



NTSC U/C

PlayStation®



SLUS-00690

G. DARIUS



"G. Darius is a superb shooter."

-EGM



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 video games, 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 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 game 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.

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 it 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 outer edge. Never use solvents or abrasive cleaners.

HINT LINE

For hints and strategies on **G. DARIUS**, call:

1-900-370-HINT

Must be 18 years of age or have parental permission.

Touch-tone phone required.

\$.95/min (automated), \$1.25/min (live 9am-9pm)

Visit our website at:

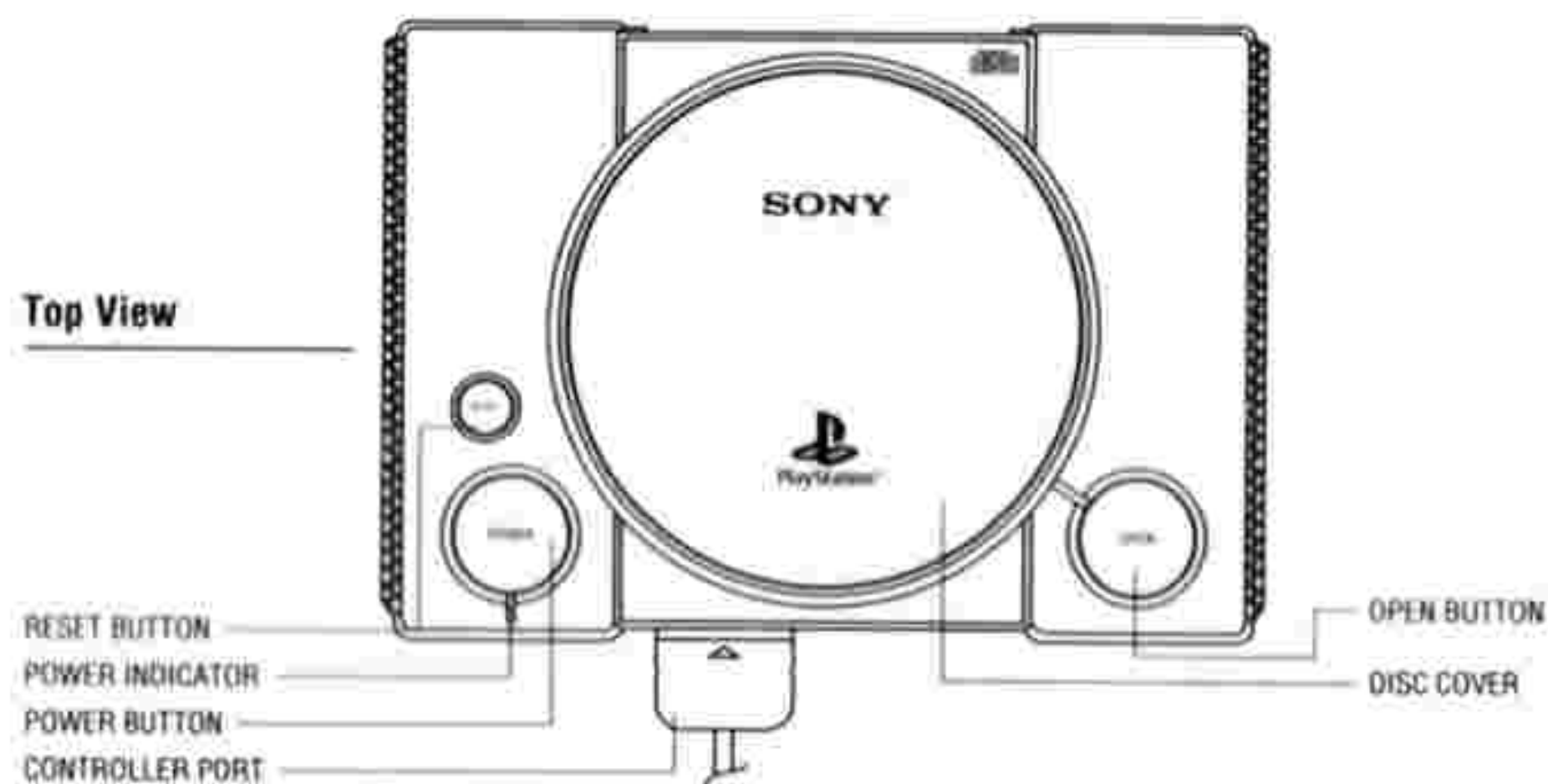
www.thq.com

CONTENTS

Setting Up	2	Game Screen	13
PlayStation® Game Console	2	Objectives	13
Memory Cards	2	Game Modes	14
Controls	3	Arcade Mode	14
Starting Up	4	Beginner Mode	14
Main Menu	4	Vs. Boss Mode	15
Options Menu	4	Power-Ups	16
Mode Options	5	Capturing Ships	18
Controller Settings	5	How to Capture	18
Sound Settings	5	Attacks after Capture	18
Memory Card	6	Special Attacks	19
Movie	6	Capturing Mid-Size Battleships	19
Pausing a Game	6	Extra Weapons	20
The Story	7	Counter Beam Defense	20
Witness the Birth of Life	7	Destroying Solidnite	20
Time Goes On	7	Boss Strategies	21
Genocide	8	Attacking Enemy Battleships	21
Birth of the Silver Hawk	9	Invincibility	22
The Pilots	10	Using Your Invincibility	22
Sameluck Raids (Player 1)	10	Scoring	23
Lutia Feen (Player 2)	10	Improving Your Score	23
The Crafts	11	Score Ranking	23
Silver Hawk	11	Rankings	24
Thiima	11	Technical Rankings	24
The Zones	12		
Assault Routes	12		

