
PlayStation
NTSC U/C
PlayStation
RESIDENT EVIL 2
CAPCOM
MATURE
M
AGES 17+
CONTENT RATED BY
ESRB
SLUS-00421/00592

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.

WARNING: READ BEFORE USING YOUR PLAYSTATION™ GAME CONSOLE.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation™ Game Console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation™ Game Console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

HANDLING YOUR PLAYSTATION™ DISC:

- This compact disc is intended for use only with the PlayStation™ Game Console.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

CAPCOM

CAPCOM ENTERTAINMENT, INC.
475 Oakmead Parkway, Sunnyvale, CA 94086

© CAPCOM CO., LTD. 1998 ALL RIGHTS RESERVED
© CAPCOM U.S.A., INC. 1998 ALL RIGHTS RESERVED. RESIDENT EVIL is a trademark of CAPCOM CO. LTD. CAPCOM is a registered trademark of CAPCOM CO., LTD. PlayStation and the PlayStation logos are trademarks of Sony Computer Entertainment Inc.

CAPCOM HINT LINE

Hints are available:

1-900-680-CLUE (1-900-680-2583)

$.99 per minute for 24-hr. pre-recorded information.
$1.25 per minute for live Game Counselor assistance.
From Canada: 1-900-677-2272 ($1.25 per minute).

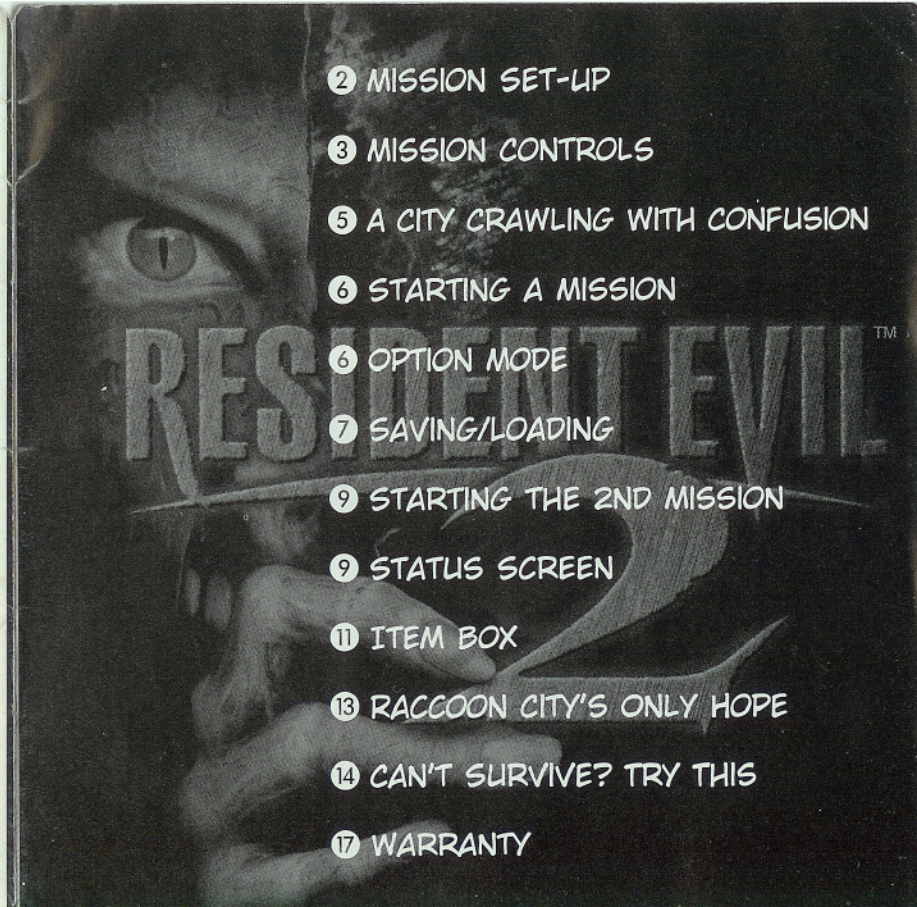
Must be 18 years or older, or have parental permission. Game Counselors available Monday-Friday 8:00 a.m. - 5:00 p.m. Pacific Standard Time. This hint line supports games produced by CAPCOM ENTERTAINMENT, INC. only. No hints will be given on our Consumer Service line. You must have a touch-tone phone to use this service.

