
PlayStation
NTSC U/C
PlayStation
TEEN
CONTENT RATED BY ESRB
SLUS-00745
DARKSTALKERS 3
CAPCOM



ENGLISH

CONTENTS

GAMEPLAY

3 Introduction
3 Setting Up
4 Controls
5 Game Screen
6 Game Rules
7 Game Modes
8 Options
9 How to Play
10 Impact Damage Gauge
11 Special Stock Gauge
12 Special Moves

CHARACTERS

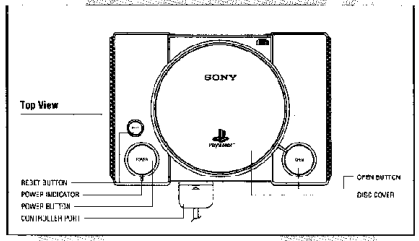
14 Jedah
14 B. B. Hood
15 Q-Bee
15 Lilith
16 Demitri
16 Morrigan
17 Anakaris
17 Victor
18 L. Rapter
18 Hsien-ko
19 J. Talbain
19 Felicia
20 Rikuo
20 Sasquatch
21 Bishamon
21 Donovan
22 Pyron
22 Huitzil

INTRODUCTION

Jedah, one of the three largest noblemen in the Dark World, was resurrected.

"I shall be the one to unite every dispirited soul," he boasted.

For perfect salvation of all souls, he summoned the owners of "valuable souls" to his Dark Dimension, to unite them all to himself.



SETTING UP

PlayStation® Game Console

1. Set up your PlayStation® console according to the instructions in its Instruction manual.
2. Make sure the power is off before inserting or removing the CD. Insert the **DARKSTALKERS 3** CD and close the Disc cover.
3. Insert one or two game controller(s) and turn on the PlayStation®.
4. Follow on-screen instructions to start the game.

   NOTE: It is advised that you do not insert or remove peripherals or Memory cards once the power is turned on.

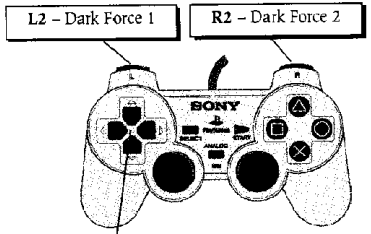
Memory card

You can save games at their current level of play onto a Memory card, and resume play on previously saved games. Insert a Memory card into Memory card Slot 1 on the game console before starting play.

- **DARKSTALKERS 3** requires 1 free block of memory.
- If a Memory card is full, you won't be able to save games to it. Delete unwanted data from the Memory card before starting play.
- Do not remove a Memory card while saving or loading; doing so could damage the game data.

CONTROLS

Notes:
- These are the default button assignments. To change the assignments, use the Key Config option (see page 8).
- Reset the game from the controller by pressing the **START** and **SELECT buttons** simultaneously and holding for 3 seconds.



START Button
- Start game; bypass demo.
- Pause; unpause.
- Join-in for Player 2.

SELECT Button
- Taunt.
- Display menu while pausing.

PUNCH Buttons
■ – Light
▲ – Medium
L1 – Heavy

KICK Buttons
× – Light
● – Medium
R1 – Heavy

Other Operations
× – Choose.
▲ – Cancel.

DIRECTIONAL Button

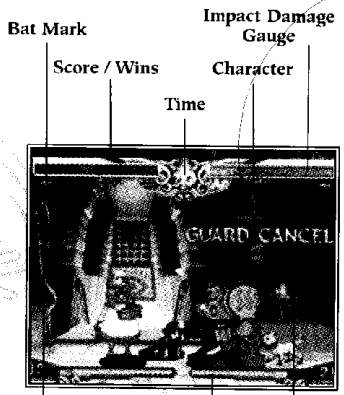
Use these controls for characters facing right. Reverse the left/right directions for characters facing left.

- → Move forward.
- ← Move backward; standing block.
- ↑ Vertical jump.
- ↗ Diagonal forward jump.
- ↖ Diagonal backward jump.
- ↓ Crouch.
- ↘ Crouch.
- ↙ Crouching block.

ANALOG CONTROLLER (DUAL SHOCK)

DARKSTALKERS 3 is compatible with the ANALOG CONTROLLER (Dual Shock):
- Turn Vibration on/off from the Option Menu (see page 8).
- The left and right sticks are not used.

