



RESIDENT EVIL 3 - DREAMCAST

10 PTS.



## TAKE IT TO THE EDGE CAPCOM EDGE

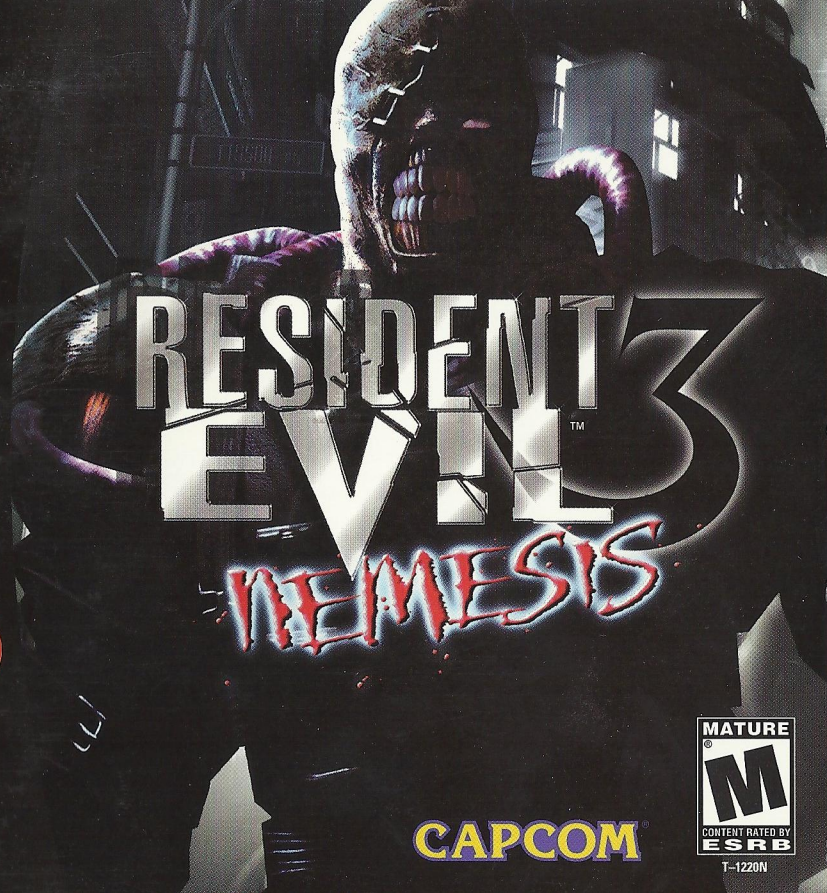
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T-1220N



## WARNINGS Read Before Using Your Sega Dreamcast™ Video Game System

### CAUTION

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

### HEALTH AND EPILEPSY WARNING

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

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

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

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

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

### OPERATING PRECAUTIONS

To prevent personal injury, property damage or malfunction:

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

### PROJECTION TELEVISION WARNING

Still pictures or images may cause permanent picture tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

### SEGA DREAMCAST VIDEO GAME USE

This GD-ROM can only be used with the Sega Dreamcast video game system. Do not attempt to play this GD-ROM on any other CD player, doing so may damage the headphones and/or speakers. This game is licensed for home play on the Sega Dreamcast video game system only. Unauthorized copying, reproduction, rental, or public performance of this game is a violation of applicable laws. The characters and events portrayed in this game are purely fictional. Any similarity to other persons, living or dead, is purely coincidental.

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## A Special Message from CAPCOM ENTERTAINMENT

Thank you for selecting RESIDENT EVIL™ 3 NEMESIS for your Sega Dreamcast. We at CAPCOM ENTERTAINMENT are proud to bring you this new addition to your video game library. CAPCOM ENTERTAINMENT, INC.

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Hints are available:

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

\$99 per minute for 24-hr. pre-recorded information.

\$1.35 per minute for live Game Counselor assistance.

From Canada: 1-900-677-2272 (\$1.35 per minute).

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

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It all began as an ordinary day in September. An ordinary day in Raccoon City, a city controlled by Umbrella Corporation.