CAPCOM ON-LINE

http://www.capcom.com

CompuServe users, select Go. . .
then type: capcom

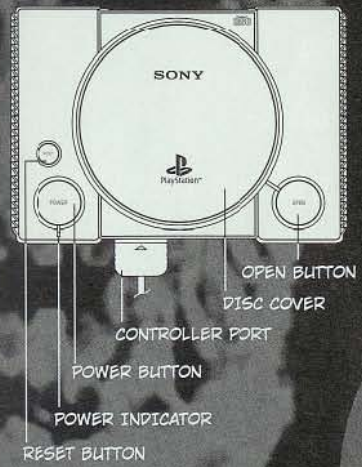
Visit our website to see all the great new CAPCOM products or to play certain games on-line! Or just e-mail us for help or to find out what's new at CAPCOM!

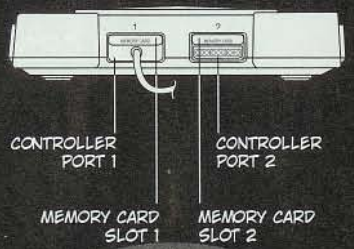


2 MISSION SET-UP
3 MISSION CONTROLS
5 A CITY CRAWLING WITH CONFUSION
6 STARTING A MISSION
6 OPTION MODE
7 SAVING/LOADING
9 STARTING THE 2ND MISSION
9 STATUS SCREEN
11 ITEM BOX
13 RACCOON CITY'S ONLY HOPE
14 CAN'T SURVIVE? TRY THIS
17 WARRANTY

MISSION SET-UP

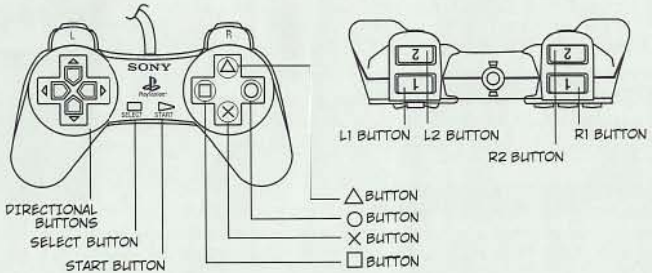
SET UP YOUR PLAYSTATION™ GAME CONSOLE ACCORDING TO THE INSTRUCTIONS IN ITS INSTRUCTION MANUAL. MAKE SURE THE POWER IS OFF BEFORE INSERTING OR REMOVING A COMPACT DISC. INSERT EITHER RESIDENT EVIL 2 DISC AND CLOSE THE DISC COVER. INSERT CONTROLLERS AND TURN ON THE PLAYSTATION™ GAME CONSOLE. FOLLOW THE ON-SCREEN INSTRUCTIONS TO START A GAME.



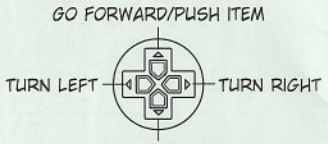


MISSION CONTROLS (DEFAULT)

BUTTON	FUNCTION
START BUTTON	STARTS GAME / PAUSES GAME
SELECT BUTTON	ACCESS OPTION MODE FROM GAMEPLAY
DIRECTIONAL BUTTON	SELECTS MODE (TITLE SCREEN)
	MOVES CHARACTER (SEE BELOW)
X BUTTON	ACTION BUTTON / OPENS DOORS
	ATTACK
□ BUTTON	RUN (SEE BELOW)
R1 BUTTON	DRAWS WEAPON
○ BUTTON	ACCESS THE STATUS SCREEN
△ BUTTON	CANCEL PREVIOUS ACTION



SPECIAL CONTROLS (DEFAULT)



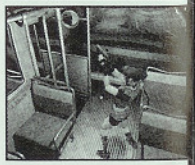
CHECK ITEM

SAME AS ACTION (THE X BUTTON). 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 □ BUTTON, THEN PRESS THE DIRECTIONAL BUTTON ▲ TO RUN FORWARD. HOLD ◄ OR ► WITH ▲ TO RUN LEFT OR RIGHT. YOU CANNOT RUN BACKWARD.



