Dreamcast™

DINO CRISIS™

MATURE
M
CONTENT RATED BY ESRB

T-1217N

CAPCOM®

WARNINGS Read Before Using Your Sega Dreamcast™ Video Game System

CAUTION

Anyone who uses the Sega Dreamcast should read the operating manual for the software and console before operating them. A responsible adult should read these manuals together with any minors who will use the Sega Dreamcast before the minor uses it.

HEALTH AND EPILEPSY WARNING

Some small number of people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns that they encounter in everyday life, such as those in certain television images or video games. These seizures or loss of consciousness may occur even if the person has never had an epileptic seizure.

If you or anyone in your family has ever had symptoms related to epilepsy when exposed to flashing lights, consult your doctor prior to using the Sega Dreamcast.

In all cases, parents should monitor the use of video games by their children. If any player experiences dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, IMMEDIATELY DISCONTINUE USE AND CONSULT YOUR DOCTOR BEFORE RESUMING PLAY.

To reduce the possibility of such symptoms, the operator must follow these safety precautions at all times when using the Sega Dreamcast.

- Sit a minimum of 6.5 feet away from the television screen. This should be as far as the length of the controller cable.
- Do not play if you are tired or have not had much sleep.
- Make sure that the room in which you are playing has all the lights on and is well lit.
- Stop playing video games for at least ten to twenty minutes per hour. This will rest your eyes, neck, arms and fingers so that you can continue comfortably playing the game in the future.

OPERATING PRECAUTIONS

To prevent personal injury, property damage or malfunction:

- Before removing the disc, be sure it has stopped spinning.
- The Sega Dreamcast GD-ROM disc is intended for use exclusively on the Sega Dreamcast video game system. Do not use this disc in anything other than a Sega Dreamcast console, especially not in a CD player.
- Do not allow fingerprints or dirt on either side of the disc.
- Avoid bending the disc. Do not touch, smudge or scratch its surface.
- Do not modify or enlarge the center hole of the disc or use a disc that is cracked, modified or repaired with adhesive tape.
- Do not write on or apply anything to either side of the disc.
- Store the disc in its original case and do not expose it to high temperature and humidity.
- Do not leave the disc in direct sunlight or near a radiator or other source of heat.
- Use lens cleaner and a soft dry cloth to clean the disc, wiping gently from the center to the edge. Never use chemicals such as benzene and paint thinner to clean the disc.

PROJECTION TELEVISION WARNING

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CAPCOM ENTERTAINMENT, INC.
475 Oakmead Parkway, Sunnyvale, CA 94086

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Hints are available:

1-900-976-EDGE (1-900-976-3343)

$.99 per minute for 24-hr. pre-recorded information.
$1.35 per minute for live Game Counselor assistance.
From Canada: 1-900-677-2272 ($1.35 per minute).

Must be 18 years or older, or have parental permission. Game Counselors available Monday - Friday 8:30 a.m. - 5:00 p.m. Pacific Time. This hint line supports games produced by CAPCOM ENTERTAINMENT, INC. only. No hints will be given on our Consumer Service line. You must have a touch-tone phone to use this service.

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CONTENTS

Sega Dreamcast™ 2
Controls 4
Getting Into the Game 6
Setting Options 7
Saving and Loading Games 8
A Mysterious Catastrophe 10
Special Moves 11
Using the Inventory 12
Using Weapons 14
Using Medical Supplies 15
Using the Map 16
Using Emergency Boxes 17
D.D.K. Door Locks 18
Combat Know-How 19
Damage 20
End Game Screens 21
Regina 22
Dr. Kirk 22
Gail 23
Rick 23
Weapons 24
Combat Field Manual 25
Capcom Edge 28

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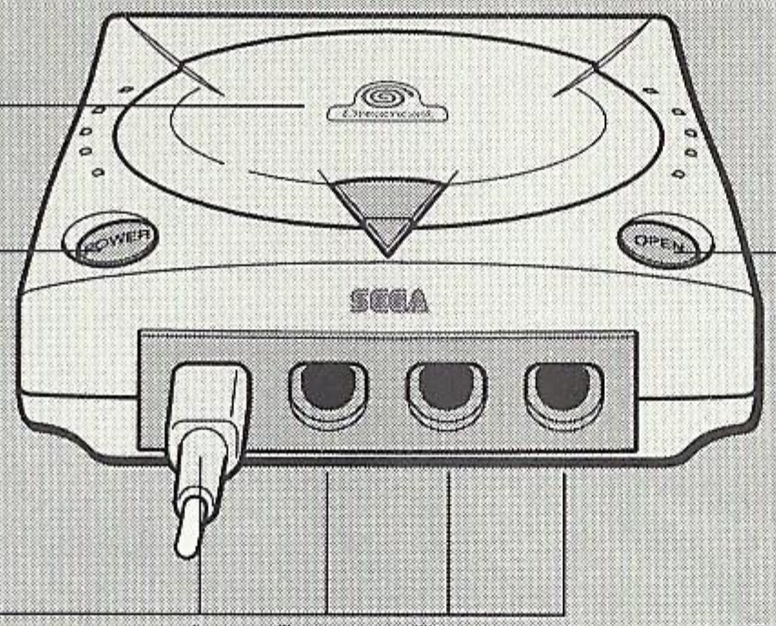
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CONTENTS

Sega Dreamcast™ 2
Controls 4
Getting Into the Game 6
Setting Options 7
Saving and Loading Games 8
A Mysterious Catastrophe 10
Special Moves 11
Using the Inventory 12
Using Weapons 14
Using Medical Supplies 15
Using the Map 16
Using Emergency Boxes 17
D.D.K. Door Locks 18
Combat Know-How 19
Damage 20
End Game Screens 21
Regina 22
Dr. Kirk 22
Gail 23
Rick 23
Weapons 24
Combat Field Manual 25
Capcom Edge 28

SEGA DREAMCAST

SEGA DREAMCAST HARDWARE UNIT



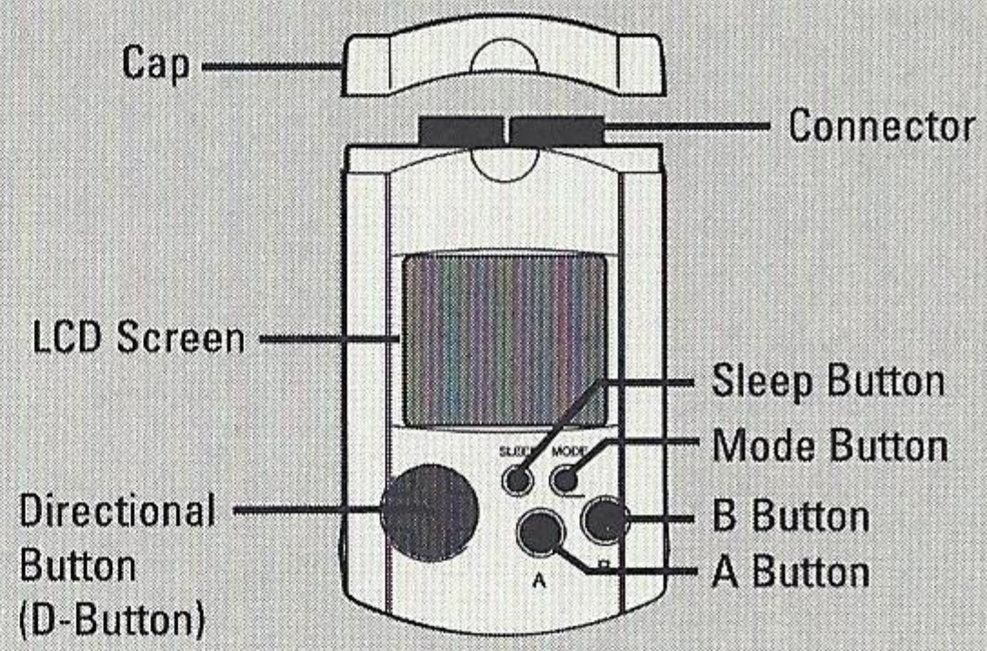
Use these ports to connect the Sega Dreamcast™ Controller or other peripheral equipment. From left to right are Control Port A, Control Port B, Control Port C, and Control Port D. For DINO CRISIS, use Control Port A.

DINO CRISIS is a 1 player game. Before turning the Sega Dreamcast power ON, connect the Sega Dreamcast controller or other peripheral equipment into the control ports.

SEGA DREAMCAST VISUAL MEMORY UNIT (VMU)

To save option settings and high score data, insert a Visual Memory Unit (VMU) into Expansion Slot 1 of the controller in Control Port A BEFORE turning on the Sega Dreamcast.

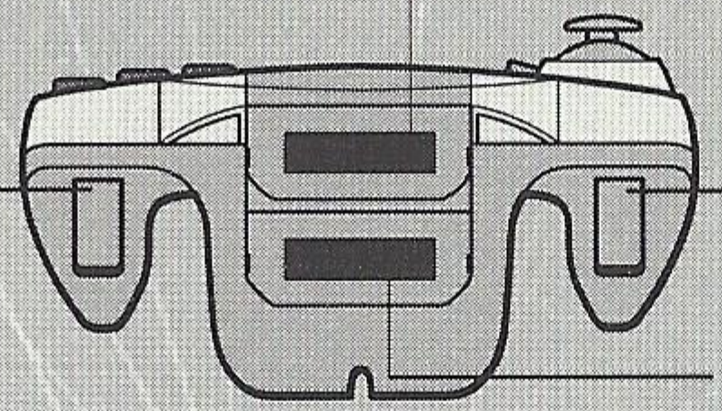
Note: While saving game data, never turn OFF the Sega Dreamcast power, remove the memory card or disconnect the controller.



