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DICE

DNA INTEGRATED CYBERNETIC ENTERPRISES™

AN3106

EVERYONE 10+

E 10+

CONTENT RATED BY ESRB

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WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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GETTING STARTED

* Note: Illustration may not match all PlayStation 2 console types. For owners of SCPH-70000 series PlayStation 2 systems, refer to the setup instructions supplied with your system.

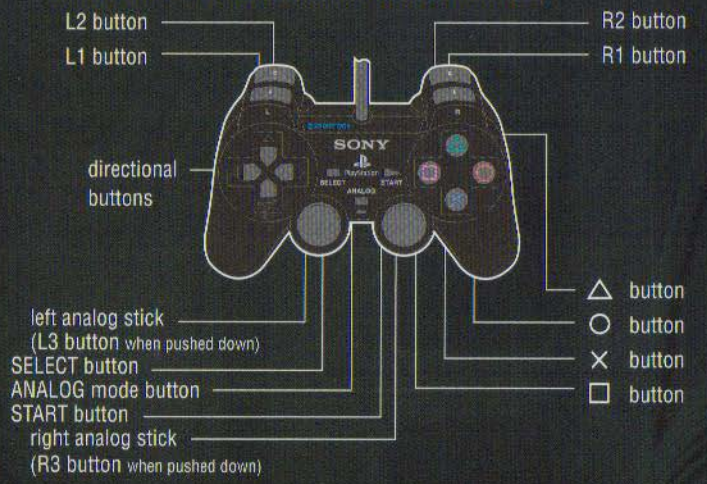
Set up your PlayStation®2 computer entertainment system according to the instructions in the manual. Make sure the MAIN POWER switch (located in the back of the console) is turned ON. Press the RESET button. When the power indicator turns green, press the OPEN button and the disc tray will open. Place the DICE - DNA Integrated Cybernetic Enterprises™ disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close. Attach a game controller and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

MEMORY CARD (8MB)(FOR PLAYSTATION®2)

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

STARTING UP

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



STARTING A NEW GAME

Press the START button at the Title Screen. At the Main Menu, select Mission.

SAVING A GAME

You can save your game in between missions. When asked if you would like to save your game, select YES. You can also perform a manual save by selecting the SAVE DATA option located on the Options Menu. You can access the Options Menu by pressing the START button to display the Main Menu, then choosing Options. This game uses 74 KB of free space.

LOADING A SAVED GAME

If you already have a saved game on your memory card (8MB)(for PlayStation®2) your game data and settings will automatically load when you boot up the game. You can also load your saved game by selecting the LOAD DATA option located on the Options Menu. You can access the Options Menu by pressing the START button to display the Main Menu, then choosing Options.

INTRODUCTION

The Sarbylion galaxy can be a very dangerous place. But when things get rough, the DICE (DNA Integrated Cybernetic Enterprises) sends in special unit F-99 to save the day. Now, Jet Siegel, Sam N'Dool, Marco Rocca, Robert Clapice and Tak Carter fight to save the galaxy from total destruction. Armed with their powerful Dinobreakers, which have the ability to transform from Vehicle Mode to Dino Mode, they're ready.

CONTROLS

MENU CONTROLS

Start/Pause Game/Access Control Menus	START button
Highlight Menu Item	left analog stick or directional buttons ↑ ↓
Select Menu Item	⊗
Previous Menu / Back	△

DINOBREAKER CONTROLS

Movement	left analog stick or directional buttons
Dash	left analog stick or directional button (tap twice in same direction)
Rotate Camera	right analog stick
Reset Camera	L1
Attack	□
Dash Attack	□ (while dashing)
Jump Attack	□ (while jumping)
Spin Attack	□ (hold to charge, then release)
Rising Attack	□ (while getting up)
Throw	□ + ⊗
Jump	⊗
Guard	R1
Shoot	○
Lock-On	○ (hold)
Launch	○ (release after Lock-On)
Vehicle Mode	△
Mount / Dismount Dinobreaker	R2

DICE TIP! *If you become separated from your Dinobreaker, you can summon it by pressing the SELECT button. The downside to this is that summoning will use up all of your Satellite Bot's Power Gauge.*

CONTROLS

GILD SUIT CONTROLS

Movement	left analog stick or directional buttons
Dash	left analog stick or directional button twice in same direction
Rotate Camera	right analog stick
Reset Camera	L1
Attack	▣
Dash Attack	▣ (while dashing)
Jump Attack	▣ (while jumping)
Spin Attack	▣ (hold to charge, then release)
Rising Attack	▣ (while getting up)
Throw	▣ + ⊗
Jump	⊗
Guard	R1
Bot Barrier	◎
Mount / Dismount Dinobreaker	R2
Summon Dinobreaker	SELECT button

