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RESIDENT EVIL 2

Virgin INTERactive

CAPCOM

PC CD-ROM

RESIDENT EVIL 2™

Can you survive the horror ?

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Mission set-up

Before attempting to play please ensure that your system meets the following requirements:

Minimum

Windows® 95/98
Pentium 166 MHz, Without 3D accelerator card
4X CD ROM
24 Mb RAM
2 Mb DirectX™ 6 compatible graphics card
DirectX™ 6 compatible sound card
1 Mb free harddisk space for game data plus 100Mb for swap file

Recommended

Windows® 95/98
Pentium 200 MHz, 133 MHz or higher with 3D accelerator card
8X CD ROM
32 Mb RAM
4 Mb DirectX™ 6 compatible 3D accelerator card *(see below)
DirectX™ 6 compatible sound card
450 Mb free harddisk space for game data plus 100Mb for swap file
DirectInput™ 6 compatible joypad highly recommended

***Supported 3D accelerator cards**

Resident Evil 2 supports the following 4 Mb and above 3D accelerator chipsets: Voodoo, Voodoo2, Voodoo Rush, Voodoo Banshee, Verite Rendition V1000 series, Verite Rendition V2000 series, RIVA 128, RIVA TNT, 3D Rage Pro (ATI), Permedia 2 (3D Labs), Savage 3D (S3), Intel 740, Millennium II (Matrox), Millennium G200 (Matrox).

Please check with your card manufacturer that your accelerator contains one of the above chipsets if you wish to play Resident Evil 2 in accelerated mode.

Please check the VIE web site for added 3D support.

Installation

Before proceeding, ensure that you close as many programs and functions as possible before installing and running the game.

Insert the Resident Evil 2 CD into your CD-ROM drive. Resident Evil 2 uses the Autorun feature of Windows® 95 so the installation program should appear automatically. If the Autorun feature is disabled on your computer then click on the [START] button then [RUN], type D:\RESIDENTEVIL2.EXE (where D: is the letter of your CD-ROM drive) then click on [OK].

The first time you insert the Resident Evil 2 CD into your CD-ROM drive you will be prompted with the option to install the following software:
Microsoft DirectX™ 6
Intel Indeo® Video 5.06
Microsoft DirectX™ Media 6

Resident Evil 2 requires all three of these programs to be installed before playing. Additionally, if you have an older version already installed you must install the version off the Resident Evil 2 CD-ROM. You will not be prompted for this again, but should you need to install any of them at a later date you should run Windows Explorer located in the Windows Startbar and then look in the following folders for these files...
To install Microsoft DirectX™ 6, double click DX6ENG.EXE located in REGIST folder.
To install Microsoft DirectX™ Media 6, double click ENDUSER.EXE located in REGIST folder.
To install Intel Intel Indeo® Video 5.06, double click IV5PLAY.EXE located in REGIST folder.

An installation menu window will now appear with the following choices:
Play Resident Evil 2, Options (3D accelerator cards, graphics, sound, etc.)
Install Resident Evil 2
Uninstall Resident Evil 2
Save Game Folder (where your save game files are stored) View Readme file (please read this for important information and possible last minute changes), Quit
Virgin Internet Homepage (www.vie.co.uk)

OPTIONS

SCREEN ADJUSTMENT

Device Setup

You may manually select the type of 3D accelerator card or choose SOFTWARE VERSION if you do not have an accelerator card.

Please note:

Many 3D accelerator cards use the same chipset so in theory software designed for one board should work on another board with a similar chipset. If your card is not listed please try an option with the same chipset e.g. 3Dfx or Rendition. However, there are no guarantees that Resident Evil 2 will run correctly. If you are unsure which chipset you have please contact your card manufacturer or supplier.

NOTE: Although some cards offer 3D support, they may not be compatible. Please check the exterior of the box for supported cards.

Detect

Click the DETECT button to automatically check for a 3D accelerator card. Please ensure that the detected card matches the card in your system. You may encounter problems when playing Resident Evil 2 in the wrong game mode, If you are unsure which card you have please contact your system supplier.

Screen Resolution

Use this pull down menu to select which screen resolution to use. If you have a 3D accelerator card selected you may not be able to change this.

FEATURES

The box in the top left of the window contains a list of options that you may change to gain the best performance. Although some of it is quite straightforward (choose between Stereo or Mono sound, for example) a few of the options are for advanced users. Beneath the selection box is a brief description of what each option will do.

At the bottom of the window are two buttons
GRAPHIC QUALITY PRIORITY PERFORMANCE PRIORITY

Clicking on the GRAPHIC QUALITY PRIORTIY button attempts to increase the quality of the graphics and sound but subsequently may reduce the machines performance, whereas the PERFORMANCE PRIORITY button does the opposite.

Important Note
If you find Resident Evil 2 runs slowly on you machine please choose the NUMBER OF ENEMIES in the OPTIONS/FEATURES menu and pick REDUCED. Do the same for SPECIAL EFFECTS. This will make the game run more smoothly. You may adjust this in-game by pressing the F2 key. Additionally turn the SHADING to OFF in the same menu.