CONTROLS

SEGA DREAMCAST CONTROLLER

- DINO CRISIS is a 1 player game. Connect controllers or other peripheral equipment before turning on the Sega Dreamcast.
- Never touch the Analog Thumb Pad or Left/Right Triggers while turning the Sega Dreamcast power ON. Doing so may disrupt the controller initialization procedure and result in malfunction. If the Analog Thumb Pad or Left/Right Triggers are accidentally moved while turning the Sega Dreamcast power ON, immediately turn the power OFF and then ON again, making sure not to touch the controller.
- To return to the Title screen at any point during game play, simultaneously press and hold the A, B, X, Y and Start Buttons. This will cause the Sega Dreamcast to soft-reset the software and display the Title screen.
- You can change the default button assignments. See page 7.



Expansion Slot 1

Right Trigger
• Draw weapon

Left Trigger
• Change targets (with Right Trigger held)

Expansion Slot 2

Analog Thumb Pad
• Not used

X Button –
• Cancel choice
• Action (open doors, check, handle objects, etc.)
• Fire weapon (with Right Trigger held)

Directional Button (D-Button)
• Select game modes/options
• Move character ↑/↓
• Rotate character ←/→

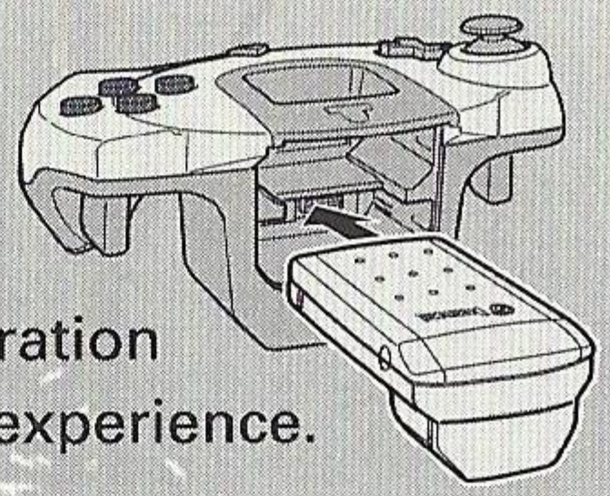
Y Button –
• Display Inventory screen

B Button –
• Cancel choice

A Button –
• Confirm choice
• Run (with Directional Button held ↑)
• 180° turn (with Directional Button held ↓)

Start Button
• Pause

SEGA DREAMCAST JUMP PACK™

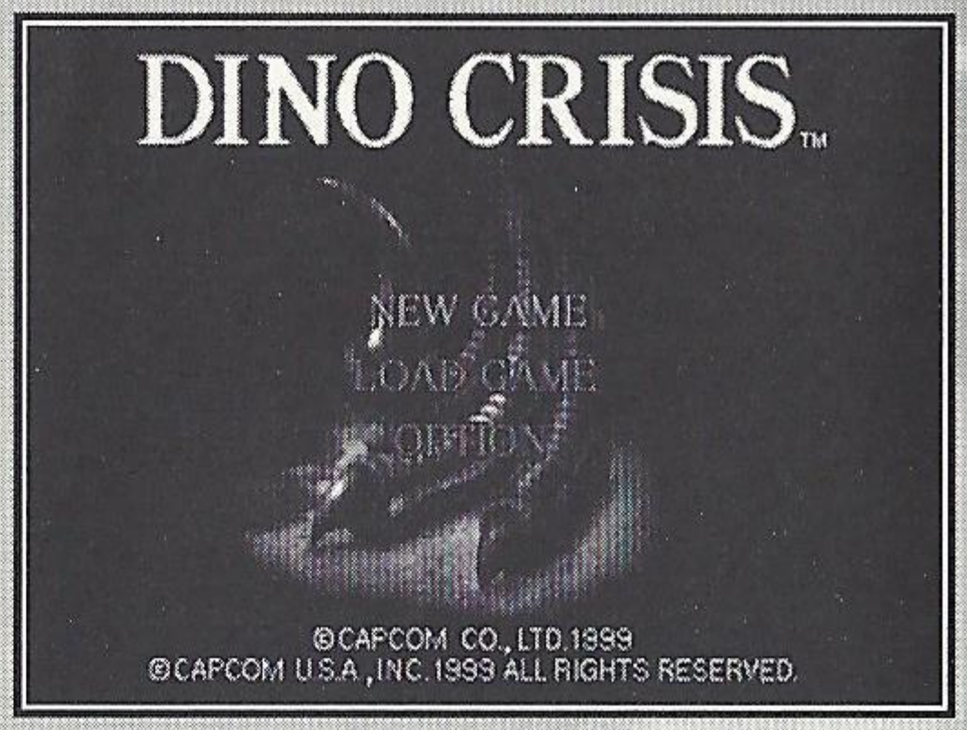


DINO CRISIS supports the Jump Pack vibration peripheral. When inserted into the Expansion Slot of a Sega Dreamcast controller or compatible peripheral equipment, the Jump Pack provides a vibration effect that can considerably enhance the game play experience.

Note: When inserted into Expansion Slot 1 of the Sega Dreamcast controller, the Jump Pack connects, but does not lock. If the controller is jarred, the Jump Pack may fall out during game play or otherwise inhibit game operation.

GETTING INTO THE GAME

1. Insert the DINO CRISIS disc into the Sega Dreamcast and turn the power on.
2. The Capcom logo and then the Title screen will appear.
3. Press the Start Button at the Title screen to display the Game Mode menu. Highlight a game mode and press the Start or A Button.
4. Choose NEW GAME when playing for the first time.



NEW GAME

Start a new game. After choosing this option, choose a difficulty level: NORMAL or EASY.

LOAD GAME

Play a previously saved game. After choosing this option, choose a save file to load (see page 8).

SETTING OPTIONS

Highlight OPTION on the Game Mode menu and press the Start or A Button.

- Press the Directional Button ↑/↓ to highlight an option; press ←/→ to adjust or change a setting.
- Press the A Button to open an option's submenu; press the B Button to cancel a menu or submenu.

OPTIONS

CONTROLLER	Choose from three different button configurations and turn the vibration function ON or OFF (an optional Jump Pack is required to use the vibration function). You can also toggle the LOCK ON feature (controls Auto-Aim) ON or OFF.
SOUND	Set game sound to STEREO or MONAURAL; adjust volume of background music (BGM) and sound effects (SE).
MONITOR TUNING	Adjust your monitor's brightness (available only with TVs that have a brightness adjustment feature).
RESET	Restore default settings and return to Game Mode screen.
EXIT	Return to Game Mode screen.

SAVING AND LOADING GAMES

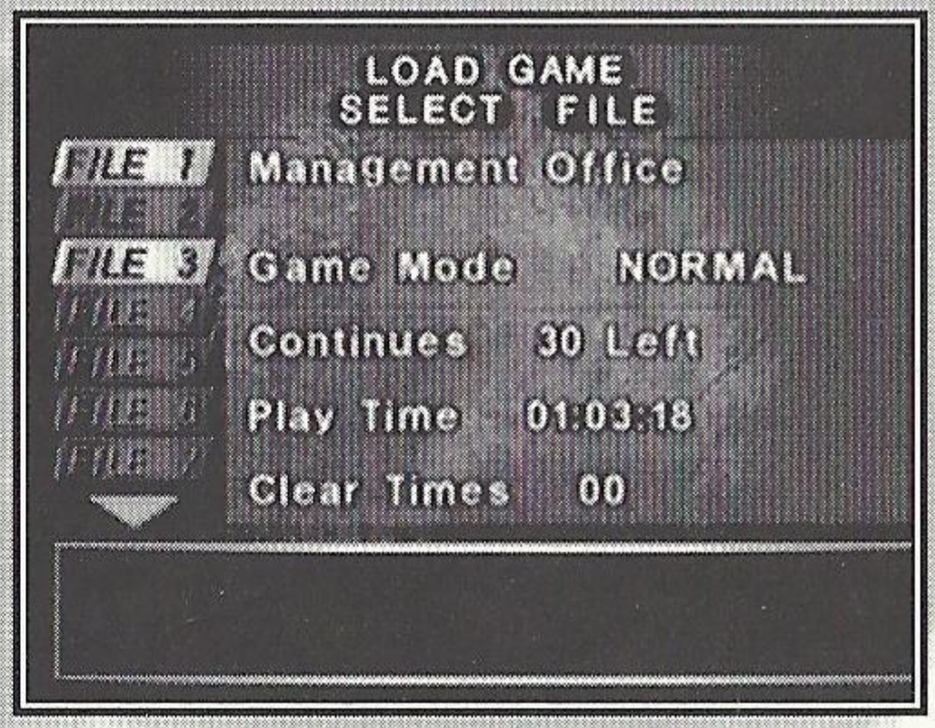
You must use a Visual Memory Unit in order to save game data.
You must have a Visual Memory Unit containing saved games in order to load games.

SAVING GAME DATA

You can save game data when leaving certain rooms. When you begin to leave by opening a door, you will be asked if you want to save game data.

