



# DINO TRACKER™

MATURE  
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.



## CAPCOM®

### A Special Message from CAPCOM ENTERTAINMENT

Thank you for selecting DINO STALKER for your PlayStation®2 computer entertainment system. 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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### CAPCOM HINT LINE

Hints are available:

**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.

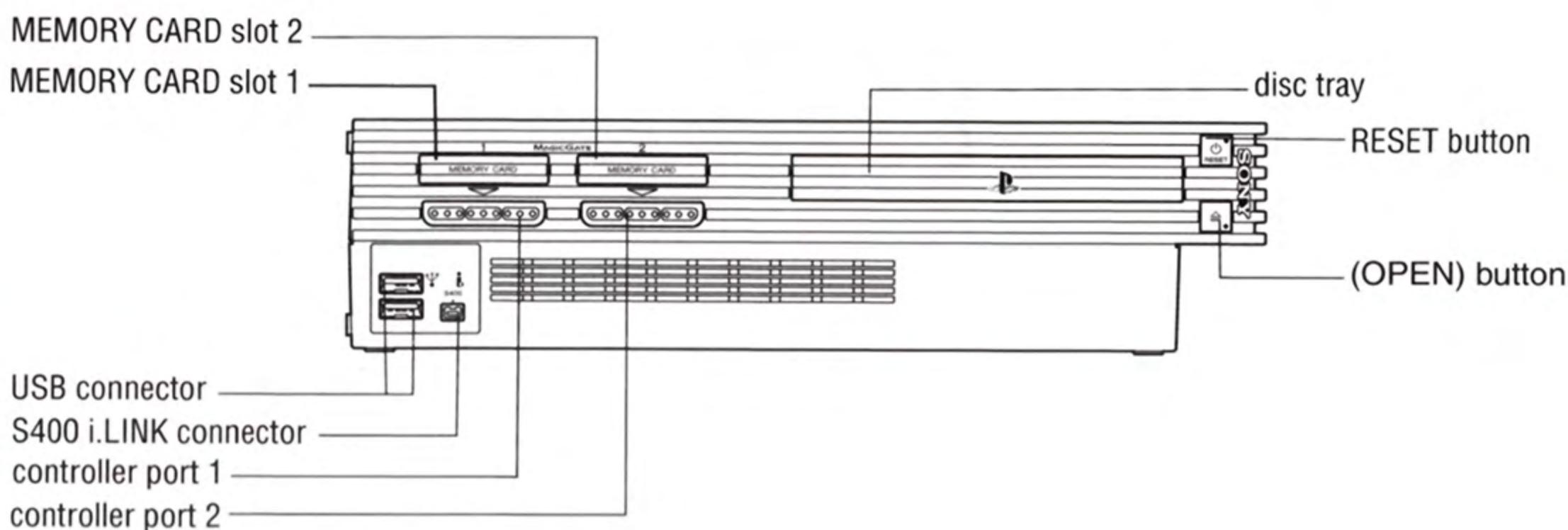
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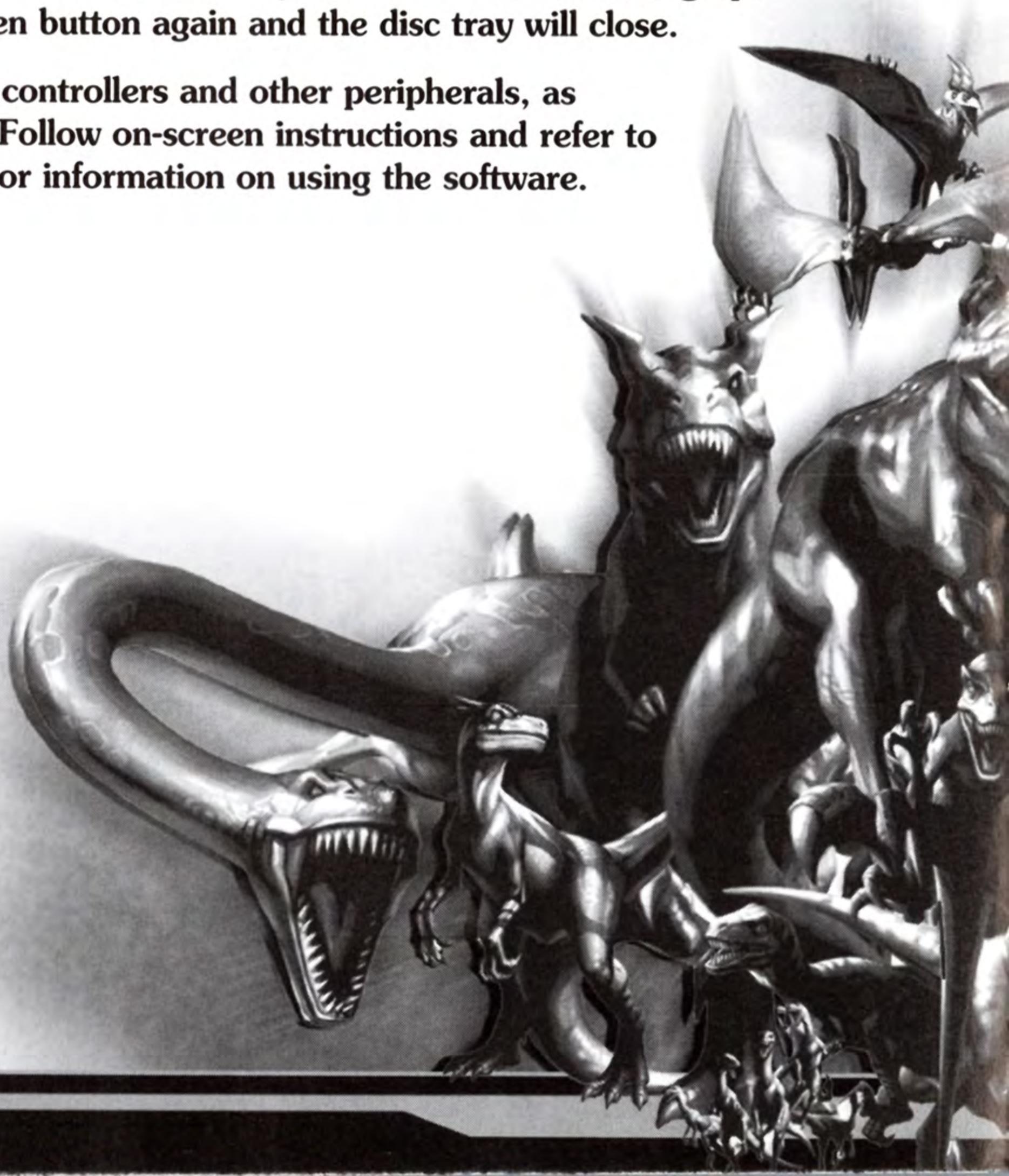
# ► GETTING STARTED

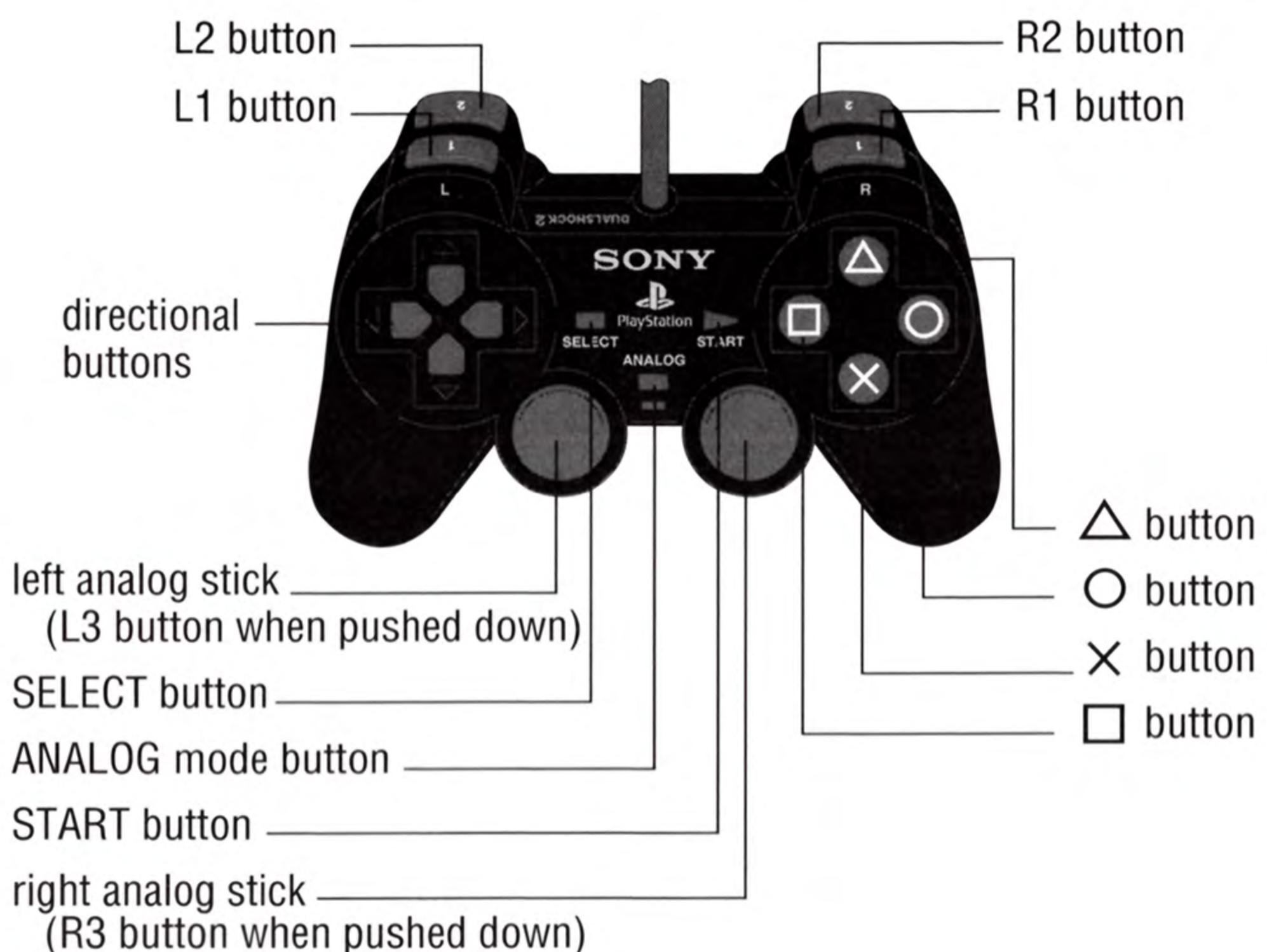


**Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on.**

**Press the RESET button. When the power indicator lights up, press the open button and the disc tray will open. Place the DINO STALKER™ disc on the disc tray with the label side facing up. Press the open button again and the disc tray will close.**