PLAYSTATION® GAME CONSOLE

1. Set up your PlayStation® game console according to the instructions in its Instruction Manual.
2. Make sure the power is off before inserting or removing the CD.
3. Insert the **G. DARIUS** CD and close the CD door.
4. Insert game controller(s) and turn on the game console.
5. Follow on-screen instructions to start the game.

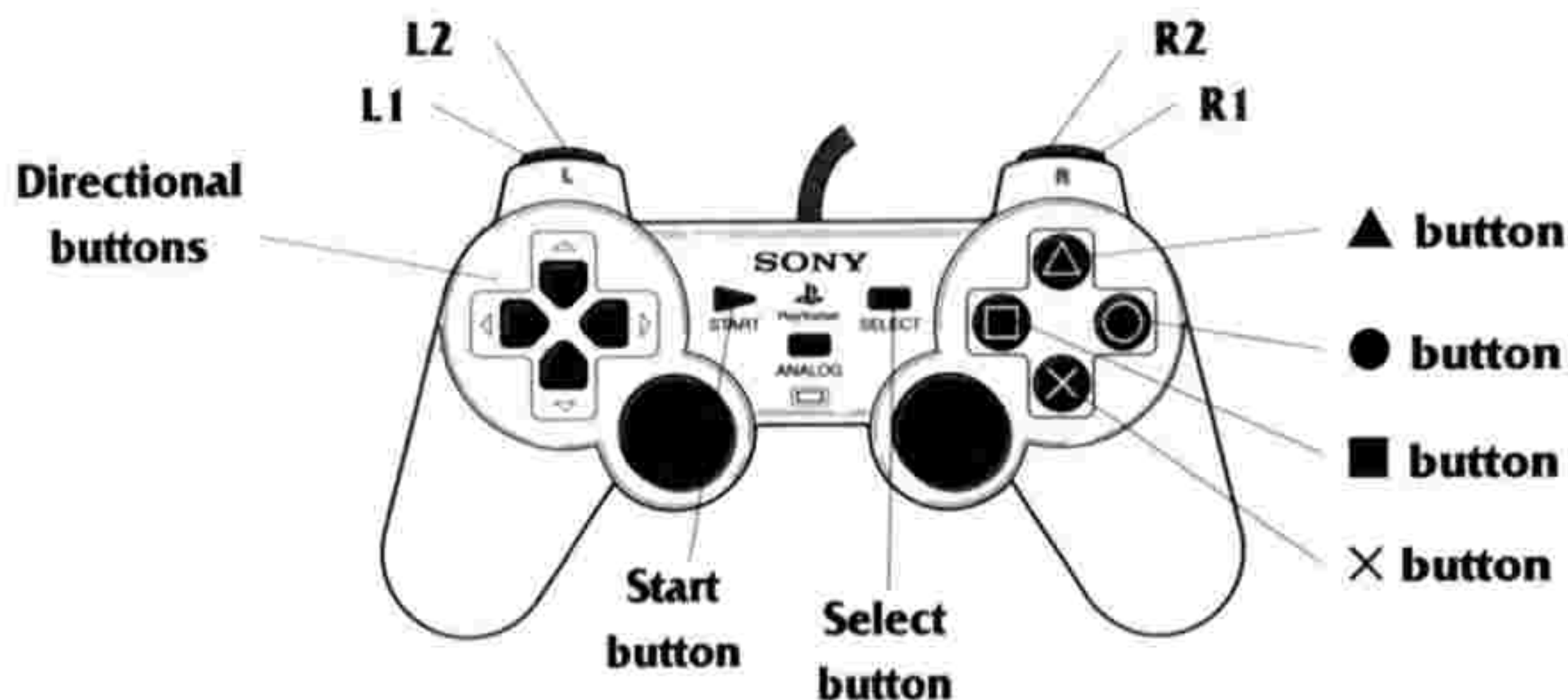


MEMORY CARDS

You can save games at their current level of progress onto Memory Cards, and resume play on previously saved games. Insert one or two Memory Cards (sold separately) into the PlayStation® game console before starting play.

If a Memory Card is full, you won't be able to save games to it. Delete unwanted data or reformat the card before starting play.

Important: Do not remove a Memory Card while saving or loading games; doing so could damage the game data.



GAMEPLAY

Directional buttons	Fly your Silver Hawk. Select routes.
Start button	Pause/resume game.
● button or R2	Fire.
Hold ● button	When an enemy is captured, hold down the button to charge and fire Alpha Beam.
× button	Shoot Capture Ball.
■ button	Rapid fire.
Select button	Toggle Vibration feature ON/OFF (Dual Shock Analog Controller only)
R1 + L1 + Select + Start	Reset game and return to Main Menu.

