

Devil's Third

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Please read this manual carefully before using this software. If the software is to be used by young children, the manual should be read and explained to them by an adult.

Health and Safety

Before use, please read the contents of the  Health and Safety Information application on the Wii U Menu. It contains important information that will help you enjoy this software.

Language Selection

This title supports two different languages: English and French.

You can change the in-game language settings from the main menu or Briefing Screen by selecting **OPTIONS** ⇒ **LANGUAGE**.

Age Rating Information

For age rating information for this and other software, please consult the relevant website for the age rating system in your region.

PEGI (Europe):

www.pegi.info

USK (Germany):

www.usk.de

Classification Operations Branch (Australia):

www.classification.gov.au

OFLC (New Zealand):

www.classificationoffice.govt.nz

Russia:

minsvyaz.ru/ru/doc/index.php?id_4=883

Controllers

The following controllers can be paired with the console and used with this software:



Wii U™
GamePad



Wii U™ Pro
Controller

- ◆ Only one Wii U GamePad can be used with this software at a time.

Pairing Controllers

Open the "Home" Menu and select "Controller Settings" ⇒ "Pair". Follow the on-screen instructions to pair your controller.



Accessories

The following accessory can be used with this software:




USB Keyboard

- ◆ For more information on using USB keyboards, please refer to the relevant section. → [12](#)

Surround Sound

This software supports Linear PCM surround sound.

To enable surround sound output, select the TV option in the  System Settings application, then set the TV Sound Output Type to Surround.

Connect to the internet to enjoy the following features:

Compare Scores

Upload your Score Attack scores and view your position in the rankings. → 11

Create a Personal Character

Create a personalised character to use in Multi-play and customise your outfit, weaponry and more. → 12

Drill Matches

Battle it out with other players using various rule sets. → 13

Co-op Matches with Clan Members

Team up with other clan members and take on rival clans in Siege Matches. → 15

Customise Your Fortress

Fortresses created by players form the battleground for Siege Matches. You can equip your fortress with various modules and weapons.

→ 18

Purchase Golden Eggs


Golden Eggs can be used to purchase Dollen (in-game currency), outfits, etc. → 19

Online Chat



- This software allows you to chat with other players online through the Multi-play mode.
- Please be careful not to share any information that may be used to identify you personally, or that others may find offensive.

- ◆ For information about connecting your Wii U console to the internet, refer to the Wii U Quick Start Guide.

4 Parental Controls

Parents and guardians can restrict certain features of the Wii U console through  Parental Controls on the Wii U Menu.

The following features can be restricted:

Name	Description
Online Interaction in Games	Restricts certain Solo-play features (uploading scores, online rankings)  , as well as all Multi-play features.
Wii U Shopping Services	Restricts the purchase of Golden Eggs. 



Devil's Third is an intense action game in which you control the main character, Ivan, powering through various missions and taking down anyone who stands in your way! Switch between firearms and melee attacks as you fight to get the job done.

Multi-Play

With various regions of North America as your battlefield, engage in explosive combat with other players. Hold nothing back as you take part in Siege Matches alongside other players in your clan.



Solo-Play

Control Ivan and fight alone in this single player mode.

New Game

Begin a new game.

Load Game

Continue playing from your last checkpoint.

Mission

Select a specific mission to play. → 11

Ranking

View mission rankings. → 11

War Trophies

View collected War Trophies.

Multi-Play

Connect to the internet and challenge other players to Drill Matches and Siege Matches.

Options

Change the controller layout, game difficulty, camera sensitivity and various other settings.




Saving Data

In most cases, data will be saved automatically. The times at which data is saved will vary depending on the game mode.

Solo-Play


Your progress will be saved once you have cleared a mission. Your game will also be saved at various checkpoints throughout each mission. Select "Load Game" on the main menu to continue from your last saved checkpoint.

- ◆  Will be displayed when the game is being saved.
- ◆ Data will also be saved when you acquire a War Trophy.

Multi-Play

Data will be saved after a battle, when you purchase items, and at various other times. When customising your fortress, make sure you save any changes you have made.

Deleting Data

Select  System Settings on the Wii U Menu, then select "Data Management". Here, you will be able to delete game data. Solo-Play score and progress will be recorded within the save data, as well as option settings, acquired War Trophies, etc.

- ◆ Data cannot be recovered once deleted, so please be careful.

