NTSC U/C

PlayStation™

DIE HARD TRILOGY™

thrEE
MAXIMUM adventures,
onE
EXPLOSIVE packagE!

SLUS-00119
4100553

WARNING:
READ BEFORE USING YOUR PlayStation™ GAME CONSOLE:

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 videogames, including games played on the PlayStation™ game 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:

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT, avoid repeated or extended use of video games on large-screen projection televisions. Refer to your projection TV instruction manual for more details.

HANDLING YOUR PlayStation™ DISC:

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

DIE HARD TRILOGY – PlayStation™ Manual

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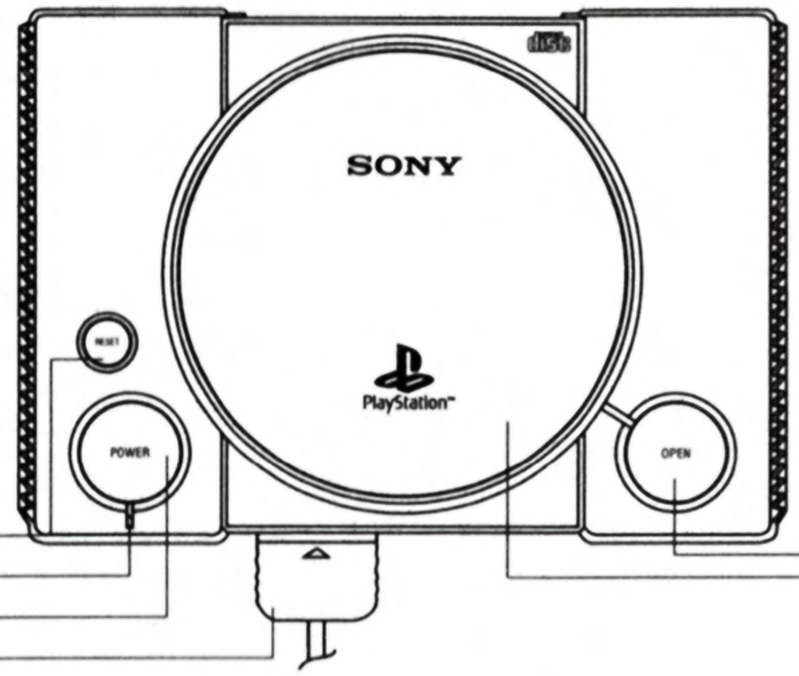
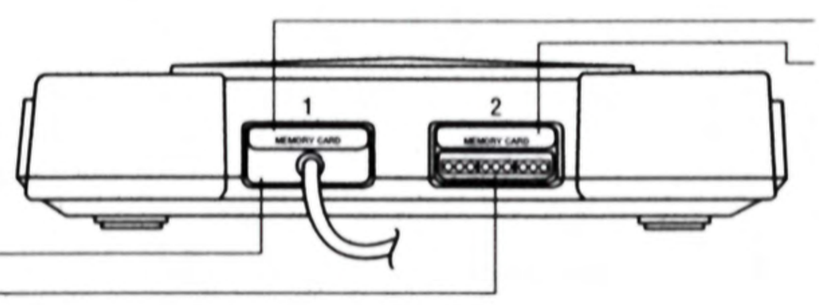
Console

Top View

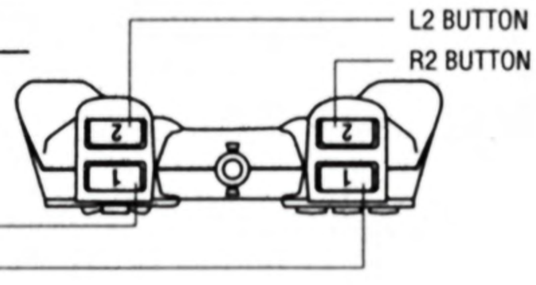


Front View

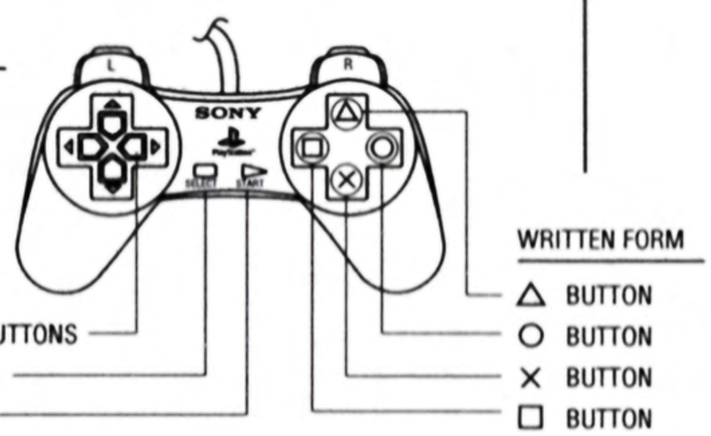


Controller

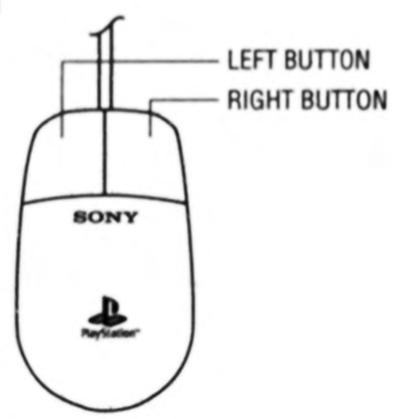
Front View



Top View



Mouse



Set up your PlayStation™ game console according to the instructions in its Instruction Manual. Make sure the PlayStation™ power is off before inserting or removing a compact disc. Insert the Die Hard Trilogy disc and close the CD door. Insert game controllers and turn on the PlayStation™ game console. Follow on-screen instructions to start a game.

