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EPILEPSY WARNING

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 electronic games, including games played on the computer, 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.

ESRB RATING

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

HANDLING YOUR COMPACT DISC

- The PC compact disc is intended for use on IBM compatible systems with the minimum configurations specified on the system requirements of the game purchased.
- Avoid bending the disc. Do not touch, smudge or scratch its surface.
- Do not leave the disc in direct sunlight or near a radiator or other source of heat.
- Take occasional rest breaks during extended play.
- Always store the disc in its protective case.



A Special Message from CAPCOM ENTERTAINMENT

Thank you for selecting DINO CRISIS 2 for your personal computer. We at CAPCOM ENTERTAINMENT are proud to bring you this new addition to your video game library.

CAPCOM ENTERTAINMENT, INC.

475 Oakmead Parkway, Sunnyvale, CA 94085

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\$1.35 per minute for live Game Counselor assistance.

From Canada: 1-900-677-2272 (\$1.35 per minute).

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SETTING UP

SYSTEM CONFIGURATION

OS:	Windows® 95, 98, 2000, Me
CPU:	Pentium® 233 (required); Pentium® II 350 (recommended)
RAM:	64MB (required)
Hard Disk:	230MB (standard install)
CD-ROM:	4X or higher
Sound:	Microsoft® Direct Sound
Graphics:	Microsoft® Direct 3D
VRAM:	8MB (required); 16MB (recommended)

INSTALLATION

1. Insert the **DINO CRISIS™ 2** disc into your CD-ROM drive.
2. If the Auto Insert notification is not on, click the **SETUP.EXE** icon.
3. Select an install option depending on your available hard disk space: COMPACT (2MB), FULLY (550MB) or TYPICAL (310MB).
4. Click the **INSTALL** button on the **DINO CRISIS 2** install screen to proceed with installation.

RUNNING THE GAME

After installation, insert the game disc into the CD-ROM drive. When the **DINO CRISIS 2** screen appears, press **Enter**. To run the game from the desktop, click **START → PROGRAMS → CAPCOM → DINO2 → DINO2**.

Note: Be sure to leave the **DINO CRISIS 2** disc in the CD-ROM drive while playing the game.

DEFAULT CONTROLS

Note: You can change the default controls in Option mode. See page 13.

MENU CONTROLS

Arrows	Highlight option or command
Enter	Confirm option or command selection
Esc or B	Cancel back to previous screen

GAMEPLAY CONTROLS

O or Arrow ↑	RUN straight forward
P / I	Run in a circle clockwise / counterclockwise (right / left)
L or Arrow ↓	BACK UP straight back
. / ,	Back up clockwise / counterclockwise (right / left)
D	180 rapid turn 180 degrees
; / K or Arrow ← / →	ROTATE clockwise / counterclockwise (right / left)
B	SIDE STEP on land / JET under water
C, Enter or Spacebar	ACTION (open door, pick up / check, climb up / down, scroll Dino File)
Left Shift (hold)	DRAW weapon
; / K or Arrow ← / →	AIM right / left (while holding down Left Shift)
C, Enter or Spacebar	FIRE primary weapon (while holding down Left Shift)
G	SWITCH between 3 or more targets (while holding down Left Shift)
V	SUB weapon strike
W	VIEW area map
Z	INVENTORY screen / Cancel event movie
A / F1	PAUSE and access Pause menu/ Resume game
F8	Toggle full screen / window
F9 (2 times)	Return to Title screen from game / Exit game from Title screen

DROP IN ON DANGER ...

One year has passed since Regina's fight for survival against raging dinosaurs and the capture of the rogue scientist Dr. Kirk.