USE WEAPON

HOLD THE R1 BUTTON TO DRAW WEAPON, THEN USE THE DIRECTIONAL BUTTON TO AIM (▲ OR ▼ MOVES WEAPON UP OR DOWN; ◄ OR ► MOVES WEAPON LEFT OR RIGHT). PRESS THE X BUTTON TO ACTIVATE WEAPON. IF YOUR BUTTON CONFIGURATION IS SET TO "C" THE "AUTO-AIM" FUNCTION IS ACTIVATED. AFTER DRAWING YOUR WEAPON, PRESS THE L1 BUTTON TO SELECT WHICH ENEMY YOU WILL TARGET (SEE OPTION MODE, PAGE 6 FOR MORE).



PUSH ITEM

SOME ITEMS CAN BE MOVED BY PUSHING THEM. FACE THE ITEM YOU WANT TO MOVE 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 2 TITLE SCREEN DURING GAME PLAY, PRESS THE SELECT BUTTON TO ACCESS THE OPTION MODE. HIGHLIGHT RESET AND PRESS THE X BUTTON. SELECT YES TO RESET YOUR GAME OR NO TO RETURN TO THE OPTION MODE. PRESS THE X BUTTON TO MAKE YOUR SELECTION.

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. 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, PLACE DISC #1 INTO YOUR PLAYSTATION™ GAME CONSOLE AND TURN THE POWER ON. TO PLAY CLAIRE'S MISSION, PLACE DISC #2 INTO YOUR PLAYSTATION™ GAME CONSOLE AND TURN THE POWER ON.

ONCE THE DISC LOADS, TO BYPASS THE OPENING SEQUENCE, PRESS THE START BUTTON ON THE PLAYER 1 CONTROLLER. YOU WILL BE PRESENTED WITH THE RESIDENT EVIL 2 TITLE SCREEN. THERE ARE 3 OPTIONS: NEW GAME, LOAD GAME OR OPTION. USE THE DIRECTIONAL BUTTON TO HIGHLIGHT AN OPTION, THEN PRESS THE START BUTTON OR THE X BUTTON TO SELECT IT.

NEW GAME

SELECT THIS OPTION WHEN YOU WANT TO START A NEW MISSION. YOU CAN CHOOSE BETWEEN NORMAL DIFFICULTY AND EASY DIFFICULTY.

LOAD GAME

SELECT LOAD GAME IF YOU HAVE A PREVIOUSLY-SAVED GAME ON A MEMORY CARD. SEE THE SAVING/LOADING SECTION FOR MORE INFORMATION.

OPTION MODE

SELECT THIS TO ENTER THE OPTION MODE, OR ENTER THIS MODE DURING GAMEPLAY BY PRESSING THE SELECT BUTTON (EXCEPT DURING A CINEMA OR WHILE THE STATUS SCREEN APPEARS). YOU CAN ADJUST THE CONFIGURATION OF YOUR BUTTONS (KEY CONFIG), ADJUST THE SOUND MODE, ADJUST YOUR MONITOR, OR RESET YOUR GAME (SEE PAGE 4).

WHEN ADJUSTING YOUR KEY CONFIGURATION, THERE ARE 3 SET CONFIGURATIONS: A, B OR C. YOU WILL NOTICE WITH EACH CONFIGURATION THE WORD "MANUAL" OR "AUTO" APPEARS ON-SCREEN. THIS REFERS TO "MANUAL" OR "AUTO" AIM FUNCTIONS FOR YOUR WEAPON. IN "C" CONFIGURATION, YOU WILL HAVE "AUTO-AIM" WHICH KEEPS YOU TARGETED ON THE ENEMY. TO CHANGE WHICH ENEMY YOU ARE TARGETING, WHILE YOUR WEAPON IS DRAWN, PRESS THE L1 BUTTON UNTIL YOU ARE TARGETING THE DESIRED ENEMY. YOU CAN TURN THE "AUTO-AIM" ON AND OFF BY ACCESSING THE OPTION MODE.

