RESIDENT EVIL 2

CAPCOM

15

EPILEPSY WARNING

Please read the manual and particularly this paragraph, before using this video game system [illegible] your children to use it. A responsible adult should go through with any minors, the operator instructions of the [illegible] allowing play to take place. Some people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns in everyday life. Such people may have a seizure while watching certain television images or playivision images or playing certain video games. This may happen even if the person has no medical history of epilepsy or has never had an epileptic seizure. Certain conditions may induce undetected epileptic symptoms even in persons wwelzures or epilepsy. Ifhe have no history of seizures or epilepsy. If you or anyone in your family have ever had symptoms related to epilepsy (seizures or loss of consciousness) when exposed to flashing lights, consult your doctor prior.

For your health

- Sit away from the television screen as far as the length of the Controller cable allows. We advise that you sit a minimum of 6.5 feet (about 2 meters) away from the television screen.
- Preferably the game should be played on a small television screen.
- Avoid playing if you are tired or have not had much sleep.
- Make sure that the room in which you are playing is well lit.
- Rest for at least 10 minutes per hour while playing any video game.

GETTING STARTED

This GD-ROM can only be used with the Dreamcast System. Do not attempt to play thGD ROM can only be used with the Dreamcast System. Do not attempt to play that attempt to play this GD-Rom on any other CD player – doing so may damage the headphones and speakers.

1. Set up your Dreamcast system by following the instructions in your Dreamcast System Instruction manual. Plug in Control pad 1. For 2–4 player games, plug in pads 2–4 also.
2. Place the Dreamcast GD-ROM, label side up, in the well of the CD tray and close the lid.
3. Press the Power Button to load the game. The game starts after the Dreamcast logo screen. If nothing appears, turn the system OFF and make sure it is set up correctly.
4. If you wish to stop a game in progress or the game ends and you want to restart, press A, B, X, Y and Start simultaneously to return to the game title screen. Press A, B, X, Y and Start simultaneously again to return to the Dreamcast control panel.
5. If you turn on the power without inserting a GD, the Dreamcast control panel appears. If you wish to play a game, place the Dreamcast GD-ROM in the unit and the game will automatically boot up.

Important: Your Dreamcast GD-ROM contains a security code that allows the disc to be read. Be sure to keep the disc clean and handle it carefully. If your Dreamcast System has trouble reading the disc, remove the disc and wipe it carefully, starting from the centre of the disc and wiping straight out towards the edge.

HANDLING YOUR DREAMCAST GD-ROM

- The Dreamcast GD-ROM is intended for use exclusively with the Dreamcast System.
- Be sure to keep the surface of the GD-ROM free of dirt and scratches.
- Do not leave it in direct sunlight or near a radiator or other sources of heat.

RESIDENT EVIL 2

can you survive the horror?

English 2
Español 20
Italiano 40

Thank you for purchasing Resident Evil™ 2. Please note that this software is designed only for use with the Dreamcast™ console. Be sure to read this instruction manual thoroughly before you start playing Resident Evil™ 2.

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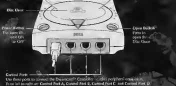
mission set-up

Congratulations! You are now the proud owner of the best version of Resident Evil™ 2 on any machine! To get going first make sure your Dreamcast™ is set up correctly according to the Dreamcast™ manual that came with your machine. Now simply put either 'Resident Evil™ 2' GD-ROM 1 or GD-ROM 2 in the GD-ROM Disc Drive and close the Disc Door.

dreamcast™ hardware unit

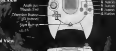
Front View


Disc Door
Power Button
This turns the unit ON or OFF
SEGA
Open Button
Press to open the Disc Door

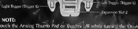
Control Ports
Use these ports to connect the Dreamcast™ Controller or other peripheral equipment.
From left to right are **Control Port A, Control Port B, Control Port C** and **Control Port D.**
Use each port to connect controllers for players 1 to 4 respectively.
NOTE: Control Port can also be referred to as **Port**

controller

Overhead View


Analog Thumb Pad
Direction Button (D Button)
Start Button
X Button
Y Button
B Button
A Button

Forward View


Expansion Slot 1
Right Trigger (Trigger R)
Left Trigger (Trigger L)
Expansion Slot 2

PLEASE NOTE:

Never touch the Analog Thumb Pad or Triggers L/R while turning the Dreamcast™ power ON. Doing so may disrupt the controller initialization procedure and result in malfunction. If the Analog Thumb Pad or Triggers L/R are accidentally moved while turning the Dreamcast™ power ON, immediately turn the power OFF and then ON again making sure not to touch the controller

control	function	notes
D-Pad/Analog Thumb Pad Up/Down	Walk forwards/backwards	
D-Pad/Analoge Thumb Pad Left/Right	Rotate Character Left/Right	
A Button	Cancel, Run	
B Button	Status Screen, Cancel	
X Button	Action	Fire, Open doors, examine
Y	Map screen	
L Trigger	Change target	Arrange Mode Only
R Trigger	Aim	Hold and press X to fire
Start	Start Game/Pause	

special controls

examine item

If you press the X Button during game play, your character will check the object in front of him/her. A message will appear to let you know what you found. If there is nothing there, no message appears. This control also opens doors and talks to other characters.

run

Hold the A Button, then press the D-Pad or Analog Thumb pad forwards. Hold LEFT or RIGHT directions together with UP to run left or right. You cannot run backwards.

use weapon

Hold the R Trigger to draw weapon, then use the LEFT and RIGHT directions to aim the weapon up or down, LEFT and RIGHT directions rotates weapon left or right. Press the X Button to fire the weapon.

change target

Whilst playing Arrange Mode, the Auto-Aim feature is enabled. When the R Trigger Button is pressed to aim the weapon, your character will automatically lock-on to the nearest enemy. Whilst the R Trigger is held, you can the use the L Trigger Button to select different targets.

push item

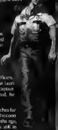
Some items can be moved by pushing them. Face the item you want to move and press Up on the D-Pad or Analog Thumb Pad. If the object cannot be moved, your character will not try to push it.

reset game

To return to the Resident Evil™ 2 title screen at any time, press and hold A,B,X,Y, and START Buttons simultaneously.

a city crawling with confusion

Imagine a normal mid-western U.S. town, built at the base of a vast forest. Business thrived here, especially with the advent of several new industries. Heck, you can't find a more peaceful wilderness getaway than Raccoon City.



Then the trouble began,

And it leads back to when the corporation arrived

Rumours began to spread, and the town was overcome with odd occurrences. Unidentifiable creatures appeared out of nowhere, and fatal accidents happened at an alarming rate. Word got out about a severe accident at a mountain lab. No one in town knew what was happening to their quaint town.

The Raccoon Police Department, in an effort to calm the growing fear among locals, recruited several new officers. Leon S. Kennedy is one of the promising new recruits. As Leon prepares to join his new unit, he attempts to contact the captain who hired him, but has no luck reaching him. Unfazed, he continues into Raccoon City to his new job.

At the other side of town, a distraught Claire Redfield searches for her missing brother, Chris. Claire begins her search in Raccoon City, the last known location of her brother nearly two months ago, only to learn about the "accident" in the forest. Is Chris still in Raccoon City?

Sadly for Leon and Claire, they are completely unaware of the overwhelming world of horror and despair they both are about to enter...

starting a mission

If you want to play Leon's mission then load Disc 1 by placing CD-ROM 1 into the CD-ROM Disc Drive and closing the Disc Door. Loading Disc 2 will choose Claire's mission.

Once the game begins you may bypass the opening sequence by pressing the START or X buttons. You will be presented with the RESIDENT EVIL™ 2 title screen. There are 5 options; LOAD GAME, ORIGINAL MODE, ARRANGE MODE, SPECIAL and OPTIONS. Use the Up and Down directional buttons to highlight an option, then press the X or START Buttons to select it.

original mode

This is an enhanced version of the original European game. Select this option when you want to start a new mission

You can choose between Hard and Normal difficulty levels

arrange mode

This is an enhanced version of the original Japanese game. Although the game is in essence the same as the European version, there are a few differences

Auto-aim - Press the Aim Button (R Trigger) and your character will automatically spin round and aim directly at the nearest enemy

Slightly different position of some items and enemies
There are 3 ink ribbons instead of 2 each time an ink ribbon is collected (used for saving)
The enemies require fewer shots to kill
The short sequence when you die is different.
When the game is completed the best rating is "S" instead of "A"

There are three difficulty settings. Expert and Rookie. If you set the game to Rookie you will receive a machine gun with unlimited ammunition. This makes the game much easier but you will not be able to unlock any of the secrets by playing the game this way

option mode

Select this to enter the Option Mode, or enter this mode during gameplay by pressing the START button (except during a cinema or while the Status Screen appears). You can:

key config

Adjust the Dreamcast™ Controller configuration.

When adjusting your button configuration use the Up and Down directions to choose the action and then press the button you would like to use.

sound

Choose between Mono and Stereo sound depending on the capabilities of your system. You may also adjust the BGM (background music) and SE (sound effects) volume.