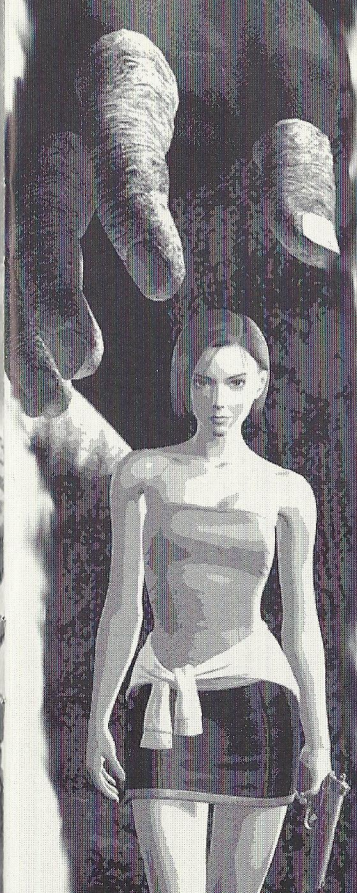
No one dared to oppose Umbrella, and that lack of strength would ultimately lead to the city's destruction.

If only they had the courage to fight ...

Once the wheels of justice began to turn, nothing could stop them – nothing! But it may already be too late.

Now it's Raccoon City's last chance and my last chance ...

My last escape ...



#### PLAYER ACTIONS (see pages 14-15)

- Draw weapon – press the Right Trigger.
- Dodge – press the Right Trigger the moment the enemy attacks you. (You cannot dodge when you are severely injured)
- Quick 180° turn – press the Directional Button/Analog Thumb Pad ↓ + the A Button.
- Climb/descend stairs – Press the Directional Button/Analog Thumb Pad ↑/↓ near stairs.

#### MIXING AMMO (see page 20)

Create bullets for the Handgun, Shotgun, Magnum and Grenade Launcher by mixing items.

#### MAP (see page 21)

Zoom and unzoom outdoor maps by pressing the X Button. Change maps by pressing the Y Button.

#### LIVE SELECTION (see page 23)

When your character faces a perilous situation, a special event called Live Selection happens. Your choice affects how your character deals with the danger.



## SEGA DREAMCAST HARDWARE UNIT



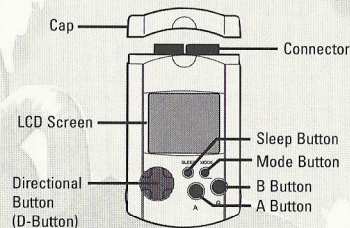
Use these ports to connect the Sega Dreamcast™ Controller or other peripheral equipment. From left to right are Control Port A, Control Port B, Control Port C, and Control Port D. For **RESIDENT EVIL 3 NEMESIS**, use Control Port A.

**RESIDENT EVIL 3 NEMESIS** is a 1 player game. Before turning the Sega Dreamcast power ON, connect the Sega Dreamcast controller or other peripheral equipment into the control ports.

SEGA DREAMCAST  
VISUAL MEMORY UNIT (VMU)

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

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

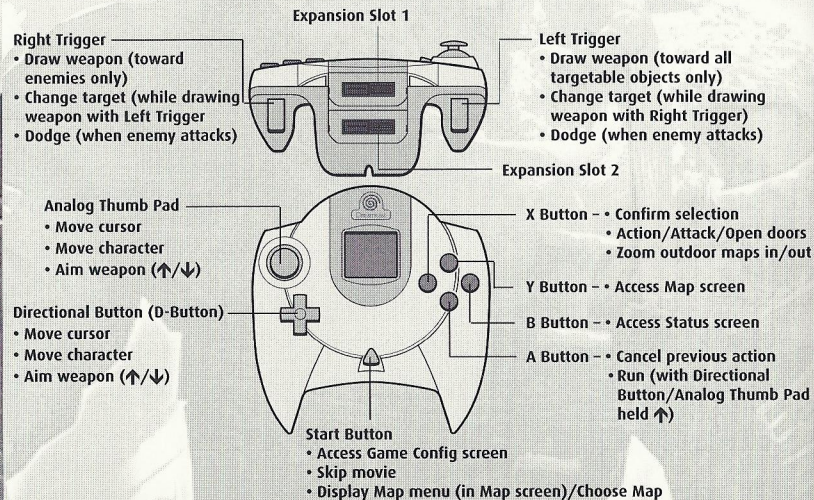




# CONTROLS

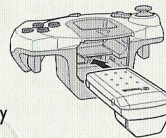
## SEGA DREAMCAST CONTROLLER

- RESIDENT EVIL 3 NEMESIS is a 1 player game. Connect controllers or other peripheral equipment before turning on the Sega Dreamcast.
- Never touch the Analog Thumb Pad or Left/Right Triggers while turning the Sega Dreamcast power ON. Doing so may disrupt the controller initialization procedure and result in malfunction. If the Analog Thumb Pad or Left/Right Triggers are accidentally moved while turning the Sega Dreamcast power ON, immediately turn the power OFF and then ON again, making sure not to touch the controller.
- To return to the Title screen at any point during game play, simultaneously press and hold the A, B, X, Y and Start Buttons. This will cause the Sega Dreamcast to soft-reset the software and display the Title screen.
- You can change the default button assignments. See page 13.



