PlayStation™

NTSC U/C

Plays Station™

RESIDENT EVIL™

DIRECTOR'S CUT



MATURE
M
AGES 17+
CONTENT RATED BY
ESRB

SLUS-00551

CAPCOM®

WARNING: READ BEFORE USING YOUR PLAYSTATION™ 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™ 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™ 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™ 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.

A Special Message from CAPCOM ENTERTAINMENT

Thank you for selecting RESIDENT EVIL: DIRECTOR'S CUT, the definitive version of the CONSUMER'S CHOICE "BEST PLAYSTATION GAME OVERALL," as awarded by visits to www.playstation.com.

RESIDENT EVIL: DIRECTOR'S CUT, a frightening journey into the deepest corners of the macabre and the mysterious, represents a new dawn in video gaming, and takes a major step in bridging the gap between games, motion pictures and reality.

We at CAPCOM ENTERTAINMENT are proud to bring you this thrilling new addition to your video game library.

CAPCOM HINT LINE

Hints are available:

1-900-680-CLUE (1-900-680-2583)

$.99 per minute for 24-hr. pre-recorded information.
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From Canada: 1-900-677-2272 ($1.25 per minute).

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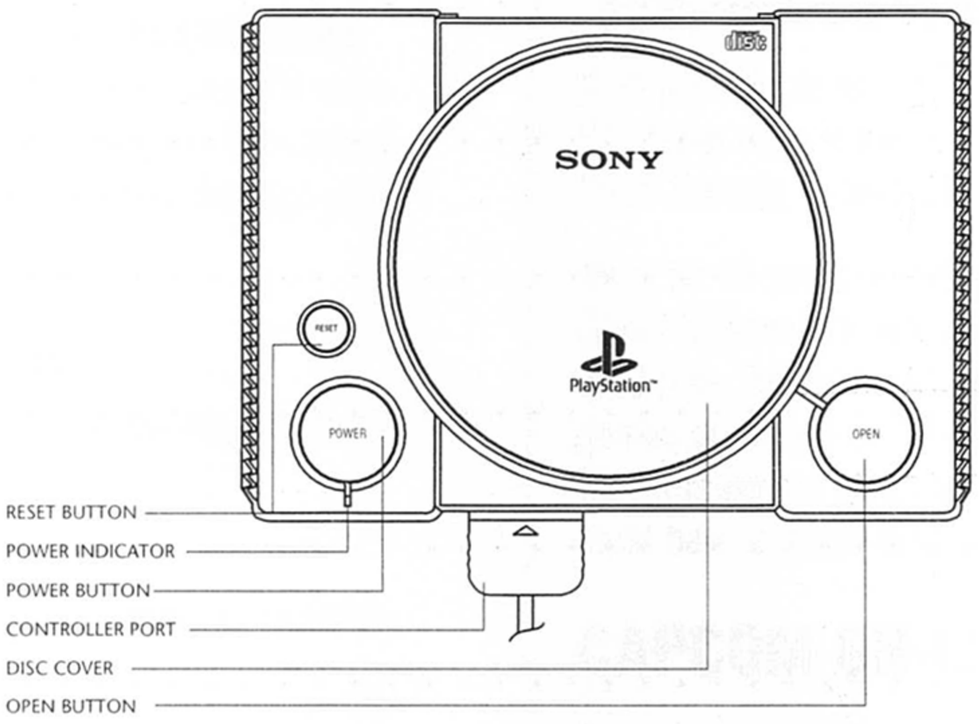
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MISSION SET-UP

Set up your PlayStation™ 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: DIRECTOR's CUT disc and close the Disc Cover. Insert Controllers and turn on the PlayStation™ Console. Follow the on-screen instructions to start a game.



