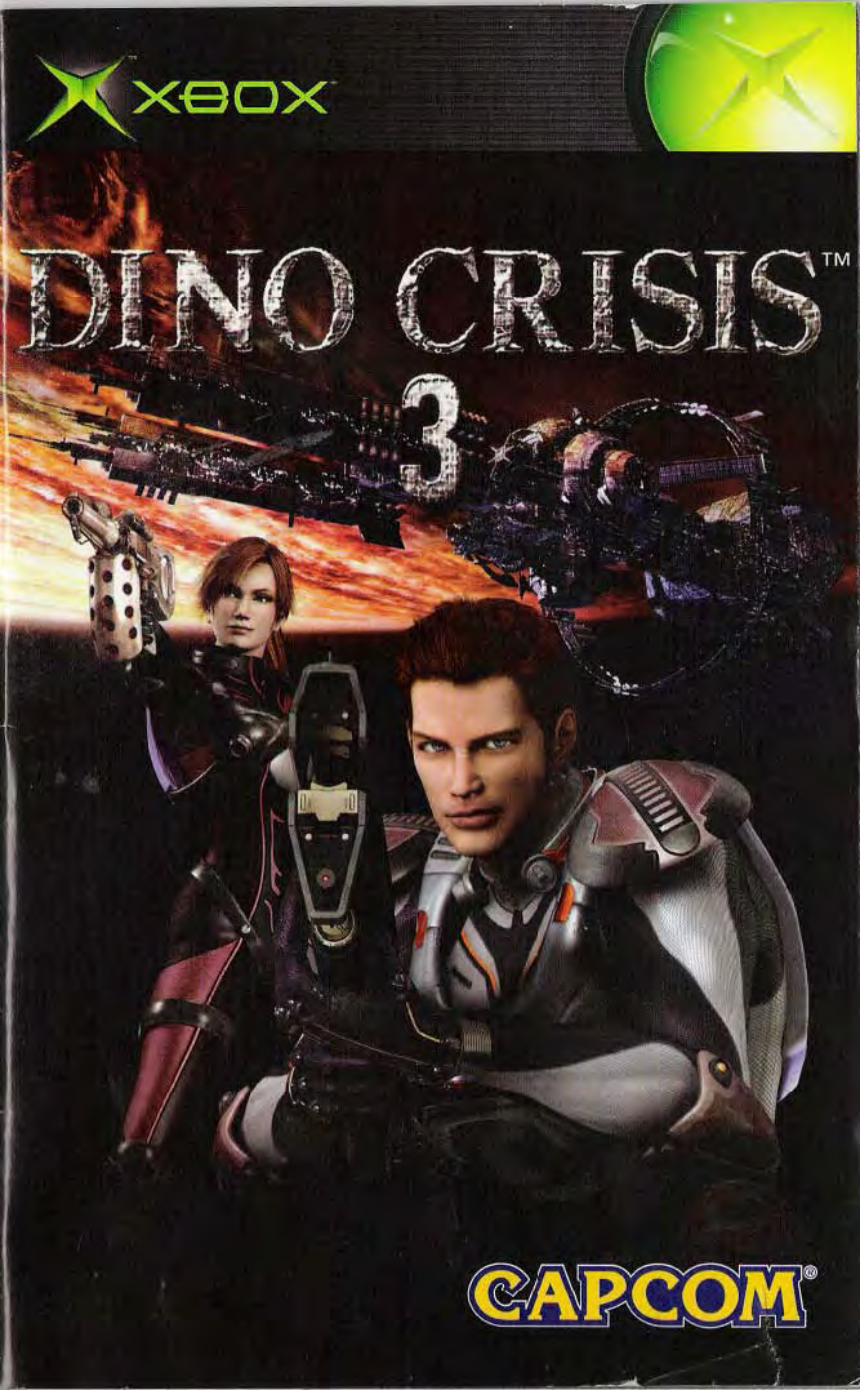
xbox
DINO CRISIS™
3
CAPCOM®

SAFETY INFORMATION

ABOUT PHOTOSENSITIVE SEIZURES

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms including: lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by sitting farther from the television screen, using a smaller television screen, playing in a well-lit room, and not playing when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

OTHER IMPORTANT HEALTH AND SAFETY INFORMATION The Xbox Instruction Manual contains important health and safety information that you should read and understand before using this software.

