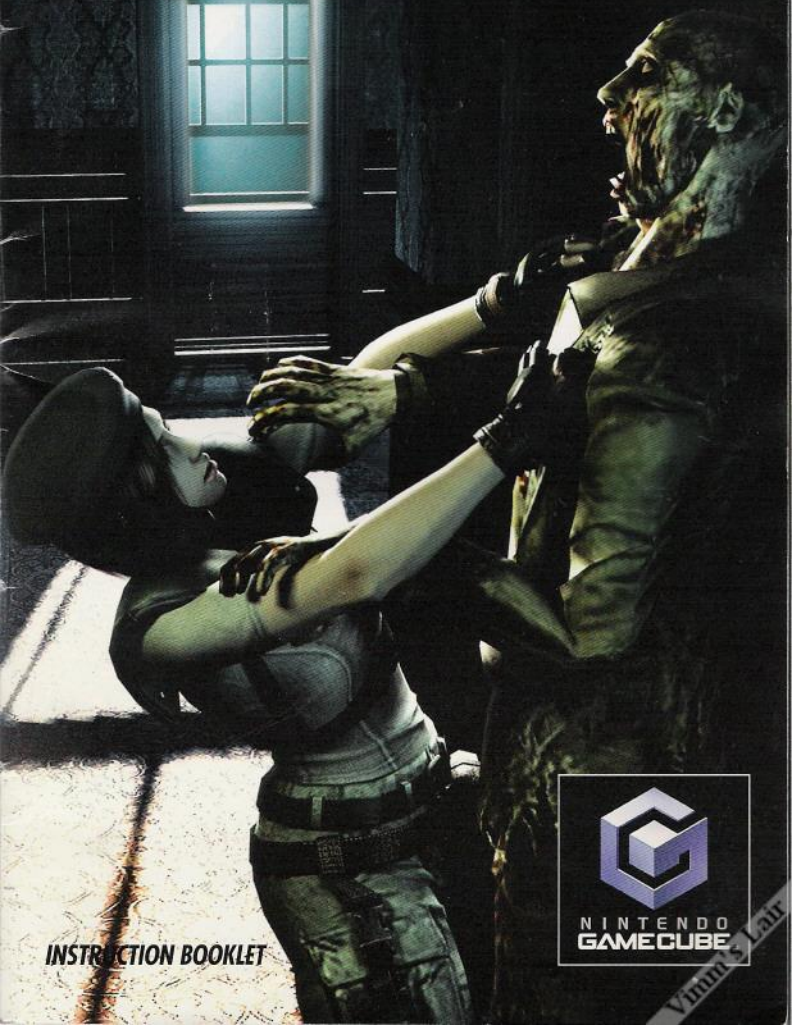


Resident Evil®



INSTRUCTION BOOKLET



**NINTENDO
GAMECUBE**

Vimm's Lair

WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME DISC OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or black outs triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions	Eye or muscle twitching	Loss of awareness
Altered vision	Involuntary movements	Disorientation

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

WARNING - Repetitive Motion Injuries

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendinitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

WARNING - Electric Shock

To avoid electric shock when you use this system:

- Use only the AC adapter that comes with your system.
- Do not use the AC adapter if it has damaged, split or broken cords or wires.
- Make sure that the AC adapter cord is fully inserted into the wall outlet or extension cord.
- Always carefully disconnect all plugs by pulling on the plug and not on the cord.
- Make sure the Nintendo GameCube power switch is turned OFF before removing the AC adapter cord from an outlet.

CAUTION - Motion Sickness

Playing video games can cause motion sickness. If you or your child feel dizzy or nauseous when playing video games with this system, stop playing and rest. Do not drive or engage in other demanding activity until you feel better.

CAUTION - Laser Device

The Nintendo GameCube is a Class I laser product. Do not attempt to disassemble the Nintendo GameCube. Refer servicing to qualified personnel only. Caution - Use of controls or adjustments or procedures other than those specified herein may result in hazardous radiation exposure.