MISSION CONTROLS (DEFAULT)

START BUTTON

STARTS GAME, PAUSES GAME, and SELECTS SUB-SCREEN

SELECT BUTTON

NOT USED

DIRECTIONAL BUTTON

SELECTS MODE (Title Screen)
MOVES CHARACTER (See Below)

X BUTTON

ACTION BUTTON, OPENS DOORS, and ATTACK

□ BUTTON

RUN (SEE BELOW)
CANCEL PREVIOUS ACTION

R1 BUTTON

DRAWS WEAPON

○ BUTTON

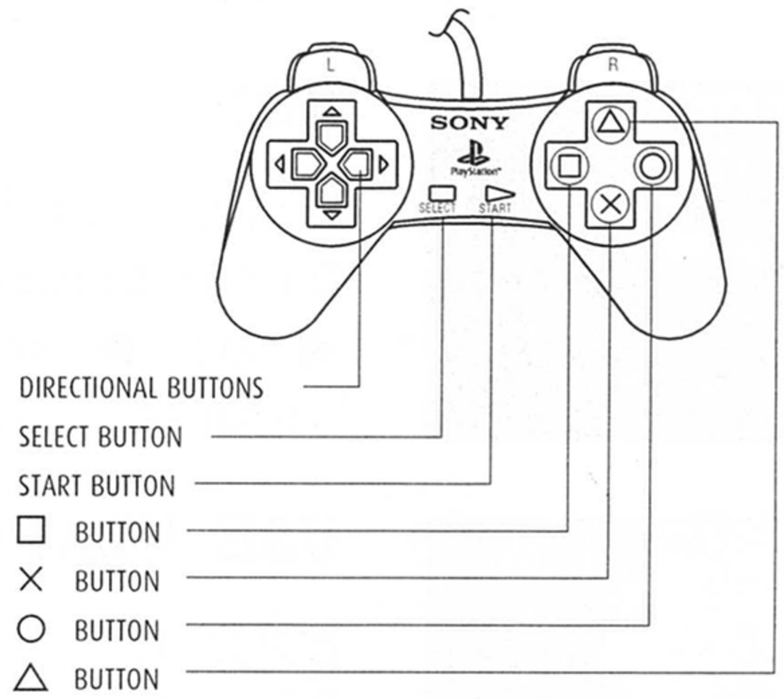
NOT USED

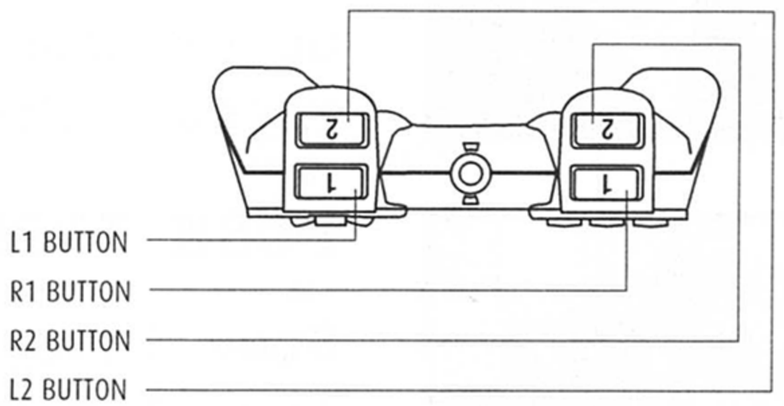
△ BUTTON

NOT USED

L1, L2, R2

NOT USED





SPECIAL CONTROLS (DEFAULT)

▲ = Go Forward/ Push Item

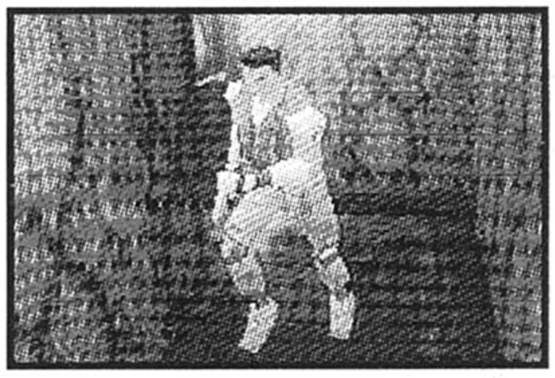
◀ = Turn Left

▶ = Turn Right

▼ = Go Backward

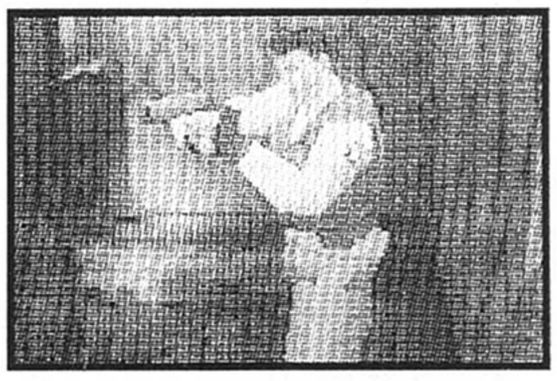
CHECK ITEM

Same as ACTION (X button). If you press the X button 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.



