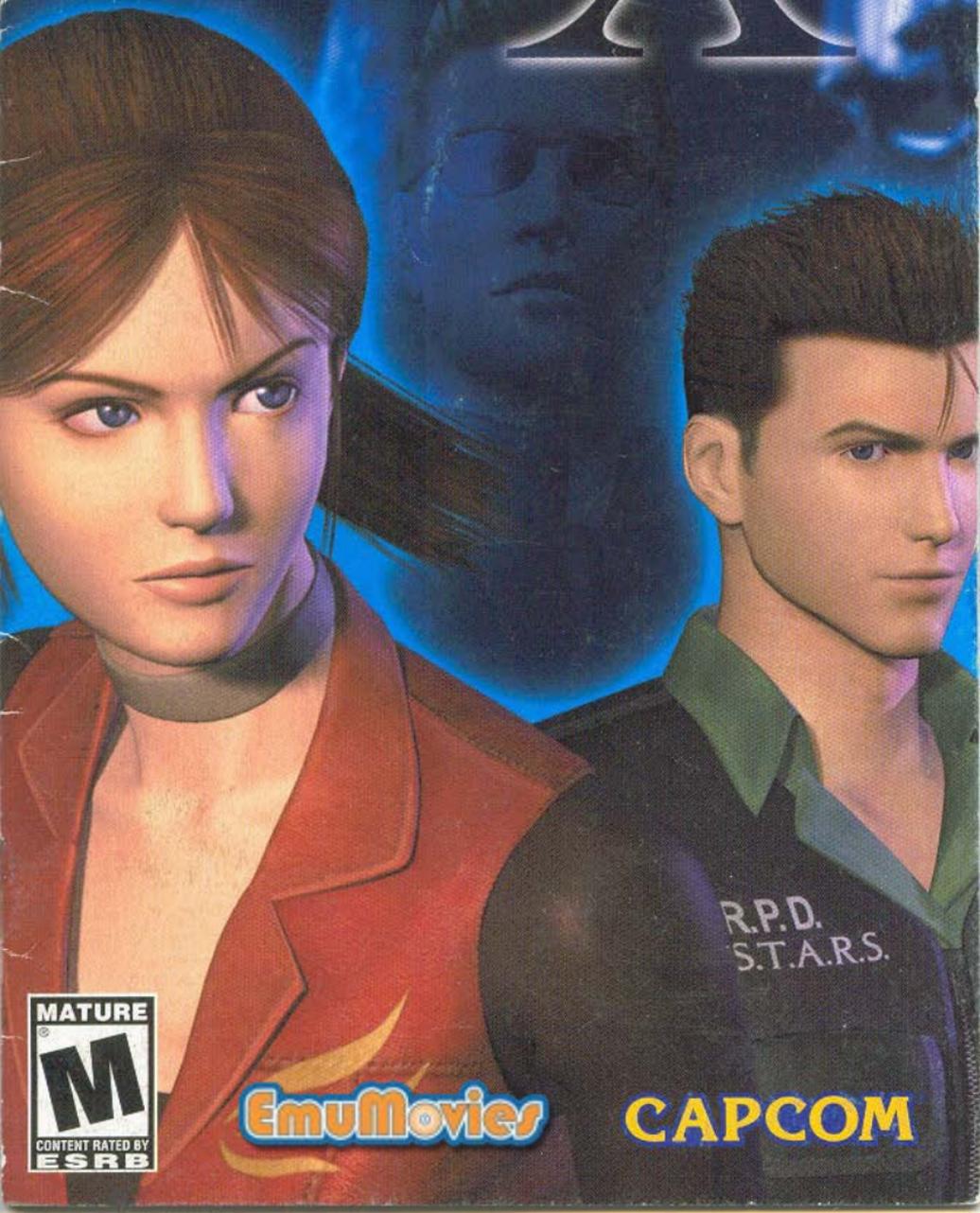


RESIDENT EVIL[®]

CODE: Veronica



EmuMovies

CAPCOM

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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 2 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 2 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.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- 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 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.

CAPCOM

A Special Message from CAPCOM ENTERTAINMENT

Thank you for selecting RESIDENT EVIL® CODE: VERONICA X for your PlayStation®2 computer entertainment system. We at CAPCOM ENTERTAINMENT are proud to bring you this new addition to your video game library.