MENUS

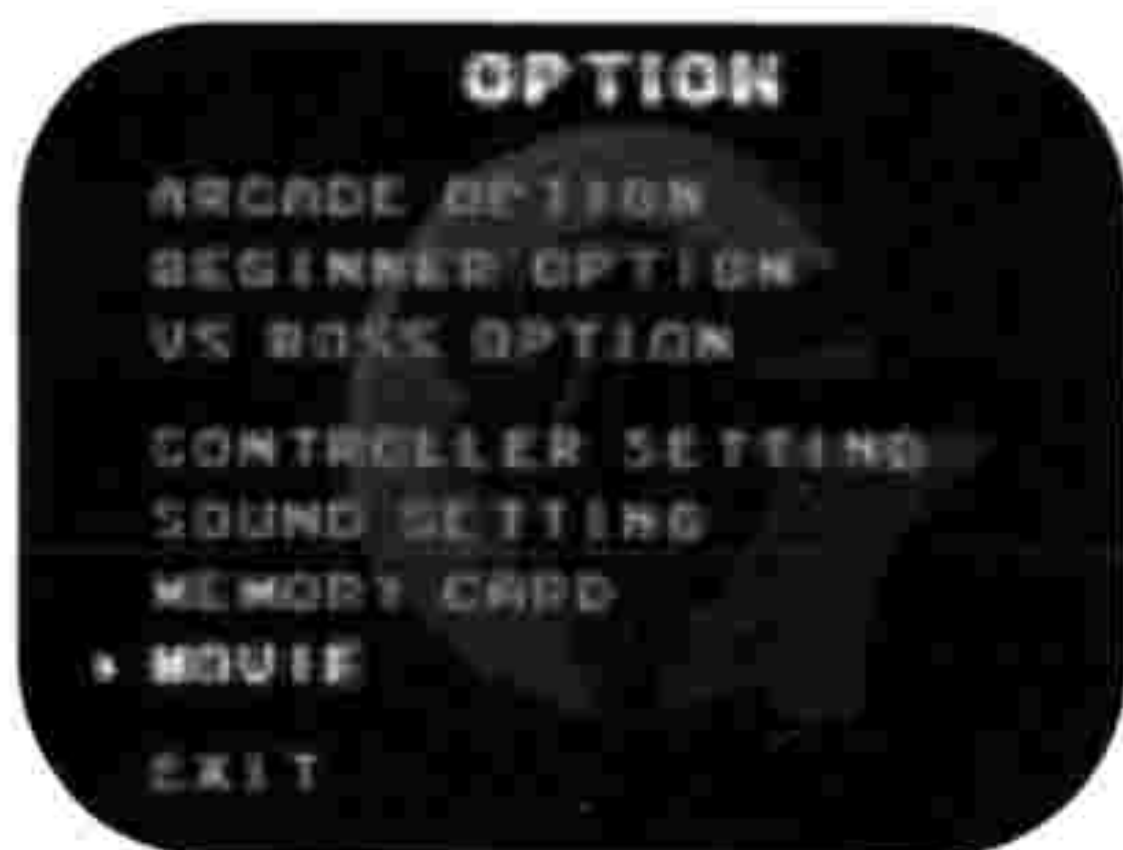
Start button	Launch game.
Directional buttons	Select items and change optional settings.
× button	Confirm selection.
▲ button	Cancel selection.



MAIN MENU

At the **G. DARIUS** Title screen, press the **Start** button to go to the Main Menu. Use the **Directional buttons** to select the mode you want to play and then press the **X** button.

Arcade Mode	This mode is taken from G. DARIUS arcade version. Connect a second controller and two people can play simultaneously.
Beginner Mode	This mode has three difficulty levels, and is designed for players who aren't ready for Arcade Mode. Make your own settings for initial equipment and select the number of ships remaining.
Vs. Boss Mode	Fight all the enemy battleship bosses that appear in Arcade Mode.
Option Mode	Adjust game settings and watch cinema scenes for the Zones you have cleared.



OPTION MENU

Use Option Mode to customize the game settings and watch cinema scenes of the Zones you've cleared. On the Option menu, press the **Directional buttons** up/down to select options, and press left/right to adjust the settings. From any sub-options menu, press the **▲** button to exit back to the main Option menu.

MODE OPTIONS

For Arcade, Beginner and Vs. Boss Modes, set the following options (press the **Directional buttons** up/down to select, and press left/right to adjust the settings):

Game Rank	Set the game difficulty.
Player Stock	Set the number of reserve ships.
Credit	Set the number of times you will continue the game.
Capture Ball Stock	Set the number of reserve Capture Balls.

CONTROLLER SETTINGS

Select a function by pressing the **Directional buttons** up/down. To assign a setting, press one of these controller buttons: X, ■, ▲, ●, R1, R2, L1, L2. (You cannot use a button more than once, and you cannot change the functions of the **Start**, **Select** or **Directional buttons**.)