To save:

1. Select YES when prompted and press the A Button.
2. Highlight a save file and press the A Button to save or overwrite game data.
3. Select EXIT and press the A Button to continue the game.



LOADING GAME DATA

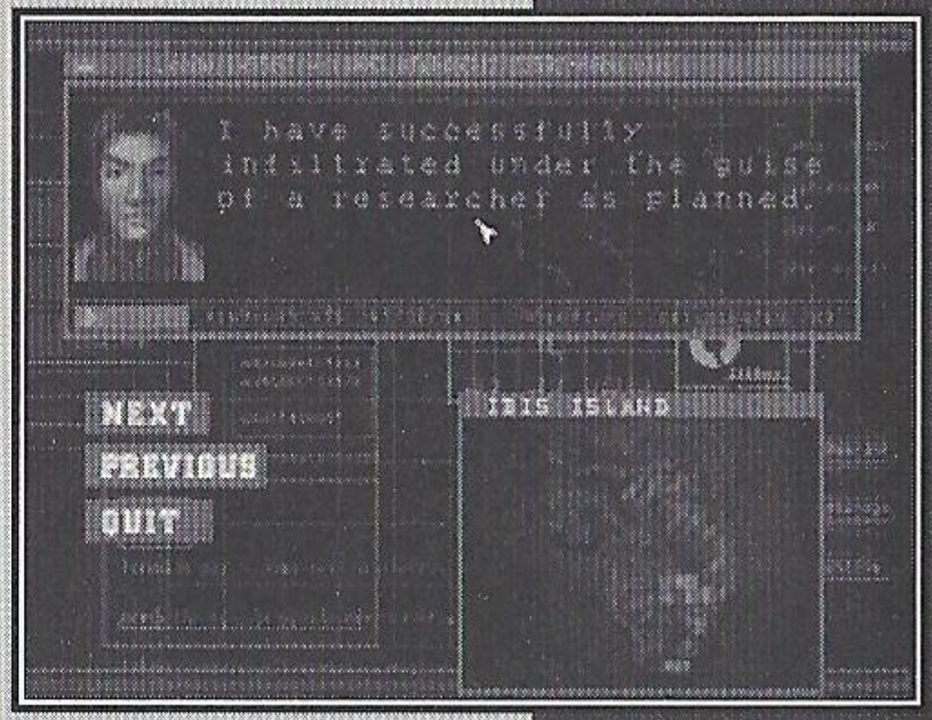
With one or more saved games, you can resume play from the Game Mode menu.

To load a saved game:

1. On the Game Mode menu, highlight LOAD GAME and press the A Button. A list of saved games will appear.
2. Press the Directional Button ↑/↓ to highlight a saved game.
3. Press the A Button to load the game.

A MYSTERIOUS CATASTROPHE

Three years ago, an award-winning research scientist, Dr. Edward Kirk, perished in an accident during one of his experiments. He had been working on the development of pure energy technology, code-named "Third Energy."



The unexpected explosion occurred soon after the government terminated funding of the research, assessing the process as non-productive. To most of the world, the entire incident was just an insignificant piece of news.

Earlier this year, a military agent sent to Ibis Island on a separate mission brought back surprising information. He reported that Dr. Kirk was alive and continuing his research at a military facility in the Borginia Republic.

Now special agent Regina heads for the isolated island. She is accompanied by her team, an elite task force specially trained to handle sensitive military situations. Each member is a specialist in a particular field.

Their assignment: infiltrate Ibis Island, find Dr. Kirk and return him unharmed to the home country.

It is supposed to be just another routine mission . . .

SPECIAL MOVES

DRAWING YOUR WEAPON

- Press and hold the Right Trigger to draw your weapon.
- Press the Directional Button + hold the Right Trigger to walk and turn with a drawn weapon.



QUICK 180° TURN

- Press the A Button while holding the Directional Button ↓.
- Quick turns are especially useful for escaping from enemies. However, you cannot quick turn while moving or while your weapon is drawn.

PUSHING ITEMS

- Turn your character to face an object you want to move and press and hold the Directional Button ↑.
- If the object is moveable, the character will push it.

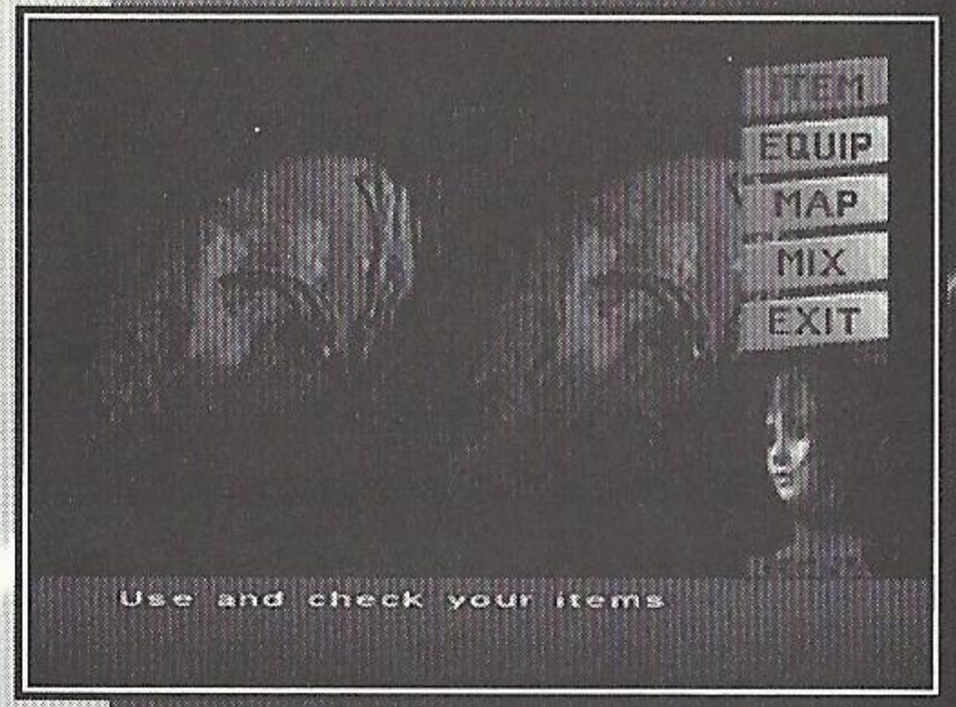


ENTERING DOORWAYS & CLIMBING

- Press the Action button (default A Button) to open doors, and to climb or descend stairs, ladders, vents and other climbable objects.

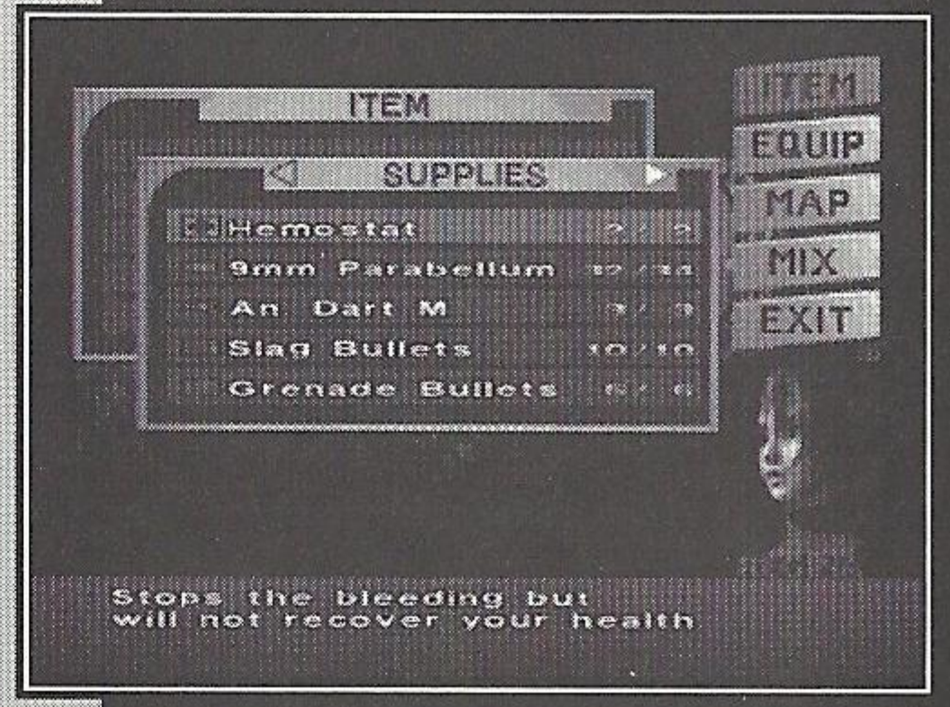
USING THE INVENTORY

Without her inventory, Regina would have no hope of completing her dangerous assignment. She'd even have trouble staying alive!



Press the Inventory button (default Y Button) to open the inventory. Use the four main buttons, ITEM, EQUIP, MAP and MIX, to manage your inventory collection.

- Use the Directional Button to highlight a supply, item, piece of equipment or action and press the Action button (default A Button).
- Highlight an action and press the Action button.
- Press the Inventory button to return to your mission (or highlight the main EXIT button and press the A Button).



