



NTSC U/C

PlayStation™



RESIDENT EVIL



SLUS-00170



## **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.

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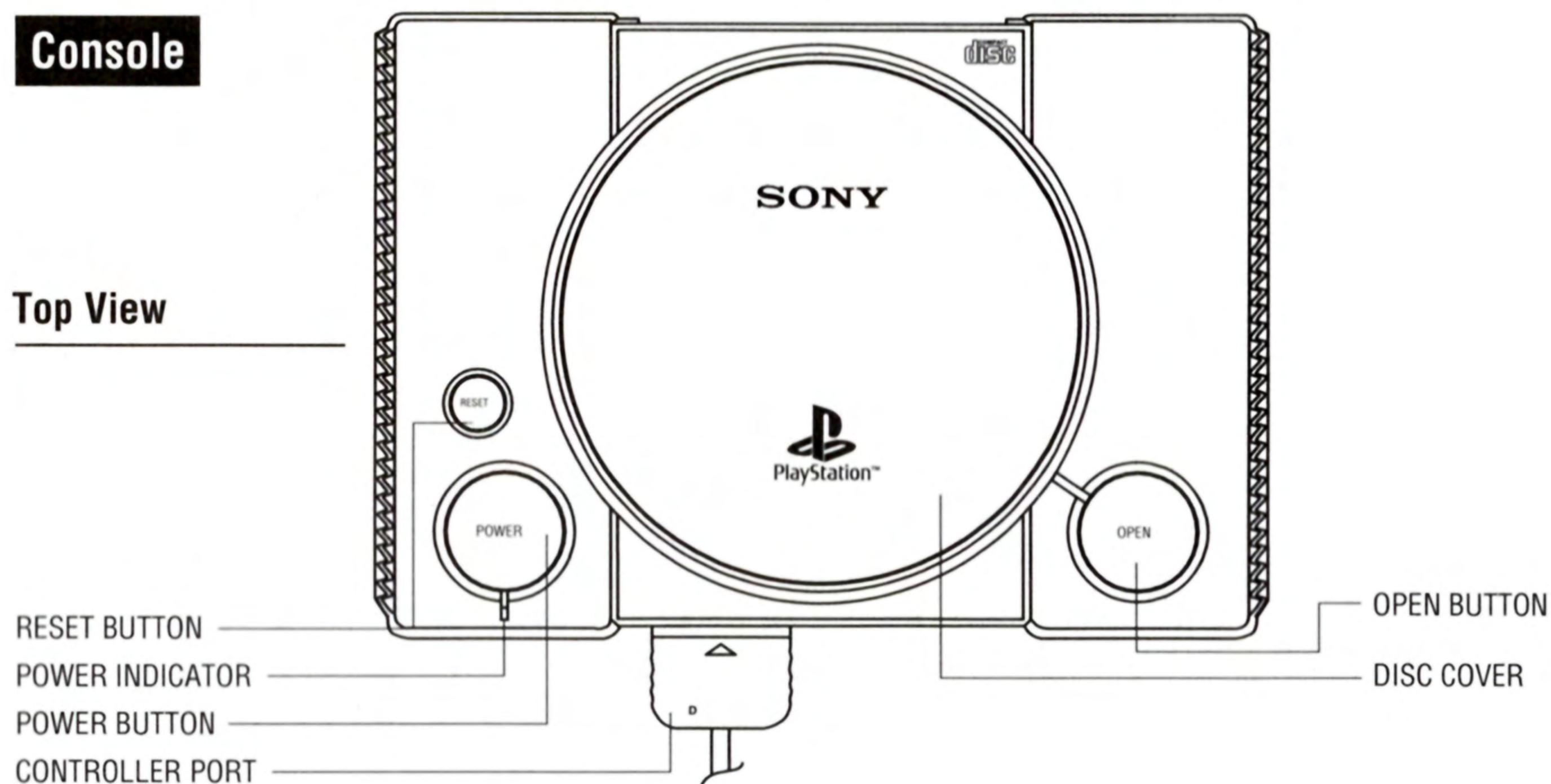
# MISSION SET-UP

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 CD door. Insert game controllers and turn on the PlayStation game console. Follow the on-screen instructions to start a game.