FUTURE SUPPORT

With 3D accelerator cards continuously coming onto the market it was impossible to support every one. To help solve this we have included this feature that will allow us to make Resident Evil 2 work on cards that we were unable to support before release.

Please check the Virgin WWW page (www.vie.co.uk) for the latest information.

INSTALLATION

Click on the INSTALLATION button to begin the installation and a new screen will appear prompting you to choose the destination directory. The default is C:\PROGRAM FILE\CAPCOM\RESIDENT EVIL 2 if you wish to change this please click on the BROWSE button. The next screen gives you the option to choose which data to install. Click OK once you have made your selection and the installation will commence.

UNINSTALLATION

To uninstall Resident Evil 2 from your PC simply click on Uninstall in the Autorun requester box or explore the CD and double click on Resident Evil2.exe to bring up the option box.

Mission controls (default)

CONTROL	KEYBOARD	SIDEWINDER
Moves Character	Arrow Keys	Directional Pad
Action Opens Doors Attack (Uses weapon)	C	A
Run Cancel Previous Action	V	B

Status Screen	Z	C
Map	A	Y
Option Screen	CTRL	Z
Draws Weapon	X	R
Start Game		Start Button

Additional Keys

F2 This option will help users with a lower specification PC, such as a 133Mhz. This will toggle sprites (fire and smoke effects) between half and full and also the number of zombies on screen. By selecting HALF for each option will give you a smoother game on slower machines.

F7/F8 Cycle through the available screen resolutions.

F9 Pauses / Aborts game

Throughout the rest of the manual any control references made are for the default keyboard setup as listed previously. When using an altered configuration or a joypad please substitute the controls accordingly.

Special controls (default)

Check item

Same as Action (the C key). If you press the C key 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 V key, then press the directional key ▲ to run forwards.
Hold ◀ or ▶ with ▲ to run left or right. You cannot run backwards.

Use weapon

Hold the X key to draw weapon, then use the ▲ and ▼ arrow keys to aim the weapon up or down; left and right arrow keys rotates weapon left or right. Press the C key to activate weapon. If you are playing the Arrange Mode the Auto-Aim function is activated (as soon as the Aim key is pressed the character will face the nearest enemy).

Push item

Some items can be moved by pushing them. Face the item you want to move and press ▲ directional arrow. 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 F9 key twice. To quit, keep pressing the F9 key/

A city crawling with confusion

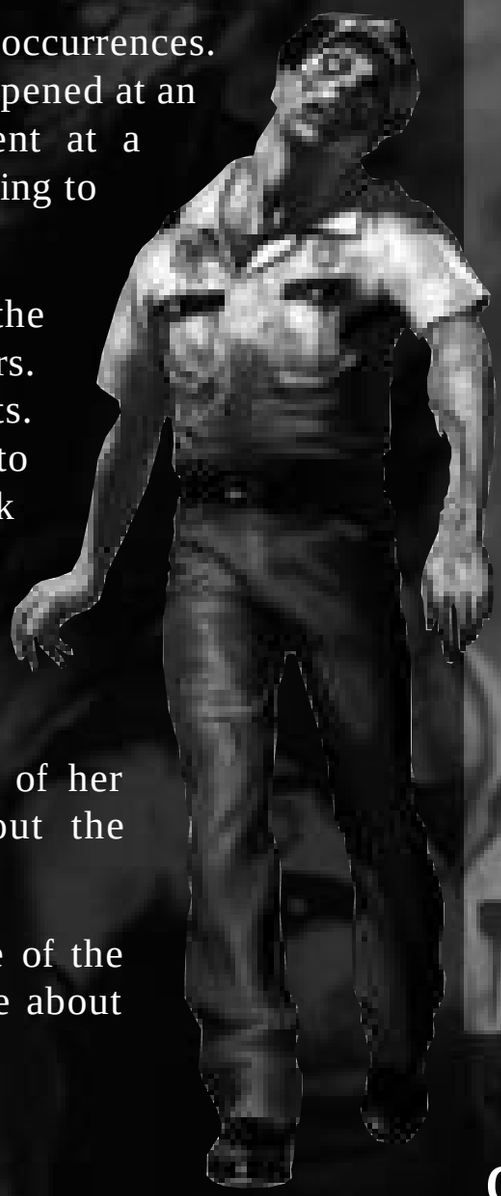
Imagine a normal mid-western U.S. town, built at the base of a vast forest. Business thrived here, especially with the advent of several new industries. Heck, you can't find a more peaceful wilderness getaway than Raccoon City.

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 CD-ROM and install the game as detailed on page 4. To play Claire's mission do the same but with Disc 2.

Once the game begins you may bypass the opening sequence by pressing the C or Return keys. You will be presented with the RESIDENT EVIL 2 title screen. There are 5 options: LOAD GAME, ORIGINAL MODE, ARRANGE MODE, SPECIAL and OPTION. Use the ▲ and ▼ directional keys to highlight an option, then press the C or Return keys to select it.