GAME SCREEN



Impact Damage Gauge – The colour in the gauge builds up as you take damage. When the gauge is full, you lose one gauge. (See "Impact Damage Gauge" on page 10.)

Bat Mark – The number of impact damage gauges remaining.

Score / Wins – Your current score (in 1 player games) or number of wins (in 2 player games).

Time – Time remaining in the bout. When times reaches zero, the match ends and a winner is declared. You can set the time limit in Option mode (see page 8).

Character – Your character's name.

Auto Mark – Displays when you choose Auto Mode (see page 9).

Special Stock Gauge – The colour in the gauge builds up as you attack. When you have any Special Stock, you can perform special moves such as Dark Force, ES and EX attacks (see pages 12 - 13).

Bonus Message – Appears when you succeed in performing certain special moves.

GAME RULES

Match Play

A match lasts for one round. The match ends when either warrior loses all the impact damage gauges (watch the Bat Mark) or time runs out, and the winner is declared.

Winning and Losing

- When a character's impact damage gauge fills, that character loses one gauge and one Bat Mark. The first player to use up all Bat Marks loses the match, and the other player is declared the winner.
- If time runs out before either fighter uses up all Bat Marks, the player left with the most Bat Marks wins.
- If time runs out and both players have the same number of Bat Marks left, the player with the least damage in the impact damage gauge is the winner.

Draw Game

When time runs out, a draw game occurs if both players have the same amount of damage and the same number of Bat Marks remaining.

Double KO

A double KO occurs when both fighters lose the last Bat Mark at the same time.
A double KO is a draw game.



GAME MODES

Arcade Mode

1 Player. Choose your character from 18 warriors, and fight against CPU opponents. Defeat seven other fighters to win the game. You can continue after losing. Press the **START** button for Player 2 to join in.

Versus Mode

2 Players. Choose characters and a stage and adjust handicaps before every match. (You must connect two controllers to the PlayStation® in order to choose this mode.)

Training Mode

Practice your moves. Choose your character and an opponent character. Select the Training menu from the pause menu to change training options.

Original Mode

Edit the name and color of a chosen character. Increase your character's status by defeating CPU warriors. These options are available:

Edit – Customize the character's name, color and type and check his or her status.

1P Battle – Match your character against CPU fighters. At the end of the match, your character will gain experience points. Depending on how well you fought, your character's attacking power, maximum number of impact damage gauges and Special Stock gauges may increase.

VS Battle – Go head to head with a friend's edit character. (You must connect two controllers in order to choose this mode.)

Load – Load an edit character from a Memory Card.

Save – Save edit character data to a Memory Card.

Quit – Return to the title screen.

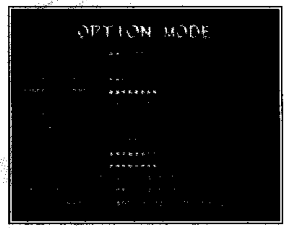
Collection

Browse through a gallery of portraits of the **DARKSTALKERS 3** characters.

OPTIONS

Choose Option Mode from the Mode Select screen. Use the Option Menu to adjust various game settings.

- Press the **DIRECTIONAL buttons** ↑ / ↓ to choose items, and press → / ← to adjust the settings.



Options

Difficulty – Increase the skill level by adding stars.

Time Limit – Set Time Limit ON or OFF for each round.

Damage Gauge – Adjust the number of impact damage gauges from one to four.

Turbo Speed – Adjust the game speed.

Key Config – Reassign the button controls for punches (all strengths), kicks (all strengths), and Dark Force 1 and Dark Force 2 special moves. You can also change the button settings by pressing the **SELECT** button while paused.

Short Cut – Toggle ON or OFF. ON shortens loading time by simplifying some game screens.

Vibration – Toggle Vibration ON or OFF Analog Controller (DUAL SHOCK) only.

Sound Mode – Choose STEREO or MONAURAL sound.

BGM Volume – Adjust BGM volume levels.

S.E. Volume – Adjust S.E. volume levels.

Screen Adjust – Adjust screen position.

Memory card – Save current settings, and load previously saved game data, including settings and high score ranking.

Make sure there are enough free blocks on your Memory card before commencing play.

http://www.psxmanuals.com

HOW TO PLAY

1. Choose a game mode.
2. Choose a character.
3. Choose a game setting:

   Normal – No special settings.

