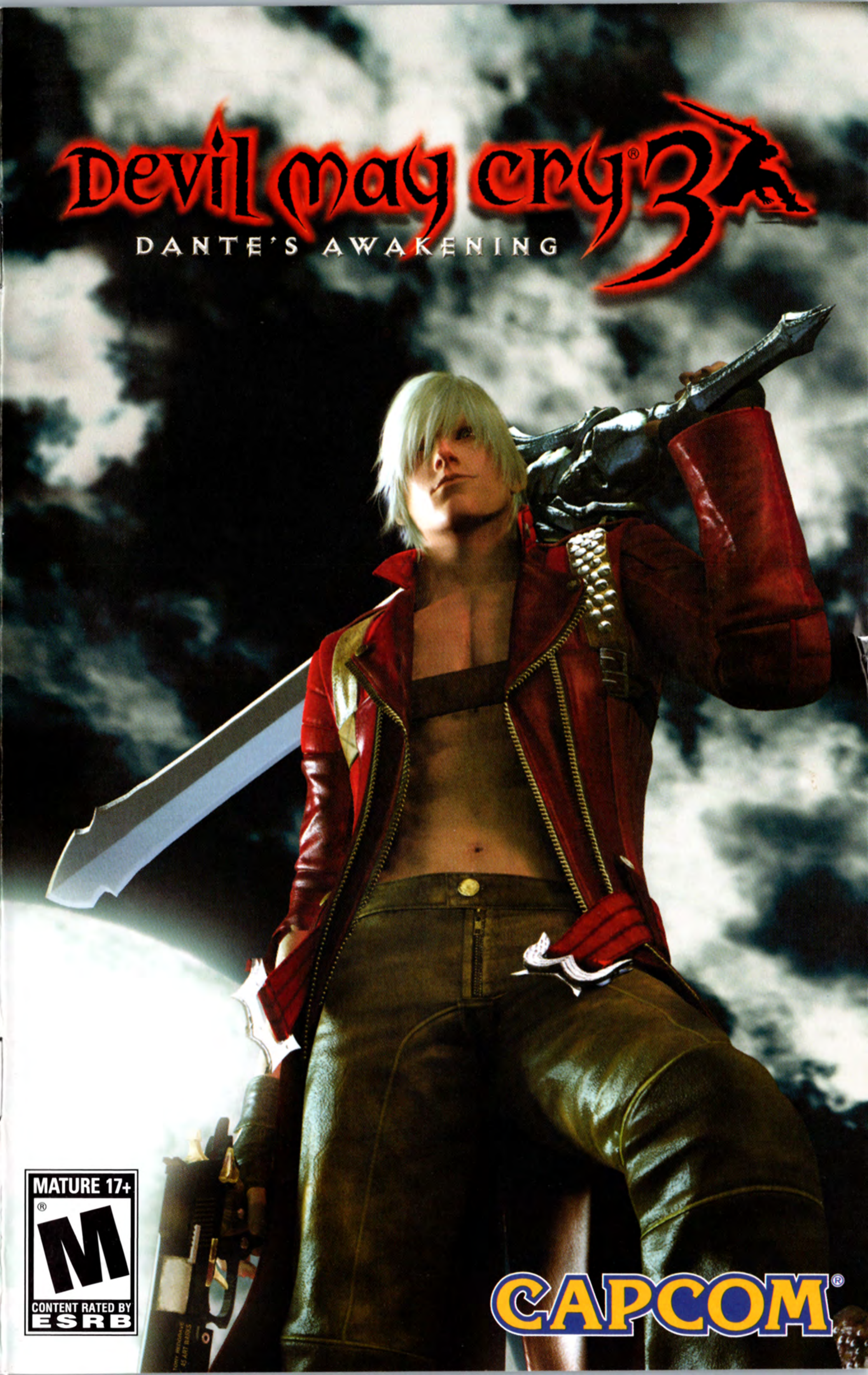
Devil May Cry® 3

DANTE'S AWAKENING



MATURE 17+

M

CONTENT RATED BY ESRB

CAPCOM®

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.

