



THE HOUSE  
OF  
THE DEAD™

SEGA®

# SEGA PC DISC - NOTES ON USE

## HEALTH ISSUES

Use this software in a well-lit room, staying a good distance away from the monitor or TV screen to not overtax your eyes. Take breaks of 10 to 20 minutes every hour, and do not play when you are tired or short on sleep. Prolonged use or playing too close to the monitor or television screen may cause a decline in visual acuity.

In rare instances, stimulation from strong light or flashing when staring at a monitor or television screen can cause temporary muscular convulsions or loss of consciousness for some people. If you experienced any of these symptoms, consult a doctor before playing this game. If you experience any dizziness, nausea, or motion-sickness while playing this game, stop the game immediately. Consult a doctor when any discomfort continues.

## PRODUCT CARE

Handle the game disc with care to prevent scratches or dirt on either side of the disc. Do not bend the disc or enlarge their centre hole.

Clean the disc with a soft cloth, such as a lens cleaning cloth. Wipe lightly, moving in a radial pattern outward from the centre hole towards the edge. Never clean the disc with paint thinner, benzene, or other harsh chemicals.

Do not write or attach labels to either side of the disc.

Store the disc in its original case after playing. Do not store the disc in a hot or humid location.

**THE HOUSE OF THE DEAD™ 3 game disc contains software for use on a personal computer. Please do not play the disc on an ordinary CD player, as this may damage the headphones or speakers.**

- \* Also read the manual of your personal computer.
- \* The game disc may not be used for rental business.
- \* Unauthorized copying of this manual is prohibited.
- \* Unauthorized copying and reverse engineering of this software is prohibited.

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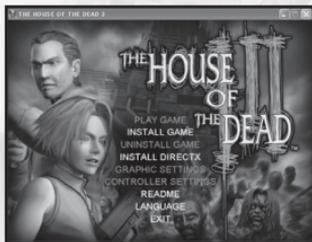
## SYSTEM REQUIREMENTS

	MINIMUM	RECOMMENDED
OS	Windows® Me / 2000 / XP	
PROCESSOR	Pentium 3, 1.0 GHz	Pentium 4, 1.4 GHz or above
MEMORY (RAM)	128 MB or more	256 MB or more
HARD DISK SPACE	700 MB or more	
RESOLUTION	640 x 480 or larger, Full Colour (32 bit)	
GRAPHICS CARD	Direct 3D compatible, 64 MB of VRAM or more	
SOUND CARD	DirectSound compatible	
CD/DVD DRIVE	8x or better	
DIRECTX	Direct X 9.0b or above	

Please read this instruction manual thoroughly before you start playing. Please note that all the screenshots in this manual are taken from Microsoft® Windows® XP.

## THE HOUSE OF THE DEAD™ III GETTING STARTED

Insert THE HOUSE OF THE DEAD 3 Disc into the CD-ROM drive when the PC has finished loading Windows. If auto-run is not enabled and the Launcher doesn't appear, browse the CD via My Computer and double-click on the Setup.Now icon. Once the installer has launched click 'Install Game' to begin the installation.



LAUNCHER  
(PRE-INSTALLATION)

### INSTALL GAME

Proper installation is required to play The House of the Dead 3 on your PC. Follow the on-screen instructions to install the program to your system.

### INSTALL DIRECTX

This game requires DirectX version 9.0b or above. If not installed, select INSTALL DIRECTX from the Launcher and follow the on-screen instructions before proceeding with game installation.

### README

Open the Readme document for last minute changes and additional information of this game.

### LANGUAGE

Change the language setting of the game.

### EXIT

Close the Launcher and shut down the game.

## USING THIRD PARTY CONTROLLERS

THE HOUSE OF THE DEAD 3 can be played with third party game controllers such as a Microsoft® SideWinder® Game Pad USB or ACT LABS™ PC USB Light Gun. Please ensure that it is setup properly from the Windows Control Panel before starting the game. Refer to the controller's instruction manual for details on installation and setup.

# GETTING STARTED

The following options are available from the Launcher once the installation is completed.

