



RESIDENT EVIL 2 - DREAMCAST

10 PTS.



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RESIDENT EVIL 2 - DREAMCAST

10 PTS.

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T-1205N

WARNINGS Read Before Using Your Sega Dreamcast™ Video Game System

CAUTION

Anyone who uses the Sega Dreamcast should read the operating manual for the software and console before operating them. A responsible adult should read these manuals together with any minors who will use the Sega Dreamcast before the minor uses it.

HEALTH AND EPILEPSY WARNING

Some small number of people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns that they encounter in everyday life, such as those in certain television images or video games. These seizures or loss of consciousness may occur even if the person has never had an epileptic seizure.

If you or anyone in your family has ever had symptoms related to epilepsy when exposed to flashing lights, consult your doctor prior to using the Sega Dreamcast.

In all cases, parents should monitor the use of video games by their children. If any player experiences dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, IMMEDIATELY DISCONTINUE USE AND CONSULT YOUR DOCTOR BEFORE RESUMING PLAY.

To reduce the possibility of such symptoms, the operator must follow these safety precautions at all times when using the Sega Dreamcast.

- Sit a minimum of 6.5 feet away from the television screen. This should be as far as the length of the controller cable.
- Do not play if you are tired or have not had much sleep.
- Make sure that the room in which you are playing has all the lights on and is well lit.
- Stop playing video games for at least ten to twenty minutes per hour. This will rest your eyes, neck, arms and fingers so that you can continue comfortably playing the game in the future.

OPERATING PRECAUTIONS

To prevent personal injury, property damage or malfunction:

- Before removing the disc, be sure it has stopped spinning.
- The Sega Dreamcast GD-ROM disc is intended for use exclusively on the Sega Dreamcast video game system. Do not use this disc in anything other than a Sega Dreamcast console, especially not in a CD player.
- Do not allow fingerprints or dirt on either side of the disc.
- Avoid bending the disc. Do not touch, smudge or scratch its surface.
- Do not modify or enlarge the center hole of the disc or use a disc that is cracked, modified or repaired with adhesive tape.
- Do not write on or apply anything to either side of the disc.
- Store the disc in its original case and do not expose it to high temperature and humidity.
- Do not leave the disc in direct sunlight or near a radiator or other source of heat.
- Use lens cleaner and a soft dry cloth to clean the disc, wiping gently from the center to the edge. Never use chemicals such as benzene and paint thinner to clean the disc.

PROJECTION TELEVISION WARNING

Still pictures or images may cause permanent picture tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

SEGA DREAMCAST VIDEO GAME USE

This GD-ROM can only be used with the Sega Dreamcast video game system. Do not attempt to play this GD-ROM on any other CD player; doing so may damage the headphones and/or speakers. This game is licensed for home play on the Sega Dreamcast video game system only. Unauthorized copying, reproduction, rental, or public performance of this game is a violation of applicable laws. The characters and events portrayed in this game are purely fictional. Any similarity to other persons, living or dead, is purely coincidental.

CAPCOM®

A Special Message from CAPCOM ENTERTAINMENT

Thank you for selecting RESIDENT EVIL™ 2 for your Sega Dreamcast. We at CAPCOM ENTERTAINMENT are proud to bring you this new addition to your video game library.

CAPCOM ENTERTAINMENT, INC.

475 Oakmead Parkway, Sunnyvale, CA 94086

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Hints are available:

1-900-976-EDGE (1-900-976-3343)

\$.99 per minute for 24-hr. pre-recorded information.

\$1.35 per minute for live Game Counselor assistance.

From Canada: 1-900-677-2272 (\$1.35 per minute).

Must be 18 years or older, or have parental permission. Game Counselors available Monday - Friday 8:30 a.m. - 5:00 p.m. Pacific 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.

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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. NOT ONE OF THE TOWNSPEOPLE KNEW WHAT WAS HAPPENING TO THEIR QUIANT, FORMERLY SERENE HAMLET.