Important

The data listed below is saved to an online server. Please be aware that this data cannot be deleted.

- Scores uploaded via Score Attack
- Purchased Golden Eggs

The button controls are the same for both the Wii U GamePad and the Wii U Pro Controller.

- ◆ You can change the controls from the main menu or Briefing Screen by selecting "Options" ⇒ "Controls".

Move camera	Ⓡ
Move	Ⓛ
Dash	Ⓢ (press Ⓛ)
Slide	Ⓢ while dashing
Duck / Stand up	Ⓢ
Jump	Ⓑ
Guard	Ⓛ
Dodge	Ⓛ while moving Ⓛ
Climb wall	Ⓑ while moving Ⓛ
Interact (action will vary depending on the situation)	Ⓐ
Pick up item	Hold Ⓐ
Open Briefing Screen	+

Attack Controls

There are two fighting styles that you can do battle with. You can switch between them freely.

Melee Combat

Fast melee attack	Ⓨ
Heavy melee attack	ⓧ
Aim-lock attack (Leaping attack)	Ⓨ while holding ⓧ
Throw melee weapon	ⓧ while holding ⓧ
Switch to firearm	ⓧ/ⓧ

Firearms

Shoot	ⓧ
Aim shoot (aim and shoot from Ivan's POV)	ⓧ while holding ⓧ
Change zoom	ⓧ
Reload	ⓐ
Change firearm	ⓧ
Switch to/from under-barrel attachment	ⓧ
Switch to melee attacks	Ⓨ/ⓧ

Using projectiles

Once you have picked up a grenade or similar projectile, press ⓧ to throw it. → 10


Menu Controls

Navigate	⌘/⊕
Confirm	Ⓐ
Cancel	Ⓑ







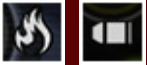



1 Current weapon

Whilst equipped with a firearm, the total number of bullets available for the equipped weapon appears next to its icon, and the rounds remaining in the current magazine are displayed below it. When the magazine is empty, Ivan will reload the weapon.  10


2 Enbaku Gauge and +Control Pad commands

The Enbaku Gauge fills up when you damage enemies using melee attacks. The +Control Pad commands vary depending on the situation.

 (Change weapon)	
 (Visor mode)	
 (Switch to/from under-barrel attachment)	

3 Remaining projectiles

Briefing Screen

Press  to open the Briefing Screen. From here, you can return to your last checkpoint, return to the title screen, check the Options menu or restart the mission.



Dispatch your enemies using two distinct fighting styles. Use one or the other depending on your enemies and environment.

Melee Combat

Attack with your fists or various melee weapons. You can only carry one melee weapon at a time.

Enbaku

When the Enbaku Gauge is filled, press $\text{Y} + \text{B}$ to unleash your latent powers, making you harder to defeat and improving your speed, strength and various other abilities.



Firearms

Take out enemies from a distance using firearms. You can carry up to two different firearms at once.

Reloading

Press A before your magazine is empty to reload your weapon.

- ◆ Be careful, as reloading when empty leaves you more vulnerable to attack!

Picking up Ammo

Hold A when in front of an ammo box, or pass

over dropped ammo to pick it up. If you pass over a gun that you already have, your ammo for that gun will automatically be restocked.

Grenades

Throw a grenade and it'll explode, damaging anything in its immediate surroundings. Hold **R** and move **Ⓒ** to adjust the trajectory, then release **R** to throw.



Taking Damage

When you take damage, the screen will become darker. You will recover after a certain amount of time, but if you continue to take damage, it's game over!



- ◆ Some particularly strong attacks will take you out in one hit, so be careful.

Once you have cleared a mission, you will be able to select "Story" or "Score Attack" in "Mission" on the Solo-play menu.

Selecting Missions

Story

Follow the main story.

Score Attack

You can attempt the Score Attack challenge for missions you've already completed. The number of points you earn will depend on the ways in which you defeat your enemies.

Uploading Your Scores

You can upload your score to the server after clearing a Score Attack mission. If you beat your personal best, the score on the server will be updated with your new record.

Ranking

Connect to the internet to view other players' scores.

- ◆ "Personal Best" can be selected without an internet connection.