## SEGA DREAMCAST JUMP PACK™

RESIDENT EVIL 3 NEMESIS supports the Jump Pack vibration peripheral. When inserted into the Expansion Slot of a Sega Dreamcast controller or compatible peripheral equipment, the Jump Pack provides a vibration effect that can considerably enhance the game play experience.



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

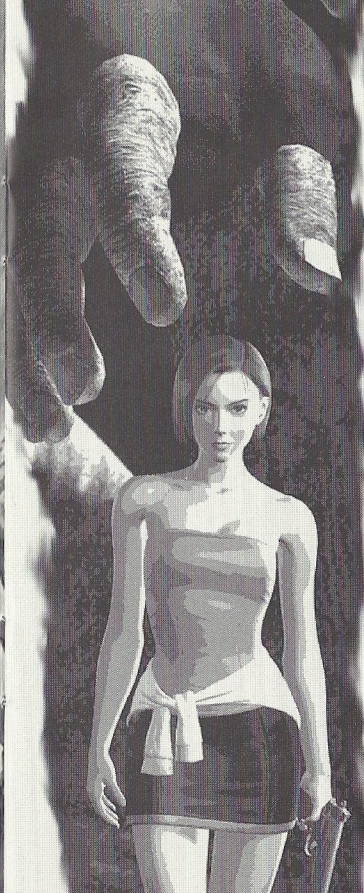
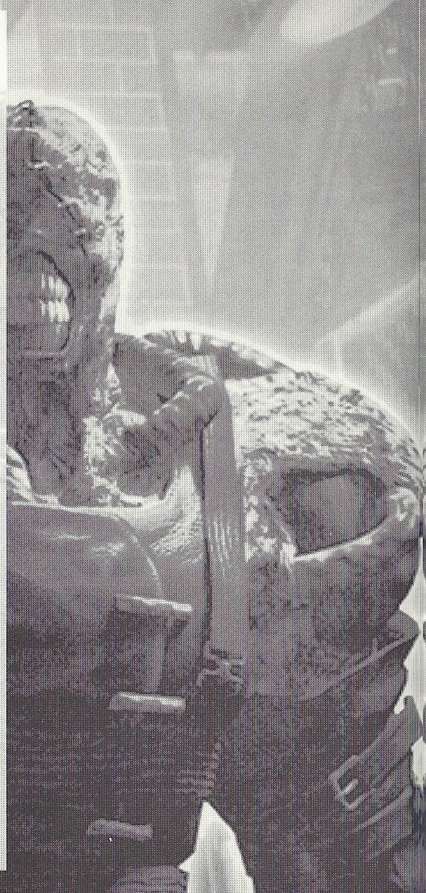


A month and a half have passed since the incident ...

September has come to Raccoon City, a small industrial city in the American Midwest. People are starting to forget the chaos at the mansion as their everyday lives return to normal.

The bizarre incident that occurred in the Arclay Mountains, the destruction of the special taskforce S.I.A.R.S., Umbrella corporation's secret biological weapons laboratory hidden in an old mansion, the power of T-Virus that turns humans and animals into horrible monsters ... how could it all happen here?

People could not believe the survivors' reports. Stories of their incredible experiences and of strange biological weapons and zombies were beyond the townfolks' imagination. The surviving S.I.A.R.S. team members headed to Europe even before the town heard the full details of what had happened.



They hoped it was all over. But then it happened again. Suddenly, a series of inexplicable murders occurred and a strange disease began invading neighborhoods.

T-Virus was flowing into the city ...

The invisible plague snuck up silently and turned the unsuspecting citizens into monsters.

People cursed their foolishness. But the nightmare had already begun ...

The future was out of their control.

Raccoon City was on the brink of collapse ...