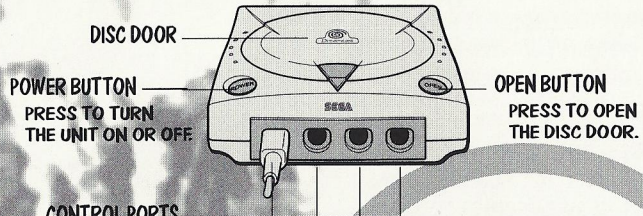
THE RACCOON POLICE DEPARTMENT, IN AN EFFORT TO CALM THE GROWING FEAR AMONG LOCALS, RECRUITED SEVERAL NEW OFFICERS. LEON S. KENNEDY IS ONE OF THE PROMISING NEW RECRUITS. AS LEON PREPARES TO JOIN HIS NEW UNIT, HE ATTEMPTS TO CONTACT THE CAPTAIN WHO HIRED HIM, BUT HAS NO LUCK REACHING HIM. UNFAZED, HE CONTINUES 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? NO ONE KNOWS ...

SADLY FOR LEON AND CLAIRE, THEY ARE COMPLETELY UNAWARE OF THE OVERWHELMING WORLD OF HORROR AND DESPAIR THEY BOTH ARE ABOUT TO ENTER ...

SEGA DREAMCAST

SEGA DREAMCAST HARDWARE UNIT



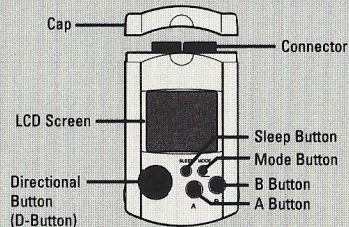
USE THESE PORTS TO CONNECT THE SEGA DREAMCAST™ CONTROLLER OR OTHER PERIPHERAL EQUIPMENT. FROM LEFT TO RIGHT ARE CONTROL PORT A, CONTROL PORT B, CONTROL PORT C, AND CONTROL PORT D. FOR RESIDENT EVIL 2, USE CONTROL PORT A.

RESIDENT EVIL 2 IS A 1 PLAYER GAME. BEFORE TURNING THE SEGA DREAMCAST POWER ON, CONNECT THE SEGA DREAMCAST CONTROLLER OR OTHER PERIPHERAL EQUIPMENT INTO THE CONTROL PORTS.

SEGA DREAMCAST VISUAL MEMORY UNIT <VMU>

TO SAVE YOUR GAME DATA, INSERT A VISUAL MEMORY UNIT <VMU> INTO EXPANSION SLOT OF THE CONTROLLER IN CONTROL PORT A BEFORE TURNING ON THE SEGA DREAMCAST.

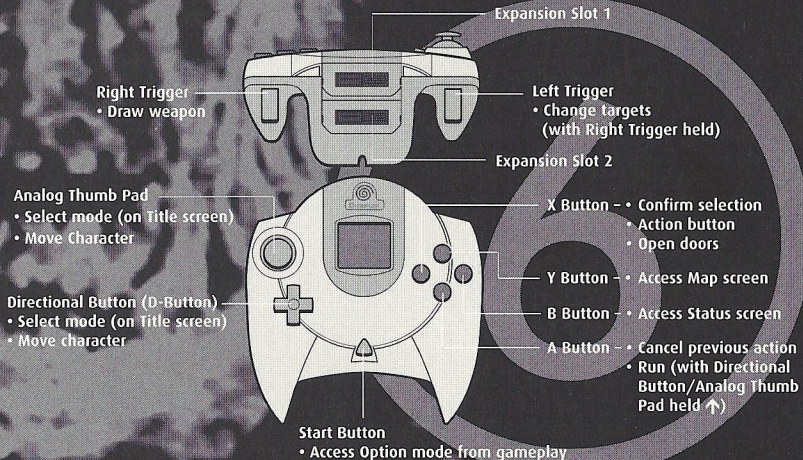
NOTE: WHILE SAVING GAME DATA, NEVER TURN OFF THE SEGA DREAMCAST POWER, REMOVE THE MEMORY CARD OR DISCONNECT THE CONTROLLER.