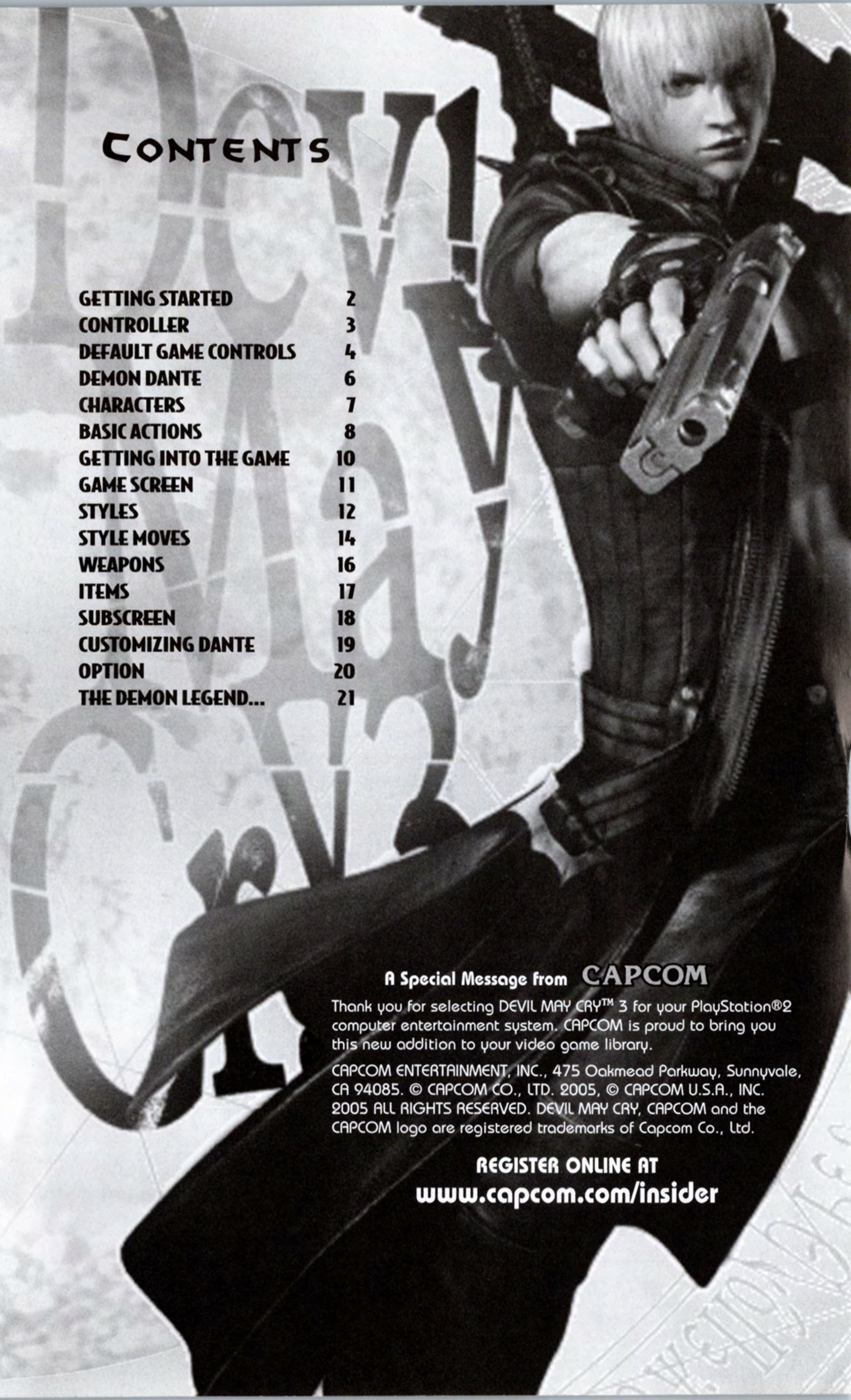
Warning to Owners of Projection Televisions:
Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

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 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.

Contents

GETTING STARTED	2
CONTROLLER	3
DEFAULT GAME CONTROLS	4
DEMON DANTE	6
CHARACTERS	7
BASIC ACTIONS	8
GETTING INTO THE GAME	10
GAME SCREEN	11
STYLES	12
STYLE MOVES	14
WEAPONS	16
ITEMS	17
SUBSCREEN	18
CUSTOMIZING DANTE	19
OPTION	20
THE DEMON LEGEND...	21