SOUND SETTINGS

For the Sound settings, press the **Directional buttons** up/down to select and press left/right to adjust:

Sound Mode	Set sound to Stereo or Mono.
Music Volume	Adjust the background music volume.
SE Volume	Adjust the sound effects volume.
SE Test	Press the X button to test sound effects.

MEMORY CARD

Use the Memory Card option to save your options settings, high scores and enemy battleships selected in Vs. Boss Mode. Press the **Directional buttons** up/down to select and press left/right to adjust:

Data Load	Select a saved game and press the X button to load.
Data Save	Select a slot and press the X button to save the current game.
Auto Save	Toggle Auto Save ON/OFF. When ON, the game is automatically saved when you complete a level.

***Note:** You must have a Memory Card(s) inserted in the PlayStation game console in order to save and load games.*

MOVIE

View all cinema scenes previously seen, including an extra prologue to **G. DARIUS**. Use the **Directional buttons** to select and press the X button to view:

Epilogue 1	Birth of the Planet Darius people.
Epilogue 2	Birth of a new species of humans.
Epilogue 3	Birth of Planet Darius.
Epilogue 4	Birth of the new Silver Hawk.
Epilogue 5	Birth of the Belsa Army.

PAUSING A GAME

Press the **Start** button to pause. Press **Select** to bring up the Pause menu. Use the **Directional buttons** to select, and press the X button to confirm:

Return to Game	Resume the game.
Screen Adjust Menu	Display the Option menu.
Quit Game	Exit the game, back to the game demos.

WITNESS THE BIRTH OF LIFE . . .

In the ever expanding universe floats a mysterious sphere.

– Amuneria, the Green Mother Planet

The life born on this planet experienced civilization and war and the repeated danger of destruction. Out of this confusion came a boy who brought an end to the chaos. His name was Amuneria. The people bestowed his name on their planet and no one ever came forth to challenge his strength and spirit as their savior.



TIME GOES ON . . .

In Amuneria's bloodline dwelled a mysterious power, revealing itself generation after generation. The King of Blazar in the 21st century was no exception.

The King was a serious scientist, absorbed in research for a new energy source. Amuneria had used the energy generated in the land known as Caju. Although Caju gave life to Amuneria, it did not have unlimited resources. A serious energy shortage was developing.

In the Amunerian year 547, the King of Blazar discovered the means for generating desperately needed energy. The problem of Amuneria's energy needs was completely solved. As people's lives began to improve, the wise King announced that he would develop the energy for everyone in the universe. Once he made the announcement, Amuneria became the mother planet. We entered into an era of great prosperity.

Because of that day, I promised to bring everyone to the new land. People emigrated to Blazar, the first of two moons that orbit Amuneria, and 50 years passed. This was the most peaceful era in history.

However, the mistake made 600 years ago is repeating itself today

GENOCIDE

The Black Magic Power [A.N.] and the Enigmatic Invaders

When Masa, the other moon that orbits Amuneria, was targeted for possession by Blazar, tensions between the Masa natives and the new immigrants burst their limits.



War broke out. As the violence grew, Masa scientists who had been researching weapons of mass destruction succeeded in developing a weapon with black magic. They called it the "All Nothing" – a weapon that could literally destroy everything. One flash from this weapon and Blazar would be wiped out of the universe.

People on both sides threw down their arms when they realized this new threat, and war ceased. This began a period of peace and prosperity. At the same time, in the Amunerian year 609, a new life was born in whose body flowed Amuneria's blood. This child, the last Amuneria since the great war, became the 25th king.

Many people were in an uproar over the birth of the new king. The baby's ability to see into the future (a power referred to as "The Light") revealed that they would be dragged into the cruel fate of Amuneria. "Prepare yourselves! They are coming!" were the first words the child-king spoke.

Three years later "they" came. Although the King's Universal Royal Army set up an ambush on Masa, several hours after the first flash Masa was completely destroyed. At the same time, two-thirds of the population perished. The King's reconnaissance revealed what power it was that the enemy had brought into battle: the people were attacked by an unknown invader called Thiima, meaning "Deliverer of Death."

BIRTH OF THE SILVER HAWK

We can no longer go on.

The Amunerian civilization cannot fight against Thiima.

The King's final order was to create a fighting craft that combined the power of Thiima and the black magic power of the A.N. to destroy planets. The scientists pondered the King's directives. Then they loaded an All Nothing machine onto enemy vessels captured in the battle of Masa, and built two state-of-the-art fighter crafts. The ships were called Silver Hawk after the legendary bird that ushered in the reign of Amuneria the First.

The main body of the enemy's army will soon arrive. The remaining pilots of the Royal Universal Army, Sameluck Raida and Lutia Feen, have readied themselves to pilot the Silver Hawk. The King of Amuneria congratulates the two young pilots who will fly the small Silver Hawk, and wishes them good luck.

Can he foresee their destiny . . . ?





SAMELUCK RAIDA (PLAYER 1)

Specially trained pilot for the (red) Silver Hawk 1, Sameluck was the test pilot for the ARCF-06A, the original Silver Hawk when it was under development. When its original pilot was killed in a battle against Thiima, Sameluck Raida became its pilot.

