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INSTRUCTION BOOKLET

RESIDENT EVIL™ 2

MATURE
M
CONTENT RATED BY ESRB

CAPCOM

NINTENDO 64

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MATURE
ANIMATED BLOOD AND GORE
ANIMATED VIOLENCE

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CAPCOM®

A Special Message from CAPCOM ENTERTAINMENT

Thank you for selecting RESIDENT EVIL™ 2, the sequel to CAPCOM's survival horror hit. We have endeavored to improve RESIDENT EVIL, delving deeper into the events in Raccoon City and making it an even more enjoyable scare. We at CAPCOM ENTERTAINMENT are proud to bring you this chilling new addition to your video game library.

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

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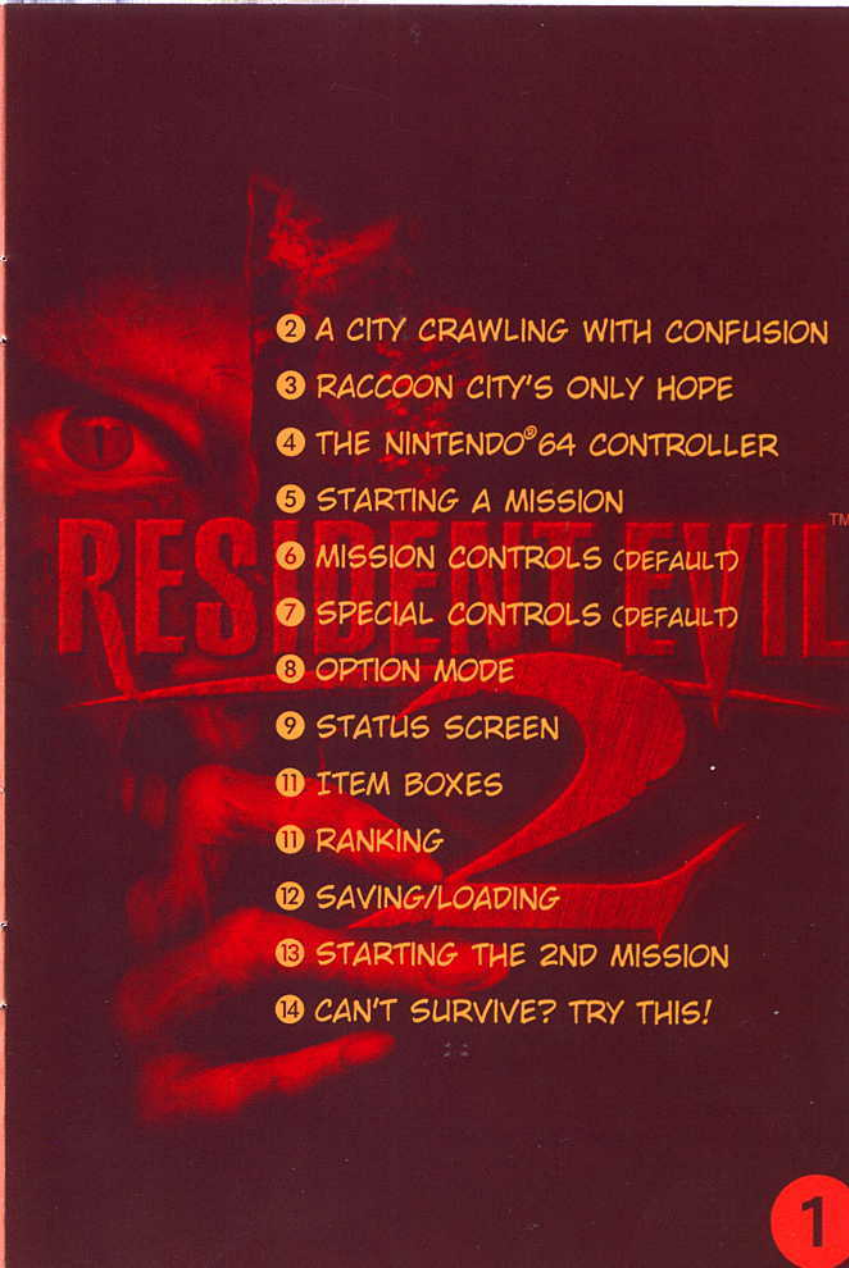
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Nintendo®

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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.

