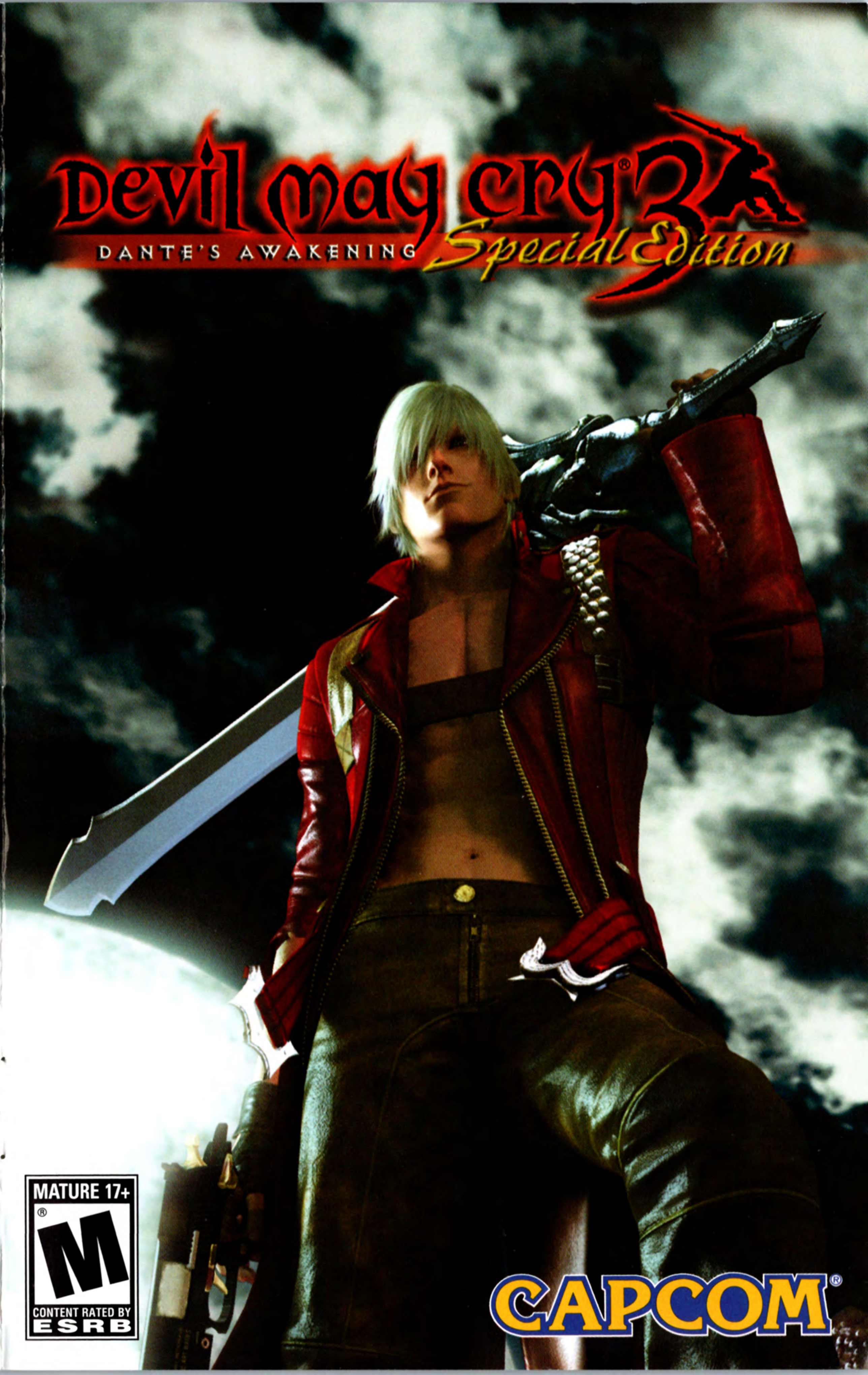
Devil May Cry® 3
DANTE'S AWAKENING Special Edition



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.