ITEM

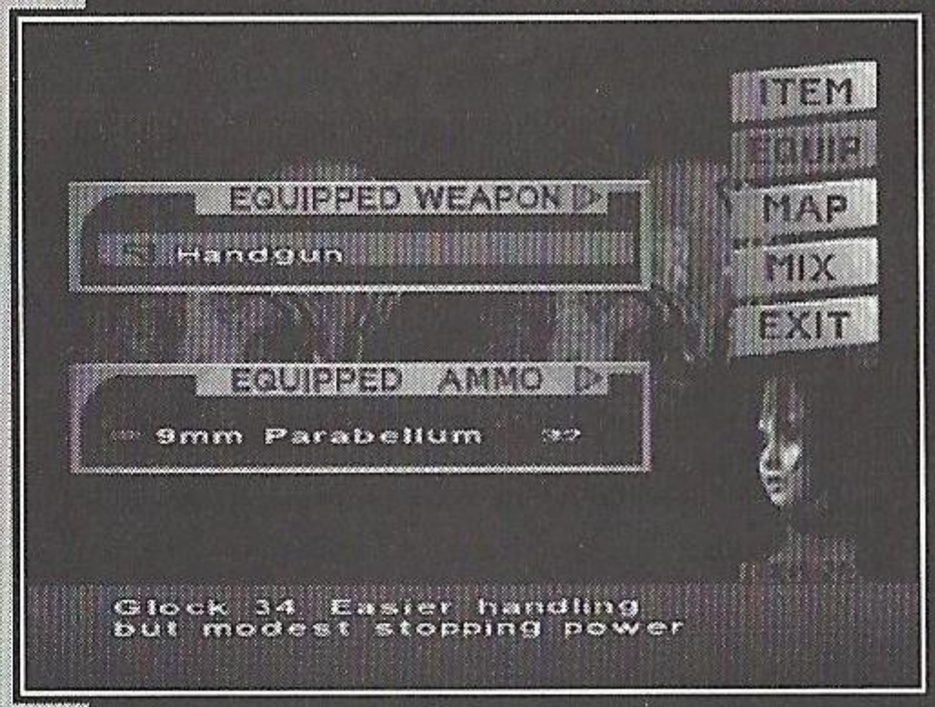
Use or review the items you are carrying.

SUPPLIES	Bullets and med paks. You can carry only a limited supply.
ITEMS	Keys and items for solving puzzles. Of these, you can carry an unlimited supply.
USE	Use an item.
CHECK	Examine an item or weapon.
SORT	Combine similar items (supplies only).

EQUIP

Equip or review the weapons you've acquired. After selecting a weapon, choose an action for it:

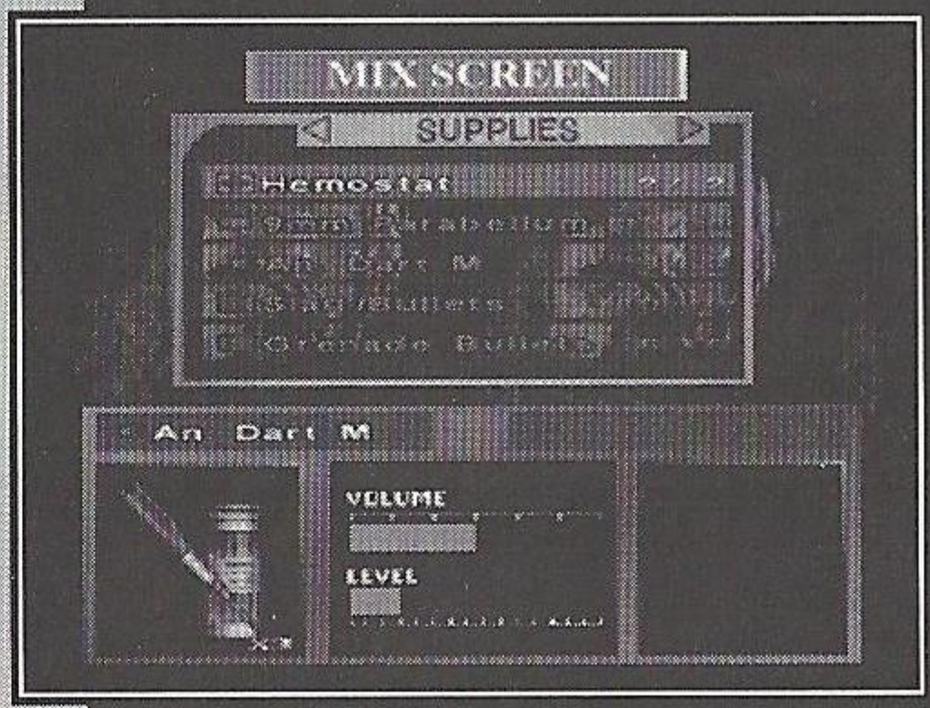
EQUIP	Make a weapon or bullets ready to use.
CHECK	Examine a weapon or bullets.



MIX

Create a new item, or upgrade some items by combining two supply items. After selecting an item, choose an action for it:

MIX	Combine two items.
CHECK	Examine an item.
SORT	Combine similar items (Supplies only).



MIXING ITEMS

Use MIX to combine certain items to make new items. For example, by mixing a hemostat with a multiplier, you can double the number of hemostats you have.

USING WEAPONS

When Regina picks up a new weapon, it is not ready to use. It is only added to the equipment in the inventory. To use it, you must equip the weapon and its ammunition.

To pick up a weapon or ammo, walk up to it and press the Action button (default A Button). The item is added to your inventory. Regina starts the mission with one or more weapons depending on your difficulty mode. **You must equip other weapons and ammo before you can use them.**



To ready a weapon for use:

1. Press the Inventory button (default Y Button).
2. Highlight EQUIP on the Inventory screen and press the Action button.
3. Highlight EQUIPPED WEAPON to use the weapon currently selected, and press the Action button.

   To select a different weapon, press the Directional Button → to open the WEAPON LIST. Press the ↑/↓ to highlight a weapon and press the Action button. Press the Action button again to bring the weapon into use.
4. Next, highlight EQUIPPED AMMO and press the Action button to load your weapon with the currently selected ammunition.

   To load different ammunition, press → to open the AMMO list for the selected weapon. Highlight an ammunition and press the Action button. Press the Action button again to load the ammo into the weapon.
5. Press the Inventory button to close the inventory and return to the mission with a loaded weapon.

USING MEDICAL SUPPLIES

When Regina is injured, she begins holding her arm or even struggling to walk. She needs medical attention, the sooner the better.

You can collect two types of medical supplies:

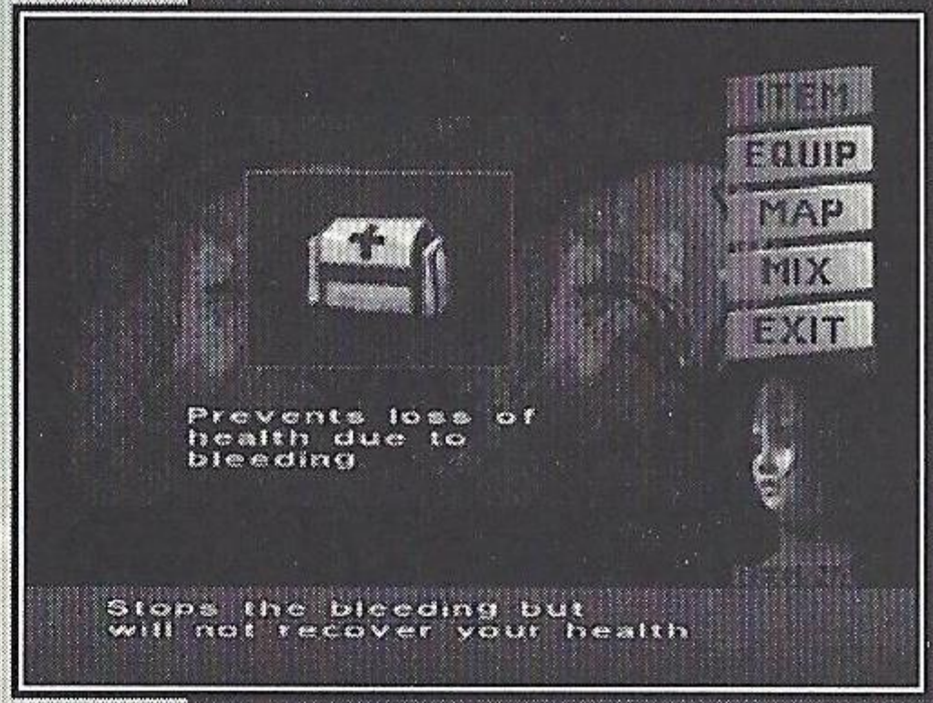
MED PAK Heals some injuries.

HEMOSTAT Stops bleeding injuries.