Sameluck has a balanced temperament. He is not so competitive that he holds others back from taking part and succeeding, but when things get tough, he never backs away.

He meets Lutia when he becomes the pilot of the Silver Hawk.



LUTIA FEEN (PLAYER 2)

Lutia is the special pilot for the (blue) Silver Hawk 2. When she heard the King of Amuneria announce that Thiima was returning, she decided to become a prodigy pilot. She was only 11 at the time, but by practicing numerous missions in dogfights using the flight simulator, she became an ace pilot.

Lutia lost her entire family in the battle against Thiima. Now she shows almost no feelings or emotions of any kind in front of others. But after meeting Sameluck, who has had experiences like hers, she has begun to smile again.

Lutia denies that her natural skills as a pilot stem from her rumored kinship to Amuneria. Even Lutia herself is not sure if she has family ties to the King and his famous ancestors.



SILVER HAWK

Military Designation:	ARCF-ROTA PLUS
Alias:	Silver Hawk
Occupant:	1
Height:	14.815 meters
Length:	26.55 meters
Width:	20.713 meters

This state of the art fighter was developed to counter the enemy's powerful Thiima and the All Nothing (A.N.) system.

The A.N. system is hyper-technology, with the power to eradicate the universe step by step. The Silver Hawk acquired the enemy's engine's life core. By combining with it, the Silver Hawk can control the A.N. system. In this capturing system, the A.N. has the ability to replenish its energy from enemy craft by converting an enemy vessel's energy into an attached Alpha Beam.



THIIMA

This unidentified mechanical life attacked Amuneria without warning. With the appearance of the A.N. and its ability to annihilate the universe, a period of survival awareness has begun. Thiima's purpose is to protect the peace in the universe. Its body is covered with hard metal-like material. It has flexible movement and speed, and a destructive power that makes it a super machine, and nearly impossible to destroy.