## PLAY GAME

Start the game and play the game from the Title Screen.

## UNINSTALL GAME

Remove THE HOUSE OF THE DEAD 3 program installed on your PC. Follow the on-screen instructions to manage the task.

## GRAPHIC SETTINGS

Adjust the graphic settings below. Select **DEFAULT** to restore all settings to their original state.

### RESOLUTION

Set the screen resolution (size) from: 800 x 600, 1024 x 768, 1280 x 960, 1280 x 1024, or 640 x 480.

### SCREEN MODE

Select either **FULL SCREEN** mode or **WINDOWED** mode.

### FRAME RATE

Set the number of frames played per second.

### ANTI-ALIASING

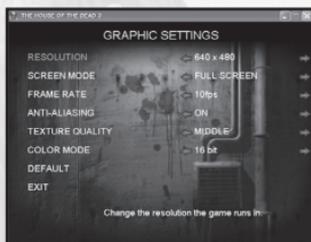
Toggle the Anti-Alias setting.

### TEXTURE QUALITY

Select the quality of the mapped texture from **LOW** - **MIDDLE** - **HIGH**.

### COLOR MODE

Select either 16 bit color mode or 32 bit color mode.



## CONTROLLER SETTINGS

Adjust the control settings for both players' gaming device (Keyboard, mouse or USB gun, or game pad). Select **DEFAULT** to restore all settings to their original configuration.



# THE HOUSE OF THE DEAD™ III

## BASIC CONTROLS

The following are the default controls for player(s) using the mouse and/or keyboard. The button assignments can be rearranged from the Controller Settings – Launcher.

### MENU / OPTIONS SCREEN

	MOUSE	KEYBOARD
START / CONFIRM	Select & Left Click	ENTER Key
CANCEL / BACK	Right Click	Z or B
SELECT ITEM	Move Mouse	R, F or I, K
CHANGE ITEM	Select & Left Click	D, G or J, L

### DURING THE GAME

	MOUSE	KEYBOARD
SHOOT BUTTON	Left Click	X (P1) N (P2)
RELOAD BUTTON	Right Click	Z (P1) B (P2)
MOVE CROSSHAIR	Move Mouse	R, F, D, G (P1) I, K, J, L (P2)
CENTRE CROSSHAIR	—————	W (P1) Y (P2)
START BUTTON	Click Mouse Wheel/ ENTER Key	Q (P1) T (P2)

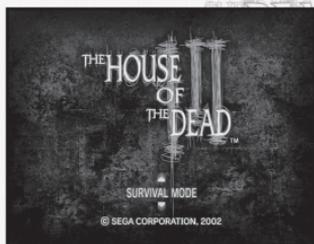
\*(P1): Player 1 / (P2): Player 2

# MAIN MENU

THE HOUSE  
OF THE  
DEAD™

Press the Start Button at the Title Screen to bring up the Main Menu Screen. Select a mode from the menu and confirm.

The second player can join the game any time during the game by pressing the Start Button for a two-player game.



## SURVIVAL MODE (P. 10)

The main mode of the game. Clear all Chapters without using up your lives.

## TIME ATTACK (P. 12)

For single-player only. Race against time and advance the Chapter with only one credit.

## OPTIONS (P. 13)

Change various game settings.

## SAVE / LOAD (P. 14)

Save or load game progress.

## SHUT DOWN THE GAME

Press both the ALT and F4 key at any point of the game to exit THE HOUSE OF THE DEAD 3 and return to your Windows' desktop. Select YES at the confirmation screen to shut down the game.

If needed, save your game data through the SAVE/LOAD screen (P.14) before you shut down the game.



# STORY

## **December 1998**

The Curien Mansion incident...no one could imagine the true horrors contained within the original "House of the Dead." Motivated by madness, Dr. Curien nearly succeeded in bringing chaos to the world. But in the end, it was Dr. Curien himself who lost his life at the hands of his own scientific masterpiece: "Type00 Magician."

This incident was brought to a close through the diligent work of AMS agents Thomas Rogan and G.

