

PlayStation 2



EX-1000000

# Devil May Cry 3

DANTE'S AWAKENING



EmuMovies

CAPCOM

## Precautions

• This disc contains software for the PlayStation®2 computer entertainment system. Never use this disc on any other system, as it could damage it. • This disc conforms to PlayStation®2 specifications for the PAL market only. It cannot be used on other specification versions of PlayStation®2. • Read the PlayStation®2 Instruction Manual carefully to ensure correct usage. • When inserting this disc in the PlayStation®2 always place it with the required playback side facing down. • When handling the disc, do not touch the surface. Hold it by the edge. • Keep the disc clean and free of scratches. Should the surface become dirty, wipe it gently with a soft dry cloth. • Do not leave the disc near heat sources or in direct sunlight or excessive moisture. • Do not use an irregularly shaped disc, a cracked or warped disc, or one that has been repaired with adhesives, as it could lead to malfunction.

## Health Warning

For your health, be sure to take a break of about 15 minutes during every hour of play. Avoid playing when tired or suffering from lack of sleep. Always play in a well-lit room, sitting as far from the screen as the cord will allow. Some people experience epileptic seizures when viewing flashing lights or patterns in our daily environment. These people may experience seizures while watching TV pictures or playing video games. Even players who have never had any seizures may nonetheless have an undetected epileptic condition. Consult your doctor before playing video games if you have an epileptic condition or immediately should you experience any of the following symptoms during play: dizziness, altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion, and / or convulsions.

## PIRACY

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See back page of this manual for Customer Service Numbers.

## What is the PEGI age rating system?

Pan European Games Information (PEGI) is the age rating system for video games in Europe (except where, by law, other rating systems apply). PEGI comprises two separate but complementary elements. The first is an age rating:-



The second is icons describing the type of content in the game. Depending on the type of game, there may be a number of such icons. The age rating of the game is appropriate to the intensity of the content. The icons are:-



VIOLENCE

BAD LANGUAGE

FEAR

SEXUAL CONTENT

DRUGS

DISCRIMINATION

PEGI will allow parents and those purchasing games for children to choose games appropriate to the age of the intended player. For further information visit <http://www.pegi.info>

SLES-53038

1 Player • Memory Card (8MB) (for PlayStation®2) • 361KB minimum • Analog Control Compatible: analog sticks only • Vibration Function Compatible

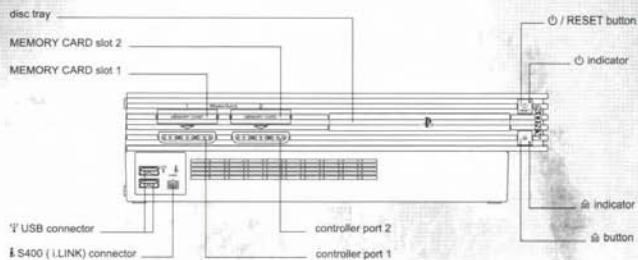
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# GETTING STARTED



\*Note: Illustration may not match all PlayStation®2 console types. For owners of SCPH-7000 series PlayStation®2 systems, refer to the setup instructions supplied with your system.

Set up your PlayStation®2 computer entertainment system according to the instructions in the Instruction Manual. Attach game controllers and accessories as appropriate. Make sure the MAIN POWER switch (located at the back of the console) is turned on. Press the / RESET button. When the indicator is green, press the button and the disc tray will open. It is advised that you do not insert or remove accessories once the power is on. Make sure there is enough free space on your memory card (8MB) (for PlayStation®2) before commencing play.

Place the DEVIL MAY CRY™3 disc on the disc tray with the label facing up. Press the button again and the disc tray will close. Follow on-screen instructions and refer to this manual for information on using the software.

## Memory Card (8MB) (for PlayStation®2) & Save Game Data

To save game settings and progress, insert a memory card (8MB) (for PlayStation®2) into MEMORY CARD slot 1 of your console. You can load saved game data from the same memory card (8MB) (for PlayStation®2) or from any memory card (8MB) (for PlayStation®2) containing previously saved games.