## PLAYSTATION CONSOLE DIAGRAM

**Console**

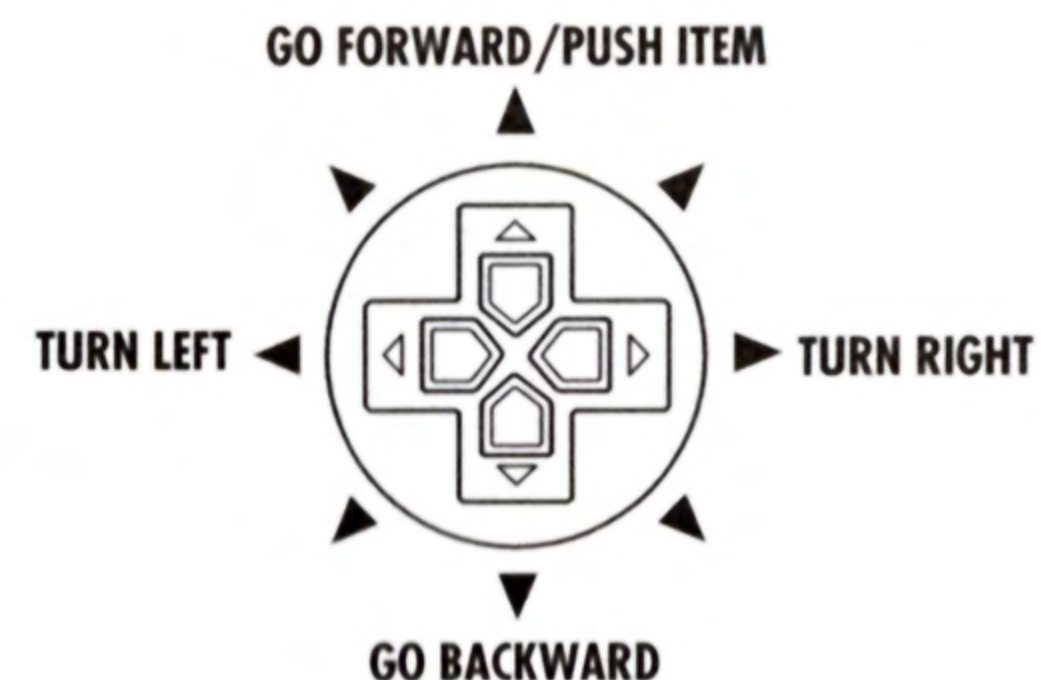
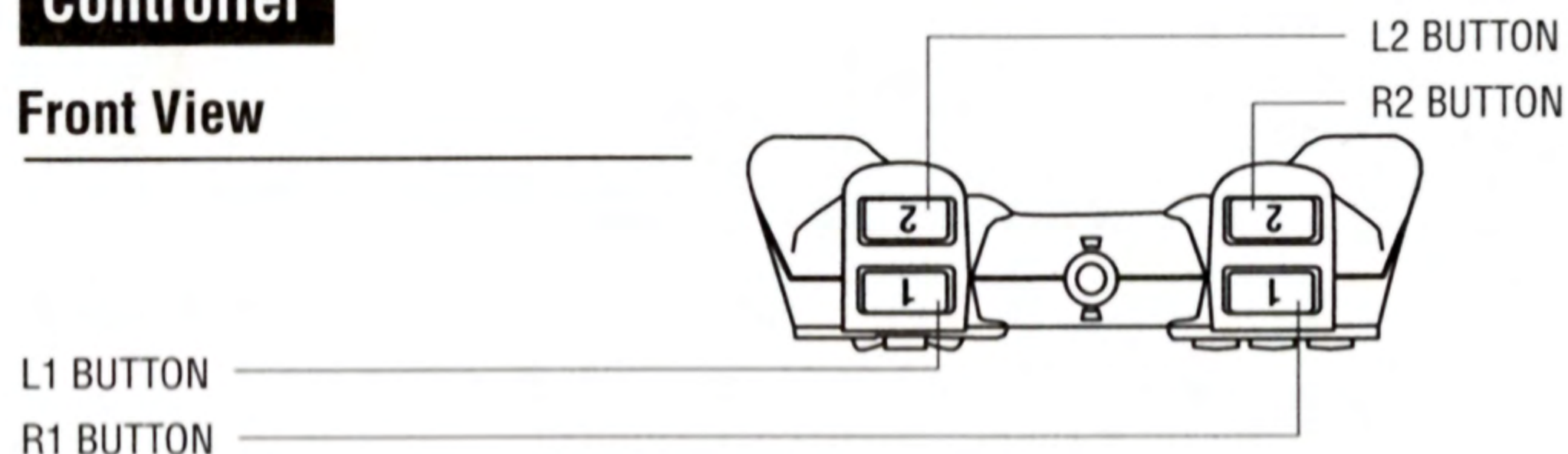
**Top View**