To use one of your medical supplies:

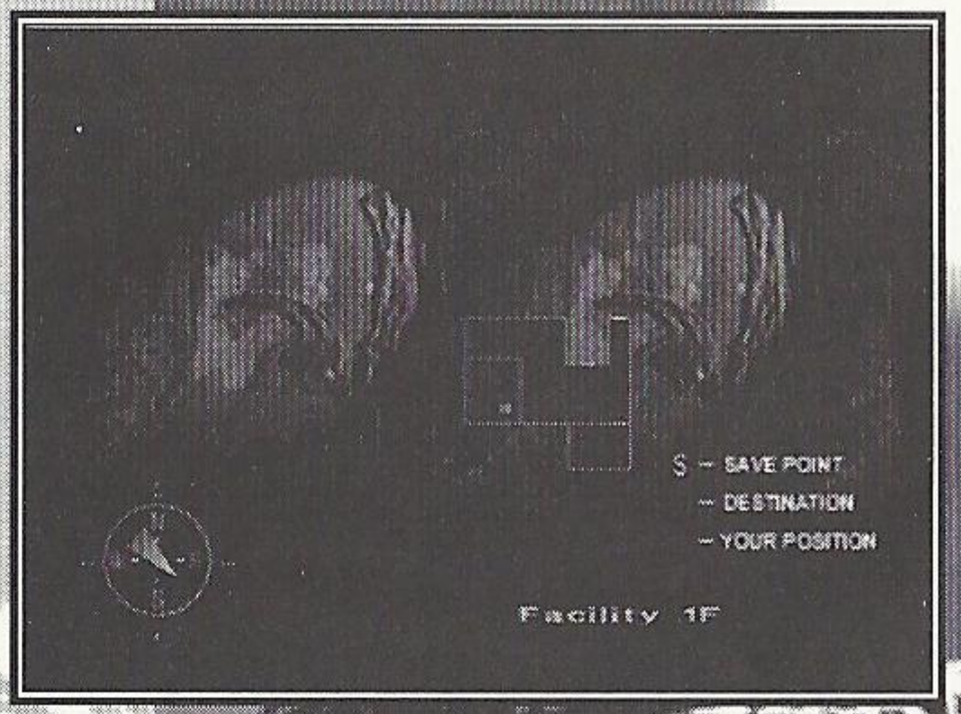
1. Open the inventory.
2. Press the Action button to open the Item submenu.
3. Select a MED PAK or HEMOSTAT from the supplies list and press the Action button.
4. Press the Action button again to administer medical relief.

Note: See the "Damage" section on page 20 for more information about dealing with a character's injuries.



USING THE MAP

The Map keeps you on track. Use it to locate your room position in a level, and ascertain how much more of the level you still need to explore. The map also displays locations of locked doors. When Danger Events occur (see page 19), the Map displays their location. Be alert, and target these areas for immediate exploration.



To use the Map:

1. Press the Inventory button (default Y Button) to open the inventory.
2. Select MAP and press the Action button (default A Button) to display the Map.
3. Press the ↑/↓ to view different floors of the complex.

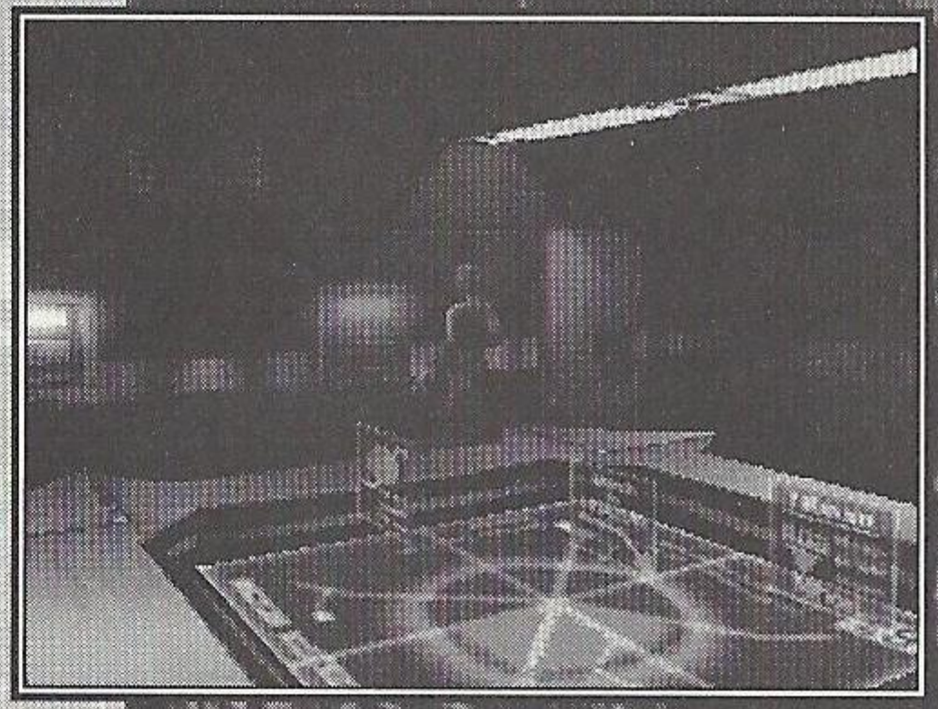
MAP LEGEND

Blue room	= Regina's location
Red room	= destination
Compass pointer	= direction of travel
Red spaces	= locked doors
"S"	= Save point

USING EMERGENCY BOXES

Emergency boxes are installed on walls within the complex. They have a number of uses:

- They contain medical supplies that you can quickly access in case of emergency.
- You can store items in these boxes to keep Regina's carried supplies to a minimum.
- Once you unlock an emergency box, you can return to it later to retrieve or leave items.
- By using ACCESS from an emergency box, you can use remote boxes that you've unlocked, as long as they're the same color as the emergency box you're using.
- By using SORT, you can sort supplies in an emergency box and in the supply inventory.





Emergency boxes are red, green or yellow. You must obtain a different number of plugs in order to open each color type. When you attempt to open an emergency box, you'll be alerted to the number of plugs required for access.

To use an emergency box:

1. Walk up to it and press the Action button to open the box. A list of the emergency box contents appears on the top; Regina's supplies are listed below.
2. Press ↑/↓ to move through the list; press ←/→ to turn pages.

To move items:

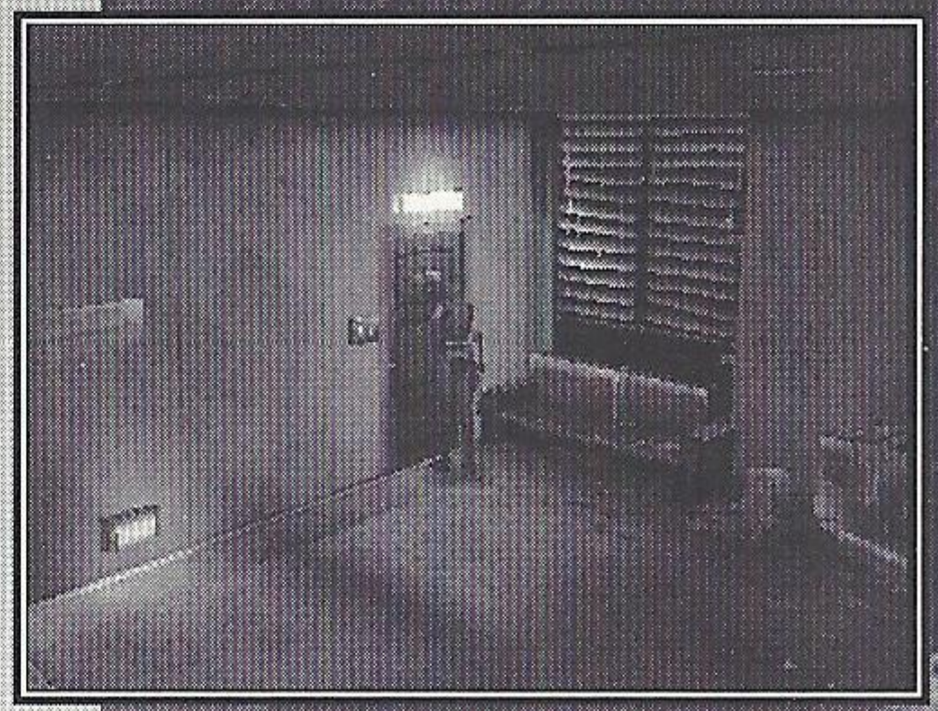
1. Highlight an item you want to move and press the Action button. A space on the other list (either emergency box contents or Regina's supplies) will be automatically highlighted.
2. Move that highlight by pressing ↑/↓.
3. Press the Action button to make the move.
   - If the highlighted space contains an item, it is swapped with the item on the other list.
   - If NO ITEM is highlighted, a simple item transfer from one list to the other occurs.



D.D.K. DOOR LOCKS

Some doors in the complex are locked by a D.D.K. (digital disc key) device. To open a D.D.K. door:

1. Find both a code disc and an input disc. Use the discs at the device next to the door.
2. Decipher the code and input the answer.
   - Use the Directional Button to select letters/numbers.
   - Press the Action button to enter a selected character. To erase a character, highlight DELETE and press the Action button.
   - When you finish inputting, select ENTER. If the answer is correct, the door unlocks.





COMBAT KNOW-HOW

WEAPON LOSS

During an attack Regina's weapon may be knocked out of her hand. When this happens, a blue arrow points toward the weapon. Move Regina close to the weapon to retrieve it.

FORCE FIELDS

Force fields throughout the complex can be activated to block access by intruders. When a force field is on, its red beams block the passage. Lighted green switches may be force fields that are turned off.

