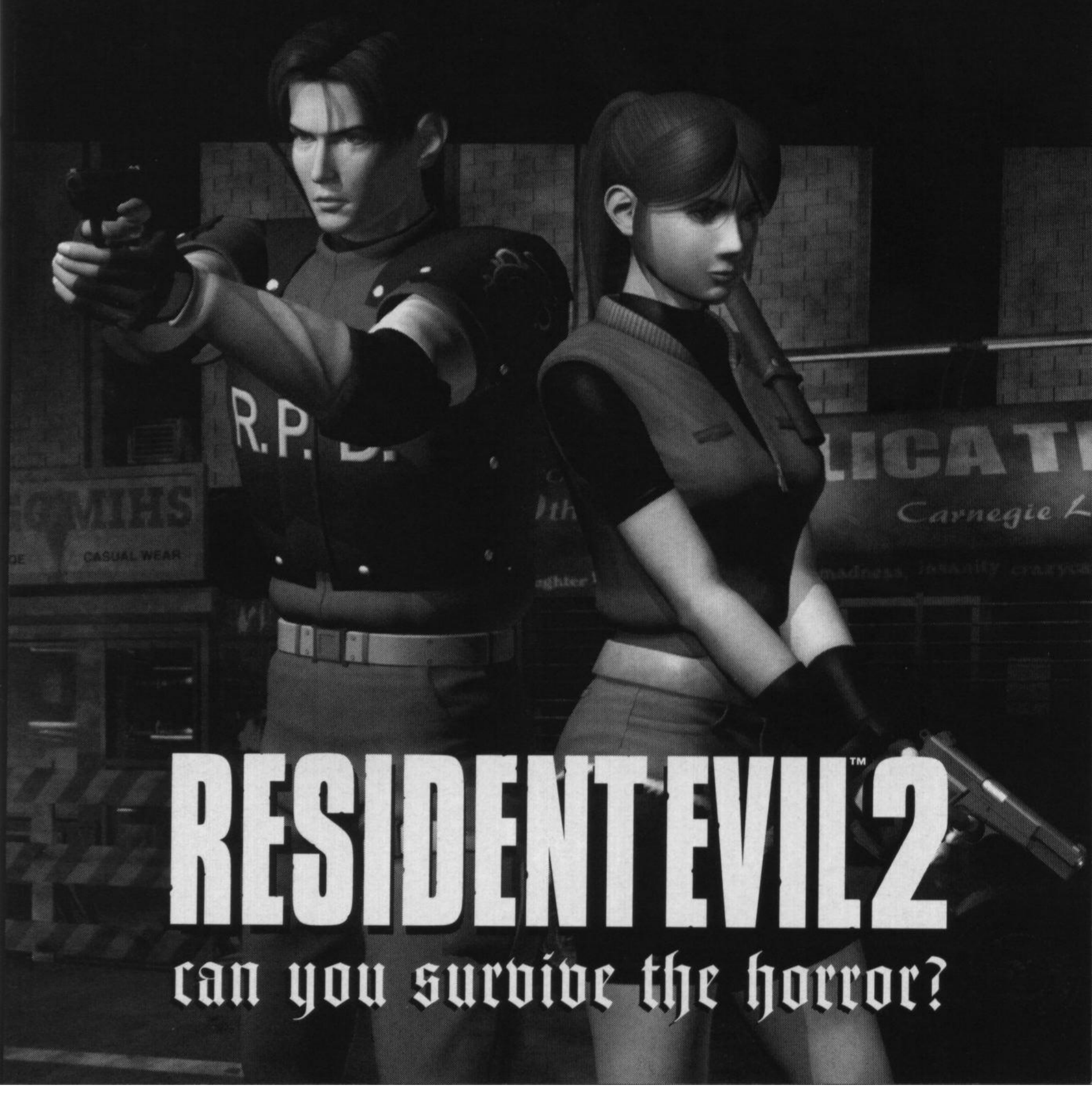
PlayStation
PAL
RESIDENT EVIL 2
Virgin INTERactive
CAPCOM
PlayStation™



RESIDENT EVIL 2™

can you survive the horror?