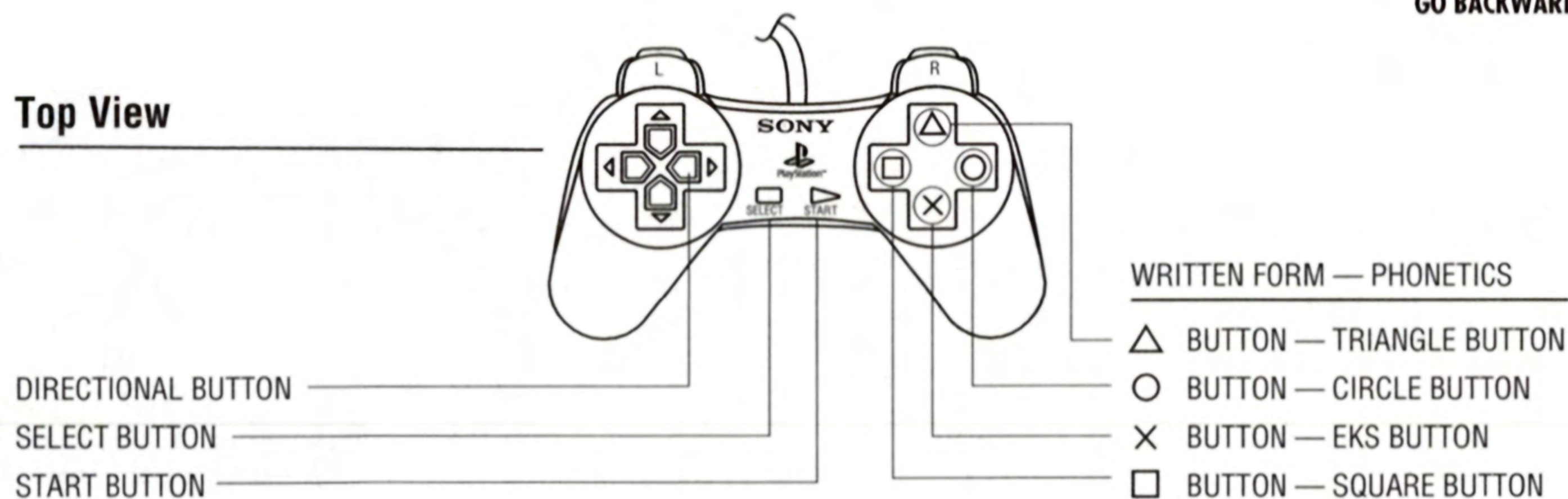
# MISSION CONTROLS (DEFAULT)

## Controller

### Front View



### Top View



WRITTEN FORM — PHONETICS

△ BUTTON — TRIANGLE BUTTON

○ BUTTON — CIRCLE BUTTON

× BUTTON — EKS BUTTON

□ BUTTON — SQUARE BUTTON

**BUTTON**  
**START BUTTON**

**FUNCTION**  
STARTS GAME  
PAUSES GAME  
SELECTS SUB-SCREEN

**SELECT BUTTON**  
**DIRECTIONAL BUTTON**

**NOT USED**  
SELECTS MODE (Title Screen)  
MOVES CHARACTER

**X BUTTON**

**ACTION BUTTON**  
OPENS DOORS  
ATTACK

□ **BUTTON** RUN (See page 4)  
CANCEL PREVIOUS ACTION

**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 (↑ or ↓ moves weapon up or down; ← or → moves weapon left or right). Press X Button to activate weapon.