VEHICLE CONTROLS

Steering	left analog stick or directional buttons
Accelerate	▣
Brake	⊗
Spin Turn	left analog stick or directional buttons ⬅ or ➡ +▣ (while stopped)
180° Turn	left analog stick or directional button ⬇ + ▣
Reverse	left analog stick or directional button ⬇ + ⊗ (while stopped)
Boost	◎ or R1
Aerial Boost	◎ or R1 (while in air)
Boost Brake	⊗ + ◎ or ⊗ + R1
Aerial Positioning	left analog stick or directional buttons (while in air)
Libertize (Dinobreaker Mode)	△
Mount / Dismount Vehicle	R2
Change Perspective	L1

THE MAIN MENU

THE MAIN MENU

Pressing the START button at the Title Screen will bring up the Main Menu. From this screen, you will be able to jump into a mission, visit the garage to purchase an array of equipment and upgrades, view a variety of DICE trailers and clips, and configure the game's options. Use the left analog stick or directional buttons ⬆ and ⬇ to cycle through your choices and press the ⊗ button to confirm your selection. Pressing △ will return you to the Title Screen.

MISSIONS

This is where DICE Team F-99 goes to get their latest missions. As you progress and beat each mission, new ones will become available. Use the left analog stick or the directional buttons ⬆ and ⬇ to cycle through your available missions and press the ⊗ button to confirm your selection. If a mission is not available, the mission header will be blank.

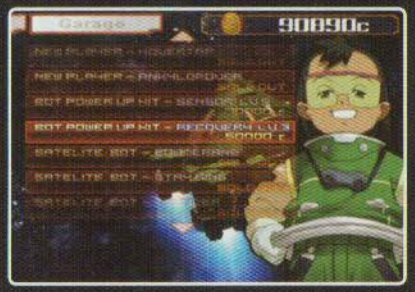
VS BATTLE

Test your DICE combat skills against the CPU or a friend in a fierce round of one-on-one competition. Set the time limit to your liking (no limit, 60 seconds or 90 seconds), choose your Dinobreaker and Satellite Bot, and then go at it! The first player to completely deplete the other's Damage Meter wins the match!

THE MAIN MENU (CONT.)

GARAGE

Once open, the garage is where you'll find a wide assortment of DICE-related equipment, including upgrades, new players and Satellite Bots. Use the Metal Chips you acquire out in the field to purchase each item.



DICE TIP! *Make sure to visit the Garage regularly, as new items become available all the time.*

TRAILER

Check out the coolest DICE clips and advertisements here. All trailers are unlocked at all times.

THE MAIN MENU (CONT.)

OPTIONS

Adjust and configure the game's options to your liking. Use the left analog stick or directional buttons ↑ and ↓ to select an option and the left analog stick or directional buttons ← and → to make the adjustment.

Rotate Camera: Switch between NORMAL and REVERSE camera controls.

Sound: Select from MONO and STEREO sound output.

Music: Adjust the game's background music volume.

Sound Effects: Adjust the game's SFX volume.

Voice-Over: Adjust the game's voice-over volume.

Adjust Screen: Highlight and press ⊗ to select this option. Adjust the screen position using the left analog stick or directional buttons. Pressing the SELECT button will reset the screen to the default position.

Controller: Change and configure the controls to your preferred setting. Use the left analog stick or directional buttons ↑ and ↓ to highlight an action and press ⊗ to select it. Once selected, use the left analog stick or directional buttons ← and → to cycle through the available buttons and press ⊗ to map it to your controller. Pressing the SELECT button will reset the controls to the default setting.

Save Data: The Save Data option allows you to manually save your progress and game data.

Load Data: The Load Data option allows you to load your game data and resume a saved game.

THE GAME SCREEN

1. DINOBREAKER METER

Every DICE member has a Dinobreaker Meter that displays vital information essential to the success of your missions. The Dinobreaker Meter is broken down into two sections: The left half of the gauge is comprised of the Overheat Meter and the right half of the gauge displays the Damage Meter.

Overheat Meter: As your Dinobreaker takes on damage, its Overheat Meter will slowly fill. If the meter completely fills up, the Dinobreaker will overheat and shut down, causing you to be ejected from your seat. You won't be able to get back on to the Dinobreaker until the unit has completely cooled down.