   Turbo – Accelerated game speed.

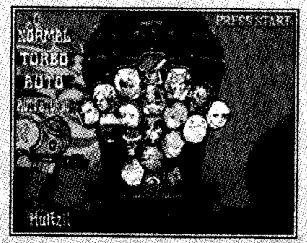
   Auto – Your character has automatic blocking.

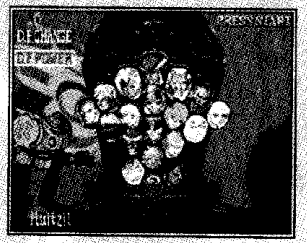
   Auto & Turbo – Accelerated game speed plus automatic blocking.
4. Choose a Dark Force type:

   DF Change – Use characters from the original arcade version of **DARKSTALKERS**3 plus original PlayStation® version characters Donovan, Pyron and Huitzil. Dark Force takes one Special Stock gauge. Air chain combo is always available without consuming any Special Stock gauge.

   DF Power – Use characters from the games *Vampire Savior, Vampire Savior 2* and *Vampire Hunter 2*. Dark Force takes two Special Stock gauges. Air chain combo is available only during Dark Force. Also, you can give unrecoverable damage to opponents, and certain EX moves become more powerful during Dark Force.







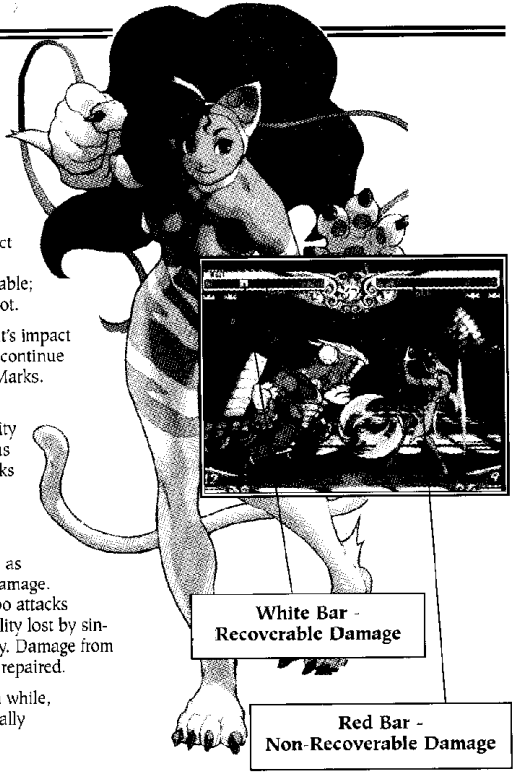
About Auto Mode

When you select the Auto setting, your character will automatically block opponents' attacks. On the down side, you take slight damage even when you block a normal attack, and your maximum number of Special Stock gauges is limited to three.

IMPACT DAMAGE GAUGE

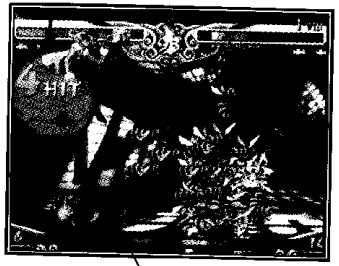
When you take damage, the impact damage gauge builds up. Damage shown by the white bar is recoverable; damage shown by the red bar is not.

- Even if you fill up an opponent's impact damage gauge, the match will continue until one of you loses all Bat Marks.
- Any character losing one Bat Mark will return with full vitality in the impact damage gauge, as long as he or she has Bat Marks left. The winning character does not recover vitality.
- When you take damage, your vitality will recover by degrees as long as you don't take more damage. Basically, vitality lost by combo attacks returns more quickly, and vitality lost by single attacks returns more slowly. Damage from Dark Force attacks cannot be repaired.
- If you don't take damage for a while, the white part recovers, gradually returning to green.



SPECIAL STOCK GAUGE

The Special Stock gauge builds up as you attack. When the gauge is full, you gain one Special Stock attack. You can store multiple gauges until you use them. Having Special Stock gauges allows you to perform Dark Force, ES (Especial) and EX (Extra Special) attacks.



Special Stock Gauge

Attacks

Dark Force – Each character has a unique Dark Force attack.