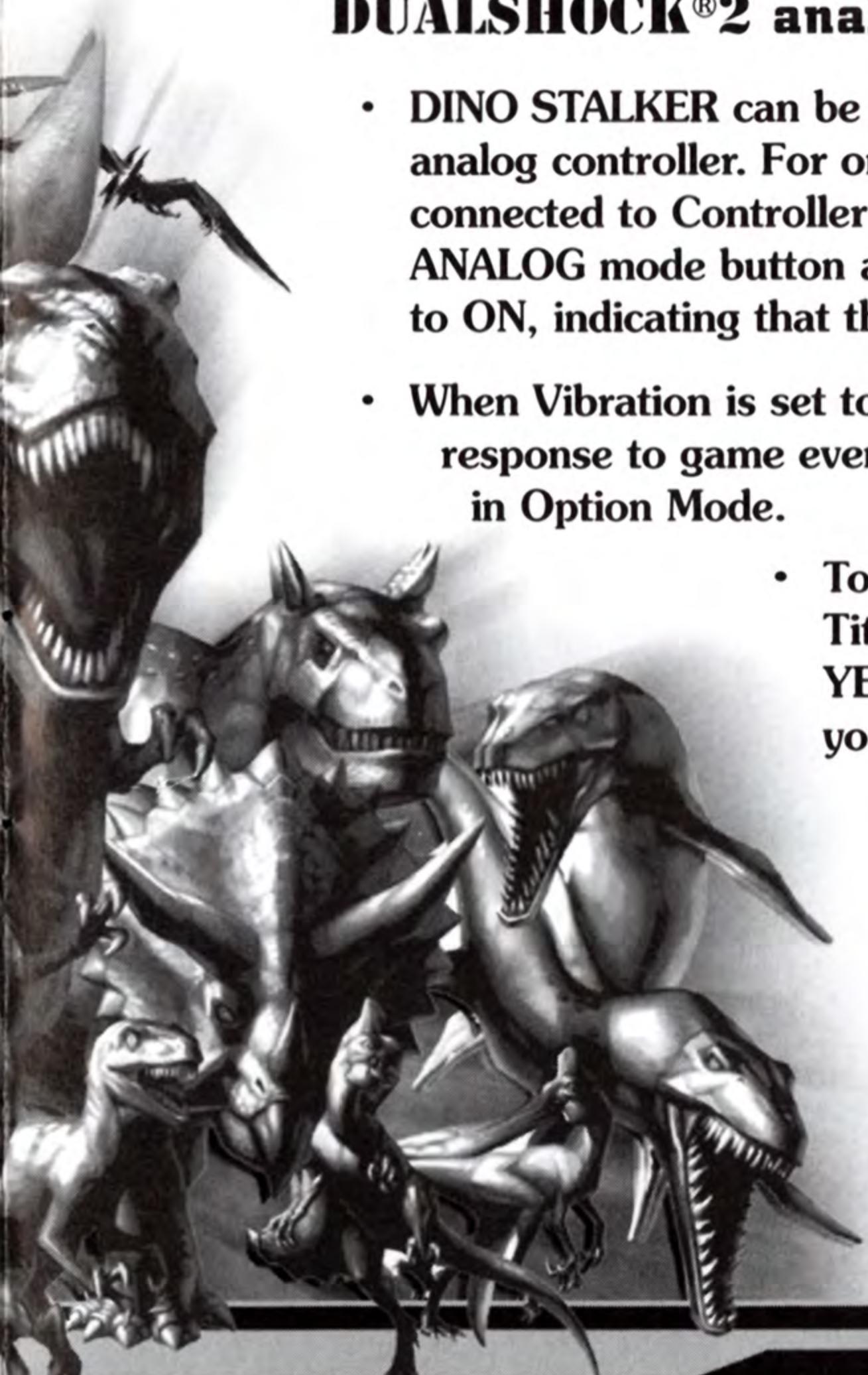
**Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.**

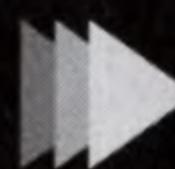




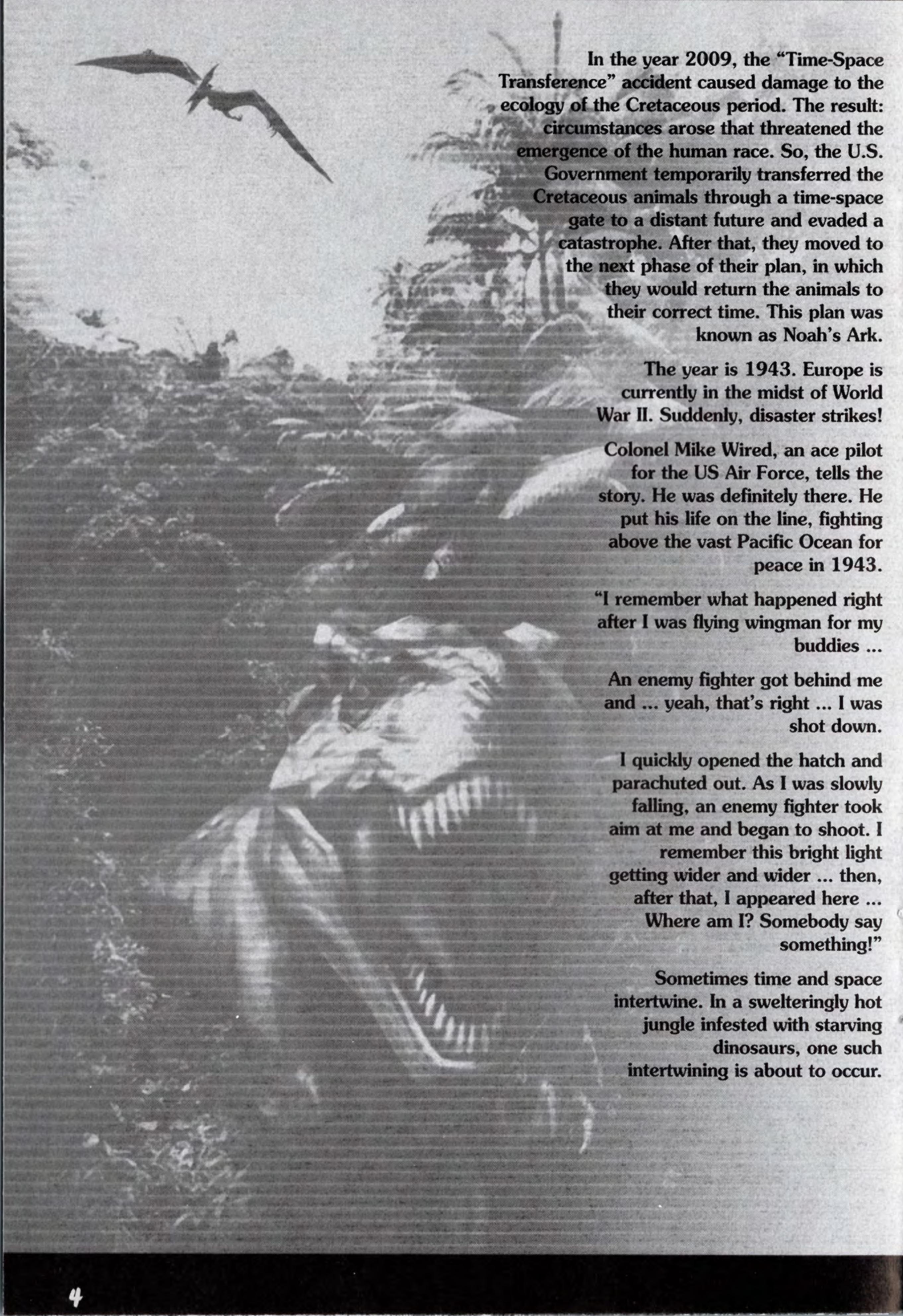
## DUALSHOCK®2 analog controller

- DINO STALKER can be played with the DUALSHOCK®2 analog controller. For one player, the controller should be connected to Controller Port 1. With this controller, the ANALOG mode button and mode indicator are always set to ON, indicating that the controller is in Analog mode.
- When Vibration is set to ON, the controller will vibrate in response to game events. You can turn Vibration ON/OFF in Option Mode.
  - To end the game and return to the Title screen, select RESET and then YES in the Pause menu. In this case, your game data will not be saved.





# STORY



In the year 2009, the "Time-Space Transference" accident caused damage to the ecology of the Cretaceous period. The result: circumstances arose that threatened the emergence of the human race. So, the U.S. Government temporarily transferred the Cretaceous animals through a time-space gate to a distant future and evaded a catastrophe. After that, they moved to the next phase of their plan, in which they would return the animals to their correct time. This plan was known as Noah's Ark.

The year is 1943. Europe is currently in the midst of World War II. Suddenly, disaster strikes!

Colonel Mike Wired, an ace pilot for the US Air Force, tells the story. He was definitely there. He put his life on the line, fighting above the vast Pacific Ocean for peace in 1943.

"I remember what happened right after I was flying wingman for my buddies ...

An enemy fighter got behind me and ... yeah, that's right ... I was shot down.

I quickly opened the hatch and parachuted out. As I was slowly falling, an enemy fighter took aim at me and began to shoot. I remember this bright light getting wider and wider ... then, after that, I appeared here ... Where am I? Somebody say something!"

Sometimes time and space intertwine. In a swelteringly hot jungle infested with starving dinosaurs, one such intertwining is about to occur.



## MIKE WIRED

A colonel of the 3rd U.S. Air Force Division, Mike was shot down in a major battle over the Pacific during World War II. He is not only a skilled dog-fighter in his P-51 Mustang, but he also has excellent survival skills. He's a tough guy who survives difficult situations by using his well-honed body and strong mental fortitude.



## POLA

This beautiful girl appears and disappears randomly, almost like an apparition. She is the first human Mike meets and his only clue to solving the mystery of how he got here. He begins to follow her, not realizing that everything that happens to him has already been planned.