**JILL VALENTINE**

Age/23 Blood type/B

Height/5ft 4in Weight/108lb

Jill is a member of S.I.A.R.S., a special taskforce in the Raccoon City Police Department. She is a specialist in disarming explosive traps. With her experience training in the U.S. Delta Force, she is one of the survivors of the original incident that occurred in the Arclay Mountains. Cheerful and independent, Jill has a strong sense of justice. Though she has a healthy emotional side, she is a talented woman with strong will and excellent judgment.

**S.I.A.R.S.**

Special Tactics and Rescue Service

S.I.A.R.S. was founded under the jurisdiction of the Raccoon City Police Department to deal with increasing terrorism and crime.

**CARLOS OLIVEIRA**

Age/21 Blood type/O

Height/5ft 9in Weight/183lb

Carlos is from South America. His exact nationality is unknown but he carries Indian blood. He is a U.B.C.S. soldier, in charge of heavy firearms, security and mission back-up. He is also responsible for weapons maintenance. At first sight he may appear inexperienced and immature. He is actually warm-hearted, with a strong sense of right and wrong.

**U.B.C.S.**

Umbrella Biohazard Countermeasure Service

Formed separately from Umbrella's special taskforce, U.B.C.S. is a rescue force comprised mainly of war criminals and exiled soldiers. Though the team has a high mortality rate, it has been very successful in crucial rescue missions.





## 12 GETTING STARTED

### NEW GAME

Select **NEW GAME** from the Main Menu. Then choose a difficulty level: **HARD MODE** is a more difficult challenge than **EASY MODE**. Then select the character costume you want to use.

### LOAD GAME

Select **LOAD GAME** if you have a previously saved game on a Visual Memory Unit (VMU) and want to resume play. See page 22, **Saving**, for more details.

### THE MERCENARIES

Get to your final destination within a time limit. You acquire points if you defeat an enemy. Additionally, you acquire more points if you get to your final destination faster. You can purchase weapons with the points and use them when you start a **NEW GAME** (the weapons are stored in the Item Box).

### EPILOGUE

Every time you complete the game, a new epilogue of a character in the **RESIDENT EVIL** series appears.

### GAME OVER

Your character takes damage when attacked. As she/he weakens, her/his motions begin to show the strain. You can check your character's damage on the Status screen. When the character takes too much damage, she/he is defeated and the game ends. If your partner character dies, it is Game Over as well. See page 24, **Partner**, for more details.

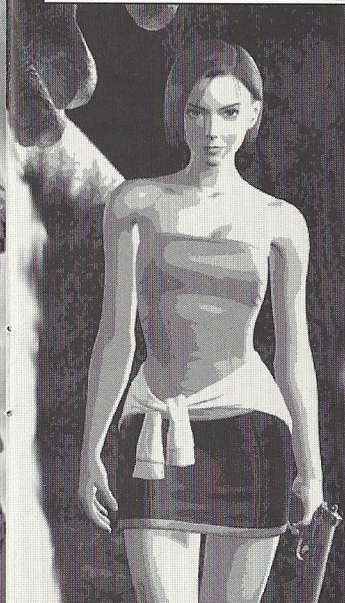


## 13 GAME CONFIG

Select **GAME CONFIG** from the Main Menu. Press the X Button on selected options to access their submenus.






- **Button Config** – Choose from six control settings.
- **Vibration** – Turn the vibration function on or off. An optional Jump Pack is required to use this option.
- **Sound** – Switch between Stereo and Monaural, and adjust the volume of background music and sound effects.
- **Monitor Tuning** – Adjust the brightness of your TV monitor.
- **Quit** – End the game and return to the Main Menu.

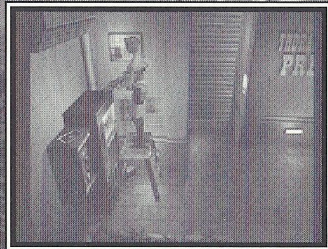
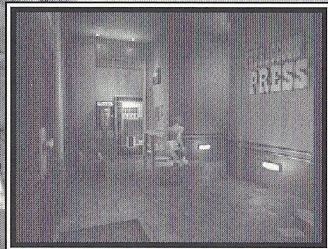
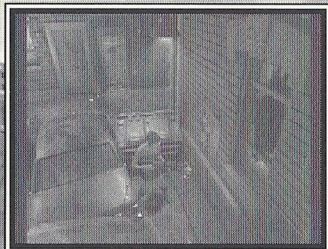
You can also get to the Game Config menu during play by pressing the Start Button.