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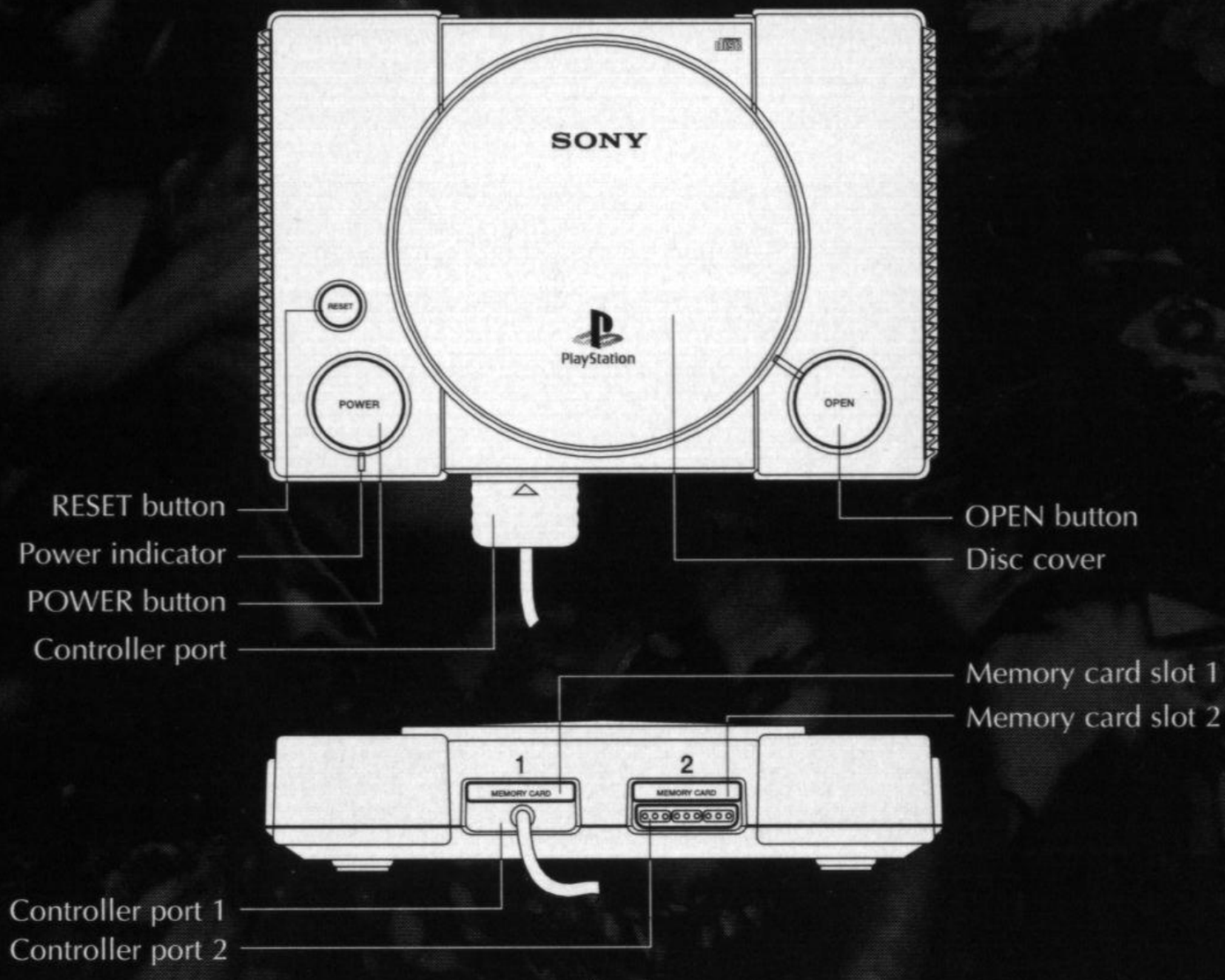
mission set-up