RUMORS 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. NOT ONE OF THE TOWNSPEOPLE KNEW WHAT WAS HAPPENING TO THEIR QUAINT, FORMERLY SERENE HAMLET.

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 YOUNG 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 ARE BOTH ABOUT TO ENTER . . .

NOW THE INTENSITY OF THAT HORROR, FROM MILD TO NIGHTMARISH, IS YOURS TO CONTROL. WHEN YOU START THE GAME, THE INTENSITY FEATURE ALLOWS YOU TO SET THE LEVEL OF VIOLENCE AND COLOR OF BLOOD. SEE PAGE 5.

RACCOON CITY'S ONLY HOPE



LEON S. KENNEDY

LEON IS AN IDEALISTIC ROOKIE COP. HE BURNS WITH THE NEED TO PROTECT AND SERVE, AND LIFE AS A CADET WAS AN EYE-OPENING EXPERIENCE. WHILE RECKLESS AND BRASH, LEON IS CERTAINLY NOT AS NAIVE AS HIS DEMEANOR WOULD SUGGEST. HE IS HIGHLY QUALIFIED FOR HIS NEW JOB WITH THE RACCOON POLICE.

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.

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 OTHERS WOULD NOT.

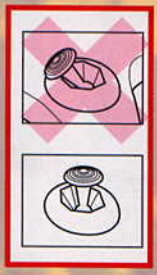
SHERRY BIRKIN

A LONELY, 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. HER PARENTS ARE TOO WRAPPED UP IN THEIR WORK TO HEED THE EMOTIONAL NEEDS OF THEIR CHILD.

THE NINTENDO® 64 CONTROLLER

CONTROL STICK FUNCTION

THE NINTENDO 64 CONTROLLER CONTAINS A CONTROL STICK WHICH USES AN ANALOG SYSTEM TO READ THE ANGLES AND DIRECTIONS OF ITS MOVEMENT. THIS ALLOWS PRECISION CONTROL THAT IS NOT POSSIBLE USING THE CONVENTIONAL +CONTROL PAD.



WHEN TURNING THE CONTROL DECK POWER ON, DO NOT MOVE THE CONTROL STICK FROM ITS NEUTRAL POSITION ON THE CONTROLLER.

IF THE CONTROL STICK IS HELD AT AN ANGLED POSITION (AS SHOWN IN THE TOP PICTURE, LEFT) WHEN THE POWER IS TURNED ON, THIS POSITION WILL BE SET AS NEUTRAL. THIS WILL CAUSE GAMES USING THE CONTROL STICK TO OPERATE INCORRECTLY.

TO RESET THE NEUTRAL POSITION ONCE THE GAME HAS STARTED, LET GO OF THE CONTROL STICK SO IT CAN RETURN TO ITS CENTER POSITION (AS SHOWN IN THE BOTTOM PICTURE, LEFT), THEN PRESS START WHILE HOLDING DOWN THE L AND R BUTTONS.

THE CONTROL STICK IS A PRECISION INSTRUMENT; MAKE SURE NOT TO SPILL LIQUIDS OR PLACE ANY FOREIGN OBJECTS INTO IT. IF YOU NEED ASSISTANCE, CONTACT NINTENDO CONSUMER ASSISTANCE AT 1-800-255-3700 OR YOUR NEAREST NINTENDO AUTHORIZED REPAIR CENTER℠.

HOLDING THE NINTENDO 64 CONTROLLER

WE RECOMMEND THAT YOU USE THE HAND POSITIONS SHOWN AT RIGHT. BY HOLDING THE CONTROLLER LIKE THIS, YOU CAN OPERATE THE CONTROL STICK FREELY WITH YOUR LEFT THUMB. USING YOUR RIGHT THUMB, YOU CAN EASILY ACCESS THE A, B AND C BUTTONS. PLACE YOUR LEFT INDEX FINGER WHERE IT FEELS COMFORTABLE, BUT NOT IN A POSITION WHERE YOU MIGHT ACCIDENTALLY PRESS THE Z BUTTON ON THE BACK OF YOUR CONTROLLER.