## **February 2002**

Strange events and violent rioting compel AMS agents to return to action in a town of terrorized citizens. Amidst the chaos, a mysterious figure named Goldman steps forward to take responsibility. Due to obvious similarities with the original "House of the Dead" case, AMS agents James and Gary are dispatched to put an end to the madness, and they seem to succeed...

## **One day in 2002**

Breaking news: "Bizarre occurrences are taking place within countries throughout the world. The national government is taking action to funnel all available resources to the task of discovering the cause of these occurrences and the origin of the evil creatures..."

## **2003**

Plummeting toward collapse, the world teeters on the edge of oblivion. Horrific phenomenons are now taking place everywhere bring disorder and chaos as paranoid citizens fight for the means to survive. It isn't long before this chain of events has succeeded in bringing the world to its knees...

Sixteen years later...

## **October 2019**

Survivors identify the EFI Research Facility as the force behind the world collapse. Recognizing the urgency of the situation, authorities send in former AMS agent Thomas Rogan. But mere moments into the mission, contact with Rogan is lost.

## **October 31, 2019**

Desperate for answers, G and Lisa Rogan arrive at the EFI Research Facility in an effort to locate Thomas Rogan and his team. Beguiled by their apocalyptic surroundings, one seeks a friend while the other seeks a father. The astonishing facts, previously concealed, now propel both agents toward an unexpected confrontation, and a conclusion that will change the earth forever.

## **TRUE HORROR LIES HERE**

### **The incident at Curien mansion:**

A three-day incident in 1998, from December 18th through the 20th, in which a Dr. Curien tried to destroy human civilization. Dr. Curien's plan was stopped by two AMS agents, Rogan and G, but because the government had a hand in the incident, the public was never told what happened ...

### **AMS:**

A government organization commonly known as AMS. Responsible for criminal investigations and intelligence collection around the world. Internally, the organization is split into domestic and foreign divisions. AMS was disbanded when the government disappeared following the world collapse of 2003.

### **EFI Research Facility:**

A private research facility backed by a figure close to a major financial conglomerate. The research activities of the facility are not known. From what has been released publicly, it appears that they work in fields on the cutting edge of genetic research, including the human genome catalogue, the gap between life and death, gene transplantation, and acquired RNA existence systems.

# CHARACTERS

## Lisa Rogan

**Height:** 5' 8" (172 cm)  
**Weight:** 110 lbs (50 kg)  
**Gender:** Female  
**Age:** 20  
**Nationality:** American

The daughter of the top agent of the now-defunct AMS, Thomas Rogan. Motivated and tenacious, Lisa is often told how much she resembles her father. She does not seem to take this as a compliment. It has been two weeks since contact was lost with her father. Saying she must follow her mother's wishes, she accompanies her father's old partner, G, to the EFI Research Facility.



## G

**Height:** 6' (183 cm)  
**Weight:** 170 lbs (77 kg)  
**Gender:** Male  
**Age:** Unknown (believed to be around 50)  
**Nationality:** Unknown

Thomas Rogan's old partner. G used to be exceptionally cold and calculating and would use any means necessary to complete his missions. Since the incident at Curien mansion, however, his perspective has changed dramatically.

With the world collapse of 2003, his former employer AMS disbanded, but G has continued his quest for answers under the assumption that the collapse had something to do with his previous assignments.



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## CHARACTERS

## Thomas Rogan

Height: 6' 1-1/2" (187 cm)  
Weight: 185 lbs (84 kg)  
Gender: Male  
Age: 52  
Nationality: American

The hero of the Curien mansion incident of 1998, Rogan is also Lisa's father. Rogan's career after the incident continued to be marked with his courage and excellent judgment, and he, too, pursued the causes of the world collapse.

But now he has lost many comrades in battle with unknown creatures, and contact with Rogan himself has been lost...



## Daniel

A character enshrouded in mystery. Believed to know many important things about the activities of the EFI Research Facility.



# THE GAME DISPLAY

## GAME SCREEN

### SURVIVAL MODE

#### ① Crosshair

Use the crosshair to aim your shots.