CONTROLS

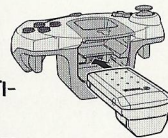
SEGA DREAMCAST CONTROLLER

- RESIDENT EVIL 2 IS A 1 PLAYER GAME. CONNECT CONTROLLERS OR OTHER PERIPHERAL EQUIPMENT BEFORE TURNING ON THE SEGA DREAMCAST.
- NEVER TOUCH THE ANALOG THUMB PAD OR LEFT/RIGHT TRIGGERS WHILE TURNING THE SEGA DREAMCAST POWER ON. DOING SO MAY DISRUPT THE CONTROLLER INITIALIZATION PROCEDURE AND RESULT IN MALFUNCTION. IF THE ANALOG THUMB PAD OR LEFT/RIGHT TRIGGERS ARE ACCIDENTALLY MOVED WHILE TURNING THE SEGA DREAMCAST POWER ON, IMMEDIATELY TURN THE POWER OFF AND THEN ON AGAIN, MAKING SURE NOT TO TOUCH THE CONTROLLER.
- TO RETURN TO THE TITLE SCREEN AT ANY POINT DURING GAME PLAY, SIMULTANEOUSLY PRESS AND HOLD THE A, B, X, Y AND START BUTTONS. THIS WILL CAUSE THE SEGA DREAMCAST TO SOFT-RESET THE SOFTWARE AND DISPLAY THE TITLE SCREEN.
- YOU CAN CHANGE THE DEFAULT BUTTON ASSIGNMENTS. SEE PAGE 10.



SEGA DREAMCAST JUMP PACK™

RESIDENT EVIL 2 SUPPORTS THE JUMP PACK VIBRATION PERIPHERAL. WHEN INSERTED INTO THE EXPANSION SLOT OF A SEGA DREAMCAST CONTROLLER OR COMPATIBLE PERIPHERAL EQUIPMENT, THE JUMP PACK PROVIDES A VIBRATION EFFECT THAT CAN CONSIDERABLY ENHANCE THE GAME PLAY EXPERIENCE.



NOTE: WHEN INSERTED INTO EXPANSION SLOT 1 OF THE SEGA DREAMCAST CONTROLLER, THE JUMP PACK CONNECTS, BUT DOES NOT LOCK. IF THE CONTROLLER IS JARRED, THE JUMP PACK MAY FALL OUT DURING GAME PLAY OR OTHERWISE INHIBIT GAME OPERATION.

STARTING A MISSION

PLACE EITHER DISC 1 OR DISC 2 INTO YOUR SEGA DREAMCAST AND TURN THE POWER ON. TO PLAY LEON'S MISSION, USE DISC 1; TO PLAY CLAIRE'S MISSION, USE DISC 2.

ONCE THE DISC LOADS, PRESS THE START BUTTON TO BYPASS THE OPENING SEQUENCE. YOU WILL BE PRESENTED WITH THE RESIDENT EVIL 2 TITLE SCREEN. USE THE DIRECTIONAL BUTTON/ANALOG THUMB PAD TO HIGHLIGHT AN OPTION, AND PRESS THE START OR A BUTTON TO ACCEPT IT. THE OPTIONS ARE DESCRIBED BELOW.

LOAD GAME

RESUME A PREVIOUSLY SAVED GAME ON A VISUAL MEMORY UNIT <VMU> SEE SAVING/LOADING ON PAGE 11 FOR MORE INFORMATION.

ORIGINAL MODE

START A NEW MISSION.

ARRANGE MODE

PLAY A MISSION AFTER CHOOSING YOUR DIFFICULTY LEVEL:

EXPERT — HIGH DIFFICULTY; YOU MUST FIND ADDITIONAL, MORE POWERFUL WEAPONS.

ROOKIE — LOW DIFFICULTY; YOU HAVE ACCESS TO MORE POWERFUL WEAPONS FROM THE START.

SPECIAL

PLAY SPECIAL GAMES:

THE 4TH SURVIVOR — A SURVIVAL GAME FOR EXPERT PLAYERS. PLAY AS A SPECIAL TASK FORCE MEMBER OF THE UMBRELLA CORPORATION. YOUR MISSION IS TO GET TO THE TOP OF THE POLICE BUILDING IN ORDER TO BRING BACK THE G-VIRUS.