CONNECTING THE NINTENDO 64 CONTROLLER

RESIDENT EVIL 2 IS A ONE PLAYER GAME. CONNECT A CONTROLLER TO THE SOCKET ON THE FAR LEFT FRONT OF THE CONTROL DECK (AS SHOWN AT RIGHT). THIS SOCKET IS THE DEFAULT PLAYER ONE CONTROLLER.



RUMBLE PAK™



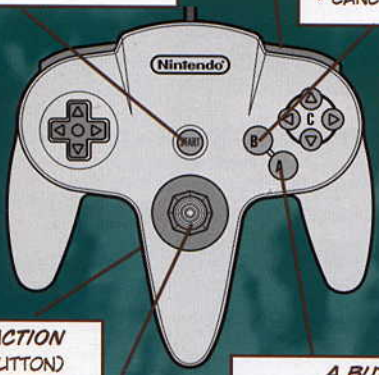
RESIDENT EVIL 2 IS COMPATIBLE WITH THE RUMBLE PAK ACCESSORY. BEFORE USING A RUMBLE PAK, MAKE SURE TO READ ITS INSTRUCTION BOOKLET CAREFULLY. ***RESIDENT EVIL 2*** SUPPORTS "HOT" INSERTION OF THE RUMBLE PAK; THE GAME WILL SEARCH FOR EMPTY CONTROLLER ACCESSORY SLOTS AND WILL PROMPT YOU IF IT FINDS ANY. TO INSERT THE RUMBLE PAK AT ANY OTHER TIME, PLEASE MAKE SURE THE CONTROL DECK IS ***OFF*** BEFORE DOING SO.

MISSION CONTROLS (DEFAULT)

START BUTTON
- START GAME FROM TITLE SCREEN
- RETURN TO GAME FROM OPTION MENU (IN-GAME)
- OPEN/CLOSE STATUS SCREEN

R BUTTON
- AIM

B BUTTON
- CANCEL SELECTIONS



C BUTTON
- ▲ OPEN OPTION MENU (IN-GAME)
- ◀ OPEN MAP
- ▼ AUTO TARGET (WHEN TURNED ON)

Z BUTTON - ACTION
(SAME AS A BUTTON)

CONTROL STICK
- HIGHLIGHT SELECTIONS
- MOVE CHARACTER
- RUN (PRESS ↑)
- PUSH ITEMS

A BUTTON - ACTION
- CONFIRM SELECTIONS
- FIRE WEAPON
- LOOK AT / IDENTIFY / PICK UP ITEMS
- OPEN DOORS
- JUMP / CLIMB / GO UP STAIRS
- ACTIVATE MACHINERY
- SCROLL / CLEAR SCREEN TEXT
- CYCLE STATUS SCREEN ITEMS

+CONTROL PAD
- HIGHLIGHT SELECTIONS
- MOVE CHARACTER
- RUN (PRESS ▲ + B BUTTON)
- PUSH ITEMS



B BUTTON
- PRESS TO RUN (WITH +CONTROL PAD ▲)

STARTING A MISSION

BEGIN BY LOADING THE ***RESIDENT EVIL 2*** GAME PAK INTO YOUR NINTENDO 64 CONTROL DECK. WHEN YOU TURN THE POWER ON, THE TITLE/GAME MODE SCREEN APPEARS. MOVE THE CONTROL STICK ↑/↓ OR PRESS THE +CONTROL PAD ▲/▼ TO HIGHLIGHT THE OPTIONS, AND PRESS THE A OR Z BUTTON TO SELECT.

LOAD GAME

SELECT ***LOAD GAME*** TO RESTART A PREVIOUSLY SAVED GAME. SEE THE "SAVING/LOADING" SECTION ON PAGE 12 FOR MORE.

NEW GAME

START A NEW GAME FROM THE BEGINNING. MOVE THE CONTROL STICK ←/→ OR PRESS THE +CONTROL PAD ◄/► TO HIGHLIGHT YOUR CHOICE AND PRESS THE A OR Z BUTTON TO SELECT:

NORMAL MODE - PLAY ***RESIDENT EVIL 2*** AT A NORMAL DIFFICULTY LEVEL.

EASY MODE - PLAY A BEGINNER'S VERSION OF ***RESIDENT EVIL 2*** WHICH GIVES YOU MORE AMMO AND MAKES ENEMIES WEAKER.