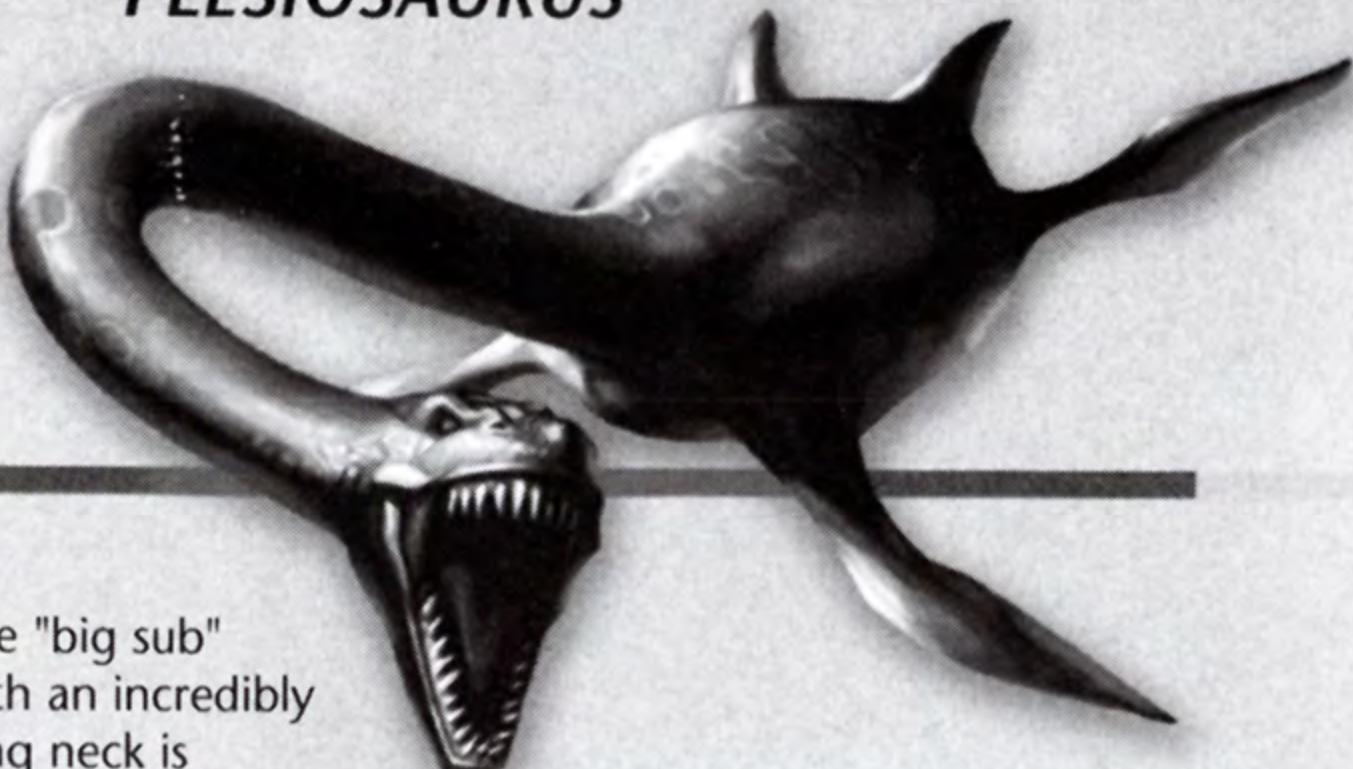


## MYSTERY MAN

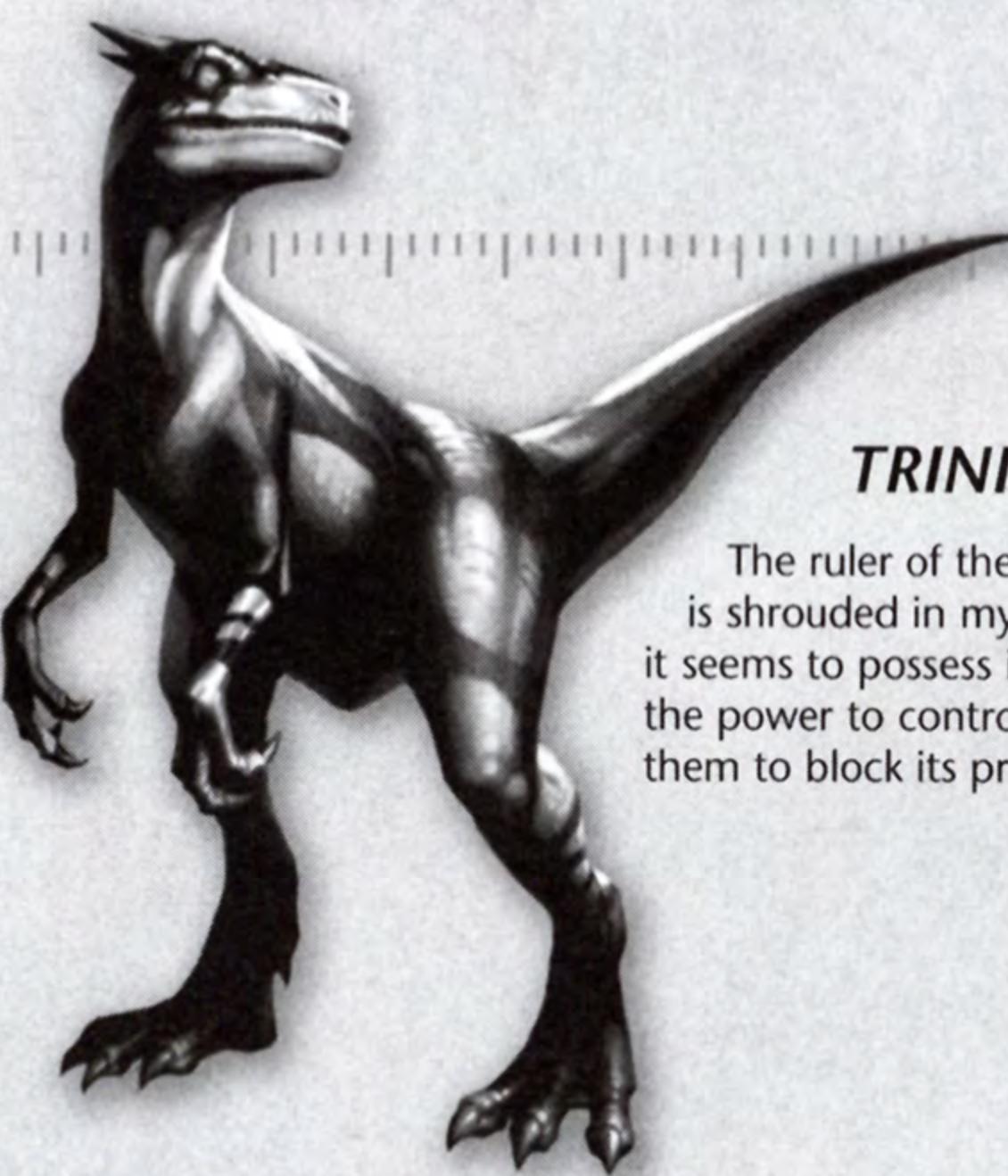
A mystery man sends incoming messages to Mike through a special communication device. Strangely, he seems to know almost too much about what is going on. There's no doubt that he knows how Mike got here. Is he friend or foe? Or does he have some ulterior motive?

# DINOSAURS

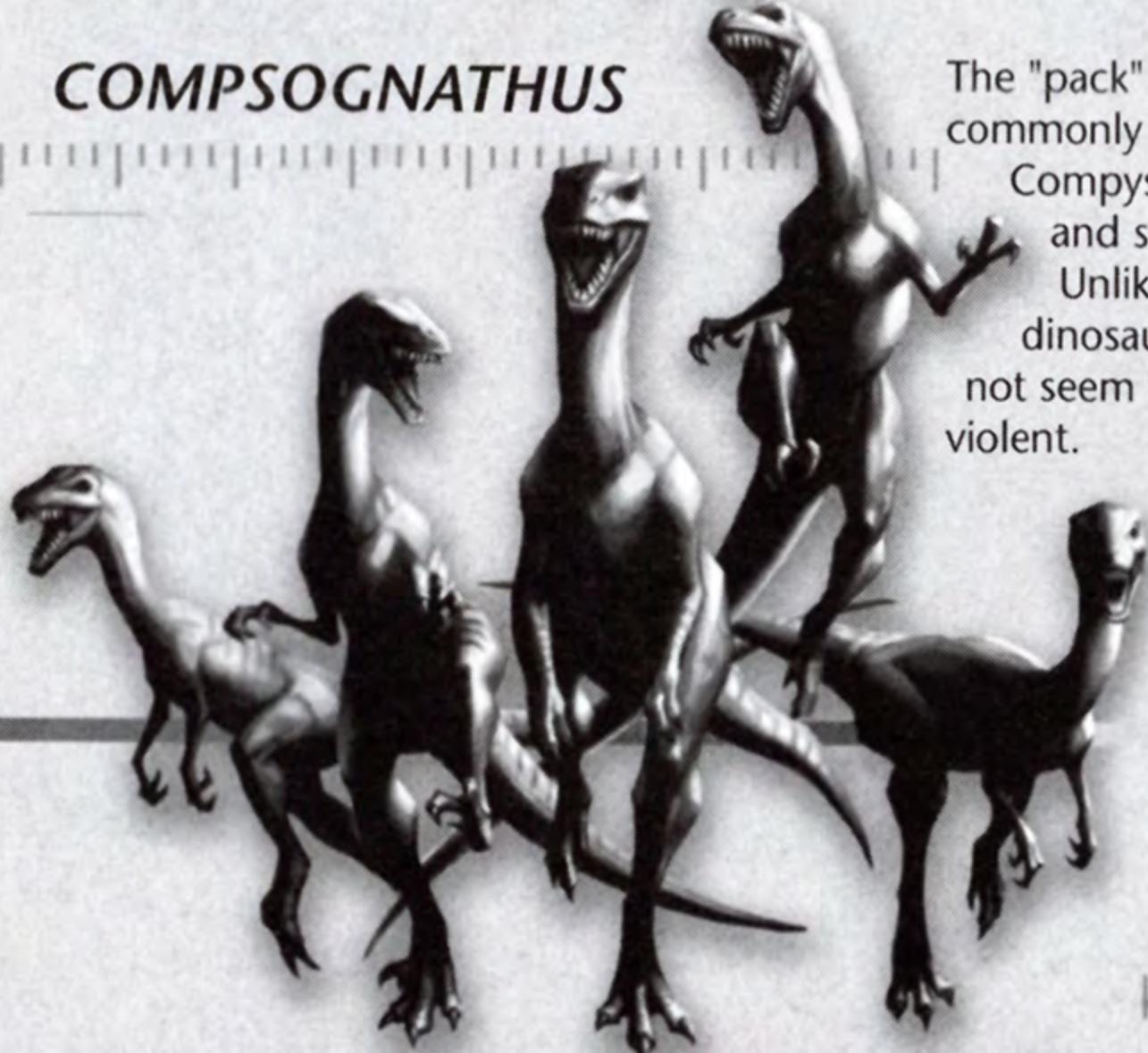
## PLESIOSAURUS



The "big sub" with an incredibly long neck is commonly found in lakes. It sometimes stretches its long neck to reach unsuspecting prey on nearby land.



## COMPSOGNATHUS



The "pack" dinosaurs commonly known as Compys are sleek, and small-bodied. Unlike other dinosaurs, they do not seem to be violent.

## TRINITY

The ruler of the pack, Its existence is shrouded in mystery. However, it seems to possess intelligence. It has the power to control Raptors and send them to block its prey's escape route.