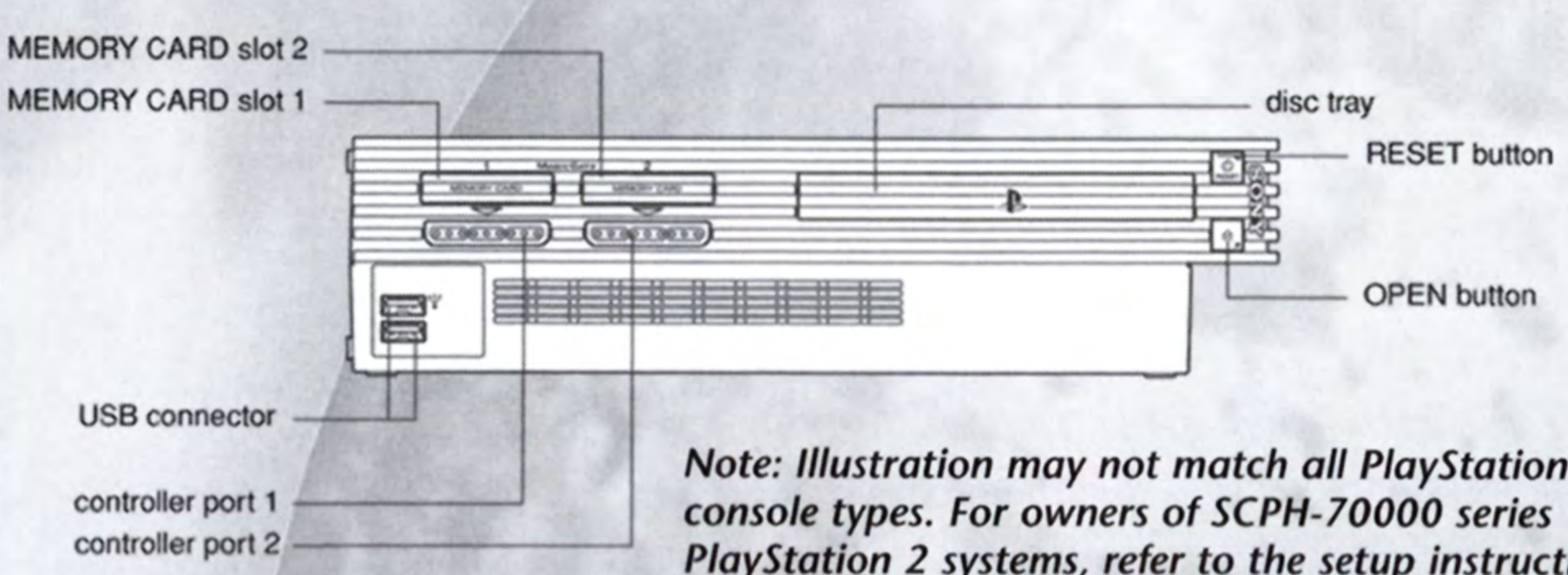
A Special Message from CAPCOM

Thank you for selecting DEVIL MAY CRY™ 3 for your PlayStation®2 computer entertainment system. CAPCOM is proud to bring you this new addition to your video game library.

CAPCOM ENTERTAINMENT, INC., 475 Oakmead Parkway, Sunnyvale, CA 94085. © CAPCOM CO., LTD. 2005, © CAPCOM U.S.A., INC. 2005 ALL RIGHTS RESERVED. DEVIL MAY CRY, CAPCOM and the CAPCOM logo are registered trademarks of Capcom Co., Ltd.

REGISTER ONLINE AT
www.capcom.com/insider

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 its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned ON.

Press the RESET button. When the power indicator lights up, press the OPEN button and the disc tray will open. Place the DEVIL MAY CRY® 3 disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close. Attach game controllers 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)

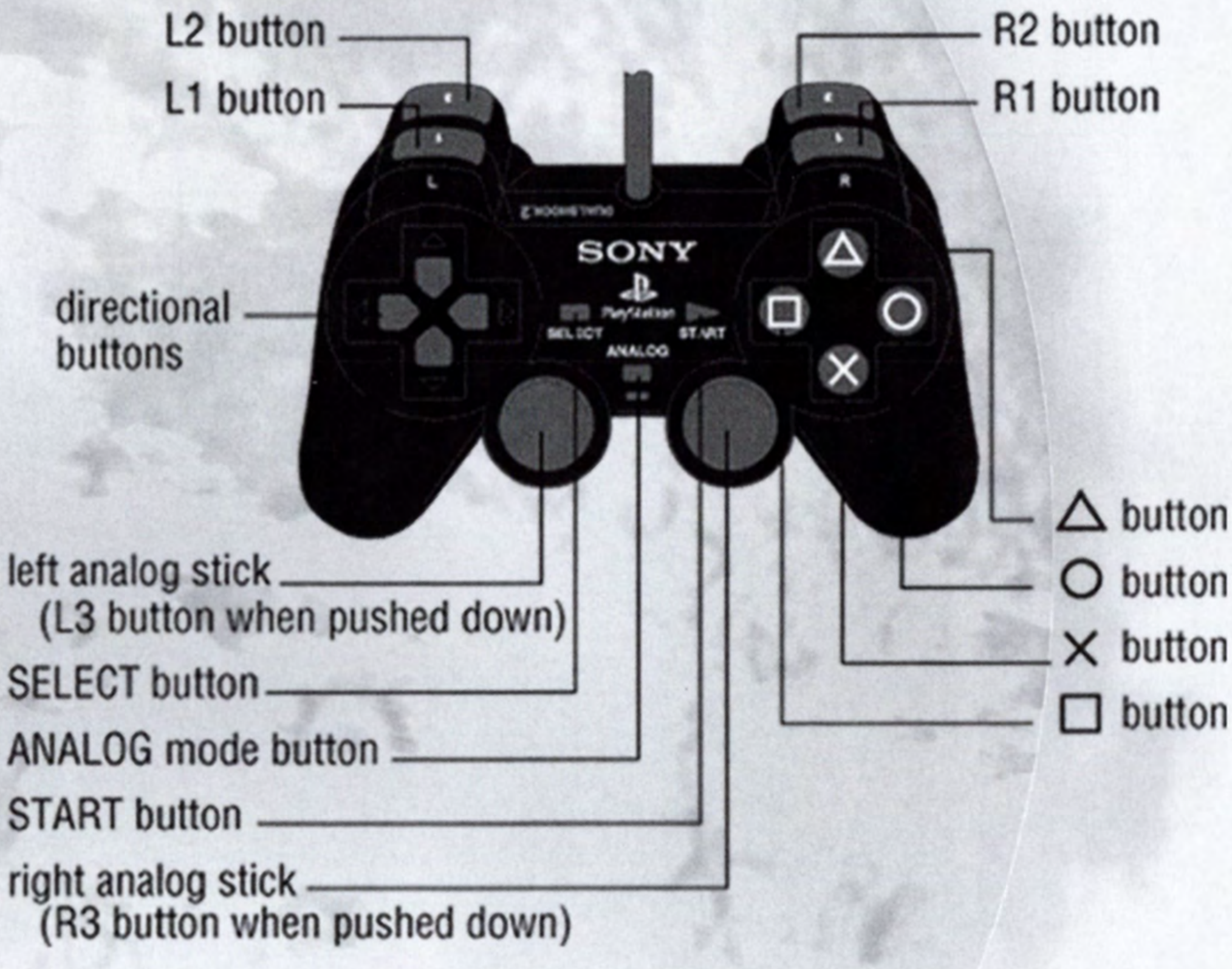
To save game settings and progress, insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 of your console. You can load saved game data from the same memory card or from any memory card containing previously saved games.