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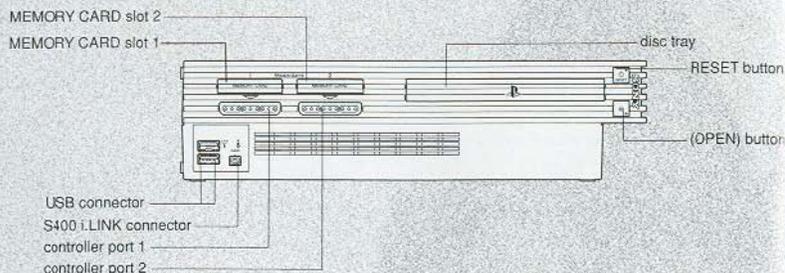
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SETTING UP



Set up your PlayStation®2 computer entertainment system according to the instructions in the Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on. Press the RESET button.

When the power indicator lights up, press the open button and the disc tray will open. Place the RESIDENT EVIL® CODE: VERONICA X disc on the disc tray with the label side facing up. Press the open button again and the disc tray will close.

Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

STARTING A GAME

When you turn ON the PlayStation®2 computer entertainment system, you may see a notice that a memory card (8MB) (for PlayStation®2) is not inserted. Turn OFF the system, insert a blank memory card (or one with previously saved RESIDENT EVIL® CODE: VERONICA X games), and turn the power ON. If you do not have a memory card, you can play without saving game data. Press the START button to continue.

On the Title Screen, press the START button to display the Main Menu. Press the directional buttons or left analog stick / to make selections, and press the START button to accept.

Choose NEW GAME to start a new game. In the Mode Select Screen, choose a game mode:

- LOAD GAME – Resume a saved game. (See page 13.)
- NEW GAME – Start a new game.
- OPTION – Change various game settings. On the Option Menu, press the directional buttons or left analog stick / to highlight items. Change settings by pressing /. Press the Action button to display a submenu.
 - AUDIO SETUP: Choose STEREO or MONO.
 - KEY CONFIG: Press the Action button to display a submenu, press / to select a configuration type, and press the Action button again.
 - SCREEN SETUP: Center the game screen on your monitor.
 - MONITOR TUNING: Adjust screen brightness (when your monitor has a brightness adjustment function).
 - VIBRATION: Turn the Vibration function ON/OFF (DUALSHOCK®2 analog controller and DUALSHOCK® analog controller only).
 - DEFAULT: Reset all options to their original status.
 - EXIT: Close the Option Menu.



DUALSHOCK®2 ANALOG CONTROLLER



RESIDENT EVIL® CODE: VERONICA X is best played with the DUALSHOCK®2 analog controller. For one player, the controller should be connected to Controller Port 1. With this controller, both the directional buttons and the left analog stick can be used for control; the ANALOG mode button and red LED light are always set to ON.

VIBRATION FUNCTION

When Vibration is set to ON, the controller will vibrate in response to player movement. You can turn Vibration ON/OFF in the Option Menu. (See page 3.)

DEFAULT GAME CONTROLS (TYPE A)

START button	Start game Display Status Screen
SELECT button	Skip movie/cut-scene Display Option Screen during play
directional buttons	Highlight menu selections Move your character: <ul style="list-style-type: none"> ▲ - Forward (▲ + ○ - Dash) ▼ - Backward (▼ + ○ - Turn 180°) ▶ - Turn right ◀ - Turn left
left analog stick	Highlight menu selections Move your character
right analog stick	Display Status Screen (push stick down)
▲ button	Display/Hide Map Screen
○ button	Cancel menu or selection <ul style="list-style-type: none"> ▲ + ○ - Dash ▼ + ○ - Turn 180°
× button	Confirm menu or selection Attack/Action (check item, open door, go up/down stairs, etc.)
□ button	Same as × button
R1 button	Aim weapon (press and hold)
L1 button	Change targets (with R1 button held)
R2 button	Not used
L2 button	Not used

Note: These are the default button controls. You can change them in the Option Menu. (See page 3.)



PROLOGUE

The mid-western town of Raccoon City was completely decimated by the T-virus outbreak, an incident perpetrated by the international corporation known as "Umbrella."

Claire Redfield, who traveled to Raccoon City in search of her lost brother Chris, managed to escape from the city along with rookie police officer Leon S. Kennedy. But their ordeal is only a prelude of things to come.