DICE TIP! *As long as you can avoid taking on damage, your Overheat Meter will slowly reduce over time.*

Damage Meter: One you've been ejected from your Dinobreaker (or dismount and enter into Gild Suit Mode), you will be susceptible to enemy fire. As long as you are off of your Dinobreaker, the Damage Meter on the right hand side of the Dinobreaker Meter will deplete with every hit you take. If the Damage Meter becomes completely empty, your suit will shut down and the game will be over. You can restart a game from where you left off.

THE GAME SCREEN (CONT.)

2. POWER GAUGE

The Power Gauge, which is comprised of a series of bars that are located underneath the Dinobreaker Meter, displays how many shots your Satellite Bot can fire. Each bar represents one shot and every time you shoot or lock-on and launch your shots, the bars will empty. Once the Power Gauge has been completely depleted, you won't be able to use your Satellite Bot to fire a shot until at least one bar has refilled. The Power Gauge slowly replenishes itself over time and can be upgraded to hold more shots and recharge faster.

3. METAL CHIP COUNT

Fallen enemies will drop Metal Chips every time they're destroyed. The amount collected appears in the lower left hand corner of the screen.

4. TIMER

The Timer in the top right corner of the screen will keep track of the amount of time your taking to complete your mission. The faster you can beat the mission, the better the ranking you receive.

5. RADAR

The Radar is located in the bottom right corner of the screen and displays important information. The white arrow represents your DICE team member and the direction he or she is facing. The yellow dots represent enemies and the red dots represent goal-based objects. If you become separated with your Dinobreaker, it is displayed on the Radar by a small green square.

GAMEPLAY

MISSIONS

The Mission Screen is where you'll find your new mission assignments. Use the left analog stick or directional buttons ⬆ and ⬇ to cycle through the available missions and press ⊗ to select them. Each mission will require you to fulfill a certain goal or obligation, which can range from wiping out the enemy threat and locating a secret weapon, to competing in a white-knuckle vehicle race across a treacherous track. Missions are timed and you'll be ranked on how long it takes you to complete each task or area. As you complete missions, new ones will become available in the Mission Screen. You can replay missions as many times as you like in order to get a better time and collect more Metal Chips.

DICE TIP! *Most missions are comprised of a series of sub-stages or areas. While you will constantly have to contend with enemies, many of these areas have a certain goal to fulfill or puzzle to decipher in order to complete them and continue on. Watch for red-colored dots to appear on your Radar, as destroying these objects and/or enemies will typically complete your objective.*

RANKING

With the majority of the missions, you'll be graded on the amount of time it takes you to complete each area or sub-stage. The faster you are able to complete the mission, the better your rank and the more Metal Chips you'll be awarded at its completion.

GAMEPLAY (CONT.)

ESSENTIAL ITEMS

Metal Chips: These chips come in a variety of sizes and varying amounts and are dropped by destroyed enemies, found along tracks and awarded at the end of a mission. You can use the Metal Chips you collect to purchase new playable Dinobreakers, Satellite Bots and upgrades at the Garage. There is also a chip multiplier – the more consecutive enemies you destroy, the greater the number of chips they drop!

DICE TIP! *Most Metal Chips will disappear after a short amount of time. To quickly suck up large amounts before they are lost for good, hop off your Dinobreaker. When in Gild Suit Mode, the chips will automatically come to you!*

Health Pack: In addition to Metal Chips, fallen enemies will often drop Health Packs. Picking up one of these life-restoring packs will replenish a small amount of your Damage Meter.

SATELLITE BOTS

Every time you head into a new mission, you will get the opportunity to select a Satellite Bot to accompany you. Satellite Bots are prototype pursuit support units that can be used offensively as an attack unit, as well as defensively to provide support. Developed using a mineral called "Shell," these Bots provide almost unlimited power. Each module is different and has its own unique traits. It's possible to enhance them by purchasing upgrades with your Metal Chips at the Garage.

The Satellite Bot is incredibly versatile and comes equipped with a variety of functions. Depending on the mode, the Power Gauge located underneath the Dinobreaker Meter on the left hand side of the screen displays how many shots your Satellite Bot can fire at any given time, how much energy is left for the Bot Barrier, or how many boosts you have stored.