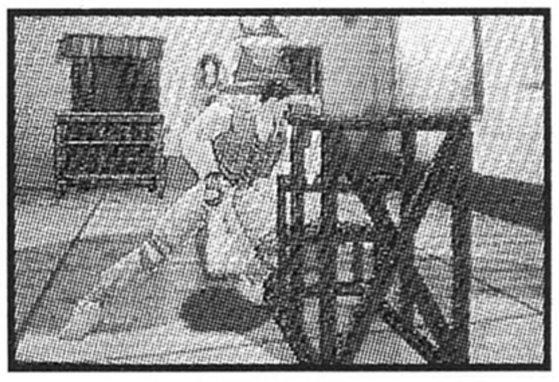
RUN

Hold the □ button, then press the Directional button ▲ to run forward. Hold ◀ or ▶ with ▲ to run left or right. You cannot run backward.



USE WEAPON

HOLD the R1 button to draw weapon, then use the Directional button to aim (▲ or ▼ moves weapon up or down; ◀ or ▶ moves weapon left or right). Press the X button to activate weapon.



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.

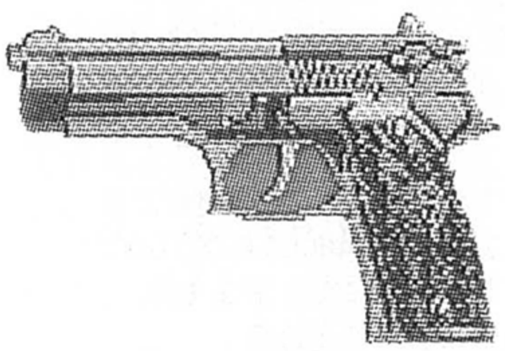
WEAPONS

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.

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

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

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

TOP SECRET

STARTING A MISSION



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

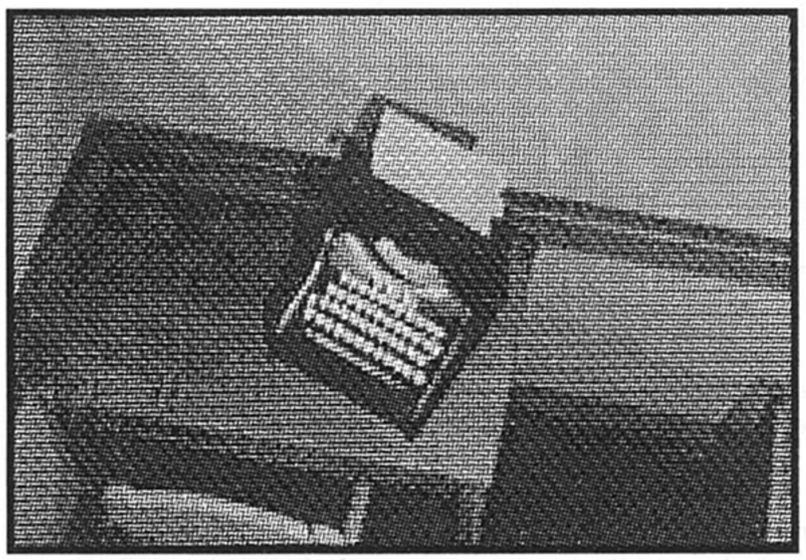
NEW GAME

Select this option when you want to start a new mission, beginning with the intro. Press the X button to select it, then choose a mode from: STANDARD (original version), TRAINING (easy) and ADVANCED (new enhanced version). Press the X button to select the mode. Then choose your character in any mode by pressing the Directional button ◀ or ▶ until the character you want appears and press the X button to choose the character.

LOAD GAME

Select LOAD GAME if you have a previous game saved on a Memory card. See the following section on page 9 for more information.

You take command of either Chris Redfield or Jill Valentine, two top members of S.T.A.R.S. Alpha Team.