## VELOCIRAPTOR



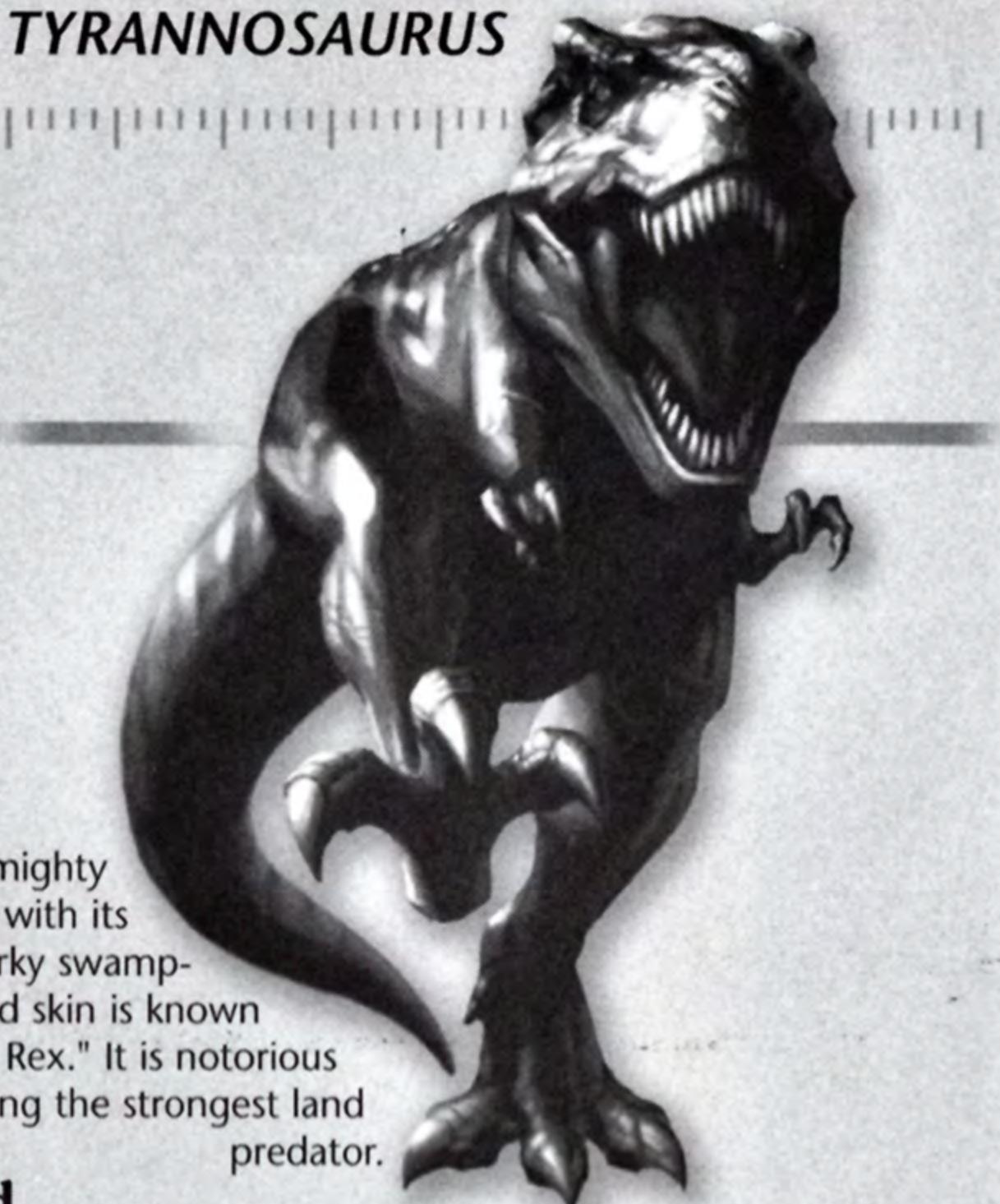
## MEGARAPTOR

The hunter of the pack, its trademark is the use of its back feet. It uses its speed and agility to catch its prey.

## PTERANADON



## TYRANNOSAURUS



## MEGAPTERANADON

## TELONBERUK.

Supreme rulers of the sky with wingspans 18 to 22 feet wide. They circle their prey in a pack and then attack without warning.

**Fourteen different dinosaur species attack relentlessly from land, sea and air. Ten types appear here. Can you defeat all fourteen species?**



The almighty tyrant with its murky swamp-colored skin is known as "T Rex." It is notorious for being the strongest land predator.



## TRICERATOPS

This heavy armor-plated tank is normally peaceable — until attacked. Then it fights back with an almost invincible destructive power that easily dispatches its enemies.

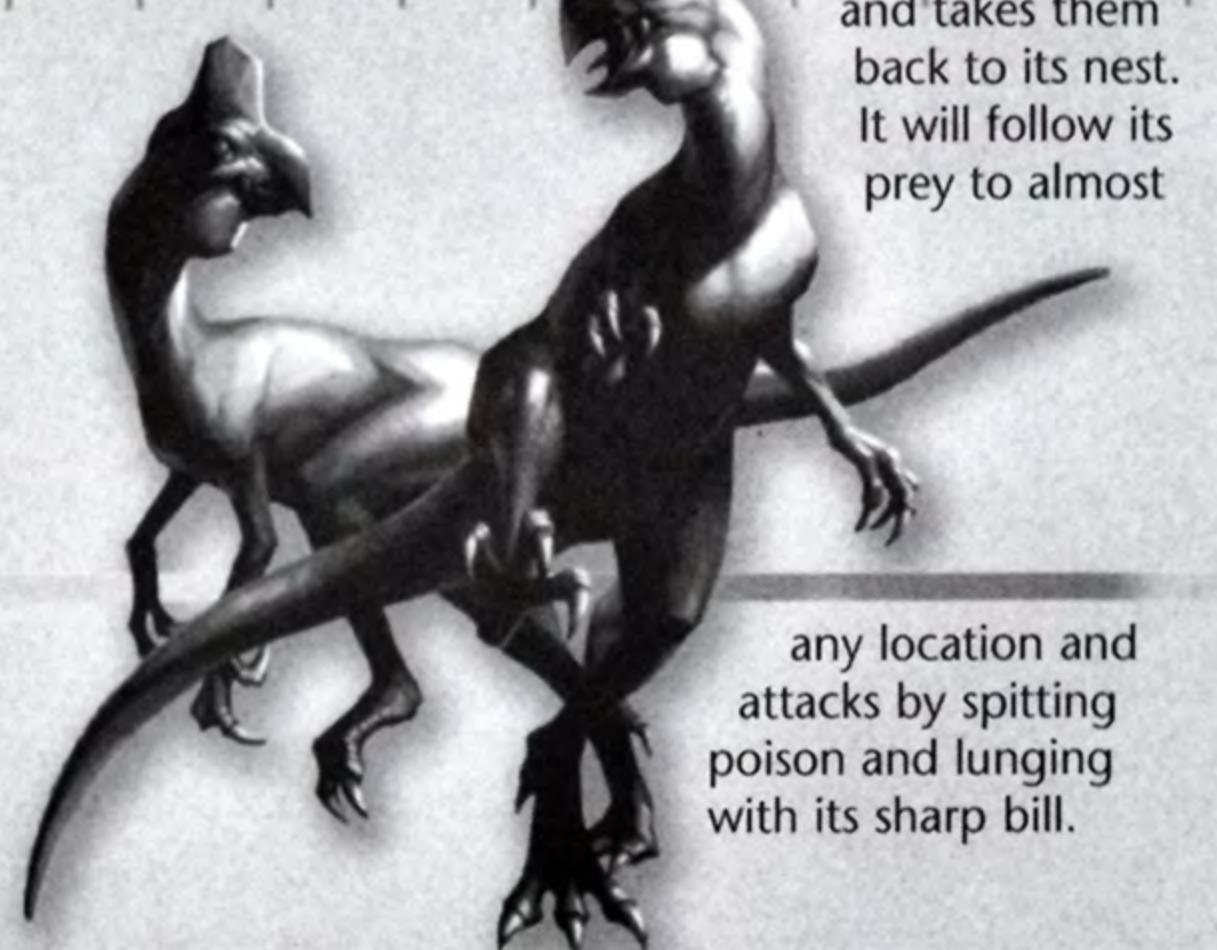


## OVIRAPTOR



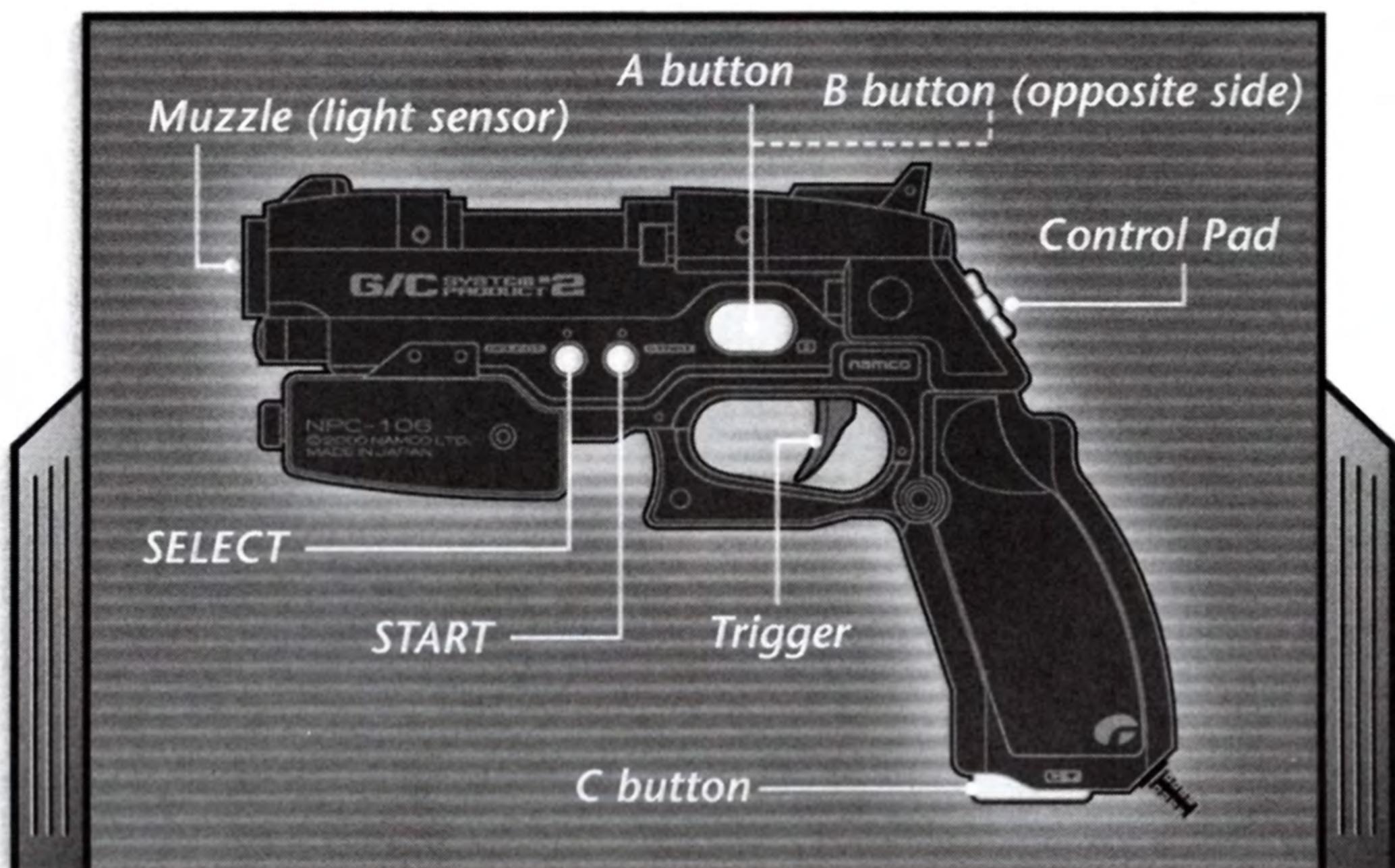
## RAPTOR

the jungle. Its claws on its dexterous attack speed to deal on its prey.



any location and attacks by spitting poison and lunging with its sharp bill.

