



Install CD key

CD Key

CAPCOM® UBISOFT®

Devil May Cry™ 3 Special Edition © CAPCOM CO., LTD. 2005. 2006. ALL RIGHTS RESERVED.
ILLUSTRATIONS: Kazushige Nojima/ATLUS. The typefaces included herein are solely developed by DynaComware. Copyright 1999 The Learning Company, Inc., and its subsidiaries. All rights reserved. This product includes FontAvenue® fonts, licensed by NEC Corporation. FontAvenue is a registered trademark of NEC Corporation. Distributed by Ubisoft Entertainment. Ubisoft and the Ubisoft logo are trademarks of Ubisoft Entertainment in the US and/or other countries.

0814612

UBISOFT®

CAPCOM®

WARNING

READ BEFORE PLAYING

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 computer screen, or while playing video games, 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, have an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video or computer 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.

CONTENTS

| | |
|---------------------------------------|----|
| DEMON DANTE | 4 |
| CHARACTERS | 5 |
| INSTALL | 6 |
| CONTROLS | 8 |
| NEW FEATURES | 10 |
| VERGIL'S WEAPONS, STYLES & ATTACKS | 12 |
| BASIC ACTIONS (DEFAULT CONTROLS) | 13 |
| GETTING INTO THE GAME | 16 |
| GAME SCREEN | 17 |
| STYLES | 18 |
| STYLE MOVES | 20 |
| WEAPONS | 22 |
| ITEMS | 23 |
| SUBSCREEN | 24 |
| CUSTOMISING DANTE | 25 |
| OPTIONS | 26 |
| THE DEMON LEGEND | 27 |
| WARRANTY | 28 |
| TECHNICAL SUPPORT | 29 |

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, spawned from the blood of the Demon Hero Sparda and a human mother, is trying to set up shop in a small corner of town, only to find a gigantic tower rise up from 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. Mysteriously, Vergil had seemingly disappeared from the face of the earth years ago...

...Surrounding Vergil are countless fierce demons! Although both Dante and Vergil share the same blood of Sparda, they have completely different goals.

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 towards this mysterious tower with a score of her own to settle. And the wheels of fate start to turn for the humans, demons and men who are both.

CHARACTERS

DANTE is a Devil Hunter who fights with his trademark twin handguns and a sword. The blood of the Demon Hero Sparda running through his veins endows him with extraordinary powers beyond those of any human. Though easy-going and always ready to joke, his spirit is steadfast and he passionately hates the forces of evil. In his soul Dante harbours the strength to stick by his beliefs no matter what.

VERGIL is Dante's twin brother. Just like Dante, the blood of Sparda runs through 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 works closely with Vergil. Although human, he is driven to become a demon.

Demon Hunter LADY is as fierce as they come! She despises demons and her life's work is to destroy them all. The same applies to Dante with his half-demon half-human blood coursing through his veins. Lady has some connection with Arkham and has followed him to the tower.

INSTALL

INSTALLATION PROCEDURE

(Installation is required to play this game.)

Before starting the installation, please confirm that your computer meets the system requirements. Turn the power on and insert the DEVIL MAY CRY™ 3 DANTE'S AWAKENING Special Edition DVD-ROM into the DVD-ROM drive.

In the Launch screen, select "Install DEVIL MAY CRY™ 3 DANTE'S AWAKENING Special Edition" from the menu to start the installation. If the Launch screen does not appear automatically, double-click on the DVD drive icon from My Computer and then double-click on the executable "Autorun.exe" to start the program.

LANGUAGE SELECTION

When the Language Selection screen appears, choose the language to use during the installation from the list of available languages. For an English installation, choose "English" from the list and click on "Next" to continue. If no Language Selection screen appears, check the package for the version of DEVIL MAY CRY™ 3 DANTE'S AWAKENING Special Edition being installed. There are 8-language, 5-language and 1-language versions of the game. With the 1-language version, this screen will not appear.

END-USER LICENCE AGREEMENT

Read through the end-user licence agreement, then check "I agree" and click "Next" to continue. (Installation of the game is not possible until the entire end-user licence agreement has been read and agreed to.)