Introduction

They're intelligent. Highly-trained. And they kill without remorse. They're a team of vicious international terrorists and unless their demands are met, hundreds of innocent lives will be lost. Hostages have been taken. Explosives set. Now, from the glass-and-steel labyrinth of the Nakatomi Plaza high-rise to the crowded terminals of Washington/Dulles airport to the mean streets of New York City, timers tick down the seconds until the bombs detonate, creating an inferno of twisted wreckage and mangled bodies.

The situation looks hopeless.

Except for one factor the terrorists never planned on. Detective John McClane. A cop with the determination of a pit bull and the bad habit of always being in the wrong place at the wrong time.

It's up to you to help McClane wipe out the terrorists, find and free the hostages, and defuse the bombs before it's too late. You'll need brains, skill, and a little help from some of the most deadly weapons a cold-blooded terrorist or hero cop ever laid hands on. Not to mention, the guts to take on impossible odds and come out on top - or die trying.

Getting Started

Insert the Die Hard Trilogy disc into the PlayStation™ console and close the CD door. Insert game controller and turn on the PlayStation™ game console. After a few moments, the title screen will appear.

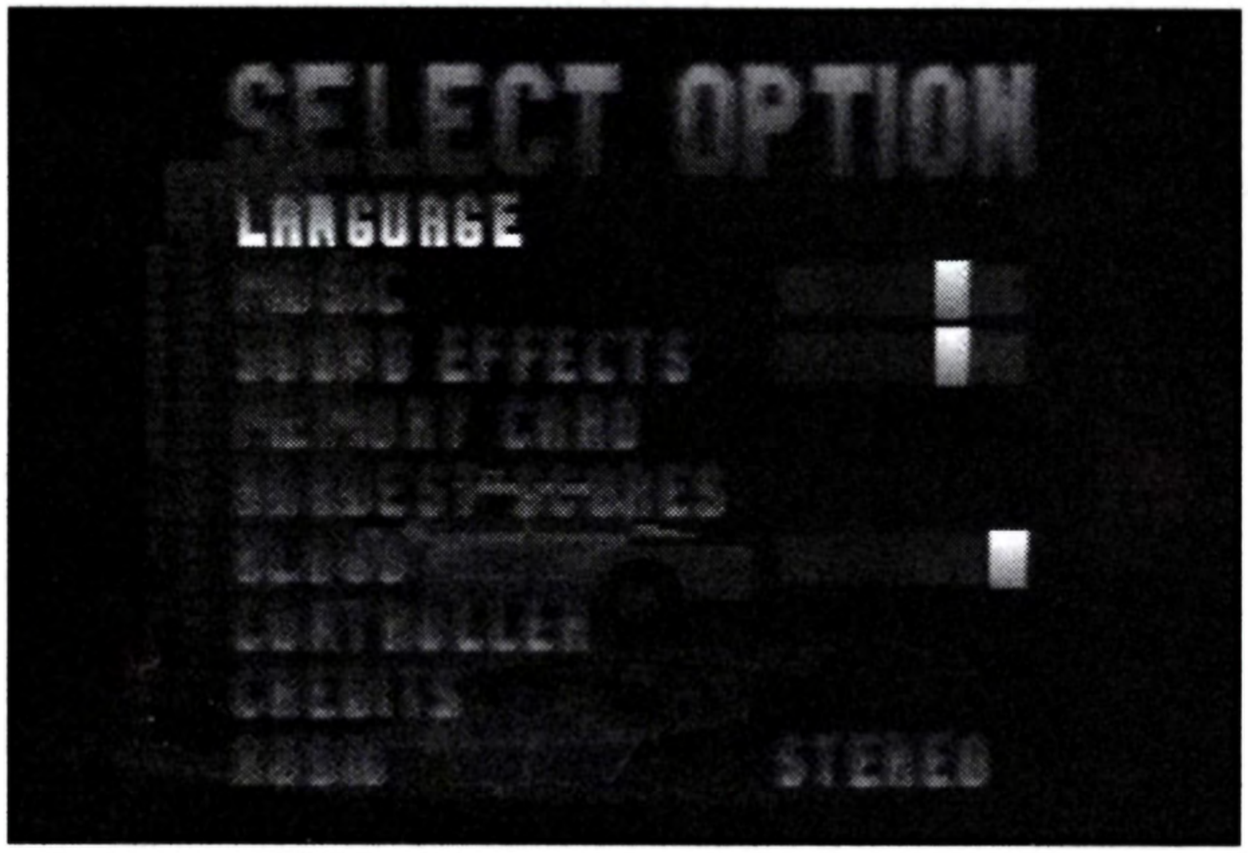
TITLE SCREEN

- When the game begins, you'll see icons representing the three different games: *Die Hard, Die Hard 2: Die Harder* and *Die Hard With A Vengeance.*
- Press the **LEFT** or **RIGHT** Direction Buttons on your controller until the icon you want is at the front of the screen.
- Press **START** to load that game.
- Press **SELECT** to display the MAIN OPTIONS SCREEN.

- Press **START** to pause the game at any time.
- Press **UP** or **DOWN** to change the memory card slot in use. DHT uses one memory card block which contains 8 slots. Each slot holds one complete save for DH 1, 2 and 3.

MAIN OPTIONS MENU -

The following are all of the options displayed when **SELECT** is pressed.



From this screen you can change things like Music Volume, Sound Effects Volume, Controller Setup and Memory Card Options.

- Press the UP or DOWN Direction Buttons to highlight the Option you want.
- Press X or use the LEFT or RIGHT Direction Buttons to select.

Music: Use left and right to adjust volume slider.

SFX: Use left and right to adjust volume slider.

Memory Card Options: If you're using a MEMORY Card, you can select this option to save game information. Using one block, you'll be able to save up to eight DIE HARD TRILOGY games.
Each SAVE includes information for all three games, with Latest Level reached, number of lives remaining, high score and personal preferences.

LOAD FROM CARD: Press X to select this option. Using the Direction Buttons, highlight the game of your choice.
Press X again to load.