# SPECIAL CONTROLS (DEFAULT)

## 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 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.

# TOP SECRET

## MISSION: RACCOON FOREST

Force: S.T.A.R.S.

Unit: Alpha Team

Location: Raccoon Forest

### Alpha Team:

Barry Burton, weapons specialist

Joseph Frost, vehicle specialist

Chris Redfield, marksman

Jill Valentine, machine expert

Brad Vickers, pilot

Albert Wesker, Mission Leader

### Bravo Team:

Richard Aiken, communications

Rebecca Chambers, medical

Edward Dewey, pilot

Enrico Marini, Mission Leader

Forest Speyer, vehicle specialist

Kenneth J. Sullivan, field scout



# TOP SECRET

## Situation:

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 gotten a 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
- d) S.T.A.R.S. Bravo Team joins mountainside search for more hikers

# STARTING A MISSION

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

## Alpha Team Mission Objectives:

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

END

# STARTING A MISSION

To bypass the opening sequence, press any button on the Player 1 controller. You will be presented with the RESIDENT EVIL title screen. There are 2 options: NEW GAME or LOAD GAME. Use the Directional Button to highlight an option, then press START or X Button to select it.



## NEW GAME

Select this option when you want to start a new mission, beginning with the intro.

## 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 S.T.A.R.S. Alpha Team.

# SAVING

## 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 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.



# SAVING

If you attempt to save, and the message "Too Many Files" 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.

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 memory available to save, you must check it by following these steps:

- 1) Turn on the Sony 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 memory. 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"

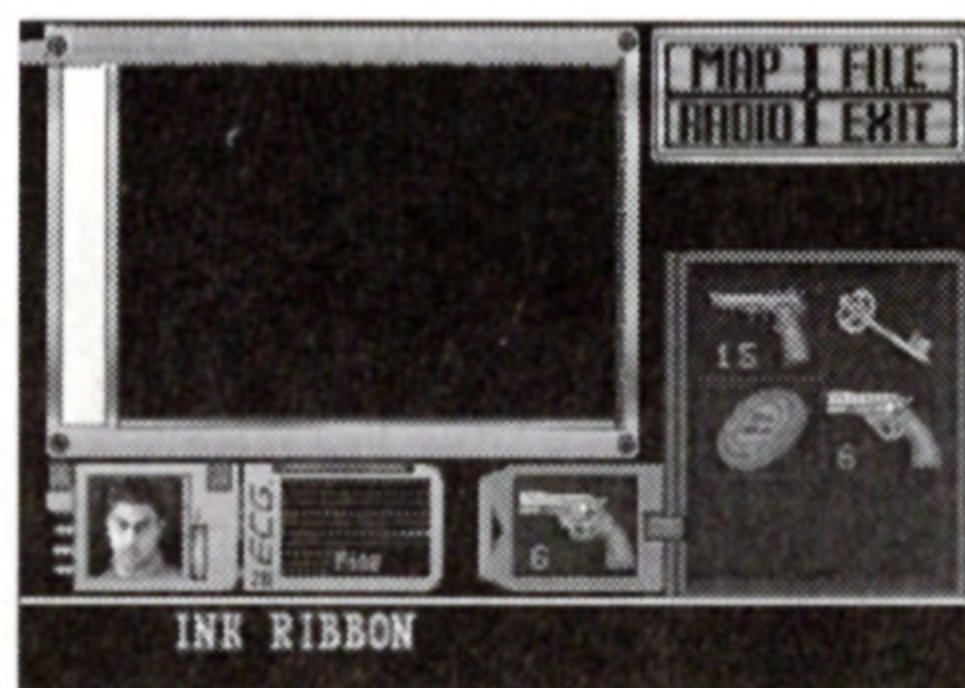
# LOADING

## LOADING

If you have previously saved a game, make sure the MEMORY CARD with the file(s) is inserted into the Player 1 Memory Card slot. 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. Select "DO NOT LOAD" if you want to return to the title screen without loading a file.