CD-KEY

As the CD-Key is included in the product, there is no need to enter it. Just click "Next" to continue.

SET-UP

In the Set-up screen, choose the installation size and the subtitle language. There are two installation sizes to choose from:

- Minimal: Install everything, except movies, onto your hard drive.
- Full: Install all of the files, including movies, onto your hard drive.

Choose the installation size that is right for your system.

Once you have selected a size, click "Next" to move on to the Language Selection screen.

INSTALL LOCATION

Choose the folder in which to install the game. The default installation location is C:\Program Files\CAPCOM\DMC 3 SE. To change the location, click "Browse" and choose the installation folder. When finished, click "Next" to continue.

SELECTING A PROGRAM FOLDER

Select a program folder or create a new one. The default folder is DEVIL MAY CRY™ 3 DANTE'S AWAKENING Special Edition. When finished, click "Next" to continue.

COPY FILES

Check the settings and then click "Next" to continue.

SET-UP PROGRESS

The installation will begin.

You will be asked to restart your computer after the installation. Click "Yes" to restart.

INSTALLSHIELD WIZARD

After the installation is complete, check the items to run and click "Finish."

UNINSTALLING

Click on the Start button, and then choose Programs -> CAPCOM -> DEVIL MAY CRY™ 3 DANTE'S AWAKENING Special Edition -> Uninstall to start the uninstallation procedure. Follow the instructions on-screen.

When the program is successfully uninstalled, you will be prompted to restart the computer. Select "Yes" to restart the computer, or select "No" to wait. It will not be possible to reinstall DEVIL MAY CRY™ 3 DANTE'S AWAKENING Special Edition until the computer has been restarted.

CONTROLS

GAME PAD

This chart is an example configuration based on a 12-button game pad with analog sticks.

These are the default settings, and may differ depending on what kind of input device you are using.

The key configuration arrangement might be different according to the kind of game pad.

The in-game display uses a game pad for illustrative purposes.

| Button | Operation |
|-----------------------|-------------------------------|
| Left analog stick | Character Movement (Walk/Run) |
| 6 | Devil Trigger |
| 0 | Lock-on Target |
| 7 | Switch Long-range Weapon |
| 8 | Switch Close-range Weapon |
| 1 | Long-range Attack |
| 2 | Close-range Attack |
| 4 | Style Move/Check |
| 3 | Jump/Cancel |
| 11 | Taunt |
| 12 | Subscreen/Cancel |
| Directional buttons ↑ | Item screen |
| Directional buttons ← | File screen |
| Directional buttons ↓ | Equip screen |
| Directional buttons → | Map screen |
| Right analog stick | Move Camera |
| 10 | Reset Camera |
| 6 + 0 | Change Lock-On Target |
| 6 + Left analog stick | Dodge |
| ← or → + 3 | |

KEYBOARD

| Button (N = Numerical keypad) | Operation |
|-------------------------------|---------------------------|
| W / N 8 | Character Movement |
| A / N 4 | Character Movement |
| S / N 5 | Character Movement |
| D / N 6 | Character Movement |
| N / N - | Devil Trigger |
| [Space] / N 1 | Lock-on Target |
| O / N 7 | Switch Long-range Weapon |
| E / N 9 | Switch Close-range Weapon |
| I | Long-range Attack |
| J | Close-range Attack |
| L / N [←+Enter] | Style Move/Check |
| K / N 0 | Jump/Cancel |
| M | Taunt |
| [=] | Subscreen/Cancel |
| 1 | Item screen |
| 2 | File screen |
| 3 | Equip screen |
| 4 | Map screen |
| [Ctrl] + Character Movement | Walk |
| [←] [→] [↑] [↓] | Move Camera |
| [←] + [→] | Reset Camera |
| [Space] / N 1 + O / N 2 | Change Lock-on Target |
| [Space] / N 1 + A or D / N 6 | Dodge |
| or N 4 + K / N 0 | |
| F12 | Key config |
| [Alt] + [←+Enter] | Change screen Mode |

NEW FEATURES

NEW FEATURES

DEVIL MAY CRY™3: DANTE'S AWAKENING SPECIAL EDITION features many new upgrades and added features that build on the original **DEVIL MAY CRY™3**. You can unlock these new features by completing the game.