NOTE. Volume of the sound during cinematic sequences (other than the CG animation) cannot be adjusted.

monitor adjust

To adjust the brightness of your monitor and maximise picture quality. Colour bars will appear at the top of the screen, adjust the brightness of your television until the coloured bars under the red line are black

vibration

If you have a Vibration Pack plugged into your Dreamcast™ controller you can turn the vibration function on and off here

PLEASE NOTE

When using the Vibration Pack with the Dreamcast™ Controller, always insert the Vibration Pack into Expansion Socket 2 of the controller

language

Toggle between English and French on screen text by pressing Left and Right.

PLEASE NOTE: This option is only available from the Main Menu Options screen.

special

Resident Evil™ 2 Dreamcast™ contains a number of additional features that can be found in the Special Option on the main menu.

gallery

Sketch - View pictures, design images and renders from the game.

Movie - Allows you to watch the movie sequences again.

More sketches and movies will become available to view/play as more of the game is completed.

secrets

Additional game modes will become available to play as the game is completed. Be sure to complete the game using both characters (sometimes multiple times) with the best rankings to reveal the bonus game modes.

saving

To save the game 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. Selecting YES will take you to a list of save positions available on the Memory card inserted into first Dreamcast™ controller. If you wish to select a different Memory card then press the B button whilst on the save screen.

NOTE: You'll need to find an ink ribbon each time you want to save, so use your ink ribbons wisely

When saving a file, you will know the file is saving successfully from the sound of the typewriter keys being tapped. Also, the save information will be typed on screen.

PLEASE NOTE:
While saving game data never turn OFF the Dreamcast™ power, remove the memory card or disconnect the controller

loading

If you have previously saved a game highlight LOAD GAME from the title screen and press the X Button. A choice of three types of saved games will appear

1. ORIGINAL file (for use with the Original game)
2. ARRANGE file (for use with the Arrange game)
3. EX. Battle file (for use with the Extreme Battle game)

Use the D-Pad or Analog Thumb Pad Up/Down to select the game type of your choice and press the X Button. If you have only one VM connected then this will be checked automatically. However, if more than one VM unit is connected then you will be asked to select which Memory card to load from. If save game files are found then they will be listed and can be selected with the Up/Down Buttons. Use the X Button to make your selection. You can at any time press the B button to go back one selection.

starting the second mission

RESIDENT EVIL™ 2 is equipped with a new extended gameplay system. In essence, situations that you encountered the first time you played the game through have a bearing on situations you encounter the next time you play.

When you complete your mission as Leon or Claire, you will save your completed game data at the end of the game. Take that saved game data and re-load it on the opposite disc and play the adventure with the opposite character.

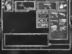
For example, when you play Leon's mission and you complete it, save the completed game. Then load the Claire mission disc. Choose LOAD GAME from the title screen and select the Leon completed game data you saved. You will now experience the second mission with Claire, but beginning on the opposite side of the burning car.

The same goes for Claire's mission.

Give it a shot if you've got the guts.

status screen

When you press the B Button during game play the Status Screen appears. This screen shows your characters condition and the items you are carrying. Use the Directional Up and Down Buttons to highlight an item or function, then press the X Button to activate the options.



items

After highlighting the item you want to use, press the X button. You then have 3 options in the command window: USE/EQUIP, CHECK or COMBINE.

use/equip

To use the item, highlight USE and press the X button. For weapons, "EQUIP" will appear instead of "USE". If you select EQUIP, you'll be equipped with that weapon. You cannot use a weapon until you have equipped it. You can only use one weapon at a time.

check

This option allows you to examine an item or weapon you have acquired. Highlight the item, then select the check option to acquire further information about the item.

combine

Some items have a different effect when you combine them with other items, particularly weapons. When you want to re-load a clip of ammo for a gun, select the clip then select COMBN from the command window. Use the Directional buttons to move the cursor onto the gun you want to put the clip in.

Try combining other items to discover new effects.

condition

On the Status Screen next to your characters mug shot is an electrocardiograph (ECG). This ECG shows the current condition of your character, and will read "FINE" or whatever the status of your character is. To return your character to better health, you must find herbs or a first aid spray. This data is also shown on your VM unit.

map/file

There are 2 other functions you can perform from the Status Screen

MAP: Select this option to view the rooms and areas you have already visited. This feature helps you keep track of where you need to go.

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

vm status

The Dreamcast™ version of Resident Evil™ 2 has a unique real-time status update feature on your VM. If you have a VM unit plugged into your Dreamcast™ Controller you can keep a continuous track of some crucial information. Your characters health, current weapon and ammunition remaining are all shown.

item box

You will notice that your character can only carry a certain number of items at a time (Leon and Claire can carry up to 8 items). You cannot lose an item once you find it, but you can use it up (like ammo, for example). In order to carry only the items you need at a certain time, you can store other items in an Item Box.

These are located in strategic places, and you must use them wisely because they are limited in space. Stand in front of the Item Box and press the X button. The Item Select Screen will then appear.