AFTER SELECTING YOUR GAME MODE, YOU'LL SET THE INTENSITY LEVEL (USE THE SAME CONTROLS AS ABOVE):

VIOLENCE - SET LOW, MIDDLE OR HIGH.

BLOOD - CHOOSE BLUE, GREEN OR RED.

CHARACTER

WHEN STARTING A NEW GAME, YOU CAN CHOOSE EITHER LEON OR CLAIRE AS YOUR CHARACTER.

AFTER PLAYING THROUGH THE GAME AND COMPLETING IT ONCE, LOAD THE LAST SAVED DATA TO START THE "B" SCENARIO (WHICH APPEARS AS "***B"). NOW YOU WILL AUTOMATICALLY PLAY AGAIN AS THE OPPOSITE CHARACTER TO REVEAL NEW PUZZLES AND EVENTS. (SEE THE SECTION "STARTING THE 2ND MISSION" ON PAGE 13.)

SPECIAL CONTROLS (DEFAULT)

CHECK ITEM

WHEN YOU PRESS THE ACTION (DEFAULT A OR Z) 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 TO FIND OUT, NO MESSAGE APPEARS. THE ACTION BUTTON ALSO OPENS DOORS, ACTIVATES MACHINERY AND TALKS TO OTHER CHARACTERS.

WALK/RUN



CONTROL STICK:

MOVE ↑ TO WALK OR RUN FORWARD. TURN BY MOVING →/← WHILE WALKING/RUNNING. MOVE ↓ TO BACK UP (YOU CAN'T RUN BACKWARD).

+CONTROL PAD:

PRESS ▲ TO WALK FORWARD. PRESS THE B BUTTON (DEFAULT) WHILE PRESSING ▲ TO RUN. TURN BY PRESSING ►/◄ WHILE WALKING OR RUNNING. PRESS ▼ TO BACK UP (YOU CAN'T RUN BACKWARD).



USE WEAPON

HOLD THE R BUTTON (DEFAULT) TO DRAW YOUR WEAPON, THEN USE THE CONTROL STICK OR +CONTROL PAD TO AIM. PRESS THE ACTION BUTTON TO FIRE. RELEASE THE R BUTTON TO DROP THE WEAPON TO YOUR SIDE.



PUSH ITEM

SOME ITEMS CAN BE MOVED BY PUSHING THEM. TURN YOUR CHARACTER TO FACE THE ITEM YOU WANT TO PUSH AND MOVE THE CONTROL STICK ↑ OR PRESS THE +CONTROL PAD ▲. THE CHARACTER WILL PUSH THE ITEM WHILE WALKING OR RUNNING.

IF THE OBJECT CANNOT BE MOVED, YOUR CHARACTER WILL NOT TRY TO PUSH IT.

OPTION MODE

SELECT OPTION FROM THE GAME MODE SCREEN TO ENTER THE OPTION MODE. USE THE OPTION SETTINGS TO ADJUST CONTROL CONFIGURATION, MONITOR DISPLAY, AND SOUND MODE AND VOLUME.



CONTROLLER CONFIG

RECONFIGURE THE CONTROLS. USE THE CONTROL STICK OR +CONTROL PAD TO CYCLE THROUGH TYPE A, B, C OR D AT THE TOP RIGHT OF THE WINDOW. THE CONTROL SETTINGS FOR EACH TYPE WILL BE DISPLAYED. HIGHLIGHT EXIT AND PRESS THE A OR Z BUTTON TO RETURN TO THE OPTION MENU.



SOUND

SET YOUR SOUND TO STEREO OR MONAURAL, DEPENDING ON THE CAPABILITIES OF YOUR SYSTEM. YOU CAN ALSO ADJUST THE BACKGROUND MUSIC (BGM) AND SOUND EFFECTS (S.E.) VOLUME.

NOTE: SOUND VOLUME DURING MOVIE SEQUENCES CANNOT BE ADJUSTED.



MONITOR ADJUST

ADJUST THE BRIGHTNESS OF YOUR MONITOR TO MAXIMIZE PICTURE QUALITY.

RESET

RETURN THE OPTION SETTINGS TO THEIR DEFAULT STATE.

EXIT

RETURN TO THE GAME MODE SCREEN.