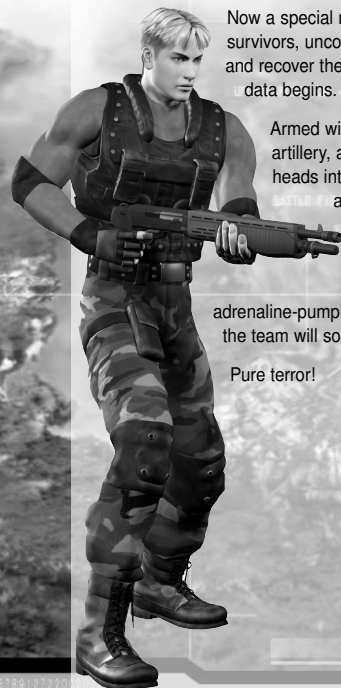
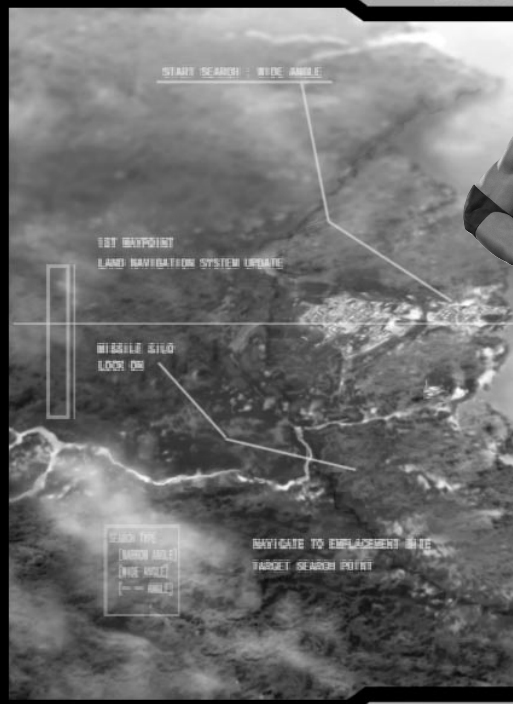
Despite dangers, the government has recklessly resumed massive research on Third Energy. The heedless quest for immediate results and neglect of precautions has predictable consequences. Another "accident" looms.

Suddenly, a military base, a research institute, and an entire town mysteriously vanish!



EDWARD - CITY

LEVEL F0C 2 BAND



Now a special mission to rescue survivors, uncover the mystery and recover the missing research data begins.

Armed with the latest in heavy artillery, a hand-picked team heads into the unknown – a dangerous jungle from another time.

Only Regina has an inkling of the adrenaline-pumping prehistoric challenge the team will soon encounter ...

Pure terror!

100889345189127220000

VR-: 10988847N-993200003782

REGINA

HINT: Regina can short-circuit some electrically locked doors with her Large Stun gun. Check in front of a door.



NAME: REGINA
AGE: 24
HEIGHT: 5 FT 9 IN
TEAM: S.O.R.T.
(SECRET OPERATION RAID TEAM)

An expert in stealth missions, Regina is a member of an espionage agency that reports directly to the government. She is a survivor of last year's mission to capture Dr. Kirk. Considering her outstanding past performance, the agency tagged her once again for this mission. Agility and cool composure in any situation are her biggest strengths.

DYLAN

HINT: Dylan can cut ivy with his Machete. If you come to a door covered with ivy, check the door.

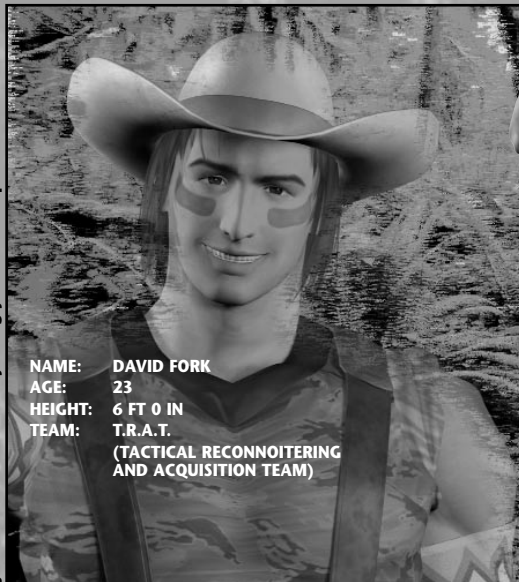


NAME: DYLAN MORTON
AGE: 25
HEIGHT: 5 FT 11 IN
TEAM: T.R.A.T.
(TACTICAL RECONNOITERING
AND ACQUISITION TEAM)

Dylan is a true soldier. A member of a special task force in the army, his extremely strong body and mind can endure any adverse circumstances. Though somewhat lacking in agility, Dylan's strength makes him excellent at handling heavy firearms. He will realize his destiny during this mission ...