You need at least 361KB of free space available on your memory card (8MB) (for PlayStation®2) in order to save main game data. If less than 361KB exists, you can make some free space using the console's internal browser. Do not remove the memory card (8MB) (for PlayStation®2) or turn off the power on the console while data is being saved or loaded or your game data may be lost.

On boot up, select your preferred language. Choose from English, French, German, Italian or Spanish. Use the directional buttons to choose your language and then press to select. This title will autoload any previously saved system data upon boot up.

# ANALOG CONTROLLER (DUALSHOCK®2)



Before starting play, connect the Analog Controller (DUALSHOCK® 2) to controller port 1. You can turn the vibration function on/off in Option Mode. This title does not support the digital controller.

## DEFAULT GAME CONTROLS

Left analog stick	Move Cursor Walk/Run
Directional button	Move Cursor  Subscreen shortcuts Item Screen  Map Screen File Screen  Equip Screen
Button	Close-range attack  Cancel
Button	Style Move  Check
Button	Long-range attack
Button	Jump/Dodge  Confirm
Button	Devil Trigger
Button	Switch long-range weapon
Button	Lock-on target
Button	Switch close-range weapon
Right analog stick	Move camera
Button	Reset camera behind character
Button	Change lock-on target (hold the  button, press in the  button)
button	Subscreen
button	Taunt

# DEMON DANTE

Several thousand years have passed since the Demon Warrior Sparda used his legendary sword for the good of humans and sealed away the demon world...

Dante, with blood from the Demon hero Sparda and a human mother running through his veins, is trying to set up shop in a small corner of town, only to find a gigantic tower rise up out of the earth practically next door.

Standing on the very top of that tower, lit by the faint light of the moon, is his older twin brother Vergil, who had seemingly disappeared from the face of the earth years ago...

...And surrounding him are countless fierce demons!

Although both Dante and Vergil share the same blood of Sparda, they have completely different goals.

And so Dante heads off towards the tower, to settle things once and for all with Vergil.

Meanwhile, the devil hunter Lady is also making her way toward this mysterious tower, with a score of her own to settle.

And so, the wheels of fate start to turn for the humans, demons and men who are both.

## CHARACTERS

### DANTE



Dante is a Devil Hunter who fights with his trademark twin handguns and a sword. With the blood of the demon hero Sparda running through his veins, he possesses extraordinary powers beyond those of any human. Though easy-going and always ready to joke, his spirit is steadfast and passionately hates evil. In his soul Dante harbors the strength to carry through with his beliefs no matter what!

### VERGIL



Vergil is Dante's twin brother. Just like Dante, he has the blood of Sparda running in his veins. But unlike Dante, he has chosen to follow the path of demons, not humans. Vergil believes power is the ultimate goal. He will stop at nothing to acquire power anywhere and by any means. The polar opposite of Dante, he is cool, calm and collected to the point of being cold and heartless.

### ARKHAM



Arkham works closely with Vergil. Although human, he is driven to become a demon. Arkham is plotting his own secret scenario as Dante and Vergil square off against each other.

### LADY



Demon Hunter Lady is as fierce as they come! She despises demons and her life's work is to destroy them all. That goes for Dante as well, with half-demon half-human blood coursing through his veins! But first she's out to get Arkham and arrives at the tower, hot on his trail.

# BASIC ACTIONS

## WALK/RUN

### Left analog stick

Move the left analog stick slightly to walk in the direction you press. Push the left analog stick more strongly to run. You cannot run while holding **R1** to lock-on (see below).

## STYLE MOVE/CHECK

### ○ button

Move Dante in front of an item or object and press the ○ button to check it out. Open doors by moving in front of them and pressing the ○ button. Use the ○ button to perform unique moves particular to the chosen Style. Use different combinations of the ○ button (press repeatedly or charge), the **R1** button and the left analog stick to perform a variety of cool moves.

## JUMP/DODGE

### × button

Press the × button to jump. The longer you hold down the button, the higher you'll jump. Use the left analog stick to aim your landing. When you're in midair and close to a wall, press the × button again to perform a wall-kick and jump even higher.