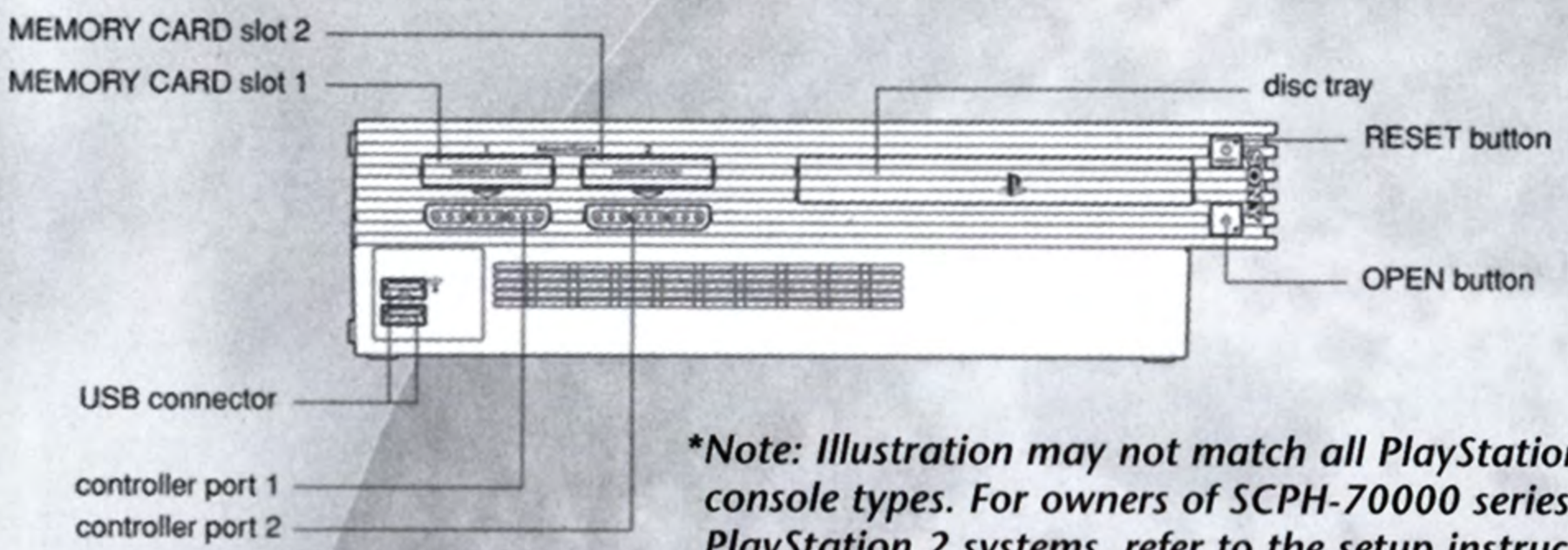
CONTENTS

GETTING STARTED	2
CONTROLLER	3
NEW FEATURES	4
DEFAULT GAME CONTROLS	6
DEMON DANTE	8
CHARACTERS	9
BASIC ACTIONS	10
GETTING INTO THE GAME	12
GAME SCREEN	13
STYLES	14
STYLE MOVES	16
WEAPONS	18
ITEMS	19
SUBSCREEN	20
CUSTOMIZING DANTE	21
OPTIONS	22
THE DEMON LEGEND...	23

A Special Message from CAPCOM®

Thank you for selecting DEVIL MAY CRY®3: DANTE'S AWAKENING SPECIAL EDITION for your PlayStation®2 computer entertainment system. CAPCOM is proud to bring you this new addition to your video game library.

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: DANTE'S AWAKENING SPECIAL EDITION 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)