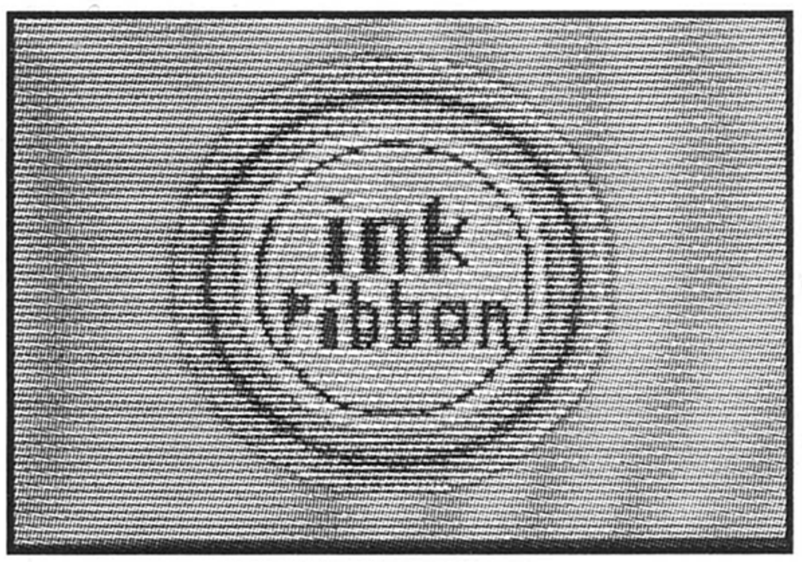


SAVING

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.

RESET GAME

To return to the RESIDENT EVIL: DIRECTOR'S CUT 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 buttons together to avoid exiting the STATUS SCREEN.



Note: You'll need to find an ink ribbon each time you want to save, so use your ink ribbons wisely.

SAVING/LOADING

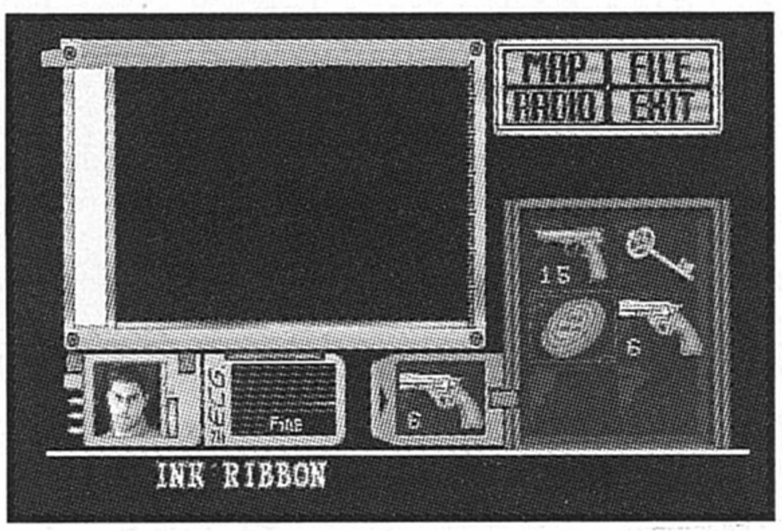
If you attempt to save, and the message "Too Many Files" appears, you will be unable to save the current data on that Memory card. You must use a different Memory card with enough free memory or create space on the current Memory Card. To ensure your Memory card has enough space available to save, follow the instructions outlined in the manual packaged with your PlayStation™ Console.

Up to 5 different files can be saved, and 1 file consumes 1 block of memory on a Memory card.

LOADING

If you have previously saved a game, make sure the Memory card with the file(s) is inserted into Memory card slot 1. 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.

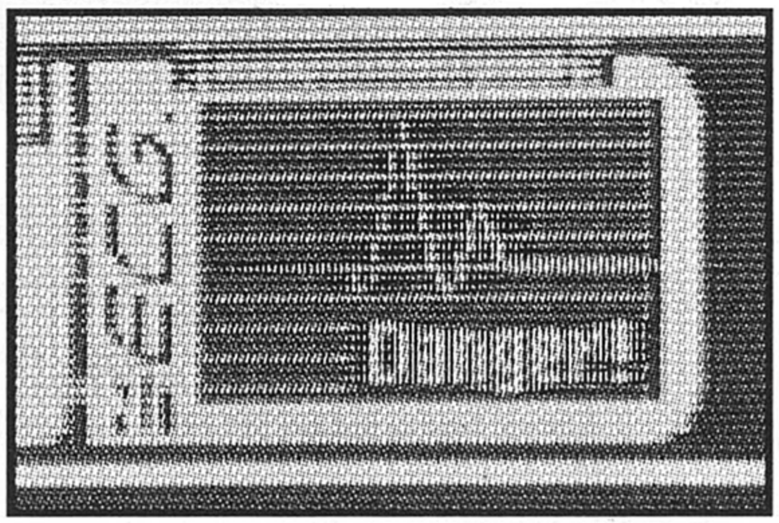
CHECK

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 the 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.