NEW GAME MODES

VERGIL MODE - Play through the game as the evil Vergil rather than Dante (see page 13 for Vergil's weapons/actions).
Unlock this feature by completing the game as Dante.

BLOODY PALACE MODE - Enter a multi-storied dungeon where your only goal is to battle your way to the top, level after level. There are 9999 levels, and defeating all enemies on a single level unlocks portals to other levels. The **FIRE PORTAL** advances you 100 levels, the **LIGHTNING PORTAL** advances you 10 levels, and the **WATER PORTAL** advances you one level.

Unlock this feature by completing the game as Dante.

CONTINUE MODE - When you begin a new game, you can select from two options, **GOLD** and **YELLOW**, that determine how Continues will be handled.

Selecting **GOLD** allows you to continue after you die and resume the game right where you left off by using a Gold Orb. This mode also allows you to continue from the last checkpoint as many times as you want, without using a Gold Orb.

Selecting **YELLOW** requires you to use a Yellow Orb to resume the game, and starts you back at the last checkpoint you passed, rather than from the exact location where you died.

TURBO MODE - For those who like their gameplay at break-neck speeds, this mode revs up the action of the entire game so it runs at 120% (20% faster than normal!).

Select **TURBO MODE** in the Options Menu (available in the Main Menu).

You cannot change this setting once the game has started.

DEMO DIGEST - Replay all cut scenes you have viewed or unlocked so far in the game.

VERY HARD MODE - This difficulty mode has been added to the four difficulty modes of the original game. The difficulty modes in this game are now **EASY**, **NORMAL**, **HARD**, **VERY HARD**, and **DMD**. The overall difficulty levels of **NORMAL** and **HARD** are easier than in **DEVIL MAY CRY™3**.

To unlock the **VERY HARD** difficulty mode, you must first pass the **HARD** level.

PLUS! - There are many other exciting new unlockable features for you to uncover in **DEVIL MAY CRY™3: DANTE'S AWAKENING SPECIAL EDITION**.

VERGIL'S WEAPONS, STYLES & ATTACKS

Play through the game as Vergil in this new unlockable mode. The following information explains some of the differences you will find when playing as Vergil.

WEAPONS

While Vergil can use some of the same weapons as Dante, he can also use some unique new weapons. Like Dante, Vergil can use Red Orbs to power up weapons and learn new moves (see page 19).

MELEE WEAPON - Switch between Vergil's three melee weapons by pressing the 6 (Q/N7)/7 (E/N9) buttons.

YAMATO - Sword with wide attack range.

BEOWULF - Powerful pieces of armour for hand-to-hand combat.

FORCE EDGE - Large, easy-to-wield sword.

SUMMONED SWORDS - Vergil's only long-range weapons, these powerful Summoned Swords are conjured up and hurled straight at the target.

STYLES

Unlike Dante, Vergil can only use the Dark Slayer Style. You can still use experience points to level-up this Style (see page 19).

ATTACKS

YAMATO:

UPPER SLASH 5 + Left analog stick (back) + 3 (SPACE/N1 + Character Movement (back) + J)

Hold the 5 (SPACE/N1) button, press the 3 (J) button, and move the left analog stick opposite to the direction Vergil is facing.

Quickly draw your sword and propel the enemy up in the air!

BEOWULF:

LUNAR PHASE 5+Left analog stick (back)+3(SPAC/N1+Character Movement (forward)+J)

Hold the 5(SPAC/N1) button, press the 3 (J) button, and move the left analog stick in the direction Vergil is facing. This hard-hitting spinning kick will leave your opponent's head spinning!

FORCE EDGE:

HIGH TIME 5+Left analog stick (back)+3 (SPACE/N1+Character Movement (back)+J)

Hold the 5 (SPACE/N1) button, press the 3 (J) button, and move the left analog stick opposite to the direction Vergil is facing.

