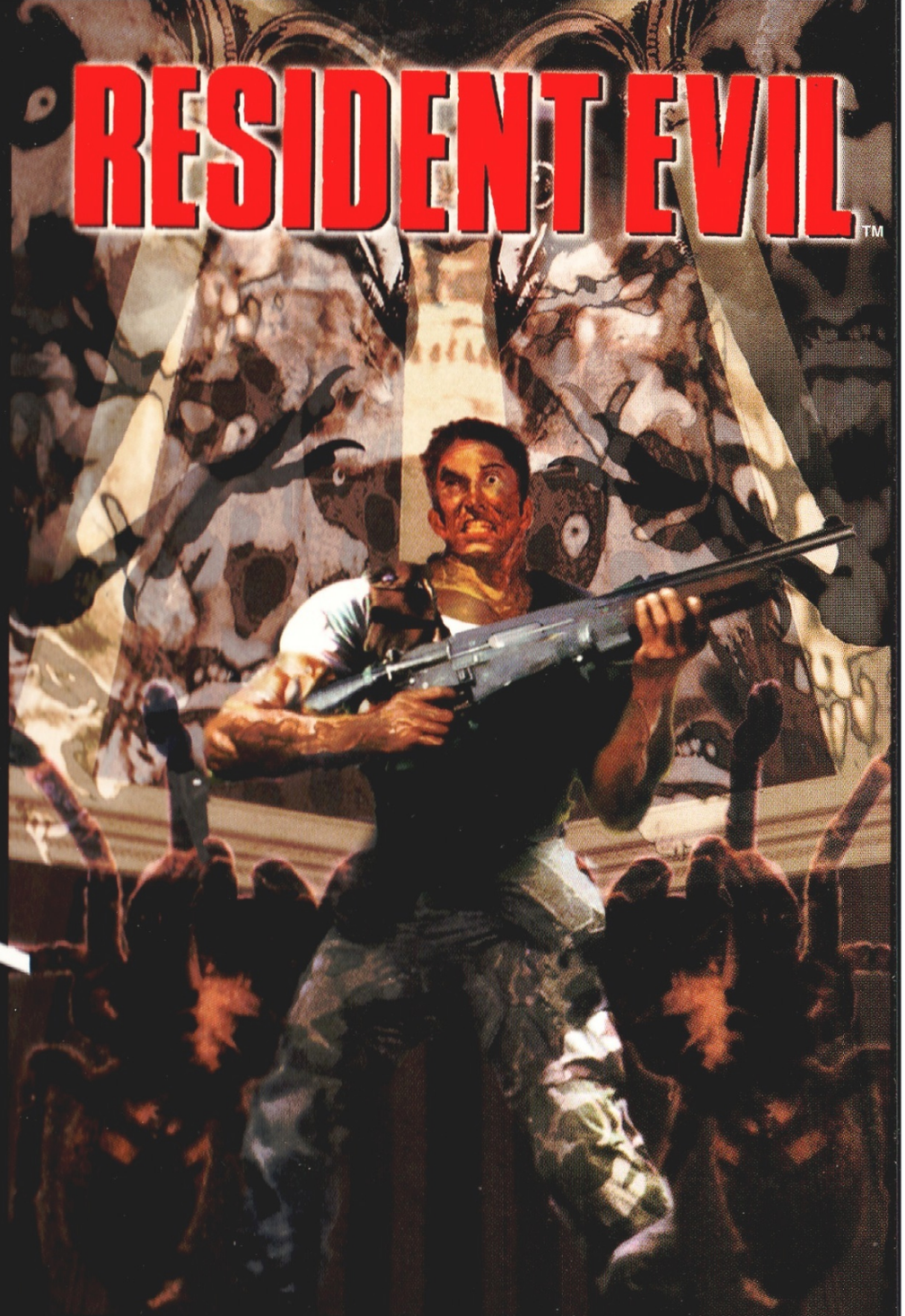
PlayStation™

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RESIDENT EVIL™



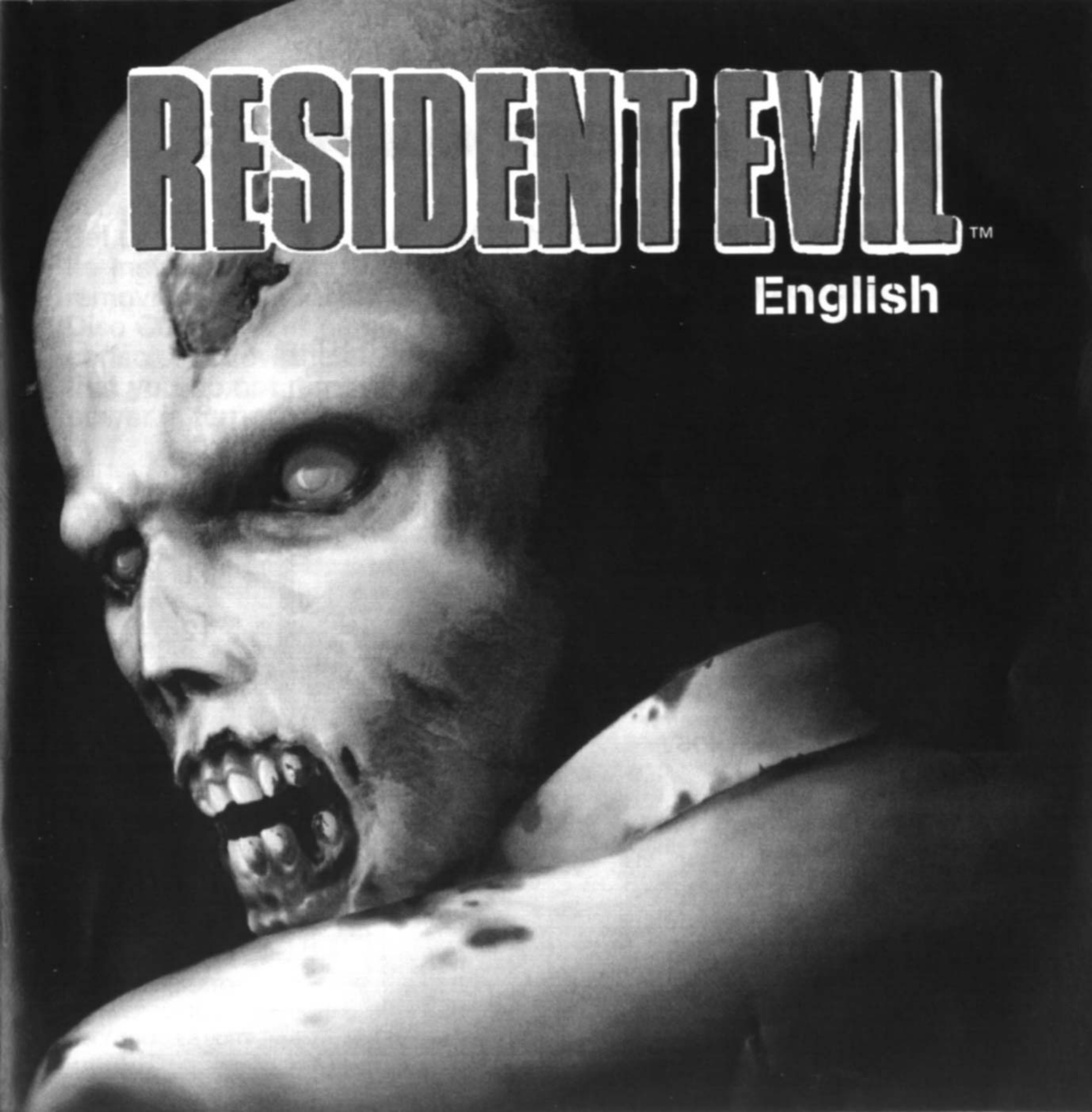
MATURE

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RESIDENT EVIL™