SELECT THE SOUND MODE TO ADJUST YOUR SOUND BETWEEN STEREO AND MONO, DEPENDING ON THE CAPABILITIES OF YOUR SYSTEM. YOU MAY ALSO ADJUST THE VOLUME.

NOTE: VOLUME OF THE SOUND DURING CINEMATIC SEQUENCES (OTHER THAN THE CG ANIMATION) CANNOT BE ADJUSTED.

TO ADJUST THE BRIGHTNESS OF YOUR MONITOR TO MAXIMIZE PICTURE QUALITY, SELECT MONITOR ADJUST. COLOR BARS WILL APPEAR AT THE TOP OF THE SCREEN, SO ADJUST THE BRIGHTNESS OF YOUR T.V. MONITOR AS OUTLINED IN THE INSTRUCTIONS PACKAGED WITH YOUR T.V. MONITOR.

WHEN YOU HAVE FINISHED ADJUSTING YOUR OPTIONS, SELECT EXIT. SELECT YES TO EXIT, OR NO TO RETURN TO THE OPTION MODE.

SAVING/LOADING



SAVING

TO SAVE A 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.

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 "NO EMPTY BLOCK" APPEARS, YOU WILL BE UNABLE TO SAVE THE CURRENT DATA ON THAT MEMORY CARD. YOU MUST USE A DIFFERENT MEMORY CARD WITH ENOUGH FREE MEMORY OR CREATE SPACE ON THE CURRENT MEMORY CARD. TO ENSURE YOUR MEMORY CARD HAS ENOUGH SPACE AVAILABLE TO SAVE, FOLLOW THE INSTRUCTIONS OUTLINED IN THE MANUAL PACKAGED WITH YOUR PLAYSTATION™ GAME CONSOLE.

WARNING: MAKE SURE YOU HAVE AT LEAST 1 BLOCK AVAILABLE ON YOUR MEMORY CARD BEFORE BEGINNING PLAY. THIS ENSURES THAT YOUR PROGRESS CAN BE SAVED. WITHOUT A FREE BLOCK, YOUR PROGRESS MAY BE ALL FOR NAUGHT. AVOID FRUSTRATION BY PREPARING YOUR MEMORY CARD.

WHILE SAVING, DO NOT REMOVE THE MEMORY CARD, RESET YOUR GAME OR TURN OFF YOUR PLAYSTATION™ GAME CONSOLE. THIS MAY DESTROY YOUR SAVED DATA.

UP TO 15 DIFFERENT FILES CAN BE SAVED, AND 1 FILE CONSUMES 1 BLOCK OF MEMORY ON A MEMORY CARD.

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.

LOADING

IF YOU HAVE PREVIOUSLY SAVED A GAME, MAKE SURE THE MEMORY CARD WITH THE FILE(S) IS INSERTED INTO THE 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. IF YOU WANT TO RETURN TO THE TITLE SCREEN WITHOUT LOADING A FILE SIMPLY PRESS THE △ BUTTON.

WHILE LOADING, DO NOT REMOVE THE MEMORY CARD, RESET YOUR GAME OR TURN OFF YOUR PLAYSTATION™ GAME CONSOLE. THIS MAY DESTROY YOUR SAVED DATA.

STARTING THE 2ND 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 CONTINUE THE ADVENTURE WITH THE OPPOSITE CHARACTER.

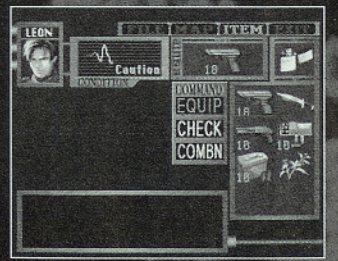
FOR EXAMPLE, WHEN YOU PLAY LEON'S MISSION AND YOU COMPLETE IT, SAVE THE COMPLETED GAME DATA ON YOUR MEMORY CARD. THEN LOAD THE CLAIRE MISSION DISC. CHOOSE LOAD GAME FROM THE TITLE SCREEN AND SELECT THE LEON COMPLETED GAME DATA YOU SAVED. NOW YOU WILL EXPERIENCE A NEW MISSION WITH CLAIRE.