▲ You must be using a memory card with at least 361KB of free space in order to save your game data. If you need more free space than is available, delete older data from the memory card before starting play.

▲ Do not remove the memory card or turn off the power while saving or loading game data. Doing so could damage your game data.

CONTROLLER

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



Before starting play, connect the DUALSHOCK®2 analog controller to controller port 1. You can turn the controller's vibration function on/off in Option Mode.

DEFAULT GAME CONTROLS

START button

▲ Subscreen

L2 button

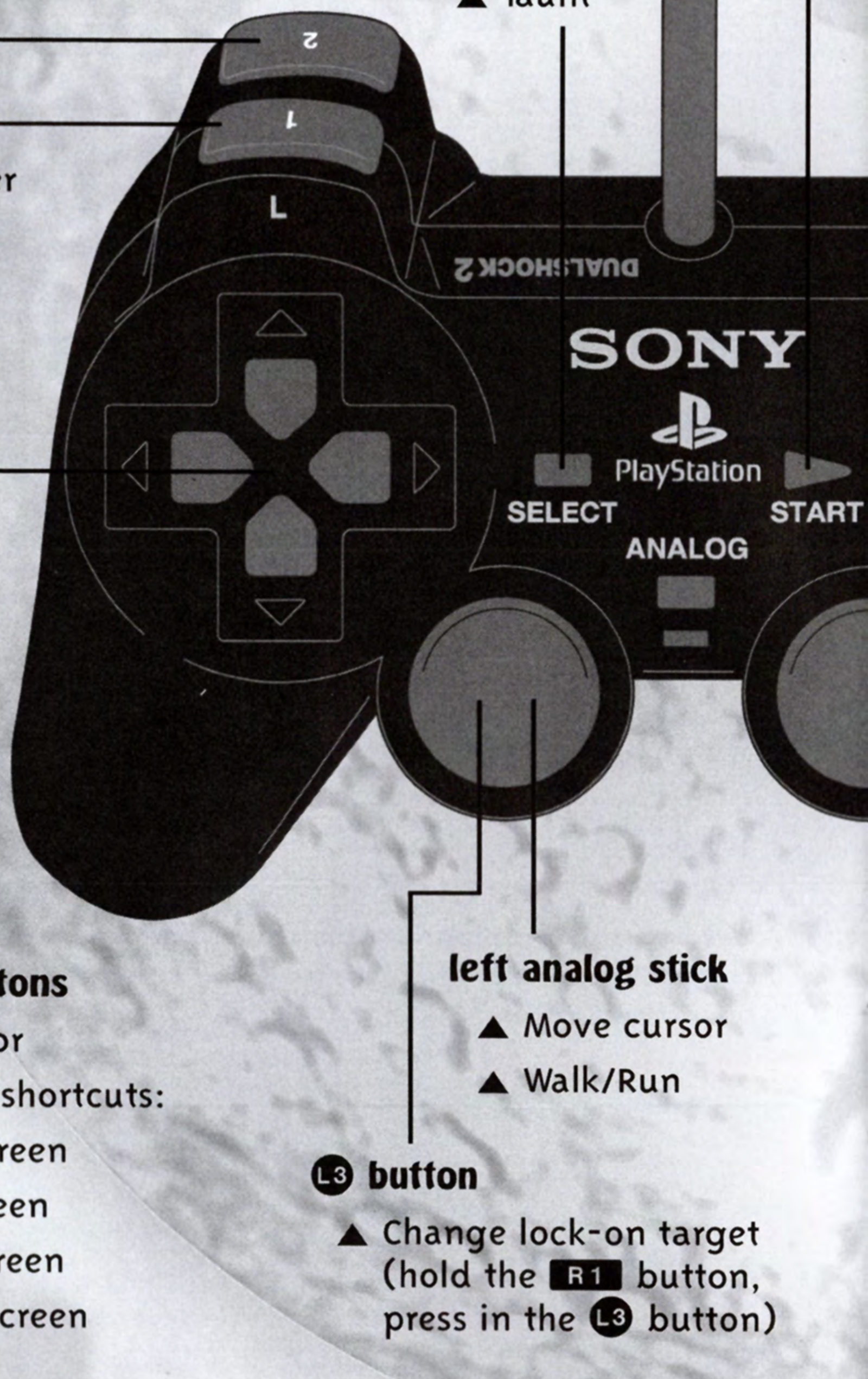
▲ Switch long-range weapon

SELECT button

▲ Taunt

L1 button

▲ Devil Trigger



directional buttons

▲ Move cursor

▲ Subscreen shortcuts:

⬆ Item screen

⬅ File screen

➡ Map screen

⬇ Equip screen

left analog stick

▲ Move cursor

▲ Walk/Run

L3 button

▲ Change lock-on target (hold the **R1** button, press in the **L3** button)

His name is Dante.

He's an apprentice freelance jack-of-all-trades in the modern underworld.

But — his other occupation is even more extraordinary. He is the son of Sparda, the legendary demon who fought on the side of mortals.

Those who know Dante all say the same thing...

"I don't know anybody as crazy or as skilled. If he glares at a guy, even the devil may cry!"