DAVID

HINT: Use various weapons properly according to situations. For example, when your character is surrounded by enemies, you can evade attacks by using your sub weapon.



NAME: DAVID FORK
AGE: 23
HEIGHT: 6 FT 0 IN
TEAM: T.R.A.T.
(TACTICAL RECONNOITERING
AND ACQUISITION TEAM)

A member of Dylan's special task force, David's humorous take on danger keeps the team's morale high. A weekend wrangler, he wears his favorite cowboy hat constantly. Though weaker than Dylan in fighting ability, David's compassion for his friends is an indispensable asset to the team.



MYSTERIOUS SURVIVORS



Regina and Dylan encounter mysterious survivors in Edward City. For some reason, these eerie individuals are hostile to the rescue team and attack them persistently. They hold a significant clue to the riddle of Edward City's disappearance.

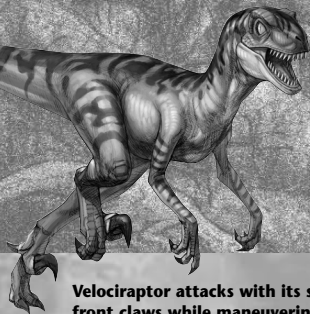
DINOSAURS



NAME: ALOSAUR
TYPE: MEDIUM CARNIVORE
LENGTH: 27 FT 10 IN
HEIGHT: 9 FT 11 IN

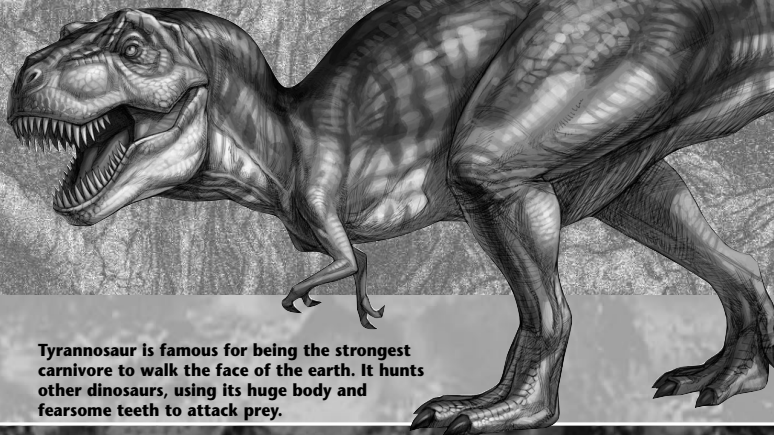
Though not as big as Tyrannosaur, Alosaur can attack incredibly fast in spite of its size.

NAME: TYRANOSAUR
TYPE: LARGE CARNIVORE
LENGTH: 47 FT 6 IN
HEIGHT: 15 FT 9 IN



NAME: VELOCIRAPTOR
TYPE: SMALL CARNIVORE
LENGTH: 14 FT 9 IN
HEIGHT: 5 FT 11 IN

Velociraptor attacks with its sharp front claws while maneuvering on its rear legs. It is very agile and has excellent jumping ability.



Tyrannosaur is famous for being the strongest carnivore to walk the face of the earth. It hunts other dinosaurs, using its huge body and fearsome teeth to attack prey.



NAME: PTERANODON
TYPE: PTERODACTYL
LENGTH: 9 FT 11 IN
HEIGHT: 3 FT 11 IN

The best known pterodactyl, Pteranodon's wingspan can stretch out as long as 20 feet. Pteranodon surrounds its victims and attacks in groups.

STARTING THE GAME

YOUR MISSION

Sneak into Edward City, which has been mysteriously sent back to the Cretaceous period, complete the two missions below, and return to the present day alive!

- Rescue all survivors in Edward City.
- Secure Third Energy research data.

MAIN MENU

At the **DINO CRISIS 2** Title screen, use **Arrows** **▲/▼** to highlight a mode on the Main Menu, and confirm by pressing **Enter**.