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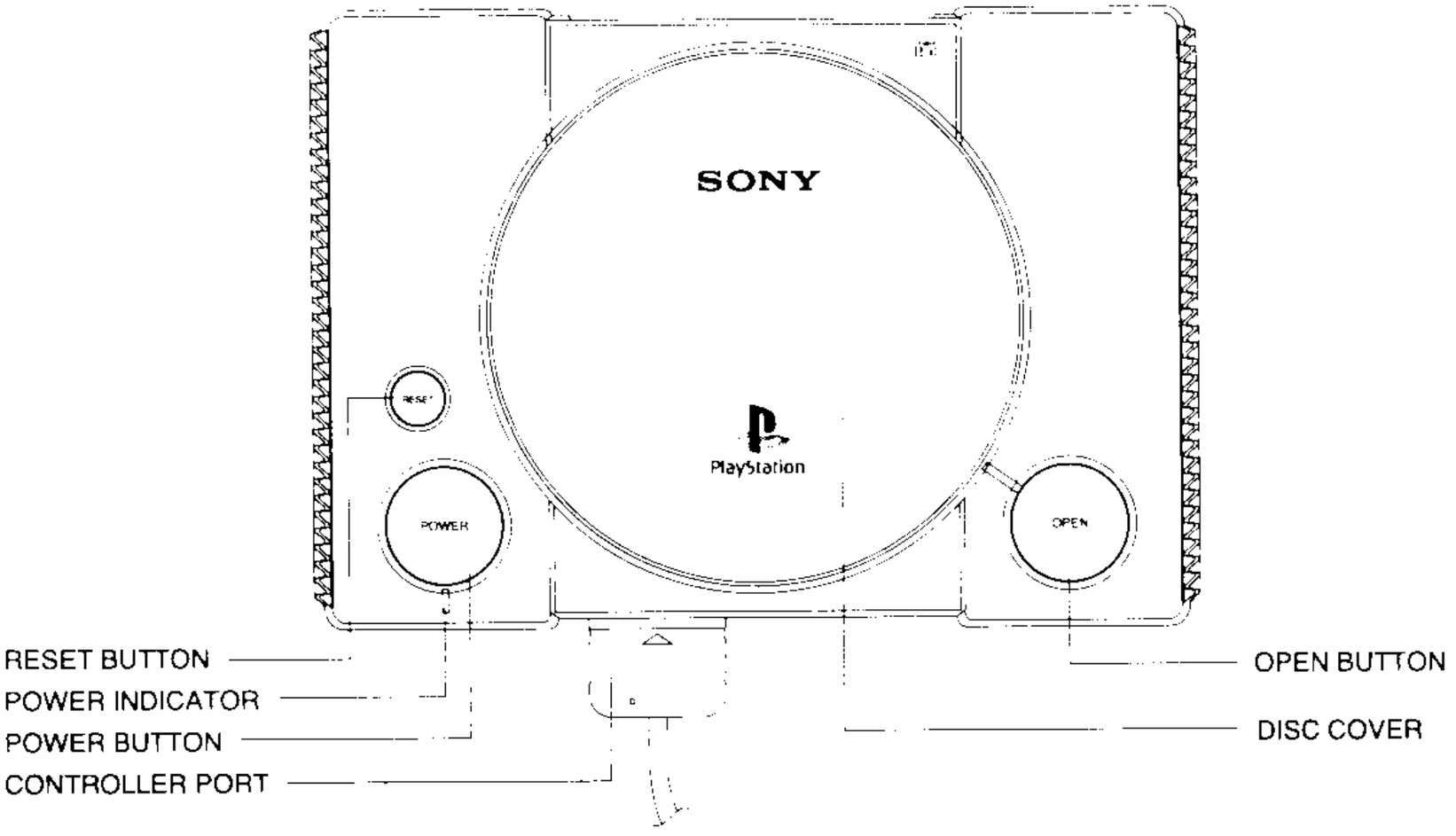
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MISSION SET-UP

Set up your PlayStation™ game console according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a compact disc. Insert the RESIDENT EVIL disc and close the Disc Cover. Insert game controllers and turn on the PlayStation™ game console. Follow the on-screen instructions to start a game. It is advised that you do not remove or insert peripherals or Memory cards once the power is turned on.