AVOID DAMAGE TO YOUR TELEVISION

DO NOT USE WITH CERTAIN TELEVISIONS Some televisions, especially front- or rear-projection types, can be damaged if any video games, including Xbox games, are played on them. Static images presented during the normal course of game play may "burn in" to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner's manual to determine if video games can be played safely on your set. If you are unable to find this information in the owner's manual, contact your television dealer or the manufacturer to determine if video games can be played on your set.

Unauthorized copying, reverse engineering, transmission, public performance, rental, pay for play, or circumvention of copy protection is strictly prohibited.

CAPCOM

A Special Message from CAPCOM ENTERTAINMENT

Thank you for selecting DINO CRISIS™ 3 for your Xbox™ video game system from Microsoft. We at CAPCOM ENTERTAINMENT are proud to bring you this new addition to your video game library.

REGISTER ONLINE AT WWW.CAPCOM.COM

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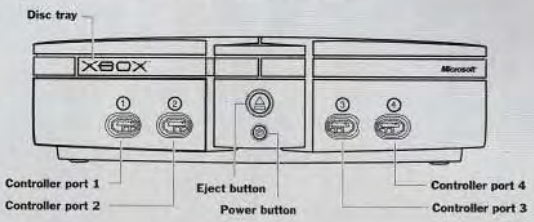
SETTING UP

USING THE XBOX VIDEO GAME SYSTEM



1. Set up your Xbox video game system by following the instructions in the Xbox Instruction Manual.
2. Press the power button and the status indicator light will light up.
3. Press the eject button and the disc tray will open.
4. Place the **DINO CRISIS™ 3** disc on the disc tray with the label facing up and close the disc tray.
5. Follow the onscreen instructions and refer to this manual for more information about playing **DINO CRISIS 3**.

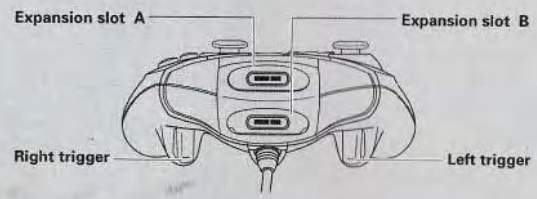
AVOIDING DAMAGE TO THE DISCS OR THE DISC DRIVE

To avoid damage to discs or the disc drive:

- Insert only Xbox-compatible discs into the disc drive.
- Never use oddly shaped discs, such as star-shaped or heart-shaped discs.
- Do not leave a disc in the Xbox console for extended periods when not in use.
- Do not move the Xbox console while the power is on and a disc is inserted.
- Do not apply labels, stickers, or other foreign objects to discs.



USING THE XBOX CONTROLLER





1. Insert the Xbox Controller into any controller port of the Xbox console.
2. Insert any peripherals (for example, Xbox Memory Units) into controller expansion slots as appropriate.
3. Follow the onscreen instructions and refer to this manual for more information about using the Xbox Controller to play **DINO CRISIS 3**.
4. See pages 6-7 for game controls.



KILLER CARGO

YEAR 2548

Over 300 years ago, the Earth lost contact with the colonist spaceship Ozymandias as it approached Jupiter. Now, Ozymandias has suddenly reappeared ... out of nowhere.

The prodigal spaceship rapidly heads toward Earth, as though she wants to come home. The government repeatedly attempts to contact Ozymandias, but response is nil.

The Interstellar Fleet Commander issues an order. An investigative shuttle manned by the S.O.A.R. (Special Operations and Reconnaissance) squadron lifts off. Its special ops mission: Search and Rescue.

The shuttle is met by a sudden burst of blasts ...

... is mercilessly destroyed ...

... and most of its crew lost in space.

Patrick and a few of the S.O.A.R. team miraculously survive and board Ozymandias.

But what waits for them there ... is beyond belief!



A member of S.O.A.R. special ops, Patrick Tyler's strong sense of duty and natural charisma make him an asset to any operation. Trusted by the entire team, he boosts troop morale.