STATUS SCREEN

WHEN YOU PRESS THE START BUTTON DURING GAMEPLAY, THE STATUS SCREEN APPEARS. THIS SCREEN SHOWS LEON'S OR CLAIRE'S CONDITION AND THE ITEMS HE/SHE IS CARRYING. USE THE CONTROL STICK OR +CONTROL PAD TO HIGHLIGHT AN ITEM OR FUNCTION, AND THEN PRESS THE ACTION BUTTON TO ACTIVATE THE OPTIONS.



ITEM

AFTER HIGHLIGHTING THE ITEM YOU WANT TO USE, PRESS THE ACTION BUTTON TO SEE THREE OPTIONS IN THE COMMAND LIST: USE/EQUIP, CHECK OR COMBINE.

USE/EQUIP

TO USE THE ITEM INSTANTLY, HIGHLIGHT ***USE*** AND PRESS THE ACTION BUTTON. IF AN ITEM IS NOT APPROPRIATE FOR THE SITUATION, YOU WILL NOT BE ABLE TO USE IT.

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. TO REMOVE A WEAPON FROM EQUIPPED STATUS, SELECT ***EQUIP*** AGAIN.

CHECK

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, PARTICULARLY WEAPONS, HAVE A DIFFERENT EFFECT WHEN YOU COMBINE THEM WITH OTHER ITEMS. FOR EXAMPLE, WHEN YOU WANT TO RE-LOAD A CLIP OF AMMO FOR A GUN, SELECT THE CLIP, AND THEN SELECT ***COMBN*** FROM THE COMMAND LIST. USE THE CONTROL STICK OR +CONTROL PAD TO MOVE THE GREEN FRAME ONTO THE GUN YOU WANT TO PUT THE CLIP IN. PRESS THE ACTION BUTTON TO COMBINE THE ITEMS. TRY COMBINING OTHER ITEMS TO DISCOVER NEW EFFECTS.

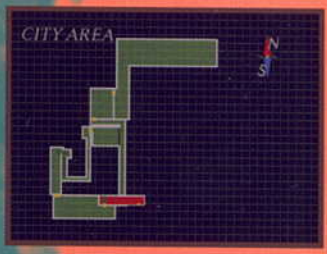
CONDITION

ON THE STATUS SCREEN NEXT TO YOUR CHARACTER'S MUG SHOT IS AN ELECTRO-CARDIOGRAPH (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 MEDICINE.



MAP

HIGHLIGHT THIS OPTION AND PRESS THE ACTION BUTTON TO VIEW THE ROOMS AND AREAS YOU HAVE ALREADY VISITED. THE MAP HELPS YOU KEEP TRACK OF WHERE YOU NEED TO GO. YOUR POSITION IS MARKED BY AN ARROW; BLINKING BOXES SHOW LOCKED DOORWAYS; LIGHTED DOTS INDICATE ITEM BOXES (SEE PAGE 11). PRESS THE B BUTTON (DEFAULT) TO CLOSE THE MAP.



FILE

AS YOU EXPLORE, YOU WILL DISCOVER NOTES, MESSAGES AND OTHER INFORMATION THAT WILL AUTOMATICALLY BE FILED IN YOUR CHARACTER'S NOTEBOOKS. SELECT ***FILE*** TO VIEW THE FILED MESSAGES. HINTS MAY DEVELOP FROM THESE NOTES. USE THE CONTROL STICK OR +CONTROL PAD TO CHANGE THE NOTEBOOK, SELECT A REPORT TAB AND SCROLL THROUGH THE TEXT. PRESS THE ACTION BUTTON BETWEEN EACH FUNCTION.



SAVING/LOADING

SAVING



TO SAVE A GAME YOU MUST PLACE A TYPEWRITER RIBBON INTO A TYPEWRITER. RIBBONS CAN BE FOUND IN VARIOUS PLACES THROUGHOUT THE GAME. ONCE YOU FIND A RIBBON, MOVE YOUR CHARACTER IN FRONT OF THE TYPEWRITER AND PRESS THE ACTION BUTTON. YOU WILL BE ASKED IF YOU WANT TO SAVE YOUR PROGRESS. CHOOSE ***YES*** OR ***NO***.