R2 button

▲ Switch close-range weapon

R1 button

▲ Lock-on target

△ button

▲ Close-range attack

○ button

▲ Style Move

▲ Check

▲ Cancel

× button

▲ Jump/Dodge

▲ Confirm

To dodge, press a direction + the × button while holding the R1 button

□ button

▲ Long-range attack

right analog stick

▲ Move Camera

R3 button

▲ Reset Camera behind character

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, 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. 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.

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 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 he passionately hates evil. In his soul Dante harbors the strength to carry through with his beliefs no matter what.

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.

ARKHAM works closely with Vergil. Although human, he is driven to become a demon.

The polar opposite of Dante, he is cool, calm and collected to the point of being cold and heartless.

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! Lady has some sort of connection with Arkham, and has followed him to the tower.

BASIC ACTIONS (DEFAULT)

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 the R1 button 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. Also, if you hold the R1 button, press the left analog stick ← or → and press the ⊗ button, you can perform evasive maneuvers.

LOCK ON — R1 button

Press and hold the R1 button to lock-on to an enemy or object. As long as you stay locked-on, your attacks will be targeted toward that enemy or object. With multiple enemies around, press the left analog stick in the direction of the enemy you want to target, and then press the R1 button. If you do not press the left analog stick, when you press the R1 button you will automatically lock-on to the nearest enemy.

TOGGLE LOCK ON CURSOR ON/OFF — L3 button

During the game, if you hold the L3 button (depress the left analog stick) for three seconds, you can turn the lock-on cursor display on/off.

LOCK-ON TARGET SWITCH — R1 button + L3 button

While locked-on to an enemy with the R1 button, 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. By moving the right analog stick ⬅/➡, you can get a good look at your surroundings without changing direction. Press in the R3 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 — △ button

Press the △ button or use your sword or other close-range weapon 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 △ button. 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 to 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 to switch weapons instantly.

DEVIL TRIGGER — L1 button

After a certain point in the game, Dante will be able to transform into a demon. When at least three blocks of your Devil Trigger (D.T.) Gauge are full (see page 11), press the L1 button to transform. While in demon form, Dante's strength and speed increase, and he can perform special moves that are only available when in demon form. For example, you can press and release the L1 button to release a devastating blast that damages the enemies around you. The longer you hold the L1 button, the more powerful the blast becomes. While he's in demon form, Dante's health also recovers slowly. Being in demon form uses energy from the Devil Trigger Gauge. Once it is empty, Dante reverts to human form. You can also press the L1 button to cancel Devil Trigger and revert to human form on your own.

GETTING INTO THE GAME

MAIN MENU

Press the START 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** – 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. (**EASY** difficulty level is unlocked once you fail three times in the default mode.)

▲ **OPTION** – 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. From the Mission screen, select **MISSION START** to begin the mission. Once you finish a mission, the Mission Clear screen will show you results of how you did and rank your performance. To move on, select **NEXT MISSION.**

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 the exact 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 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 12.

Style Level – Level of your current Style.

Red Orbs – Number of Red Orbs you've acquired.

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 – (not shown) 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. 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 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.

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.) Once you decide on a style, press the ⊗ button to make your selection.



Mission Start Screen



Divinity Statue

Customize Menu

Style Selection Screen

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 leveling up a Style). Here's a sampling of just some of the available moves...

REBELLION MOVES (default)

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 MOVES

RAPID SHOT

Press the ■ button repeatedly

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



EBONY & IVORY/GUNSLINGER STYLE

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

JUST GUARD

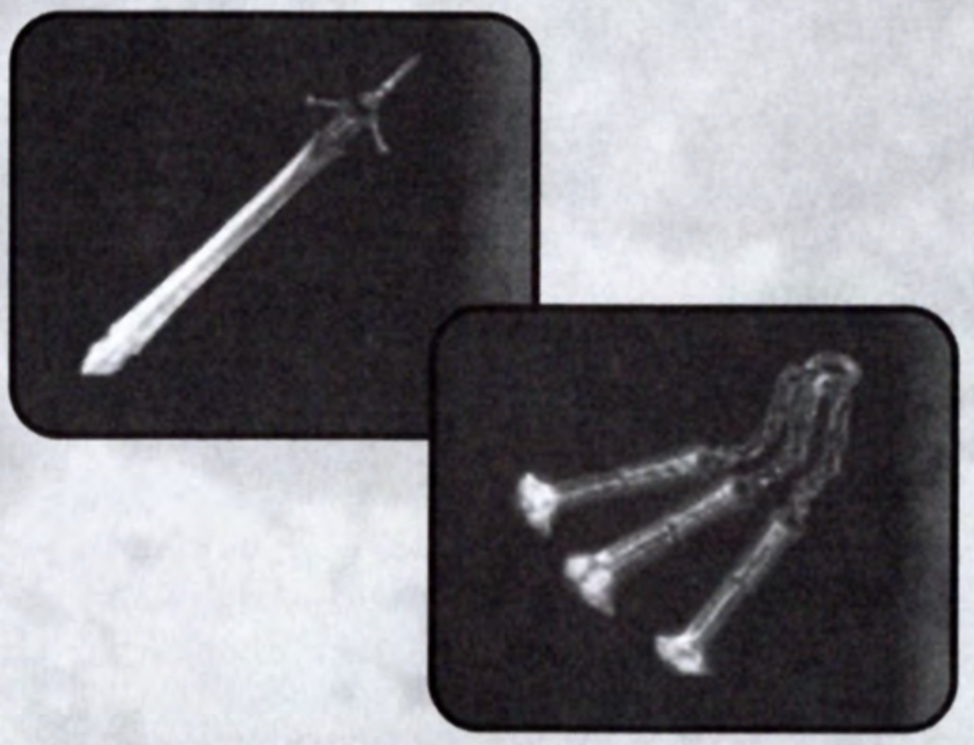
Press the ◉ button just before an enemy attacks

Deflect an enemy attack without taking damage.