THE TO-FU SURVIVOR — PLAY 4TH SURVIVOR MODE WITH AN EVEN HIGHER DIFFICULTY LEVEL, DIFFERENT CHARACTERS AND ITEMS.

EXTREME BATTLE — PLAY AN ACTION-ORIENTED MODE WHERE FIGHTING ENEMIES AND COLLECTING ITEMS IS THE MAIN FOCUS.

GALLERY — REVIEW VARIOUS SCENES FROM RESIDENT EVIL 2. AS YOUR GAME PROGRESSES, MORE IMAGES BECOME AVAILABLE.

NOTE: SPECIAL GAMES ARE NOT AVAILABLE AT THE START OF A NEW GAME.

OPTION MODE

SELECT THIS TO ENTER THE OPTION MODE, OR ENTER THIS MODE DURING GAMEPLAY BY PRESSING THE START BUTTON <EXCEPT DURING A MOVIE OR WHILE THE STATUS SCREEN APPEARS>. YOU CAN ADJUST THE BUTTON CONTROL CONFIGURATION, SOUND MODE AND MONITOR, AND RESET YOUR GAME.

KEY CONFIG

RECONFIGURE THE BUTTON CONTROLS. WITH EACH SETTING, THE WORD **MANUAL** OR **AUTO** APPEARS. THIS REFERS TO MANUAL-AIM OR AUTO-AIM FUNCTIONALITY OF YOUR WEAPON. AUTO-AIM KEEPS YOU TARGETING WHILE YOUR WEAPON IS DRAWN <PRESS THE LEFT TRIGGER TO TARGET A SELECTED ENEMY>.

VIBRATION

TURN THE VIBRATION FUNCTION ON OR OFF. AN OPTIONAL JUMP PACK IS REQUIRED TO USE THIS OPTION.

SOUND MODE

ADJUST YOUR SOUND BETWEEN **STEREO** AND **MONO**, DEPENDING ON THE CAPABILITIES OF YOUR SYSTEM. YOU MAY ALSO ADJUST THE BACKGROUND MUSIC <BGM> AND SOUND EFFECTS <S.E.> VOLUME.

NOTE: SOUND VOLUME DURING MOVIE SEQUENCES <OTHER THAN THE CG ANIMATION> CANNOT BE ADJUSTED.

MONITOR ADJUST

ADJUST THE BRIGHTNESS OF YOUR MONITOR TO MAXIMIZE PICTURE QUALITY. COLOR BARS APPEAR AT THE TOP OF THE SCREEN TO HELP YOU MAKE THE CORRECT ADJUSTMENT <CONSULT YOUR MONITOR INSTRUCTION BOOKLET FOR MORE INFORMATION.>

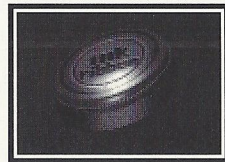
EXIT

SELECT THIS TO RETURN TO 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 NEED TO FIND AN INK RIBBON EACH TIME YOU WANT TO SAVE. USE YOUR INK RIBBONS WISELY AND SAVE OFTEN.

WARNING: MAKE SURE YOU HAVE AT LEAST 8 BLOCKS AVAILABLE ON YOUR VISUAL MEMORY UNIT <VMU> BEFORE BEGINNING PLAY. THIS ENSURES THAT YOU'LL BE ABLE TO SAVE YOUR PROGRESS.

WHEN SAVING, DO NOT REMOVE THE VMU, RESET YOUR GAME OR TURN OFF YOUR SEGA DREAMCAST. DOING SO MAY DESTROY YOUR SAVED DATA.

LOADING

IF YOU HAVE A PREVIOUSLY SAVED GAME, MAKE SURE THE VMU CONTAINING THE SAVE FILE<S> IS INSERTED INTO EXPANSION SLOT 1 OF THE SEGA DREAMCAST CONTROLLER. THEN HIGHLIGHT **LOAD DATA** FROM THE TITLE SCREEN AND PRESS THE X BUTTON. YOUR FILE<S> WILL APPEAR. USE THE DIRECTIONAL BUTTON/ ANALOG THUMB PAD TO HIGHLIGHT THE FILE YOU WANT TO RE-START, AND PRESS THE X BUTTON. TO RETURN TO THE TITLE SCREEN WITHOUT LOADING A FILE, PRESS THE A BUTTON.