## BASIC ACTIONS

- **Use Weapon** – Hold the Right Trigger to draw your weapon, then press X Button to activate it. You can aim up or down by pressing the Directional Button/Analog Thumb Pad /.
- **Push Object** – Some items can be moved by pushing them. Face the item you want to move and hold the Directional Button/Analog Thumb Pad . If the object cannot be moved, your character will not try to push it.
- **Get On/Off Object** – You can get on/off some objects. Face the object and press the X Button. If you cannot get on/off the object, your character will not try to do it.
- **Climb/Descend Stairs** – Press the Directional Button/Analog Thumb Pad / near the stairs.

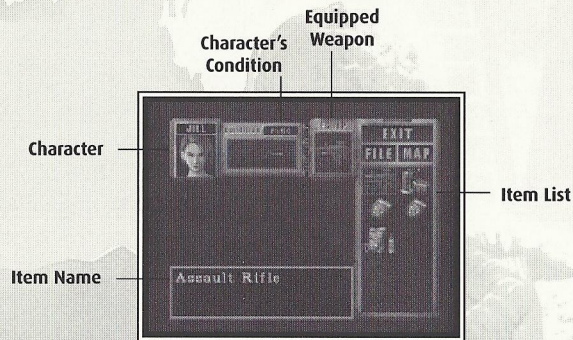


## ADVANCED ACTIONS

- **Dodge** – Press the Left or Right Trigger, or press the X Button while holding either trigger the moment your character gets attacked. Your character cannot dodge when severely injured. In EASY MODE, the dodge action is activated more easily.
- **Escape** – When an enemy grabs your character or your character is falling down, you can escape more quickly by rapidly pressing the Directional Button and other buttons.
- **Quick 180° Turn** – Press the Directional Button/Analog Thumb Pad  + the A Button.
- **Attack Objects** – In some rooms, certain objects can be used to attack enemies by shooting at the objects. A drum is one example. Press the Left Trigger to locate Attack Objects in the scene.







Press the B Button during game play to display the Status screen. This screen shows your character's condition and items she is carrying. Use the Directional Button/Analog Thumb Pad to highlight an item or function, then press the X Button to activate the options. To exit the Status screen, press the A Button or highlight EXIT and press the X Button.

Continue reading for information on using the Item Commands (USE, COMBN, CHECK, AUTO) and the Game Commands (FILE, MAP, EXIT).

## USE ITEM

After highlighting the item you want to use, press the X Button. You then have three options in the command window. Select USE to use the item. Some items take effect only when you use them in certain places.

## EQUIP WEAPON

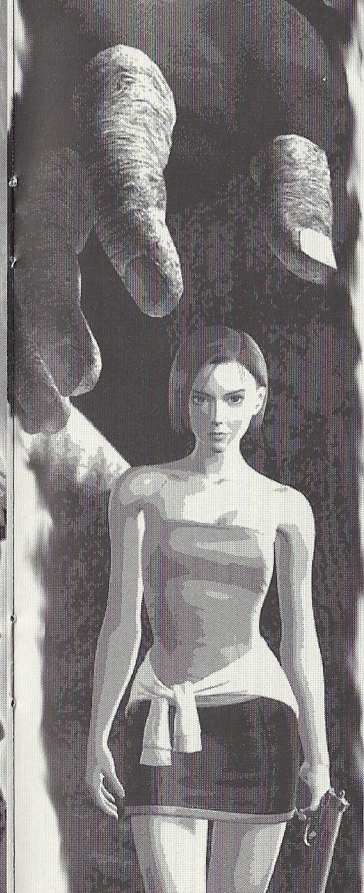
To equip a weapon, highlight the weapon, press the X Button, then choose EQUIP. You must equip a weapon before you can use it. You can equip only one weapon at a time.

## CHECK ITEM

Use this option to examine an item or weapon you have acquired. Highlight the item, then select CHECK to see further information about it. Try to check every item so you can find helpful information.

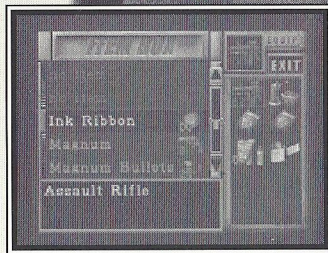
## AUTO

Switch between AUTO and MANUAL control of your weapon.