With a mighty swing, propel the enemy up in the air!

BASIC ACTIONS (DEFAULT CONTROLS)

WALK/RUN LEFT ANALOG STICK (CTRL)

Slightly move the left analog stick (←→↑↓) to walk in the direction you press. Push the left analog stick more strongly to run. You cannot run while holding the 5 (SPACE/N1) button to lock-on (see below). To walk instead of run, hold the Ctrl key on the keyboard.

STYLE MOVE/CHECK 1 (L/N ENTER)

Move Dante in front of an item or object and press the 1 (L/N Enter) button to check it out. Open doors by stepping in front of them and pressing the 1 (L/N Enter) button. Use the 1 (L/N Enter) button to perform unique moves specific to the chosen Style. Use different combinations of the 1 (L/N Enter) button (press repeatedly or charge), the 5 (SPACE/N1) button and the left analog stick to perform a variety of cool moves.

JUMP/DODGE 0 (K/N O)

Press the 0 (K/N O) 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 mid-air and close to a wall, press the 0 (K/N O) button again to perform a wall-kick and jump even higher. Furthermore, if you hold the 5 (SPACE/N 1) button, press the left analog stick or (left analog stick A/N 6 or D/N 4) and press the 0 (K/N0) button, you can perform evasive manoeuvres.

LOCK-ON 5 (SPACE/N 1)

Press and hold the 5 (SPACE/N 1) button to lock-on to an enemy or object.

As long as you stay locked-on, your attacks will be targeted towards that enemy or object. With many enemies about, press the left analog stick in the direction of the enemy you want to target, and then press the 5 (SPACE/N 1) button. If you do not press the left analog stick, you will automatically lock-on to the nearest enemy when you press the 5 (SPACE/N 1) button.

LOCK ON TARGET SWITCH

5 + 4 (spacebar + N / num keypad 1 + num keypad -)

While locked on to an enemy, use the 5 + 4 buttons (spacebar + N / num keypad 1 + num keypad -) to switch your lock on to a different target.

CAMERA RIGHT ANALOG STICK (←/→/↑/↓)

Use the right analog stick to move the camera about. By moving the right analog stick, you can get a good look at your surroundings without changing your direction. Press the ←+→ button (depress the right analog stick) to reset the camera behind Dante.

(Note: There may be situations in the game where the camera cannot be manually adjusted.)

CLOSE-RANGE ATTACK 3 (J)

Press the 3 (J) button or use your sword or other close-range weapons for melee attacks. When there are multiple enemies in the area, press the left analog stick in the direction of the enemy you want to attack and press the 3 (J) button. You can also attack in mid-air (while jumping). Besides damaging enemies, close-range attacks can destroy certain objects. Perform a variety of attacks by repeatedly pressing the 3 (J) button or combining it with the 5 (SPACE/N 1) button and/or the left analog stick.

SWITCH CLOSE-RANGE WEAPON 7 (E/N 9)

When you have two or more close-range weapons, press the 7 (E/N 9) button to toggle through them and switch weapons instantly.

LONG-RANGE ATTACK 2 (I)

Press the 2 (I) button to use your gun or other long-range weapons to attack. Certain guns can be fired in mid-air (while jumping). Use your guns to destroy certain objects. Perform a variety of attacks by holding or repeatedly pressing the 2 (I) button.

SWITCH LONG-RANGE WEAPON 6 (Q/N 7)

When you have two or more close-range weapons, press the 7 (E/N 9) button to toggle through them and switch weapons.

DEVIL TRIGGER 4 (N/N-)

After a certain point in the game, Dante will be able to transform himself into a demon. When at least three blocks of your Devil Trigger (D.T.) Gauge are full (see page 17), pressing the 4 (N/N-) button allows you to transform yourself into a demon while damaging the enemies surrounding Dante.

While in demon form, Dante's strength and speed increase, and he can perform special moves that are only available during transformation.