NEW GAME Choose **NEW GAME** when you play **DINO CRISIS 2** for the first time, or to start a completely new game even if you've played before. The game will start from the beginning after you choose a difficulty level (**NORMAL / HARD**).

LOAD GAME Choose **LOAD GAME** to restart your game from the point where you saved. On the Load screen, choose a saved data file.

OPTION Choose **OPTION** to adjust various game settings. You can also access Option mode during play from the in-game Help mode. (See page 13 for details.)



OPTION MODE

Select **OPTION** from the Main Menu before a game or from the in-game Help menu during play. On the Option menu, use **Arrows** **▲/▼** to highlight an option, then access its submenu by pressing **Enter**. On submenus, use **Arrows** to select a setting, and confirm with **Enter**.

KEY CONFIG

Select pre-set key assignments by choosing **OPERATION A, B** or **C**. Also, turn **STEP MODE** and **AUTO TARGETING** **ON** or **OFF**. You can select **DEFINE** to customize the controls: use **Arrows** **▲/▼** to highlight a control and press the key you want to assign to it, then highlight **YES, NO** or **DEF(ault)** and press **Enter**.

SOUND

Choose **MONAURAL** or **STEREO** depending on the speaker setup on your monitor.

SCREEN

Adjust the screen resolution and toggle between **FULL SCREEN** and **WINDOW**.

RESET

Return to the Title screen and end the current game.

EXIT

Return to the Main Menu or to the game.



BASIC ACTIONS

MAIN WEAPON ATTACK

Press and hold **DRAW** to ready your weapon. With your weapon drawn, press **FIRE** to fire.

- With your weapon drawn, press an **AIM** key to aim right or left.
- With your weapon drawn, press **TARGET** to switch between three or more targets (when Auto Targeting is OFF in Option mode).
- Your character can move while the weapon is drawn, and fire while running.



SUB WEAPON ATTACK

Press **SUB** to strike with a sub weapon.

- Your character can use a sub weapon even when some (but not all) main weapons are drawn.



CHECK / OPEN / CLIMB / PICK UP

Stand in front of an object to be checked and press **ACTION** to check it. Also press **ACTION** to do any of the following:

- Open doors.
- Climb up/down ladders or stairs.
- Pick up an item or file.
- Scroll through the Dino File text.



ROTATE / 180° QUICK TURN

- Press either **ROTATE** key to turn in place. Hold the key to continue turning.
- Press **180** to turn quickly in the opposite direction. This action is especially useful when you want to run from an enemy.

STEP

- Hold down **BACK** or either **ROTATE** key and press **SIDE STEP**.
- Your character will dash either to the back or to the side.

Note: **STEP MODE** must be set to **ON** in Option Mode. See page 13.

INVENTORY



Press **Z** during gameplay to open the Inventory screen, where you can check your character's condition, equip weapons, use items, etc.

Press **Arrows** **▲/▼** to highlight one of the four Inventory options, **WEAPON**, **ITEM**, **FILE** or **MAP**, and press **Enter**.

To return to gameplay, press **Esc** or **B**.

WEAPON

When you choose **WEAPON** in the Inventory screen, the following options are displayed:

MAIN WEAPON

Main weapon currently equipped, held with right hand or both hands.

SUB WEAPON

Sub weapon currently equipped, held with left hand.

Highlight either weapon type with **Arrows** **▲/▼** and select by pressing **Enter**. When a list of weapons appears, select a weapon to equip. Then select one of the following options:

EQUIP

Equip the weapon.

CHECK

Check the weapon.

Some of main weapons require both hands to equip. When you are using a two-handed main weapon, you cannot have a sub weapon. You must have a main weapon equipped to return to the gameplay.

ITEM

Rotating items are located in various areas of the game. To get one of these items, stand in front of it and press **Enter**. When you choose **ITEM** in the Inventory screen, you can select one of the following options:

RECOVERY

Display recovery items in your Inventory. Select an item by highlighting it and pressing **Enter**. Then select **YES** to use it.

KEY ITEM

Display key items required to advance in the game. Select one of the key items to display the following two options for using it:

USE

Use the highlighted item.