# STATUS SCREEN

When you press the START 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.

# STATUS SCREEN

## CHECK

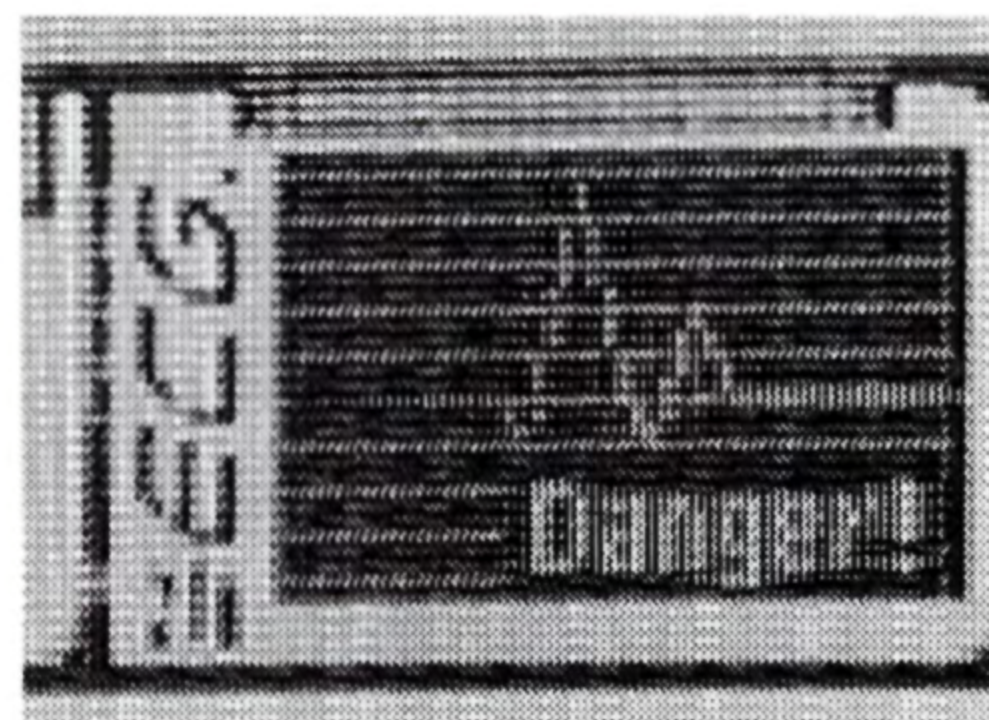
This option allows you to examine an item or weapon you have acquired. By using the Directional Button after selecting the item or weapon, you can rotate it and examine it in 3-D. If you want to increase or decrease the magnification of the item, press the L1 or L2 button, respectively.