The longer you hold down the 4 (N/N-) button, the more powerful the blast becomes. While he's in demon form, Dante's health also recovers slowly.

Demon form depletes energy from the Devil Trigger Gauge. Once it is empty, Dante reverts to his human form. You can also press the 4 (N/N-) button to cancel Devil Trigger and revert to human form on your own.

Vergil can engage Devil Trigger from the beginning.

GETTING INTO THE GAME

MAIN MENU

Press the 9 (ESC) button on the Title screen to display the Main Menu. Use the left analog stick to select **OPTIONS** and press the 1 (L/N ENTER) 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 last saved.

TUTORIAL - When **TUTORIAL ON** is activated, you receive onscreen hints during the game. You can toggle this **ON/OFF** after beginning a new game.

SELECT DIFFICULTY LEVEL - Choose between **EASY** and **NORMAL**.

SELECT GOLD/YELLOW MODE - Choose between **GOLD ORB** and **YELLOW ORB** modes. Your choice affects how you continue the game (see below).

EASY AUTOMATIC MODE - If you select **EASY** difficulty level, you will have the choice to turn **Easy Automatic Mode ON/OFF**. Turning it **ON** will allow you to perform special combo moves more easily. The **EASY** difficulty level is unlocked once you fail three times in the default mode.

OPTIONS - Adjust various game settings.

MISSIONS

This game is divided into missions, and each mission has a specific goal or objective you must meet in order to move on to the next mission. In the Mission screen, select **MISSION START** to begin the mission. Once you finish a mission, the Mission Clear screen will display your results and rank your performance. To move on, select **NEXT MISSION**.

GAME OVER/CONTINUE

When Dante's Vitality Gauge is depleted, 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 Gold Orb, you can continue from the exact spot where Dante died. In Yellow Orb Mode, you need a Yellow Orb to continue. If you do not have a Yellow Orb, your game is over.

SAVING YOUR GAME

Select **SAVE DATA** in 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** in the Result screen to save your game after completing a mission.

GAME SCREEN



VITALITY GAUGE - Dante's Vitality. The gauge is drained as Dante takes damage. When it reaches 0, 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 EXP GAUGE - EXP earned using your current Style. (See page 18.)

STYLE LEVEL - Level of your current Style.

RED ORBS - Number of Red Orbs you've acquired.

COMBO RATING - Rates your fighting skills as you perform different attacks and defeat enemies.

LOCK-ON CURSOR - Appears on the enemy you've got in target lock-on. (The round lock-on cursor also displays the enemy's Vitality in red.)

LONG-RANGE WEAPON INVENTORY - Displays your long-range weapons as you toggle through them.

CLOSE-RANGE WEAPON INVENTORY - Displays your close-range weapons as you toggle through them.

BOSS VITALITY GAUGE - (Not shown) When you're fighting a boss, this gauge is prompted 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. New styles may also be added by fulfilling certain conditions in the game.

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 mad 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.



BUILDING STYLES

When using a particular Style, you build up experience (EXP) points for that Style. Acquire enough EXP points to increase the Style level. Level-up your Styles to unlock new Style Moves!

CHANGING STYLES

Change Dante's Style either by selecting CUSTOMISE in the Mission Start screen, or by accessing a Divinity Statue during a mission. Then select STYLE to bring up the Style Selection screen. In this screen, scroll through the Styles and press the 2 (1) button to view details about each Style. (TRICKSTER is the default Style at the beginning of the game.) Once you decide on a style, press the 1 (L/N ENTER) button to make your selection.



Mission Start Screen



Divinity Statue



Customise Menu



Style Selection Screen

STYLE MOVES

Your moves and abilities depend on the weapons you equip yourself with 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 Customise screen) or unlocked (by "leveling-up" a Style). Here's a sampling of some of the available moves...

REBELLION MOVES (DEFAULT)

HIGH TIME

Hold the 5 (SPACE/N 1) button, press the 3 (J) 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 5 (SPACE/N 1) button, press the 3 (J) button, and move the left analog stick in the direction you're facing.

Charge your foe and jab at them with blazing speed and force!