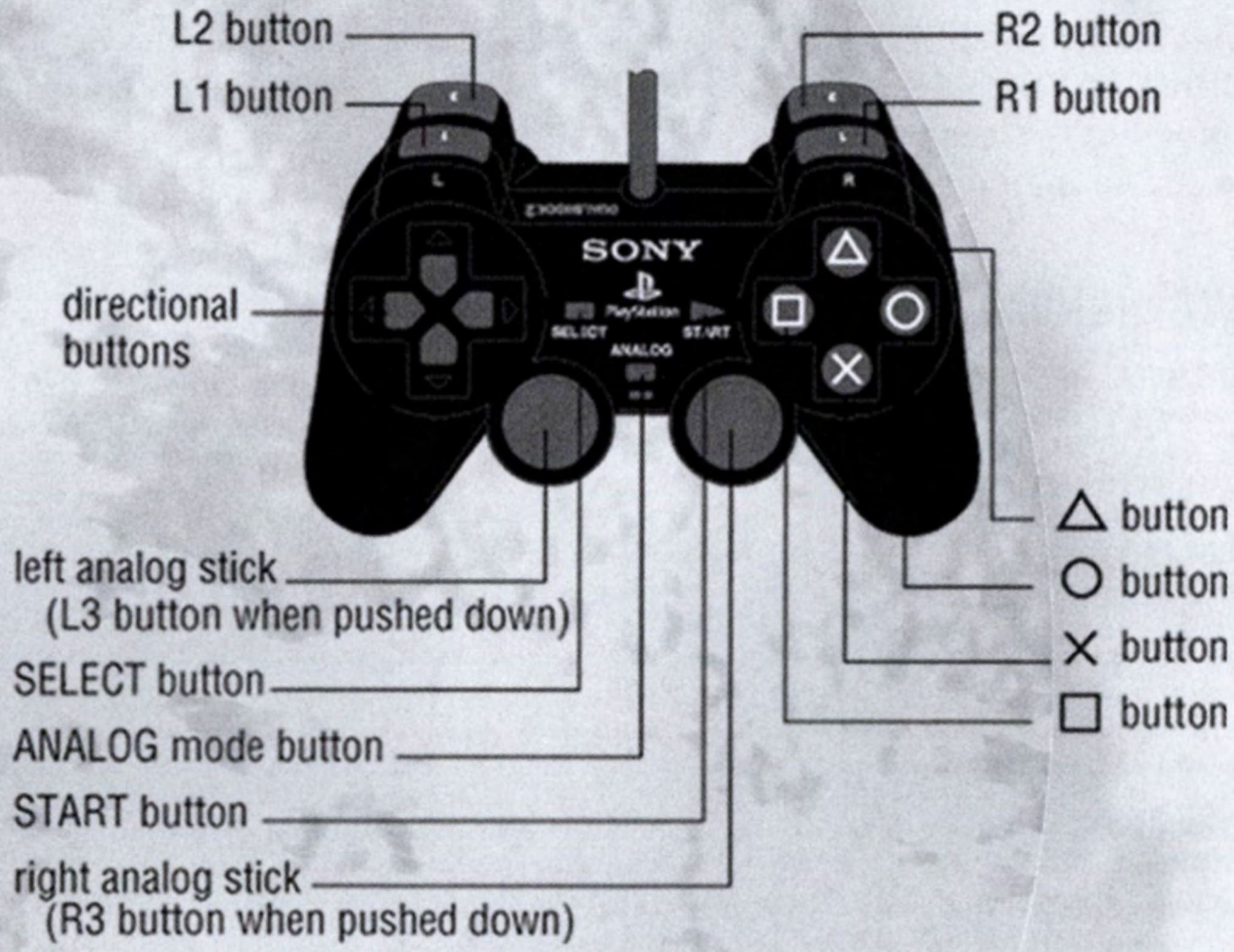
To save game settings and progress, insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 of your console. You can load saved game data from the same memory card or from any memory card containing previously saved games.

▲ You must be using a memory card with at least 364KB 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 from the Options menu.

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.

Additionally, if you have a memory card with save data from the original DEVIL MAY CRY®3, you can access a number of special features without completing the game.

▲ **Save data is accessed and checked automatically.**

NEW GAME MODES

VERGIL MODE — Play through the game as the enemy Vergil rather than Dante (see page 5 for Vergil's weapons/actions).

▲ Unlock this feature by completing the game as Dante, or using a memory card with **DEVIL MAY CRY®3** save data.

BLOODY PALACE MODE — Enter a multi-storied dungeon where your only goal is to battle your way through 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, or using a memory card with **DEVIL MAY CRY®3** save data.

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. It 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** from the Options menu (available from the Main Menu). You cannot change this setting once the game has started.

DEMO DIGEST — Replay all cutscenes you've viewed or unlocked so far in the game.

VERY HARD MODE — This difficulty mode has been added to the four difficulty mode in 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 beat the **HARD** level.

PLUS! — There are many other exciting new unlockable features for you to find 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. Just as with Dante, Vergil can use Red Orbs to power up weapons and learn new moves (see page 19).



MELEE WEAPONS — Switch between Vergil's three melee weapons by pressing the L2 / R2 buttons.

- ▲ **YAMATO** — Sword with wide attack range.
- ▲ **BEOWULF** — Powerful pieces of armor for hand-to-hand combat.
- ▲ **FORCE EDGE** — Large, easy-to-wield sword.

SUMMONED SWORDS — Vergil's only long-range weapon, these powerful Summoned Swords are conjured up and are launched 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 15).

ATTACKS

YAMATO:

UPPER SLASH — **R1 button + left analog stick (back) + △ button**

Hold the R1 button, press the △ button, and move the left analog stick in the opposite direction to the way Vergil is facing. Quickly draw your sword and launch the enemy up in the air!