CONSOLE DIAGRAM



MISSION CONTROLS (Default)

BUTTON	FUNCTION
START BUTTON	STARTS GAME
	PAUSES GAME
	SELECTS SUB-SCREEN
SELECT BUTTON	NOT USED
DIRECTIONAL BUTTON	SELECTS MODE (Title Screen)
	MOVES CHARACTER
X BUTTON	ACTION BUTTON
	OPENS DOORS
	ATTACK
□ BUTTON	CANCEL PREVIOUS ACTION
	RUN
R1 BUTTON	DRAWS WEAPON
○ BUTTON	NOT USED
△ BUTTON	NOT USED
L1, L2, R2	NOT USED

SPECIAL CONTROLS (Default)

CHECK ITEM
Same as ACTION (X button). If you press X 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 □ BUTTON, then press Directional Button ▲ to run forward . Hold ◄or ► with ▲ to run left or right. You cannot run backward.

USE WEAPON
HOLD R1 to draw weapon, then use the Directional
Button to aim. Press X button to activate weapon.

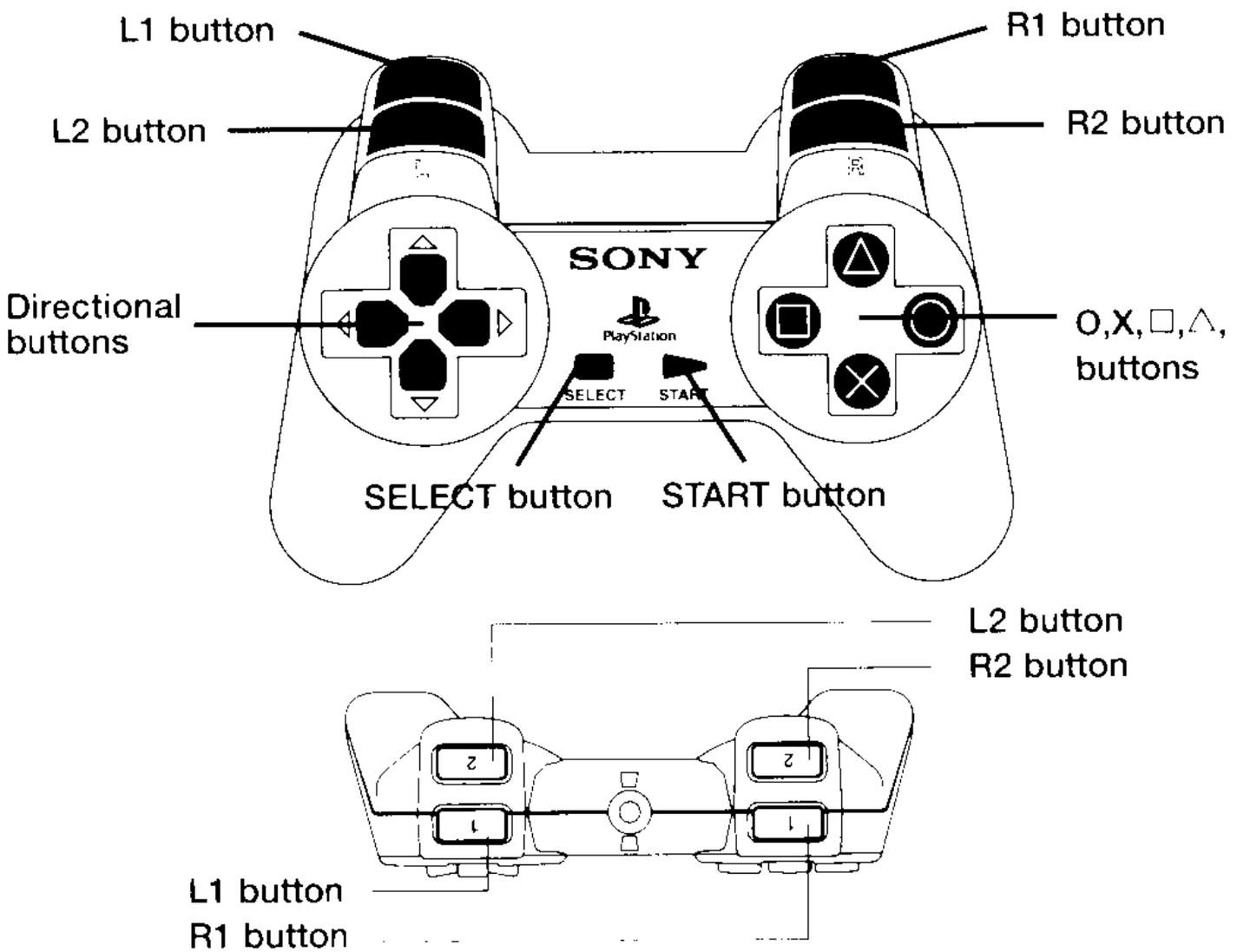
PUSH ITEM
Some items can be moved by pushing them. Stand next to the item and