# GUNCON™2 CONTROLLER



**GUN** **Fire:** Trigger **Reload:** Pull trigger while aiming away from screen  
**Aim:** Aim gun barrel

#### PLAYER MOVEMENT/STRAFING

**Forward:** **Back:**

**Turn right/left:** /

**Strafe right/left:** Hold down A + B button + /  
(you cannot strafe in Sniper Mode)

#### GUN SWITCHING

**Single Shot:** Press the C button to switch to Special Shot  
**Sniper Shot:** Hold down the A + B buttons simultaneously; aim with the Control Pad  
**Special Shot:** Press the C button to switch to Single Shot

#### QUICK SEARCH

Press the A or B button twice quickly. Your sight will automatically lock-on nearby enemies.

#### PAUSE

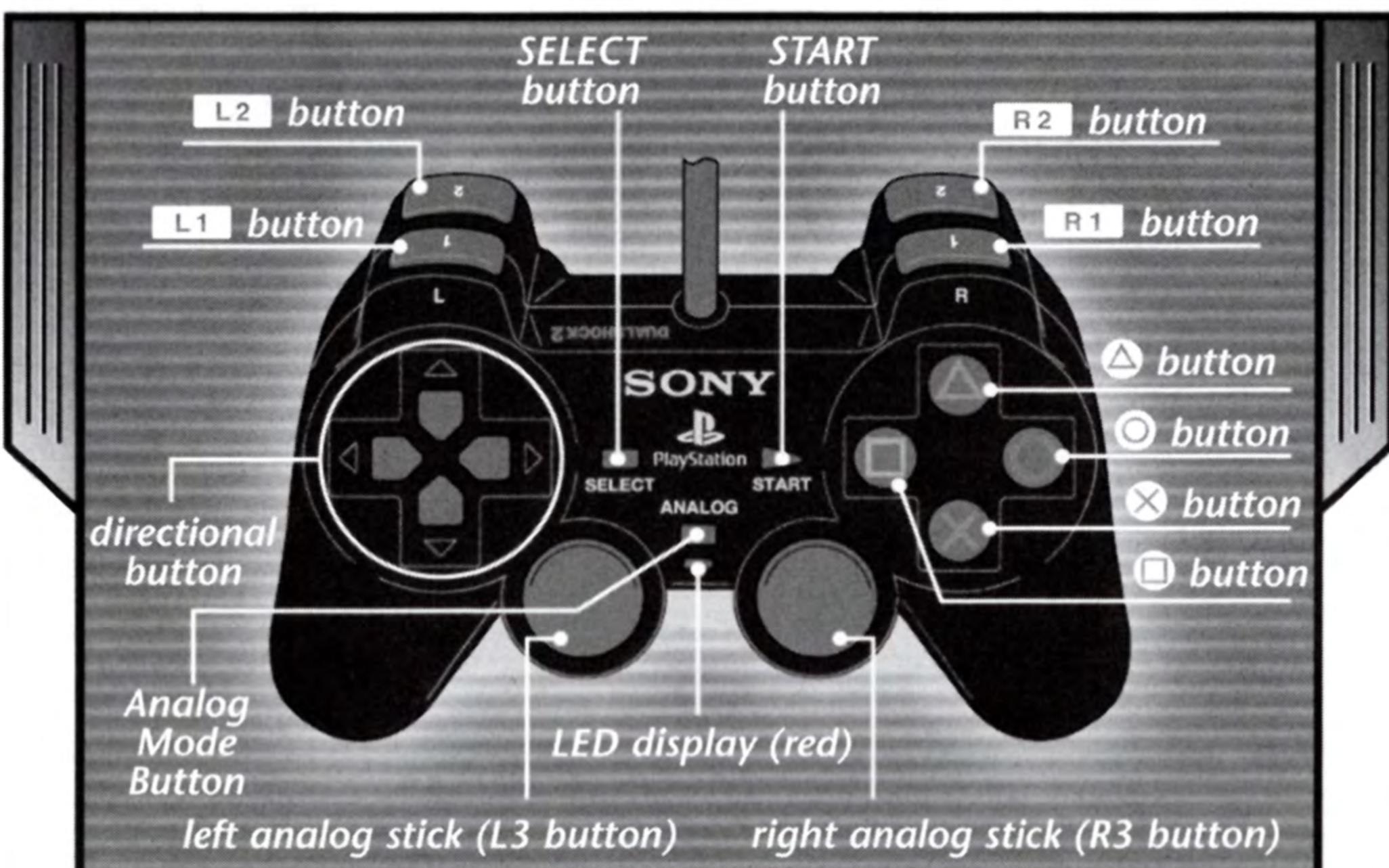
Press the START button to pause the game and reveal the sub menu.

#### OTHER CONTROLS

**Control Pad:** Move the cursor on the Option menu  
**Trigger:** Confirm **C button:** Cancel  
**SELECT button:** Skip demo and game scenes

DINO STALKER is designed exclusively for the Guncon™2 and DUALSHOCK®2 analog controller. The Guncon™ and DUALSHOCK® analog controller will not work with this game.

# DUALSHOCK®2 analog controller



## GUN

**Fire:** **R1** button

**Aim:** right analog stick

**Reload:** **×** button or R3 button

## PLAYER MOVEMENT/STRAFING

**Forward:**

**Turn right/left:** /

**Back:**

**Strafe right/left:** Hold down **R2** + **L2** button + /

(you cannot strafe in Sniper Mode)

## GUN SWITCHING

**Single Shot:** **□** button

**Sniper Shot:** **△** button

**Special Shot:** **○** button

## QUICK SEARCH

Press the **L1** button. Your sight will automatically lock-on nearby enemies.

## PAUSE

Press the **START** button to pause the game and reveal the sub menu.

## OTHER CONTROLS

**directional button/left analog stick:** Move the cursor on the Option menu

**○ button:** Confirm

**×** button: Cancel

**SELECT button:** Skip demo and game scenes

The controls shown on pages 8-9 are “Type A.” You can choose between several button configurations in Option Mode (see page 18). You can also turn the vibration function ON/OFF in Option Mode.



# BEFORE STARTING

## ADJUSTING THE GUNCON™2

1. Correctly insert the Guncon™2 in the controller slot and turn on the power. The Adjust Aim Screen will appear.



2. A mark will appear in the middle of the screen. Aim and fire at it. Stand as centered and as close to the TV as possible while adjusting your aim.



3. After that, another mark will appear, this time in the upper left. Aim and fire at the mark as before.



4. When you're finished with your adjustments, point the Guncon™2 at the screen and check to see if the aim is aligned correctly. Readjust your aim settings by pressing the A or B button.



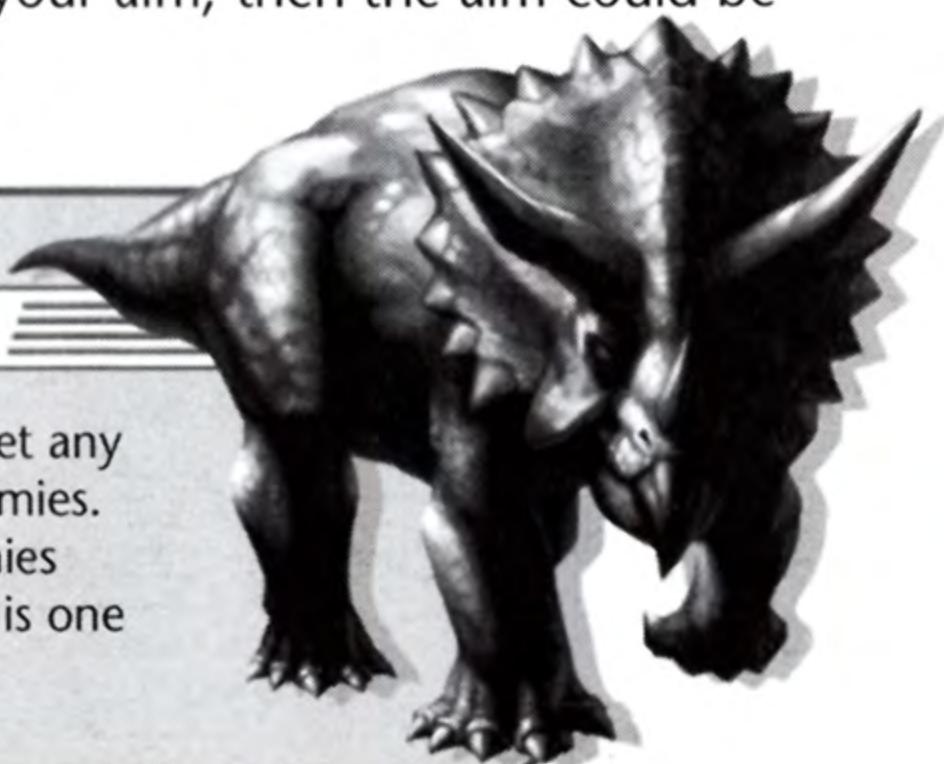
5. Press the START button to proceed to the next screen.

To switch from the DUALSHOCK®2 analog controller to the Guncon™2 during gameplay, you must first select the ADJUST GUN option and adjust the gun's aim. If you start the game without adjusting your aim, then the aim could be off and your game experience will be flawed.

### Survive! #1

#### Master the Sniper Shot

The best possible way to ensure survival is not to meet any enemies. The second best way is not to get near enemies. Use your Motion Sensor well, and take out any enemies long-distance before they detect your presence. This is one of the most important means of survival.



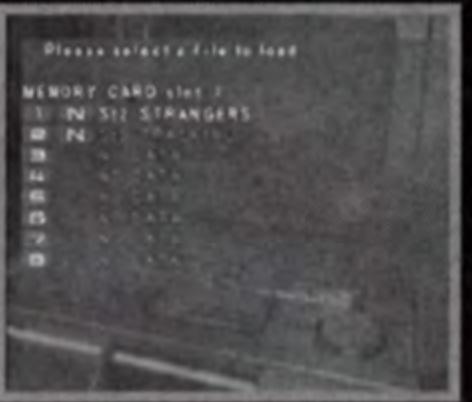
# STARTING THE GAME



Press any button to display the Mode Select Screen. Then, press the directional button **↑** or **↓** to highlight different mode settings, and pull the trigger or press the **X** button to select a mode.

## LOAD GAME

When you choose this mode, you go on to the Data Selection Screen. After you select a save file to load, you will start at the beginning of the last saved stage.



## NEW GAME

After choosing this mode, you must choose a game difficulty level (EASY, NORMAL or HARD). Once you choose, a brand new game begins.