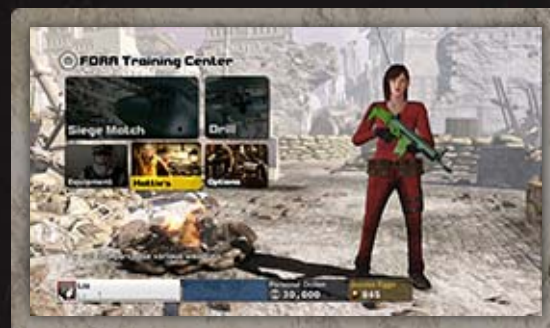
First, set your character's name, sex and various other settings, then go through basic training. Once you've completed basic training, you'll need to choose the region in which you want to build your first fortress.

Please Note

- Each user can only have one character at a time.
- Pressing **B** will take you back one screen in all multiplayer menus, including aborting purchases that haven't been finalised.
- You can reset your character data by selecting "Reset Data" under "Player" in "Options" within Multi-play.
- ◆ All data will be reset, with the exception of Golden Eggs purchased through the Nintendo eShop.

Base Camp Screen

When you begin your training, only a limited number of options will be available.



Drill	Compete against other players online. → 13
Equipment	Choose your loadout and purchase weapons, outfits and more.
Hattie's	Try out different weapons and get some target practice. You can also purchase weapons.
Options	Change various game settings.

- ◆ Once you have completed your basic training, other options will be available to select, such as "Siege Match".

FDRA

The FDRA menu is the online interaction menu displayed on the Wii U GamePad.

- ◆ When playing on the GamePad screen, press ⊖ to display this menu.

Notice Board	View notifications.
Player Card	View your profile and battle stats. ◆ This cannot be edited.
Player List	A list of clan members, friends, players you have fought, etc. ◆ A maximum of 100 players you have fought will be registered automatically, after which new players will overwrite the older ones on the list. ◆ Players marked as Favourites will not be overwritten. ◆ Messages from players marked as Blocked will not be visible in the Chat Room, however, they are still able to see your messages. ◆ Players marked as Blocked will not be able to send mail to you.
Golden Eggs	Purchase Golden Eggs or use them to purchase Dollen.
Chat room	Chat with other players in real time.
Mailbox	Exchange private messages with friends on your friend list, and manage applications and propaganda sent to you.
Manual	Check the Multi-Play menu options, match rules, etc.

Using a USB Keyboard


Use a commercially available USB keyboard with this software to input text when in a chatroom, when writing mail, etc.

- ◆ Please note that Nintendo cannot guarantee that any specific brand or model of USB keyboard will be compatible with your Wii U™ console.



Battle against other players, with various match rules available. Play with up to 16 players in one match, either fighting individually or in a team battle.

Starting a Match

- ① Select "Multi-Play" on the main menu.
- ② Select "Drill" and choose a rule set, then vote for a battlefield.
 
- ◆ Select "Auto-Matching" to automatically select match rules.
- ③ When the counter in the top right of the screen reaches 0:00, the Drill battle will begin automatically (if there are enough participants present).
- ◆ You can access your loadout from this screen.

Player Exp

At the end of a match, points are awarded depending on your performance. Once you have gained enough experience points, your level will increase. You need to reach a certain level to complete basic training and be allowed take part in Siege Matches.

Once you've completed basic training, you'll be able to join a clan and take part in Siege Matches. You can only be affiliated with one clan at a time, but you can change clans whenever you like.

Clan Board

Search for clans currently looking for members.

Clan Board

Select a clan from this screen to access more detailed information. If you then wish to become a member of that clan, select "Join" to apply.



Number of clan Captains / maximum number.

Entry

Requirements for new clan members.

Base
Reward

The amount of Dollen paid at certain intervals of time.

Share

Every thirty minutes, you will receive a percentage of Dollen distributed to members from the Area Rewards.

Create a Clan

Once you've completed basic training, you will be able to create your own clan. You will automatically become the General of any clan you create.

A General's Authority

- Set the clan name and emblem.
- Change the Lv and decide on the pay for the clan.
- Nominate Captains, dismiss members, etc.

Being a Member of a Clan

Once you have joined a clan, "Create a Clan" will change to "Clan" and the following options will become available:

HR* / Member List

View other clan members' Player Cards and save them to Favourites.

- ◆ Generals can assign Captains and expel players in HR.

Manage Policy*

Change your pay rate, entry requirements, clan Lv and other settings.