- **DF Change Characters** – Require one Special Stock gauge to perform Dark Force. They can perform Air Chain Combos at any time.
- **DF Power Characters** – Require two Special Stock gauges to perform Dark Force. The damage you cause cannot be recovered, and your character's vitality will recover. Also, a certain EX attack becomes more powerful.

ES Attacks – These enhanced versions of special moves require one Special Stock gauge. Perform ES attacks by pressing two Punch (P) or Kick (K) buttons while giving a special move command with the **DIRECTIONAL buttons.** You can make ES versions of pursuit commands in the same way. (Some normal moves do not have ES versions.)

EX Attacks – These extremely powerful moves require one to three Special Stock gauges. Each character has several EX attacks.



SPECIAL MOVES

How to Read the Moves

The following pages give the button combos for Special Moves and each character's unique moves. The abbreviations and symbols below are used to describe the moves:

- **P** – Punch button (light, medium or heavy).
- **K** – Kick button (light, medium or heavy).
- **↑ ← ↙ ↓ ↘ → – DIRECTIONAL button** presses.
- [DFC] – Dark Force Change type.
- [DFP] – Dark Force Power type.
- [GC] – Guard Cancel attack.

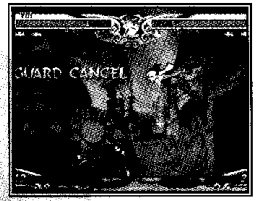
Note: These moves are for players facing right. Reverse the right/left and diagonal moves for characters facing left.

Guard Cancel

While blocking an attack, press: **→↓↘ + P or K**

Input the command while blocking.

Your character will flash and make a counterattack!



Advancing Guard

While blocking an attack, press: **P or K rapidly**

Press any P or K button rapidly while blocking.

Your character will flash and push the opponent back!

Dash

→→ or ←← rapidly

Move faster than a standard walk.



Block and Air Block

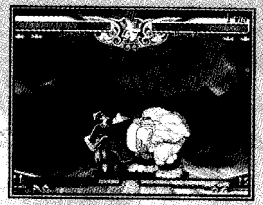
→ or ← away from opponent

Throw or Grab

When close to opponent, press:

→ or ← + MP or HP or MK or HK

Throw your opponent. Some characters grab the opponent instead of throwing.



Retreat & Stand (not shown)

When your character falls, press: **→ or ← + P or K**

Avoid opponent's pursuit by rolling and standing up.



Pursuit

When opponent falls, press: **↑ + K**

You can pursue and attack!

Recovery and Escape

→ or ← + P or K rapidly

Recover from dizziness and escape grab moves quickly.



Defensive Fall

When opponent grabs your character, press:

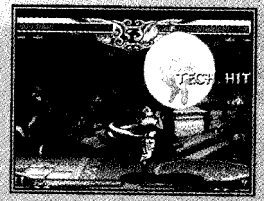
→ or ← + MP or HP or MK or HK

Reduce your damage by falling defensively.

Basic Chain Combo (not shown)

LP, MP, HP or LK, MK, HK

Press light, medium and heavy attack buttons in sequence. You can also perform Chain Combos in the air



Taunt (not shown)

Select button



The Lord of the Vampire

"I shall be the one to unite every dispirited soul."

Jedah resurrected to save the Dark World from being ruined by uniting all souls to himself. He summons the Darkstalkers to the Dark Dimension, the battlefield he created for his own salvation.

Special Moves		
Dio = Cega	↓↘→ + P	also usable in the air
Nero = Fautica	↓↙← + P	
Ira = Spinta	→↘↓↙← + K	in the air
Spregio	→↓↘ + P	[DFC] [GC only] [DFP] [GC]
EX Moves		
Purova = Déi = Cervo	←↙↓↘→ + KK then K	
Finale = Rosso	↓↓ + PP	
Dark Force		
Santu Arrio	[DFC] P + K (of the same strength) [DFP] ←↓↙ + KK	

Beautiful Bounty Hunter

"The bounty will be mine."

An expert dark hunter from the human world, B. B. Hood has the same dark soul as the Darkstalkers. Summoned to the Dark Dimension, she decides to take advantage of this new hunting ground and hunt Darkstalkers.