NOTE: YOU NEED TO FIND A TYPEWRITER RIBBON EACH TIME YOU WANT TO SAVE, SO USE YOUR RIBBONS CAREFULLY AND SAVE OFTEN.

TO SAVE A GAME, HIGHLIGHT AN EMPTY SLOT AND PRESS THE ACTION BUTTON. TO SAVE OVER AN EXISTING GAME, HIGHLIGHT A SLOT CONTAINING A FILE YOU DON'T MIND OVERWRITING AND PRESS THE ACTION BUTTON. SELECT ***YES*** TO COMPLETE THE SAVE.

WHEN SAVING, YOU WILL KNOW THE FILE IS SAVING SUCCESSFULLY BY THE SOUND OF THE TYPEWRITER KEYS BEING TAPPED. ALSO, THE SAVE INFORMATION WILL BE TYPED ON-SCREEN.

LOADING

HIGHLIGHT ***LOAD GAME*** FROM THE GAME MODE SCREEN AND PRESS THE A OR Z BUTTON. USE THE CONTROL STICK OR +CONTROL PAD TO HIGHLIGHT THE FILE YOU WANT TO RESTART, THEN PRESS THE A OR Z BUTTON. IF YOU WANT TO EXIT THE SCREEN WITHOUT LOADING A FILE, PRESS THE B BUTTON.

CAN'T SURVIVE? TRY THIS!

1 ENEMIES CAN BE KNOCKED DOWN:

ENEMIES WILL FALL AFTER TAKING SEVERAL SHOTS TO THE BODY. BUT AFTER THEY COME TO, THEY WILL BE BACK UP AND AFTER YOU IN AN INSTANT. CONSERVE AMMO BY KNOCKING DOWN ENEMIES INSTEAD OF SHOOTING THEM. THEN RUN PAST THEM TO GET OUT OF THEIR RANGE.

2 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.

3 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.

4 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. DO SOMETHING -- THERE'S ALWAYS A WAY OUT.

ITEM BOXES



LEON AND CLAIRE CAN ONLY CARRY EIGHT ITEMS AT A TIME. YOU CANNOT LOSE AN ITEM ONCE YOU FIND IT, BUT YOU CAN USE IT UP (SUCH AS AMMO, FOR EXAMPLE). IN ORDER TO CARRY ONLY THE ITEMS YOU NEED, YOU CAN STORE OTHER ITEMS IN ITEM BOXES.

ITEM BOXES ARE LOCATED IN STRATEGIC PLACES, AND YOU MUST USE THEM WISELY BECAUSE THEY ARE LIMITED IN SPACE. MOVE YOUR CHARACTER TO STAND IN FRONT OF A BOX AND PRESS THE ACTION BUTTON. THE ITEM SELECT SCREEN WILL APPEAR.

PLACING AN ITEM

TO PLACE AN ITEM IN THE BOX, HIGHLIGHT THE ITEM, THEN PRESS THE ACTION BUTTON. NOW HIGHLIGHT A SLOT THAT READS ***NO ITEM*** AND PRESS THE ACTION BUTTON. IF THERE ARE NO SLOTS THAT READ ***NO ITEM***, THE ITEM BOX IS FULL.

EXCHANGING ITEMS

TO EXCHANGE ITEMS, HIGHLIGHT THE ITEM YOU WANT TO EXCHANGE. FOLLOW THAT BY HIGHLIGHTING AN ITEM IN THE BOX TO EXCHANGE FOR IT. PRESS THE ACTION BUTTON BETWEEN SELECTIONS AND TO COMPLETE THE EXCHANGE.

REMOVING AN ITEM

TO TAKE AN ITEM OUT OF THE BOX, YOU MUST HAVE AN EMPTY SLOT AVAILABLE TO CARRY THE ITEM. HIGHLIGHT THE EMPTY SLOT FIRST, AND THEN HIGHLIGHT THE ITEM YOU WANT TO TAKE OUT OF THE BOX. PRESS THE ACTION BUTTON BETWEEN SELECTIONS AND TO COMPLETE THE ACTION.

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 BASED ON TOTAL TIME SPENT PLAYING THE GAME, AND THE NUMBER OF SAVES YOU USED DURING YOUR GAME PLAY. THE SHORTER THE TIME AND THE LESS YOU SAVED GIVE YOU A HIGHER RANKING.