PATRICK

The sole survivor of Ozymandias, Caren's existence is shrouded in mystery.

CAREN

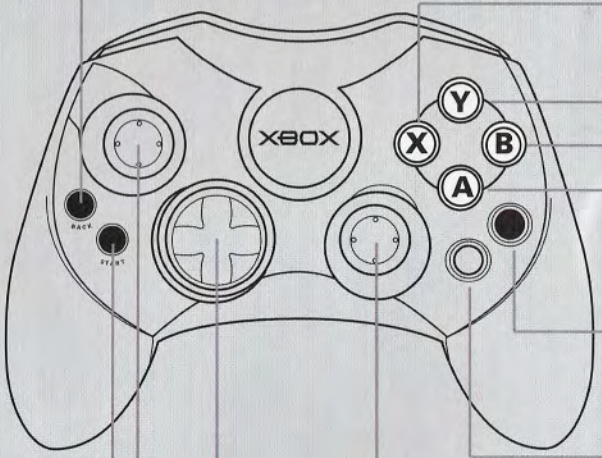
JACOB

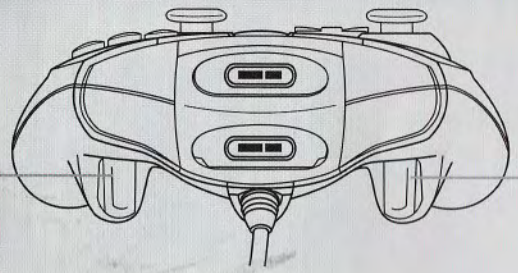
Jacob Ranshaw leads S.O.A.R. special ops. His directness and bold decision-making abilities are critical to the operation. He's fanatical about the safety of his troops.

Another member of S.O.A.R. special ops, Sonya Hart is a cool-headed soldier with flawless action. Her focus is completing missions.

SONYA

DEFAULT CONTROLS





R trigger
- Hover
- Flight (down during anti-gravity)

L trigger
- Switch locked-on enemy

BACK button
- Display Status screen
- Cancel (on menus)

X button
- Attack

Y button
- Wasp attack

B button
- Jump (up during anti-gravity)
- Cancel (on menus)

A button
- Investigate
- Confirm (on menus)

Black button
- Display/Hide Map screen

White button
- Display/Hide Status screen

START button
- Display Option screen
- Confirm (on menus)

right thumbstick
- Move camera

directional pad
- Not used

left thumbstick
- Move character
- Move cursor (on menus)



The controls shown here are default Type A. Use the Option Menu to change to a different control setting either before or during play. See page 9 for details.

GETTING INTO THE GAME



TITLE SCREEN

After the game demo plays though, the Title screen will appear, listing the options you can use to start the game. use the left thumbstick to highlight an option, and press Ⓐ to confirm.

LOAD GAME - The Load screen appears when you select this option. Select a saved game and confirm to resume the game at the point where it was saved. (You must have **DINO CRISIS 3** saved game data on the Xbox hard disk in order to use this option. See page 20 for help.)

(While saving or loading game data, do not press the power button or eject button or disconnect the controller, or your saved data may be damaged.)

NEW GAME - Select a difficulty level and start a new game.

OPTION - Modify selected game settings. See page 9.

GAME OVER

The game is over when:

- You win.
- Your vitality drops to zero under attack.
- You're caught in an Ozymandias trap.

CONTINUE

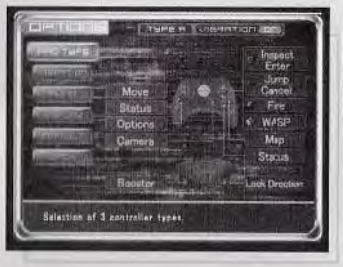
When a game is over, you can continue gameplay if:

- You're playing in **EASY** difficulty mode.
- You're playing in **NORMAL** or **HARD** difficulty mode and you have a Lifeline.

Use the left thumbstick to choose YES or NO and press Ⓐ to confirm.

OPTION MODE

Select OPTION on the Title screen or press START during gameplay to enter Option mode. Move the left thumbstick ⬆/⬇ to select an option item and ⬅/➡ to highlight an item setting.