WEAPONS

CLOSE-RANGE WEAPONS



REBELLION

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

CERBERUS

Triple-chained weapon freezes things solid!

BEOWULF

Gauntlet and shinguards imbued with the power of light. Possesses 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

ORBS



RED ORB — Magical stones made of crystallized demon blood. Offer these to Divinity Statues to acquire new powers and items.

YELLOW ORB — Golden 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 Devil Trigger Gauge instantly!

PURPLE ORB — Magical stones composed of crystallized 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 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 START 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 L1/R1 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're 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 with at least 361KB of free space in order to save.)

QUIT THE MISSION – Select this and then choose YES to return to the Main Menu. 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.

EXIT – Leave the Subscreen and return to the game.

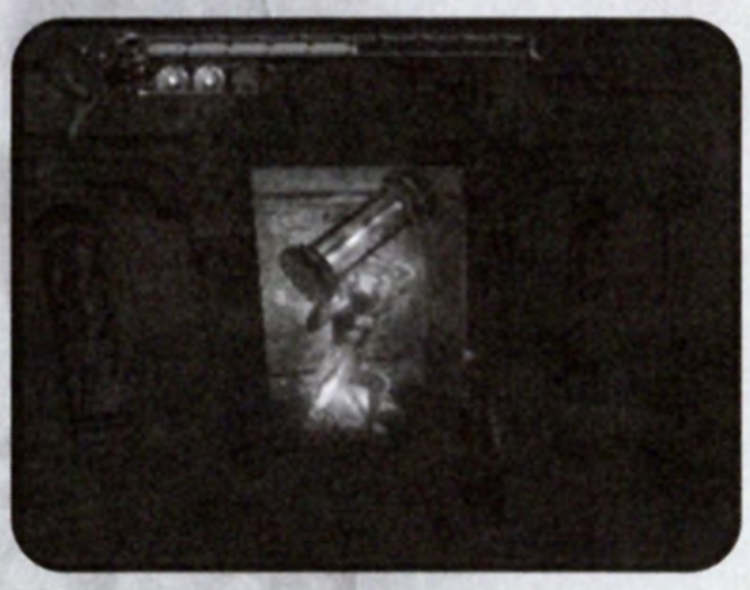
CUSTOMIZING DANTE

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're 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.

OPTION

Select OPTION from the Main Menu or Subscreen (in-game) to bring up the Option 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 PlayStation®2 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. (Your TV set must have brightness adjustment controls in order to change the brightness of the game.)

SCREEN – Adjust the position of the game screen on your TV.

CONTROL – Change the button control layout.

DEFAULT – Return all settings to their original defaults.

EXIT – Leave the Option 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 PlayStation 2.

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 PlayStation 2 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 PlayStation 2 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 auto-detecting 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.

THE DEMON LEGEND...

Countless men, possessed by the powers of the underworld, worshipped the power of the demons. In their desire to possess it for their own, they erected a great tower — a tower to join the world of demons and the world of men.

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

There has never been a deed more evil than this.

In this time of need, Sparda, a Demon Swordsman and hero among 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.