CHECK

Check the highlighted item.

FILE

You'll find different confidential files during the game. Some of these contain hidden hints to solving puzzles. When you collect a file, it goes into your Inventory. To read a file, select **FILE** on the Inventory screen, then select the file you want to check out.

MAP

Areas you explore are mapped automatically. Select **MAP** on the Inventory screen to view them. On the map, your character's current location is shown as crosshairs; locked doors are shown in color; blinking doors can be unlocked by a key in your Inventory; and areas with Save Points are marked with **S**. Toggle different area maps by pressing the **Arrows** **▲/▼**. Press **Enter** to zoom in on a map detail, which you can navigate with the **Arrows**.

EXTINCT POINTS & BONUS POINTS

You acquire Extinct Points when you defeat an enemy. Use your Extinct Points to purchase ammo and other necessary items. You can also earn the following Bonus Points:

- COMBO BONUS** If you defeat enemies successively, you earn Combo Bonus Points. For example, if you defeat three Velociraptors in succession, you get 100 pts + (100 + 40 pts) + (100 + 60 pts) = 400 pts. A Combo Mark is displayed on screen when the Combo Bonus applies.
- COUNTER BONUS** When you counterattack an enemy the moment it attacks you, you get Counter Bonus Points, and a Counter Mark is displayed.
- NO DAMAGE** If you defeat five or more enemies and don't take any damage before exiting the area, you earn No Damage Bonus Points.

When you exit the area, the Results screen shows the Room Total (total Extinct Points acquired in the area) and Combo Total (number of Combos you performed in the area). You can also check your current Extinct Points in the Inventory screen.

SAVE POINTS & PURCHASING ITEMS

At a Save Point (marked with an "S" on the map), you can save your game data. You can also purchase items with Extinct Points you have acquired. Select **SHOP** in the Save Point menu to purchase items, then select one of the following options:

- WEAPON** Purchase weapons. Weapons need to be equipped on the Inventory screen before you can use them.
- RECOVERY** Purchase recovery items, including Med Paks and Hemostats. See page 19.
- MAGAZINE** Purchase weapon ammo and cartridges that increase a weapon's maximum ammo.

Note: At certain Save Points, more options may be available.

Vitality Gauge



DAMAGE / RECOVERY

Your character takes damage when attacked. Watch the Vitality Gauge on screen to check on your character's damage level. When your character is bleeding, the Vitality Gauge turns red.

- Use a small, medium or large Med Paks to recover your character's vitality in varying amounts.
- Bleeding from injuries will cause your character to gradually lose vitality. Use a Hemostat or large Med Pak to stop the bleeding.



GAME OVER / CONTINUE

When your character's vitality ebbs away to nothing, the character dies and your game is over. The game also ends when your time is up in mini games or your sub character dies.

If your character's vitality drops to zero but you have a Resuscitation item, you can continue from the beginning of the area. When "Will you use Resuscitation? YES / NO" appears, choose **YES** to use the item and continue. If you choose **NO** your game is over.

You can also use a Resuscitation item to fully restore your character's vitality (same as a Complete Med Pak).



SAVING GAME DATA

You can save your game data, including score rankings and option settings. When you reach certain points in the game, the Save Point menu screen will be displayed. This screen shows the following:

- **SAVE POINT LOCATION**
- **AREA**
- **DIFFICULTY**
- **PLAY TIME**
- **NUMBER OF GAMES YOU COMPLETED**

To save your game data:

1. Use **Arrows** to select SAVE in the Save Point menu.
2. Choose a save slot that will take the saved game data.
3. When "Will you save? YES / NO" appears, choose **YES** to save your game data.

CREDITS

Manual Design: Hanshaw Ink & Image; Marketing: Todd Thorson, Sean Mylett, Bonnie Scott, Robert Johnson and Nate Williams; Creative Services: Jennifer Deauville and Marion Clifford; Package Design: Michi Morita and Jamie Gibson; PR: Melinda Mongelluzzo, Matt Atwood and Carrie Root; Special thanks to: Tom Shiraiwa, Bill Gardner, Robert Lindsey and Customer Service.

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Consumer Service Department
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Sunnyvale, CA 94085

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