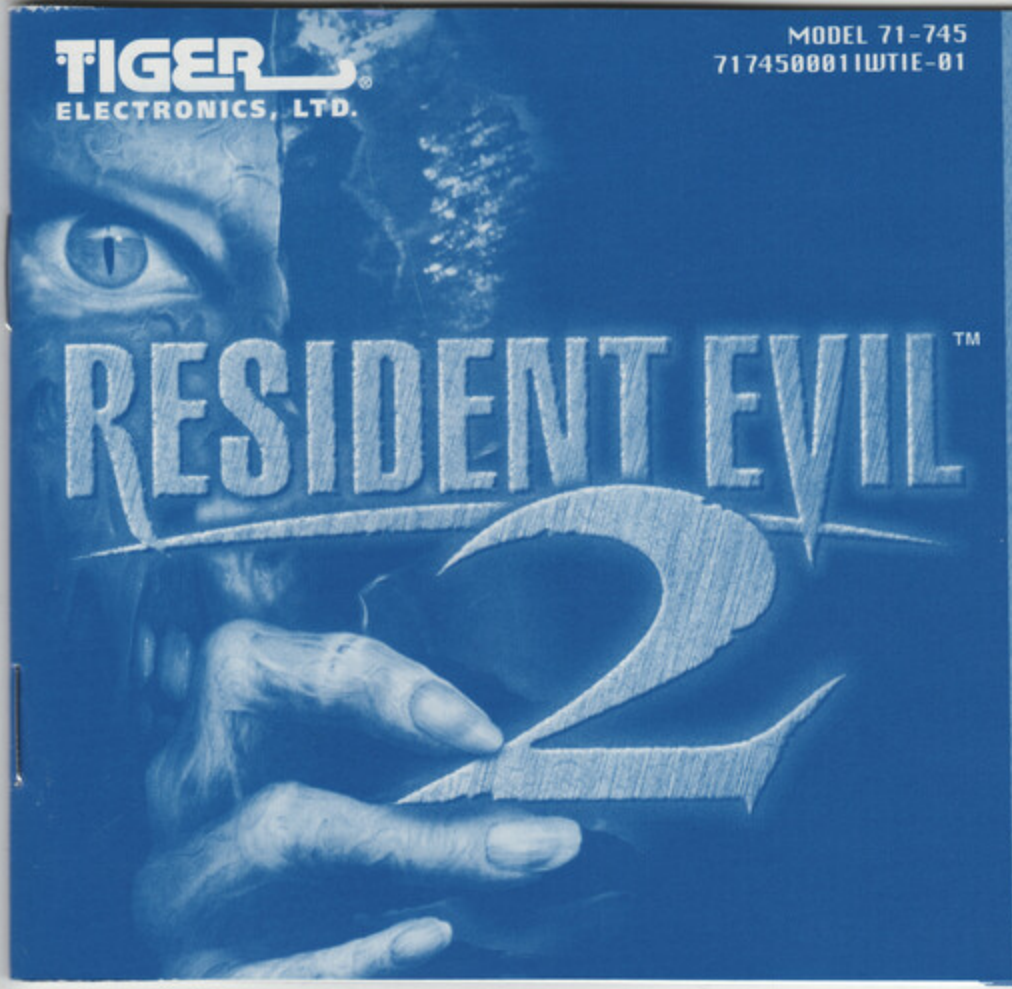
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RESIDENT EVIL™ 2

game.com™

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INTRODUCTION

INTRODUCTION

Something is wrong.

The once peaceful municipality of Raccoon City is starting to smell like rotting flesh...human flesh. Death and decay hang over the town like a smothering black fog.

But it wasn't always like this. At one time the wilderness community was thriving. Business was booming and new industries were relocating to be a part of the growth. Families moved to Raccoon City for the safety and high quality of life. The idyllic resort was near perfect.

Then it began.

Weird and mysterious creatures started to appear out of nowhere. Many citizens disappeared. Some were found dead. Rumors of a severe accident at a mountain lab began circulating. Was this a coincidence? Confusion followed by hysteria grabbed the townspeople and eroded their ability to think rationally. Fear, primal and unreserved, was taking hold.

In a belated attempt to calm the town, the Raccoon City Police Department recruited several new officers. The most promising, Leon S. Kennedy, just arrived. Narrowly avoiding a fatal car crash, Leon lands in the middle of a group of dangerous human-like beasts. All humanity has long left these horrors, however.