CONTROLLER NEUTRAL POSITION RESET

If the L or R Buttons are pressed or the Control Stick or C Stick are moved out of neutral position when the power is turned ON, those positions will be set as the neutral position, causing incorrect game control during game play.

To reset the controller, release all buttons and sticks to allow them to return to the correct neutral position, then hold down the X, Y and START/PAUSE Buttons simultaneously for 3 seconds.



This official seal is your assurance that Nintendo has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo product.

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1 Player

THIS GAME SUPPORTS GAME PLAY USING ONE PLAYER AND CONTROLLER.



Memory Card

THIS GAME REQUIRES A MEMORY CARD FOR SAVING GAME PROGRESS, SETTINGS OR STATISTICS.

CAPCOM

CAPCOM ENTERTAINMENT, INC.

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Sunnyvale, CA 94085

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MATURE

Blood and Gore
Violence

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CAPCOM HINT LINE

Hints are available:

1-900-976-3343

\$99 per minute for 24-hr. pre-recorded information. \$1.35 per minute for live Game Counselor assistance. From Canada: 1-900-677-2272 (\$1.35 per minute).

Must be 18 years or older, or have parental permission. Game Counselors available Monday - Friday 9:00 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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Winn's Lair

LOADING

1. Make sure the **POWER Button** is **OFF** on your Nintendo GameCube™.
2. Insert your **RESIDENT EVIL®** Nintendo GameCube™ Game Disc as described in the instruction manual.
3. Insert the Nintendo GameCube™ Controller into Controller Socket 1.
4. If you wish to save a game, insert a Nintendo GameCube™ Memory Card into Memory Card Slot A.
5. Press the **POWER Button ON**. (**IMPORTANT:** Make sure not to touch the Control Stick while doing so.)

L BUTTON

- change targets
- use Defense Item (when MANUAL is set in Option Mode)

CONTROL STICK / + CONTROL PAD

- ▲ move forward
- ▼ move backward
- ▶ rotate right
- ◀ rotate left

BASIC CONTROLS

The controls in this manual are default. You can change the default controls in Option Mode.

B BUTTON

- cancel selection
- run (hold down **B Button** and press the **Control Stick/+ Control Pad** ▲)

START/PAUSE

- display Option screen

R BUTTON

- ready a weapon

Z BUTTON

- display Map

Y BUTTON

- display Sub Screen

X BUTTON

- not used

C STICK

- 180° turn (or **Control Stick/+ Control Pad** ▼ + **B Button**)

A BUTTON

- confirm selection
- action
- fire a weapon (with the **R Button** held down)



PROLOGUE . . .

S.T.A.R.S. INVESTIGATION HELICOPTER MISSING!!

*Arclay Mountains,
Raccoon City, 24th*

A spokesperson at the Raccoon City Police Department reported that an investigation helicopter of the special task force S.T.A.R.S. Bravo team is missing.

According to the announcement from the Raccoon City Police Department, the team was sent to investigate the Arclay Mountain and Raccoon forest area, where a number of people have been reported missing. Contact with the team has been lost since the last communication before dawn.

The Raccoon City Police Department suspects the team has been

involved in some trouble. Now it will send the S.T.A.R.S. Alpha team to investigate and collect information from witnesses.

Recently there have been a number of bizarre murders reported near Raccoon City. This incident is likely to make Raccoon City residents feel even more uneasy.

The special task force S.T.A.R.S. (Special Tactics and Rescue Service) was founded in 1996 under control of the Raccoon City Police Department to counteract increasing city terrorism and other crimes.

— From *Raccoon Press*
evening issue, July 24, 1998

GAME OBJECTIVE

DEAD OR ALIVE!