## OPTION

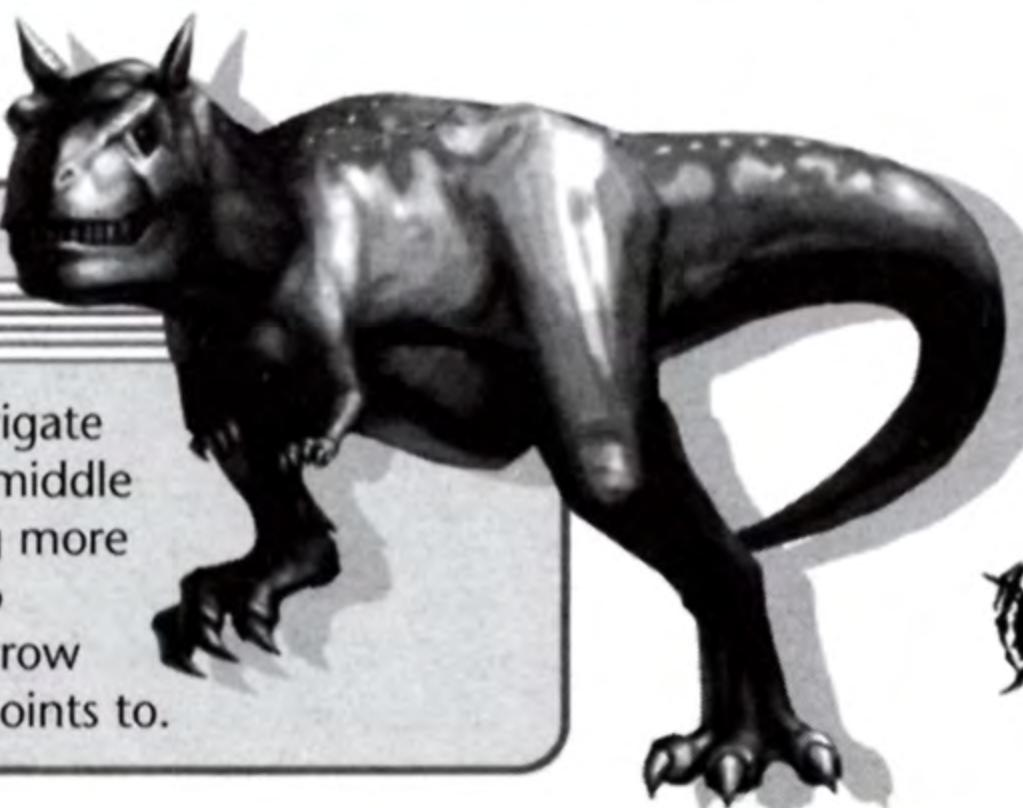
Use this mode to adjust various game options. See page 18 for details.



## Survive! #2

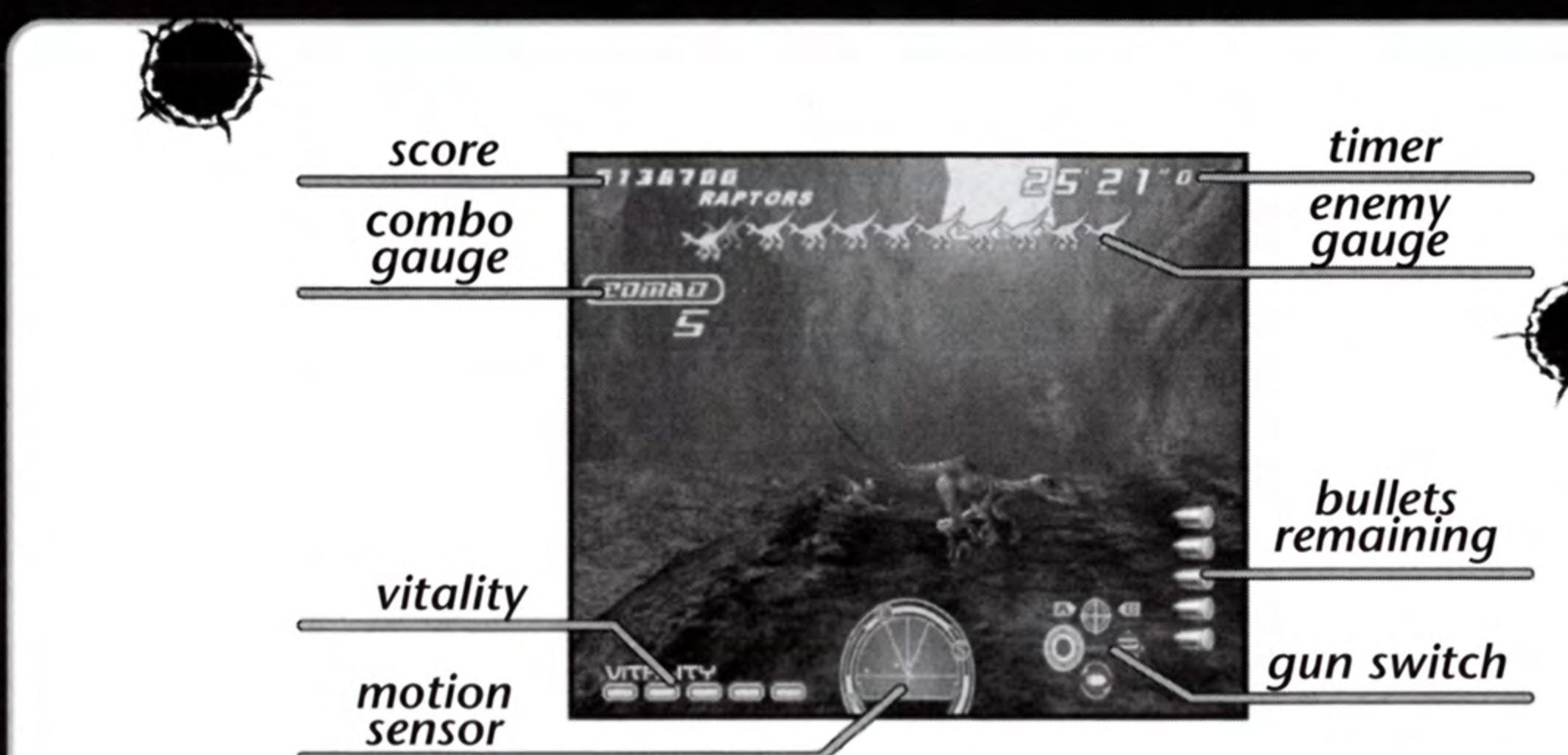
### If You Get Lost ...

The Motion Sensor is an important tool that will navigate you through difficult situations. When you're in the middle of a huge jungle or scorching desert, there's nothing more dangerous than losing sight of your target. If you do happen to get lost, check your Motion Sensor. An arrow will always be displayed — head in the direction it points to.





# GAME SCREEN



## TIMER

Remaining play time. When it reaches zero, the game is over.

## VITALITY

Your character's remaining energy. When this reaches zero, your character is defeated and the Continue Screen appears.

## BULLETS REMAINING

Number of bullets you currently have left.

## GUN SWITCH

Points out the currently equipped weapon.

## MOTION SENSOR

Radar that shows surrounding enemies' movement.

## SCORE

The more dinosaurs you destroy, the more your score increases.

## ENEMY GAUGE

Remaining number of enemies you must defeat in your current area to clear the stage.

## COMBO GAUGE

If you defeat an enemy while the Combo Gauge is displayed, bonus points will be added to your score.

### Survive! #3

#### Caught in Close-up Battle?

The enemies aren't stupid. If they see you they will come running on the attack and you'll get caught in a close-up battle. If you recklessly fire all over the place, you'll probably be damaged while reloading. A true survivor is able to take out an enemy using a few well-placed shots. Use your head and aim for the enemies' weak points. You can take out just about any enemy — large or small — with one shot if you can hit its weak spot. The head is a common weak point. If you just want to stop an enemy, aim for the feet.



Use the Control Pad, directional button or left analog stick to move your character. Shoot enemies at long range with the Sniper Shot and at close range with the Single Shot. Master using your Motion Sensor, Special Shot and Items for ultimate victory.

#### PLAYER MOVES

Depending on the stage, there are times when you freely control your character, and other times when you ride in a vehicle and follow a predetermined path.



#### RESULT

After you beat a stage, your results for that stage are displayed on screen.



#### CONTINUE

If your Vitality reaches zero and you aren't carrying any revive medicine, or if your Timer reaches zero, the Continue Screen will appear.

CONTINUE  
7

#### GAME OVER

On the Continue Screen, if the counter reaches zero, the game is over.

GAME OVER

#### COMBO

If you defeat an enemy while the Combo Gauge is displayed, bonus points are added to your score. Each time you defeat an enemy or use an item, your Combo Gauge increases slightly. Move from area to area quickly and defeat several enemies in succession to increase your Combo Gauge.



#### SAVE/LOAD

Save your play data to a memory card (8MB) (for PlayStation®2), and load it from the same memory card to resume play.

- **SAVE** Save your game at the result screen displayed at the end of a level.
- **LOAD** Your saved game will load automatically when the game powers up.

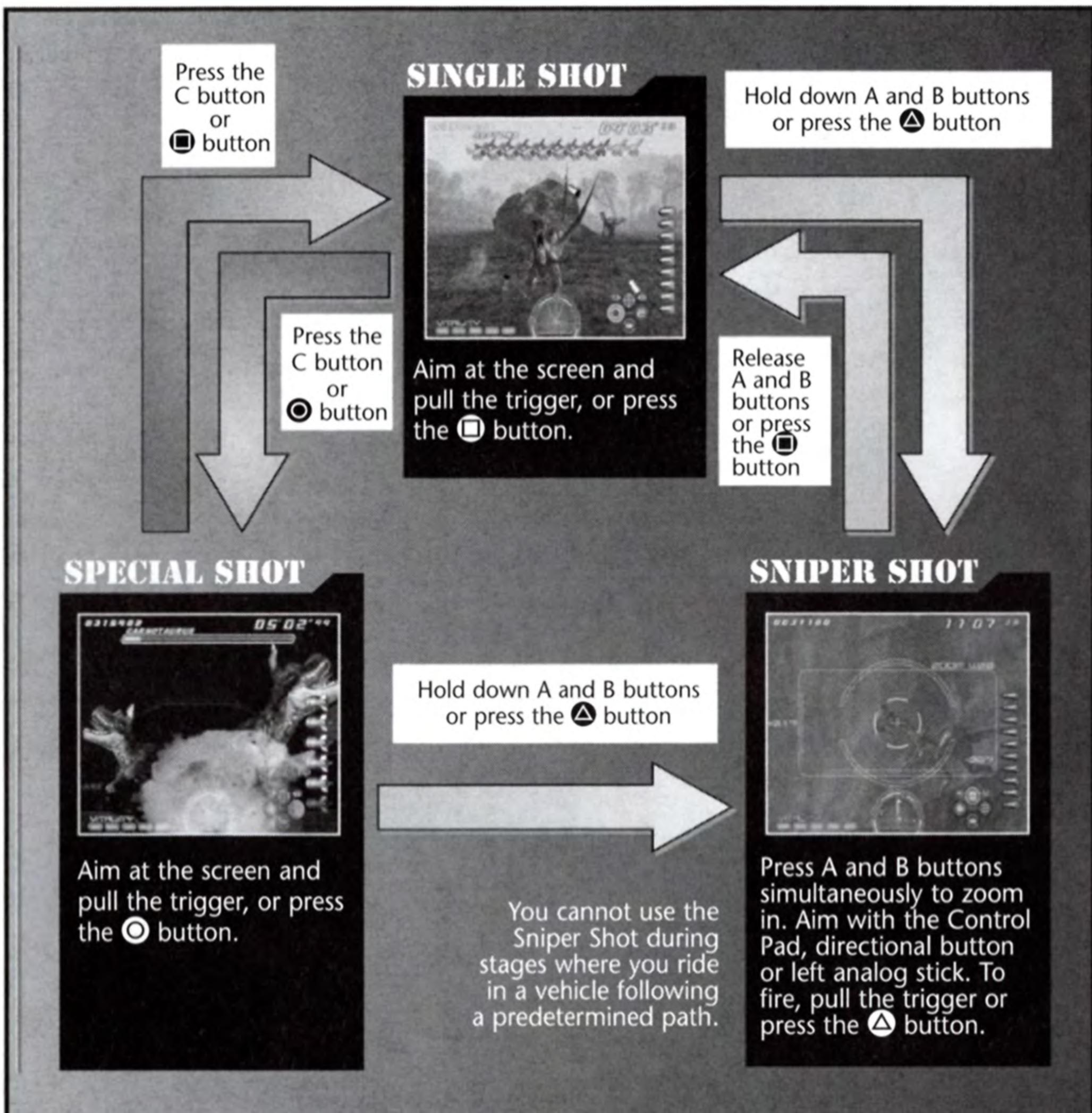
To save games, you must be using a memory card with at least 145KB of free space. Don't turn off the power or disconnect the memory card while saving or loading game data. Doing so may destroy the data.