## 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.

## 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.





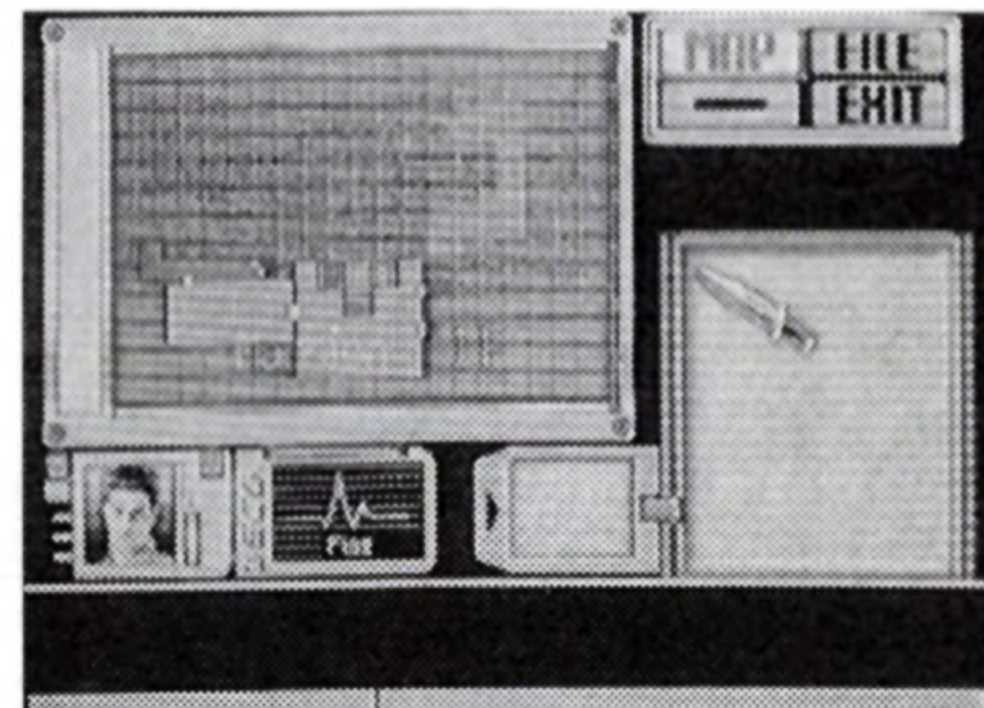
# STATUS SCREEN

## MAP/FILE/RADIO

There are 3 other functions you can perform from the STATUS SCREEN:

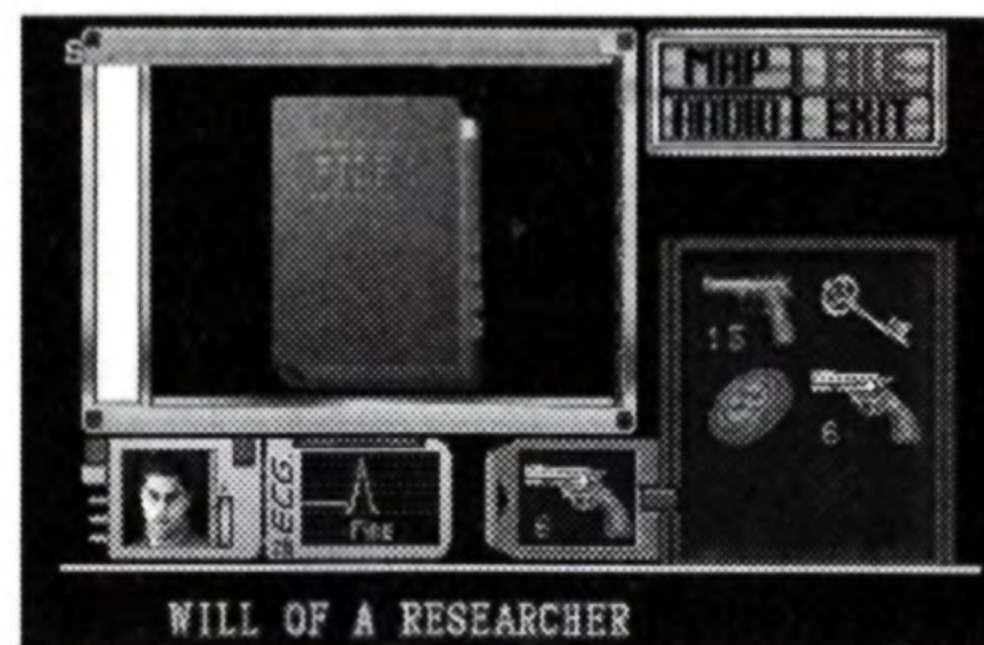
### MAP

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.