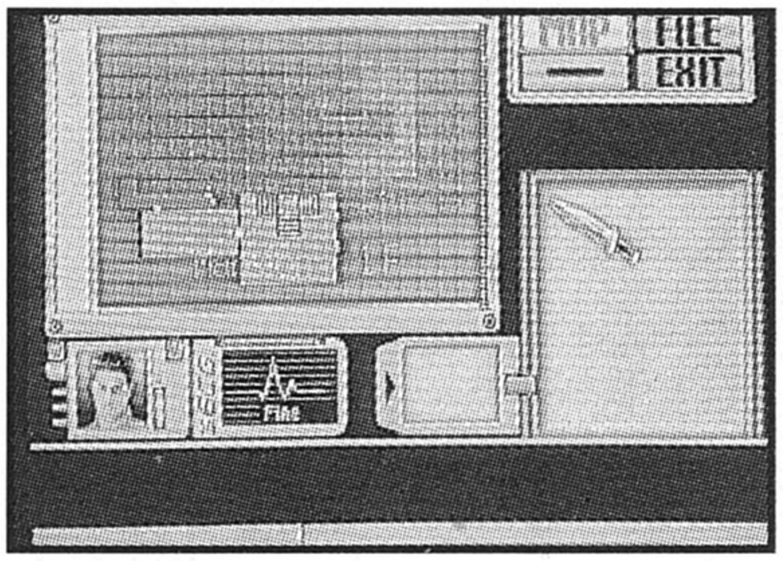


CONDITION

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.

