RESIDENT EVIL®

DEAD AIM

MATURE ®
M
CONTENT RATED BY ESRB

CAPCOM®

WARNING:
READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

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.

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CAPCOM®

A Special Message from CAPCOM ENTERTAINMENT

Thank you for selecting RESIDENT EVIL®: DEAD AIM for your PlayStation®2 computer entertainment system. 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 94085

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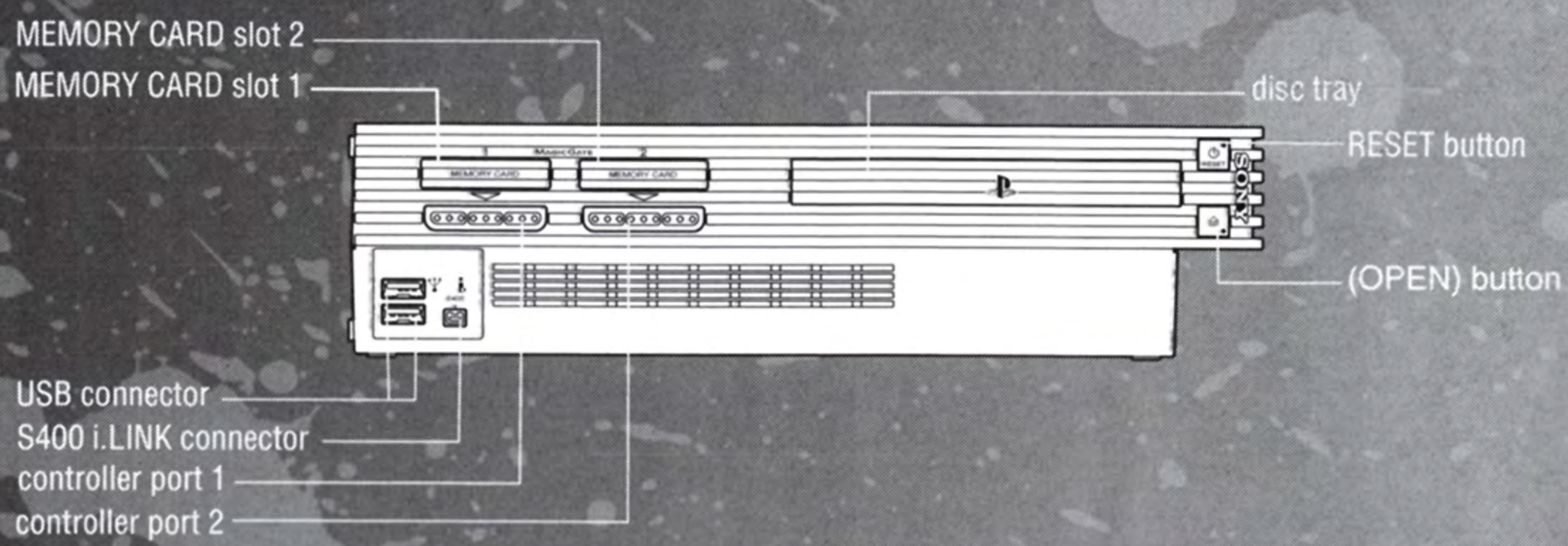
GETTING STARTED



Set up your PlayStation®2 computer entertainment system according to the instructions in its 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®: DEAD AIM 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 UP

GUNCON™ 2 controller

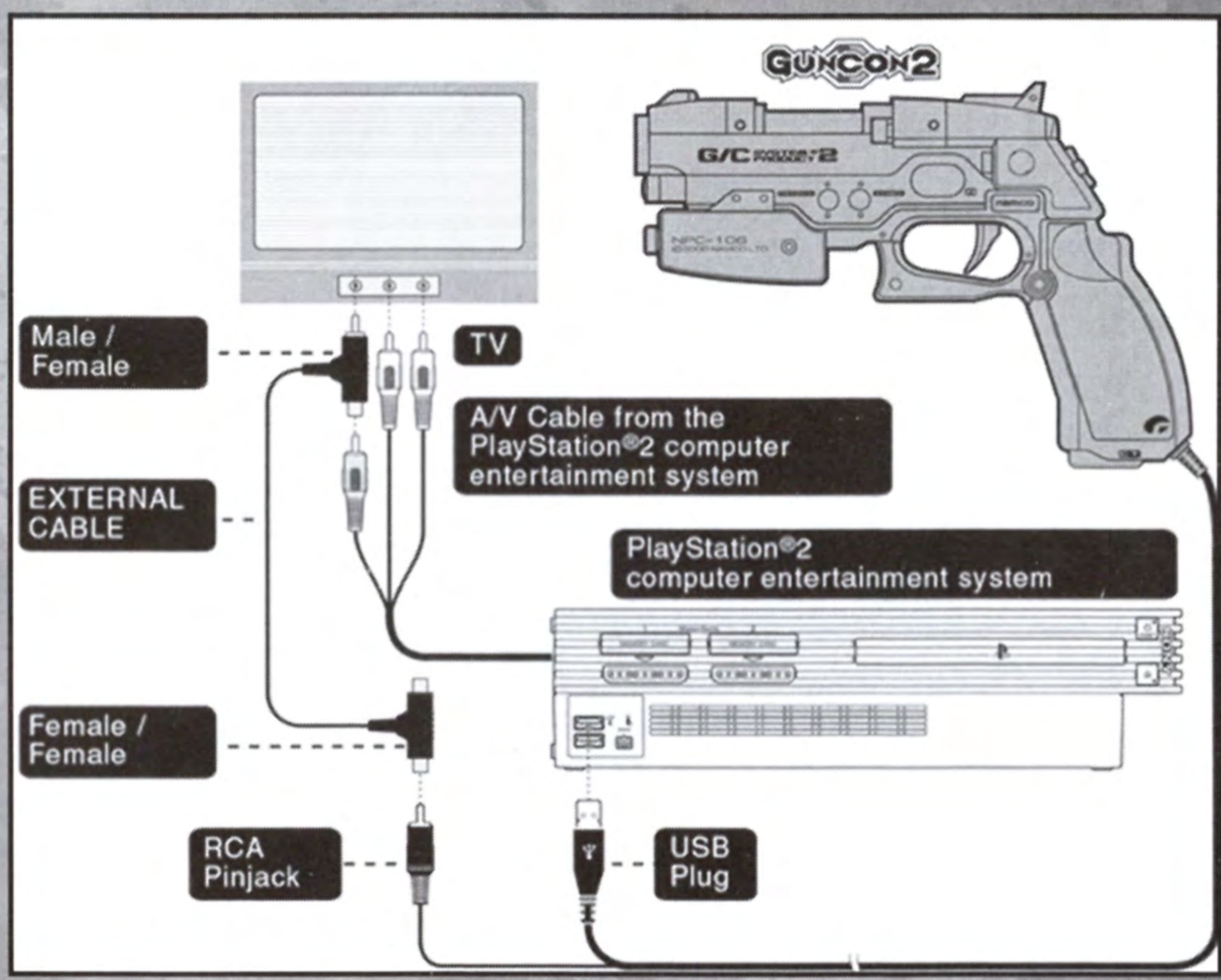
DUALSHOCK®2 analog controller

RESIDENT EVIL®: DEAD AIM is a 1 Player game. Connect the Guncon™ 2 controller or the DUALSHOCK®2 analog controller to controller port 1 before beginning play.

When VIBRATION is set to ON in Option Mode, the DUALSHOCK®2 analog controller will vibrate in response to game events. (For Option Mode information, see page 26.)

NOTE: RESIDENT EVIL®: DEAD AIM is designed exclusively for the Guncon™ 2 controller and DUALSHOCK®2 analog controller. The Guncon™ controller and DUALSHOCK® analog controller will not work with this game.

SETTING UP THE GUNCON™ 2 CONTROLLER



CONNECTING THE GUNCON™ 2 CONTROLLER

1. Connect the GUNCON™ 2 USB plug into the top USB connector on the front of the PlayStation®2 computer entertainment system.
2. Connect the A/V Cable from the PlayStation®2 computer entertainment system to the Male/Female portion of the External Cable.
3. Plug this portion of the External Cable into your TV.
4. Connect the RCA Pinjack from the GUNCON™ 2 into the remaining portion of the External Cable.

ADJUSTING THE GUNCON™ 2 CONTROLLER

1. After connecting the GUNCON™ 2 controller to the PlayStation®2 console and your TV, turn on the power and the Adjust Aim screen will appear.

2. A mark will appear in the middle of the screen. Aim and fire at it. Stand as centered and as close to the TV as possible while adjusting your aim. (Shooting from an angle may cause the game to malfunction.)

3. After that, another mark will appear, this time in the upper left. Aim and fire at the mark as before.

4. When you're finished with your adjustments, point the GUNCON™ 2 at the screen and check to see if the aim is aligned correctly. Readjust your aim settings by pressing the A or B button.