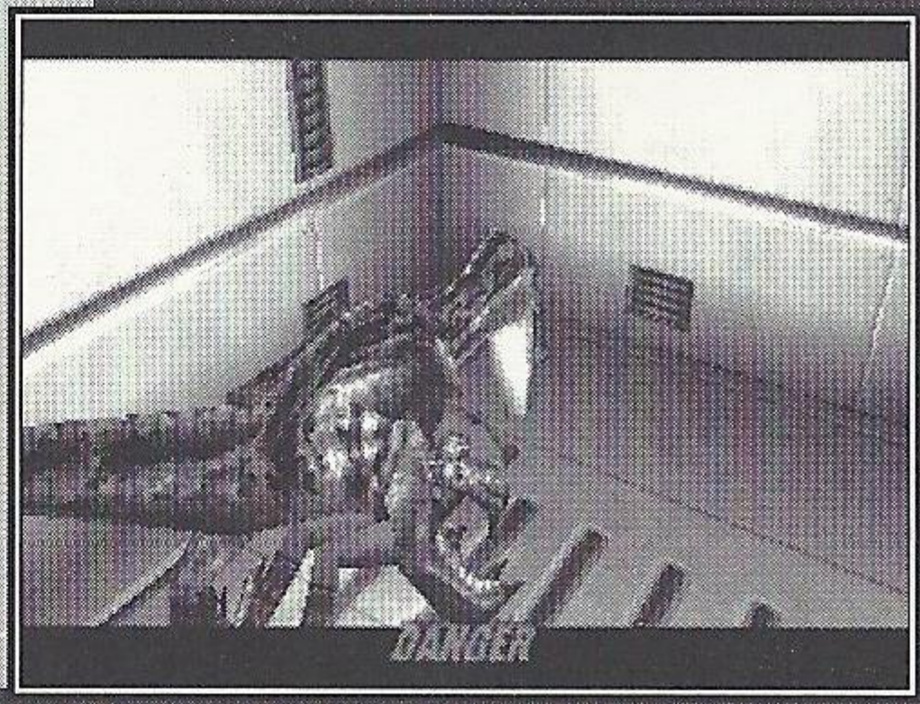
To activate/deactivate a force field:

1. Move Regina up to the control switch and press the Action button. A message asks if you want to turn the force field on or off.
2. Highlight YES and press the Action button to change the status of a force field.



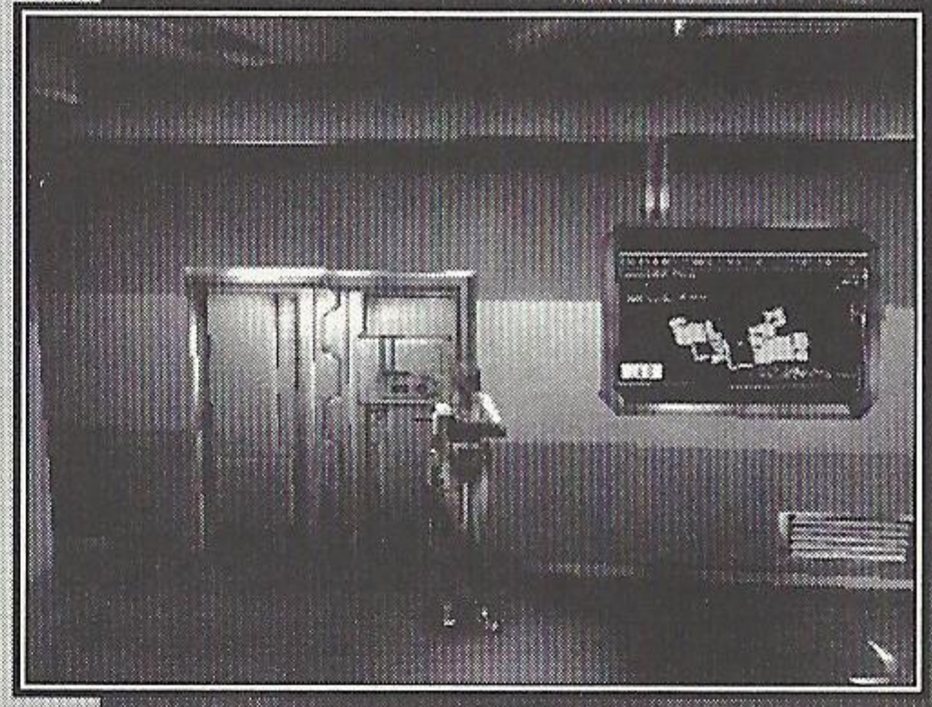
DANGER EVENTS

When "DANGER" flashes on screen, a dangerous event is occurring. Immediately tap all the controller buttons (except the Start Button) as rapidly as possible. The faster you tap, and the more buttons you repeatedly press, the better chance you have of surviving.



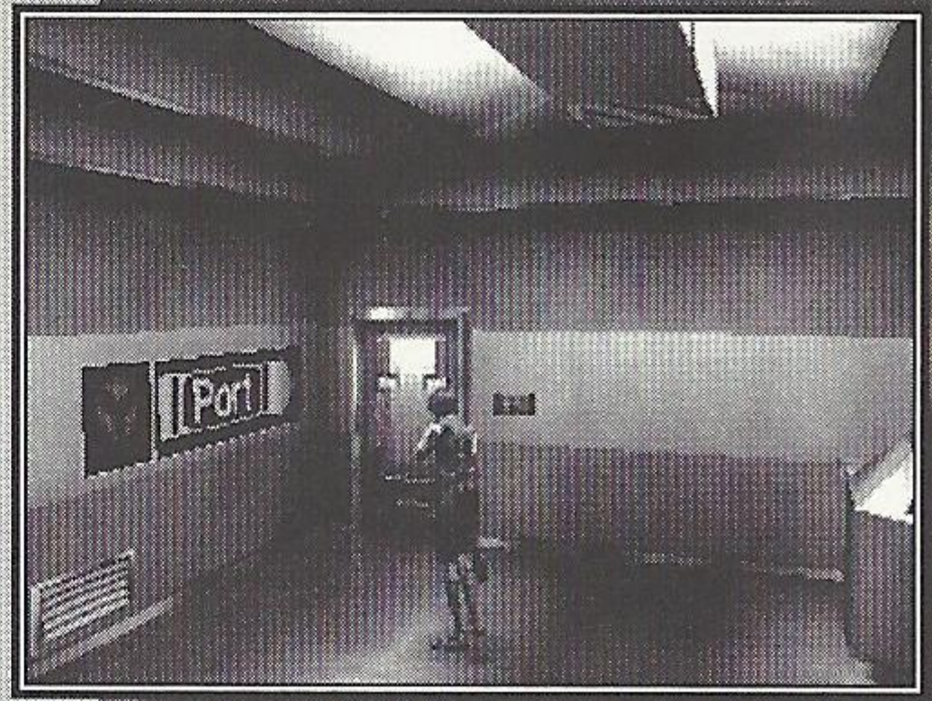
DAMAGE

Regina takes damage when she's attacked by enemies. Her condition will deteriorate according to how much injury she suffers.



PHYSICAL CONDITION

Watch Regina's motions to determine how much damage she's taken. The weaker she appears, the more she's hurt. Use a med pak (see page 15) to heal these types of injuries.



BLEEDING

A trail of blood will sometimes appear, indicating your character is bleeding from her injuries. If this continues, Regina will gradually lose her strength. Use a hemostat (see page 15) to stop bleeding.

END GAME SCREENS

GAME OVER

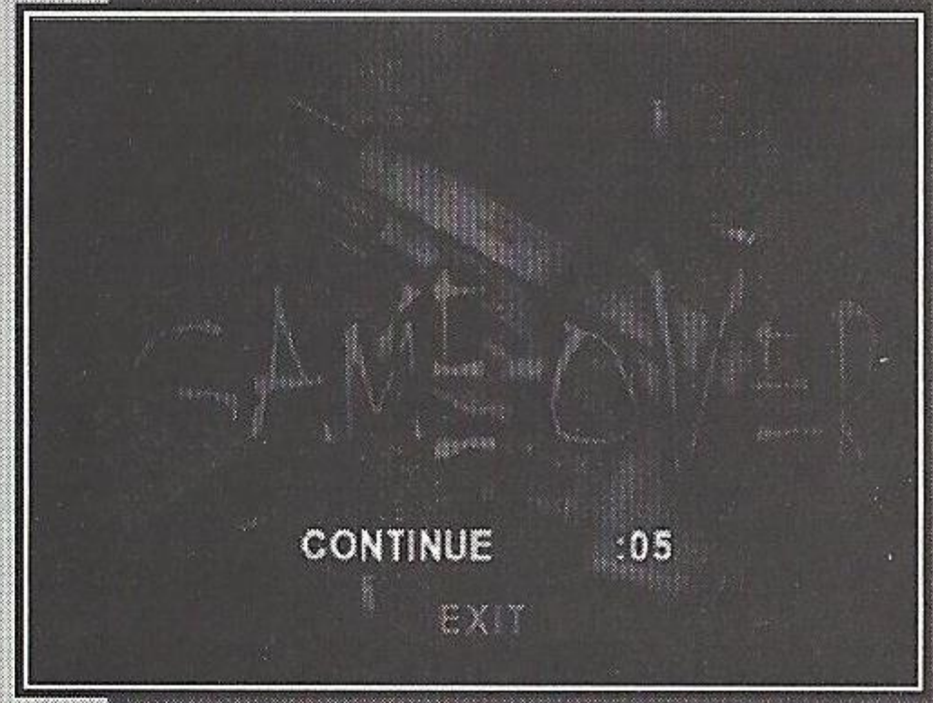
When Regina's strength ebbs away to nothing, she dies. The game is over, but if you have Continues available, the Continue screen appears.

CONTINUE SCREEN

Select CONTINUE from this screen to resume your game at the room in which Regina died. The number of Continues is limited to five.