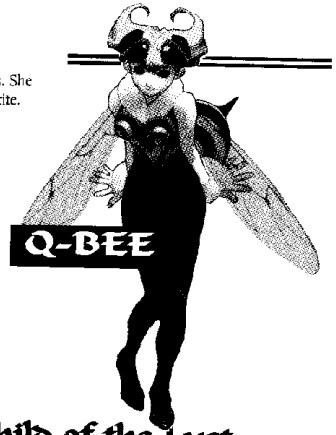
Special Moves		
Smiling Missile	← (hold) → + P or K	
Happy Missile	↓ (hold) ↑ + P	
Cheer of Fire	→↓↘ + P	
Shy Strike	↓↙← + P	chargeable
Jealousy Fake	→↓↘ + K	[GC only]
EX Moves		
Cool Hunting	←↙↓↘→ + PP	
Beautiful Memory	←↙↓↘→ + KK	
Apple for You	→↘↓↙← + KK	
Dark Force		
Killing Time	[DFC only] P + K (of the same strength)	



The Ghastly Insect

"Your soul looks tasty."

Q-Bee is the leader of the Soul Bee Tribe and works with Jedah to collect souls. She instinctively leads her swarm to the honey of life – enough to satisfy any appetite.



Special Moves		
C → R	←↙↓↘→ + P	also usable in the air
Delta A	↓↙← + K	also usable in the air
S by P	K (rapidly)	also usable in the air
R. M.	→↓↘ + K	[GC only]
EX Moves		
Qj	→↓↘ + PP	also usable in the air
Plus B	←↙↓↘→ + KK	also usable in the air
Dark Force		
½	[DFC] P + K (of the same strength) [DFP] ←↓↙ + KK	



Lost Child of the Lust

"I long to be of one soul and body."

Lilith is another embodiment of Morrigan's soul, which was sealed by Berial. After 300 years, she receives a transient body, and fights to recover her true body.

Special Moves		
Soul Flash	↓↘→ + P	also usable in the air
Shining Blade	→↓↘ + P	[GC]
Soul Spin	↓↙← + K	[DFP] also usable in the air
High Jump	↓↑	
EX Moves		
Splendor Love	→↓↘ + KK	
Luminous Illusion	LP, LP, →, LK, HP	
Gloomy Puppet Show	←↙↓↘→ + KK	2 levels EX gauge required
Dark Force		
Mindless Doll	[DFC] P + K (of the same strength) [DFP] LP, LP, →, MP, HP (also usable in the air)	

Prince of Darkness

"I shall let them know . . . I'm the ruler of this world."

The night before his final battle with Morrigan to decide who will be the true ruler of the Dark Wold, Demitri's castle is drawn to the Dark Dimension by a mysterious power.



Special Moves		
Chaos Flare	↓↘→ + P	also usable in the air
Demon Cradle	→↓↘ + P	[GC]
Bat Spin	↓↙← + K	also usable in the air
EX Moves		
Demon Horde	↓→↘ + KK	
Midnight Bliss	↓→↘ + PP	
Midnight Pleasure	LP, MP, →, MK, MK	2 levels EX gauge required
Dark Force		
Dark Side Master	[DFC] P + K (of the same strength) [DFP] ←↓↙ + KK	

Mistress of the Night

"Good timing . . . I just needed a new playground."

Her castle was suddenly teleported to the Dark Dimension. She hears a sorrowful cry from nowhere that echoes in her mind, recalling a familiar feeling.



Special Moves		
Soul Fist	↓↘→ + P	also usable in the air
Shadow Blade	→↓↘ + P	[GC]
Vertical Dash	↓↑	
EX Moves		
Valkyrie Turn	→↘↓↙← + K then K	
Darkness Illusion	LP, LP, →, LK, HP	
Finishing Shower	MP, LP, ←, LK, MK	
Cryptic Needle	→, HP, MP, LP, →	
Dark Force		
Astral Vision	[DFC] P + K (of the same strength) [DFP] LP, LP, →, MP, HP	



Pharaoh for the Crypt

"All excellent souls should kneel before me."

Those who follow his will shall be protected, and those who oppose him will be destroyed. No matter when or where, that rule is unshakable.