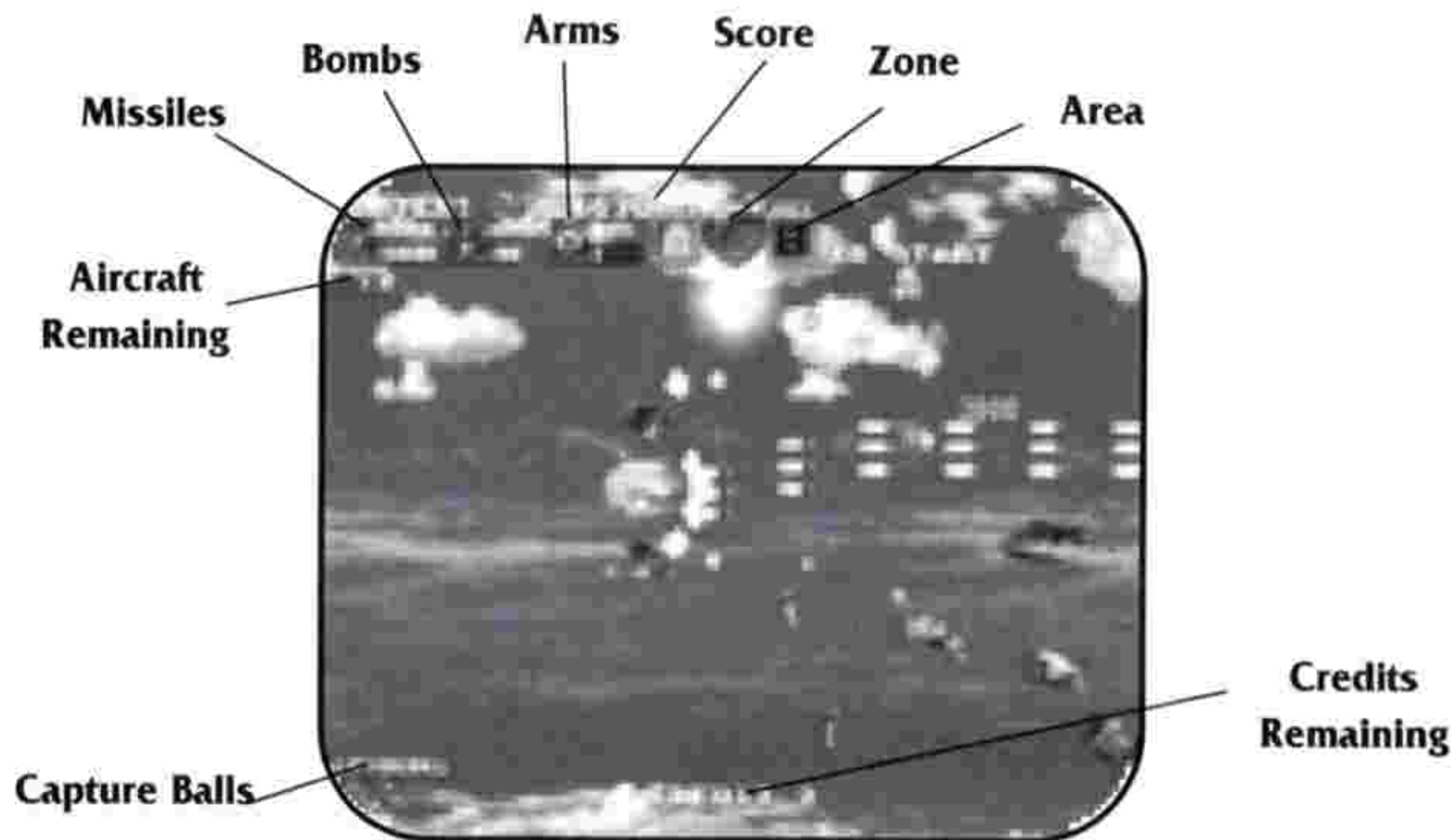
ASSAULT ROUTES

Sameluck and Lutia head out from Amuneria to engage Thiima at the enemy's main base, located in the Rakia quadrant of the Milky Way system. The routes they take along the way will lead each of them to a different fate.

Select a Zone by pressing the **Directional buttons** up/down and pressing the X button. The Zone you select determines the difficulty level of the next battle.

QUADRANT	SPACE OBJECTS	ZONES	AREAS	BOSSES
Osu	Star Amuneria Planet Masa Milky Way Passage	Alpha (α)	A & B	Eclipse Eye
		Beta (β)	C & D	Tripod Sardine
		Gamma (γ)	E & F	Queen Fossil
		Delta (δ)	G & H	Dual Horn
		Epsilon (ϵ)	I & J	Dimension Diver
		Zeta (ζ)	K & L	Absolute Defender
Rakia	Planet Mabaha Planet Darius moon Kazumun	Eta (η)	M & N	Fire Fossil
		Theta (θ)	O & P	Death Wings
		Iota (ι)	Q & R	Octo-Umbrella
		Kappa (κ)	S & T	Eternal Triangle
		Lambda (λ)	U & V	Lightning Coronatus
		Mu (μ)	W & X	Heavy Arms Shell
		Nu (ν)	Y & Z	The Embryon
		Xi (ξ)	W' & X'	Accordion Hazard
		Omicron ($\omicron$)	U' & V'	G.T. (Great Thing)

GAME SCREEN



OBJECTIVE

Your game objective is to capture enemies and gain their powers, clear each area and survive. You lose one ship when your shields are at 0 and you are hit or you crash. When you lose all your ships, the game is over.

FOR INFORMATION ON:

SEE:

Game Modes	Pg. 14
Power-Ups	Pg. 16
Capturing Enemies	Pg. 18
Special Attacks on Battleships	Pg. 19
Counter Beams & Solidnite	Pg. 20
Boss Strategies	Pg. 21
Invincibility	Pg. 22
Scoring	Pg. 23
Ranking	Pg. 24

ARCADE MODE

Battle through all the Zones alone or join forces with a friend. Your combat tactics against battleships and the number of power-ups that appear vary with each area.

- Destroy enemy ships to complete the Zones.
- Check the battle conditions and strengths of your Hawk at each Turning Point in a Zone, and then select your next route.

To use a Turning Point:

- Verify your Hawk's position before the time gauge in the center of the screen disappears.
- Your Hawk's position (upper or lower area of the screen) when the time gauge runs out determines your next route.



BEGINNER MODE

Practice your attacks in different difficulty modes, with varying equipment levels. Press the **Directional buttons** left/right to select a fighter, and press the X button to confirm. Press the **▲** button to cancel and return to the Main Menu.

FIGHTER	EQUIPMENT
Normal Silver Hawk	Missile, Bomb, Shield
Super Silver Hawk	Laser, Twin Bomb, Super Arm
Hyper Silver Hawk	Wave, Multi-Bombs, Hyper Arm

Beginner Mode is essentially the same as Arcade Mode with these differences:

- When you are attacked, you can't lose all your power.
- When you continue, you return to the equipment levels you had at the start of play.
- There are no cinema sequences at the end of the Zones you clear.

VS. BOSS MODE

Take on all the enemy battleships from Arcade Mode. Press the **Directional buttons** up/down to select a Zone and left/right to select a setting or turn OFF (i.e., select not to battle). Choose several battleships and you can do continuous battles. Press the **▲** button to cancel the settings and return to the Main Menu.

- The battle begins once you select the enemy battleship(s) and decide on the equipment for your own battleship.
- When you are attacked, you can't lose all your power.
- When you continue, you return to the equipment levels you had at the start of play.
- Use Option Mode to give yourself unlimited ships and Credits.





Power-Up

Power-ups appear when you engage a specific enemy. During flight formations, don't let the different colored enemies escape. Instead, destroy them!

Advance to the next level when you get a certain number of items and your abilities greatly increase. When you are shot down, you return equipped with the minimum equipment and weapons needed for that level.

RED LEVEL:	MISSILE
Purpose:	Air attacks.
Level 1:	Missile. You're equipped with this at the start of the level.
Level 2:	Laser. Shoot to penetrate enemy.
Level 3:	Wave. Shoot to penetrate enemies and ground.
Bonus:	Get seven missiles and advance to the next level.