AIR HIKE

Press the 0 (K/N 0) button a second time while in the air.

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



REBELLION/SWORDMASTER STYLE

AERIAL RAVE

While jumping, press the 1 (L/N ENTER) button once or repeatedly for a combo.

Perform dazzling combos high above the ground!



EBONY & IVORY, GUNSLINGER STYLE

RAPID SHOT

Press the 2 (1) button repeatedly.

This menacing rapid-fire attack turns enemies into Swiss cheese.



TWOSOME TIME

Press the left analog stick + the 1 (L/N ENTER) button.

Fire simultaneously at two enemies in different directions.



CHARGE SHOT

Hold the 2 (1) button, then release.

Embellish your shot with a powerful magic touch.



ROYAL GUARD STYLE

JUST GUARD

Press the 1 (L/N ENTER) button just before an enemy attacks.

Deflect an enemy attack without taking damage.



WEAPONS

CLOSE-RANGE WEAPONS

REBELLION

Aptly named, this mighty sword is a keepsake from Dante's father.



CERBERUS

A triple-chained weapon that freezes things solid!



BEOWULF

Gauntlet and shin guards imbued with the power of light. Possesses highly destructive power against anything standing in its way.



LONG-RANGE WEAPONS

EBONY & IVORY

Dante's own creation, these twin pistols are the weapons of choice for rapid-fire shooting.



SHOTGUN

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



ARTEMIS

A demon-world gun that fires a volley of magic arrows. Your best defence when facing multiple enemies at once.



ITEMS

ORBS

RED ORBS - Magical stones made of crystallised demon blood. Offer these to Divinity Statues to acquire new powers and items.

GOLD & YELLOW ORBS - Use these to continue your game after you die. If you selected Gold at the beginning of the game, you will resume from the exact point where you died. If you selected Yellow, you will resume from the last checkpoint you passed. (See page 10 for more details.)



GREEN ORBS - Magical stones made of crystallised demon fluids. Collect them to partially restore Dante's health instantly!

WHITE ORBS - Magical stones composed of crystallised demon souls. Collect them to partially restore the Devil Trigger Gauge instantly!

PURPLE ORBS - Magical stones composed of crystallised magic power. Each Purple Orb increases your Devil Trigger Gauge maximum.

BLUE ORB FRAGMENTS - Collect four pieces of a split Blue Orb to make a whole Blue Orb.

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

STARS

VITAL STAR S - Spirit stones produced through alchemy. Use to restore a small portion of your Vitality.



VITAL STAR L - Spirit stones produced through alchemy. Use to restore a large portion of your Vitality.

DEVIL STAR - Spirit stones produced through alchemy. Use to restore a portion of your Devil Trigger Gauge.



HOLY WATER

A potent liquid with the ability to ward off demons. Use its power to inflict damage upon all enemies in the room.



SUBSCREEN

Press the 9 (ESC) button during the game to bring up the Subscreen. In this menu you can use options to open other screens to manage your game.

Use the directional buttons to move the cursor, press the 4 (N/N-) / 5 (SPACE/N) buttons to turn pages, press the 2 (I) button to see details, press the 1 (L/N ENTER) button to select and press the 0 (K/N O) button to cancel.



STATUS - Use items, check currently equipped weapons, examine files 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 info on the items you've acquired.
 - **Enemy** - Read brief bios of the enemies you've fought so far.
 - **Devil Arms** - Get info on the short-range weapons you've acquired.
 - **Guns** - Get info on the long-range weapons you've acquired.
 - **Style** - See details on available Styles and their specific Style Moves.
 - **Library** - Check various info in other areas not listed above.
- **EXIT** - Leave the Status screen and return to the Subscreen.

SAVE DATA - Save your current game. When you load a game that was saved during a mission, you restart from the beginning of that mission.

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 during the mission.

OPTIONS - Adjust various game settings (see page 26).

EXIT - Leave the Subscreen and return to the game.

CUSTOMISING DANTE

Select CUSTOMISE from the Mission Start screen to bring up the Customise screen. In this screen, you can change Styles and/or weapons, and use Red Orbs to upgrade your character.