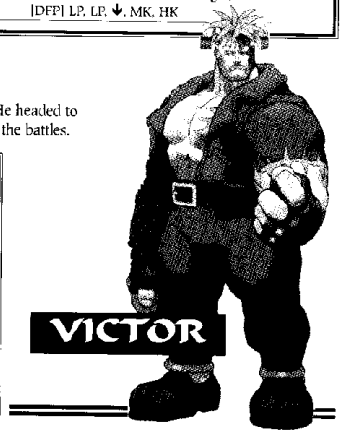
Special Moves		
Coffin Fall	↓↓ + P or K	also usable in the air
Royal Curse	↓↘→ + P	in the air
Inhale	↓↙← + K	
Disgorge	↓↘→ + K	after Inhale
Cobra Blow	←→ + P	
Mummy Drop	↓↘→ + P	
EX Moves		
Gate of Hell	←↙↓↘→ + KK	
Pharaoh Magic	MK, LP, ↓, LK, MP	
Pharaoh Salvation	HK, MP, ↓, MK, HP	2 levels EX gauge required
Pharaoh Decoration	HK, MP, LK, ↓, LP, MK, HP	3 levels EX gauge required
Dark Force		
Pharaoh Split	[DFC] P + K (of the same strength) [DFP] LP, LP, ↓, MK, HK	

ELECTRIC POWERHOUSE

"All souls . . . return to one."

Victor thought Jedah's phrase "collecting souls" meant a resurrection of life. He headed to the Dark Dimension, believing his sister Emily would be returned to life after the battles.

Special Moves		
Mega Forehead	← (hold) → + P	
Mega Fist	↓ (hold) ↑ + P	
Giga Knee	→↓↘ + K	[GC]
Gyro Crush	↓↙← + P	
Mega Shock	↓↘→ + K	
EX Moves		
Thunder Break	↓ (hold) ↑ + KK	
Gerdenheim 3	360 turn x 2 + KK	when close to opponent
Giga Brute	→↓↘ + PP	[DFP only]
Dark Force		
Great Gerdenheim	[DFC] P + K (of the same strength) [DFP] ←↙↓↘→ + KK then P	

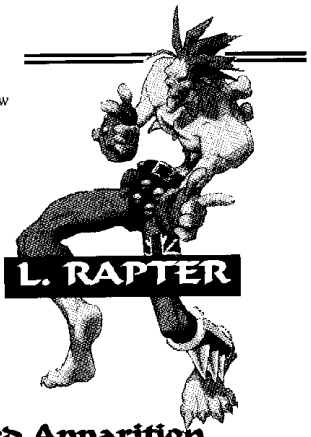


Evil Entertainer

"Interesting! New enemies worthy of death!"

Followed by Le Malta, a beast in the Dark World, the self-professed "King" strums his guitar. A wild guitar riff that announces the beginning of his homicidal live show echoes through the Dark Dimension.

Special Moves		
Death Hurricane	↓↙← + K	also usable in the air
Skull Blade	↓↑ + K	
Hell's Gate	←↙↓↘→ + K	
Death Phrase	→↓↘ + K	[GC only]
EX Moves		
Evil Scream	→← + PP	
Death Voltage	→↘↓↙← + KK	also usable in the air
Hell Drunk	→↓↘ + PP	
Dark Force		
Ultimate Undead	[DFC] P + K (of the same strength) [DFP] ←↓↘ + KK	





Doomed Apparition

"Joined body and soul, as twins we wander the Dark Dimension."

They had the same unsettling dream on their sixteenth birthday. Soon after, they were driven to unfamiliar space. Bewildered by their new ability so unexpectedly bestowed, they advance in the dark.

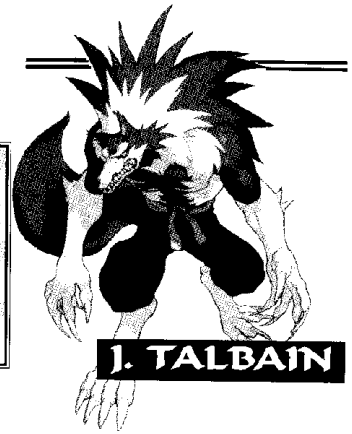
Special Moves		
Weapon Throw	↓↘→ + P	
Reflect Gong	↓↙← + P	also usable in the air
Guillotine Swing	→↓↘ + P (rapid.y)	[GC] also usable in the air
EX Moves		
Rising Soul Blade	←↙↓↘→ + KK	
Spikes from Heaven	LK, HK, MP, MP, ↑	
Chinese Bomb	←↙↓↘→ + PP	
Dark Force		
Soul Sister	[DFC only] P + K (of the same strength)	

Howling Madness

"What is this blood-burning feeling?"