Some items will display a sub menu when selected. In these cases, follow the onscreen instructions and press Ⓐ to confirm your selection. When you exit Option mode, your changes will be active in the game.

PAD TYPE - Choose from three types of controller settings.

VIBRATION - Set controller vibration ON/OFF. When ON, the controller will vibrate in response to game events.

AUDIO - Adjust volume of background music and sound effects.

DISPLAY - Enhance your gameplay enjoyment by adjusting the screen brightness and game color. Adjust contrast by moving the left thumbstick ⬅/➡.

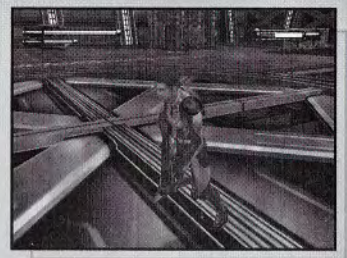
DEFAULT - Restore original settings.

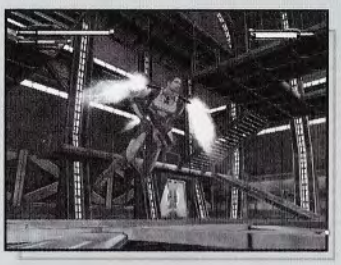
BACK - Return to game.

RESET - Quit and return to the Title screen.

MOVE: WALK/RUN

Tilt the left thumbstick in the direction you want to move your character. To walk, tilt it lightly. To run, tilt firmly.





HOVER

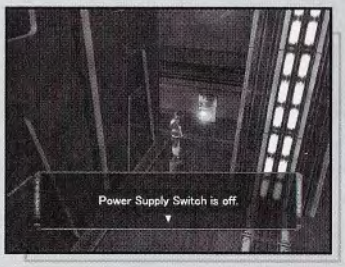
While your character is running, hold down the R trigger to hover for high speed chases. Hovering uses energy (which is automatically recovered when not hovering).

JUMP/FLIGHT

Press B to jump. In mid-jump, press the R trigger to stay in flight. Flying uses energy (which is automatically recovered when not flying).







INVESTIGATE

To investigate an object, press A while facing the place or thing you want to examine.

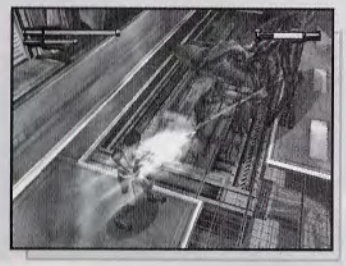


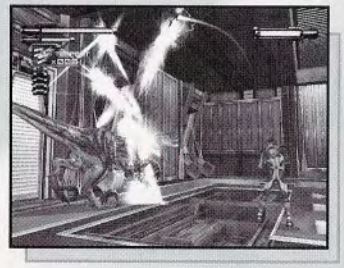
SHOOT

Press X to attack, using your equipped cartridges. If an enemy is nearby, your weapon automatically locks onto it. Lock-on continues as long as you keep attacking that enemy. Press the L trigger to switch your lock-on to a different nearby enemy.

SPECIAL ATTACK

Press and hold X, then release the button to launch a special attack. Use the left thumbstick to aim. The attack effect varies depending on the cartridge you're equipped with. The force of the special attack also changes depending on the length of time you hold down X before releasing it.