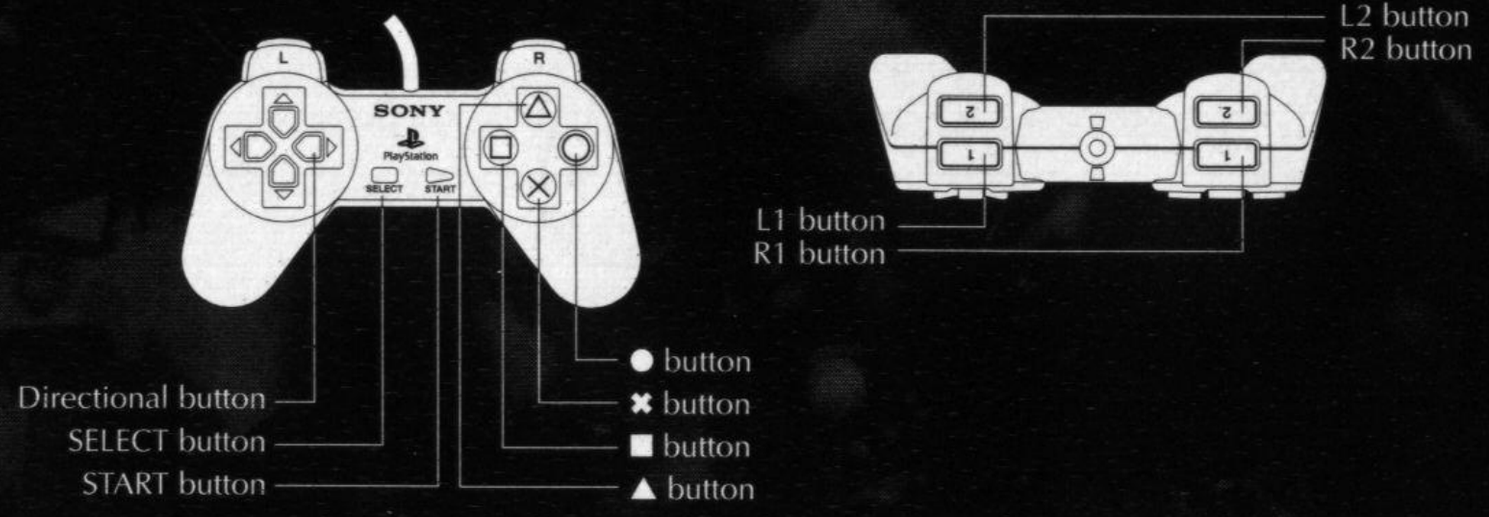
Set up your PlayStation™ GAME Console according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a compact disc. Insert either RESIDENT EVIL™ 2 disc and close the Disc Cover. Insert Controllers and turn on the PlayStation™ Game Console. Follow the on-screen instructions to start a game.

NOTE: It is advised that you do not insert or remove peripherals or Memory cards once the power is turned on.



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)
✖ 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)

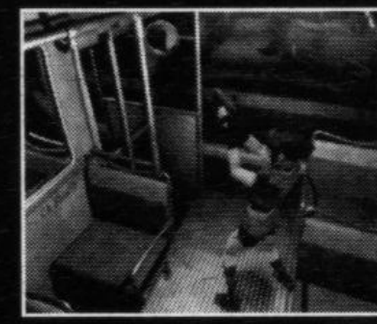
check item

Same as Action (the ✖ button). If you press the ✖ 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 → rotates weapon left or right). Press the ✖ 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 7 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 ✖ button. Select YES to reset your game or NO to return to the Option Mode. Press the ✖ 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.

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, 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 ✖ 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, MONITOR ADJUST, or RESET your game (see page 5).

When adjusting your button 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 maximise picture quality, select MONITOR ADJUST. Colour 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.

saving/loading

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 ✖ 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 blocks 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 ✖ button. Your file(s) will appear. Use the Directional button to highlight the file you want to re-start, then press the ✖ 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 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.

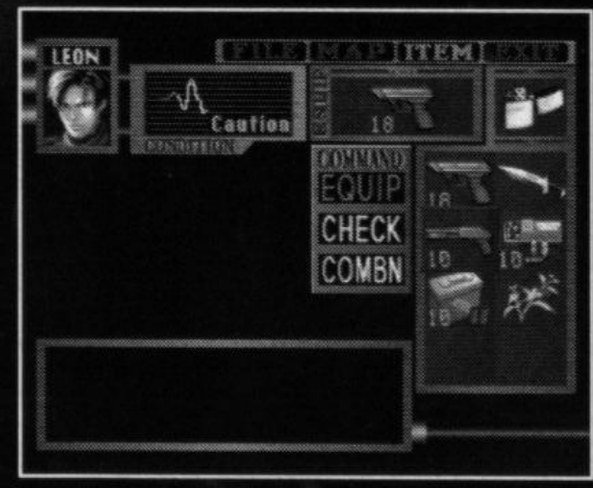
For example, when you play Leon's mission and you complete it, save the completed game data on your Memory card. Then load the Claire mission disc. Choose LOAD GAME from the title screen and select the Leon completed game data you saved. You will now experience the second mission with Claire, but beginning 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 ● button during game play the Status Screen appears. This screen shows your characters condition and the items you are carrying. Use the Directional button to highlight an item or function, then press the ✖ button to activate the options.



items

After highlighting the item you want to use, press the ✖ 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 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 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 characters 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 ✖ 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 ✖ button. Now select a slot that reads "NO item" and press the ✖ 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 ✖ button. Now highlight the item in the box you want to exchange and press the ✖ button. You have now exchanged items.