press ▲ on the Directional button. If the object cannot be moved, your character will not try to push it.

RESET GAME

To return to the RESIDENT EVIL title screen during game play, press START to open the STATUS SCREEN. Then press and hold the SELECT and START buttons simultaneously for 2 seconds. Your game will reset automatically. Be sure to press the 2 buttons together to avoid exiting the STATUS SCREEN.

CONTROLLER



RACCOON FOREST

Force: S.T.A.R.S.
Unit: Alpha Team
Location: Raccoon Forest



Alpha Team to mobilise:

Barry Burton	weapons specialist
Joseph Frost,	vehicle specialist
Chris Redfield	marksman
Jill Valentine	machine expert
Brad Vickers	pilot
Albert Wesker	Mission Leader

Mission Background:

New members of Alpha Team arrive in Raccoon City late in day. Earlier, strange reports come in from locals about missing people and unusual sightings of dog-like monsters. The mangled remains of a woman hiker are fished out of river. The police report notes that something powerful had got hold of her, judging by the depth of teeth marks. Most likely a grizzly or wolf attack.

Public demands police action.
Police actions:

a) Entrance to mountain road barricaded
b) S.T.A.R.S. contacted
c) S.T.A.R.S. informed that hiker was part of tourist group that had gone into the mountains a few days earlier
S.T.A.R.S. will join mountainside search for more hikers.



Bravo Team mobilises:

Richard Aiken	communications
Rebecca Chambers	medical
Edward Dewey	pilot
Enrico Marini	Mission Leader
Forest Speyer	vehicle specialist
Kenneth J. Sullivan	field scout

Hellcopter discovers a mansion. Engine fails. Helicopter goes down. Contact lost with Bravo Team over mountains.

Mission Objectives:

a) Investigate Raccoon Forest area
b) Locate Bravo Team hellcopter
c) Locate and rescue Bravo Team members
d) Bring situation under control

BE SAFE.

END



STARTING A MISSION

To bypass the opening sequence, press any button on the left controller. You will be presented with the RESIDENT EVIL title screen. There are 2 options here: NEW GAME or LOAD GAME. Use the Directional Button to highlight an option, then press START to select it.

NEW GAME
Select this option when you want to start a mission from the beginning.

LOAD GAME
Select LOAD GAME if you have a previous game saved on a Memory Card. See following section for more information.

You take command of either Chris Redfield or Jill Valentine, two top members of Alpha Team.

