

Epilepsy Warning

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain light patterns on backgrounds on a television screen or while playing computer games may induce an epileptic seizure in these individuals.

Certain conditions may induce undetected epileptic symptoms in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your doctor prior to playing. If you experience any of the following symptoms while playing a computer game: dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions, immediately discontinue use and consult your doctor before resuming play.

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MISSION SET-UP

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

Operating System: Windows 95 Only

Minimum

3D Card	4MB
CPU	Pentium 90
RAM	16 Megabytes
Sound	DirectX 3a compatible soundcard
Video	DirectX 3a compatible videocard
Control	Keyboard

Recommended

3D Card	4MB
CPU	Pentium 133
RAM	32 Megabytes
Sound	DirectX 3a compatible soundcard
Video	DirectX 3a compatible videocard
Control	Joypad

Free Hard Drive Space Required:

Minimum	5 MB
Recommended	290 MB
Maximum	400 MB

Please note: If your system has only 16mb of RAM, Resident Evil will require to create a SWAP file. Therefore, an additional 100mb of free hard drive space will be needed to run the game.



Accelerator Cards

Resident Evil supports the following 3D accelerator cards:

Matrox Mystique 4MB
Diamond Monster 3D
Orchid Righteous 3D
Creative 3D Blaster
Canopus Total 3D
Intense 3D 100 by Intergraph

The 3D card must have a minimum of 4MB RAM on board. Please see the Troubleshooting section of this manual for further information.

INSTALLATION

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

Insert the Resident Evil CD into your CD-ROM drive. Resident Evil uses the Autorun feature of Windows 95 and the installation program will appear.

If the Autorun feature is disabled on your computer then click on the START button then RUN, type D:\CHECKER.EXE (where D: is the letter of your CD-ROM drive) then click on OK. Once the program starts you'll first be asked which 3D card you have installed from the following list:

Matrox Mystique 4MB
Diamond Monster 3D
Orchid Righteous 3D
Canopus Total 3D
Creative 3D Blaster



Intense 3D 100 by Intergraph

Many 3D accelerator cards share the same chipset and are therefore compatible, as a result it's possible that Resident Evil could work on other cards not stated above. To try this select the card with a similar chipset, e.g. 3Dix or Rendition. However, there are no guarantees that Resident Evil will run correctly.

Resident Evil should automatically detect which 3D card you have installed in the system, however if the game fails to do so you may manually select it by clicking on the name of the card.

Once the hardware selection has been made click on OK to proceed, the next screen will be a 'README' document which should be read for last minute updates and important notes.

After you've read the README file click on OK to continue onto the next screen where the destination path is displayed, or CANCEL to quit the installation process. If you're happy with the default path of 'Resident Evil' in the root directory then simply click on OK, if however you would like to alter the path then choose BROWSE.

If BROWSE is selected another window will pop up with the following options:

OK - Go back to the previous menu when you're happy with the current path line.

CANCEL - Go back to the previous menu and cancel any changes made.

CREATE DIR - Create a new directory on the hard drive.

CHANGE PATH - Change the current destination directory name.

Once you're satisfied with the path name select OK and you'll go back to the previous menu, once here you should select OK to proceed with the installation process.



On the next screen you get to choose the level of installation, this is where you decide how much data is stored on your hard drive. The more data copied onto your hard drive the faster Resident Evil will run because generally it's quicker to access information on the hard drive than it is to read it directly off the CD-ROM.

To view the options we recommend you install to the hard drive click on the RECOMMENDED button.

Although you don't have to install any files if you don't want to, you will notice delays loading while passing between rooms unless you have a really fast CD-ROM drive.

After the selection is made choose OK to install the files, this will take between a few seconds and several minutes depending on the level of installation selected.

Resident Evil requires DirectX 3a or later to be installed before it can be ran, if you do not have this installed please choose to do so after the game installation is complete.

Important DirectX note:

If you already have DirectX 5 or later installed on your machine we recommend that you don't install DirectX 3a. Resident Evil has been designed to run with Direct X3a but will also work using DirectX 5. However, when using DirectX 5 should you find that Resident Evil doesn't correctly recognise your card then you must update the drivers for your 3D card.

After the DirectX install is finished the installation process is complete and a small window will appear telling you the installation has been successful. Click OK and a new window will appear with the following options:



PLAY RESIDENT EVIL - Runs Resident Evil.

UNINSTALL RESIDENT EVIL - Will uninstall Resident Evil.

OPTIONS - Choose the 3D card and resolution, use the drop down lists to make your selection.

QUIT - Exit the Resident Evil requester box.

While the game is installed on your system, inserting the Resident Evil CD into the drive whilst in Windows will automatically run this requester box (assuming you have the Windows autorun feature enabled).

Windows Start Bar

The installation will place a Resident Evil option under PROGRAMS in the Windows Start Bar, it can be found under the label CAPCOM then RESIDENT EVIL. From here the game can be ran, uninstalled or the setup program selected.

Uninstalling Resident Evil

Uninstall will remove Resident Evil from your hard drive and can be selected from either the requester box or chosen from the Windows Start Bar menu under PROGRAMS, CAPCOM then RESIDENT EVIL.