SAVE TO CARD: When you boot DIE HARD TRILOGY for the first time, the game will default to SAVE GAME 1.
To change the SAVE GAME, go to the Memory Card Options Screen on the Main Options Menu and select CHANGE SAVE GAME. (You can save your game at any time during game play by using the SAVE Option on the PAUSE Menu. This will save your status as of the start of the current level.)

COPY SLOT: Select the SAVE GAME you want to copy and press X. Select the destination for the SAVE GAME and press X again.

CLEAR SLOT: Select the SAVE GAME you want to delete and press X.

GAME CODE: If you do not have a memory card, you may use the game code to load and save your game. You can also change the password displayed on the screen with the following buttons.

◀D▶	Moves cursor.
✕	Press X to enter code.
□	Cycles backward through available letters.
○	Cycles forward through available letters.

Hardest Score – Displays all high scores for each game. Press left/right to change game.

Blood – Slider that changes the level of gore in the game.

Controller – Access the controller configuration screen. Once in the controller configuration screen, you can change the controls for DH 1, 2 & 3. Use up/down to change the control method and left/right to change game.

Credits – Displays the credits.

Audio – Allows switching of audio from stereo to mono.

Die Hard

Nakatomi Plaza: The Objective

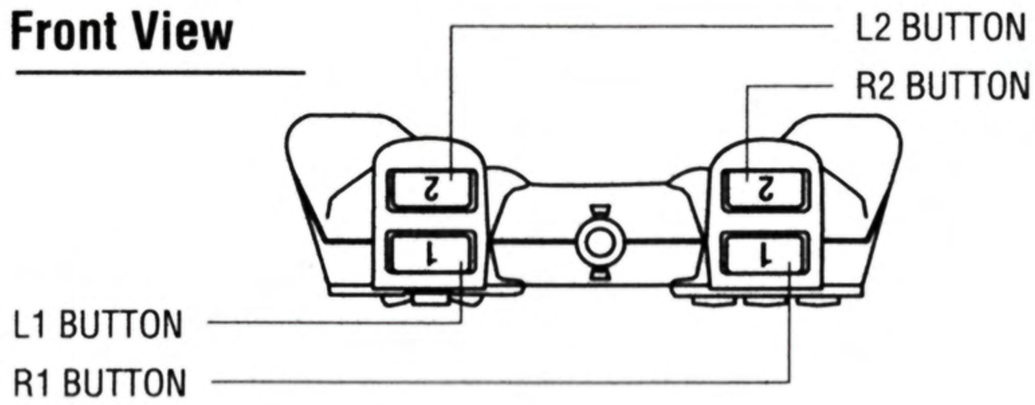
You are in the parking garage of Nakatomi Plaza, a Los Angeles skyscraper wired to explode. Above you, there are 19 more floors, crawling with terrorists. They're out to steal millions in negotiable bonds held in the Nakatomi Corporation's safe, and they won't hesitate to kill hundreds of hostages in the process.

Now, you've got to fight your way up, floor-by-floor, to the rooftop – searching hallways, office suites, the grand ballroom and even floors under construction – killing all the terrorists and rescuing as many hostages as possible along the way.

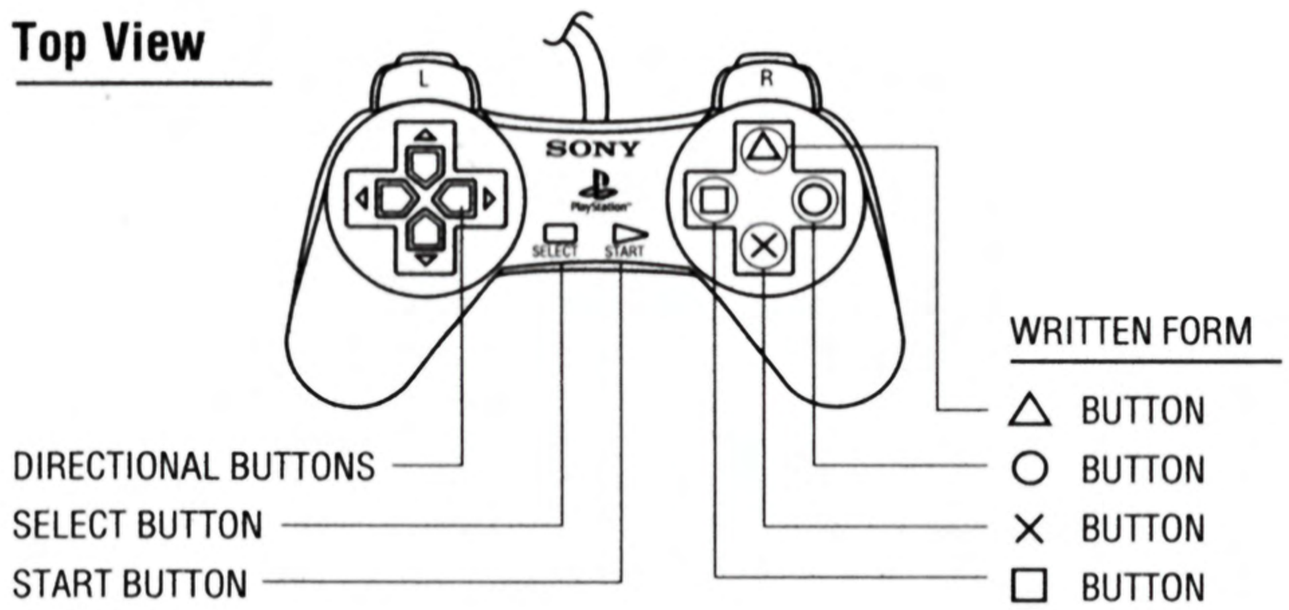
Oh, one more thing. Once you kill the last terrorist on each floor, a bomb is activated. It will appear on your map as a flashing dot. Get to it in time and you'll automatically move to the next floor. Don't, and Nakatomi Plaza will be obliterated. So get ready. John McClane is about to begin what could be the wildest – or the last – Christmas of his life.