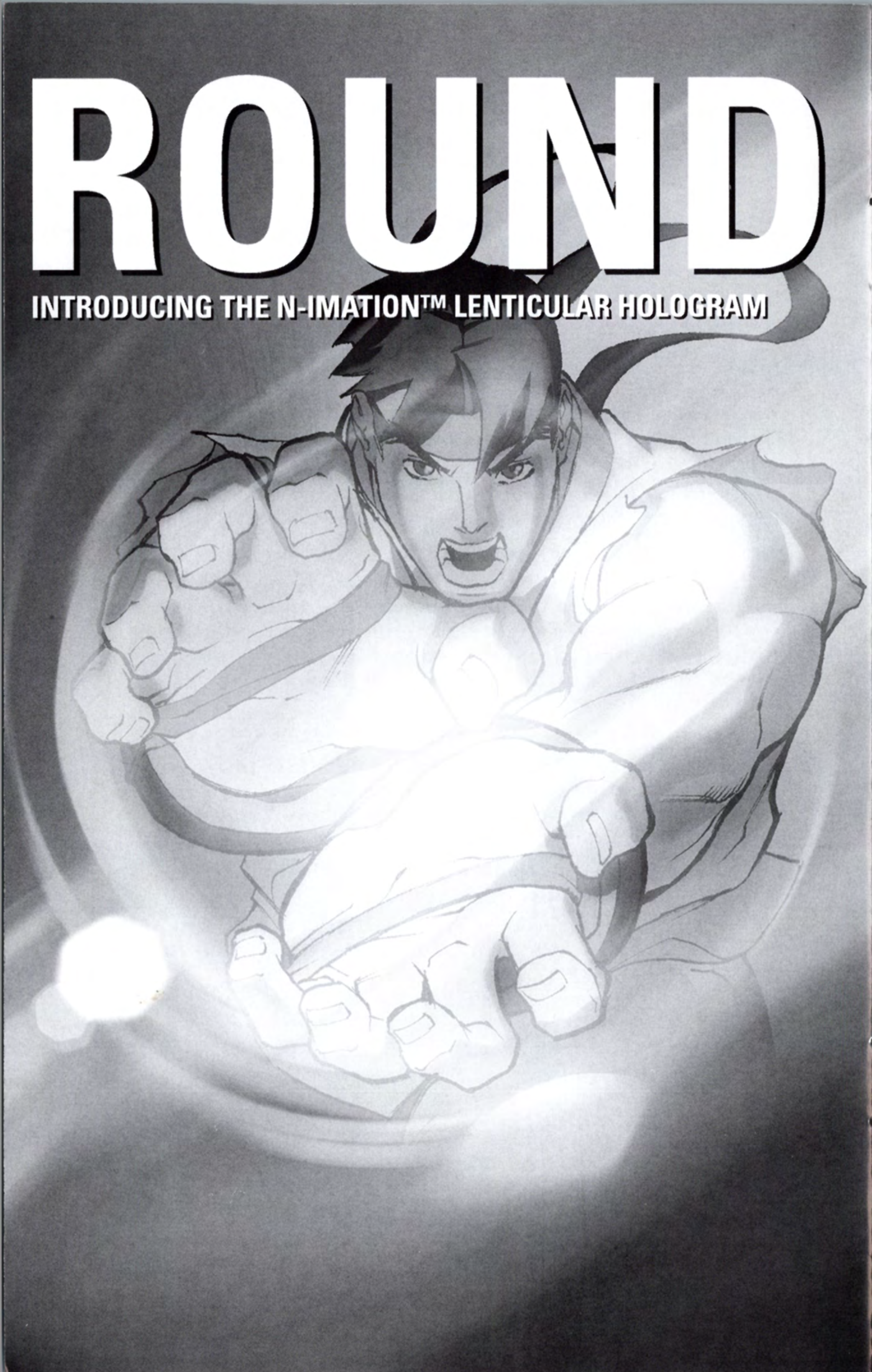
Sparda, in the depths of the tower, let flow his own blood and the blood of a pure maiden, and in doing so, he sealed away the demons — and his own power — forever.

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

— Taken from the Demon Sword Texts (date unknown)
Vatican Library Restricted Text Housing

ROUND

INTRODUCING THE N-IMATION™ LENTICULAR HOLOGRAM



ONE FIGHT!

OFFICIAL LICENSED CONTROLLERS

STREET FIGHTER 15th





STREETFIGHTER CONTROLLER.COM

ストリートファイター





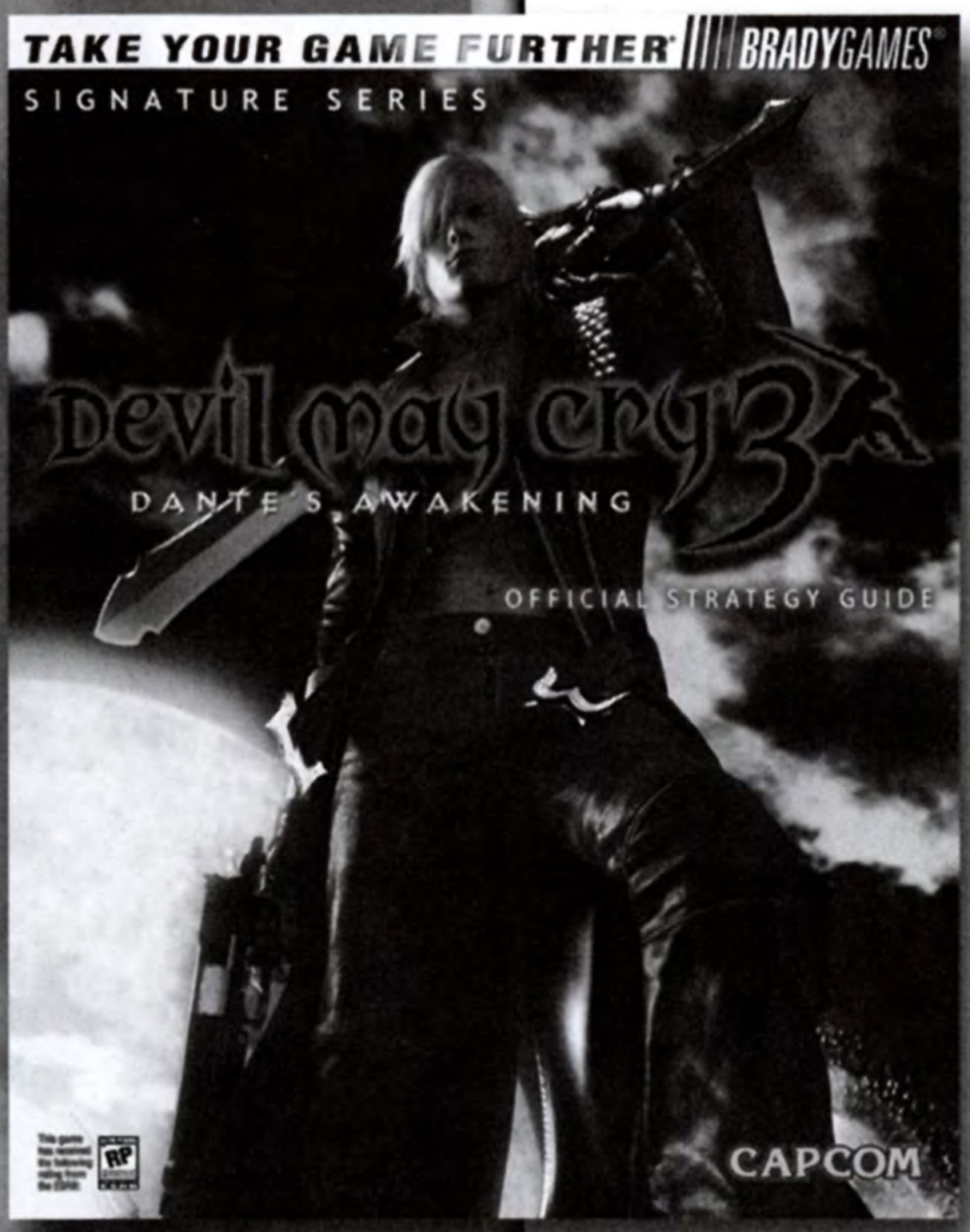
CAPCOM® UDON NUBYTECH® VIDEO GAME ACCESSORIES