On a night of a full moon, he trembles with fear, sensing the existence of a brutal animal within himself. "This cannot be true . . . the curse must have been expelled. I must have been reborn as a human!"

Special Moves		
Beast Canon	↓↘→ + P →↓↘ + P	also usable in the air [GC]
Climb Razor	↓↑ + K	
Million Flicker	↓↙← + P (rapidly)	
EX Moves		
Dragon Cannon	←↙↓↘→ + (KK for DFC) or (PP for DFP)	
Razor Slice	LP, MP, →, LK, MK	
Dark Force		
Mirage Body	[DFC] P + K (of the same strength) [DFP] ←↙↓↘→ + KK	



J. TALBAIN



FELICIA

Fearsome Feline

"How can everyone be happy?"

Felicia was disoriented when she was first summoned to the Dark Dimension. But she finally realized she had to perservere, recalling her mother's secret of how to achieve happiness on her own.

Special Moves		
Rolling Buckler	↓↘→ + P then P	
Cat Spike	→↓↘ + P	
Delta Kick	→↓↘ + K	[GC]
EX Charge	↓↓ + KK (hold)	
EX Moves		
Dancing Flash	←↙↓↘→ + PP	
Please Help Me	←↙↓↘→ + KK	
Dark Force		
Kitty the Helper	[DFC] P + K (of the same strength) [DFP] ←↓↙ + KK	



RIKUO

Aquatic Daredevil

"He must be in here . . . I'll come save you, Alba!"

The loss occurred suddenly – his only son Alba disappeared! After a frantic search, Rikuo finds an entrance into a dark tunnel blocked by furious ocean currents. His rescue attempt has just begun.

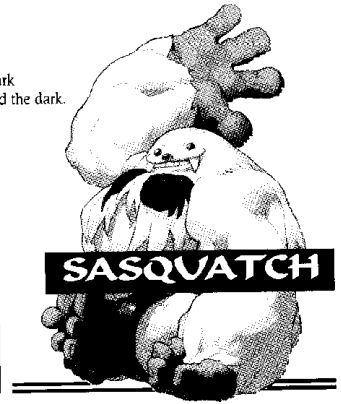
Special Moves		
Sonic Wave	← (hold) → + P	
Poison Breath	← (hold) → + K	
Tricky Fish	←← + K →↓↘ + K	[DFC] [DFP]
EX Moves		
Aqua Spread	→↘↓ + PP or KK	
Water Jail	→↓↘ + PP	
Sea Rage	←↙↓↘→ + PP	
Dark Force		
Ocean Rage	[DFC] P + K (of the same strength)	

Mountain Behemoth

"There must be someone who has an evil design."

With great power, Sasquatch leaps into a shadowy crevice that leads to the Dark Dimension. He doesn't know what fierce battles for his soul are waiting beyond the dark.

Special Moves		
Big Breath	↓↘→ + P	
Big Blow	→↓↘ + P	chargeable
Typhoon Kick	→↓↘ + K	[GC]
Ice Towers	↓↓ + P	
Big Swing	360 turn + K	when close to opponent
EX Moves		
Big Freezer	←↙↓↘→ + PP	
Big Ice Burn	←↙↓↘→ + KK	
Big Sledge	360 turn x 2 + KK	
Dark Force		
Super Armor	[DFC] P + K (of the same strength) [DFP] ←↓↙ + KK	



SASQUATCH



Ancient Accursed Warrior

"My name is . . . yes . . . the evil samurai, Bishamon!"

A vengeful ghost assumed human form and took possession of the armor. When it revived, it was in the Dark Dimension, which was saturated with the aroma of blood.

Special Moves		
Soul Stun	←↙↓↘→ + P	also usable in the air
Soul Summon	← + P	after Soul Stun
Storm Slash	←↙↓↘→ + P	after Soul Stun
Upper Slash	→↓↘ + P	after Soul Summon, [GC]
Quick Slash	← (hold) → – P or K	
EX Moves		
Soul Choke	→↘↓↙← + PP	
Stone Sentence	←↙↓↘→ + KK	
Soul Torment	↓↓ + PP	when opponent falls
Dark Force		
Super Armor	[DFC only] P + K (of the same strength)	

Fatal Hunter

"Am I . . . in Anita's mind, or . . . ?"