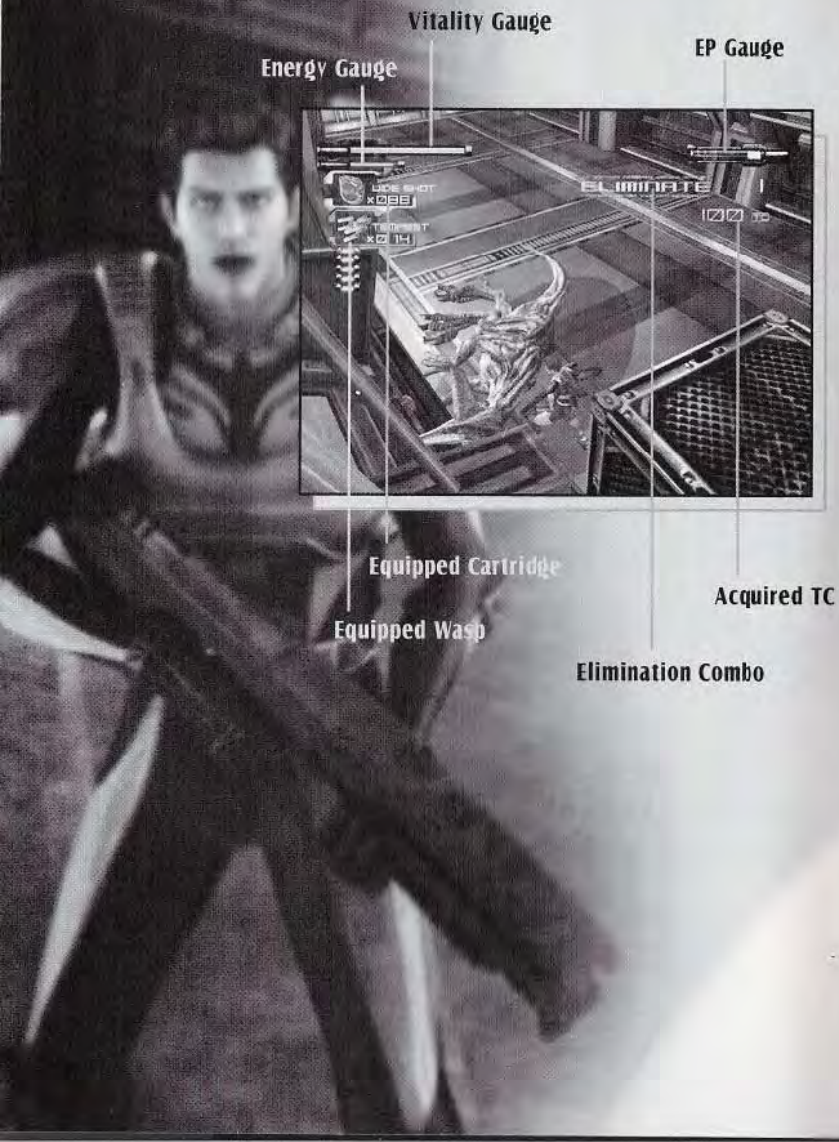




WASP ATTACK

If you get equipped with Wasps–miniature security machines left on Ozymandias–you can press Y to launch a Wasp attack on the enemy.

GAME SCREEN



VITALITY GAUGE

Displays character's vitality, decreasing when character takes damage. When vitality reaches zero, the game ends.

ENERGY GAUGE

Displays energy required for hover and flight action. Gauge drains while character is hovering or flying, then gradually recovers to maximum value when character stops hovering or flying. If energy drops to zero, overheat occurs and energy is unrecoverable for a certain time.

EQUIPPED CARTRIDGE / WASP

Displays gun cartridges and Wasps you are equipped with. [A] shows the remaining number of cartridges and Wasps you currently have. [B] shows the number of Wasps available to launch (bright number), and the number of Wasps currently launched (dim number).