THE SAME GOES FOR CLAIRE'S MISSION.

GIVE IT A SHOT. . .IF YOU'VE GOT THE GUTS.

STATUS SCREEN

WHEN YOU PRESS THE ○ BUTTON DURING GAME PLAY THE STATUS SCREEN APPEARS. 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. 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 1 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 BUTTON 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 CHARACTER'S 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 MEDICINE.

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 CHARACTER'S NOTEBOOK. SELECT THIS TO VIEW THE CONTENTS OF MESSAGES FILED. HINTS MAY DEVELOP FROM THESE NOTES.

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 BUTTON 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 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 SAVE GIVES YOU A HIGHER RANKING.

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 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 MANY OTHERS WOULD NOT.

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

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 THE ENEMIES THEN RUN PAST THEM.

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.

CAPCOM

RESIDENT EVIL 2 SWEEPSTAKES

WIN A PART IN THE MOVIE!*

OR A RESIDENT EVIL BACKPACK / LIBRARY OF CAPCOM GAMES / OFFICIAL DIRECTOR'S CHAIR / RESIDENT EVIL 2 T-SHIRT

Here's your once in a lifetime chance to appear on the big screen and become a part of Resident Evil history. You could be the lucky winner to land a walk-on part in the upcoming Resident Evil movie, or win other exclusive Resident Evil 2 prizes.

Odds of winning dependent upon the total number of entries received.

Winners will be determined in a random drawing by Capcom Entertainment from all eligible entries received. Winners will be notified by phone and/or mail. The grand prize winner must execute an affidavit of eligibility, liability, and publicity release within 5 days of notification. In the event of noncompliance within this time period, the grand prize will be forfeited and another winner will be selected. Winners acceptance of prize constitutes permission to use their names, photographs and likeness on behalf of Capcom Entertainment and Constantine Films without further compensation. Winner is responsible for any and all federal, state and local taxes on prizes if necessary. For a list of major prize winners, send a self addressed, stamped envelope to Capcom Entertainment.

Sweepstakes is operated by Capcom Entertainment and open to residents of the United States. All decisions of Capcom Entertainment, Inc. on all matters relating to this sweepstakes are final. Constantine Films, Capcom Entertainment and Sony Computer Entertainment, its affiliates, subsidiaries, divisions or related companies are not responsible for any damages, taxes or expenses that might occur as a result of this sweepstakes or receipt of a prize. Winner accepting prizes agree that the prize is awarded on the condition Constantine Films, Capcom Entertainment and and its affiliates have no liability whatsoever for any injuries, losses or damages of any kind resulting from acceptance, possession or use of the prize. An alternative prize other than the grand prize as specified above or cash will not be offered in lieu of any prize. Prize other than the Grand Prize may not be substituted, transferred, or exchanged. Other restrictions may apply. Void where prohibited by law. Contest void after April 15, 1998.

* includes travel and accommodations to movie set location within the United States. Grand Prize winner will receive a walk on, non-speaking role subject to approval of Constantine films. Specific date of film shoot to be determined at a later date and is subject to scheduling requirements of movie filming. Winner must be available on chosen dates. If, for any reason, filming of the movie is canceled, delayed or inappropriate, Capcom reserves the right to substitute the grand prize with a coin-op arcade game, or other alternative prize of equal value.

YEAH! I WANT TO BE PART OF THE MOVIE! REGISTER ME TO WIN:

Name

Address

City, ST, ZIP

Phone # Age

Parent or Legal Guardian (if under 18)

Sweepstakes Rules: No purchase necessary. Complete an official entry blank and send to Capcom Entertainment, Resident Evil 2 Sweepstakes, 475 Oakmead Parkway, Sunnyvale, CA 94087. Or, clearly hand write your name, address and phone number on a 3x5 card and mail to the address above for official entry. One entry per person. No mechanically reproduced entries allowed. All entries must be received by April 1, 1998. Capcom assumes no responsibility for entries that are late, illegible, misdirected or incomplete. Void where prohibited.