## LOCK-ON

### **R1** button

Press and hold the **R1** button to walk in a ready stance with Dante's guns out. When enemies are nearby, Dante will lock-on to the closest enemy in the direction he is facing. At lock-on, the Camera automatically adjusts to bring both Dante and the enemy into view.

## LOCK-ON TARGET SWITCH

Press in the **L3** button while holding the **R1** button

While locked-on to an enemy, press in the **L3** button to switch your lock-on to a different target.

## CAMERA

### Right analog stick

Use the right analog stick to move the camera around. (In some situations you can't control the camera.) By moving the right analog stick ←/→, you can get a good look at your surroundings without changing direction. Press in the right analog stick (**R3** button) to reset the camera behind Dante.

## CLOSE-RANGE ATTACK

### △ button

Press the △ button to use your sword or other close-range weapon for melee attacks. You can also attack in midair (from a jump). Besides damaging enemies, close-range attacks can destroy certain objects. Perform a variety of attacks by repeatedly pressing the △ button or combining it with the **R1** button and/or the left analog stick.

## SWITCH CLOSE-RANGE WEAPON

### **R2** button

When you have two or more close-range weapons, press the **R2** button to cycle through them and switch weapons instantly.

## LONG-RANGE ATTACK

### □ button

Press the □ button to use your gun or other long-range weapon to attack. Certain guns can be fired in midair (while jumping). Use your guns to destroy certain objects. Perform a variety of attacks by holding or repeatedly pressing the □ button.

## SWITCH LONG-RANGE WEAPON

### **L2** button

When you have two or more long-range weapons, press the **L2** button to cycle through them and switch weapons instantly.



## DEVIL TRIGGER

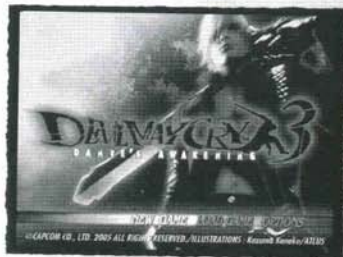
### **L1** button

When at least three blocks of your D.T. Gauge are full, press the **L1** button to transform into a demon with boosted speed and attack abilities. Doing so slowly refills your Health Gauge. Press the **L1** button again to cancel Devil Trigger and resume human form.

# GETTING INTO THE GAME

## MAIN MENU

Press the  button on the Title screen to display the Main Menu. Use the left analog stick to select options and press the  button to confirm your selection.



- **NEW GAME:** Start a new game from the beginning.
- **LOAD GAME:** Resume a saved game from the point where you saved.
- **TUTORIAL:** With **TUTORIAL ON**, you get onscreen hints during the game. (You can toggle this ON/OFF after beginning a new game.)
- **EASY AUTOMATIC MODE:** When this is **ON**, it adjusts the game so you can perform special moves more easily. (Select EASY difficulty level to turn this mode ON/OFF.)
- **OPTION:** Adjust various game settings.

## MISSIONS

This game has scores of missions, all with different objectives. Customize each mission by toggling through Dante's Styles, checking out the special Style Moves and commands, and choosing the best Style for the mission. Complete the objective(s) to finish each mission and advance. When you complete a mission, the Result Screen grades and ranks your performance. Work through all the missions to beat the game.

## GAME OVER/CONTINUE

When Dante's Vitality Gauge runs out, he dies and the game is over. If you choose to continue, you'll restart the game at a set point in the level. If you have a **YELLOW ORB**, you can continue from a certain spot where Dante died.

## SAVING YOUR GAME

Select **SAVE DATA** from the in-game Subscreen to save your game progress. However, when you load a game that was saved during a mission, you restart from the beginning of that mission. Select **SAVE DATA** from the Result Screen to save your game after completing a mission.

# GAME SCREEN



**Vitality Gauge** - Dante's Vitality. The gauge drains as Dante is attacked. When it's empty, Dante dies and the game ends.

**D.T. Gauge** - Fills up as you attack enemies and take damage. When three (or more) units fill up, you can engage Devil Trigger. Other special moves also require D.T. Gauge energy. (Devil Trigger isn't available until you reach a certain point in the game.)