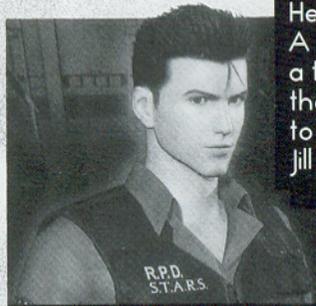
Now, 3 months later . . .

Claire Redfield



Claire's inquisitive nature makes her more than just an ordinary college student who loves riding motorcycles. She went to Raccoon City in search of her brother Chris, who was missing under mysterious circumstances. But almost immediately she became involved in a series of eerie incidents engineered by the Umbrella Corporation. Teaming up with rookie cop Leon S. Kennedy, Claire managed to escape the city. Three months later, she now heads to Europe, following up on clues about Chris. However, she is soon caught by the Umbrella Corporation and transferred to the corporation's prison on an isolated island.

A member of special tactics force S.T.A.R.S., Chris is a tough agent with a will of iron and body of steel. He is an expert at handling firearms. A former Air Force pilot, he's also a top-notch airman. After solving the "mansion incident," he transferred to Europe with his team members Jill and Barry to seek the truth.



Chris Redfield

Despite being young and often reckless, Steve is a good kid at heart. He has mixed feelings about his family, and his motivation remains wrapped in mystery. He was captured along with his father and held in the Umbrella prison on an isolated island. During a raid by an unknown organization, he escaped in the chaos. Steve now meets up with Claire as the adventure begins.

Steve Burnside

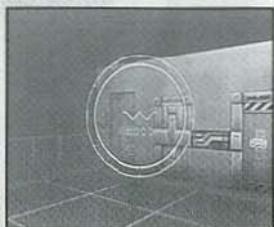


CHARACTER ACTIONS

ATTACK

You need to have a weapon equipped to attack. You can aim up/down by pressing the directional buttons/left analog stick \uparrow / \downarrow while readying a weapon. You can equip a weapon in the Status Screen.

When you use certain weapons, a Scope Screen (first person view) is displayed. In the Scope Screen, zoom in/out with the **L1** button and move the target with the directional buttons or left analog stick.



PUSH

Certain objects in the game can be moved by pushing. Face an object you want to push and hold the directional buttons/left analog stick \uparrow . If the object cannot be pushed, your character will not push it.



CLIMB ON/OFF OBJECTS

Face an object you want to climb on and press the Action button. To climb down again, press the Action button again.



STATUS SCREEN



Press the START button (or push down the right analog stick) to display the Status Screen, where you can check your character's condition and manage items. Select EXIT and press the \times button to return to gameplay.

ITEM

USE AN ITEM

Open the Status Screen, highlight the item you want to use and press the Action button. When Item Commands are displayed, select USE to use the item.

EQUIP AN ITEM

If the item you select is a weapon, EQUIP will be displayed in the Item Commands. Weapons must be equipped in order for your character to attack.



CHECK AN ITEM

Open the Status Screen, highlight the item you want to check and press the Action button. When Item Commands are displayed, select CHECK and the item will be displayed in the main window. You can rotate an item in the main window with the directional buttons or left analog stick and zoom in/out with the **L1** / **R1** buttons.

To check a specific part of an item, move the part to face you and press the Action button. You may find clues to solving puzzles by doing that.

COMBINE ITEMS

Open the Status Screen, highlight the item you want to combine and press the Action button. When the Item Commands are displayed, select COMBINE, highlight the other item to be combined with the first item, and press the Action button to combine the items.

Certain items need to be combined to have an effect. For example, combine a Handgun and a modification component to create a custom Handgun.

ITEM BOX

Your character can carry only a limited number of items at a time. You cannot lose an item once you find it, but you can use it up (such as ammo). In order to carry only the items you need, you can store other items in an Item Box. Item Boxes are located in various places in the game.



MAP/FILE

You will discover maps and files (notes, messages or other information that will be automatically filed in your character's notebook). To view a map or file you have acquired, open the Status Screen and select the MAP or FILE command.

MAP

The area you have explored is automatically marked. Your location is shown by an arrow oriented in the character's direction on the map. Door colors indicate the following:

- YELLOW – The door is not locked.
- RED – The door is locked and you don't have a key for it.
- GREEN – The door is locked but you have the key.