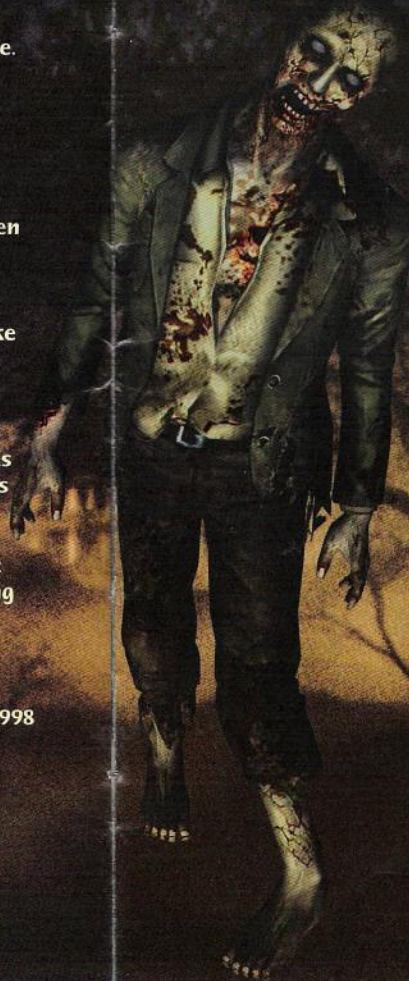
Your ultimate objective is to escape from the mysterious mansion alive!

Can you survive the horror?

Beware the traps and mutant beasts infesting the landscape.

Solve hair-raising puzzles hidden throughout the mansion.

Turn out the lights, lock the doors
... live the Nightmare!



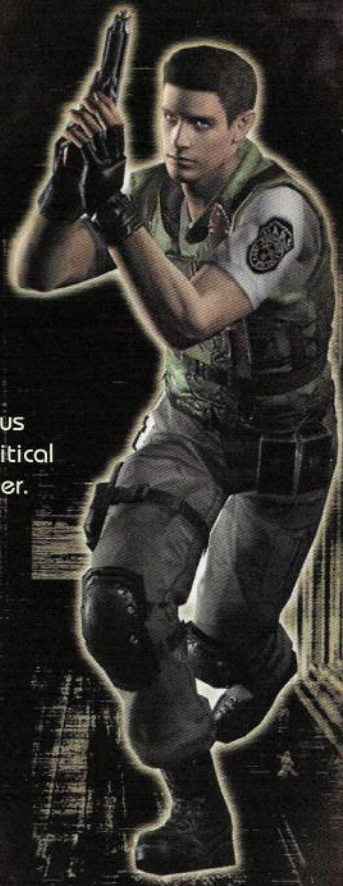
CHARACTERS

CHRIS REDFIELD

CHRIS REDFIELD is a member of the S.T.A.R.S. Alpha team.

He is a seasoned veteran who possesses both intelligence and immense strength.

He has completed numerous missions by overcoming critical situations and great danger.



JILL VALENTINE

JILL VALENTINE is a member of the S.T.A.R.S. Alpha team.

She is a highly intelligent agent who possesses both quick reflexes and common sense.

She has been decorated for her bravery in many dangerous situations where her cool judgment kept herself and others alive!



GAME SYSTEM

RESIDENT EVIL® contains two discs for the Nintendo GameCube. Use Game Disc 1 when you first start the game. When Game Disc 1 is finished, you will be prompted on screen to switch discs. Follow the instructions and enjoy the rest of the game.

Note: If you enter Game Disc 2 and turn off your Nintendo GameCube without saving once, you will not be able to start the game with Game Disc 2.

STARTING THE GAME

1. Soon after you turn on the power, the Title Screen will appear.
2. Press **START/PAUSE** to display the Menu Screen.
3. To start a game, you can select **NEW GAME** or **LOAD GAME**. Highlight your choice and press **START/PAUSE** or the **A Button**.



LOAD GAME
NEW GAME
OPTION

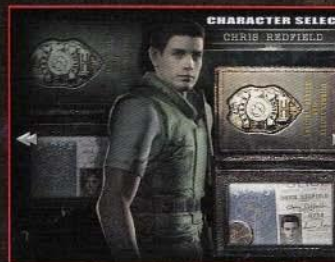
GAME MODES

LOAD GAME – Continue a previously saved game. From the File Select Screen, select the save file you want to play.