**Style Level** - Level of your current Style.

**Style EXP Gauge** - EXP earned using your current Style.

**Red Orbs** - Number of Red Orbs you've acquired.

**Stylish Combo Rating** - Critiques your fighting skills as you perform different attacks and defeat enemies.

**Lock-On Cursor** - Appears above the enemy you've got in target lock-on, and displays the enemy's remaining Vitality.

**Long-Range Weapon Inventory** - Displays your long-range weapons as you cycle through them.

**Close-Range Weapon Inventory** - Displays your close-range weapons as you cycle through them.

**Boss Vitality Gauge** - When you're fighting a boss, this gauge appears to monitor the boss's Vitality. Repeatedly attack the boss to empty the gauge and defeat your enemy.

# STYLES

Styles change the way Dante fights. They determine the moves and actions he can perform. Each Style gives Dante a different look, feel and set of advantages. Every situation can be handled and every enemy defeated – if you choose the right Style before going in. Experiment and you'll soon be fighting with Style!

## TRICKSTER

Dodge attacks and toy with the enemy, using an array of crazy acrobatic skills!

## SWORDMASTER

Excel in using a variety of melee weapons to their fullest potential for intense close-range combat.

## GUNSLINGER

Excel in handling a variety of firearms with superb marksmanship.

## ROYAL GUARD

Block enemy attacks with hand-to-hand combat moves and turn their attacks to your advantage.

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## BUILDING STYLES

While using a particular Style, you build up experience points for that Style. When you acquire enough EXP points, the Style Level increases. Level-up your Styles to unlock new Style Moves!

## CHANGING STYLES

Change Dante's Style either by selecting CUSTOMIZE at the Mission Start Screen, or by accessing a Divinity Statue during a mission. Then select STYLE to bring up the Style Selection Screen. On this screen, scroll through the Styles, pressing the **○** button to view details about each Style. (TRICKSTER is the default Style at the beginning of the game.)

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# STYLE MOVES

Your moves and abilities depend on the weapons you equip and the Style you select. Some moves and abilities are available from the beginning of the game, while others need to be purchased (in the Customize Screen) or unlocked (by levelling up a Style). Here's a sampling of just some of the available moves...

## REBELLION MOVES

### HIGH TIME

Hold the **R1** button, press the **△** button, and move the left analog stick opposite to the direction you're facing

**With a mighty swing, use your sword to send your foe flying!**

### STINGER

Hold the **R1** button, press the **△** button, and move the left analog stick in the direction you're facing

**Charge your foe and jab at him with blazing speed and force!**

### AIR HIKE

Press the **×** button twice rapidly

**Create a magic platform beneath your feet to jump even higher!**

## REBELLION/SWORDMASTER STYLE

### AERIAL RAVE

While jumping, press the **○** button once, or repeatedly for a combo

**Perform dazzling combos high above the ground!**

## EBONY & IVORY/GUNSLINGER STYLE

### RAPID SHOT

Press the **□** button repeatedly

**This menacing rapid-fire attack turns enemies into swiss cheese.**

### TWOSOME TIME

Press the left analog stick + the **○** button

**Fire on two enemies in different directions at the same time.**

### CHARGE SHOT

Hold the **□** button, then release

**Embellish your shot with a powerful magic touch.**

## ROYAL GUARD STYLE

### COUNTER GUARD

Press the **○** button just before an enemy attacks

**Stop an enemy attack without taking damage.**

# WEAPONS

## CLOSE-RANGE WEAPONS ORBS

**REBELLION** - Aptly named, this mighty sword is a keepsake of Dante's father.

**CERBERUS** - Triple-chained weapon freezes things solid!

**BEOWULF** - Gauntlet and shinguards imbued with the power of light. Possess high destructive power against anything standing in its way.

## LONG-RANGE WEAPONS

**EBONY & IVORY** - Dante's own creation, these twin pistols are the weapon of choice for rapid-fire shooting.

**SHOTGUN** - Hunting rifle that fires a devastating spread shot. Your best bet for putting down foes at point-blank range

**ARTEMIS** - Demon-world gun that fires a volley of magic arrows. Your best defense when facing multiple enemies at once.

