistant to anesthetic darts.
- Large med pak – completely heals your character and stops bleeding.
- Medium med pak – completely heals your character.
- Small med pak – partially heals your character.
- Hemostat – stops character's bleeding.