NEW GAME – Start a new game from the beginning. Select your character. Then, you will be asked a question before entering the prologue. The questions are tricky, so be careful when choosing your answer.

Note: Play as different characters, Chris or Jill, for somewhat different stories.

OPTION – Change various game settings.



GAME OVER

Your character takes damage when attacked by an enemy or caught in a trap. When the damage accumulates to a certain level, your character dies and your game is over.

You can see your character's condition by checking the electrocardiogram in the Status Screen.



ACTIONS

CHECK

Press the **A Button** in front of an object

- Check an object in front of your character (if it is a door, open the door). When your character is with another character, you can talk to the other character.



ATTACK

Press and hold the **R Button** to ready a weapon, then press the **A Button** to fire

- You can attack an enemy with your currently equipped weapon.
- You can aim up and down by pressing the **Control Stick/+ Control Pad** **▲** or **▼**.



PUSH

Control Stick/+ Control Pad **▲** (press and hold)

- If there is a movable object in front of your character, you can move it by pushing.

STAY SHARP!

CLIMB / DESCEND

Press the **A Button** (near a gap)

- When there is a gap, you can climb or descend by pressing the **A Button** in front of the gap.

Note: There are places where you cannot climb or descend.



RUN

Control Stick/+ Control Pad **▲** + **B Button**

- Your character runs if you move forward while holding down the **B Button**.

180° TURN

▼ + **B Button** / **C Stick**

- Press the **B Button** while holding the **Control Stick/+ Control Pad** **▼** or move the **C Stick** to any direction to turn around 180°.

DEFENSE ITEMS

If you have equipped a Defense Item in the Status Screen, your character will automatically use the Defense Item

to fend off an opponent when an enemy grabs your character.

- Your character cannot use a Defense Item when grabbed from behind.
- You can select **AUTO** or **MANUAL** for using Defense Items in the Option Screen.
- When **MANUAL** is selected, press the **L Button** the moment your character is grabbed by an enemy to use a Defense Item.

DEFENSE ITEMS

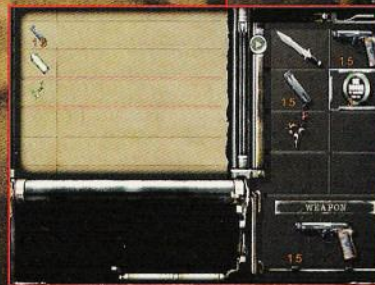
CHRIS ONLY Flash Napalm
CHRIS & JILL Dagger Knife
JILL ONLY Stun Gun (requires battery pack)



ITEM BOX

Your character can only carry a limited number of items at once. You can store other items in an Item Box. Item Boxes are located in numerous locations throughout the game.

- Stand in front of an Item Box and press the **A Button** to open it. The Item Select Screen will then appear.
- You can exchange, store or take out items from the box. To place an item in the box, highlight an item, press the **A Button**, then select an empty slot in the box and press the **A Button** again.