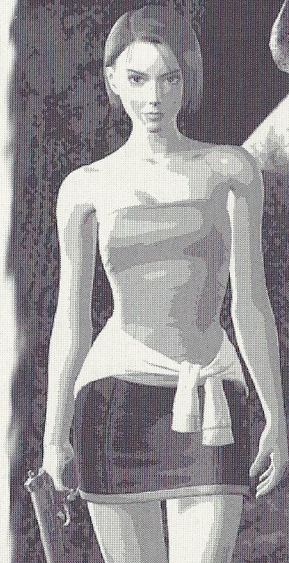




You will notice that your character can only carry a limited number of items at a time. In order to carry the items you need at a certain time, you can store other items in an item box. Those are located in various places throughout the game. Stand in front of the item box and press the X Button. The Item Select screen will appear.



- You can exchange items, store items or take items out of the box. Highlight an item, then press the X Button.
- You can store up to 64 items in an item box.
- You cannot lose items, except for ammo.



## COMBINE ITEMS

Some items, particularly weapons, have a different effect when combined with other items. When reloading a gun, select the appropriate ammunition, then select COMBN from the command window. Use the Directional Button/Analog Thumb Pad to move the cursor onto the gun you're reloading and press the X Button. Try combining other items to discover new effects.

### Examples of Combining

- Handgun + Handgun Bullets – You can load ammo.
- Green Herb + Red Herb – You can mix herbs. Green Herb + Red Herb has the effect of completely restoring your character's vitality. Herbs have various effects, depending on the combination.





## MIXING AMMO

You can create ammo for the Handgun, Shotgun, Magnum and Grenade Launcher by mixing Gun Powder + Reload Tool.

- Gun Powder A + Reload Tool = Handgun Bullets
- Gun Powder B + Reload Tool = Shotgun Bullets

You can also create more powerful Gun Powder by mixing different Gun Powders.

- Gun Powder A + Gun Powder B = Gun Powder C
- Gun Powder C + Reload Tool = Grenade Bullets

### Hints:

- Grenade Bullets can be mixed with Gun Powder.
- As you create bullets, your skill will improve, making you able to create even more bullets.
- With certain combinations, you can create very powerful bullets.

## MAP/FILE

You can acquire maps and files during game play, and look at them on the Status screen.

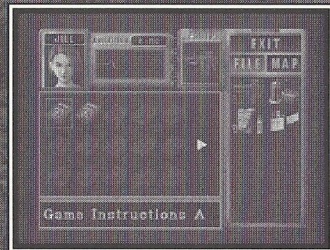
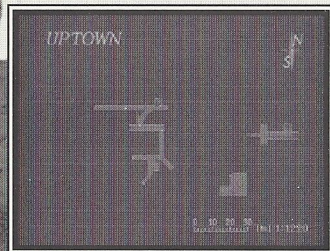
### MAP

Select this option to view the rooms and areas you have visited. On outdoor maps, you can zoom the view in and out by pressing the X Button. You can also move the map with the Directional button/Analog Thumb Pad. Press the Start Button to choose from other maps you have acquired.

- You can also get to the Map screen by pressing the Y Button during play.

### FILE

As you explore, you will discover notes, messages or other information that will automatically be filed in your character's notebook. Select FILE to view the contents of messages filed. Hints may develop from these notes.



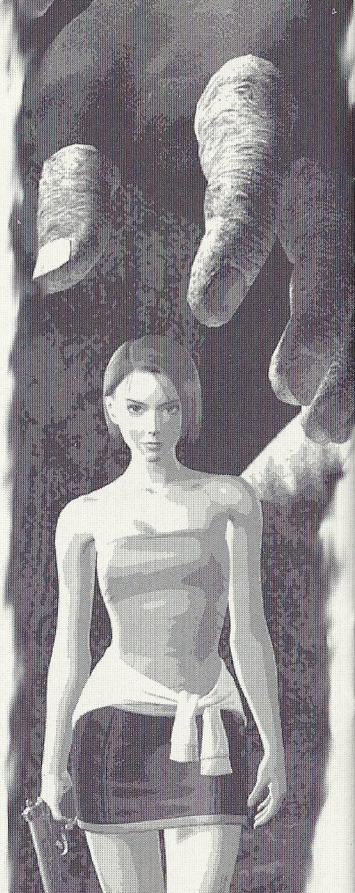


To save game data, you must place an ink ribbon into a typewriter. Ink ribbons can be found in various places throughout the game. Once you find a ribbon, stand in front of the typewriter and press the X Button. You will be asked if you want to save your progress. Choose YES or NO.