WHEN LOADING, DO NOT REMOVE THE VMU, RESET YOUR GAME OR TURN OFF YOUR SEGA DREAMCAST. DOING SO MAY DESTROY YOUR SAVED DATA.

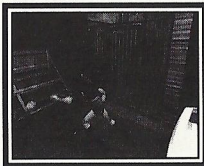
SPECIAL CONTROLS <DEFAULT>

CHECK ITEM

SAME AS ACTION <X BUTTON > WHEN YOU PRESS THE X BUTTON DURING GAMEPLAY, 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, ACTIVATES MACHINERY AND TALKS TO OTHER CHARACTERS.

RUN

HOLD THE A BUTTON. THEN PRESS THE DIRECTIONAL BUTTON/ANALOG THUMB PAD \uparrow TO MAKE YOUR CHARACTER RUN FORWARD. HOLD \leftarrow OR \rightarrow WITH \uparrow TO MAKE YOUR CHARACTER RUN LEFT OR RIGHT. YOUR CHARACTER CANNOT RUN BACKWARD.



USE WEAPON

HOLD THE RIGHT TRIGGER TO DRAW YOUR WEAPON, THEN USE THE DIRECTIONAL BUTTON/ANALOG THUMB PAD TO AIM < \uparrow OR \downarrow MOVES THE WEAPON UP OR DOWN; \leftarrow OR \rightarrow MOVES THE WEAPON LEFT OR RIGHT >. PRESS THE X BUTTON TO ACTIVATE THE WEAPON. IF YOU'VE SELECTED **AUTO** IN KEY CONFIG MODE THE AUTO-AIM FUNCTION IS ACTIVATED. AFTER DRAWING YOUR WEAPON, PRESS THE LEFT TRIGGER TO SELECT THE ENEMY YOU WILL TARGET. <SEE OPTION MODE ON PAGE 10 FOR MORE.>



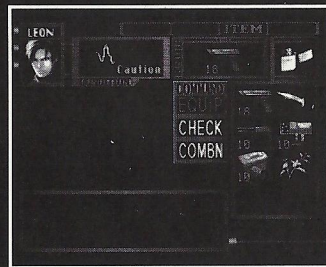
PUSH ITEM

SOME OBJECTS CAN BE MOVED BY PUSHING THEM. FACE THE ITEM YOU WANT TO MOVE AND PRESS THE DIRECTIONAL BUTTON/ANALOG THUMB PAD \uparrow . IF THE OBJECT CANNOT BE MOVED, YOUR CHARACTER WILL NOT TRY TO PUSH IT.



STATUS SCREEN

WHEN YOU PRESS THE B BUTTON DURING GAMEPLAY, THE STATUS SCREEN APPEARS. THIS SCREEN SHOWS YOUR CHARACTER'S CONDITION AND THE ITEMS YOU ARE CARRYING. USE THE DIRECTIONAL BUTTON/ANALOG THUMB PAD TO HIGHLIGHT AN ITEM OR FUNCTION, AND THEN PRESS X BUTTON TO ACTIVATE THE OPTIONS.



ITEMS

AFTER SELECTING THE ITEM YOU WANT TO USE, YOU WILL HAVE ACCESS TO THREE OPTIONS: **USE/EQUIP**, **CHECK** AND **COMBINE**.

USE/EQUIP

TO USE THE ITEM INSTANTLY, 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 ONE WEAPON AT A TIME.

CHECK

THIS OPTION ALLOWS YOU TO EXAMINE AN ITEM OR WEAPON YOU HAVE ACQUIRED. HIGHLIGHT THE ITEM, THEN SELECT **CHECK** TO ACQUIRE FURTHER INFORMATION ABOUT IT.