CONTROLS

Front View



Top View



Controller	Action
△ TRIANGLE	Jump
○ CIRCLE	Change grenade
× CROSS	Fire primary weapon
□ SQUARE	Throw grenade
L/R1 LEFT/RIGHT 1	Sidestep left/right
L/R2 LEFT/RIGHT 2	Roll left/right
◀D▶ DIRECTIONAL BUTTONS	Move character
► START	PAUSE game/Options
► SELECT	Changes 'map zoom'

To free a hostage: Walk up and touch them. They'll find their own way out. Note that hostages can still be killed if their path takes them into the crossfire.

ON-SCREEN INFORMATION

Terrorist Gunsight: When you see McClane here, it means a terrorist is targeting him. The red arrow shows the direction of the attack.

End of Level Bomb LED: Appears when the final terrorist on each level has been killed. Get to it before the LED reaches zero, or you and Nakatomi Plaza will be vaporized.

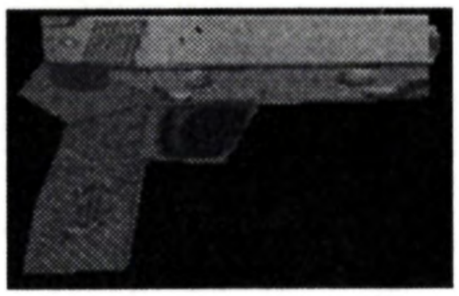
Radar Screen: The radar screen will show you a map of the level with the following information.

BLUE	Hostage
YELLOW	Pick-up
RED	Terrorist
FLASHING RED	End of level bomb

WEAPONS

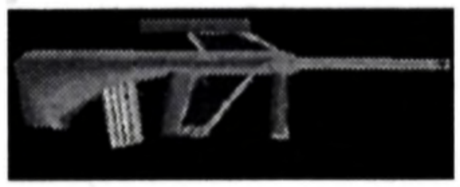
When the game begins, McClane carries only his police-issue 15-shot automatic - hey, he came to Nakatomi Plaza to visit his wife, not take on an army. This is his default weapon. It has an infinite supply of ammunition, BUT after 15 shots, you must fire once more (that CLICK means, your magazine is empty) before the pistol automatically reloads.

There are more powerful weapons and explosives in the form of pickups, dropped by dead terrorists or hidden around the levels. Walking over a weapon adds it to your arsenal. McClane keeps only his pistol and the last weapon he collected (he simply cannot weigh himself down with too many weapons). Grenades and other explosives in your arsenal are selectable before use.



Pistol: McClane's default weapon. Reloads automatically after each 15-shot clip is fired empty.

Shotgun: A powerful weapon. Reload is slow.



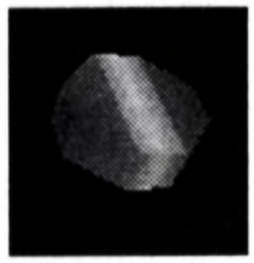
Assault Rifle: Very deadly with high-power 7.62mm bullets.

M60 Machine Gun: Belt fed machine gun. Very powerful.

MP5 Sub-Machine Gun: A small, hand-held weapon, firing 9mm ammunition.

Smoke Grenade: Will disorient terrorists and obscure their vision long enough to cover an attack or evasive action.

Grenades: Explosion is capable of killing multiple terrorists, breaking glass, knocking down doors and partitions.



Flash Bang grenade: Stuns any terrorist within range of the grenade for a short period of time.

PICKUPS

How can you fight terrorists if you're wounded, bloody or in need of a hot dog? Keep your eyes open for pickups. They may be in the open, dropped by terrorists or found in boxes. In the later stages of the game McClane will be given opportunities to collect extra lives by saving hostages from execution.

Cola, Drinks, Hot dogs, etc.: Items help replenish McClane's health level.

First Aid Pack: A larger health boost.

Medical Kit: Can take care of major damage.

Bullet Proof Vest: Provides good protection while it lasts.

LEVELS

Enter the building from the dark, dangerous underground *Garage* and try to make it through *Reception*. Battle through terrorist-filled offices to the machinery-filled *Maintenance* Levels. Crash the party in the *Ballroom*, or meander through temporary partitions on the *Construction* Levels. Hide in the boardroom of the *Executive* Level, or root out the hostages in the *Vault*. Wind your way through Nakatomi Plaza until you reach the *Computer* levels, treacherous with broken glass scattered everywhere, home to the strangest, most heavily armed bosses, surrounded by their henchmen.

If you've been good and rescued the Hostages, you'll earn a bonus trip to the rooftop. Here, whilst picking off snipers and escorting the hostages to the escape Chopper, you can gain numerous rewards – if you can find them before the last Hostage escapes. Yippie-Ki-Yay!

BONUS SCREEN

You've killed the terrorists, faced the Bosses, saved some hostages and made it to the elevator before the Level Bomb exploded. Here's where you relax and get your reward. Until the elevator doors open on the next level, that is. Yippie-Ki-Yay!

Die Hard 2: Die Harder

Washington/Dulles Airport: The Objective

If you're New York cop John McClane, there's got to be one thing you're asking yourself as you arrive at Washington/Dulles Airport to pick up your wife: Why does this always happen to me? The place is crawling with terrorists. They've come to rescue a South American dictator – and drug kingpin who's being flown to the U.S. to stand trial. And you walked into the middle of the plot.

You see all the action through McClane's eyes, as he races through the terminal annihilating terrorists – but hopefully not civilians and hostages. From the concourse to the New Annex. From the runway to the surrounding countryside. On foot. By snowmobile. Even by helicopter, the chase continues with rapid-fire speed, until you bring down the terrorist escape plane.