EXIT

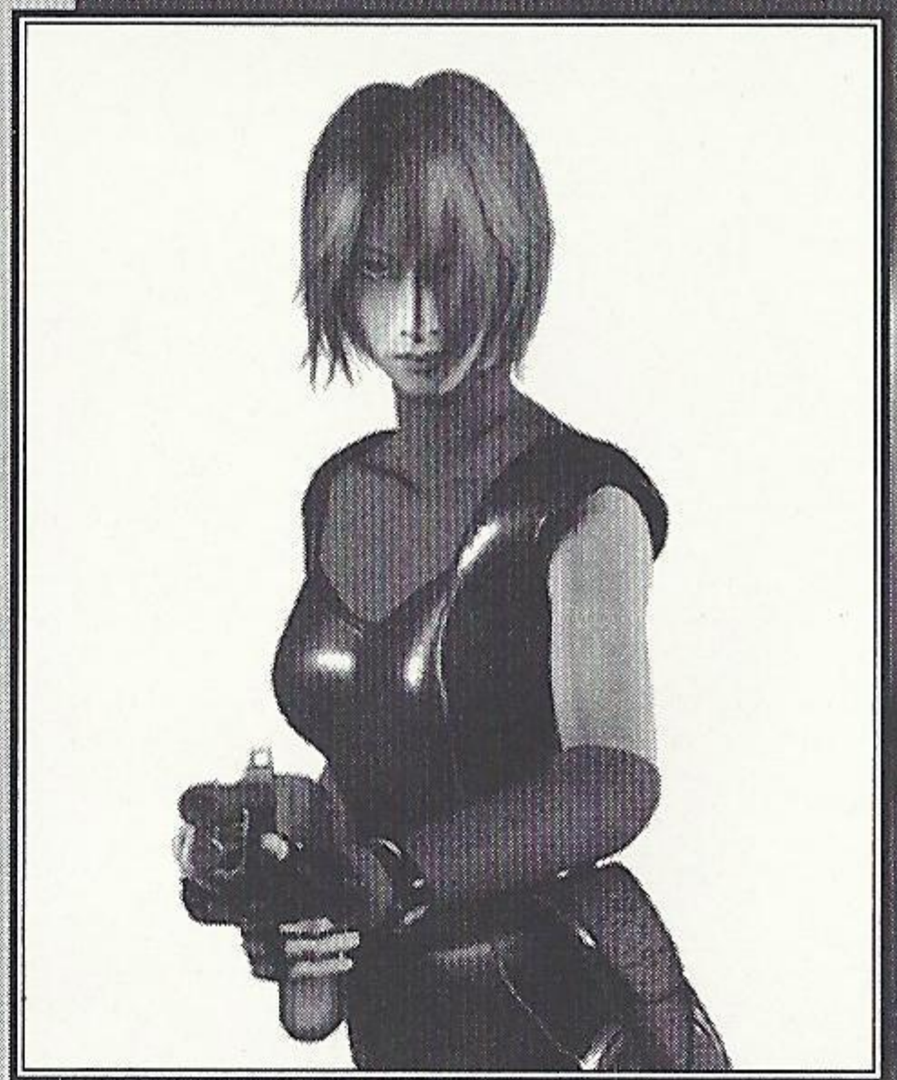
Select EXIT to quit the game for good and return to the title screen. If you have no Continues left, this is your only option.



REGINA

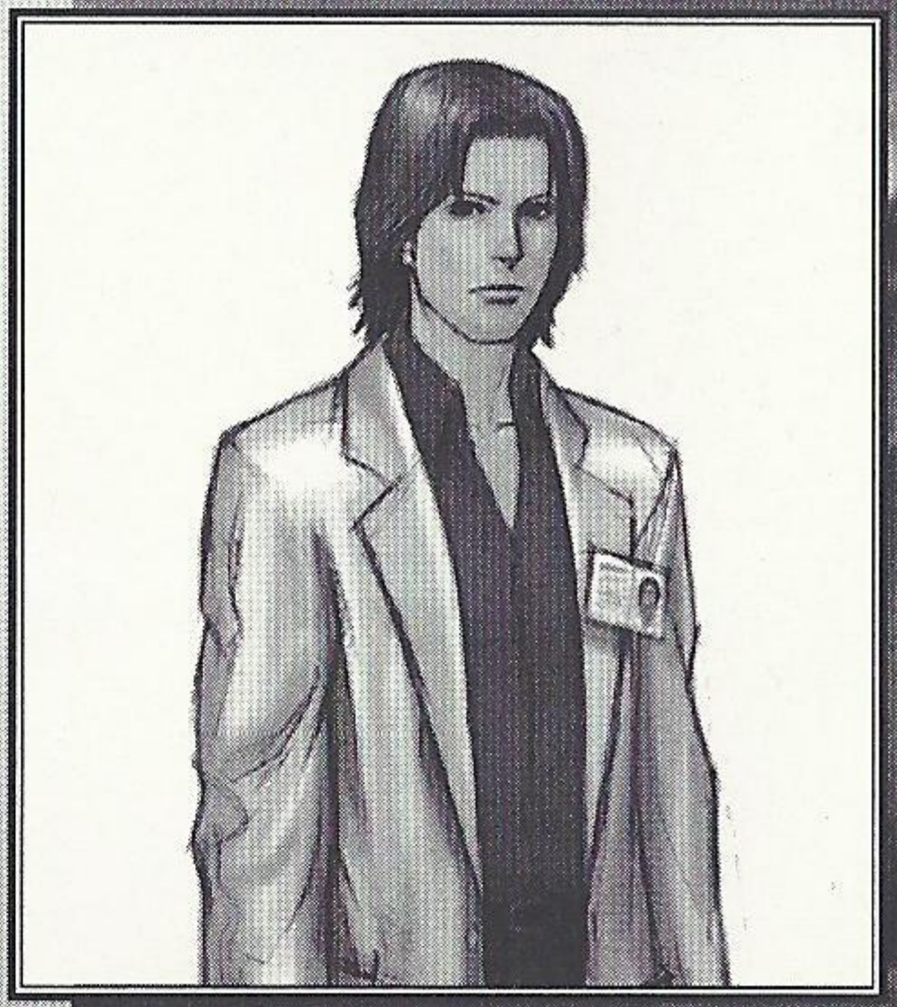
An elite member of a special task force, Regina is a weapons specialist. She is excellent at handling all firearms. Modifying weapons is her hobby.

Regina is agile and excels at stealth actions. She analyzes all situations and takes action based on her good judgment.



DR. KIRK

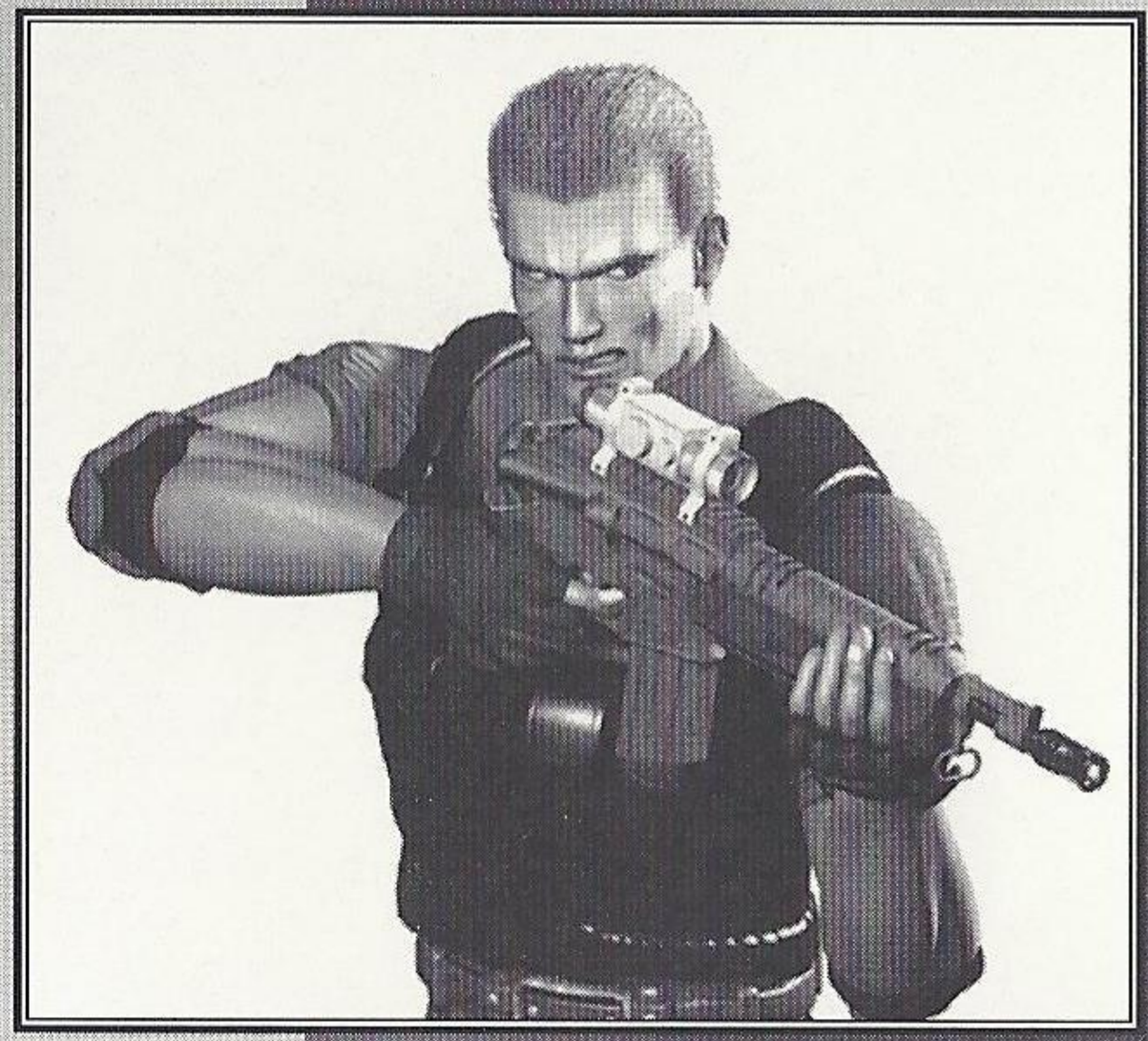
Research scientist Dr. Kirk was reported to have died in a lab explosion three years ago. Though young, Dr. Kirk is an authority on energy technology. When the explosion occurred, he was experimenting with the ultimate clean energy known as "Third Energy." This egocentric genius is totally focused on his research and doesn't care how it might affect society. He is selfish, highly emotional, and unable to separate wrong from right. He'll stop at nothing to complete his research.