Please note:

Uninstalling will remove all Resident Evil files from the hard drive, except for any save game files that may have been created.



MISSION CONTROLS (Default)

KEY	SIDEWINDER	FUNCTION
Arrow Keys	Directional Pad	Select Mode (Title Screen) Moves Character
C key	A button	Action
Z key	Opens Doors	Attack (Uses weapon)
C button	Cancel Previous Action	Status / Inventory
X key	Right shoulder button	Draws Weapon
V key	B button	Runs

Additional

F4 key	C button	Status / Inventory
F5 key	X button	Control Options
F8 key	N/A	Change screen resolution
F9 key	N/A	Pauses / Aborts game

Some keyboards are unable to register multiple key inputs simultaneously so it is possible that some character actions in Resident Evil may seem difficult to perform. It is therefore recommended that a joypad is used.

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 (C key). If you press C 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 Directional Arrow \Rightarrow to run forward . Hold \Leftarrow or \Uparrow with \Rightarrow to run left or right. You cannot run backwards.

USE WEAPON

Hold X to draw your weapon, then use the arrow keys to aim. Press C key to use the weapon.

PUSH ITEM

Some items can be moved by pushing them. Stand next to the item and press \Rightarrow Directional arrow. If the object cannot be moved, your character will not try to push it.



S.T.A.R.S. MISSION: RACCOON FOREST

Force: S.T.A.R.S.
Unit: Alpha Team
Location: Raccoon Forest

Alpha Team to mobilise:

Barry Burton,	weapons specialist
Joseph Frost,	vehicle specialist
Chris Redfield,	marksman
Jill Valentine,	machine expert
Brad Vickers,	pilot
Albert Wesker,	Mission Leader

TOP SECRET

Mission Background:

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 rotten a hold of her, judging by the depth of teeth marks. Most likely a grizzly or wolf attack.

Public demands police action. Police actions:

- Entrance to mountain road barricaded
- S.T.A.R.S. contacted
- S.T.A.R.S. informed that hiker was part of tourist group that had gone into the mountains a few days earlier
S.T.A.R.S. will join mountainside search for more hikers.



Bravo Team mobilises:

Richard Aiken,	communications
Rebecca Chambers,	medical
Edward Dewey,	pilot
Enrico Marini,	Mission Leader
Forest Speyer,	vehicle specialist
Kenneth J. Sullivan,	field scout

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

Mission Objectives:

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

BE SAFE.

END

TOP SECRET



STARTING A MISSION

To bypass the opening sequence, hit the Enter key. You will be presented with the RESIDENT EVIL title screen. There are 2 options here: NEW GAME or LOAD GAME. Use the arrow keys to highlight an option, then press the Action key (defaulted as C) or the Enter key to select it.

NEW GAME

Select this option when you want to start a mission from the beginning.

LOAD GAME

Select LOAD GAME if you have a previously saved game. See following section for more information.

You take command of either Chris Redfield or Jill Valentine, two top members of Alpha Team. Using Jill will be easier than playing as Chris whose game is set at a harder difficulty level.

SAVING

To save a game you must place an ink ribbon into a typewriter, which you will find in many different places throughout the game. Find a ribbon, then stand in front of the typewriter. 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.

LOADING

If you have previously saved progress highlight LOAD GAME from the title screen and press the C key (Action). Your file(s) will appear. Use the arrow keys to highlight the file you want to re-start, then press the C key.



STATUS SCREEN

When you press the Z or F4 key during game play, you will pause the game and may also use the STATUS screen. This screen shows your character's condition and the items you are carrying. Use the arrow 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. The item will appear on the view screen. You then have 3 options in the command window: USE/EQUIP, CHECK or COMBINE.

USE/EQUIP

For most items, the USE option will appear after selecting it. 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 1 weapon at a time.

CHECK

This option allows you to examine an item or weapon you have acquired. By using the arrow keys after selecting the item or weapon, you can rotate it and examine it in 3-D. If you want to examine a specific part of the item, press the C key.

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 COMBINE from the command window. Use the arrow keys to move the cursor onto the gun you want to put the clip in. Try combining other items to discover new effects of those items.



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

You have a radio at your command, but cannot use it unless you hear it beeping at you. 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

As you will begin to notice, you are limited in the number of items you can carry at once (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 C key. The Item Select Screen will then appear.

You can exchange, keep or take out items from the box. To place an item in the box, use the arrow keys to highlight the item, then press the C key. Now select a slot that reads "NOTHING" and press the C key. This is a blank slot. If there are no slots that read "NOTHING," the Item Box is full.

To take an item out of the box, you must have an empty slot available to carry the item. Select the item from the box first, then press the C key to take the item out of the box.



CONTROL OPTIONS

This mode can be activated by pressing the F5 key (except during a movie sequence or while the STATUS SCREEN appears) and is used to adjust the control configuration for the Sidewinder pad, a regular joystick and the keyboard. Choose which one you'd like to alter by highlighting its icon and pressing the ACTION button.

SIDEWINDER

Highlight the button and press the ACTION button on the pad (defaulted as A) then use left/right on the directional pad to cycle through the options. Press the action button again once you're happy with your selection.