CONTROLS

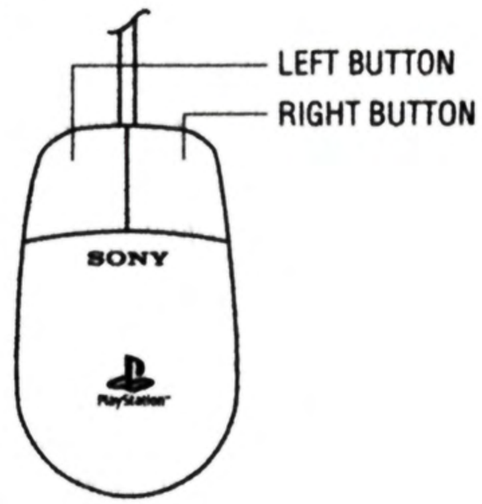
The program will control McClane's movement through the game, scrolling from one area to the next, starting, stopping or moving continuously as needed. You control McClane's weapons, aiming, firing, and throwing explosives.

Aim by moving the CROSS-HAIR on the screen with Direction Buttons. The AUTO ZOOM will zoom in on the view in the Cross Hair for more accurate aiming. REMEMBER, when the action extends past the edges of the screen an ARROW on the outer edge of the Cross-Hair will point to terrorists lurking just out of sight. Moving the Cross-Hair to the edge of the screen will cause McClane to turn his head and bring this area into view.

Controller		Action
○	CIRCLE	Throw grenade
✕	CROSS	Fire weapon
□	SQUARE	Fire rocket
L/R1	LEFT/RIGHT 1	Move Cross-Hair using Manual Speed (See OPTIONS)
L/R2	LEFT/RIGHT 2	Reload current weapon
◀D▶	DIRECTIONAL BUTTONS	Look/Aim/Move Cross-Hair
►	START	PAUSE game/Options

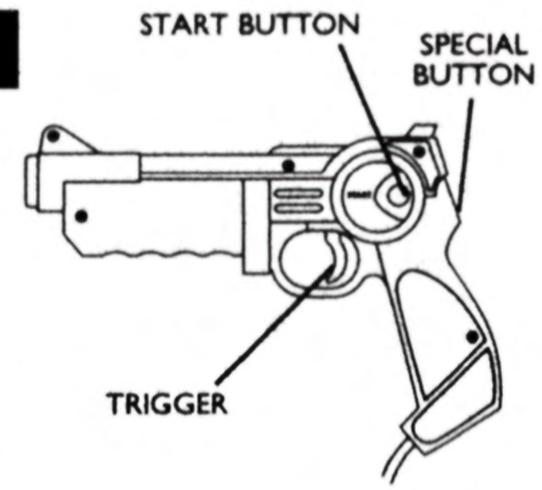
To pick up a weapon or an object, position item in the Cross-Hair and shoot once.

Mouse



Mouse	**Action**
Left Button	Shoot
Right Button	Grenade
Hold Right Button and Press Left Button	To Shoot Rocket Launcher
Hold Left Button and Press Right Button	To Reload
Left Button	Starts Game