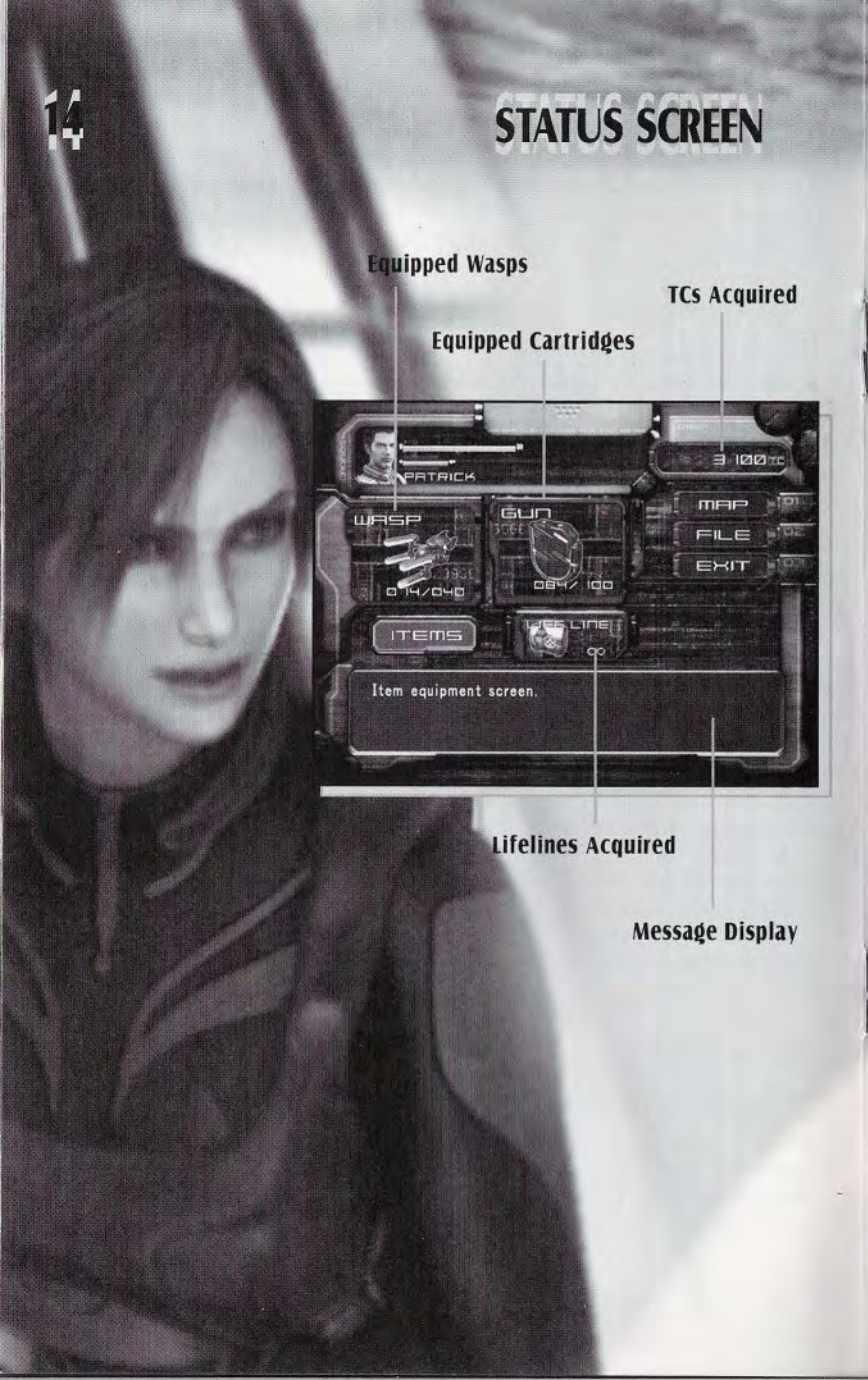
EP GAUGE (ELIMINATION POINTS)

Counts the number of enemies destroyed. It increases as you defeat more and more enemies. Once the gauge reaches its maximum, it remains stable even if more enemies are downed. At this point, you no longer acquire tactical credits (TC) with the defeat of enemies. Use Support Terminals located throughout the game to dial down the accumulated EP points to zero. (See page 19 for help.)

ELIMINATION COMBO / ACQUIRED TC (TACTICAL CREDIT)

Displays defeated enemies in the sequence they were beaten and the TC you earned with each hit. Use your TCs to buy items. (See page 21 for help.)

STATUS SCREEN



VIEWING THE STATUS SCREEN

Press BACK to display the Status screen during gameplay. Use the left thumbstick to move the cursor to choose items. Press Ⓐ to confirm a choice and move to that item's sub screen.

EQUIPPED WASP / EQUIPPED CARTRIDGE SUB SCREENS

Select WASP or GUN to display one of those sub screens. Use the left thumbstick to select the Wasp or cartridge you want and press Ⓐ. Follow the onscreen instructions to equip yourself with the selected weapon.





ITEM SUB SCREEN

Select ITEM to display its sub screen. Move the left thumbstick ⬅/➡ to select RECOVERY or KEY ITEM type, and ⬆/⬇ to select the item you want to use. Then press Ⓐ. Follow the onscreen instructions to use the selected item.