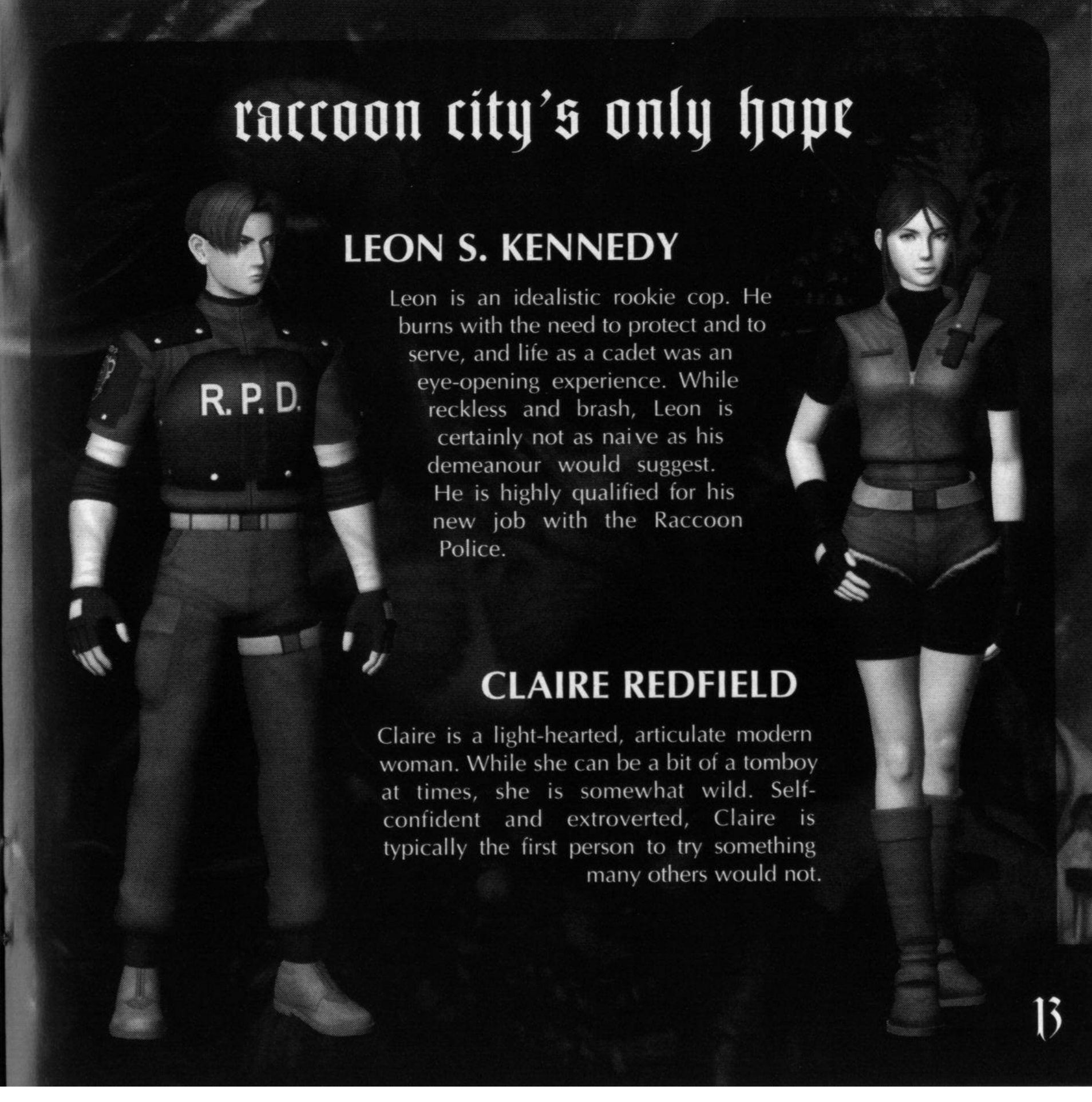
To take an item out of the box, you must have an empty slot available to carry the item. Select the empty slot first then press the ✖ button to move the cursor to the item box. Highlight the item to take out of the box and press the ✖ button.