5. Press the START button to proceed to the next screen.

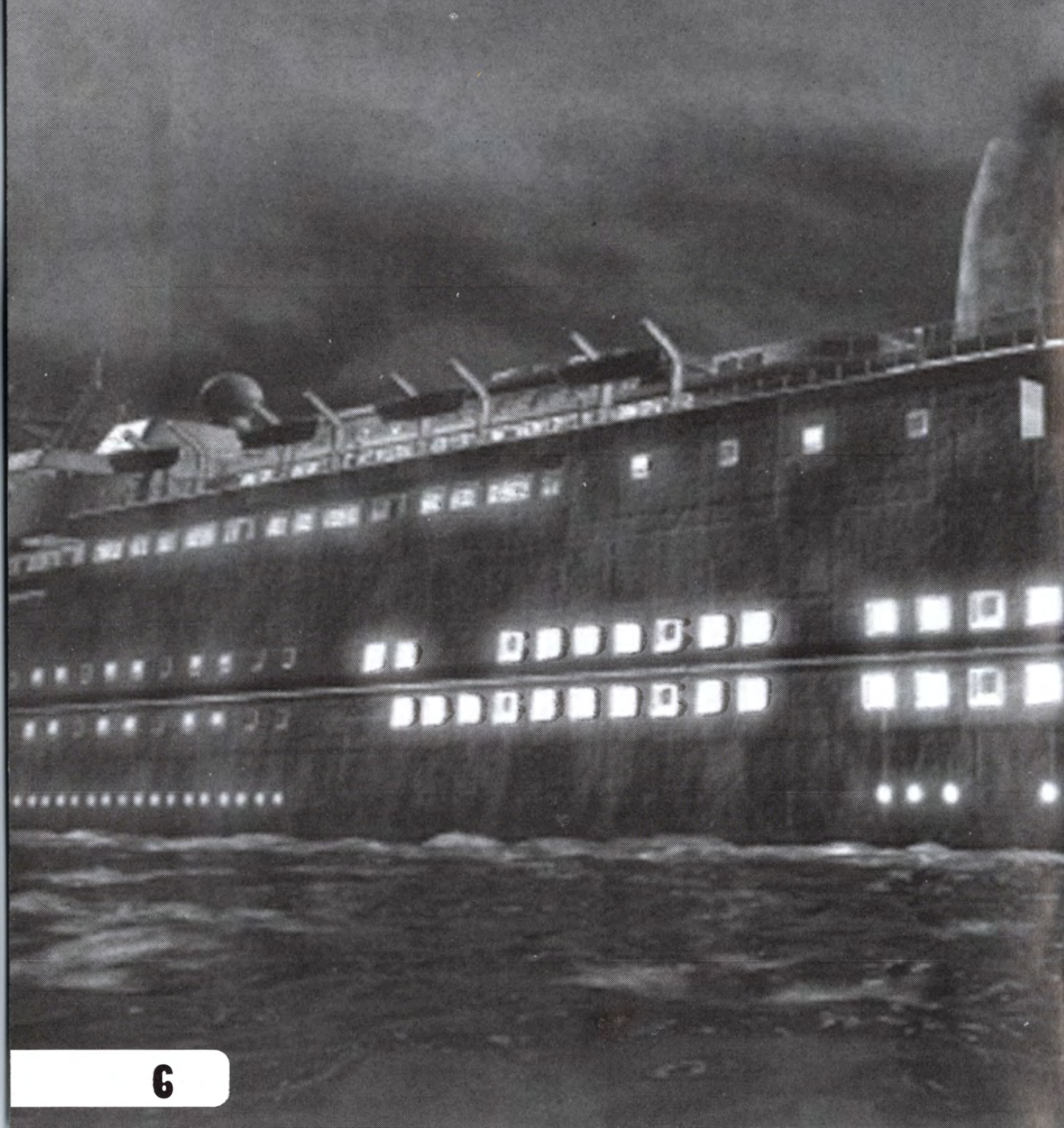
To switch from the DUALSHOCK®2 analog controller to the GUNCON™ 2 during gameplay, you must first select the ADJUST GUN option and adjust the gun's aim. If you start the game without adjusting your aim, then the aim could be off and your game experience will be flawed.

PROLOGUE

You remember that a town was destroyed by the "T-virus" developed by Umbrella Pharmaceuticals, right?

And you know that Umbrella has secretly continued to develop biological weapons.

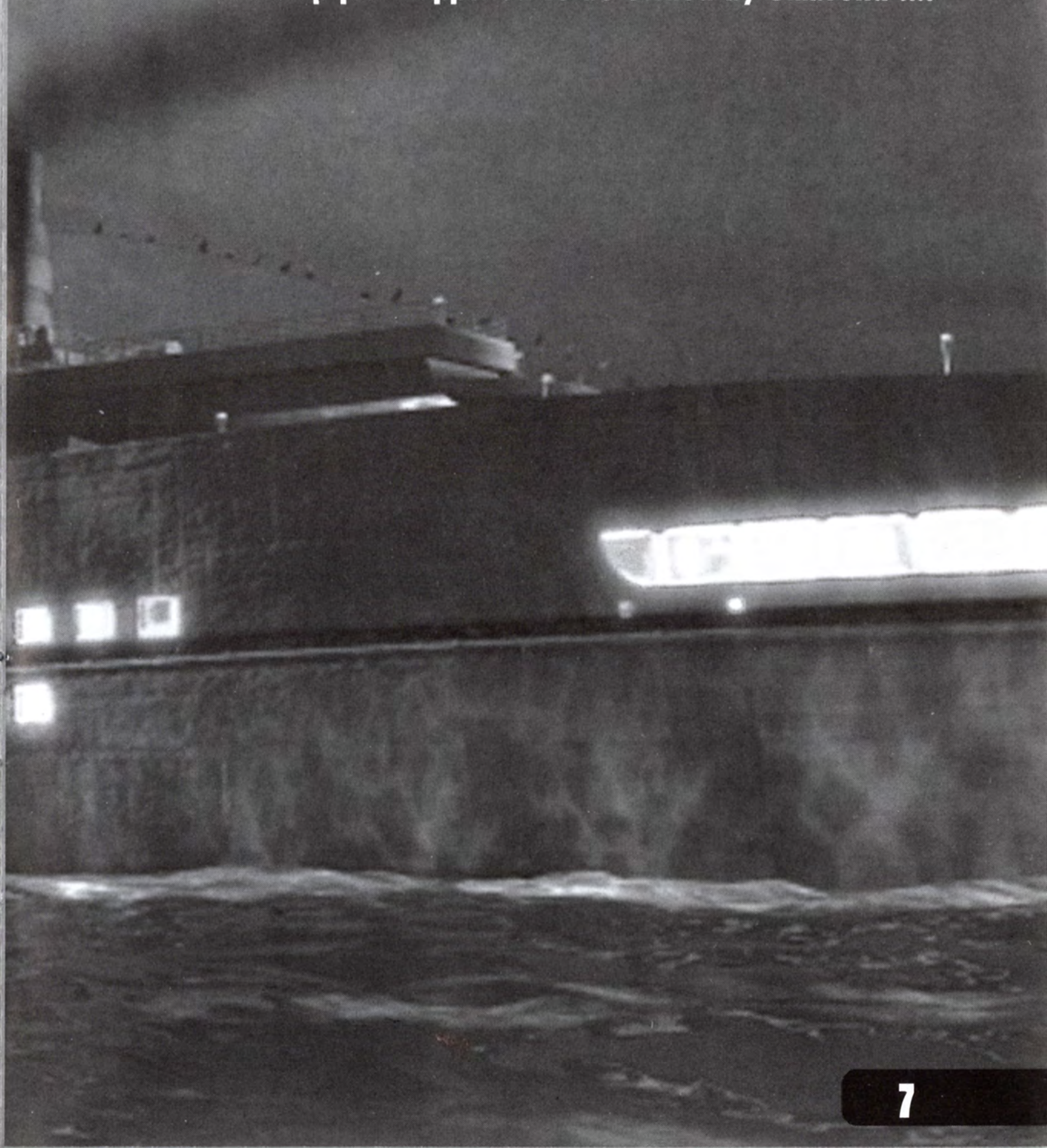
So that what happened next was the inevitable outcome ....



Three days ago, the "T-virus" disappeared from the safe where trial drugs are kept at the Paris branch of the Umbrella Pharmaceuticals Development Center.

Yesterday, in the Atlantic Ocean, a large cruiser carrying a party of VIPs from numerous countries was sea-jacked.

The ship just happened to be owned by Umbrella ...!