GREEN LEVEL:	BOMB
Purpose:	Ground attacks.
Level 1:	Bomb. You're equipped with this at the start of the level.
Level 2:	Twin Bomb. Shoot bombs up and down.
Level 3:	Multi-Bomb. Spray bombs in four directions.
Bonus:	Get four bombs and advance to the next level.

BLUE LEVEL:	ARM
Purpose:	Barrier. Also protects against contact with the ground.
Level 1:	Arm. Shield strength + 1; maximum of 3.
Level 2:	Super Arm. Shield strength + 2; maximum of 4.
Level 3:	Hyper Arm. Shield strength + 3; maximum of 5.
Bonus:	Get six Arms and advance to the next level.

PURPLE ITEM:	CAPTURE BALLS
Bonus:	Increase your reserve of Capture Balls.

SILVER ITEM:	EXTRA POINTS
Bonus:	Increase your points by a random amount.

GOLD ITEM:	MAJOR DAMAGE
Bonus:	Instant destruction to all enemies on screen.

HOW TO CAPTURE

Silver Hawk can use most of the powers of its enemies after it captures them.

- To shoot a Capture Ball, use the **Directional buttons** to aim at the enemy and press the X button.
- Captured enemy ships lose their shield strength when shot at or when they hit the ground. When their shield strength reaches 0, they are destroyed.

Note: You need to have at least one Capture Ball in order to use this tactic.



ATTACKS AFTER CAPTURE

After an enemy is captured, you can use any of its remaining shields to protect yourself in an attack. You can also use one of the following attacks.

CONTROL	ATTACK
X button	Use captured bombs to dodge explosions.
● button	Use the captured vessel to attack.
● button	Hold down the button for a short time and then release it to fire a super-powerful Alpha Beam.

Note: If you use the bomb or Alpha Beam, you lose the captured ship.

CAPTURING MID-SIZE BATTLESHIPS

The Capture Ball can catch mid-sized battleships (after destroying their Solidnite shields, see pg. 20) and use their powerful attacking strength.

When capturing mid-sized battleships, unleash stronger attacks by pressing special button combinations.

ZONES	ATTACKS	BUTTON COMBOS
Alpha (α)	First Captain	↓, ↓ + →, →, ●
Gamma (γ)	Queen's Child	←, ↓ + ←, ↓, ↓ + →, →, ●
Delta (δ), Epsilon (ϵ), Zeta (ζ)	Reverse Direction	→, ↓, ↓ + →, ●
Iota (ι), Kappa (κ)	Tail Blade	→, ←, ↓ + ←, ↓, ↓ + →, →, ●
Nu (ν), Theta (θ)	Gray Stripe	→, ←, ↓ + ←, ↓, ↓ + →, →, ●
Lambda (λ), Omega (ω)	Un Guardian	←, ↓, ↓ + ←, ●
Mu (μ), Xi (ξ)	Hard Armament	←, ↓, ↓ + ←, ●
Nu (ν)	Dream Tender	←, ↓, ↓ + ←, ●

COUNTER BEAM DEFENSE

All of the enemy's huge battleships are equipped with a Beta Beam, a weapon as powerful as the Silver Hawk's Alpha Beam. But when this weapon is used against itself, it causes enormous damage to its own battleship.

- When enemy battleships start to replenish their Beta Beam, do the same with your Alpha Beam.
- When the Beta Beam is released, immediately release the Alpha Beam to counterattack.
- Press and hold the ■ button to release the Counter Beam and destroy the Beta Beam.
- You can hit an attacker with a Counter Beam up to four times its size (Quad Counter Beam).

DESTROYING SOLIDNITE

Capture Balls and Counter Beams cannot penetrate enemies shielded with the gold metal known as Solidnite. Solidnite is molded onto a ship in increasing thicknesses, resulting in more indestructible forms. Some types of this shielding are Solidnite, Solid Missile, Rei Solid Plus and Rei Yakuza Takarmy. Enemies shielded with Solidnite can only be destroyed with shots and bombs in group attacks.



ATTACKING ENEMY BATTLESHIPS

Attack the weakness of the boss enemy battleships to defeat them. When their shield strength reaches 0, they are destroyed.

ZONE	BATTLESHIP	WEAKNESS	SHIELD STRENGTH
Alpha (α)	Eclipse Eye	Entire body	Head: 2,850
Beta (β)	Tripod Sardine	Head --> entire body	2,000
Gamma (γ)	Queen Fossil	Entire body	4,000
Delta (δ)	Dual Horn	Entire body	4,000
Epsilon (ϵ)	Dimension Diver	Entire body	3,800
Zeta (ζ)	Absolute Defender	Barrier emitting equipment -> Entire body	3,000
Eta (η)	Fire Fossil	Entire body	6,000
Theta (θ)	Death Wings	Entire body	4,800
Iota (ι)	Octo-Umbrella	Entire body	5,500
Kappa (κ)	Eternal Triangle	Head	6,000
Lambda (λ)	Lightning Coronatus	Core in the head region	Core: 4,000
Mu (μ)	Heavy Arms Shell	Head	4,200
Nu (ν)	The Embryon	Core of the body	8,000
Xi (ξ)	Accordion Hazard	Entire body	5,500
Omicron ($\omicron$)	G.T. (Great Thing)	Entire body	14,800

USING YOUR INVINCIBILITY

At certain times your Silver Hawk is invincible against attacks. Learn to make good use of this power when you are under fierce attack.