# ITEMS

## ORBES

- **RED ORB** - Magical stones made of crystallized demon blood. Offer these to Divinity Statues to acquire new powers and items.
- **YELLOW ORB** - Yellow stones forged through ancient techniques. If you have one when your Vitality Gauge reaches zero, you will be resurrected automatically.
- **GREEN ORB** - Magical stones made of crystallized demon fluids. Collect them to partially restore Dante's health instantly!
- **WHITE ORB** - Magical stones composed of crystallized demon souls. Collect them to partially restore the D.T. Gauge instantly!
- **PURPLE ORB** - Magical stones composed of crystallized magic power. Each Purple Orb increases your D.T. Gauge maximum.
- **BLUE ORB FRAGMENT** - Collect four pieces of a split blue Orb to make a whole Blue Orb.



- **BLUE ORB** - Magical stones composed of crystallized life force. Each Blue Orb increases your Vitality Gauge maximum by a small amount.

## STARS

- **VITAL STAR L** - Spirit stones produced through alchemy. Use to restore a large portion of your Vitality.
- **VITAL STAR S** - Spirit stones produced through alchemy. Use to restore a small portion of your Vitality.
- **DEVIL STAR** - Spirit stones produced through alchemy. Use to restore a portion of your Devil Trigger Gauge.









## HOLY WATER

- Strong liquid with the ability to ward off demons. Use its power to inflict damage on all enemies in the room.



# SUBSCREEN

Press the  button during the game to bring up the Subscreen. From this menu you can use options to open other screens to manage your game. Use the directional buttons to move the cursor, press the  /  buttons to turn pages, press the  button to see details, press the  button to select, and press the  button to cancel.



- STATUS** - Use items, check currently equipped weapons, and study the map.
- ITEM** - View items you're carrying, and use them.
- EQUIP** - View your equipped weapons.
- MAP** - Display the Map and check your location.
- FILE** - See information on items, characters, unlocked moves and more. From here you can access the following screens:



- **ITEM** – Check on all the items you've acquired.
- **ENEMY** – See brief bios of all the enemies you've fought so far.
- **DEVIL ARMS** – Get information on all the short-range weapons you've acquired.
- **GUNS** – Get information on all the long-range weapons you've acquired.
- **STYLE** – See details on available Styles and their specific Style Moves.
- **LIBRARY** – Check various information in all other areas not listed above.

**SAVE DATA** - Save your current game. (You must be using a memory card (8MB) (for PlayStation®2) with at least 361KB of free space in order to save.)

**QUIT THE MISSION** - Select this and then choose **YES** to return to the Mission Select Screen. Your game data will not be saved with this option.

**RESTART THE MISSION** - Restart your current mission from the beginning. The stage will return to its default status, and you will lose any Orbs or other items you've acquired.

**OPTIONS** - See page 15.

**EXIT** - Leave the Subscreen and return to the game.

## CUSTOMIZING DANTE

Select **CUSTOMIZE** from the Mission Start Screen to bring up the Customize Screen. Here you can change Styles and/or weapons, and use Red Orbs to upgrade your character. You can also access the Customize Screen by checking a Divinity Statue during the game. Options available on the Customize Screen include:

**STYLE** - Change Dante's Style, and view details on available Styles and their specific Style Moves.

**EQUIP** - Change your long-range or close range equipped weapon.

**ITEM** - Use the Red Orbs you've acquired to purchase upgrades.

**ACTION** - Use the Red Orbs you've acquired to learn Moves and Skills you can use in conjunction with certain weapons.

**GUNS** - Use your Red Orbs to power-up the long-range weapons you have.

**EXIT** - Leave the Customize Screen.

## OPTIONS

Select **OPTIONS** from the Main Menu or Subscreen (in-game) to bring up the Options Screen where you can adjust various game settings. Press the directional buttons **↑/↓** to select an option, and **←/→** to change the setting. Press the **⊗** button to confirm (and access a submenu if one is available).