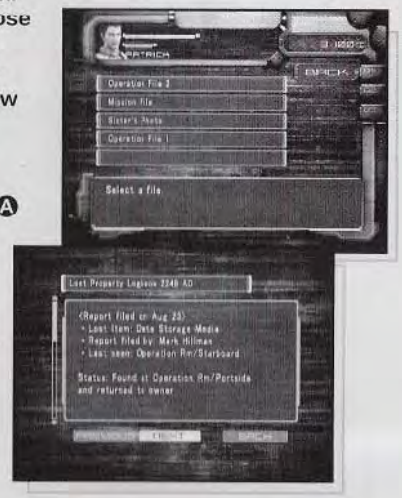


MAP SUB SCREEN

Select MAP to display its sub screen. (You can also display the Map sub screen by pressing ◔ at the Game screen.) Follow onscreen instructions to view maps. Use MODE SELECT to switch between a map of room you're in, a map of the block you're in, and a map of the entire ship.

FILE / VIEW FILE SUB SCREENS

Select FILE to display its screen. Use the left thumbstick to choose a file, and press Ⓐ to confirm. Select the file you want to see and press Ⓐ to display the View File sub screen. Use the left thumbstick to choose an item to view and press Ⓐ. Select PREVIOUS or NEXT and press Ⓐ to view file contents of the previous or following page. To return to the previous screen, press Ⓑ, or select EXIT or BACK and press Ⓐ to confirm.



TACTICAL CREDIT (TC)

TACTICAL CREDIT (TC)

You earn tactical credit (TC) by defeating enemies and taking items. Then, you can use your TC to buy necessary items in a shop (see page 21).

But, once your EP gauge reaches its maximum, you no longer earn TCs, even if you defeat enemies. To start earning TCs again, use a Support Terminal to return your EP gauge to zero.

BONUS CREDIT

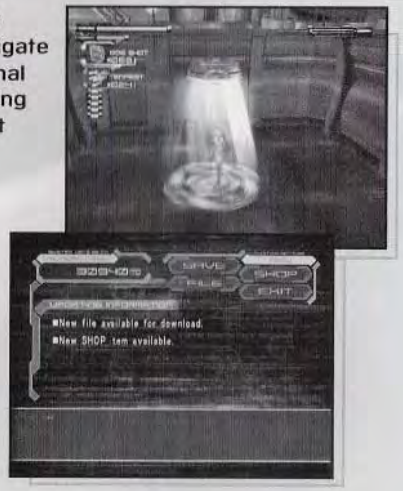
When you use a Support Terminal to return the EP gauge to zero, you get a Bonus Credit depending on the accumulation percentage of the EP gauge.

ELIMINATION COMBO BONUS

After defeating one enemy, if you defeat another within a certain time limit you earn an Elimination Combo bonus. Get even more TCs by continuing your Elimination Combos.

SUPPORT TERMINAL

When you come across a Support Terminal floating in a room, investigate underneath it to display the Terminal screen. (If your EP gauge is showing points, you will see a Bonus Credit Screen first before the Terminal screen is displayed.)



The Terminal screen info and options are:

- TC you have
- SAVE
- SHOP
- FILE download
- EXIT

Move the cursor with the left thumbstick to choose an item. Press Ⓐ to confirm your selection and switch between sub screens for each item selected.

To return to the Terminal screen from any sub screen, press Ⓑ or select EXIT or BACK and press Ⓐ.

SAVE SUB SCREEN

Select SAVE to display its sub screen. Then follow the onscreen prompts to save data, using the left thumbstick to select and pressing Ⓐ to confirm.

You can save **DINO CRISIS 3** game data as long as enough free memory is available on the Xbox hard disk.

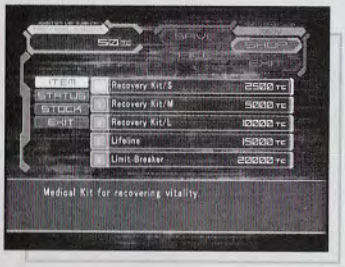
- You need 4 blocks of free space in memory in order to save system data, and 5 blocks for one batch of saved data.
- Saved data can only be saved to your Xbox hard disk. Separately sold memory units are not compatible with this game.