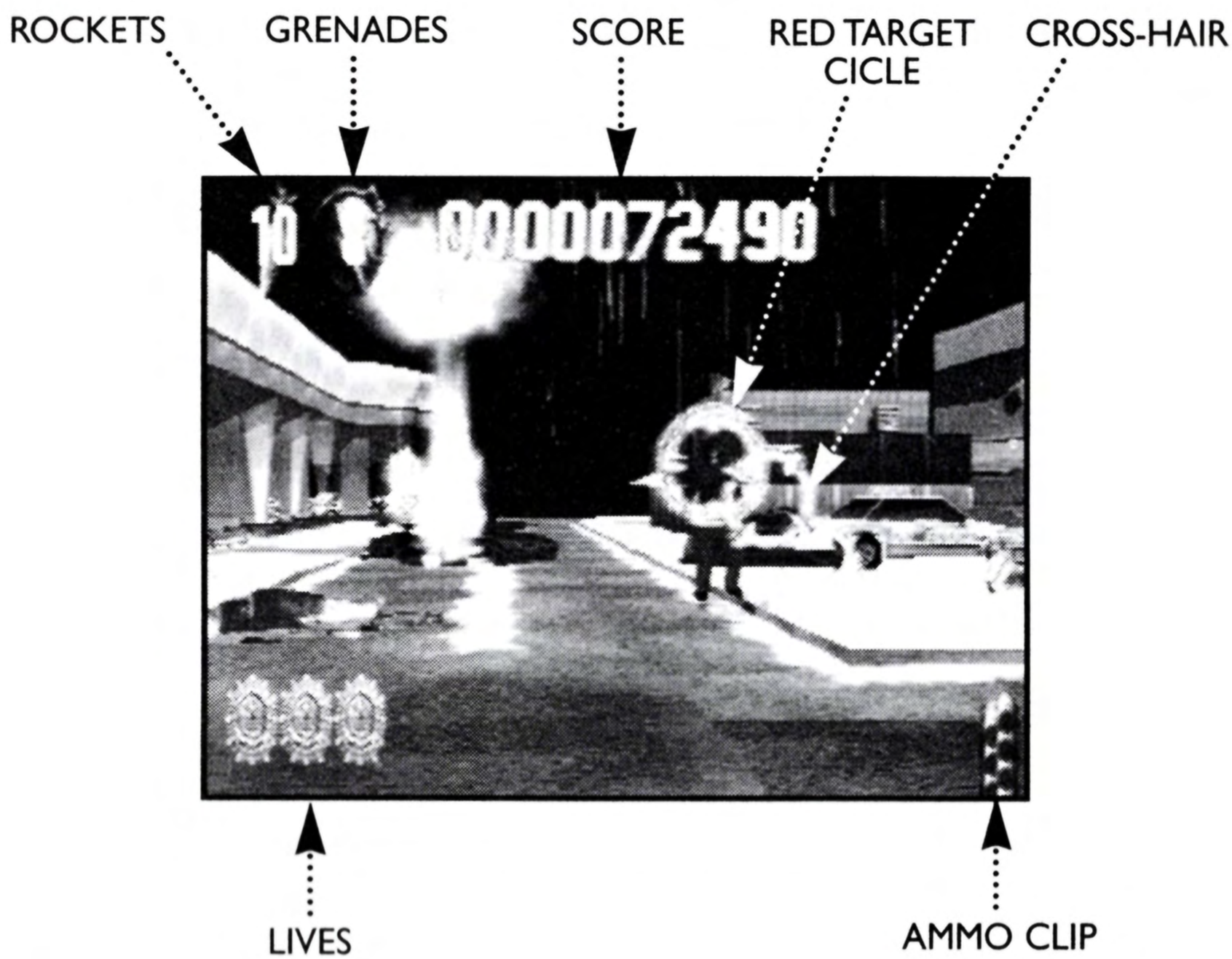
Gun



Gun	**Action**
Trigger	Fire
Start Button	Pause/Options
Special Button	Grenade
Special Button + Trigger	Rocket

Note: While using the mouse or the gun, the game can be paused and options can be changed by pressing Start on Controller #2.

ON-SCREEN INFORMATION



Blue Target Circle: Highlights any person onscreen who has a gun.

Red Target Circle: Means you've been targeted by a terrorist. The outer arrow shows the direction of the threat. When the two arrows on the target line up, the enemy will shoot. If more than one enemy is on screen, the Red Target Circle highlights the one who will shoot first.

- If you're hit, the screen blurs momentarily.

WEAPONS

If you've been to an airport lately, you know how tense Security gets when you walk in with lots of heavy weapons. Which is why, when the game begins, McClane carries only his police-issue 15-shot automatic. He may find a second pistol, in which case he will carry both at once, doubling his firepower. These are his default weapons. They have an infinite supply of ammunition, BUT when empty you must push RELOAD for a fresh clip.

There are more powerful weapons and explosives in the form of pickups, dropped by dead terrorists or hidden around the levels. Fire at a weapon to pick it up. When a weapon runs out of ammo or McClane picks up a new weapon, the old one is dropped. (With the exception of the pistols). However, if a player is given a weapon as a "GOOD COP BONUS" he will default to this weapon from then on.

AK47 Machine Gun

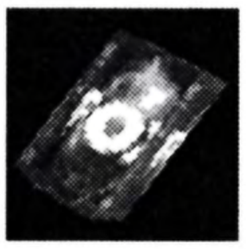
RPG Rocket: Creates a huge radius of destruction.

Fragmentation Grenade: Creates a smaller radius of destruction than the rocket.

Information on the following high powered weapons; the Pistol, 12 Gauge Shotgun, and MP5 Sub-Machine Gun can be found in the Die Hard weapons list on page 13.

PICKUPS

Every hit McClane takes weakens him, so watch for Pickups that may be in view, hidden or dropped when a Terrorist dies. Grab Pickups by lining them up in the Cross-Hair and shooting them once.



Cola: Will restore McClane's health to varying degrees.

Medical Kit: Can take care of major damage.

LEVELS

The onslaught begins upon your arrival at *Dulles Airport's Main Terminal.* Terrorists besiege you from all sides as you blast your way to the *Terminal's New Wing*, still under construction, and into the cold, damp *Tunnel* that runs beneath the *Runway.* After a long battle around the jet, you battle your way into the *Plane Interior* until you reach the cockpit. If you manage to escape alive, you parachute into the *Church* and its surrounding woods.

Make it out of this unholy terror and you'll find yourself engaged in the high-speed *Snowmobile Chase.* Slaughter the cold-blooded terrorists as you slalom through the blinding snow and you're ready to board a chopper.

Your final mission: Plane intercept. If you thought the snowmobile was a rough ride, just wait until you're trying to target the four jet engines in buffeting winds at 12,000 feet.

BONUS SCREEN

If McClane flies the unfriendly skies successfully, here's where you'll see the results. Bonus points are awarded for number of Terrorists killed to "Hostages saved and remaining health".