**SOUND** - Choose your sound output options from **STEREO**, **MONO**, **DOLBY PRO LOGIC II**, or **DOLBY DIGITAL + DOLBY PRO LOGIC II**. (This game is presented in Dolby® Pro Logic® II. Connect your console to a sound system with Dolby Pro Logic, Dolby Pro Logic II, or Dolby Pro Logic IIx decoding to experience the excitement of surround sound.) See below for more details.

**VOLUME** - Adjust the volume of the game's music and sound effects.

**VIBRATION** - Turn the controller's vibration function **ON/OFF**.

**BRIGHTNESS** - Adjust the brightness of your TV screen (enabled only if your TV has a brightness control).

**SCREEN** - Adjust the screen centering of your TV.

**CONTROL** - Reassign the button controls.

**DEFAULT** - Return all settings (except for Language) to their original defaults.

**SUBTITLES** - Turn subtitles on/off.

**LANGUAGE** - Change the language you wish to play (English, French, German, Spanish or Italian).

**EXIT** - Leave the Options screen and return to the Main Menu or game screen (during a game).

### Notes for using Dolby Pro Logic II and Dolby Digital + Dolby Pro Logic II settings:

**When using a fiber optic audio cable, you must turn the optical output option to ON from the Console.**

#### Dolby Digital + Dolby Pro Logic II

When using this option, in-game sound will be played back in Dolby Pro Logic II, while movie cutscenes will be played back in Dolby Digital 5.1 surround sound. Some surround receivers may play the non-movie cutscenes in Dolby Pro Logic rather than Dolby Pro Logic II. Please refer to your surround receiver's instruction manual for more information. Note that you must use an optical audio connection (Toslink) to connect your console's digital out (optical) to a surround receiver capable of decoding Dolby Digital AC-3 to enjoy Dolby Digital with this setting.

#### Dolby Pro Logic II

All sound in the game will be played back in Dolby Pro Logic II, including movie cutscenes. Please connect your console's digital out (optical) or AV Multi Out analog audio outputs to a receiver capable of decoding Dolby Pro Logic II or Dolby Pro Logic. Also, be sure to activate Dolby Pro Logic II or Dolby Pro Logic decoding on your surround receiver. This game uses both Dolby Digital and PCM audio output. While some surround receivers are capable of autodetecting the source audio format and switching to the correct setting, some surround receivers may need to be set manually. Please refer to your surround receiver's instruction manual for instructions.

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• **Danmark** \_\_\_\_\_ **33 26 68 00**  
Free. Du bedes ringe til dette kundeservicenummer for support til din PlayStation.

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• **Italia** \_\_\_\_\_ **848 82 83 84**  
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• **Malta** \_\_\_\_\_ **344 700**  
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• **Nederland** \_\_\_\_\_ **0495 574 817**  
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• **New Zealand** \_\_\_\_\_ **09 415 2447**  
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• **Norge** \_\_\_\_\_ **820 75 050**  
Free. Please call these Customer Service Numbers only for PlayStation Hardware Support.

• **Portugal** \_\_\_\_\_ **707 2323 10**  
0.109 . Por favor, contacte os seguintes números do nosso Serviço de Atendimento ao Cliente se tiver alguma dúvida ou problema com qualquer produto de hardware PlayStation.

• **España** \_\_\_\_\_ **902 102 102**  
National rate. Por favor, llama a los siguientes números de nuestro Servicio de Atención al Cliente si tienes problemas con cualquier producto de hardware relacionado con la PlayStation.

• **Sverige** \_\_\_\_\_ **08 587 822 40**  
Free. Vänligen ring följande kundtjänstnummer enbart om problem uppstår på PlayStations programvara.

• **Schweiz/Suisse** \_\_\_\_\_ **0900 55 20 55**  
National rate. Kinder und Jugendliche sollten vor dem Anrufen der Hotline die Eltern oder Erziehungsberechtigten um Erlaubnis fragen. Veuillez appeler notre service clientèle à ces numéros seulement pour une assistance technique concernant la PlayStation.

• **UK** \_\_\_\_\_ **08705 99 88 77**  
National rate. Please call these Customer Service Numbers only for PlayStation Hardware Support.

Please call these Customer Service Numbers only for hardware support of PlayStation products.