You can also access the Customise screen by checking a Divinity Statue during the game.

Options available on the Customise 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 Customise screen.



OPTIONS

Select **OPTIONS** in the Main Menu or Subscreen (in-game) to bring up the Options Menu where you can adjust various game settings.



Press the directional buttons

left analog stick (W/N 8)/ left analog stick (S/N 5) to select an option, and left analog stick (A/N 6)/ left analog stick (D/N 4) to change the setting.

Press the 1 (L/N ENTER) button to confirm (and access a submenu if one is available).

GAME OPTIONS - Adjust game options.

SUBTITLES - Choose to turn the subtitle display ON/OFF.

SOUND - Choose your sound output options in **STEREO** or **MONAURAL**.

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

KEYBOARD - Change the key controls.

GAMEPAD - Change the button controls.

DEFAULT - Return all settings to their original defaults.

EXIT - Leave the Options screen and return to the Main Menu (before starting play) or Game screen (during a game).

THE DEMON LEGEND...

Countless men, possessed by the powers of the underworld, worshipped the power of the demons. In their desire to possess it as their own, they erected a great tower - a tower that would join the world of demons to the world of men.

And these men, possessed by demonic power, climbed it on a journey to the world of demons.

Never has a deed been more evil than this.

In this time of need, Sparda, a Demon Swordsman and hero amongst heroes, arose and, turning on his brethren, finally struck down the demon empire that ruled over all things evil. Then, greatly fearing his own accursed power, Sparda sought to seal himself away forever with the demons.

The key to that seal was the great tower.

Sparda, in the depths of the tower, let flow his own blood and the blood of a pure maiden, and in doing so, sealed away the demons - and his own power - forever.

The tower thus sunk deeply into the earth, and time stopped for the world of demons.

-Excerpt from the Demon Sword Texts (date unknown)

Vatican Library Restricted Text Housing

WARRANTY

Ubisoft guarantees to the original purchaser of this computer software product that the compact disc (CD)/cartridge supplied with this product shall not show any default during a normal use period of ninety (90) days from the invoiced date of purchase. In the first instance please return the faulty product to the point of purchase together with your valid receipt. If for any reason this is not possible, (and it is within 90 days of the purchase date), then the faulty compact discs/cartridges should be returned to Ubisoft at the below address, along with a dated receipt, location of purchase, a statement describing the fault, and all original packaging.

Address for returns:

Customer Support, Ubisoft,
Chantrey Court, Minorca Road, Weybridge, Surrey, KT13 3DU

Where a CD key is required to access on-line game play, this cannot be reproduced or replaced. It is the responsibility of the original purchaser to keep this CD key secure. Lost, stolen or damaged CD keys cannot be replaced.

TECHNICAL SUPPORT

NEW: To serve you better, Ubisoft is now providing full ONLINE support, to solve your gaming problems quickly and efficiently.

Simply go to <http://www.ubi.com/uk> and visit the Ubisoft Frequently Asked Questions first!

By visiting our FAQ database, you can find exactly the same answers that are available to you by calling or sending web-mail to our support representatives. This service is free and available 24/7!

If for any reason you do not find the answer to your question, you can click on the Ask a question link in the FAQ to send us a web-mail, ensuring that we get all the important information on your system and your problem so we can answer correctly the first time.

Make sure to include all information on your system, your problem, and the game you are playing.

If you do not have internet access, Our support representatives can assist you from 8:00 am until 10:00pm daily (excluding Bank Holidays) on Telephone: 0905 - 482 - 0109 Calls cost 30p per minute. Please be at your system when calling Ubisoft for support.

Australian technical support

Technical Support Info Hotline

1902 262 102

(calls are charged at \$2.48 per minute including GST. Higher from public and mobile phones).

HINTS & TIPS

Looking for cheats to go up to the next level? Call our 24 hour automated Hints line: 0906 - 646 - 8477. Calls cost £1.00 per minute. Please ask permission from the person who pays the phone bill before making the call.