# GUN SWITCHING

There are three types of shots:

- **SNIPER SHOT**, used for taking out enemies at long range.
- **SINGLE SHOT**, used to fire several shots at nearby enemies.
- **SPECIAL SHOT**, used to kill several enemies with one powerful burst.

In order to survive you must use the right shot in the right circumstances. Being able to quickly decide which one to use is vital.



## Survival #4

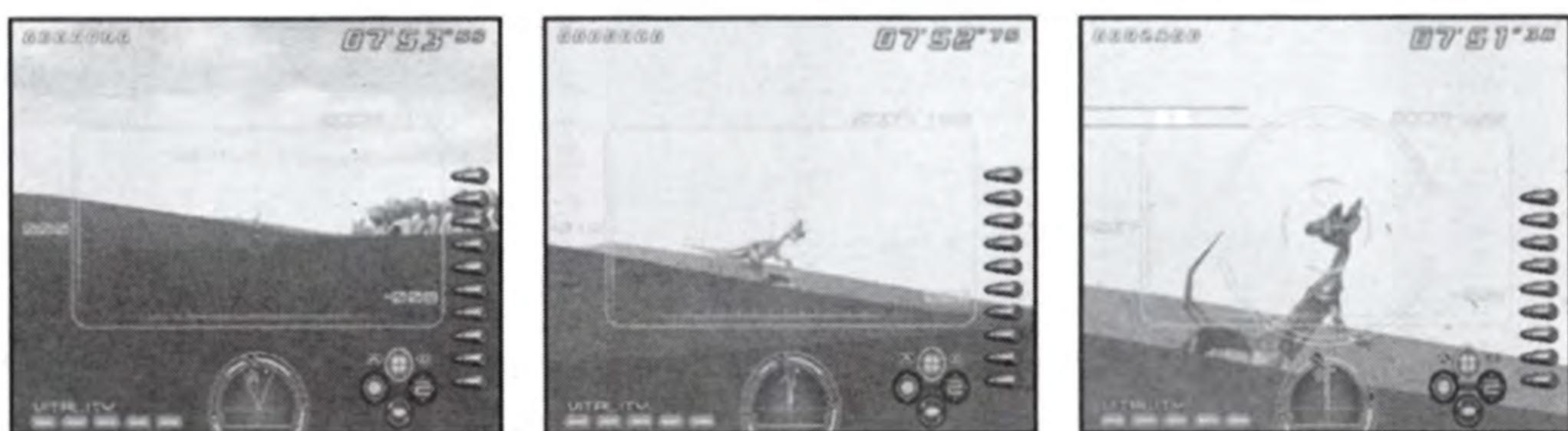
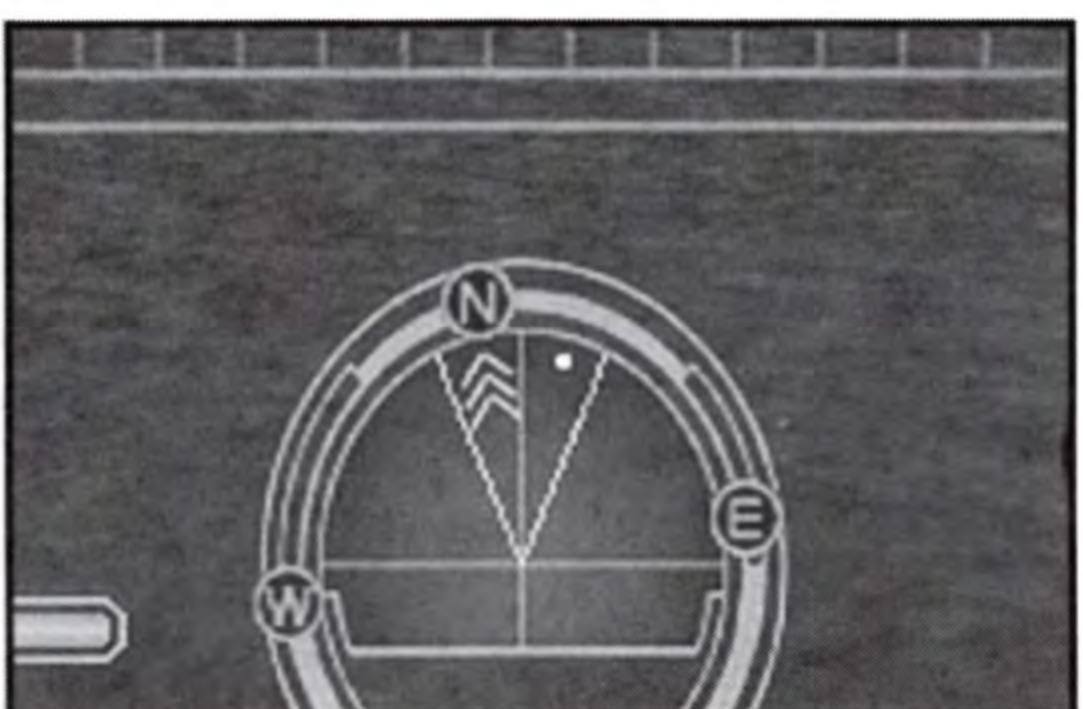
### Battling Big Dinosaurs

Going into battle unprepared against a big dinosaur is basically suicide. Being prepared is the key to winning an unavoidable battle. "Read" the enemy, figure out its weak points, and choose the appropriate weapon to take it out. That's one of the basics to surviving!



## MOTION SENSOR

The Motion Sensor is a device that detects the movement of things within a certain range of your position. With the Motion Sensor you can quickly detect enemies that aren't in your range of vision, or that attack from your blind spot, and destroy them with the Sniper Shot. By doing this you can lower the total number of enemies, making it easier to fight the ones that get in close. In order to survive, the key is being able to use your Motion Sensor even better than your ears and eyes.



### Survive! #5

#### Know Your Enemy

The Compy dinosaur, for example, commonly has healing medicine on it. If you kill one, there's a good chance you can obtain healing medicine from it. Also, the Oviraptor, commonly found in deserts or valleys, often picks up small items it sees. So, if you aren't careful, it could end up stealing some of your items. Know your enemy to know how to battle. Having the ability to "read" your enemy is a necessity to being a survivor.



# SPECIAL SHOT

By using the extremely powerful Special Shot, you can more effectively advance through the game. However, the Special Shot has a limited amount of bullets and you can't reload most of the Special Weapons, so it's important to decide the most effective place to use it. You pick up Special Weapons just by touching them. Your Special Weapon automatically disappears when you run out of bullets or pick up a new Special Weapon.

## GUN SWITCHING

Press the C button or  $\odot$  button in Single Shot Mode to switch to Special Shot Mode.

### MACHINE GUN

Fires multiple shots in succession but its power is weak.



### HAND GRENADE

Throw it and then reload to make it explode.



### GRENADE LAUNCHER

Fires grenades that damage a wide area.



### ROCKET LAUNCHER

Fires extremely powerful rockets



### LASER GUN

Its laser shots have extreme piercing power.



### FLAME GRENADE

Coils along the ground and explodes multiple times.



### BOW GUN

Fires hide-piercing metal arrows.



### FLAME THROWER

Burns enemies with its projectile fire.



### PLASMA GUN

Its fireballs explode at atomic levels.



### SPARK GUN

Electrifies the enemy with high-voltage current.



### MINE THROWER

Fire a mine into an enemy, then reload to set it off.



### MISSILE LAUNCHER

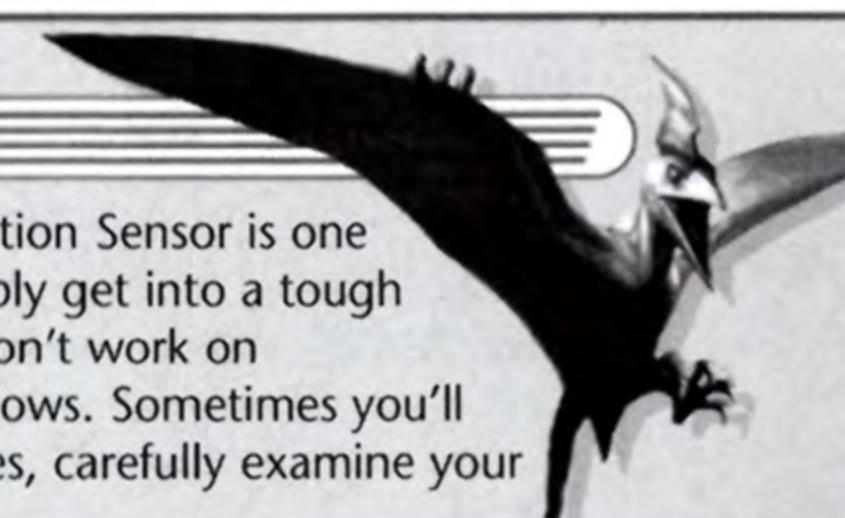
Shoots high-damage heat-seeking missiles.



#### Survive! #6

#### Use Quick Search to Sense the Enemy

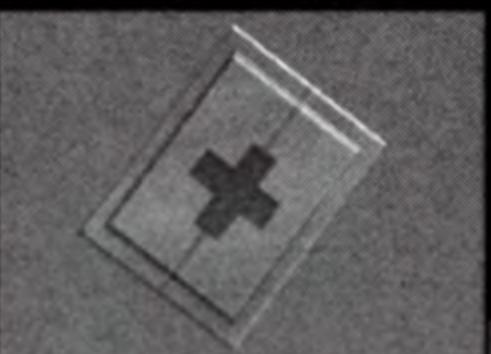
This next piece of advice is for the top-class survivalist. The Motion Sensor is one of your best friends but if you rely on it too much you'll probably get into a tough spot. The Motion Sensor only detects moving enemies, so it won't work on "intelligent" enemies that hold their breath or hide in the shadows. Sometimes you'll have to "sense" your way through every step. In these instances, carefully examine your



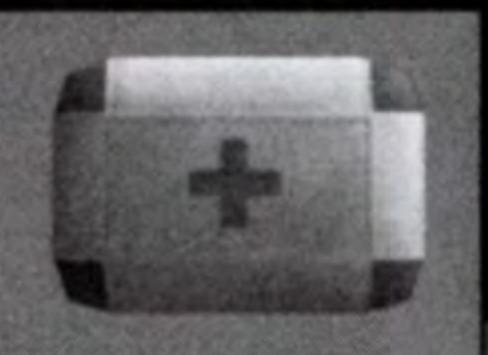
You can make better game progress by picking up items. Items are automatically used when you pick them up.