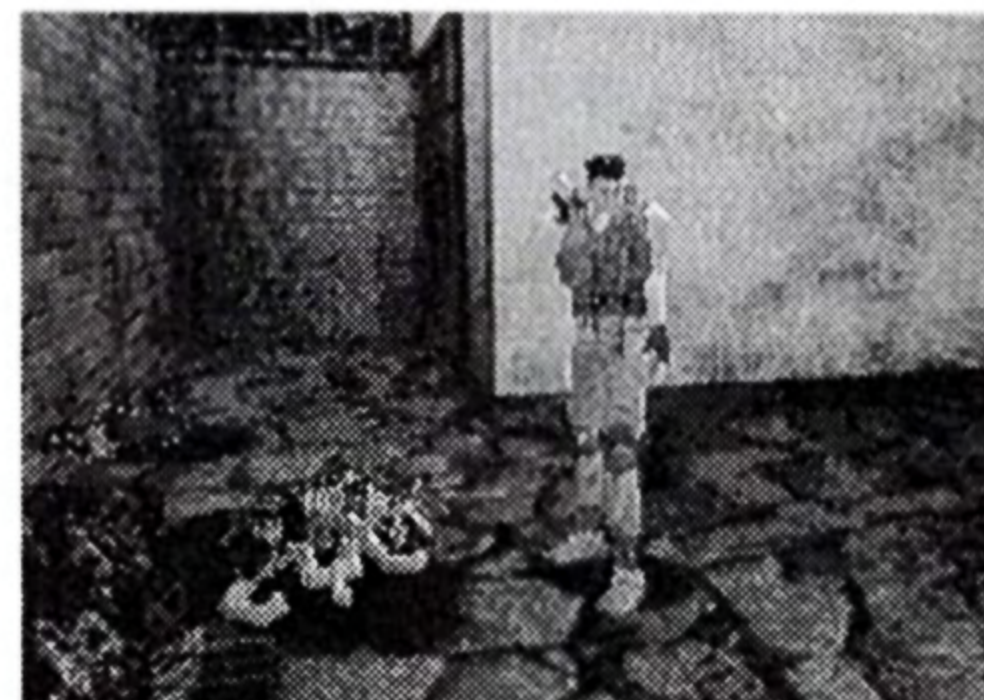
### FILE

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

If this option is available, you have a radio at your command, but cannot use it unless you hear it beeping. 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

## ITEM BOX

You will notice that your character can only carry a certain number at a time (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.

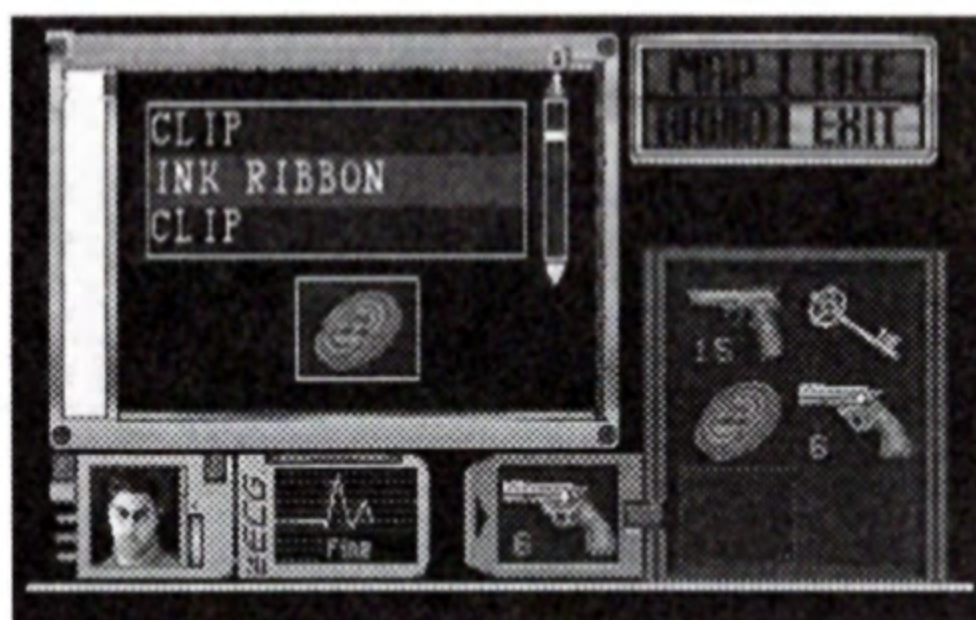


These are located in strategic places, and you must use them wisely because they are limited in space. Stand in front of the Item Box and press the X Button. The Item Select Screen will then appear.