PLAYERS

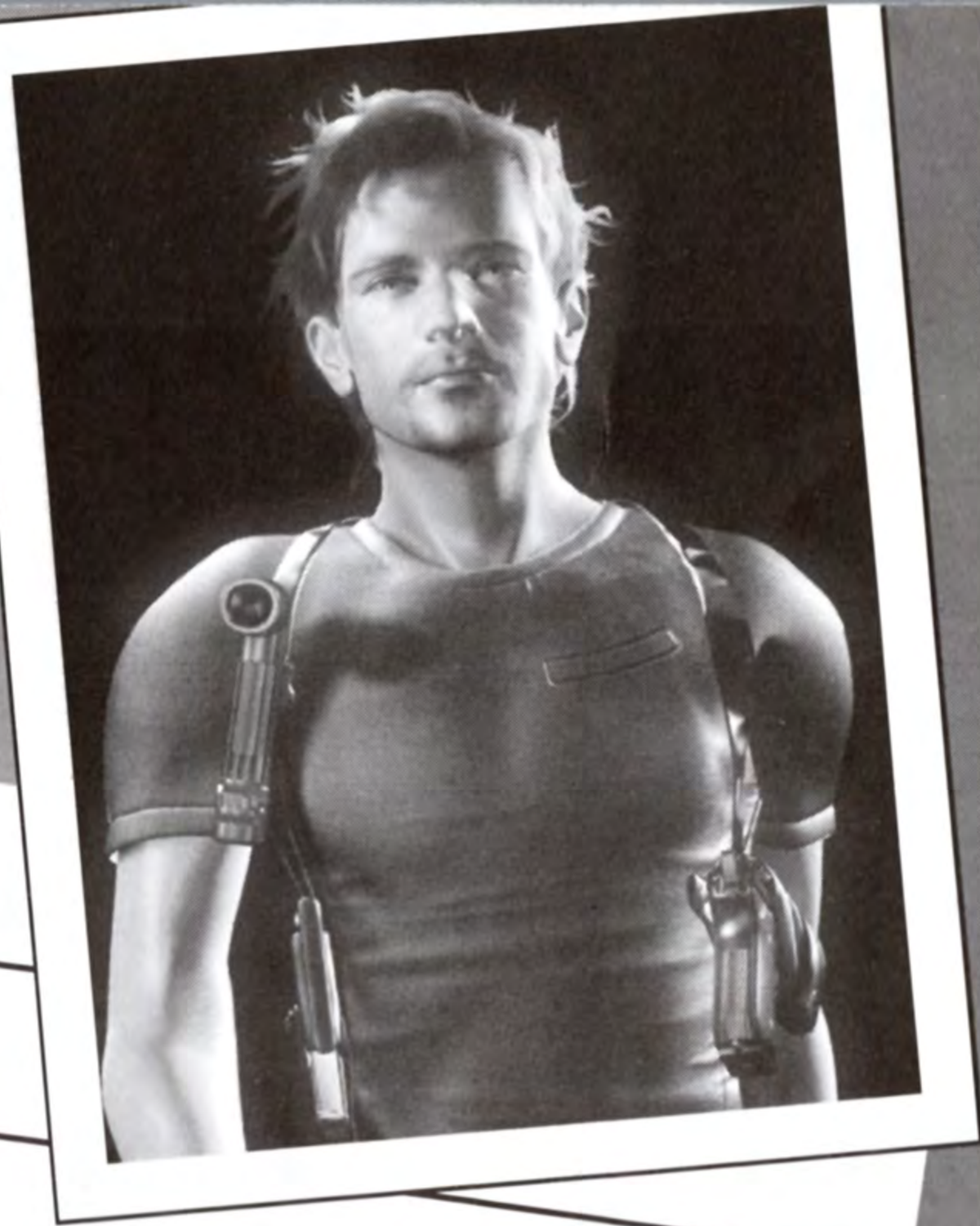
LING

NAME
LING, FONG

AGE
25

OCCUPATION
Covert operator for the Safety Department of China.

PERSONAL INFORMATION
Pursued and arrested her brother, a democracy activist, as ordered by the government. He was executed the same day. Ling harbors no grudge against her superiors or the government.



MCGIVERN

NAME

MCGIVERN, BRUCE

AGE

27

OCCUPATION

Covert operator for the Anti-Umbrella Pursuit Investigation Team of the United States Strategic Command (U.S. STRATCOM).

PERSONAL INFORMATION

Has a strong sense of justice and may act recklessly without concern for his own life, often bordering on out of control. But does a first-class job.

DUVALL

NAME

DUVALL, MORPHEUS D.

AGE

32

OCCUPATION

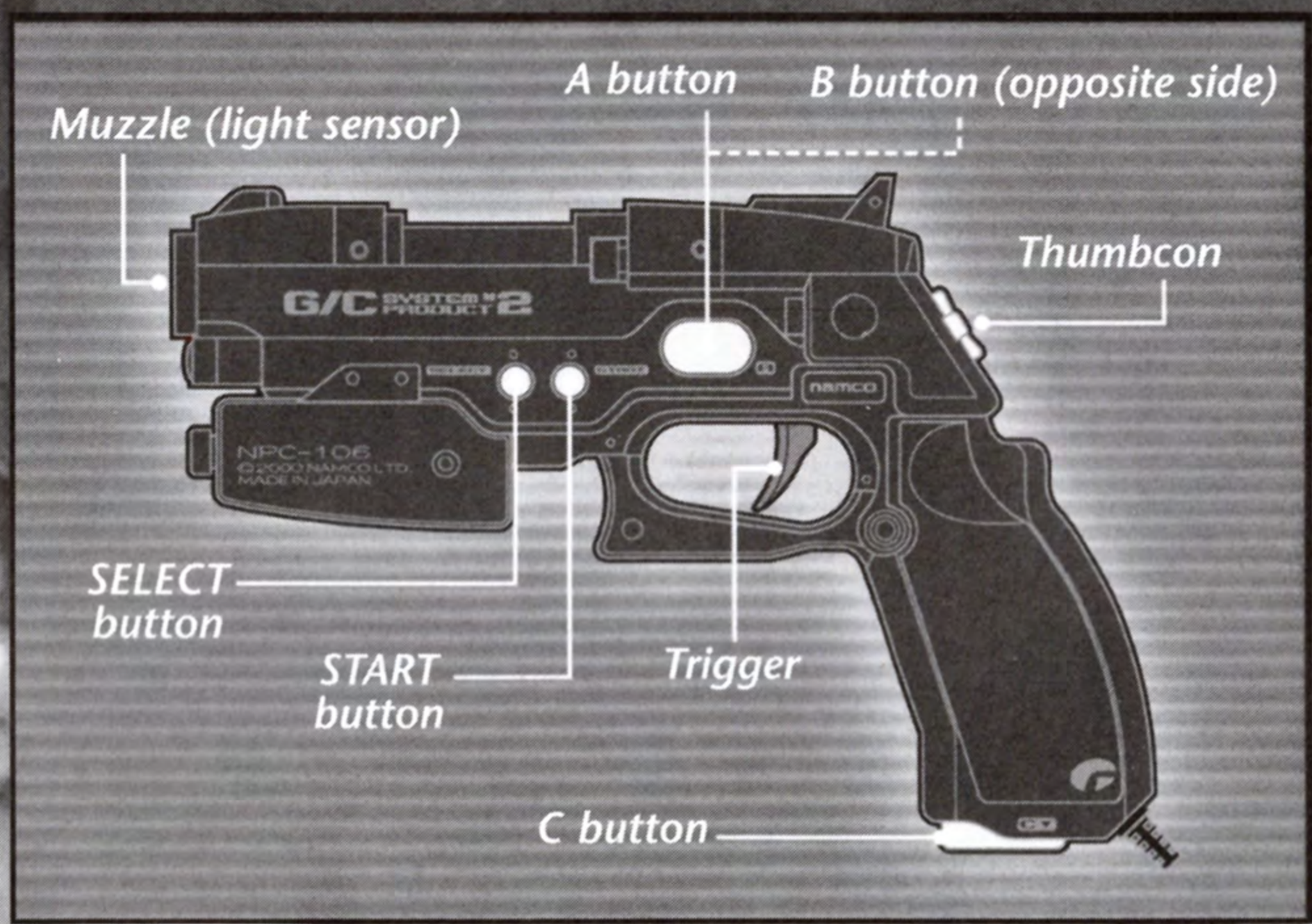
Ex-member of the Umbrella Research and Development Department.

PERSONAL INFORMATION

The "T-virus" was stolen by a fanatic group of Morpheus-worshippers, who also easily captured and overpowered the cruiser. But Duvall was crazy enough to make his followers the prey of "T-virus."

CONTROLS

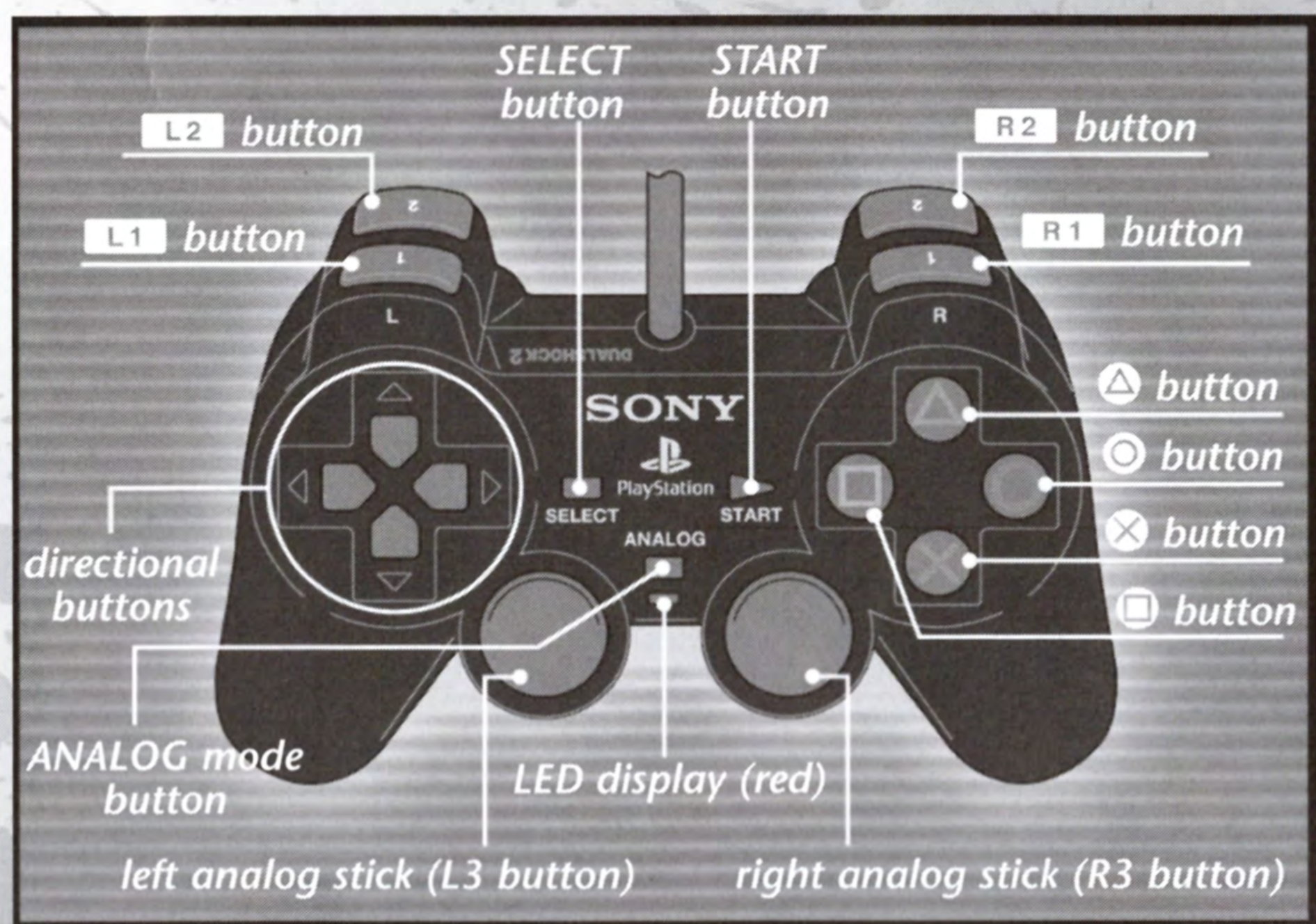
GUNCON™ 2 controller



NOTE: You can use a USB mouse in conjunction with the GUNCON™ 2 controller. Move the mouse to aim, left click to shoot, and right click to reload.