SAVING

To save a game you must place an ink ribbon into a typewriter, which you will find in many different places throughout the game. Find a ribbon, then stand in front of the typewriter. Press the Action button (X button). You will be asked if you want to save your progress. Choose YES or NO.

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

If you attempt to save, and the message "Too many files" appears, you will be unable to save the current data on the memory card. You must use a different memory card with enough free blocks.

Up to 5 different files can be saved, and 1 file consumes 1 block of memory on a MEMORY CARD. To ensure your memory card has enough space available to save, you must check it by following these steps:



1) Turn on the PlayStation™ game console without inserting a disc.
2) Insert a memory card.
3) Select "MEMORY CARD" with the Directional buttons and press the O button.

If all 15 memory blocks are used, you must either delete a block or insert a different memory card with enough free blocks. To delete a file, follow these steps:

1) Select DELETE from the MEMORY CARD menu.
2) Select the card that has the data you want to delete.
3) Select the icon of the game data you want to delete.
4) When the message "Are you sure?" appears, select "YES".

To cancel deleting, select "NO"

LOADING

If you have previously saved progress, make sure the MEMORY CARD with the file(s) saved is inserted into Memory card slot 1. Then highlight LOAD GAME from the title screen and press the X button. Your file(s) will appear. Use the Directional button to highlight the file you want to re-start, then press the X button.

STATUS SCREEN

When you press the START button during game play you pause the game and may also use the STATUS screen. This screen shows your character's condition and the items you are carrying. Use the Directional button 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. The item will appear on the view screen. You then have 3 options in the command window: USE/EQUIP, CHECK or COMBINE.

USE/EQUIP

For most items, the USE option will appear after selecting it. 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 1 weapon at a time.

CHECK

This option allows you to examine an item or weapon that you have acquired. By using the Directional button after selecting the item or weapon, you can rotate it and examine it in 3-D. You can increase or decrease the magnification by pressing the L1 or L2 button, respectively.

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 button to move the cursor onto the gun you want to put the clip in.

Try combining other items to discover new effects of those items.

MAP/FILE/RADIO

There are 3 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 character's notebook. Select this to view the contents of messages filed. Hints may develop from these notes.

RADIO

You have a radio at your command, but cannot use it unless you hear it beeping at you. If you hear it beeping, quickly open the STATUS SCREEN and select RADIO to receive the transmission. If you're too late, you could miss an important message!

ITEM BOX

As you will begin to notice, you are limited in the number of items you can carry at once (Chris carries 6 items, while Jill carries 8). 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, keep or take out items from the box. To place an item in the box, use the Directional button to highlight the item, then press the X button. Now select a slot that reads "NOTHING" and press the X button. This is a blank slot. If there are no slots that read "NOTHING," the Item Box is full.

To take an item out of the box, you must have an empty slot available to carry the item. Select the item from the box first, then press the X button to take the item out of the box.

OPTION MODE

This mode can be activated by pressing the START button and the SELECT button simultaneously (*except during a cinema or while the STATUS SCREEN appears*). You can adjust the configuration of your buttons (CONFIG or adjust the SOUND mode(stereo or mono)).
When adjusting your configuration, there are 3 set configuration: A,B,C. You may also edit your configuration. To edit, select EDIT and press the X button. Select the key you wish to change then press the X button, select the function you want. When you have finished selecting your options, select EXIT.

FORWARD	Move Forward
BACK	Move Backward
L. TURN	Turn to the left
R. TURN	Turn to the right
ATTACK	Action Button
GET READY	Draws Weapon
DASH	Run

Attention: Do not hold the SELECT and START buttons down after entering the Option Mode, or you will reset the game without saving.

WEAPONS



Your standard equipment includes a 9mm semi-automatic hand gun and a combat knife. There are many other weapons to acquire through your search. Some weapons are more difficult to handle, so try them before taking them into combat (but don't waste too many rounds).