Die Hard With A Vengeance

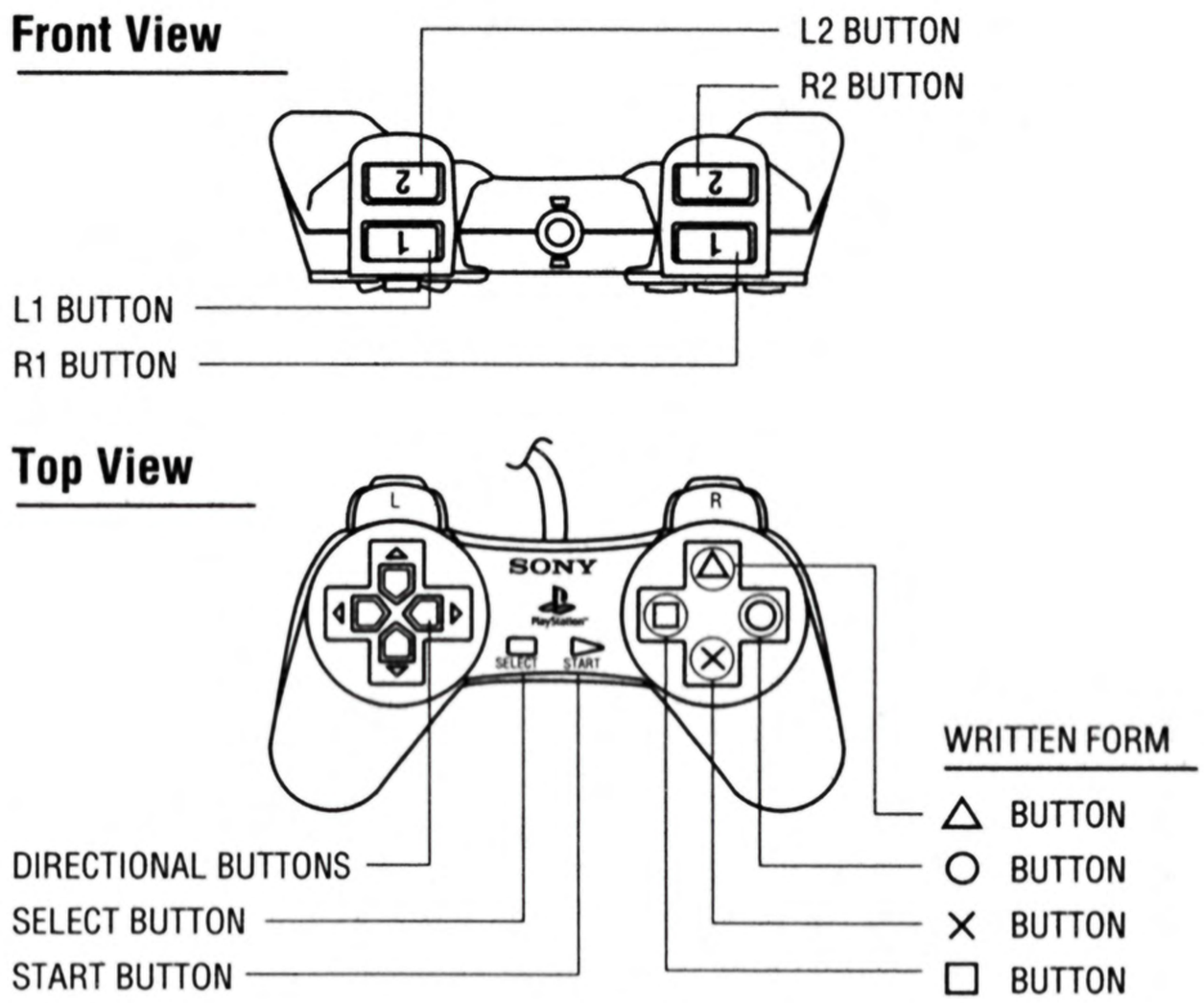
New York City: The Objective

New York, New York. If you can make it here, you'll make it anywhere – and if you can't, half of Manhattan will disappear in a blinding flash.

This time, it's a gang of terrorists led by the twisted genius, Simon. They've stashed bombs throughout the city to cover a multi-billion dollar heist. And Simon says, John McClane is the only one who can defuse them. But the clock is ticking.

It's a test of your nerves and your driving skills, as you and your reluctant partner, Zeus, seek out and commandeer more than fifteen different vehicles, stomp the pedal down and go. Blaze through the traffic-choked streets of Chinatown in a high-powered sports car. Scatter some skaters in Central Park, in a dump truck. Grab a cab and drive it right into the subway system. Whatever you do, you've got to get to the next bomb and run it over before it detonates. Then, outrun the terrorists before they escape.