#### ② Remaining Shells

The number of shots left in your gun. Reloading refills the gun with the maximum number of shells. The gun will reload automatically whenever the shells run out. The Reload Button is also available to reload the gun manually at any point.

#### ③ Lives

Lives are reduced when you take damage from monsters, and increased when you collect special items and successfully complete a Teamwork Events (see P.11). When all lives are gone, the Continue Screen will be displayed.

#### ④ Credits

The number of continuation available. When all Credits have been used, the game is over.



### TIME ATTACK

#### ⑤ Time

Time remaining. The game is over when the time expires (reaches zero). Time decreases when you take damage from monsters and increases when they are quickly terminated.



## BOSS SCREEN

#### ⑥ Boss Life Gauge

A life gauge will be displayed on the top of the screen when the level boss appears. The lower gauge falls when specific targets are hit. The boss will temporarily retreat when you deplete the lower gauge and will be defeated when you successfully depleted the upper gauge.



# THE HOUSE OF THE DEAD™ III SURVIVAL MODE

The main mode of the game. Clear each Chapter without using up all of your lives. Lives decrease when attacked by monsters and increase when life bonuses and first aid kits are picked up or events are successfully completed.

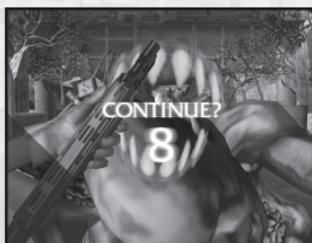
## STARTING THE GAME

Select SURVIVAL MODE from the Main Menu and confirm. The game will begin after the opening sequence.

## CONTINUE / GAME OVER

When all your lives are taken, the Continue Screen will appear. The game may be continued by pressing the Start Button at this screen before the count reaches zero. Remember, when the Credits run out, the game is truly over!

\* In 2-player mode, Credits are shared between the two players



## RESULTS SCREEN

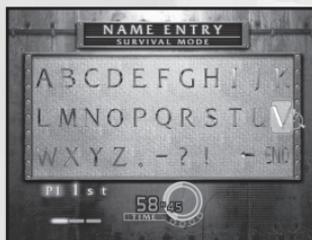
Between Chapters, a Results Screen will appear with your rank (performance) for each Chapter. Life bonuses are awarded for a high ranking. When all the Chapters are cleared, your overall rank will be shown.

**CLEAR TIME** Time taken to clear the stage  
**SCORE** Total score  
**RANK** Rank for the stage



## NAME ENTRY

The Name Entry Screen is displayed when you clear every Chapter, and score within the top ten of the Hi-score list. Enter three letters for your name before the count reaches zero. Select "←" to return to the previous letter. When the entry is completed, select END to register your name.



# SURVIVAL MODE

## PAUSE SCREEN

Press the Start Button during the game to display the Pause Screen. Select from the below options and press the Start Button.

**CONTINUE**

Resume the current game

**RETURN TO MAIN MENU**

Abort the game and return to the Main Menu.

## COURSE SELECTION

Flow of the game is affected by decisions made by the player. The story will change according to the course you choose. Experience different stories by playing all possible paths!

Select one of the given paths and press the Start Button to proceed.

- \* When using a light gun, simply aim at one of the options (paths) and pull the trigger to confirm your selection.



## TEAMWORK EVENTS

In the course of the game, players will sometimes find themselves caught in a dangerous situation. In such cases, it is up to the other player / character to defeat the enemy before their partner is attacked. Rescuing your partner will result in a bonus (Life increase for Survival Mode, and time increase for Time Attack).

- \* Even if the player who is caught is attacked before they are rescued, they will not die (Survival Mode), nor will their time be deducted (Time Attack).



Defeat the monsters highlighted **DANGER** to successfully rescue your partner!

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## TIME ATTACK

In Time Attack, you must get as far as possible within the time allotted. Taking damage from monsters decreases the time available, while defeating monsters and successfully completing Teamwork Events increases it. Make the most of time bonuses and work quickly! For details concerning basics of game and game screens, refer to the Survival Mode (P.10).