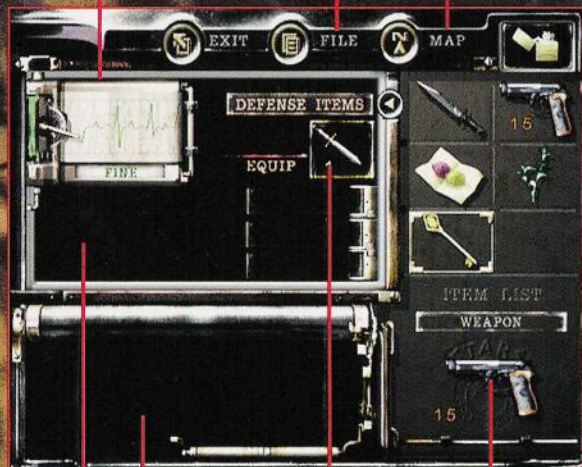


STATUS SCREEN

DISPLAY FILE SCREEN

ELECTROCARDIOGRAM

DISPLAY MAP SCREEN



DEFENSE ITEM

ITEM DESCRIPTION

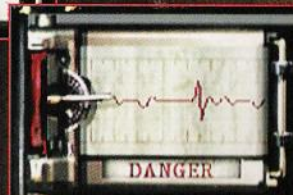
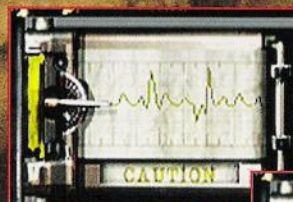
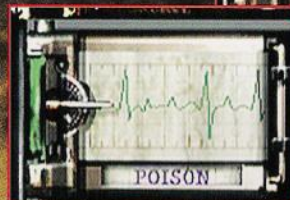
COMMAND WINDOW

EQUIPPED WEAPON

Press the **Y Button** to open the Status Screen, where you can check your character's condition and manage your items.

CHARACTER CONDITION

The electrocardiogram in the Status Screen shows your character's current condition. The condition will change as your character takes damage. You must use medicine (Herbs, First-Aid Spray, etc.) to restore your character's condition to fine.



ITEMS

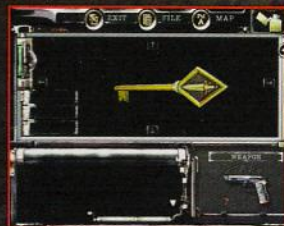
After highlighting an item you want to use, press the **A Button**. You have three options in the command window: USE/EQUIP, CHECK or COMBINE.

- **USING AN ITEM** — To use an item, highlight USE and press the **A Button**. You cannot use a weapon or ammo.



- **EQUIPPING A WEAPON** — For weapons, EQUIP will appear instead of USE. If you select EQUIP, you'll be equipped with the weapon. You cannot use a weapon until you have equipped it.

- **CHECKING AN ITEM** — Use this option to examine an item or weapon you have acquired. Use the **Control Stick** or **+ Control Pad** after selecting an item or weapon to rotate it and examine it in 3-D. Press the **A Button** when you see something suspicious or interesting on the item to check it in detail.



- **COMBINING ITEMS** — Some items, particularly weapons, have a different effect when combined with other items.

For example, when you want to reload a clip of ammo for a gun, select the clip and then select COMBINE from the command window. Use the **Control Stick** or **+ Control Pad** to move the cursor onto the gun you want to put the clip in. Also, herbs will have a new effect when mixed in a certain combination. Try combining other items to discover new effects.

DEFENSE ITEMS

If you have equipped a Defense Item (and AUTO is selected in Option Mode), the item is automatically used when your character is grabbed by an enemy, and protects your character from taking damage. (Defense Items do not work if your character is grabbed from behind.)



- When the cursor is in one of the item slots, press the **Control Stick/Control Pad** to move the cursor to the Defense Item slot.
- Press the **Control Stick/+ Control Pad** or to highlight a Defense Item to use. Press the **A Button** to display commands. If you select **EQUIP**, you can equip the Defense Item.
- You can unequip a Defense Item by equipping it again.

Note: You cannot use this feature if you don't have any Defense Items.



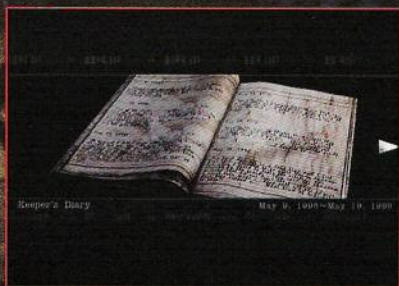
MAP / FILE

You will acquire maps and files as you advance in the game. You can look at them in the Status Screen. Move the cursor to **MAP** or **FILE** with the **Control Stick** or + **Control Pad** and press the **A Button**.