COMBAT KNIFE

A good weapon for a close fight, but not nearly as powerful or protective as a firearm.

9MM HAND GUN

Popular, common hand gun used by many public organisations and armed forces for its high level of reliability. Your gun can hold a clip of 15 bullets maximum. When the clip runs out, and you have another, your character will automatically reload.

SHOTGUN

An excellent hunting gun. It sprays the ammo and is powerful enough to take down fast-moving enemies. It is extremely handy when used at close range. One of the most reliable weapons you can find.

S.T.A.R.S. Bios

ALPHA TEAM

Barry Burton

Chris Redfield's old friend and partner. Former SWAT team member, Barry maintains and supplies weapons for all S.T.A.R.S. members. He has over 16 years of experience, and has lead many projects to success. Barry is a trusty ally, but has had some trouble with his wife and 2 daughters recently. He may look or sound depressed at times.

Joseph Frost

Previous member of S.T.A.R.S. Bravo Team, and already stationed in Raccoon City, Joseph was recently promoted to serve as vehicle specialist for Alpha Team. Many members of Bravo Team are jealous of his promotion, but he was moved up by Wesker himself. Joseph is young, enthusiastic and very curious.

Chris Redfield

After being kicked out of the Air Force, Chris became a drifter until he met Barry Burton. Barry recruited him for the newly-formed S.T.A.R.S. Now Chris has been reassigned to a smaller unit at Raccoon City headquarters to prove himself quickly. A tough guy who possesses both a strong mentality and great vitality, Chris has a great advantage with weapons when surrounded by many enemies.

Jill Valentine

An intelligent soldier that has saved many S.T.A.R.S. members from danger in the past, Jill has been reassigned to Raccoon City just like Chris. She is excellent at using special mechanical devices like lockpicks. Jill has strong moral convictions and fights for what she believes in. While she has a great capacity for holding items, her small vitality puts her at an immediate disadvantage.

Brad Vickers
Brad is a computer expert and excels in information gathering. Unfortunately, his fear of dying draws much heat from his fellow soldiers. His lack of enthusiasm for rushing into danger has earned him the nickname "Chickenheart." While Chris is a qualified pilot, Brad has become the helicopter flier for Alpha Team.

Albert Wesker
Wesker has risen quickly inside the S.T.A.R.S. organisation and currently leads the Alpha Team. Viewed by many as a "cool guy," from his snappy haircut to his perpetual shades, Wesker was recruited by a head-hunter for his sharp insight and eventually founded the S.T.A.R.S. unit in Raccoon City.

BRAVO TEAM

Richard Aiken
A very important member of S.T.A.R.S. serving as Bravo's communications expert. The only link back to headquarters for teams out in the field, Richard actually has to pull double duty as radioman for both units since Alpha Team really has no trained operator, except for Jill (who has a knack for technology). A very positive person, Richard greets new members warmly.

Rebecca Chambers
The youngest member of the group, Rebecca has been recruited for her knowledge of field medicine and First Aid. She is nervous around other members, both because of her age (18) and due to her lack of experience. Rebecca is eager to please and will take on any task assigned to her without hesitation.



Enrico Marini
Bravo Team's leader, and Wesker's second in command for the S.T.A.R.S. unit. Enrico feels threatened by the arrival of the Alpha Team, thinking that Chris or Barry may end up replacing him as #2 to Wesker. Nonetheless, Enrico is a dedicated S.T.A.R.S. operative and is always proud to lead the unit when Wesker lets him.

Forest Speyer
Forest is a great sniper in addition to his duties as Bravo's vehicle specialist. He is a consummate professional, and his work earns him great respect from the other members. He instantly clicks with Chris, and it seems they'll end up good team-mates.

Kenneth J. Sullivan
A quiet but very talented field scouting officer. Also is an expert in chemistry. He wonders why his chemical experience would be necessary in Raccoon City but quickly discounts his hesitancy since Wesker himself sought him for enlisting in S.T.A.R.S.