## TIME ATTACK RULES

- \* Only one credit is provided and there are no continues.
- \* This mode is for one player only.
- \* Initial starting time is 30 seconds.
- \* Difficulty level is NORMAL.

## TIME REWARDS

- \* Defeating a monster
- \* Completing a Teamwork Event
- \* Obtaining an item (clock)
- \* Receive additional time when obtaining a HIGH RANK at the end of the Chapter.

## PLAYER RANKING

The Player Ranking appears either when you cleared all the Chapters, or run out of time. The ranking screens presents your performance with the below data. The game data of the Player Ranking can be saved (overwrite old data) at the end of the Player Ranking sequence.



## TOTAL PLAY TIME

Total time played

## RANK

Rank for each Chapter

## SCORE

Final score

## TIME LEFT

Time remaining when the game was completed.



## TOTAL RANK

Final overall rank

## DR. CURIEN'S ANALYSIS

Dr. Curien's comments on your playing style and an analysis of your game data.

# OPTIONS

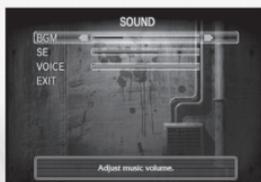
THE HOUSE OF THE DEAD

Adjust the option settings from the Options Screen. Select and confirm the menu item to open the item's setting screen.



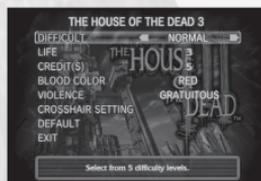
## SOUND

Adjust volume settings for music, sound effects, and characters' dialogue. Select the menu item and adjust the volume using the red volume gauge.



## THE HOUSE OF THE DEAD 3

Adjust the game settings for The House of the Dead 3. Select the menu items and change their settings.



### DIFFICULTY

Select a difficulty level for the game from one of five levels: VERY EASY, EASY, NORMAL, HARD, and VERY HARD (Survival Mode only).

### LIFE

Set the number of initial lives (Survival Mode only).

### CREDIT(S)

Set the number of credits.

### BLOOD COLOUR

Set the color of the monster's blood.

### VIOLENCE

Set the level of violence.

### CROSSHAIR SETTING

Adjust the crosshair setting.

## DEFAULT

Restore all settings to their original values.

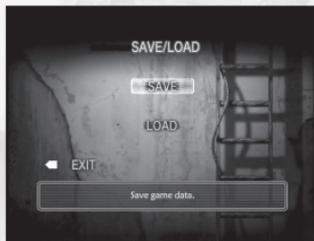
## EXIT

Return to the Main Menu screen.

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## SAVE / LOAD

Save or load game data such as Hi-scores on the Save/Load Screen. Choose SAVE or LOAD, then select YES to proceed or NO to cancel.



## ITEMS

Oil drums and cardboard boxes that appear in the game sometimes contain hidden items.

## First aid kit



Increases the number of lives by one (Survival Mode)

## Clock



Increases the time remaining (Time Attack)

## Gold Coin



300 bonus points per coin.

## Crystal Coin



Bonus points which increase with each consecutive hit. (1 coin = 100 pts. Up to a maximum of 1500 pts can be obtained with consecutive hits.)

## Golden Frog



1000 bonus points.

## Twisted Coin



200 bonus points per coin.

## Mini Magician



2000 bonus points.

## Mecha Zombie



3000 bonus points.

MONSTER FILE HOUSE**Mark II**

This extremely adaptable zombie was manufactured in great quantities. Mark II wanders about in groups searching for flesh, savagely attacking whatever he finds.

**Frederic**

Frederic is believed to have been created from a former researcher in the building. His rapid attacks leave little time to react.

**Kageo**

A mummified zombie. Kageo is weak and slow, but in groups he is dangerous. His body is fragile. Of his appearance, only the shape of his upper body is known.

**Rogan Commandos**

The elite soldiers who stormed the building and tried to seize control. They remain trapped in a state between life and death, but they retain the superior fighting abilities they once honed through strict training.

**Julie**

The remains of a former building employee. Julie will stubbornly pursue anything that comes her way and attack by flailing her numbed arms.