GAIL

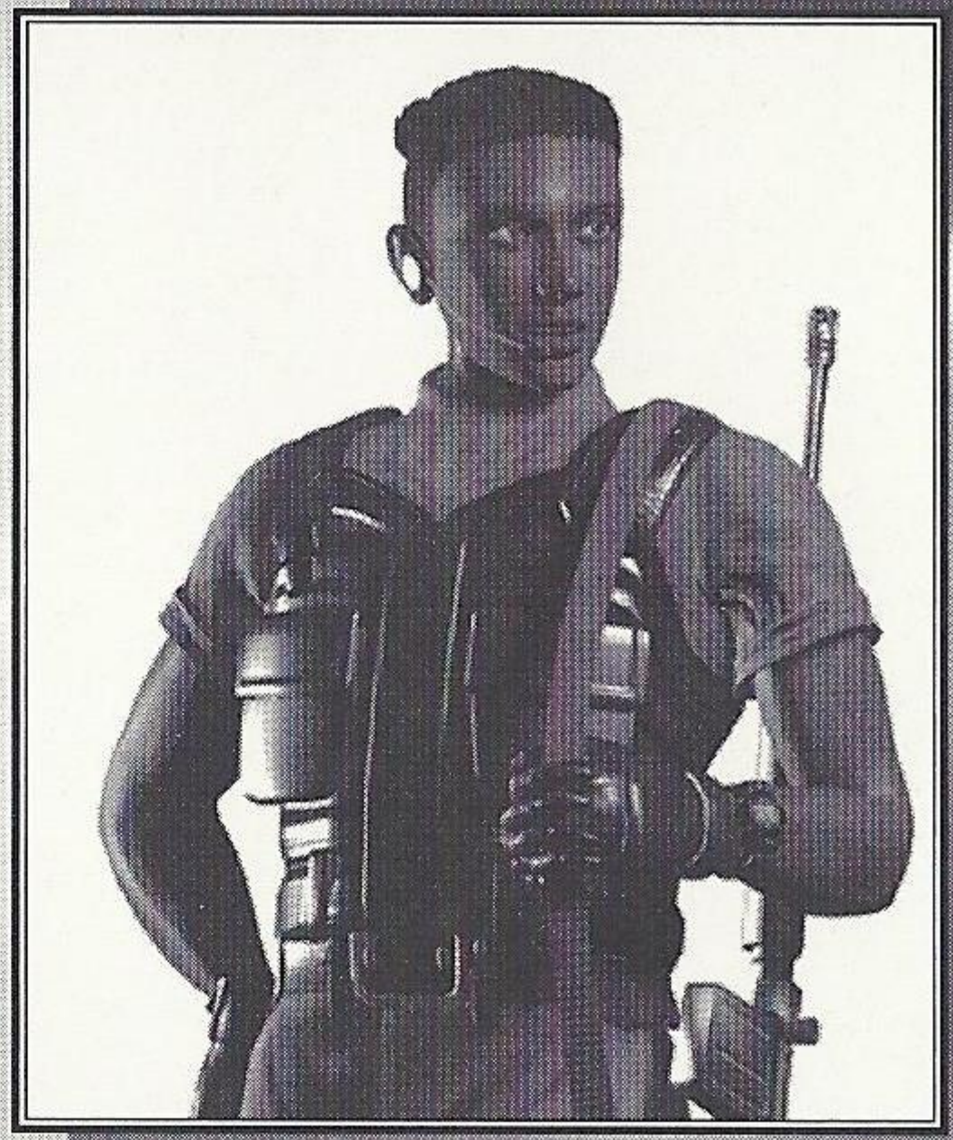
An experienced veteran working with Regina on this mission, Gail has developed an impressive reputation based on his icy judgment and strong will.

For him, a mission is a game of chess, and everything in it – including team members – is a tool to be manipulated at will.



RICK

Rick is gifted with numerous special abilities including computer expertise, medical knowledge and heavy equipment/ vehicle operation. He is humane and always puts his team members first. His compassion for friend and foe alike sometimes presents an obstacle to completing a mission.



WEAPONS

HANDGUN

The Glock 34 uses 9mm Parabelum bullets and is manufactured by the Glock Company.



HANDGUN (MODIFIED)

The Glock 35 is a special version of the Glock 34. It uses both 9mm Parabelum and 40S&W bullets.

9MM PARABELUM BULLETS

Standard bullets for the Glock 34 and Glock 35.



40S&W BULLETS

Used for the Glock 35, this is more powerful ammunition than the 9mm Parabelum bullets.

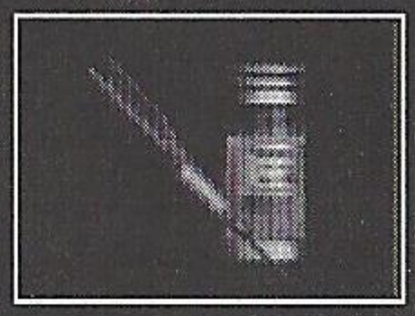
SHOTGUN (MODEL PA3)

A pump-action shotgun made by the L. Franchi Company.



ANESTHETIC DART

Used for PA3 or SPAS12, these paralyze dinosaurs for a limited time.



COMBAT FIELD MANUAL

WEAPON FEATURES

Each weapon is upgradable, with several types of bullets for each weapon.

HANDGUN Damage is relatively slight, but the handgun is easy to handle.

SHOTGUN Damage is relatively extreme, but the recoil is powerful.

COMBAT

- Each weapon has an automatic targeting function.
- When you search with a drawn weapon, you can attack faster.
- An enemy's attack may knock Regina's weapon out of her hand. Pick it up as fast as possible.

ESCAPE

- Use 180° turns to rapidly run from attacking monsters.
- You can sometimes use objects to block an enemy.
- Watch out! Some dinosaurs can open doors!

PUZZLES

- Certain objects (shelves, boxes, etc.) can be moved if you push them. This is a good way to find helpful items.
- Check files and items for important hints.
- Try to examine everything closely.

MIXING

Create anesthetic darts and med paks by mixing items. Mix the same type of items for better results. With some combinations, you can also increase the number of items.

Try different combinations to see what you can create! For example, try mixing cylinders with tranquilizers to make more powerful darts.







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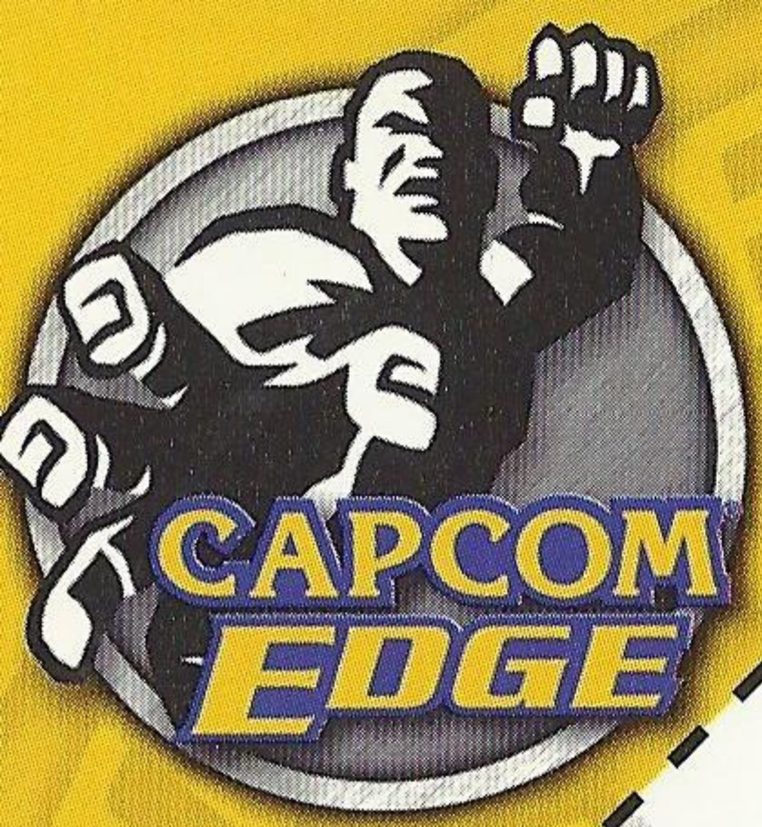
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