ACTION	CONTROL
Start game	START button (from the Title screen)
Aim	Line up Muzzle on target
Shoot	Trigger
Reload	C button (or Trigger while aiming away from the screen)
Move	Thumbcon ⬆/⬇ (forward/back) Thumbcon ⬅/➡ (turn left/right)
Cautious move	Thumbcon + A button (normal) Thumbcon + B button (parallel)
Search/Open doors	A or B button, in front of a location
Auto search	When sensor response is present, Thumbcon ⬅/➡ to automatically target a nearby enemy
Quick turn/180 turn	Press Thumbcon twice rapidly
Emergency evasion	A or B button just as enemy attacks
View Status screen	START button
View Map screen	SELECT button
Make menu selection	Thumbcon
Confirm selection	Trigger
Cancel selection	C button

DUALSHOCK®2 analog controller



NOTE: You can use a USB mouse in conjunction with the DUALSHOCK®2 analog controller. Move the mouse to aim, left click to shoot, and right click to reload.

ACTION	CONTROL
Start game	START button (from the Title screen)
Aim	right analog stick
Shoot	R1 button
Reload	R2 button
Move	directional buttons/left analog stick ⬆/⬇ (forward/back) directional buttons/left analog stick ⬅/➡ (turn left/right)
Cautious move	directional buttons/left analog stick + L1 button (normal) directional buttons/left analog stick + L2 button (parallel)
Search/Open doors	◎, ⊗, L1 or L2 button, in front of a location
Auto search	When sensor response is present, directional buttons/left analog stick ⬅/➡ to automatically target a nearby enemy
Quick turn/180 turn	Press directional buttons/left analog stick twice rapidly
Emergency evasion	L1 or L2 button just as enemy attacks
View Status screen	START button
View Map screen	SELECT button
Make menu selection	directional buttons/left analog stick
Confirm selection	◎ or ⊗ button
Cancel selection	△ or ▣ button

NOTE: You can change to type "B" button controls and toggle Vibration on/off in Option Mode. See page 26 for details.

GETTING INTO THE GAME

When the Title screen appears, select your difficulty level: **EASY** (we'll go easy on you), **NORMAL** (not for the faint-hearted), or **HARD** (edge of sanity).

Then press the **START** button to move on to the Mode Select screen and make your game mode selection:

LOAD GAME – Resume a saved game. You must have a memory card (8MB) (for PlayStation®2), containing previously saved **RESIDENT EVIL®: DEAD AIM** game data, inserted into **MEMORY CARD** slot 1. Select a game from the list showing saved game names and game levels.

NEW GAME – Start a new game from the beginning.

OPTION – Check and change various game settings. See page 26 for details.

GAME OVER

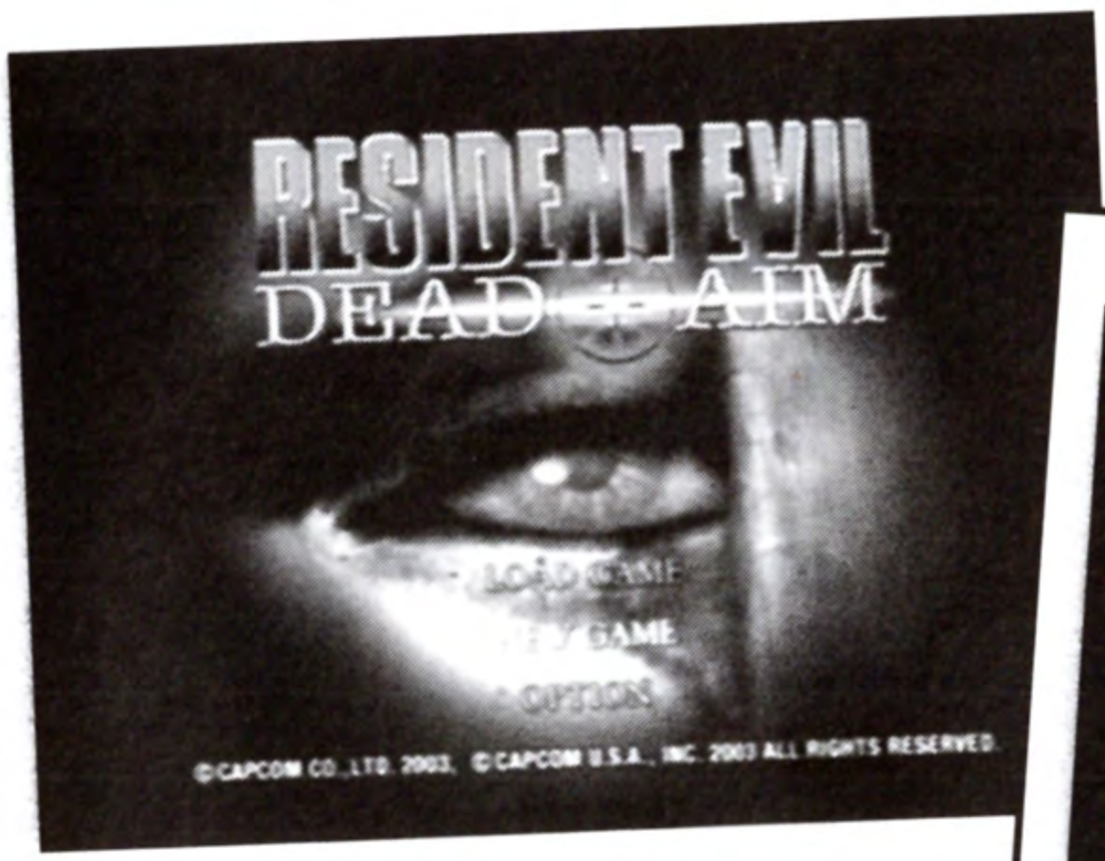
Your character will be defeated if he or she takes an unbearable amount of damage from the enemy. When a character dies, the game ends. (You can check your character's damage level on the Status screen. See the Electrocardiogram section on page 20.)

SAVE

You can save your game up to the present moment by using the typewriter located in a safe spot somewhere in each stage.

To save game data, you must be using a memory card (8 MB) (for PlayStation®2), with at least 130KB of free space, inserted into **MEMORY CARD** Slot 1 on the PlayStation®2 console.

NOTE: While saving or loading data, do not reset the game, turn the power off or remove the memory card.



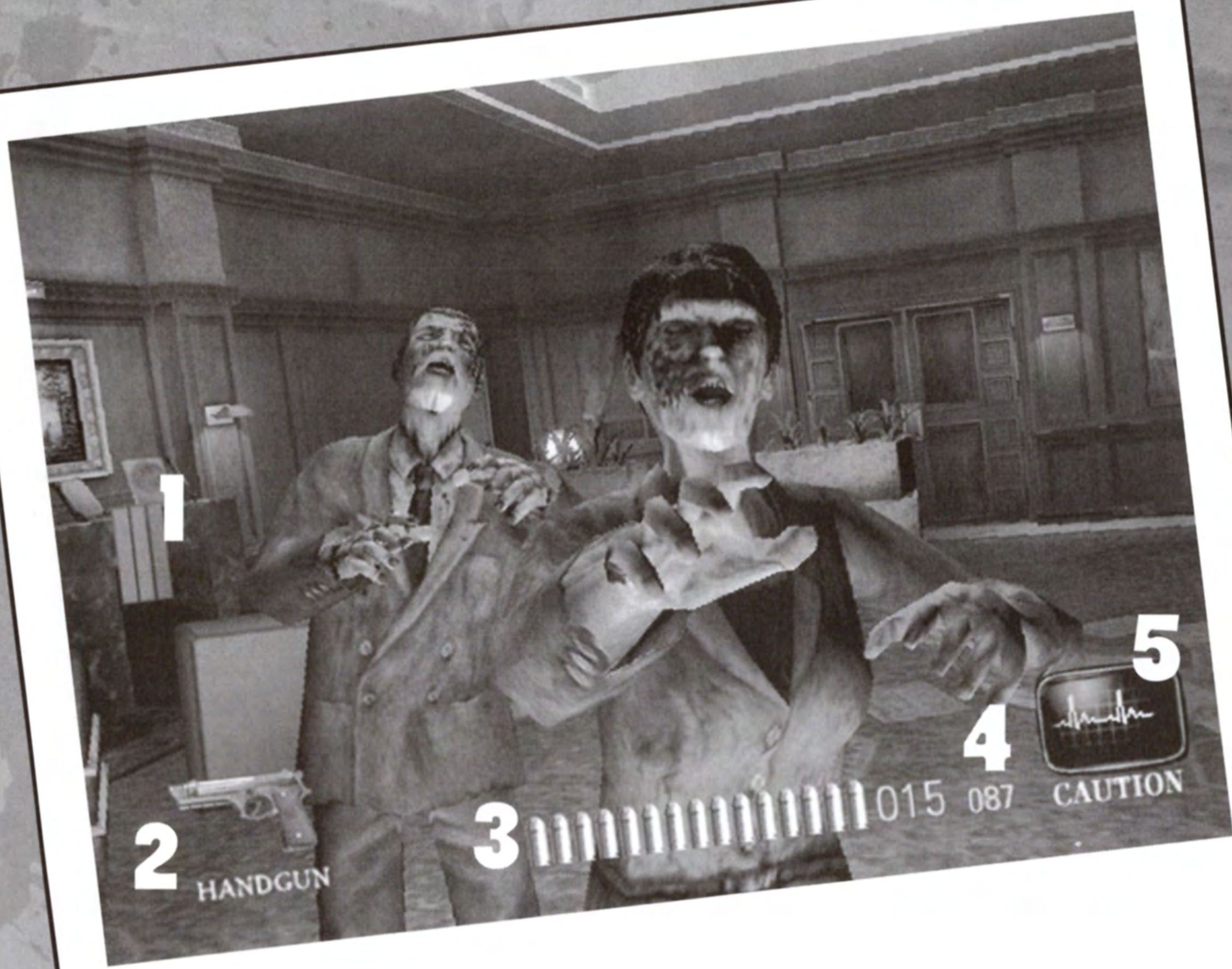
Mode Select Screen

Load Game Screen

You Die!