Leon discovers that the townspeople have fled the once beautiful Raccoon City. But where could they have gone? And where did these strange undead zombie creatures come from? In any case, Leon learns that the city is practically void of its former denizens. Evil, pure horror-filled evil, is the only resident now.

GOAL

You play as Leon S. Kennedy, a rookie cop on an unusual mission. Arriving in town on your first day on the job you notice that Raccoon City is in total disarray. Fires rage out of control and there has been major property damage. Plus, it seems that the town is deserted. The only things left are the strange and deadly zombie creatures that roam about everywhere.

It is up to you to find out what happened and set it right. You'll have puzzles to solve and enemies to fight. And remember: brute force may not always be the best course of action.

BEWARE: The goal of the game may prove more difficult to attain if you are not thorough in your zombie extermination. Returning to a screen or area where you did not kill all of the monsters may cause the ones you have killed (in that area) to rise again. You have been warned!

STARTING THE GAME

Make sure your game.com system is OFF. Insert the RESIDENT EVIL 2 cartridge into the cartridge slot. Turn on game.com. Touch CARTRIDGE on the Main Menu Screen. After a brief animation, you'll find yourself at the main RESIDENT EVIL 2 screen. Here you'll have two choices: NEW GAME and LOAD GAME.

On the main RESIDENT EVIL 2 screen, touch NEW GAME. This will begin your adventure into survival horror.



TOUCH HERE TO START THE GAME AND ENTER RACCOON CITY

Once the game begins you will find yourself on the streets of Raccoon City. If danger is approaching you have two choices. Either you can select a weapon and fight, or you can run away. Choose wisely, as there is a limited amount of ammo available for each weapon.



UNIDENTIFIED ZOMBIE, FLESH EATER

LEON S. KENNEDY, ROOKIE COP

THE CONTROLS



The (A)
- Locks in selections on the Main Menu Screen, Inventory Screen.
- Fires weapon
- Opens doors
- Picks up items
- Pushes objects
- Opens boxes

The (B)
- Press this button to run

The (C)
- Draws the selected weapon
- Pushes enemies away

The (D)
- Press to go to the Inventory Screen
- Press to exit the Inventory Screen

Pressing the Directional Pad ▲ will move Leon forward.

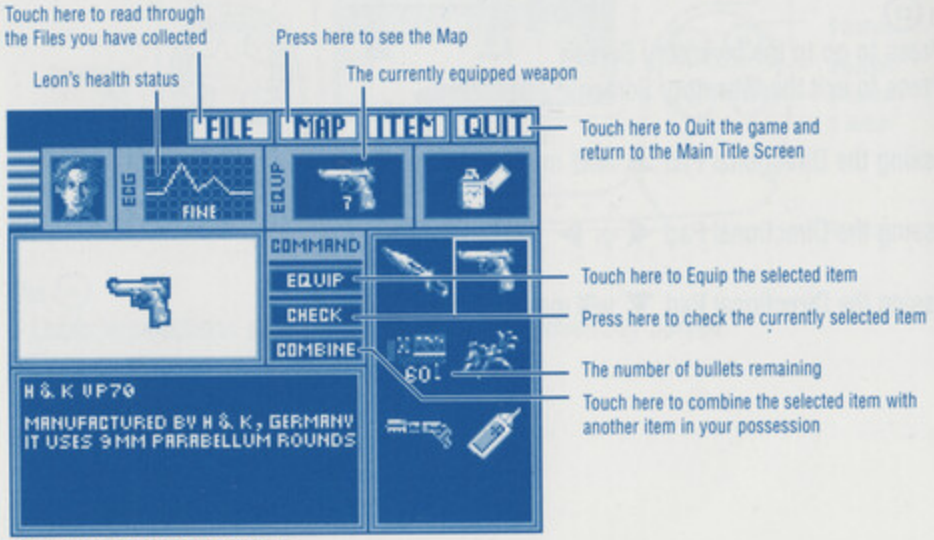
Pressing the Directional Pad ◀ or ▶ will turn Leon.

Pressing the Directional Pad ▼ will move Leon backwards.

THE CONTROLS

THE INVENTORY SCREEN

Throughout the game you will often reference your Inventory Screen. Here you can examine items and weapons that you pick up. You will also be able to check Leon's health. In addition, you will be able to view a Map of your immediate surroundings.



THE INVENTORY SCREEN

ITEMS

Some of the items that you may find in your adventure are :

Your standard combat knife.	Your Pistol.
A box of Bullets for the Pistol.	The Shotgun.
Shotgun shells.	An oil lighter.
The Green Herb. Take this for health.	The First Aid Spray.
A Typewriter Ribbon. You need one to save your game.	