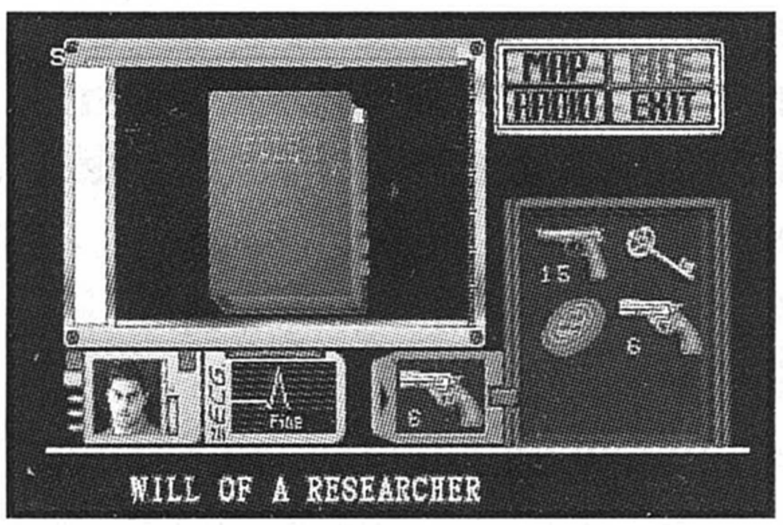
MAP/FILE/RADIO

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



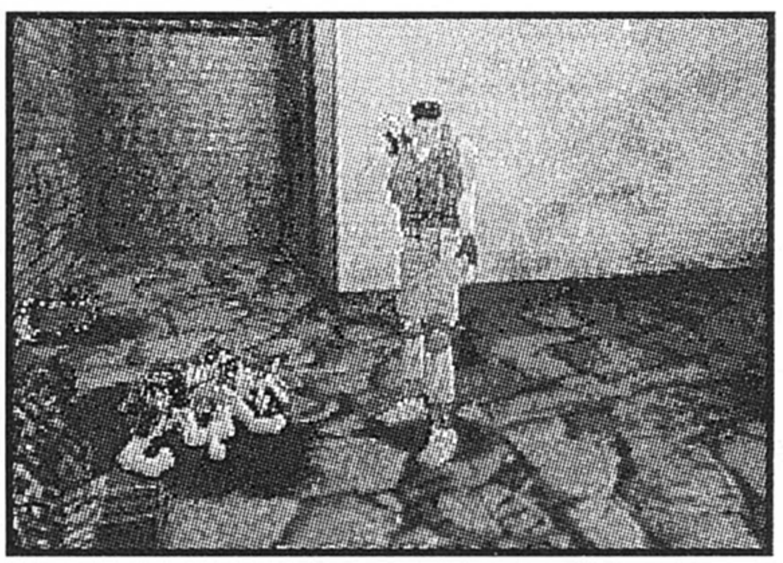
MAP

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

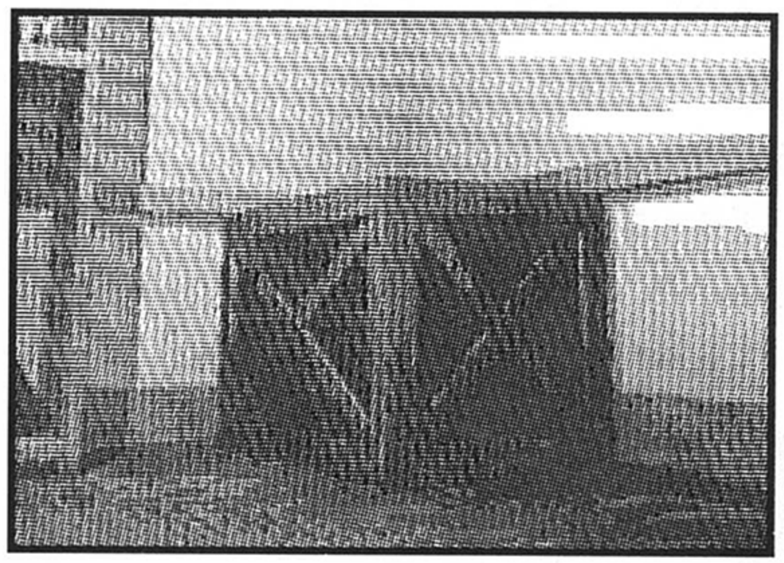
As you explore, you will discover notes, messages or other information that will automatically be filed in your character's notebook. Select this to view the contents of messages filed. Hints may develop from these notes.



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



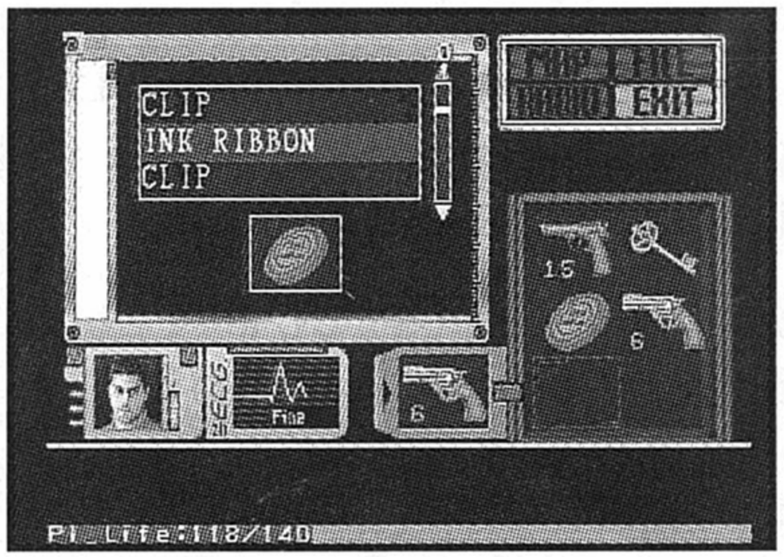
You will notice that your character can only carry a certain number at a time (Chris carries 6 items, while Jill carries 8). You cannot lose an item once you find it, but you can use it up (like ammo, for example). In order to carry only the items you need at a certain time, you can store other items 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.