Saving Your Game

GAME SCREEN



1. **SENSOR** – Responds if it senses an enemy in the area.

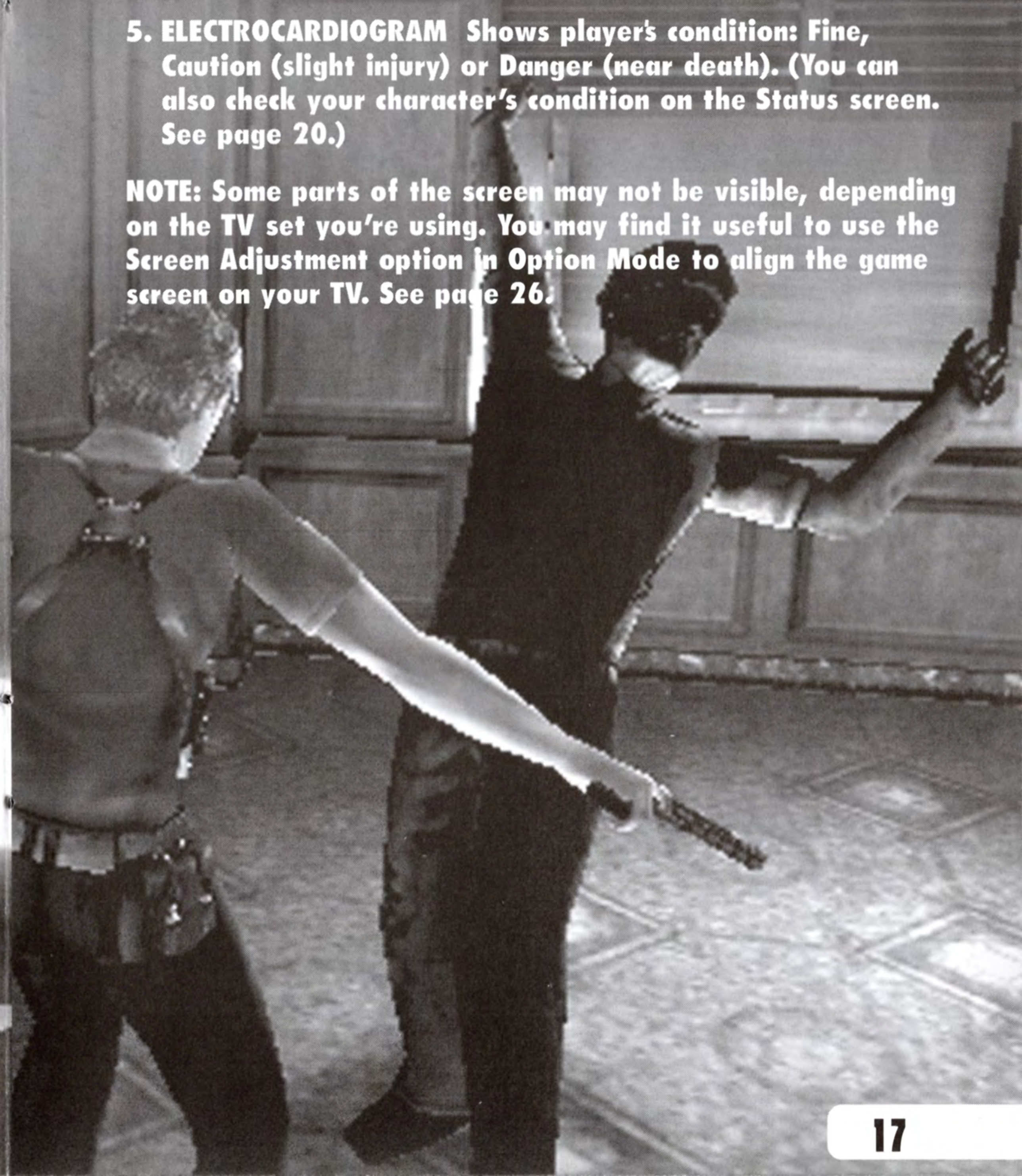
2. **WEAPON** – The weapon you're using.

3. **ROUNDS** – Number of bullets loaded in the weapon in use.

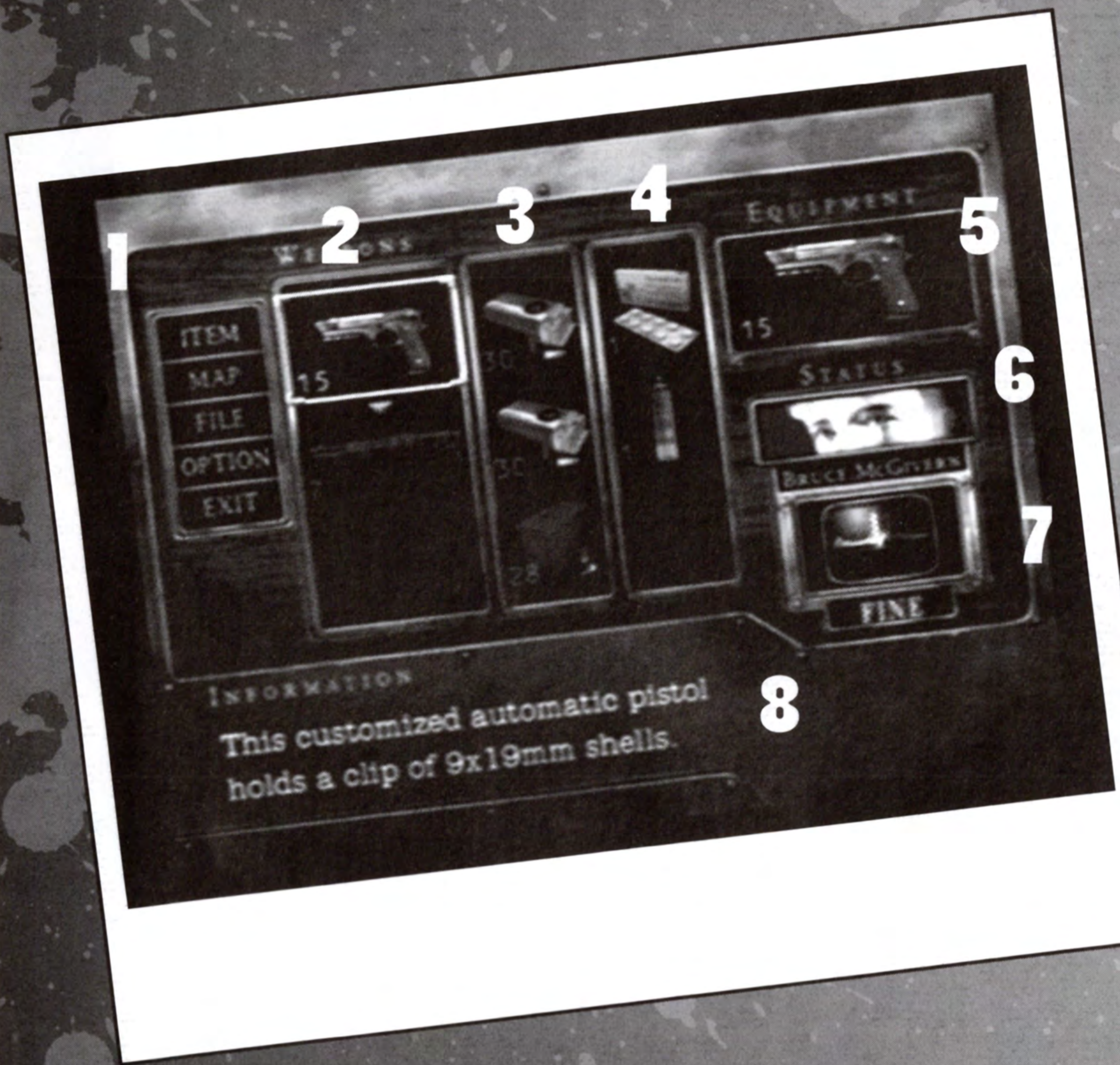
4. **RESERVE AMMO** – Number of bullets still available for the weapon in use.

5. **ELECTROCARDIOGRAM** Shows player's condition: Fine, Caution (slight injury) or Danger (near death). (You can also check your character's condition on the Status screen. See page 20.)

NOTE: Some parts of the screen may not be visible, depending on the TV set you're using. You may find it useful to use the Screen Adjustment option in Option Mode to align the game screen on your TV. See page 26.



STATUS SCREEN



Press the START button during gameplay to display the Status Screen. Select an area on the screen to see more information.