You will find many other items and weapons in your search for the truth. If you do not know what an item is, put it into your Inventory and touch CHECK to see a description of that item.

You may only carry a limited number of items. If you wish to store items for future use in the game you may. You must find an Item Box. These boxes are located throughout the game and will safely store anything you put in them. Press (A) when standing near an Item Box and it will open.



An Item Box

SAVING A GAME

If you have a Typewriter Ribbon and have located one of the Typewriters in the adventure, you may Save your game. If you save the game, one of the Ribbons from your Inventory will be used. Your game progress, however, will be saved. Along with your location and number of items, your current Game Running Time will be saved. This is the time that you have been playing Resident Evil 2.

Note: Only 1 saved game will be allowed at any one time. Once you Save over a previous game it will be gone.



The Current Running Time

The Save Screen

THE HIGH SCORE

The Current Running Time is not the High Score. It is simply a way for you to tell how long you have been playing the game. This Current Running Time will not be saved to the game.com main unit and you will not be able to see it on the game.com Main Unit High Score Save Screen. You will be able to see the Current Running Time when you Save or Load a game.

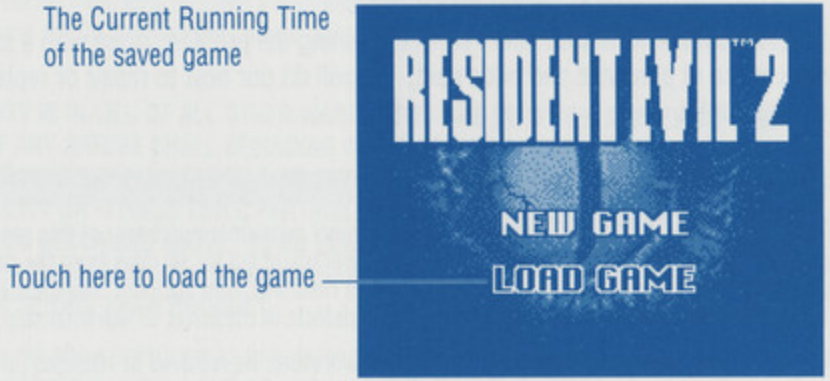


Game Winning Screen

You will only receive a High Score when the game has been completed. Your Final Time is the High Score. The Final Time (Time it takes you to complete the entire game) will be saved to the game.com Main Unit High Score Save Screen and will be treated as the High Score of the game. If you complete the game more than once, the shorter time will serve as the High Score that is saved overwriting the longer time.

LOAD GAME

If you touch LOAD GAME on the RESIDENT EVIL 2 Title Screen you will be taken to the LOAD Screen. Here you may load a previously Saved game. Select the Load Icon and you will be taken to where you last left off playing.



The Load Screen

DEFECTIVE CARTS

If you find that your new RESIDENT EVIL 2 **game.com** cartridge is damaged or non-functional, DO NOT RETURN THE GAME TO THE STORE. The store will not have replacement cartridges. Instead write to us at:

TIGER ELECTRONICS, LTD. REPAIR CENTER
980 Woodlands Parkway
Vernon Hills, Illinois 60061 USA

Please include a note with your return explaining the problem along with a sales slip, date, place of purchase and price paid. We will do our best to repair or replace your cart promptly.

90 DAY LIMITED WARRANTY

Tiger Electronics, Ltd. (Tiger) warrants to the original consumer purchaser of this product that the product will be free from defects in materials or workmanship for 90 days from the date of original purchase. This warranty does not cover damages resulting from accident, negligence, improper service or use or other causes not arising out of defects in materials or workmanship.

During this 90-day warranty period, the product will either be repaired or replaced (at Tiger's option) without charge to the purchaser, when returned with proof of the date of purchase to Tiger.

Product returned to Tiger without proof of the date of purchase or after the 90-day warranty period has expired, but prior to one year from the original date of purchase, will be repaired or replaced (at Tiger's option) for a service fee of U.S. $10. Payments must be by check or money order payable to Tiger Electronics, Ltd.

The foregoing states the purchaser's sole and exclusive remedy for any breach of warranty with respect to the product.

All product returned must be shipped prepaid and insured for loss or damage to:

Tiger Electronics, Ltd. Repair Dept.
980 Woodlands Parkway
Vernon Hills, Illinois 6006l U.S.A.

The product should be carefully packed in the original box or other packing materials sufficient to avoid damage during shipment. Include a complete written description of the defect, a check if product is beyond the 90-day warranty period, and your printed name, address and telephone number.

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