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

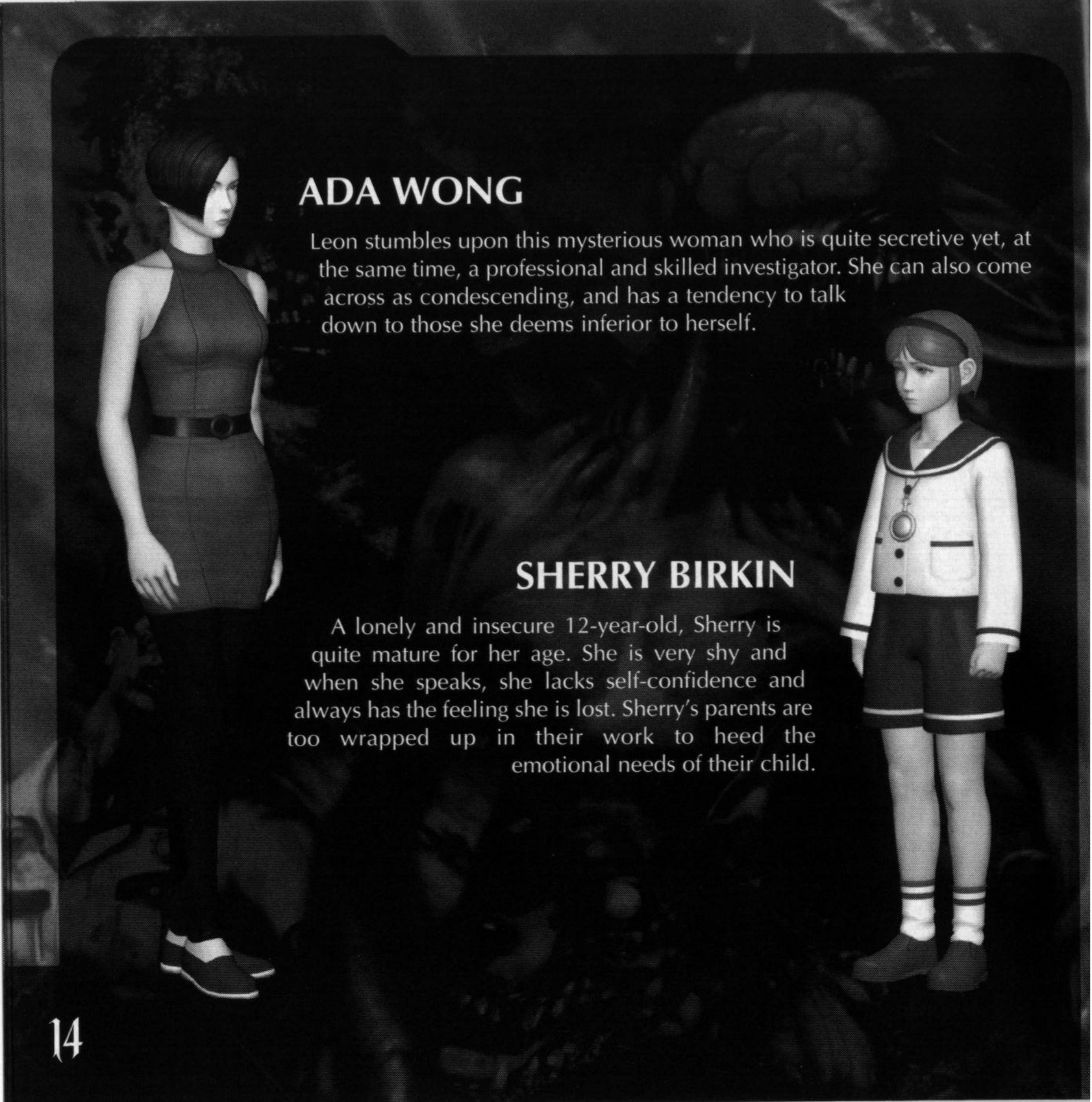


LEON S. KENNEDY

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:

SHOOTING ZOMBIES:

If you're having trouble shooting the zombies, select the Auto-Aim feature detailed in the OPTION MODE on page 7.

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.

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 are unable to give game play hints through our Technical Support number.

Technical Support : **0171 368 2266**
BBS : **0171 468 2022**
Fax : **0171 468 2003**
Internet : **customer_support@vie.co.uk**
WorldWide Web : **http://www.vie.co.uk**

Address : **Customer Services Department**
Virgin Interactive Entertainment (Europe) Ltd.
2 Kensington Square
London
W8 5RB
England

As mentioned above the Technical Support number is for technical assistance only, however, if you find yourself experiencing game play difficulties, then you may want to try our automated hintline* **on 0891 30 33 33.**

**All calls are charged at 50p per minute. Permission to use the service must be granted by the person who pays the telephone bill. The maximum length per call is 6 minutes. The service is available to residents of the U.K. only. Prices are correct at time of going to press - February 1998.*

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

If you do telephone, please be sure to provide us with as much information as possible.

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 the Title & Version of the game, 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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