1 COMMAND LIST

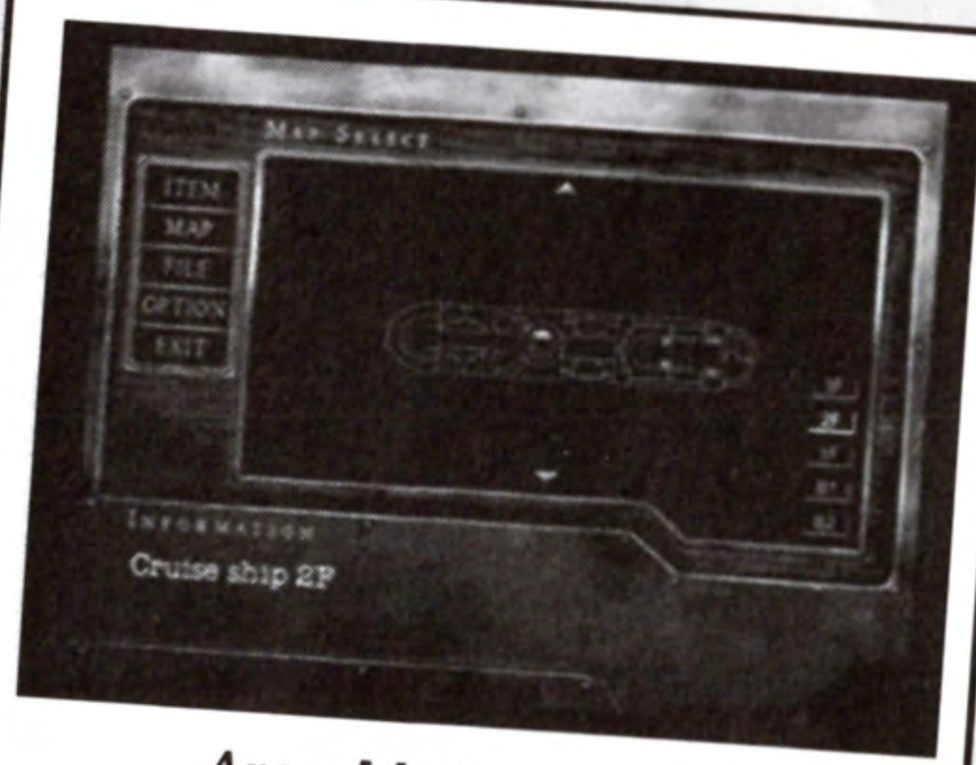
ITEM – You can change the weapon you're using and/or use various other items you've acquired.

MAP – Displays maps. Once you obtain a map in one of the stages, you can view a map of the entire area and a detailed map of the area around the player.

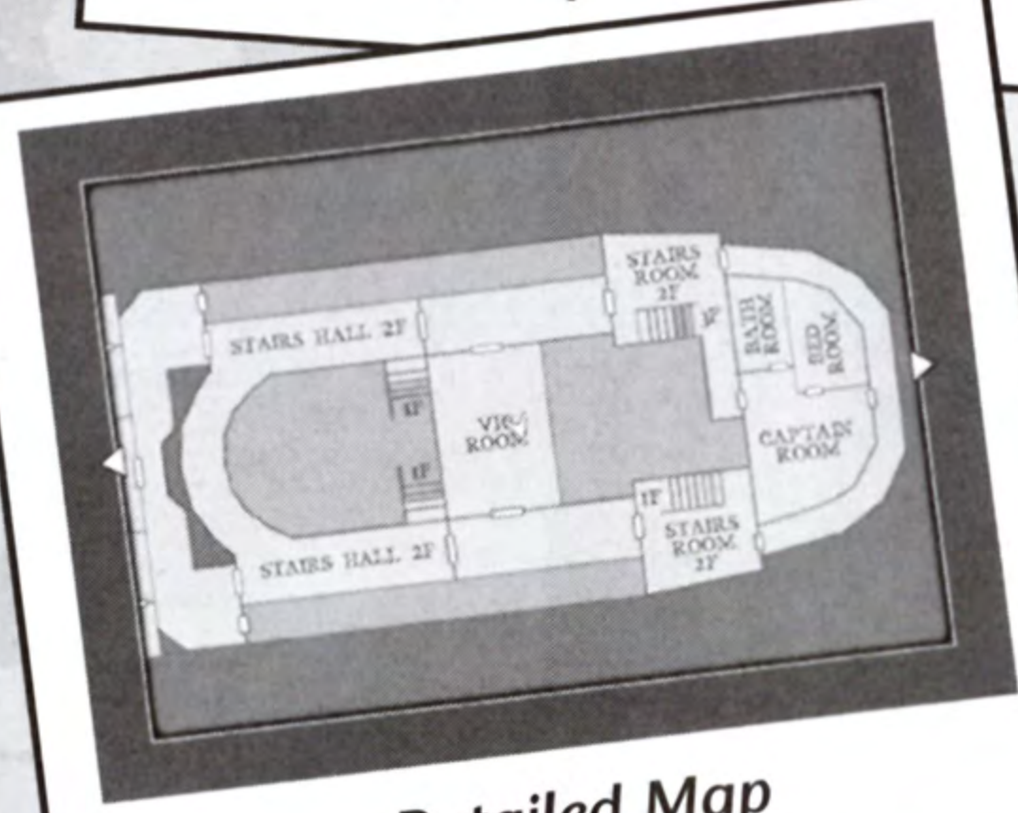
FILE – Displays information such as a file obtained in one of the stages.

OPTION – You can change various settings available in the game.

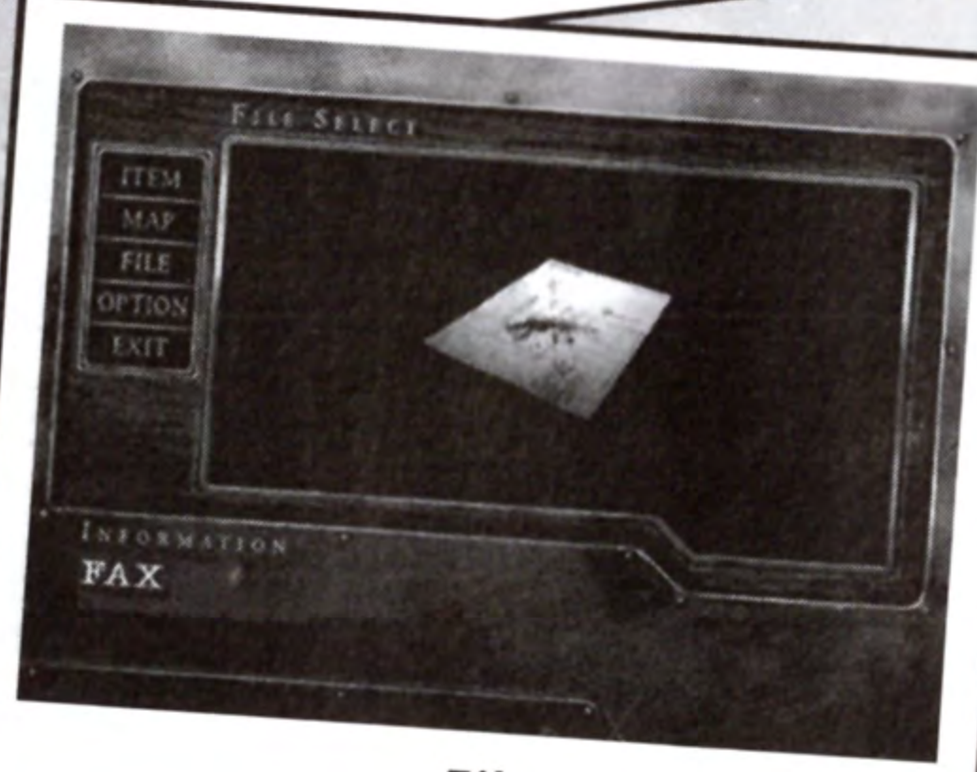
EXIT – Returns you to the game.



Area Map



Detailed Map



File

2 WEAPONS

You can change the weapon you're using by selecting from an arsenal of weapons you've acquired.

3 BULLETS

You can check on the amount of bullets you have for each weapon in your arsenal.

4 LIFE & KEY ITEMS

You can check items you obtained in the field. You can select and use the Life item here to recover health.

5 EQUIPMENT

Displays the weapon currently in use.

6 PLAYER CHARACTER

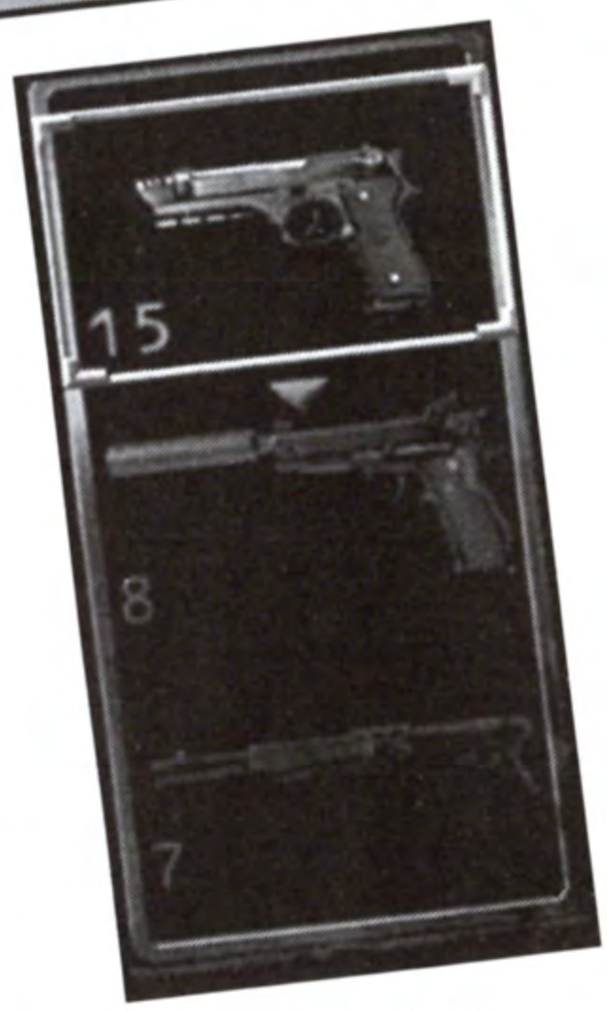
Displays the character currently being played.