YOU ARE INVINCIBLE WHEN:	FOR:	STARTING:
Your Hawk "frames in."	4 sec.	When your ship becomes operational at the start of the game and when the next Hawk appears.
You collect an item.	0.5 sec.	From the moment you acquire an item.
You complete a capture.	0.5 sec.	From the moment a ship is captured.
You emit an Alpha Beam.	1 sec.	From the moment you shoot the Alpha Beam.
You use a Capture Ball.	2-4 sec.	From the moment you shoot the Capture Ball: Small - 2 seconds Medium - 3 seconds Large bombs - 4 seconds

IMPROVING YOUR SCORE

One of the basic features of **G. DARIUS** is that you can get higher points by using your Alpha Beam and Capture Balls.

SCORE RANKING

If you get a high score when the game is over, you can record your name in the Scoring screen. Select letters for your name by using the **Directional buttons** and then pressing the X button.



TECHNICAL RANKING

Your skills are determined in the technical rankings displayed at the end of the game. Your score does not affect your technical ranking.

SKILL	DESCRIPTION
Rate of enemies destroyed.	Number of enemy vessels destroyed. The higher the number, the better.
Rate of enemy formations destroyed.	Number of enemy formations destroyed. The higher the number, the better.
Attack Life Rate against huge battleships.	Number of lives vs. number of shots during battles with huge battleships (from the time a warning is issued until the battleship is destroyed). The higher the number, the better.
Huge battleships crushed in attacks.	Determined by the most powerful attack in a game. Most powerful: Quad Counter Beam. Least powerful: enemy self-destructs when time runs out.
Captured enemy efficiency rate.	Number of enemy vessels used vs. number of enemy vessels captured. The higher the number, the better.
Arrival Zone.	Arrival base points at Game Over. It's best to reach the next highest Zone.
Number of Credits.	The lower the number, the better.
Your plane's equipment.	Calculates equipment you have just before Game Over. The higher the gauge numbers, the better.
Destroyed rate.	Number of ships you have lost. The lower the number, the better.

RANKINGS

Iron Duck
 Silver Duck
 Gold Duck
 Iron Owl
 Silver Owl
 Gold Owl
 Iron Crow
 Silver Crow
 Gold Crow
 Iron Swan
 Silver Swan
 Gold Swan
 Iron Eagle
 Silver Eagle
 Gold Eagle
 Iron Condor
 Silver Condor
 Gold Condor
 Iron Hawk
 Silver Hawk
 Gold Hawk

WARRANTY

THQ Inc. warrants to the original consumer purchaser of the software that the recording medium on which it is recorded shall be free from defects in materials and workmanship for a period of 90 days from the date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, THQ Inc. will replace the recording medium free of charge.

To receive this warranty service:

- DO NOT return the software to the retailer.
- Notify the THQ Customer Service Department of the problem requiring warranty service by calling (818) 225-5167 Mon.-Fri. 9am - 5pm PST.
- If the THQ service technician is unable to solve the problem by phone, he will authorize you to return the software, at your risk of damage, together with your sales slip or similar proof-of-purchase within the 90-day warranty period to:

THQ Inc.

Customer Service Department

5016 N. Parkway Calabasas, Suite 100

Calabasas, CA 91302

This warranty shall not apply to defective media that has been subjected to misuse, excessive wear or damage due to carelessness.

Repairs after Expiration of Warranty

After the 90-day period, defective media may be replaced in the United States for \$20.00. Make checks payable to THQ Inc. and return to the address listed above.

Warranty Limitations

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE ARE HEREBY LIMITED TO 90 DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL THQ INC. BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES.

Warning

Copying of this game is illegal and is prohibited by domestic and international copyright laws. Back-up or archival copies are not authorized and are not necessary to protect your software. This manual and other printed matter accompanying this game are also protected by domestic and international copyright laws.

The provisions of this warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts or exclusion of consequential or incidental damages, so the above limitations and exclusion may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

DEVILISHLY ADDICTIVE

A High-Speed
3D Multi-Player
Puzzle Game for
the PlayStation®
Game Console

"One of the most
fiendishly addictive
puzzlers ever made".
-PSM



TOTALLY ADDICTIVE TRIAL MODE



OVER 1000 PUZZLES TO SOLVE



UP TO 5 PLAYERS IN MULTI-PLAYER



THQ INC., 5016 N. Parkway Calabasas, Suite 100, Calabasas, CA 91302

G. Darius TM & © 1998 Taito Corporation. Devil Dice TM 1998 THQ INC. THQ TM 1998 THQ INC. All rights reserved. Devil Dice © 1998 SCEI. All rights reserved. Licensed by Sony Computer Entertainment America for use with the PlayStation game console. PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association. Manufactured and printed in the U.S.A. THIS SOFTWARE IS COMPATIBLE WITH PLAYSTATION GAME CONSOLES WITH THE NTSC U/C DESIGNATION. U.S. AND FOREIGN PATENTS PENDING.