Diplomacy

Priority Targets, favourite clans, and clans forming Military Alliances and No-War Pacts will be shown here.

Donate

Donate your Personal Dollen towards Clan Dollen.

- ◆ Clan Dollen are used for various purposes, such as increasing the level of your clan.

Leave Clan / Disband Clan*

Leave or disband your clan.

- ◆ You can only break up a clan once everyone except the General has left.

* These options are only available to the General.

Fight alongside your clan in an explosive Siege Match. Up to eight players can take part on each side in any one match. Win to earn BP (Battle Points) and increase your strength.

Offense

Carry out an assault on the enemy clan's fortress.

Defense

Defend your clan's fortress from attack.

Free Entry

Enter the battle as an independent mercenary.

◆ As an independent mercenary, you will be automatically assigned to either the attacking or defending team.

Conditions of Victory

The attacking team will claim victory if they manage to blow up all command posts in the fortress within the time limit. Victory will go to the defending team if they can defend the fortress for the entire duration of the match. If either team's fighting strength is depleted, the match will end and the victor will be decided. If the time runs out before either team has been defeated, victory will go to the team with the greater fighting strength at the end of the match.

- ◆ If there are no players on the defending team, the attacking team will automatically win.

Siege Match Screen





1 Current zone → 16

2 Fighting strength

The blue bar represents your clan's fighting strength, while the red bar represents the enemy's. As clan members are eliminated, their clan's fighting strength will be depleted.

3 Radar

The locations of command posts  will be visible for the defending team from the start of the match.  will appear for the attacking team once they are within a certain distance of a command post.

4 Time remaining

5 Battle Reward (Dollen)

Dealing damage to modules within the fortress, destroying Special Arms and defeating enemies will increase this figure. → 16

6 X-Gear Gauge

The gauge will fill as you defeat enemies or take damage. Once the gauge is full, you can perform an X-Gear attack. The gauge of the defending side will be full from the beginning.

X-Gear

Fire exceedingly strong weapons such as a Gatling gun or multiple grenade launcher. You can continue firing the weapon until the X-Gear Gauge is depleted or you have been defeated.

Attacking Team

The attacking team will start some distance from any command posts in the fortress. The objective is to destroy all command posts with weapons, by planting a bomb, or by utilising Special Arms.

Destroying Modules

There are various modules in the fortress, such as Jammer Features. → 18 Deal damage using heavy firearms and other munitions to destroy them and prevent them from functioning.

- ◆ After the match, you'll receive Dollen corresponding to the amount of damage dealt to modules.

Planting Bombs

Once you have discovered a command post, you'll be able to plant a bomb there. Hold (A) to plant a bomb, which will detonate after 45 seconds.



Special Arms

Call in military support such as helicopters or bombers to deal significant damage. → 17

Defending Team

The defending team will start at a point near a command post. Use various modules and munitions to defend your command posts from assault.

Disarming Bombs

If the enemy has set a bomb, approach it and hold **(A)** to disarm it. This will take some time.

Destroying Special Arms

Take control of Counter-Air Weapons **(→ 18)** and other weapons with **(A)** and use **(ZR)** to fire. Take out the attacking team's Special Arms before they can wreak havoc!



About Zones

A fortress can expand over a maximum of three zones. In such cases, each zone will have a command post. The defending team will not lose the match until all command posts have been destroyed.

- ◆ The attackers need to conquer each zone one after the other. As soon as a zone has fallen, the battleground moves on to the next one.

If you are affiliated with a clan, you will be able to use Special Arms. Any member of the clan can assemble Special Arms, but only the General can assign them.

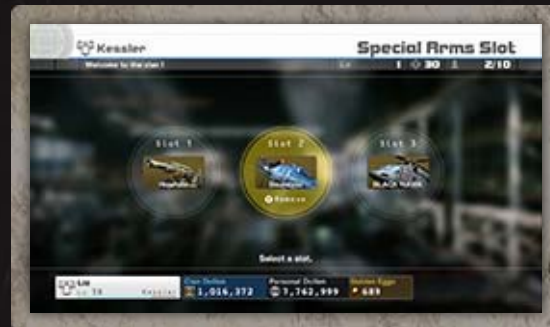
Hangar

Spend your Personal Dollen to assemble Special Arms.

- ◆ Clan Dollen can only be accessed by captains and generals.