7 ELECTROCARDIOGRAM

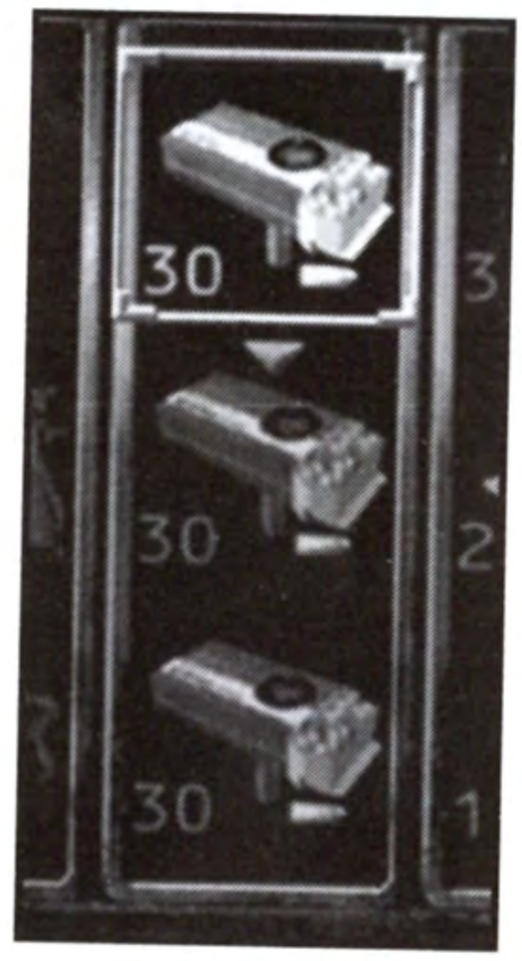
Check on the player's condition: Fine, Caution (slight injury), or Danger (near death). If your player has reached a Danger level, find a way to restore his/her health – fast!

8 ITEM MESSAGE

An information readout about the selected item.



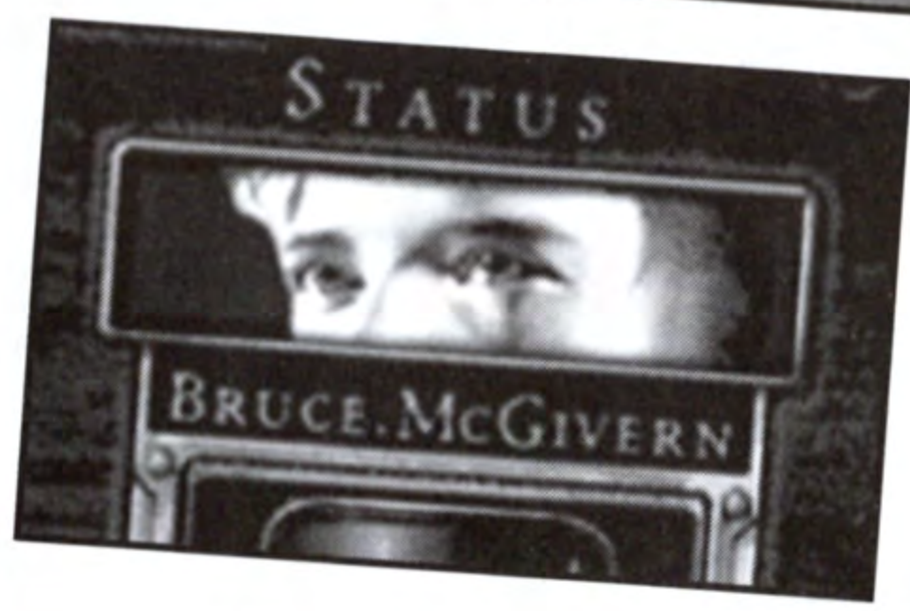
Weapons



Bullets

Life & Key Items

Equipment



Player Character

PLAYER ACTIONS

MOVE

Press the Thumbcon, directional buttons or left analog stick to move your player. The game view switches between objective and subjective as you move around the game screen and aim your weapon.

SHOOT

Pull the Trigger or press the R1 button while aiming at an enemy target.

RELOAD

Press the C button or the R2 button, or pull the Trigger while pointing the muzzle away from the screen.

AUTO SEARCH

When the Sensor is present on screen, press the Thumbcon, directional buttons or left analog stick ⬅ or ➡ to automatically aim at the closest enemy.

Moving — Subjective View

Moving — Objective View

Shooting

Reload ...

... then fire!

Auto Search ...

... to aim at the nearest enemy.

SEARCH/OPEN DOORS

When your character is in front of an interesting or suspicious-looking location, press the A or B button, or the ◎, ⊗, L1 or L2 button to check it out. You may find a valuable article. Press the same buttons in front of a door to open it.

CAUTIOUS MOVE

Moving cautiously makes it difficult for enemies to detect you:

- Press the A button + the Thumbcon, or the L1 button + the directional buttons/left analog stick, to move cautiously in a normal direction.
- Press the B button + the Thumbcon, or the L2 button + the directional buttons/left analog stick, to move cautiously in a parallel direction.

QUICK 180 TURN

Quickly press the Thumbcon or directional buttons/left analog stick twice in the same direction.

EMERGENCY EVASION

Use Emergency Evasion to escape from attack in a last-ditch situation. Press the A or B button, or the L1 or L2 button, just as the enemy is about to strike.

Emergency Evasion ...

... can save you!

Searching ...

... and opening doors ...

... leads to valuable items.

Cautious Move – Normal

Cautious Move – Parallel

Quick turn ...

... to change direction fast!

OPTION MODE

To access the Option Menu, select **OPTION** from the Mode Select screen.

AIM ADJUSTMENT – Adjust the aim for the **GUNCON™ 2** controller. (See page 4 for details.)

GUNCON™ 2 CONFIG – Select button settings for the **GUNCON™ 2** controller.

CONTROLLER SETTINGS – Select button settings for the **DUALSHOCK®2** analog controller.

MONITOR TUNING – Modify the TV brightness (if your TV has a brightness adjustment feature).

SCREEN ADJUSTMENT – Align the game screen on the TV screen.

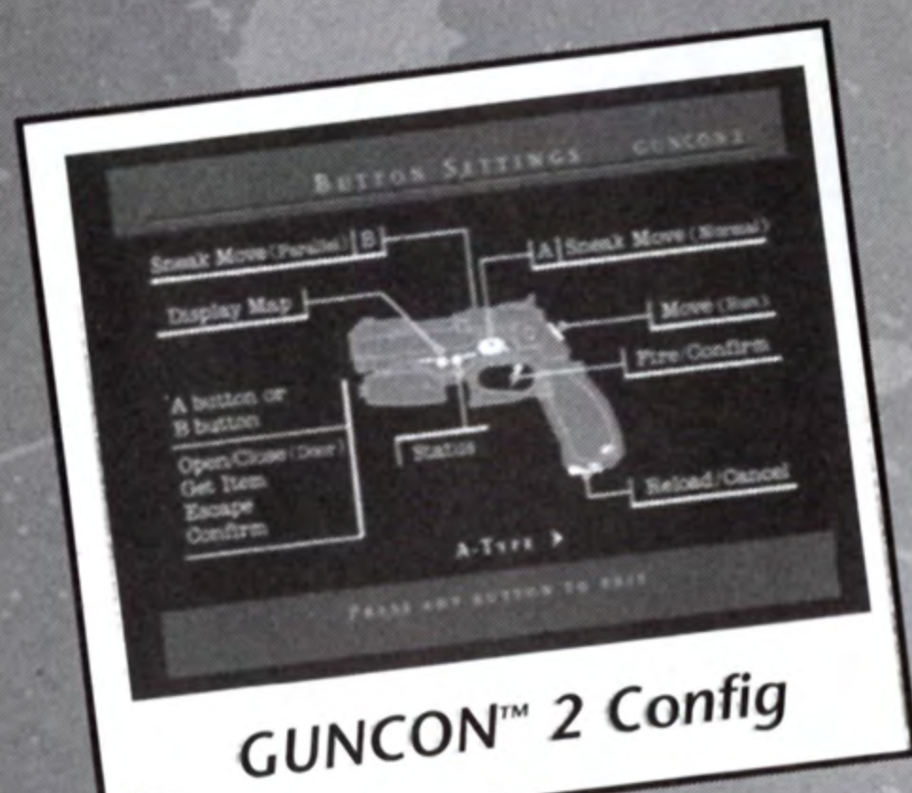
SOUND – Select **STEREO** or **MONO**, depending on your sound system.

VIBRATION – Toggle the **DUALSHOCK®2** analog controller vibration **ON/OFF**.

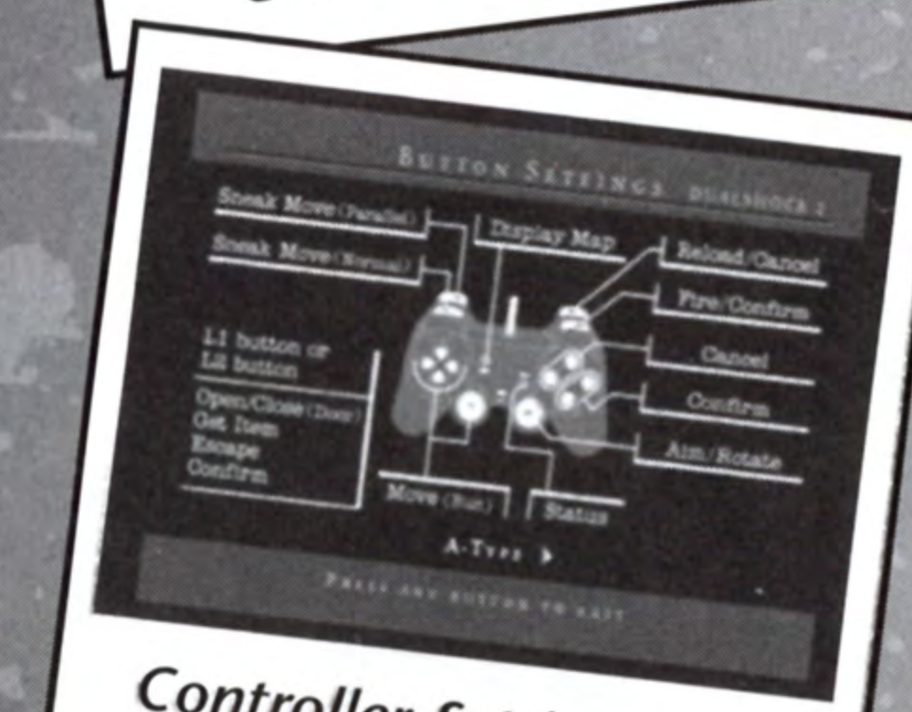
MOVIE CAPTION – Toggle the display of captions **ON/OFF**.