The following are also displayed on maps:

- ITEM – If you have found an item and haven't taken it, the location of the item is marked.
- SAVE POINT – Shows the location of a typewriter.
- ITEM BOX – Shows the location of an Item Box.

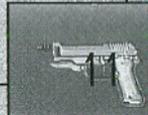
The room you are in is displayed in red. You can switch to another floor of the building by pressing the directional buttons or left analog stick **▲**/**▼** and change stages by pressing **◀**/**▶**.

To use ZOOM mode, press the Action button while a map is displayed. Use the **L1** / **R1** buttons to zoom in/out.

To return to game play, press the **△** button.

FILE

Select a file you want to view. Read files carefully: hints may develop from these notes.



DAMAGE

Your character takes damage when attacked. Check your character's condition in the Status Screen.

When the damage gets too severe, your character loses (Game Over).

The game is also over if your partner character loses.

- **POISON** – Some enemies poison your character. While poisoned, your character takes damage gradually.
- **RETRY** – When your game is over, you will be asked: "Retry? Yes No." Choose YES to play on from the point where you last saved your game. (See page 13.)



PARTNER CHARACTER

Sometimes you may need a partner character's help. When you actually control a partner character, the Status Screen will change accordingly. The controls are the same as for your main character. If a partner character dies, the game ends.

RANKING

If you complete the game, the Ranking Screen appears. Your ranking is determined by various conditions. You may get something special if you get a good ranking.

SAVING/LOADING

SAVE

To save your game, find an ink ribbon and use it with a typewriter. Press the Action button in front of the typewriter; you will be asked if you want to save. Choose YES. Saving uses one ink ribbon.



- To save your game, you must be using an optional memory card (8MB) (for PlayStation®2). This game requires 103kb of free space on the memory card to create a save file.
- While saving, do not turn off your PlayStation®2 computer entertainment system, remove the disc or memory card or disconnect the controller.

LOAD

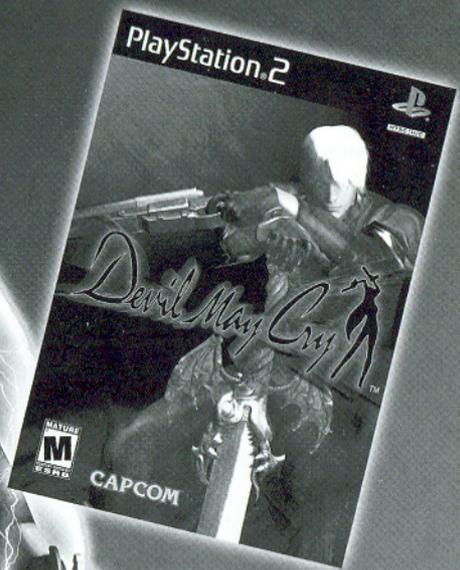
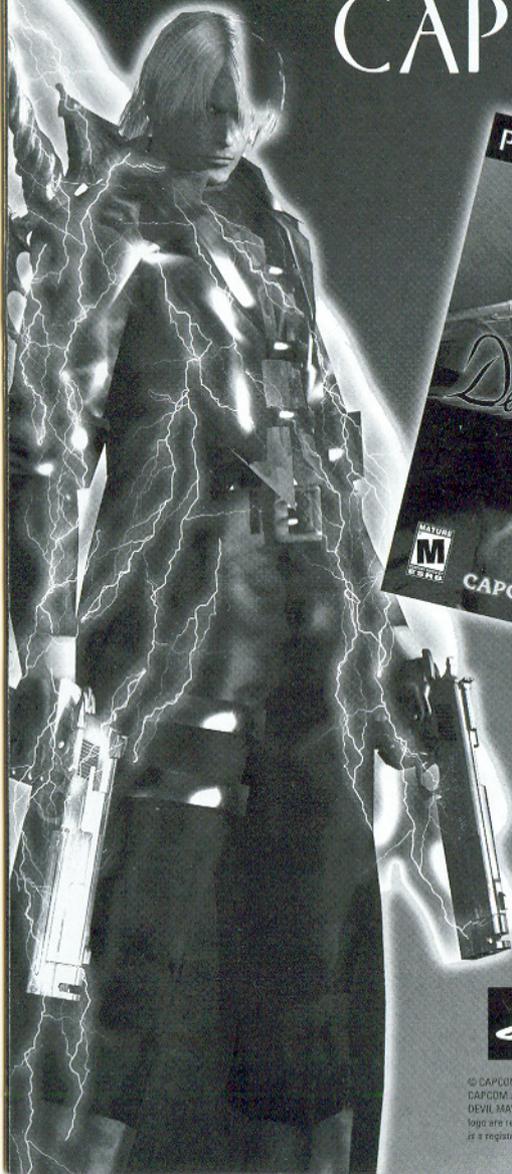
To play a saved RESIDENT EVIL® CODE: VERONICA X game, be sure a memory card containing the saved game file is inserted into Memory Card slot 1 or Memory Card slot 2. On the Main Menu, choose LOAD GAME and then select the file you want to load.