CONTROLS

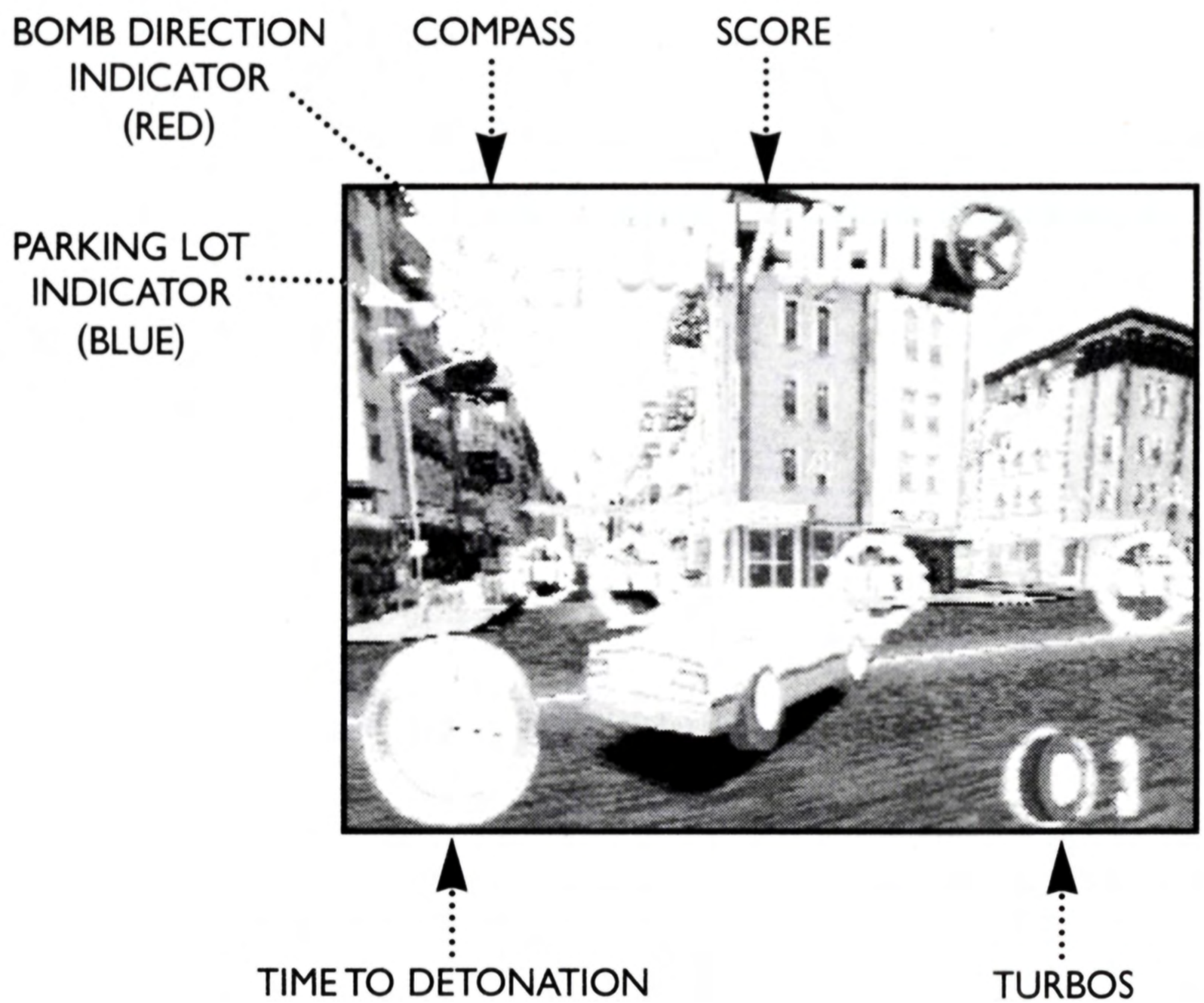


Controller		Action
▲	UP	Move forward slowly
▼	DOWN	Reverse
◀	LEFT	Turn left
▶	RIGHT	Turn right
△	TRIANGLE	Cycle through views
×	CROSS	Accelerator/Gas pedal
□	SQUARE	Brake
○	CIRCLE	Turbo

L2	LEFT 2	} Handbrake turn "with gas" for 90° turn "without gas" for 180° turn.
R2	RIGHT 2	
L1	LEFT 1	Horn
R1	RIGHT 1	Horn
►	START	PAUSE game

You can swap vehicles in any specially-marked Parking Lot. Once you pull in, the change is made automatically and game control returns to you.

ON-SCREEN INFORMATION



ON-SCREEN INFORMATION (cont.)

- Follow the RED ARROW on the Compass to the nearest Bomb.
- Follow the BLUE ARROW on the Compass to the nearest Parking Lot to change cars. Depending on the View you choose, you'll either be looking out the windshield from McClane's point-of-view, or trailing slightly above and behind your vehicle.
- BOMBS are indicated by a RED TARGET. Drive over to defuse it.
- You will have to hit the BOMB CAR a few times to destroy it.
- The clock enlarges to full screen as time runs down to the last 5 seconds.
- In sections of the game when you're pursuing a Terrorist vehicle through the subway, a Scanner will appear, mapping your position.

VEHICLES

McClane starts out driving a *TAXI*. As the game progresses, you'll have the chance to try out many of the other vehicles. Each offers different handling, speed, acceleration, braking, weight and skid capabilities. A skillful driver can learn to execute some incredible stunt maneuvers.

PICKUPS

Time: Gives McClane more time and a better chance to reach the next bomb.

Turbo: Activate with the **O** key.

Launch: Drive over these mini-bombs to catch some air.

Points: Extra points.

EMS: Summons an ambulance.
Perfect when you're stuck in heavy traffic.

Nitro: Gives vehicle an extra surge of power.

LEVELS

Peel out of Harlem, past that famous New York landmark– piles of garbage bags on the sidewalk– and get on the Subway System with its dark maze of tunnels. Look out for oncoming trains! Get off in *Central Park* and turn on *Central Park Drive*, where you'll quickly see if an 18-Wheeler makes a good off-road vehicle. Make it past the traffic lights of *West Side Highway* and it's welcome to *Chinatown*. The one-way streets are clogged with pedestrians and market stalls, but you can always use the sidewalks.

Challenge your driving skills in the *Financial District* as you race through Wall Street rush hour. When you hit *The Aqueduct*, an enclosed tunnel brings you face-to-face with the City's most numerous residents: Rats. Watch for workmen and jutting pipes until you're on *The Waterfront*. Survive this dockside obstacle course and it's the *Finale*: a white-knuckle chase with mad Simon himself.

BONUS SCREEN

You drove at top speed through Manhattan, ignoring traffic lights, pedestrians and public property. You raced down dark subway tunnels, insanely ignoring the threat of oncoming trains.

Either you're a New York cabbie who just finished an average day's work, or you successfully completed a level in DIE HARD WITH A VENGEANCE and you're ready for your bonus points. Points are added for safety margin, citizens saved, car damage and time remaining.

Credits - PlayStation™ Die Hard Trilogy

CREDITS

Lead Programmer, DH2 & 3 Game Programmer and Game Design	Simon Pick
Lead Artist and Game Design	Dennis Gustafsson
DH1 Game Programming	Greg Modern
Artist	Paul Helman
Artist	Ben McGrath
3D World Modeller	James Duncan
3D World Modeller	Simon Harrison
3D World Modeller	Dave Kite
DH2 Mapping, Level Design, Original Game Design	Matt Nagy
DH3 Mapping, DH1 Level Design	Alec Prenter
DH3 Mapping, Level Design	Jon Gibson
DH2 Mapping, Texture Mapping	Russell Wark
DH1 Mapping	Olly Wood
DH3 Game Mapping	Big Kevin Watts
Texture Mapper, PolyJoiner	Andy Cambridge
Texture Mapper, Attributing	Paul Collingwood
Texture Mapper	Vicky Cheale
Music Team	Steve Root, Neil Palmer
Sound Effects	Stuart McDonald
FMV Team	Gary Noden, Jason MacDonald, Frances Castle, Paul Brierly, Charles Jackson
MoCap	Richard Hince, Olly Wood and the talents of Neil McGuire
Voice Actor Coordinator	Lani Minella
Producer	Michael Arkin
Producer (Probe)	Darren Anderson
Executive Producer (Probe)	Tony Porter
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Quality Control	Cliff Ramsey (QA manager), Craig Kerrison, Michael Patrick, Nick McGee, Tom Geddis, Mark Viccary, Ben O'Reilly and the talented James Brown
Quality Control (FOX)	Mike Dunn, Mike Schneider and Seth Roth
Quality Control Lead	Chris Miller
Utils	Bob Armour, John Croudy

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