BEOWULF:

LUNAR PHASE — **R1 button + left analog stick (forward) + △ button**

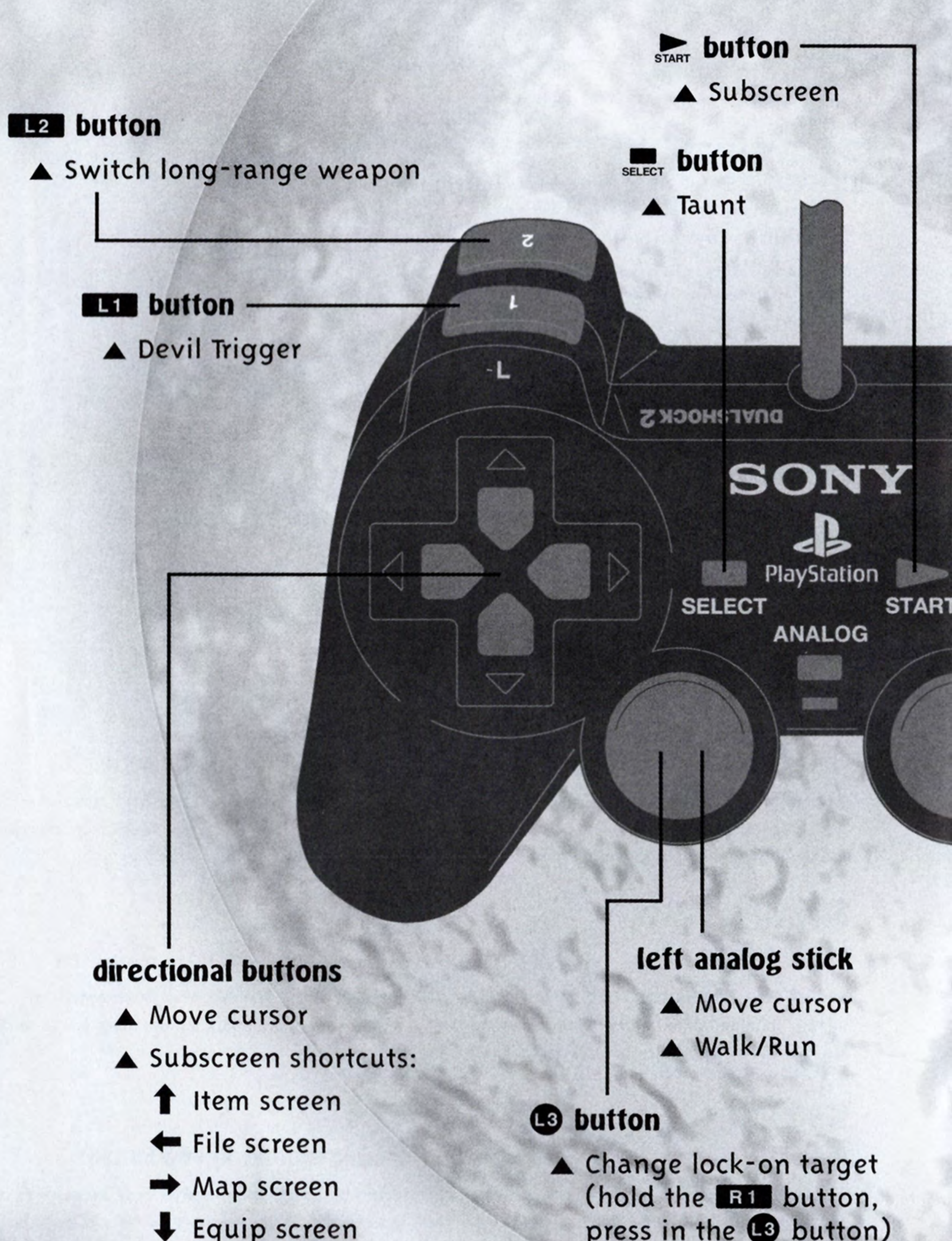
Hold the R1 button, press the △ button, and move the left analog stick in the direction Vergil is facing. This hard-hitting spinning kick will leave your opponent's head spinning!

FORCE EDGE:

HIGH TIME — **R1 button + left analog stick (back) + △ button**

Hold the R1 button, press the △ button, and move the left analog stick in the opposite direction to the way Vergil is facing. With a mighty swing, launch the enemy up in the air!