HINTS

- Use your weapons efficiently. Each weapon is best suited to destroying a different monster or zombie.
- Learn enemies' attack patterns and weaknesses. Different enemies succumb more easily to fire, acid, etc.
- Search for Herbs and First Aid Spray to heal your character. These items are sometimes found on a corpse or in a desk or locker.
- Search for files and memos that may contain clues. When you get a new item, check it carefully.
- If nothing works, run!

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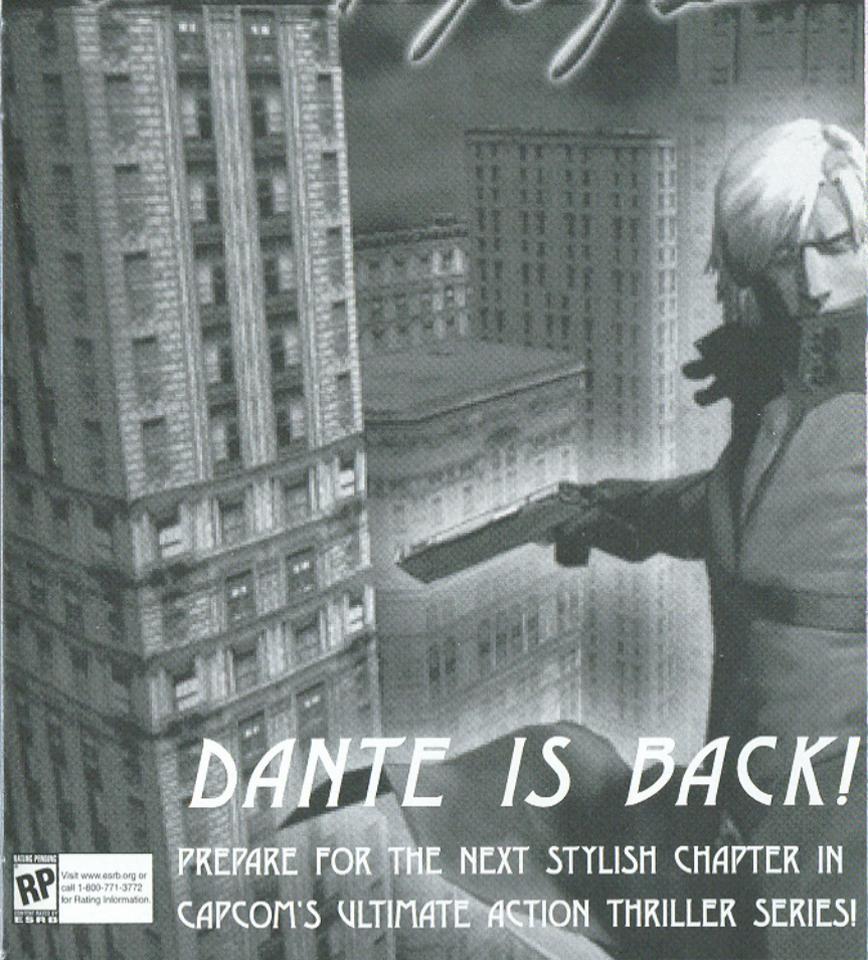
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PlayStation 2

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Devil May Cry™ 2



DANTE IS BACK!

PREPARE FOR THE NEXT STYLISH CHAPTER IN
CAPCOM'S ULTIMATE ACTION THRILLER SERIES!



WINTER 2002

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NOTES

CREDITS

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