JOYPAD

A list of five options are listed on right hand side of the screen, select the one you wish to change and press the new button you want assigned to that action.

KEYBOARD

Highlight the key you want to change and press the action key (defaulted as C), then press the new key you would like to be used for this action. Select EXIT to quit back to the game.

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 organisations 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

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

Joseph Frost

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.



Chris Redfield

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. A tough guy who possesses both a strong mentality and great vitality, Chris has a great advantage with weapons when surrounded by many enemies.

Jill Valentine

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 at using special mechanical devices like 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 an immediate disadvantage.

Brad Vickers

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 flier for Alpha Team.

Albert Wesker

Wesker has risen quickly inside the S.T.A.R.S. organisation 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 head-hunter for his sharp insight and eventually founded the S.T.A.R.S. unit in Raccoon City.



Bravo Team

Richard Aiken

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.

Rebecca Chambers

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

Enrico Marini

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

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.

Kenneth J. Sullivan

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 for enlisting in S.T.A.R.S.



TROUBLESHOOTING

Keyboard Problems

Some keyboards are unable to register multiple key inputs simultaneously so it's possible that some character actions in Resident Evil may seem difficult to perform. It is therefore recommended that a joystick is used.

Resident Evil requires and uses Microsoft's DirectX 3a technology. Should you experience any problems with DirectX we suggest you obtain updated DirectX drivers for your sound and video card from your system supplier or the hardware manufacturer.

If you are using video card drivers that are not DirectX certified Resident Evil may prompt the user to overwrite the drivers. If this is done the game may experience a corrupted video display. This can be quickly remedied by restoring the original video drivers.

This is most easily done by using the Add/Remove programs in the control panel. Simply select DirectX in Add/Remove programs and click on the Add/Remove button. This will bring the you to a screen that shows what drivers are certified and gives two button choices that will allow you to restore the original video and/or audio drivers.

If when using either a 3Dfx based card or the Matrox Mystique card you may discover Resident Evil doesn't function properly it may be due to the drivers currently installed on your system. We have included the versions used during the development of Resident Evil in a directory on the game CD called 'Drivers'. However, more recent drivers may have become available.

The latest versions of the drivers for all the cards are available at the following WWW sites...

Matrox Mystique 4MB

The Matrox Mystique drivers on this CD were the latest available drivers at the time of the release of Resident Evil. They have been tested with Resident Evil and are known to work. However, more recent drivers may have become available since that time.



The latest Matrox Mystique drivers are available at the Matrox web site at <http://www.matrox.com>.

3Dix

<http://www.3dix.com>

Diamond Monster 3D

<http://www.diamondmm.com>

Orchid Righteous

<http://www.orchid.com>

There are two Orchid Righteous drivers on the Resident Evil CD, in the 'Drivers' directory:

Domestic, for use in the United States.

International, for use everywhere else.

Rendition

<http://www.rendition.com>

Creative 3D Blaster

<http://www.creat.com>

Intense 3D 100 by Intergraph

<http://www.intergraph.com/ics/i3d100/>

Canopus Total 3D

<http://www.canopuscorp.com>

DirectX

Resident Evil has been designed to run with DirectX3a and the drivers located on the disks have been tested with this version of DirectX. Resident Evil will run if you have DirectX 5 or later but you may find that you need to install newer versions of the 3D card drivers. Failing to do so could result in Resident Evil not recognising your 3D card.



Gamma Control

Resident Evil doesn't have a screen adjustment facility. Therefore if you need to adjust the brightness you should use the gamma control option within the videocard setup program.

It's possible, however unlikely in most Windows based games that APM (Advanced Power Management) may become confused and think you're no longer using the your system. The result is the monitor shutting down or other power saving features starting up.

Please close as many programs and functions as possible before you installing and running the game.

TECHNICAL SUPPORT

Thank you for purchasing Resident Evil. 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 send a large self-addressed envelope to address below:

Resident Evil Hints

Virgin Interactive Entertainment (Europe) Ltd.
2 Kensington Square
London
W8 5RB
England

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 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 include 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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Compuserve

76702.2710 compuserve.com

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

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Credits

Capcom PC Division
Producer: Masayuki Akahori
Director: Takashi Nakaya
System Programmer: Kazuki Yoshida
Application Programmer: Kazunori Inoue,
Akira Kazaoka, Yoichi Kodama
Character Designer: Kazuo Tomoda
Development Assistant: Kaori Funakoshi

Virgin Interactive UK
Executive Producer: Michael Merren
Producer: Tony Byus
Product Manager: David Miller
Quality Assurance: Llewellyn Ligas
Technical Services Manager: Matthew Shanley
Test Manager: Gary Foley
Lead Software Analysts: David Isherwood, Nigel Bragg
Software Analysts: David Corles, Ronald Festejo,
Steve Frazer, Matthew Howles, Mano Penemo, Dave Casey

Virgin Interactive America
Producer: Lou Rios

Virgin Interactive France
Product Manager: Stephan Gonizzi

Virgin Interactive Germany
Product Manager: Kai Fiebig