DEFAULT GAME CONTROLS

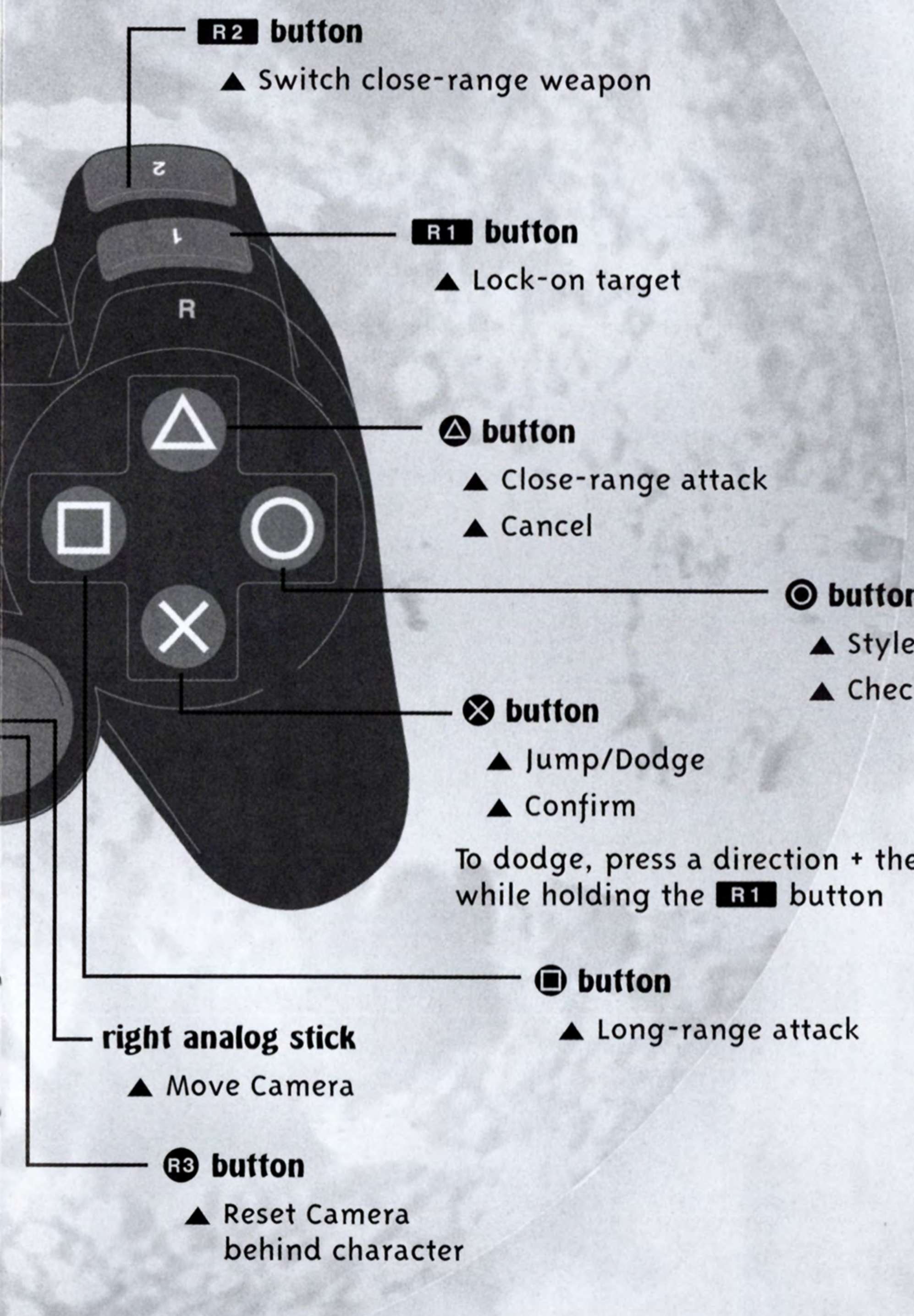


His name is Dante. He's a freelance jack-of-all-trades in the modern underworld.

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

▲ Cancel

○ button

▲ Style Move

▲ Check

✕ 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.

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. 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 CONTROLS)

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 your 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 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 △ button. You can also attack in midair (while jumping). 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 13), pressing the L1 button allows you to transform into a demon while damaging the enemies around you.

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 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 his human form. You can also press the L1 button to cancel Devil Trigger and revert to human form on your own.

▲ Vergil can use a Devil Trigger from the beginning.

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.)
- ▲ **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. (**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. 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**.