Special Arms Slot

Assign the Special Arms to use in battle.




- ◆ You can use multiple helicopters, fighter planes, etc. in a match. However, if they are destroyed the number that the clan possesses will decrease.


Using Special Arms

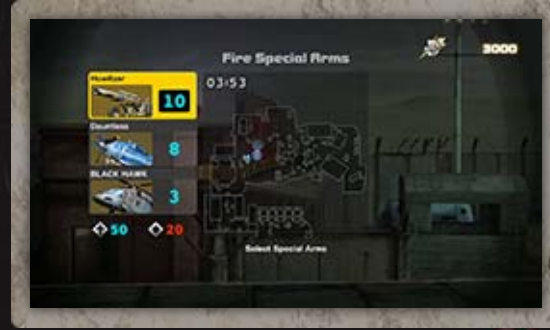
During a Siege Match, only the attacking team can use Special Arms.

1. Pick up a radio

A radio  is located near the start location. Special Arms can only be requested by the player who picks up the radio.

2. Make the request

Press  to activate the radio, then choose the type of Special Arms you wish to deploy. When performing a strike you can also choose your target.



- ◆ You will need to wait a certain amount of time before you can use this command again.

About Radios

If the player carrying the radio falls in battle, the radio will be returned to its original location.

- ◆ Mercenaries cannot see or use radios.

Select an area to view more details. You can spend Dollen to purchase and customise fortresses in the area. The options listed below may also be available.



- ◆ Press **L** to view World Ranking, **R** for Area Ranking and **X** for Mercenary Ranking.
- ◆ Press **Y** to Change View and display various information in the map.

Move Base
Camp

Move to the selected area.

Customize

Kit out your fortress with buildings and weapons.

Upgrade

Expand your fortress over additional zones.

Repair

Repair your fortress.

Fortress Pool

View the fortresses of other players in your clan.

Customize

Move the cursor around with **C**. Select an empty space to build something. Select a module to either move it or demolish it.



- ◆ Increase your command post's level by building facilities and increasing your fighting strength. Higher level command posts will have upgrades such as shutters added to them.

Module & Munitions Info

The icons indicate the attributes of each module.



(Health)

The higher this figure, the longer a structure can withstand attacks.



(Strength)

The higher the figure, the more this module will increase the defending team's fighting strength.



(Shape)

The shape and size of a structure or module.



(Respawn Feature)

This can be used as a respawn point.



(Ammo Box)

Replenish ammo here.



(With Machine Guns)

Use to unleash heavy fire on the enemy.



(With Grenade Launchers)

Use to fire grenades.



(With Counter-Air Weapons)

Use to shoot down bombers.



(Surveillance Feature)

Monitor enemy locations and Special Arms deployment timing.



(Jammer Feature)

Interfere with enemy radars and display the locations of their Special Arms on the minimap.

◆ Strengthen your fortress by expanding it over more zones. This increases the number of modules you

can place to defend it.

Pause Menu

Press ⊕ to open this menu, where you can select from "Repair Zone", "Options" and others, including the following:

Walkthrough

Enter your fortress and check it out from ground level.

Save / Pay & Save

Pay for and save any customisations you have made.

- ◆ If you did not purchase anything, you will need to select "Save" from this menu to avoid losing any customisations.


Connect to the internet to purchase Golden Eggs. Golden Eggs can be used to purchase throwing weapons, X-Gears and other items.

Procedure

- ① Select "Golden Eggs" on the FDRA menu.
- ② Select "Purchase Golden Eggs".
- ③ Purchase Golden Eggs with your Nintendo eShop balance.

Adding Funds

Refer to the "Purchasing Add-on Content and Passes" page in the Nintendo eShop electronic manual for further directions, then follow the on-screen instructions to proceed.

- ◆ To open the electronic manual, select "Menu" in Nintendo eShop, then select "Help", followed by MANUAL.
- ◆ Nintendo eShop can also be accessed from the "Home" Menu by selecting .

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The use of an unauthorised device or software that enables technical modification of the Wii U console or software may render this game unplayable.

A system update may be required to play.
For use with the European/Australian version of the Wii U console only.

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Support Information

For product information, please visit the Nintendo website at:

www.nintendo.com

For technical support and troubleshooting, please refer to the Operations Manual for your Wii U console or visit:

support.nintendo.com