RESTART – End the game and return to the Title screen.

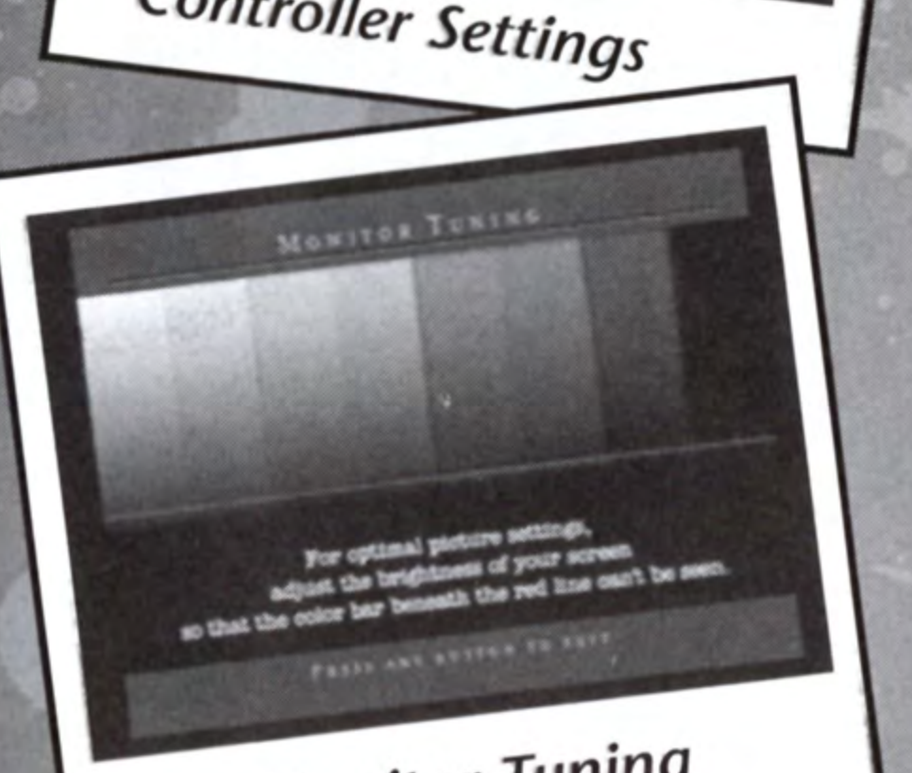
EXIT – Close the Option Menu.



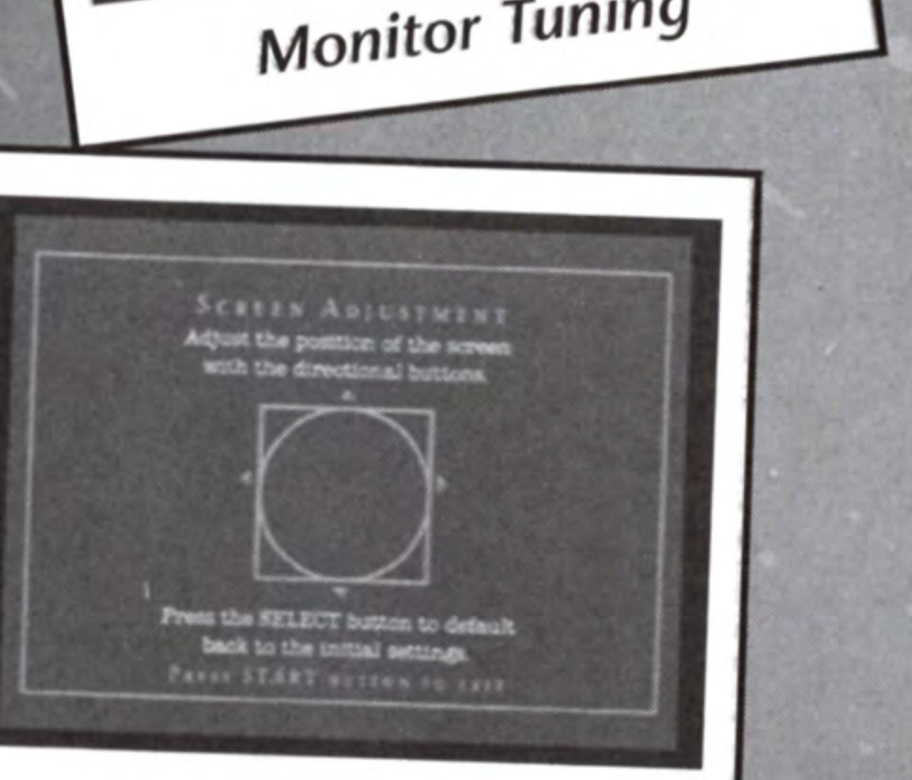
GUNCON™ 2 Config



Controller Settings



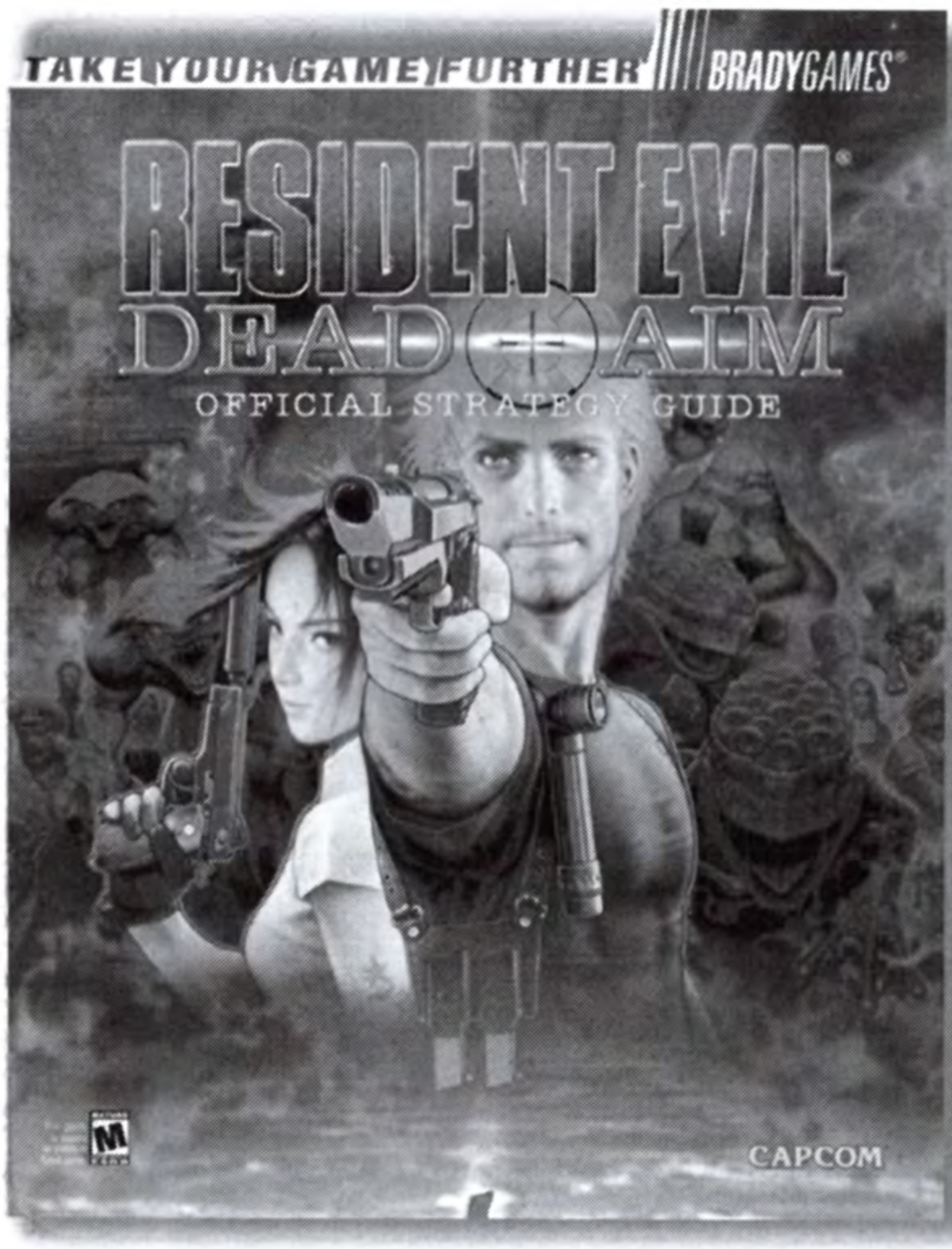
Monitor Tuning



Adjust Screen

TAKE YOUR GAME FURTHER® BRADYGAMES®

ENSURE YOUR AIM IS DEAD ON...



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- Highly Detailed Maps.
- Expert Boss Tactics and Detailed Bestiary.
- Complete Item and Weapon Rosters.
- Game Secrets Revealed!

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2. If the CAPCOM service technician is unable to solve the problem by phone, he/she will instruct you to return the entire DVD-ROM to CAPCOM freight prepaid at your own risk of damage or delivery. We recommend sending your DVD-ROM certified mail. Please include your sales slip or similar proof-of-purchase within the 90-day warranty period to:

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