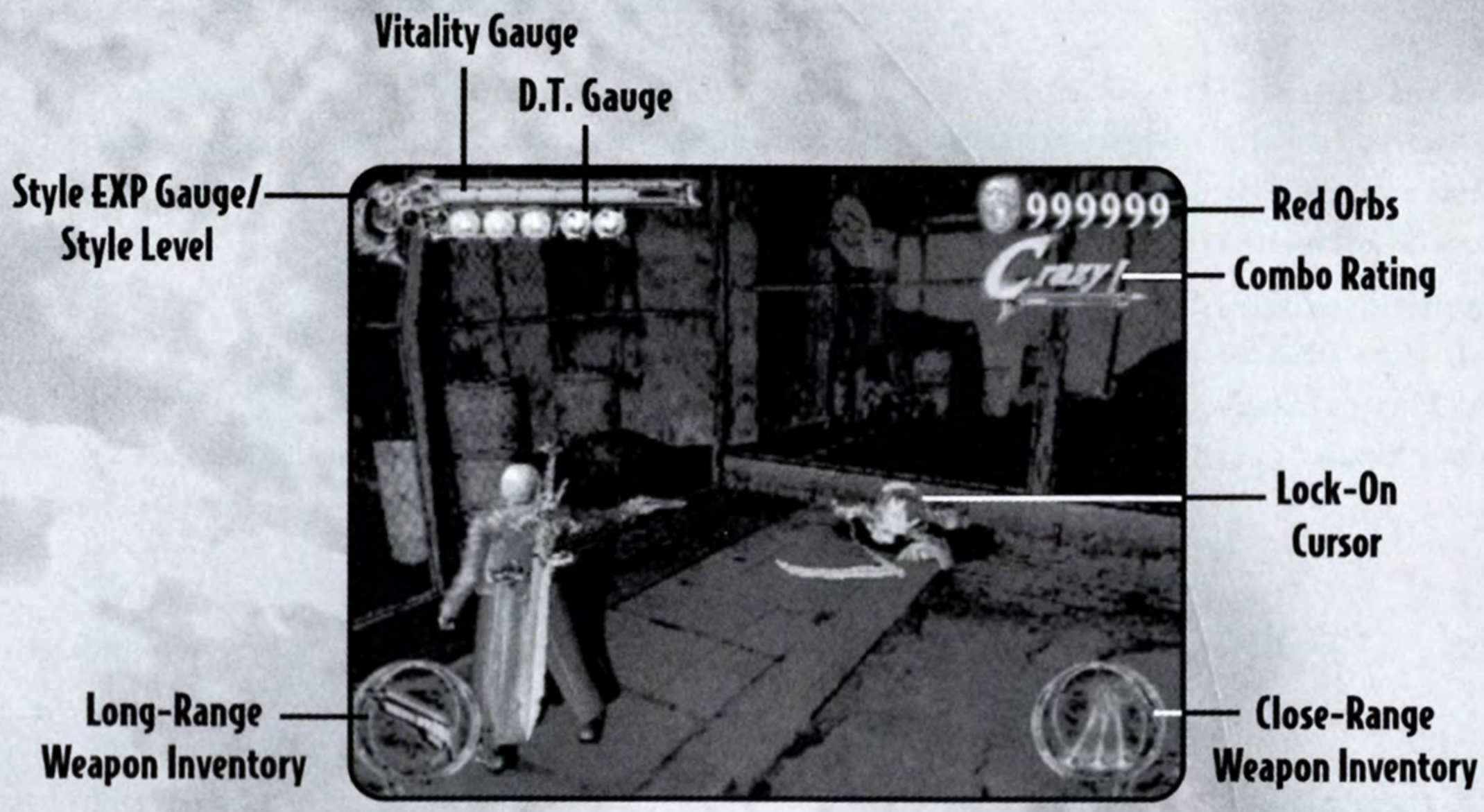
GAME OVER/CONTINUE

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 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** 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 14.)

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 on the enemy you've got in target lock-on. (The round lock-on cursor also shows the enemy's Vitality in red.)

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 (EXP) 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

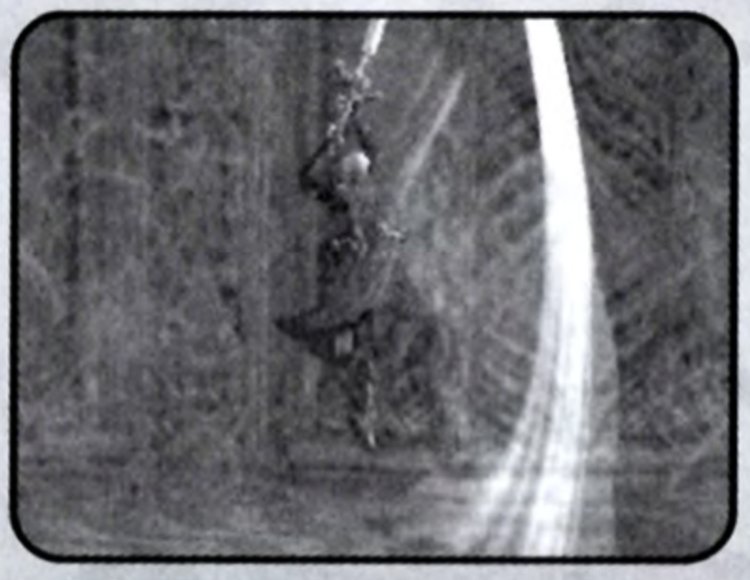
Your moves and abilities depend on the weapons you equip and the Style you select. Some moves and abilities are available from the beginning of the game, while others need to be purchased (in the Customize screen) or unlocked (by leveling up a Style). Here's a sampling of just some of the available moves...