Donovan heard a strange voice from Anita's body sleeping beside him. Then his soul was pulled into her consciousness. It was the beginning of their entangled fate and furious warfare.

Special Moves		
Kill Shred		
Release Sword	↓↙← + K	
Call Sword	↓↙← + K	after Release Sword
Thunder	↓↙← + P	after Release Sword
Blizzard Sword	←↙↓↘→ + P	
Flame Sword	→↓↘ + P	[GC]
Lightning Sword	←↓↙ + P	
EX Moves		
Spirit Crusher	←↙↓↘→ + any kick	
Change Immortal	MP, LP, ←, LK, MK	
Dark Force		
Slay Shred	[DFC] P + K (of the same strength) [DFP] ←↓↙ + KK	



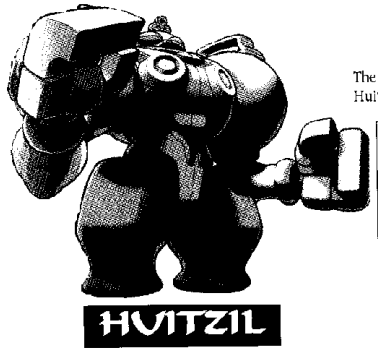
Ruler of the Universe

"May there be maximum excitement in my endless life."

…n detected Jedah's plan to collect "valuable souls." He headed to Earth …e again and stealthily slid into the entrance of the Dark Dimension.

Special Moves		
Soul Smasher	↓↘→ + P	also usable in the air
Zodiac Attack	→↓↘ + P	[GC]
Orbiter Blaze	↓↙← + K	in the air
Galaxy Trip	←↓↙ + P or any kick	also usable in the air
EX Moves		
Cosmo Disruption	←↙↓↘→ + PP	
Piled Hell	→↓↘ + KK [DFP] only	also usable in the air
Dark Force		
Shining Gemini	[DFC] P + K (of the same strength) [DFP] ↓→↘ + PP	





Killer Machine

"My master . . . order . . . please."

The boy Cesil lost his way and wandered deep into the ruins. At that moment Huitzil, the ultimate guardian, was reactivated to protect its new master.

Special Moves		
Plasma Beam	↓↘→ + P or K	
Missile Launcher	↓↙← + P	also usable in the air
Genocide Vulcan	←↓↙ + P	
Plasma Trip	↓↙← – K	in the air
Reflect Wall	→↓↘ – P	[GC only]
EX Moves		
Final Guardian B	→↓↘ + KK	
Energy Sphere	←↓↙ + KK	
Dark Force		
Ray of Doom	[DFC] P + K (of the same strength) [DFP] ↓→↘ + PP	

TECHNICAL SUPPORT

Thank you for purchasing Darkstalkers™ 3. If you are experiencing difficulties with this title, please take advantage of the following product support. Please note that all our operators only speak English and that we are unable to give gameplay hints through our Technical Support number.

Technical Support :	0171 368 2266
Fax :	0171 468 2003
Internet :	customer_support@vie.co.uk
WorldWide Web :	http://www.vie.co.uk

Address :

Customer Services Department
Virgin Interactive Entertainment (Europe) Ltd.
2 Kensington Square
London
W8 5RB
England

As mentioned above the Technical Support number is for technical assistance only, however, if you find yourself experiencing game play difficulties, then you may want to send a large self-addressed envelope to address below:

DARKSTALKERS™ 3 HINTS
Virgin Interactive Entertainment (Europe) Ltd.
2 Kensington Square
London
W8 5RB
England

In the unlikely event of a software fault please return the complete package, with your receipt, to the original place of purchase.
If you do telephone, please provide us with as much information as possible.

When contacting us by post, ensure you include the Title & Version of the game, a detailed description of the problem you are experiencing and the exact type of hardware that you are using.

When sending us a fax, please remember to leave your fax machine switched on and ready to receive. If you are using a Telephone/Fax system please make sure that the Fax connection is enabled. Ensure to include your name, a return Fax number with the area code and a Voice number so we can contact you if we experience problems when trying to Fax you back.

CAPCOM ON-LINE	
WorldWideWeb	http://www.capcom.com
Internet	megamail@capcom.com

Visit our website to see all the great new CAPCOM products!
Or just e-mail us for help or find out what's new at CAPCOM!

CAPCOM ENTERTAINMENT, INC.
475 Oakmead Parkway, Sunnyvale, CA