COMBINE

SOME ITEMS HAVE A DIFFERENT EFFECT WHEN YOU COMBINE THEM WITH OTHER ITEMS, PARTICULARLY WEAPONS. FOR EXAMPLE, WHEN YOU WANT TO RE-LOAD A CLIP OF AMMO, SELECT THE CLIP, AND THEN SELECT **COMBN** FROM THE COMMAND WINDOW. USE THE DIRECTIONAL BUTTON/ANALOG THUMB PAD TO MOVE THE CURSOR ONTO THE GUN YOU WANT TO PUT THE CLIP IN. PRESS THE X BUTTON TO COMBINE THE ITEMS.

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

SELECT **MAP** 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 AND OTHER INFORMATION THAT WILL AUTOMATICALLY BE FILED IN YOUR CHARACTER'S NOTEBOOKS. SELECT **FILE** TO VIEW THE FILED MESSAGES. HINTS MAY DEVELOP FROM THESE NOTES.

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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 ITEM BOXES.

ITEM BOXES ARE LOCATED IN STRATEGIC PLACES, AND YOU MUST USE THEM WISELY BECAUSE THEY ARE LIMITED IN SPACE. STAND IN FRONT OF A BOX AND PRESS THE X BUTTON. THE ITEM SELECT SCREEN WILL APPEAR.

YOU CAN STORE ITEMS, EXCHANGE THEM, OR TAKE THEM OUT OF THE BOX. TO STORE AN ITEM IN THE BOX, SELECT 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 STORED IN THE BOX. IF THERE ARE NO SLOTS THAT READ **NO ITEM**, THE ITEM BOX IS FULL.

TO EXCHANGE ITEMS, SELECT THE ITEM YOU WANT TO EXCHANGE AND PRESS THE X BUTTON. NOW SELECT AN ITEM IN THE BOX TO EXCHANGE FOR IT AND PRESS THE X BUTTON AGAIN TO COMPLETE THE EXCHANGE.

TO TAKE AN ITEM OUT OF THE BOX, YOU MUST HAVE AN EMPTY SLOT AVAILABLE TO CARRY THE ITEM. SELECT THE EMPTY SLOT FIRST AND PRESS THE X BUTTON TO MOVE THE CURSOR TO THE ITEM BOX. SELECT THE ITEM YOU WANT TO TAKE OUT OF THE BOX AND PRESS THE X BUTTON TO COMPLETE THE ACTION.

RANKING

WHEN YOU COMPLETE THE MISSION, YOU ARE GIVEN A RANK BASED ON HOW WELL YOU DID. 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 SAVED GIVES YOU A HIGHER RANKING.

TRY TO INCREASE YOUR RANKING, AND WHO KNOWS... GOOD THINGS MAY HAPPEN.

STARTING THE 2ND MISSION

RESIDENT EVIL 2 IS EQUIPPED WITH A NEW EXTENDED GAMEPLAY SYSTEM. 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 WHILE USING THE ALTERNATE DISC AND PLAY THE ADVENTURE WITH THE OPPOSITE CHARACTER.

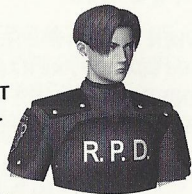
FOR EXAMPLE, WHEN YOU PLAY LEON'S MISSION AND YOU COMPLETE IT, SAVE THE COMPLETED GAME DATA ON YOUR VISUAL MEMORY UNIT. THEN LOAD THE CLAIRE MISSION DISC. CHOOSE **LOAD GAME** FROM THE TITLE SCREEN AND SELECT THE LEON COMPLETED GAME DATA YOU SAVED. NOW YOU WILL EXPERIENCE LEON'S MISSION WITH CLAIRE.

THE SAME GOES FOR CLAIRE'S MISSION. GIVE IT A SHOT... IF YOU'VE GOT THE GUTS.

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 DEemeanOR WOULD SUGGEST. HE IS HIGHLY QUALIFIED FOR HIS NEW JOB WITH THE RACCOON POLICE.



CLAIRE REDFIELD

CLAIRE IS A LIGHT-HEARTED, ARTICULATE MODERN WOMAN. SHE CAN BE A BIT OF A TOMBOY AT TIMES, AND EVEN 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

THOUGH 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. SHE 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 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.



TAKE IT TO THE EDGE. CAPCOM EDGE.

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