TRY TO INCREASE YOUR RANKING, AND WHO KNOWS . . . GOOD THINGS MAY HAPPEN.

STARTING THE 2ND MISSION

RESIDENT EVIL 2 IS EQUIPPED WITH A NEW EXTENDED GAMEPLAY SYSTEM. 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, BE SURE TO SAVE YOUR COMPLETED GAME DATA AT THE END OF THE GAME. NOW LOAD THAT SAVED GAME DATA TO START THE "***B" GAME, WHICH WILL AUTOMATICALLY CHOOSE THE OTHER CHARACTER AS YOUR GAME ALTER EGO. YOU WILL PLAY THE ADVENTURE WITH THAT CHARACTER.

FOR EXAMPLE, WHEN YOU PLAY LEON'S MISSION AND YOU COMPLETE IT, SAVE THE COMPLETED GAME DATA. THEN CHOOSE **LOAD GAME** FROM THE GAME MODE SCREEN AND SELECT YOU LAST SAVED GAME DATA. NOW YOU WILL EXPERIENCE LEON'S MISSION AS CLAIRE. THE SAME GOES FOR CLAIRE'S MISSION. GIVE IT A SHOT . . . IF YOU'VE GOT THE GUTS.

NOTES



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DON'T FIGHT IT! SIGN UP TODAY.

JUST COMPLETE THIS ENTRY FORM OR SEND A 3X5 CARD WITH YOUR NAME, ADDRESS, PHONE NUMBER AND DATE OF BIRTH, AND PARENT'S SIGNATURE (IF UNDER 18) TO:
CAPCOM EDGE 475 OAKMEAD PARKWAY, SUNNYVALE, CA 94086

NAME

ADDRESS

CITY STATE ZIP CODE

PHONE NUMBER

DATE OF BIRTH

PARENT'S SIGNATURE (IF UNDER THE AGE OF 18)

RESIDENT EVIL 2

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Credits: Manual Design: Hanshaw Ink & Image; Marketing: Todd Thorson, Sean Mylett, Robert Johnson; Creative Services: Michi Morita, Jennifer Deauville, Marion Clifford and Jamie Gibson; Package Design: Michi Morita and Jamie Gibson; PR-Melinda Mongelluzzo, Matt Atwood and Carrie Megenity. Special thanks to Tom Shiraiwa, Miki Takano, Bill Gardner, Robert Lindsey, Nancy Ramsey, Stewart Spilkin and Naoto Tominaga.

90-DAY LIMITED WARRANTY

CAPCOM ENTERTAINMENT, INC. ("CAPCOM") warrants to the original consumer that this Nintendo 64 Game Pak from CAPCOM shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, CAPCOM will replace the Game Pak free of charge.

To receive this warranty service:

1. Notify the CAPCOM Consumer Service Department of the problem requiring warranty service by calling (408) 774-0400. Our Consumer Service Department is in operation from 8:30 a.m. to 5:00 p.m. Pacific Time, Monday through Friday.
2. If the CAPCOM service technician is unable to solve the problem by phone, he/she will instruct you to return the entire Game Pak to CAPCOM freight prepaid at your own risk of damage or delivery. We recommend sending your Game Pak certified mail. Please include your sales slip or similar proof-of-purchase within the 90-day warranty period to:

CAPCOM
Consumer Service Department
475 Oakmead Parkway
Sunnyvale, CA 94086

This warranty shall not apply if the Game Pak has been damaged by negligence, accident, unreasonable use, modification, tampering or by other causes unrelated to the defective materials or workmanship.

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REPAIRS AFTER EXPIRATION OF WARRANTY:

If the Game Pak develops a problem after the 90-day warranty period, you may contact the CAPCOM Consumer Service Department at the phone number noted previously. If the CAPCOM service technician is unable to solve the problem by phone, he/she may instruct you to return the defective Game Pak to CAPCOM freight prepaid at your own risk of damage or delivery, enclosing a check or money for $20.00 (U.S. funds only) payable to CAPCOM. We recommend sending your Game Pak certified mail. CAPCOM will replace the Game Pak, subject to the conditions above. If replacement Game Paks are not available, the defective product will be returned to you and the $20.00 payment refunded.

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