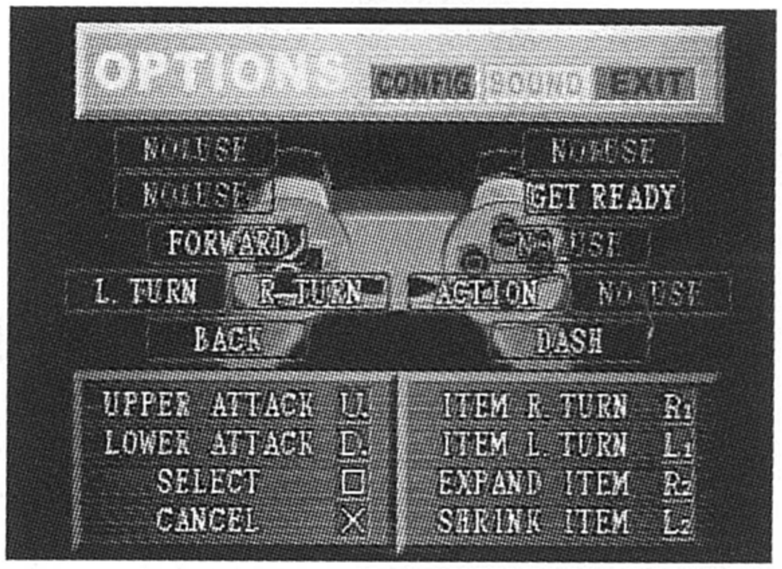
ITEM BOX CONTINUED

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

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."

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 led many successful projects.



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.



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.



JILL VALENTINE

An intelligent soldier that has rescued 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 lock-picks.



BRAD VICKERS

Brad is a computer expert and is an excellent information gatherer. Unfortunately, his fear of dying and lack of enthusiasm for rushing into danger have earned him the nickname "Chickenheart."



ALBERT WESKER

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

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.



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 and lack of experience.



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 #1 to Wesker.



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.



KENNETH J. SULLIVAN

A quiet but very talented field scouting officer, Kenneth formerly worked as a chemist. He wonders why his chemical experience is necessary in Raccoon City but quickly discounts this since Wesker himself enlisted him in S.T.A.R.S.

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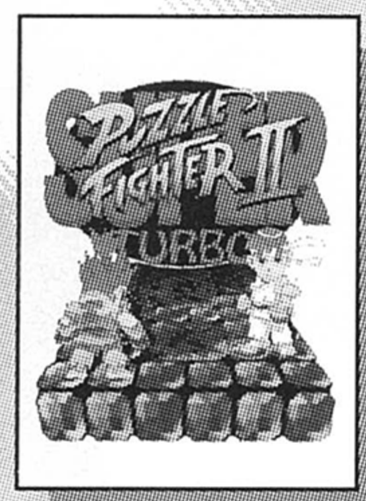
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Mega Man X4
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Back of T


Resident Evil
Back of T


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Back of T


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

CAPCOM
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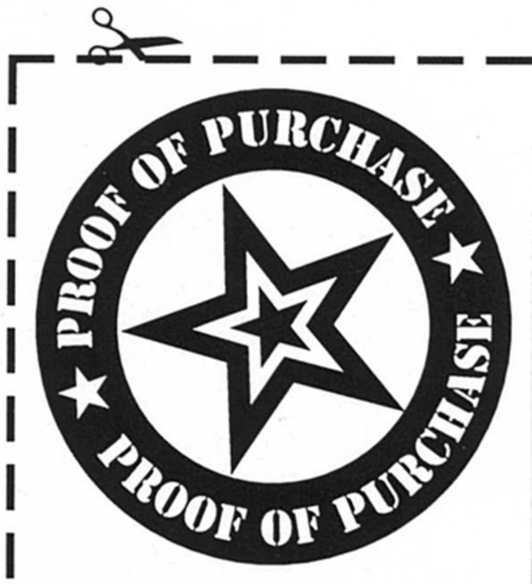
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If the CD-ROM develops a problem after the 90-day warranty period, you may contact the CAPCOM Consumer Service Department at the phone number noted previously. If the CAPCOM service technician is unable to solve the problem by phone, he/she may instruct you to return the defective CD-ROM freight prepaid at your own risk of damage or delivery to CAPCOM, enclosing a check or money for $20.00 (U.S. funds only) payable to CAPCOM. We recommend sending your CD-ROM certified mail. CAPCOM will replace the CD-ROM, subject to the conditions above. If replacement CD-ROMs are not available, the defective product will be returned to you and the $20.00 payment refunded.

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