**HEALING MEDICINE**

Heals one point of vitality.

**REVIVE MEDICINE**

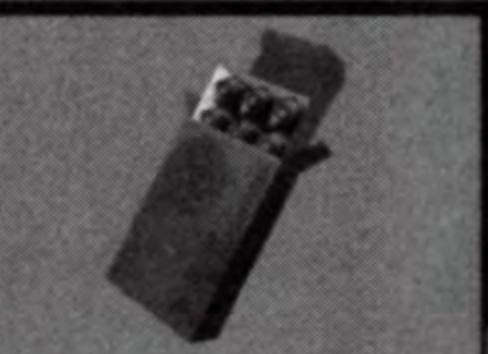
Brings you back to life if you are defeated.

**ANTIDOTE**

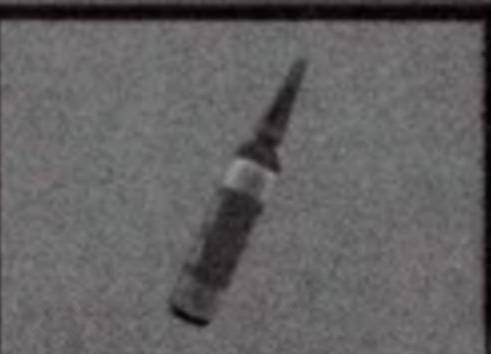
Cures poison.

**BULLET POWER-UP**

Increases the damage done by your shots.

**AMPOULE**

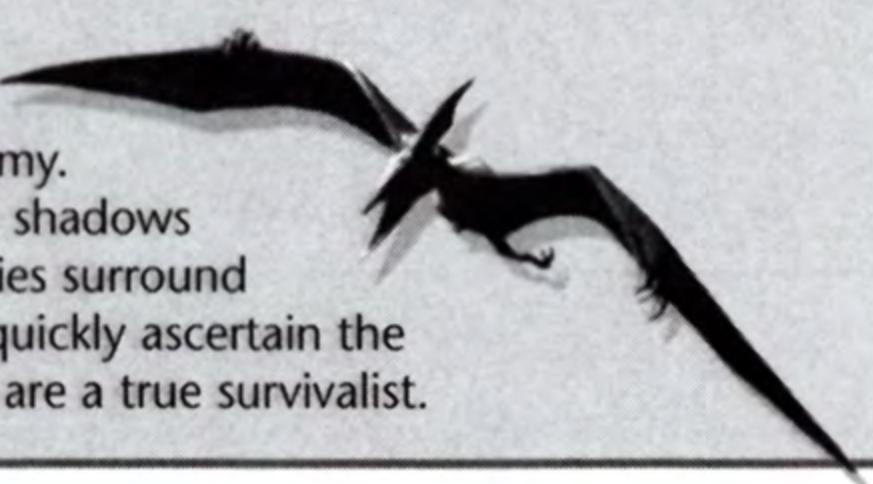
Lengthens the amount of time your combos are effective.

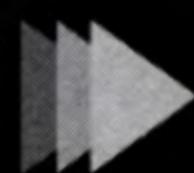
**TACHYON**

Slows the speed at which the Time-Space is being destroyed, and adds more time to your timer.



surroundings and listen closely to the ambient sounds. Quickly press either the A or B button two times, or press the L1 button to pick up signs of the enemy. If you sense something, it could be an enemy hiding in the shadows or behind a rock. Quick Search is also effective when enemies surround you. If you perform a Quick Search several times, you can quickly ascertain the enemies' positions. If you use all five senses effectively, you are a true survivalist.





# OPTION MODE

Change various game settings in Option Mode.



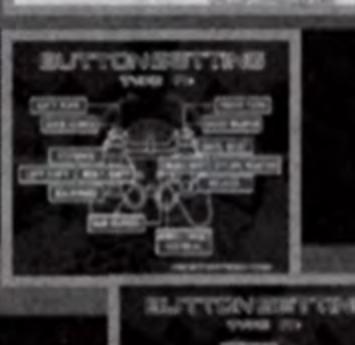
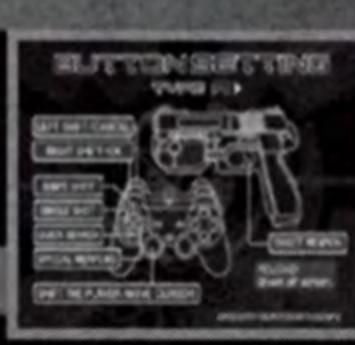
## ADJUST GUN

Adjust the aiming for the Guncon™2.



## KEY CONFIG

Select different control sets for the Guncon™2 and DUALSHOCK®2 analog controllers.



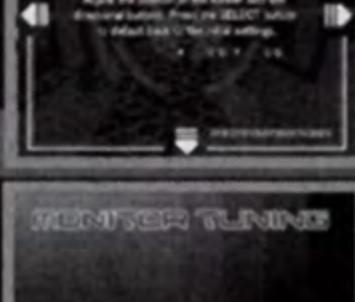
## SOUND

Choose between STEREO and MONAURAL to match your speaker setup.



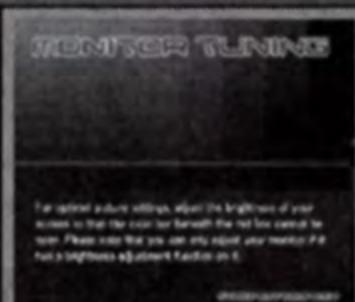
## ADJUST SCREEN

Center your game screen on your TV or monitor.



## MONITOR TUNING

For optimum image quality, adjust the game brightness by modifying the color bars below the red line until they disappear. (Available only for TVs that allow brightness adjustment.)



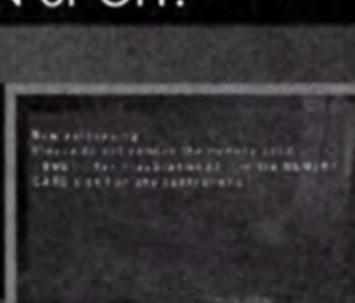
## EFFECT COLOR

Select the color of the damage effect.



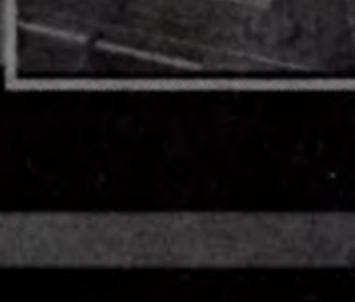
## VIBRATION

Turn the vibration function on the DUALSHOCK®2 analog controller ON or OFF.



## AUTO SAVE

When this option is ON, the game will automatically save its data at the end of each stage.



## DEFAULT

Return all settings to default status.

## EXIT

Quit Option Mode and return to the previous screen.

# DINO STALKER'S LOG







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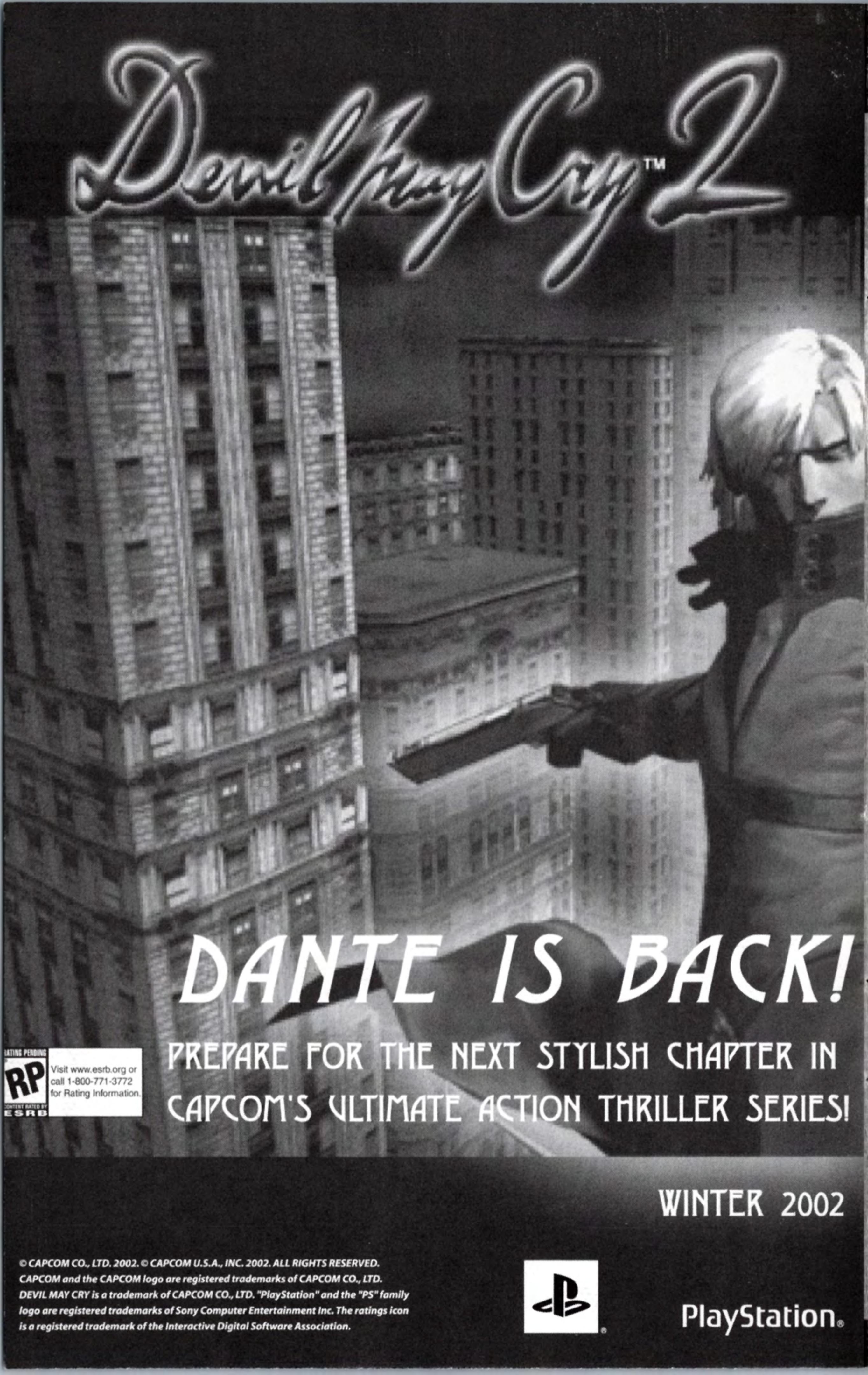
PlayStation®2

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WINTER 2002

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## CREDITS

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