- If you overwrite previously saved data with new saved data, your previous saved data will be erased.
- While saving or loading game data, do not press the power button or eject button or disconnect the controller, or your saved data may be damaged.

SHOP SUB SCREEN

Select SHOP to display its sub screen. Use the left thumbstick to select an item and press Ⓐ to view of list of the items of that type available for you to buy.

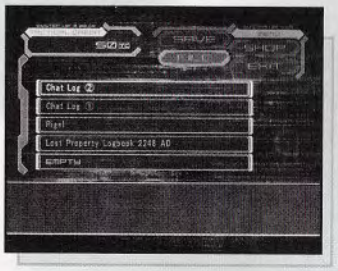


ITEM – Buy recovery type or weapon type items.

STATUS – Raise the maximum allowable values of vitality and energy you can have.

STOCK – Raise the maximum allowable number of recovery items and weapon items you can have.

When you highlight an item, its details will be displayed. Follow the onscreen instructions to buy items with your TC. If you don't have enough TC for an item, you won't be able to buy it.



FILE DOWNLOAD SUB SCREEN

Select FILE to display the files you've accumulated. Use the left thumbstick to select a file, and press Ⓐ to download it. You can now view that file at any time from the Status screen.

WASPS

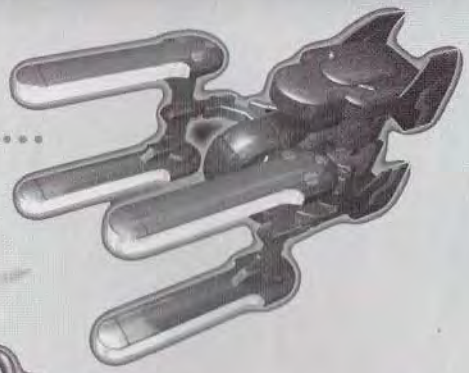
WASPS

Wasps are high performance security machines left on Ozymandias. They wage attacks and can keenly sense when living organisms threaten security. You can also use Wasps to restore ship functions from Wasp-Lock security.

(A Wasp-Lock is a computer-created block that separately controls ship functions. You release the lock by discharging a Wasp-Lock compatible Wasp near the computer.)

TEMPEST

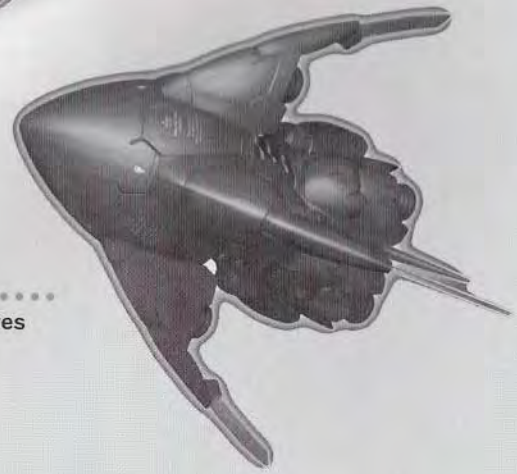
Fires lasers while flying around enemies.





JUGGERNAUT

Shields its body with energy and moves at a crawl along the ground. It hurls itself repeatedly at enemies.



INFERNO

Rises aloft and activates a huge explosion after a certain time.

HEAVY VULCAN

HEAVY VULCAN

The Heavy Vulcan excels at firing continuous rounds of high-energy bullets. By changing cartridges, you can shoot a pinpoint high-powered laser or a wide shot that effectively covers a extensive area.



LASER CARTRIDGE

Delivers pinpoint accuracy.





WIDE SHOT CARTRIDGE

Sprays projectiles over a wide range.

RECOVERY KITS



RECOVERY KIT S – Restores some vitality.

RECOVERY KIT M – Restores about half your vitality.

RECOVERY KIT L – Restores full vitality.



LIFELINE RESUSCITATING AGENT

Revives a fallen player in **NORMAL** or **HARD** difficulty mode.



LIMIT BREAKER

Increases energy attack power and reduces energy usage for Booster.

SHIP'S LOG

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ESRB RATING

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772

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