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 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 ○ button once, or repeatedly for a combo

Perform dazzling combos high above the ground!



EBONY & IVORY, GUNSLINGER STYLE



RAPID SHOT

Press the ● button repeatedly

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



TWOSOME TIME

Press the left analog stick + the ◉ button

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



CHARGE SHOT

Hold the ● button, then release

Embellish your shot with a powerful magic touch.

ROYAL GUARD STYLE



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 from 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 ORBS — Magical stones made of crystallized 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 4 for more details.)

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

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

PURPLE ORBS — 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 ORBS — Magical stones composed of crystallized 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.

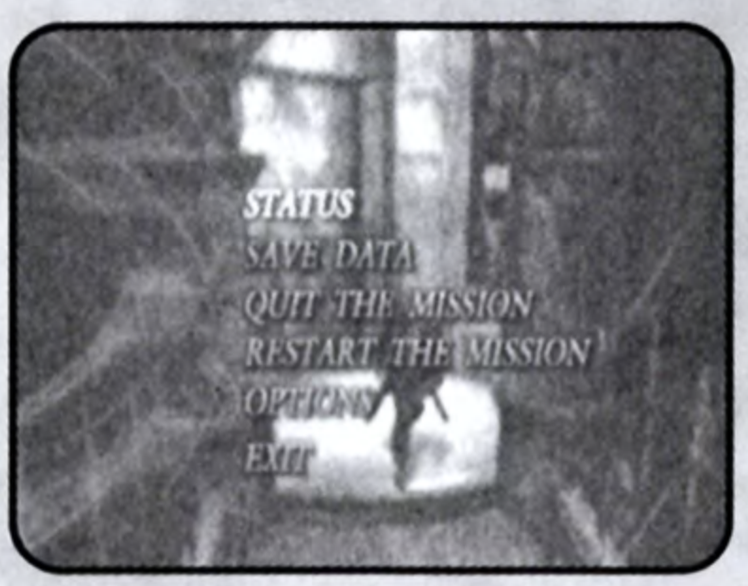
DEVIL STAR — Spirit stones produced through alchemy. Use to restore a portion of your Devil Trigger Gauge.

HOLY WATER



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, 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're 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. (You must be using a memory card with at least 364KB of free space in order to save.)

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

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

OPTIONS – Adjust various game settings (see page 22).

EXIT – Leave the Subscreen and return to the game.

CUSTOMIZING DANTE

Select CUSTOMIZE from the Mission Start screen to bring up the Customize screen. Here you can change Styles and/or weapons, and use Red Orbs to upgrade your character.

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

Options available on the Customize screen include:





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

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

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

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

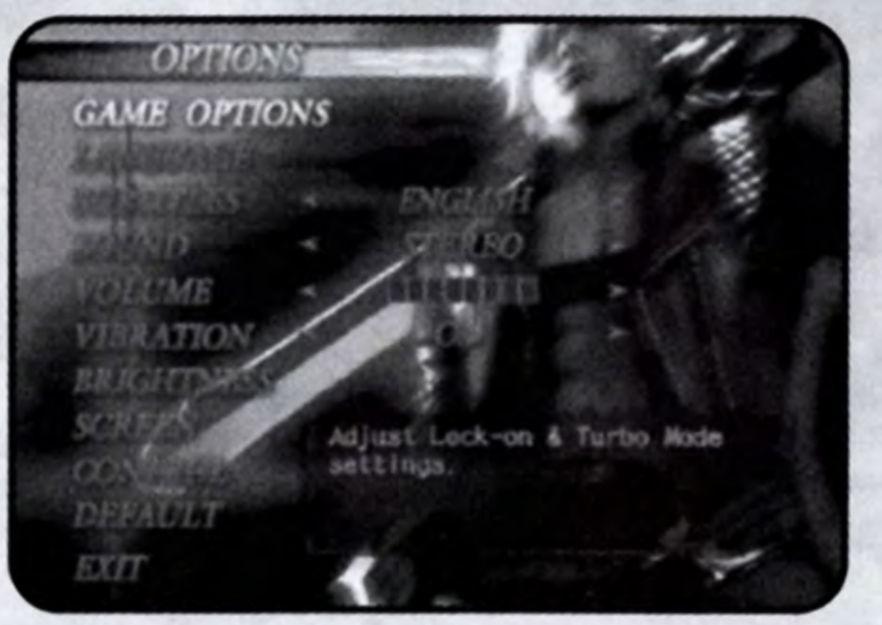
GUNS – Use your Red Orbs to power-up the long-range weapons you have.

EXIT – Leave the Customize screen.