DICE MODES

The F-99 DICE unit is capable of transforming their Dinobreakers from deadly fighting machines into sleek and versatile vehicles. In addition, they can hop off their Dinobreaker at any time and go it on foot in Gild Suit Mode. To transform from Dinobreaker Mode into Vehicle Mode (and vice-versa), press △.
To enter/exit Gild Suit Mode by mounting/dismounting the Dinobreaker, press R2. Depending on the mission, you may have to use one, if not all of the modes.

Dinobreaker Mode: In Dinobreaker Mode, you can use your mechanical motorized machine to attack and wipe out the enemy. Dinobreakers have the ability to pull off multi-hit combos by pressing ■ multiple times. You can also grab and throw the enemy by pressing ■ + ✕ simultaneously. While in Dinobreaker Mode, if your Dinobreaker takes too much damage, it will overheat and cause you to be ejected. You won't be able to get back on to the Dinobreaker until its Overheat Meter has completely cooled down.

DICE TIP! *Some Dinobreakers, such as the Hoverptera, come with the extra ability to temporarily fly. Press and hold ✕ to maintain the Dinobreaker's altitude (when in flight). You can continue hovering but your Overheat Meter will slowly begin to fill up. To quickly drop down to the ground, press the R1. You can use the ✕ and R1 buttons to control your flight altitude. In addition, attacking in mid-flight will also keep your Dinobreaker in the air and prevent you from landing.*

DICE MODES (CONT.)

Vehicle Mode: In Vehicle Mode, your Dinobreaker becomes a fast-driving vehicle, capable of racing down tracks and corridors at blistering speeds.
To transform your Dinobreaker into a vehicle, press △ (you must be on the Dinobreaker to do so). When in Vehicle Mode, a Speed Meter appears under your Dinobreaker's Dinobreaker Meter to show you how fast your are traveling. In addition, the Power Gauge is replaced with a Boost Meter, which indicates how many boosts you have stored up. You can use a boost by pressing ● or R1. Like your Satellite Bot's shots, boosts will replenish after time. Vehicle Mode is used mainly for racing, but it does have other uses, too. Experiment with the different modes depending on your mission goal or situation to see what works best for you.

DICE TIP! *Boosts can also be used in the air, as well as to quickly stop your vehicle. To get an aerial boost, press ● or R1 while in the air. To execute a boost brake, simultaneously press ✕ + ● or ✕ + R1. You can also steer your vehicle in the air with the left analog stick or directional buttons.*

Gild Suit Mode: Gild Suit Mode is when you are on foot and away from your Dinobreaker. While you are highly susceptible to damage and enemy attack when in this mode, you are not without the means to attack and defend yourself. While in Gild Suit Mode you still have most of the same attacks as Dinobreaker Mode — although you cannot use your Satellite Bot to fire and lock-on to enemies. However, you can use your Satellite Bot as a shield by pressing ●. Doing so causes the Bot to rotate around you, damaging any enemies it comes in contact with. This "Bot Barrier" will deplete your Power Gauge and stop when the meter is empty.

DINOBREAKERS

Before heading into each mission, you will be given the opportunity to select the Dinobreaker you want to take with you. Each Dinobreaker has its own unique set of attributes and choosing the right Dinobreaker for the right mission is half the fun.

MOTORAPTOR
Pilot: Jet Siegel
The Motoraptor can transform from a high-speed motorcycle into the form of a velociraptor. Ferocious and agile, the Motoraptor is very effective in close-range combat.

HOVERPTERA
Pilot: Robert Clapice
This hoverjet can transform into the form of a pterodactyl. As one of the few Dinobreakers that can fly, the Hoeverptera typically serves as a scout, observing the mission situation from the sky. The Hoverptera's strength is its quick speed and adept agility.

MONOCRAWLER
Pilot: Marco Rocca
This drill tank can transform into the form of a monoclonius. Slow but heavily armored, the sturdy Monocrawler is best suited for heavy-duty tasks, such as drilling through solid rock, lifting heavy objects and taking on tough enemies.

DIMETROVER
Pilot: Tak Carter
The Dimetrover can transform into a two-seat roadster into the form of a ferocious dimetrodon. An all-around steady and stable Dinobreaker, the Dimetrover can be called on to accomplish all variety of tasks and mission objectives.

PARATRICAR
Pilot: Sam N'Dool
The Paratricar can transform into a three-wheeled tri-car into the form of a parasaurolophus. Thanks to its genius inventor and pilot, Sam N'Dool, the Paratricar is a serious fighting machine, capable of slicing through the enemy with its razor-sharp armored tail.

***DICE TIP!** Not all Dinobreakers are available from the start. You can unlock and purchase new ones by visiting the Garage between missions.*

NOTES