EXCLUSIVE ARTWORK BY UDON ENTERTAINMENT CORP.

Street Fighter® and © 2004 CAPCOM CO., LTD./CAPCOM U.S.A., INC. All Rights Reserved.
Licensed by Sony Computer Entertainment America Inc.
"PlayStation" and the "PS" Family logo are registered trademarks of
Sony Computer Entertainment Inc.
N-imation is a trademark of NubyTech Inc. Patent Pending.
© 2004 NubyTech Inc. All Rights Reserved.

TAKE YOUR GAME FURTHER | BRADYGAMES®

MASTER THE NEWEST CHAPTER IN DANTE'S STORY...



with the Official Strategy Guide from BradyGames!

- Comprehensive Walkthrough.
- Incredibly Detailed Maps.
- Flawless Boss Strategy and Enemy Location Charts.
- Hidden Weapons, Items, Levels, and Characters Revealed!
- **Signature Series Guide** Features Bonus Content, Exclusive Foldout, and More!

To purchase BradyGames' *Devil May Cry® 3 Official Strategy Guide*, visit your local electronics, book, or software retailer. Also available online at www.bradygames.com.

ISBN: 0-7440-0439-X
PRICE: $16.99 US / $22.99 CAN

CAPCOM®
www.capcom.com

BRADYGAMES®
TAKE YOUR GAME FURTHER®
www.bradygames.com

CREDITS

Manual: Hanshaw Ink & Image; Marketing: Todd Thorson, David Riley, Jack Symon, Sarah Felbinger, Laili Bosma, Carrie Root, Robert Johnson, Nate Williams and Rey Jimenez; Package Design: Michi Morita, Corey Tran and Scott Baumann; Translation: Thomas Huston and Brian Dunn; PR: Melinda Mongelluzzo, Arne Cual and Alicia Kim; Customer Service: Philip Navidad, Robert Hamiter and Jeffrey Leung.

90-DAY LIMITED WARRANTY

CAPCOM ENTERTAINMENT, INC. ("CAPCOM") warrants to the original consumer that this DVD-ROM from CAPCOM shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, CAPCOM will replace the DVD-ROM free of charge.

To receive this warranty service:

1. Notify the CAPCOM Consumer Service Department of the problem requiring warranty service by calling (408) 774-0400. Our Consumer Service Department is in operation from 8:30 a.m. to 5:00 p.m. Pacific Time, Monday through Friday.
2. If the CAPCOM service technician is unable to solve the problem by phone, he/she will instruct you to return the entire DVD-ROM to CAPCOM freight prepaid at your own risk of damage or delivery. We recommend sending your DVD-ROM certified mail. Please include your sales slip or similar proof of purchase within the 90-day warranty period to:

CAPCOM
Consumer Service Department
475 Oakmead Parkway
Sunnyvale, CA 94085

This warranty shall not apply if the DVD-ROM has been damaged by negligence, accident, unreasonable use, modification, tampering or by other causes unrelated to defective materials or workmanship.

REPAIRS AFTER EXPIRATION OF WARRANTY

If the DVD-ROM develops a problem after the 90-day warranty period, you may contact the CAPCOM Consumer Service Department at the phone number noted previously. If the CAPCOM service technician is unable to solve the problem by phone, he/she may instruct you to return the defective DVD-ROM to CAPCOM freight prepaid at your own risk of damage or delivery, enclosing a check or money order for $20.00 (U.S. funds only) payable to CAPCOM. We recommend sending your DVD-ROM certified mail. CAPCOM will replace the DVD-ROM, subject to the conditions above. If replacement DVD-ROMs are not available, the defective product will be returned to you and the $20.00 payment refunded.

WARRANTY LIMITATIONS

ANY EXPRESS OR IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY DISCLAIMED. IN NO EVENT SHALL CAPCOM BE LIABLE FOR SPECIAL, INDIRECT CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES.
The provisions of this warranty are valid in the United States and Canada only. Some states and provinces do not allow limitations on how long an implied warranty lasts or exclusions of consequential or incidental damages, so the above limitations and exclusions may not apply to you. This warranty gives you specific legal rights, and you may have other rights, which vary from state to state or province to province.

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 www.esrb.com.

CAPCOM®

www.devilmaycry.com