OPTIONS

Select OPTIONS from the Main Menu or Subscreen (in-game) to bring up the Options menu 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).



GAME OPTIONS – Adjust game options.

LANGUAGE – Choose between playing the game in JAPANESE or ENGLISH.

SUBTITLES – Choose the language for the subtitle display or turn the display ON/OFF.

SOUND* – Choose your sound output options from STEREO, MONAURAL, DOLBY PRO LOGIC II, or DOLBY DIGITAL PRO LOGIC II.

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

*** 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. You may also need to select a SOUND setting from the Options menu of the 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 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.

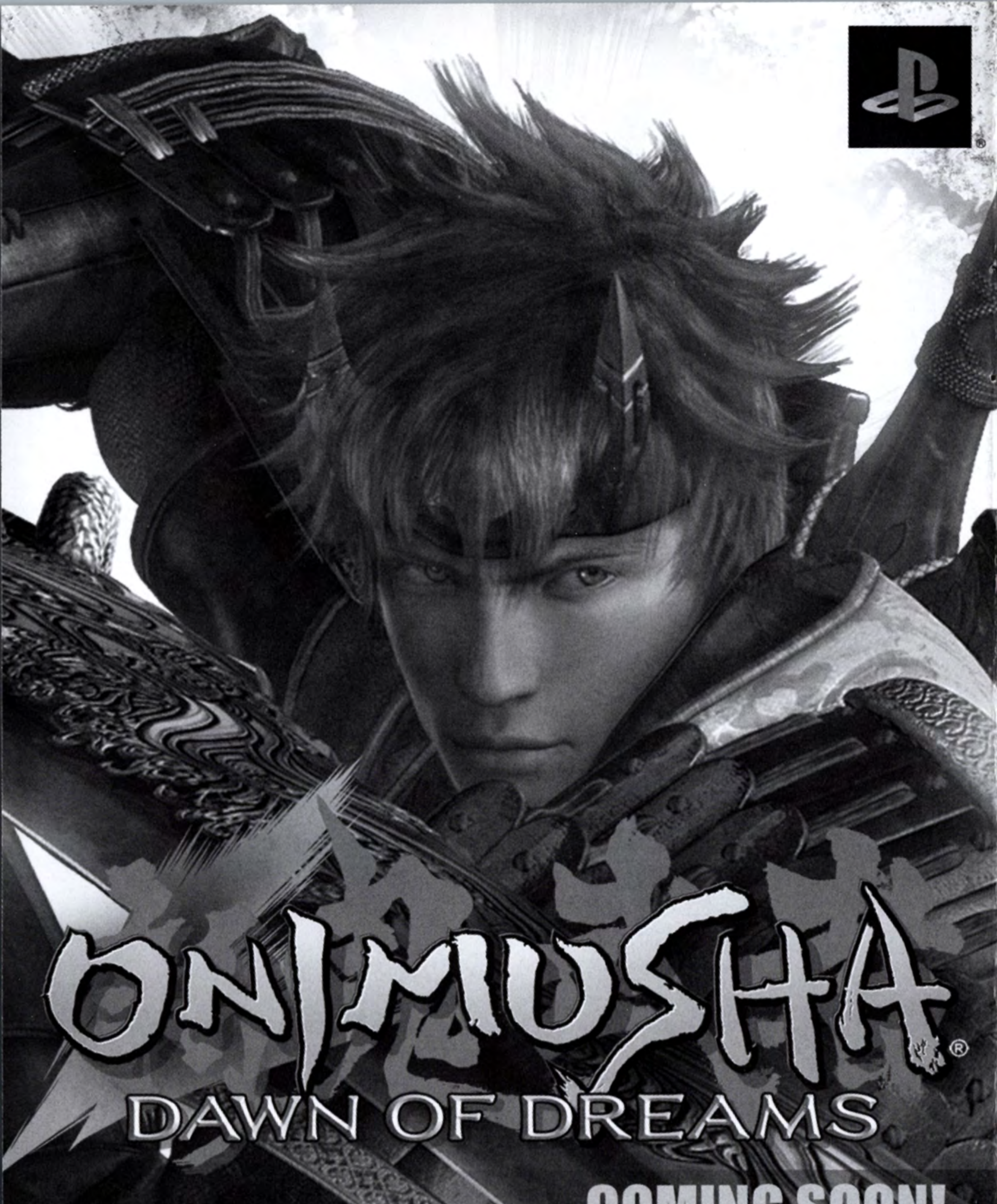
In this time of need, Sparda, a Demon Swordsman and hero among heroes, arose and turning on his brethren, finally struck down the demon empire that ruled over all things evil. Then, greatly fearing his own accursed power, Sparda sought to seal himself away forever with the demons.

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



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