**Morris**

Carries a long-handled axe. Staggering under the weight of the axe, he may look like he can't handle such a weapon - but be careful: he puts his back into his fearsome attack.



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## MONSTER FILE

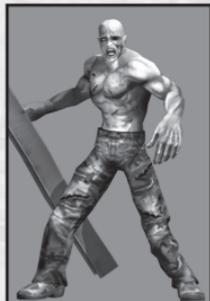
## Charles

Charles is twice the size of a normal zombie. His thick layers of fat conceal his toughness. His strength puts him in a league of his own, and he'll keep coming at you even with holes blown through his stomach.



## Azteca

Azteca drags along an enormous steel frame and has exceptional power - he wields a metal girder in one hand as though it were as light as straw. His weak point is his somewhat slow movement.



## Raymond

Raymond uses his buzzsaw saws to cut through anything that stands in his way. He grinds the blade against metal more for a flashy display than to keep the saw sharp.



## Cain

Cain is the result of an experiment to create zombies fused with vegetable matter. He is as tough as an oak and his whip slices through the air with an audible crack to inflict more pain than poison ivy.



# TROUBLESHOOTING

## INSTALLATION

- ✦ Open My Computer and double-click on Setup. Now on the CD if the Launcher does not appear automatically after inserting the game disc to the CD-ROM drive.
- ✦ To install The House of the Dead III in a Windows XP environment, you must log in as an Administrator. For Windows 2000, it is required to log in from an account type higher than a PowerUser.

## SYSTEM SETUP

- ✦ Check to see if your graphics card meets the minimum system requirements (see P.1). If your PC does not meet or exceed these requirements, the game will not run properly, or run at all.
- ✦ Upgrade your graphics card driver that is compatible with DirectX 9.0b.
- ✦ Enable the Direct3D Accelerator from the DirectX Diagnostic Tool. Click Start, then Run and type DXDIAG to open the DirectX Diagnostic Tool.
- ✦ Increase the Hardware Accelerator setting to the maximum level from the graphics card properties window. Right click from the Desktop and click Properties from the pop-up menu. Click the Setting tab from the Display Properties, then the Advanced button to open your graphics card properties. Click Troubleshooting (Graphic under Performance for Windows® Me) to adjust the Hardware Accelerator setting.

## PERFORMANCE

- ✦ Depending on your system's environment, adjusting the Frame Rate (from Graphic Settings) to 10fps and/or turn the Anti-Aliasing setting OFF may allow the game to run faster.
- ✦ Disable the Power Saving / Standby mode and Power Management feature for better performance and resolve conflicts that may cause the game to run improperly or suddenly shut down.
- ✦ When your PC (machine) is not provided with enough electric power, the system may suddenly shut down or restart during the game. This is known to occur whenever your system is upgraded with the latest high-spec graphics card. If this is the case, be sure to use a reliable power supply that will ensure the system's performance.

## SOUND

- ✦ For imbalance in the sound output, either adjust the volume from the Sound Setting (from Options in the Main Menu) or from Window's Sounds and Audio Device section (via Control Panel).

# THE HOUSE OF THE DEAD™ III TROUBLESHOOTING

## DISPLAY

- ✦ Depending on your system's environment and graphics driver, switching the Color Mode (from Graphic Settings) to 32 bit and / or updating your graphics driver with the latest driver may improve the appearance of the in-game displays and movie screens.

- ✦ Texture of the game may appear distorted, depending on the specification of your graphics card. If this is the case, the problem is due to the compatibility or performance level of the graphics card, therefore the appearance cannot be guaranteed.

This game has been proven to work with the following graphics cards.

- \* NVIDIA GeForce 3, 4, and FX series
- \* ATI RADEON 9600/9600XT and RADEON 9800/9800XT

- ✦ This game does not support TFT LCD monitors.

## WINDOWS

- ✦ Windows 2000 users must upgrade the operating system with Windows 2000 Service Pack 2 or above. For more information about Windows 2000 operating system, please refer to the Microsoft Web site.



# CREDITS

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**SOE Special Thanks:**

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