ORIGINAL MODE

This is the European PlayStation® version of RE2. Select this option when you want to start a new mission.
You can choose between Normal difficulty and Easy difficulty.

ARRANGE MODE

This is a conversion of the Japanese PlayStation® version. Although the game is in essence the same as the European version, there are a few differences...

Auto-aim - Press the Aim key and your character will automatically spin round and aim directly at the nearest enemy.

Slightly different position of some items and enemies
There are 3 ink ribbons instead of 2 each time an ink ribbon is collected (used for saving).
The enemies require fewer shots to kill.
The short sequence when you die is different.
When the game is completed the best rating is "S" instead of "A"

If you set the game to EASY you will receive a machine gun with unlimited ammunition. This makes the game easier but you will not be able to unlock any of the secrets by playing the game this way.

Option mode

Select this to enter the Option Mode, or enter this mode during gameplay by pressing the F5 key (except during a cinema or while the Status Screen appears). You can adjust the configuration of your keyboard or joypad controllers (KEY CONFIG), adjust the SOUND type and use MONITOR ADJUST to make sure the colours are set right on your monitor.

When adjusting your key/button configuration use the arrow keys to choose the action and then press the key you would like to use. Character movement is determined with the numerical keypad arrows (8,6,4,2).

Select the SOUND mode to choose between Stereo and Mono, depending on the capabilities of your system. You may also adjust the BGM (back ground music) and SE (sound effects) 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 PC monitor as outlined in the instructions packaged with your PC 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 C key. 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.

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 highlight LOAD GAME from the title screen and press the RETURN key. Your file(s) will appear. Use the Directional keys ▲ and ▼ to highlight the file you want to re-start, then press the RETURN key. If you want to return to the title screen without loading a file simply press the V or ESC keys.

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. 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 Z or F4 keys during game play the Status Screen appears. This screen shows your characters condition and the items you are carrying. Use the Directional keys to highlight an item or function, then press the C key to activate the options.

Items

After highlighting the item you want to use, press the C key. 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 C key. 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.

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 keys 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 herbs or a first aid spray

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 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 keys to highlight the item, then press the C key. Now select a slot that reads “NO item” and press the C key. 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 C key. Now highlight the item in the box you want to exchange and press the C key. 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 C key to move the cursor to the item box. Highlight the item to take out of the box and press the C key.

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:

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.

Trouble Shooting and Notes

If you find Resident Evil 2 runs slowly on you machine please choose the NUMBER OF ENEMIES in the OPTIONS/FEATURES menu and pick REDUCED. Do the same for SPECIAL EFFECTS. This will make the game run more smoothly. You may adjust this in-game by pressing the F2 key. Additionally turn the SHADING to OFF in the same menu.

A few keyboards are unable to register multiple key inputs preventing some character actions. It is therefore recommended that a joypad is used.

DirectX™ 6 or later, DirectX™ Media 6 or later and Indeo 5.06 or later must all be installed before playing Resident Evil 2.

If you have less than 24 Megabytes RAM the game may slow down slightly as data is swapped between the CDROM, hard drive and the PC's Memory.

This game can be played without installation but loading between rooms may cause a slight delay. Installation is recommended.

Please turn off all power management systems before playing the game as this may cause problems.

Credits

CAPCOM

Original PlayStation® Version

Planning	
System Plan:	Masaaki Yamada, Kazuhiro Aoyama, Junya Watanabe
Scenario:	Noboru Sugimura
Graphics	
CG Modelling:	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

CAPCOM PC DIVISION

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Director & System Programmer:	Kazuki Yoshida
Application Programmer:	Kazunori Inoue, Akira Kazaoka, Yoichi Kodama
Character Designer:	Kumiko Suekane
Development Assistant:	Kaori Funakoshi

VIRGIN INTERACTIVE (LONDON)

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Product Manager:	Louise Gaynor
Quality Assurance:	Llewellyn Ligas, Graham Archer
Software Analysts:	Al Perch, Steve Frazer, Dave Casey, Drew Waldegrave, Chris Arnsby
Technical Services:	Matthew Shanley, Robert Paul, Jeremy Perks

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
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 before 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

09014 74 74 99

** All calls are charged at 60p per minute. Permission to use the service must be granted by the person who pays the telephone bill. The maximum call length is 6 minutes. The service is only available to residents of the UK. Prices are correct at time of going to press – FEB 1999.*

If you do telephone, please be sitting in front of your computer (if possible) and be sure to provide us with as much information as possible. Make sure to note the exact type of hardware that you are using in your system, including:

Speed and Manufacturer of your Processor.

Make & Model of your Sound Card and Video Card.
Make & Model of your CD-ROM drive.
Amount of RAM present.
Any additional Hardware and Peripherals.
Information contained in your Config.Sys & Autoexec.Bat files.

Note: If you have any problems in obtaining any System Information please consult your System supplier.

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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RESIDENT EVIL 2™

Can you survive the horror ?