- **MAP** — If you select this, the Map Screen will show your character's current location and a map of the area. Rooms on the map are displayed in different colors and you can see locked doors, an item you failed to get, and so on. If you haven't acquired the map of the area, only the rooms you have explored are displayed.

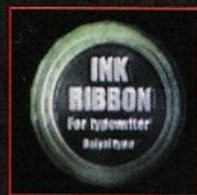




- **FILE** — If you select FILE, the File Screen will appear. Here you can look at information on the files you have acquired. Select a file to view its contents. You may find a helpful clue.



SAVING

In order to save your progress, you must first find an Ink Ribbon hidden in the mansion. Then you must find a typewriter to use the ribbon. Once you do that ...



1. Stand in front of a typewriter with an Ink Ribbon in your inventory, and press the **A Button**.
2. You will be asked if you want to save your game. Select **YES**.
3. A list of save files will appear. Select a file to save with the **Control Stick/+ Control Pad**  and .

Note: Saving a game consumes one Ink ribbon. The number of Ink Ribbons in the mansion is limited so think carefully about when to save your game.

OPTION MODE

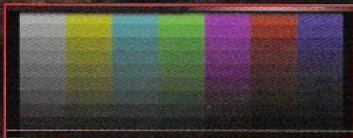
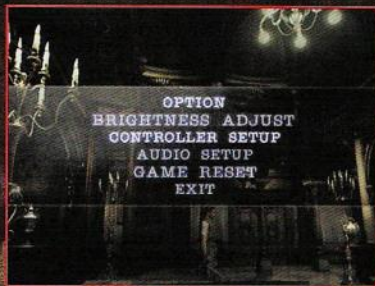
Press **START/PAUSE** during gameplay to display the Option Screen, where you can adjust game settings. (You cannot display the Option Screen during a game event or while in the Status Screen.)

You have the following options:

- **BRIGHTNESS ADJUST** —

Use this screen to adjust the brightness of your monitor. (Depending on your monitor, this option may not be appropriate.

In this case, press the **Control Stick/+ Control Pad** and select the mode where you can adjust brightness in the game.)



- **CONTROLLER SETUP**

— In this screen, you can select different types of controller setups by moving the **Control Stick/+ Control Pad** and **Control Pad**. You can also turn the Rumble Feature ON/OFF

and select AUTO or MANUAL for using Defense Items. When MANUAL is selected, you must press the **L Button** when your character is grabbed to use a Defense Item.



- **AUDIO SETUP** —

In this screen, you can toggle between STEREO and MONAURAL speaker setup (your choice depends on your system) and adjust the volume of background music and sound effects.



STUCK, STYMIED, SURROUNDED?

- CHECK EVERYTHING.
- CONSERVE AMMUNITION.
- SAVE OFTEN.
- DON'T GIVE UP. THERE'S ALWAYS A WAY OUT.

HINTS

- Listen to what characters say, and do what they suggest. You'll advance a lot faster. Otherwise, you may expend valuable time (while the monsters are wreaking havoc) trying to figure out what to do.
- Watch for flashes on screen, indicating clues to items you can use. If an item is not easily acquired, consider many options to get it. For example, you may have to move a piece of furniture.
- Closely examine items in the inventory. Look at them from all angles, because some may contain important features you don't see at first.
- Before leaving a room, check everything. Revisit areas you've been to before — you might find or see something you overlooked on a previous scan.
- Keep your Defense Items set to AUTO (in Option Mode) until you really know what you're doing. Switch to MANUAL when you're more experienced. The benefit to MANUAL is that you can choose when to use a Defense Item.



S.T.A.R.S. ALPHA TEAM LOG

CREDITS

Manual Design: Hanshaw Ink & Image; Marketing: Todd Thorson, Sean Mylett, Bonnie Scott, Robert Johnson and 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, Bill Gardner, Robert Lindsey and Customer Service.

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Consumer Service Department
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ESRB RATING

This product has been rated by the Entertainment Software Rating board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.



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Vimm's Lair