Awarding of Prizes – The following prizes will be awarded: Grand Prize (1): Walk on part in the Resident Evil Movie* [approximate retail value $2000]. 1st Prize (10): Library of Capcom games (4) [approximate retail value $140]. 2nd Prize (20): Resident Evil 2 Backpack [approximate retail value $ 40]. 3rd Prize (25): Resident Evil Director's Chair [approximate retail value $ 25]. 4th Prize (50): Resident Evil 2 T-shirt [approximate retail value $ 10]

VISIT WWW.CAPCOM.COM

MORE MERCHANDISE • ORDER ON LINE • CHECK OUT NEW RELEASES

CALL 408-774-0400

PRE-ORDER NEW RELEASES • INFORMATION • ORDER BY CREDIT CARD

EASY! 900-680-2583

ORDER ITEMS AND HAVE THEM CHARGED TO YOUR PHONE BILL! (IF ITS YOUR PHONE BILL THAT IS) CALL FOR INFORMATION ON HOW TO DO IT.

T-SHIRTS (All T-shirt Sizes XL)

☐ Resident Evil	$15.95
☐ Resident Evil 2	$15.95
☐ Mega Man X4	$14.95
☐ Street Fighter Alpha 2	$14.95
☐ Super Puzzle Fighter II	$14.95

STRATEGY GUIDES

☐ Street Fighter Alpha 2	$15.95
☐ Resident Evil 2	$17.95
☐ Star Gladiator	$ 9.95
☐ Street Fighter Alpha	$15.95
☐ Street Fighter EX PLUS	$15.95
☐ Resident Evil	$15.95
☐ Resident Evil Director's Cut	$15.95
☐ Marvel Super Heroes	$15.95
☐ Street Fighter 3 (Arcade)	$15.95
☐ Vampire Savior (Arcade)	$15.95

AND MORE...

☐ Star Gladiator Poster	$7.50
☐ Leather Backpack (capcom logo on flap)	$60.00



Mega Man X4 Back of T



Street Fighter Alpha 2 back of T



Super Puzzle Fighter II Back of T



Resident Evil Back of T



Resident Evil 2 Back of T



Star Gladiator Poster

FIRST NAME ..... LAST NAME .....

ADDRESS ..... APT. # ..... CITY ..... STATE ..... ZIP CODE .....

DAY PHONE: ..... EVENING PHONE: .....

METHOD OF PAYMENT: ☐ CHECK ☐ MONEY ORDER ☐ MASTERCARD ☐ VISA

CREDIT CARD ACCOUNT NUMBER ..... EXP. DATE ..... CARDHOLDER SIGNATURE (REQUIRED TO PROCESS ORDER)

SEND CHECK OR MONEY ORDER TO: CAPCOM ENTERTAINMENT, INC. 475 OAKMEAD PARKWAY SUNNYVALE, CA 94086

*Prices Include Shipping/Handling. U.S. Funds Only. CA residents add 7.75% sales tax. (For delivery to Canada add $1.00) Allow 4-6 Weeks For Delivery. While supplies last.

CAPCOM

CAPCOM ENTERTAINMENT, INC.
475 Oakmead Parkway
Sunnyvale, CA 94086

Manual-Corey Tresidder; Translation-Katy Bridges, Benemann Translation; Creative Services-Priscilla McGee, Corey Tresidder, Michi Morita; Marketing Manager-Todd Thorson; Manual Design-John Verducci/ Studio Em; Packaging Design-Michi Morita; Special Thanks to Tom Shiraiwa, Miki Takano, Robert Lindsey, Elisa Mathez, Jill Uebel, Scott Hunter, Tina Kowalewski, Ron Sakay, Robert Johnson & Nate McIlvain Williams

90-Day Limited Warranty

CAPCOM ENTERTAINMENT, INC. ("CAPCOM") warrants to the original consumer that this PlayStation disc ("CD-ROM") 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 CD-ROM 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 CD-ROM to CAPCOM freight prepaid at your own risk of damage or delivery. We recommend sending your CD-ROM 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 CD-ROM has been damaged by negligence, accident, unreasonable use, modification, tampering or by other causes unrelated to the defective materials or workmanship.