You can exchange, give or take out items from the box. To place an item in the box, use the Directional Buttons to highlight the item, then press the X Button. Now select a slot that reads "NO item" and press the X Button. The item has now been placed into the box. If there are no slots that read "NO item" the Item Box is full.

To exchange an item, place the cursor over the item you want to exchange and press the X Button. Now highlight the Item in the box you want to exchange and press the X Button. You have now exchanged items.

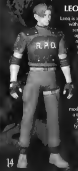
To take an item out of the box, you must have an empty slot available to carry the item. Select the empty slot first then press the X Button to move the cursor to the item box. Highlight the item to take out of the box and press the X Button.

ranking

When you complete the mission, you are given a rank based on how well you did. The rankings are S (Superior), A, B, C and D. You are ranked according to several factors including total time spent playing and the number of saves used during game play.

Try to increase your ranking, and who knows... good things may happen.

raccoon city's only hope



LEON S. KENNEDY

Leon is an idealistic rookie cop. He burns with the need to protect and to serve, and life as a cadet was an eye-opening experience. While reckless and brash, Leon is certainly not as naive as his demeanour would suggest. He is highly qualified for his new job with the Raccoon Police.

CLAIRE REDFIELD

Claire is a light-hearted, articulate modern woman. While she can be a bit of a tomboy at times, she is somewhat wild. Self-confident and extroverted, Claire is typically the first person to try something many others would not.

ADA WONG

Leon stumbles upon this mysterious woman who is quite secretive yet, at the same time, a professional and skilled investigator. She can also come across as condescending, and has a tendency to talk down to those she deems inferior to herself.

SHERRY BIRKIN

A lonely and insecure 12-year-old, Sherry is quite mature for her age. She is very shy and when she speaks, she lacks self-confidence and always has the feeling she is lost. Sherry's parents are too wrapped up in their work to heed the emotional needs of their child.

can't survive? try this:

LISTEN:

You can hear the zombies stirring in a room even though they may be off screen. Listen carefully as you explore to help you prepare for sudden attacks.

USE WEAPONS EFFECTIVELY:

Weapon effectiveness varies with range and target. Determine the best weapon for the situation, taking into consideration ammo availability. This is the single most important factor in survival.

KNOW YOUR ENEMIES:

Each enemy is uniquely shaped, attacks differently and moves differently. Get to know your enemies and learn their weak points. This can make you a more effective survivor.

TRY ALL OPTIONS, SEARCH ALL AREAS:

Stuck? Come across a new room with nothing to do and nowhere to go? Try using items, pushing, climbing, investigating, etc. Walk the perimeter of rooms and areas to find more medicine and other important items. Check dead enemies for ammo.

AFTER ALL THIS - STILL STUCK:

Turn to page 19 for the Resident Evil™ 2 hint line.

credits

planning	System Plan Masaaki Yamada Kazuhiro Aoyama Junya Watanabe
scenario	Noboru Sugimura
graphic	CG Modeling Motoji Fujita Miho Hamano Koji Wakasono
motion design	Jun Takeuchi
software engineer	Main System Yasuhiro Anpo
scenario program	Kiyohiko Sakata
enemy program	Katsutoshi Karatsuma
sound	Music Composition Masami Ueda
sound design	Hideaki Utsumi
cg movie	Hiroshi Sasaki
team producer	Shinji Mikami
director	Hideki Kamiya

technical support

Thank you for purchasing Resident Evil™ 2. If you are experiencing difficulties with this title, please take advantage of the following product support. Please note that all our operators only speak English and that we will not give game-play hints through our Technical Support number. Our Technical support lines are open between the hours of 10am and 5pm.

Technical Support : 0171 551 4266
Fax : 0171 551 4267

WorldWide Web : http://www.vie.co.uk

Address : Customer Services Department
Virgin Interactive Entertainment Europe Ltd.
74a Charlotte Street
London
W1P 1LR

In the unlikely event of a software fault please return the complete package, with your receipt, to the original place of purchase and request a replacement.

If you do need to telephone us, please provide us with as much information as possible concerning your system.

If you do require hints and tips, please use the hint-line advertised on the next page.

When contacting us by post, ensure you include the Title & Version of the game, a detailed description of the problem you are experiencing and the exact type of hardware that you are using.

When sending us a fax, please remember to leave your fax machine switched on and ready to receive. If you are using a Telephone/Fax system please make sure that the Fax connection is enabled. Ensure to include your name, a return Fax number with the area code and a Voice number so we can contact you if we experience problems when trying to Fax you back.

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then please call

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Dreamcast.

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(Patents pending in U.S. and other countries) and Canada Patent 1,183 276 and European Patents 0682341, 80244. Publication 0671730, 0553545. Application 98938918.4, 98919509.5

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