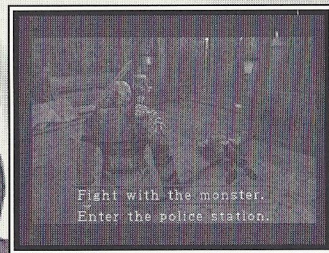
Note: You will need to find an ink ribbon each time you want to save, so use your ink ribbons wisely.

- To save game data, you must be using an optional Visual Memory Unit (VMU).
- Saving game data uses 12 blocks on the VMU.
- Do not remove a VMU while saving/loading. Doing so may destroy the saved game data.



In-game events called Live Selection will occur when your character faces dangerous situations. When a Live Selection begins, you'll have the opportunity to make a choice. Your selection will turn the story in a new direction.

- When a Live Selection occurs, a screen appears. Make your choice promptly by selecting with the Directional Button/Analog Thumb Pad and pressing the X Button.
- If you don't make a choice fast enough, you may be left in a more dangerous situation!



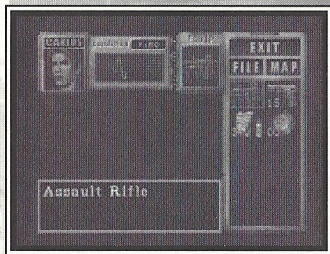


**CHANGE CHARACTERS**

During game play, you may need a partner character's help. When you actually control a partner character, the Status screen will change accordingly. The basic controls are the same as for your main character.

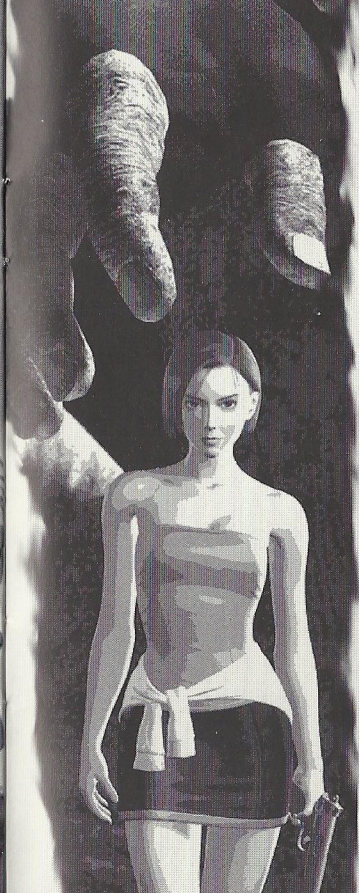
**MOVE WITH A PARTNER CHARACTER**

During game play, you may be in a situation where your character moves together with a partner character. In this case, if the partner character dies, the game ends.



If you complete the game, the Ranking Screen appears. Your ranking is determined by various conditions.

- Time – Shows your total play time.
- Number of Saves – Show how many times you saved during the game.
- Grade – Shows your grade.





- Learn to use your weapons efficiently. Each weapon is best suited to destroying a different type of monster or zombie. Figure out which weapon you need, then put it to use. (Be sure to equip weapons **BEFORE** a fight!) Hint: When a zombie dies completely, blood will spread on the floor.
- Look for Attack Objects, such as drums, to help defeat your enemies.
- Use Dodge and Quick Turn to take less damage.
- Nothing works? Then run!

- Search the background for Herbs and first Aid Spray. Don't give up. You can't win if your character is too weak to fight.

When you come to a new scene, search for files and memos that may contain clues. For more hints, call the CAPCOM EDGE HINT LINE at 1-900-976-EDGE.





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Manual Design: Hanshaw Ink & Image; Marketing: Todd Thorson, Sean Mylett, Robert Johnson, Nate Williams; Creative Services: Jennifer Deauville and Marion Clifford; Package Design: Michi Morita and Jamie Gibson; Translation: Masayuki Fukumoto; PR: Melinda Mongelluzzo, Matt Atwood and Carrie Root; Special thanks to: Tom Shiraiwa, Miki Takano, Bill Gardner, Robert Lindsey and Customer Service.

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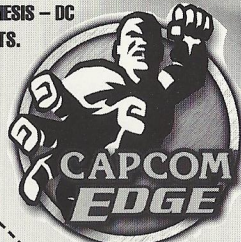
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