You can exchange, 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 "NOTHING" and press the X Button. The item has now been placed into the box. If there are no slots that read "NOTHING," the Item Box is full.

# ITEM BOX

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.

# OPTION MODE

## 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 configurations: A, B or C. You may also edit your configuration. To edit, highlight the button you want to change then press the X Button. The list of actions will appear. Move the cursor to the action, then press the X Button. When you have finished adjusting your options, select EXIT.

Note: DASH refers to "Run" and GET READY refers to "Draw Weapon."



# 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 organizations 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

Age: 38  
Height: 6 ft  
Weight: 197 lbs  
Blood Type: A

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 trusted ally, but has had some trouble with his wife and 2 daughters recently. He may look or sound depressed at times.



Joseph Frost

Age: 27  
Height: 5 ft 10 in  
Weight: 159 lbs.  
Blood Type: B

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.

# S.T.A.R.S. BIOS

## ALPHA TEAM



Chris Redfield

Age: 25  
Height: 5 ft 11 in  
Weight: 177 lbs  
Blood Type: O

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. Chris is a tough guy who possesses both a strong mentality and great vitality.



Jill Valentine

Age: 23  
Height: 5 ft 5 in  
Weight: 111 lbs  
Blood Type: B

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 with special mechanical devices such as 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 a disadvantage.

# S.T.A.R.S. BIOS

## ALPHA TEAM



### Brad Vickers

Age: 35  
Height: 5 ft 9 in  
Weight: 134 lbs  
Blood Type: O

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 pilot for Alpha Team.



### Albert Wesker

Age: 38  
Height: 6 ft  
Weight: 186 lbs  
Blood Type: O

Wesker has risen quickly inside the S.T.A.R.S. organization 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 headhunter for his sharp insight and eventually founded the S.T.A.R.S. unit in Raccoon City.



# S.T.A.R.S. BIOS

## BRAVO TEAM



Richard Aiken

Age: 23  
Height: 5 ft 8 in  
Weight: 138 lbs  
Blood Type: AB



Rebecca Chambers

Age: 18  
Height: 5 ft 3 in  
Weight: 93 lbs  
Blood Type: AB

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.

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 and due to her lack of experience. Rebecca is eager to please and will take on any task assigned to her without hesitation.

# S.T.A.R.S. BIOS

## BRAVO TEAM



Enrico Marini

Age: 41  
Height: 6 ft 3 in  
Weight: 183 lbs  
Blood Type: O

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

Age: 29  
Height: 6 ft  
Weight: 157 lbs  
Blood Type: A

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 teammates.

# S.T.A.R.S. BIOS

## BRAVO TEAM



Kenneth J. Sullivan

Age: 45  
Height: 6 ft 2 in  
Weight: 213 lbs  
Blood Type: O

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 to enlist in S.T.A.R.S.

# TIPS FOR SURVIVAL

- 1) IMPORTANT. The supply of ink ribbons is very limited. Use them sparingly.
- 2) Some of the enemies can be bypassed if you're quick, so try escaping from them whenever you can. Pick your battles carefully in order to save ammo for the more powerful enemies.
- 3) Weapon effectiveness varies with range and target. Your standard equipment is the Berretta but the shotgun is more effective for fast-moving enemies like birds. The bazooka can be used against the bigger enemies. (Jill can't handle some weapons as well as Chris so try them before it becomes critical).
- 4) Listen for your enemies. Sometimes you can hear them before they approach you.



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# RESIDENT EVIL

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## STRATEGY GUIDE

Written by Zach Meston Published by Dimension Publishing

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