REPAIRS AFTER EXPIRATION OF WARRANTY:

If the CD-ROM 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 CD-ROM 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 CD-ROM certified mail. CAPCOM will replace the CD-ROM, subject to the conditions above. If replacement CD-ROMs are not available, the defective product will be returned to you and the $20.00 payment refunded.

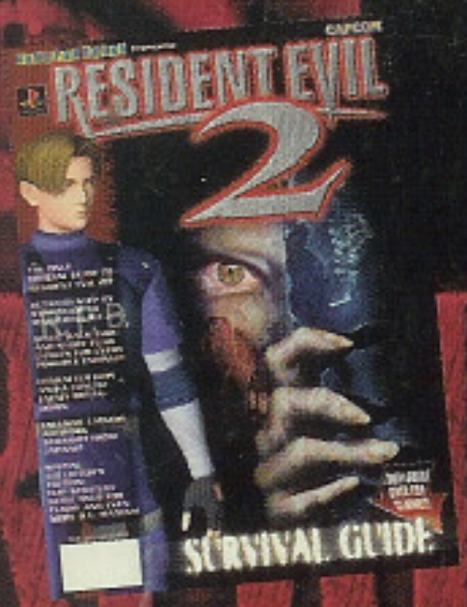
WARRANTY LIMITATIONS:

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED TO NINETY (90) DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL CAPCOM BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES.

The provisions of this warranty are valid in the United States and Canada only. Some states and provinces do not allow limitations on how long an implied warranty lasts or exclusions of consequential or incidental damages, so the above limitations and exclusions may not apply to you. This warranty gives you specific legal rights, and you may have other rights which vary from state to state or province to province.

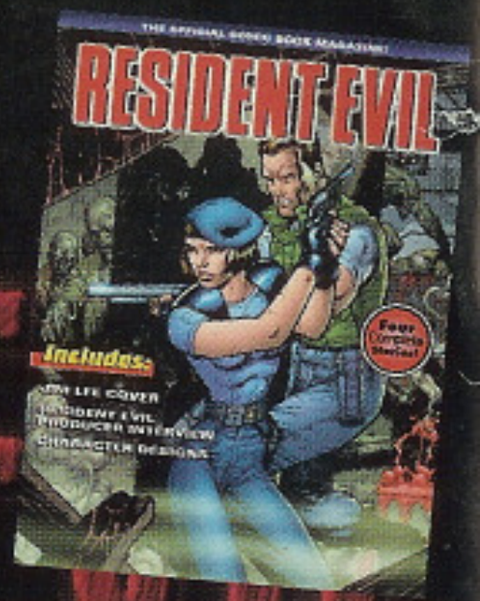
PROOF OF PURCHASE
PROOF OF PURCHASE
Resident Evil 2

Welcome to the World of Survival Horror...



THE OFFICIAL STRATEGY GUIDE
GAMEFAN BOOKS





COMIC BOOK SERIES BY
WILDSTORM PRODUCTIONS
www.wildstorm.com

NOVELS BY
POCKET BOOKS

ACTION FIGURES BY TOY BIZ

CAPCOM

LOOK OUT FOR THE UPCOMING
RESIDENT EVIL MOVIE BY
Constantin Film

FOR MORE INFORMATION, CALL
CAPCOM CUSTOMER SERVICE AT
408-774-0400

CAPCOM ENTERTAINMENT, INC. 475 Oakmead Parkway Sunnyvale, CA 94086
© CAPCOM CO., LTD. 1997, 1998 © CAPCOM U.S.A., INC. 1997, 1998 ALL RIGHTS RESERVED. RESIDENT EVIL is a trademark of CAPCOM CO., LTD. CAPCOM is a trademark of CAPCOM CO. LTD.

Licensed by Sony Computer Entertainment America for use with the PlayStation game console. PlayStation and the PlayStation logos are trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association. Manufactured and printed in the U.S.A. THIS SOFTWARE IS COMPATIBLE WITH PLAYSTATION GAME CONSOLES WITH THE NTSC U/C DESIGNATION. U.S. AND FOREIGN PATENTS PENDING.

PlayStation