



Memory Card
Uses 09 Blocks

1 Player

★★★★★

"Game of the Year"

- Game Informer Magazine
- GamePro Magazine
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**"GameCube™
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resident evil®

RESIDENT EVIL® REINVENTS ITSELF AS THE SERIES MOVES IN A TERRIFYING NEW DIRECTION

U.S. agent Leon Kennedy has been tasked to look into the abduction of the President's daughter and his investigation has led him to a mysterious location in Europe. As Leon encounters unimaginable horrors, he must find out what is behind the terror.

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- Aim and shoot – zero in on enemies with laser precision
- Cunning enemies use their abilities to attack the player en masse



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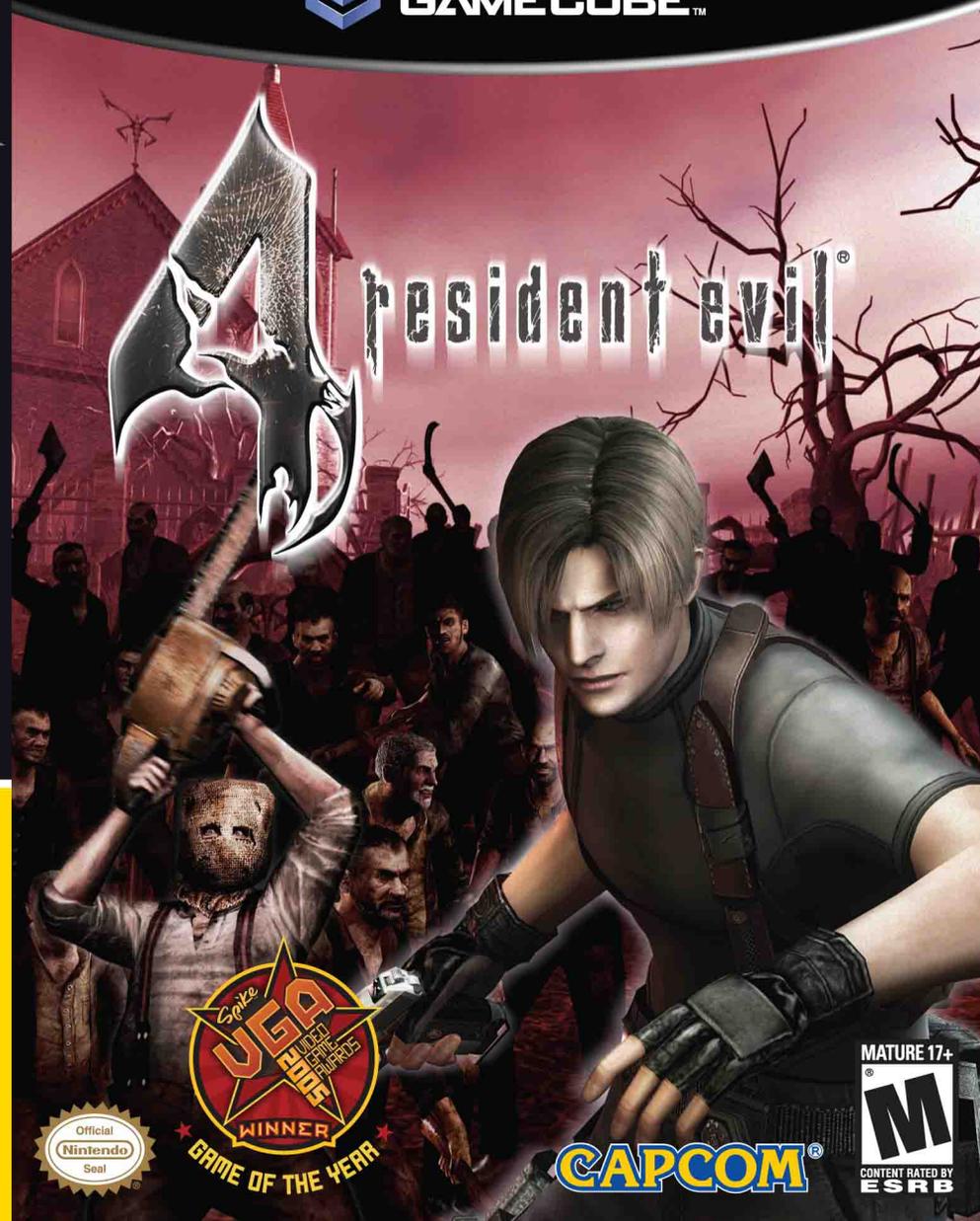


New gameplay mechanics – behind-the-back camera perspective & hit zone aiming system

resident evil®

PLAYER'S CHOICE

NINTENDO GAMECUBE™



resident evil®



MATURE 17+
M
CONTENT RATED BY
ESRB

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www.ResidentEvil.com

CAPCOM ENTERTAINMENT, INC.
475 OAKMEAD PARKWAY
SUNNYVALE, CA 94085



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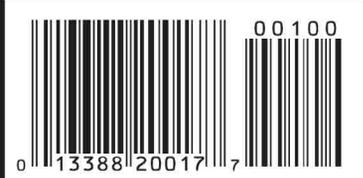
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MATURE 17+
M Blood and Gore
Intense Violence
ESRB CONTENT RATING www.esrb.org

DOL P G4BE



NINTENDO
GAMECUBE™

PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME DISC OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

⚠ WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions	Eye or muscle twitching	Loss of awareness
Altered vision	Involuntary movements	Disorientation

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

⚠ WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
 - Take a 10 to 15 minute break every hour, even if you don't think you need it.
 - If your hands, wrists, arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists, arms or eyes during or after play, stop playing and see a doctor.

⚠ WARNING - Electric Shock

To avoid electric shock when you use this system:

- Do not use the Nintendo GameCube during a lightning storm. There may be a risk of electric shock from lightning.
- Use only the AC adapter that comes with your system.
- Do not use the AC adapter if it has damaged, split or broken cords or wires.
- Make sure that the AC adapter cord is fully inserted into the wall outlet or extension cord.
- Always carefully disconnect all plugs by pulling on the plug and not on the cord. Make sure the Nintendo GameCube power switch is turned OFF before removing the AC adapter cord from an outlet.

⚠ CAUTION - Motion Sickness

Playing video games can cause motion sickness. If you or your child feel dizzy or nauseous when playing video games with this system, stop playing and rest. Do not drive or engage in other demanding activity until you feel better.

⚠ CAUTION - Laser Device

The Nintendo GameCube is a Class I laser product. Do not attempt to disassemble the Nintendo GameCube. Refer servicing to qualified personnel only.

Caution - Use of controls or adjustments or procedures other than those specified herein may result in hazardous radiation exposure.

CONTROLLER NEUTRAL POSITION RESET

If the L or R Buttons are pressed or the Control Stick or C Stick are moved out of neutral position when the power is turned ON, those positions will be set as the neutral position, causing incorrect game control during game play.

To reset the controller, release all buttons and sticks to allow them to return to the correct neutral position, then hold down the X, Y and START/PAUSE Buttons simultaneously for 3 seconds.



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THIS GAME SUPPORTS GAME PLAY WITH ONE PLAYER AND CONTROLLER.

1 Player



Memory Card

THIS GAME REQUIRES A MEMORY CARD FOR SAVING GAME PROGRESS, SETTINGS OR STATISTICS.

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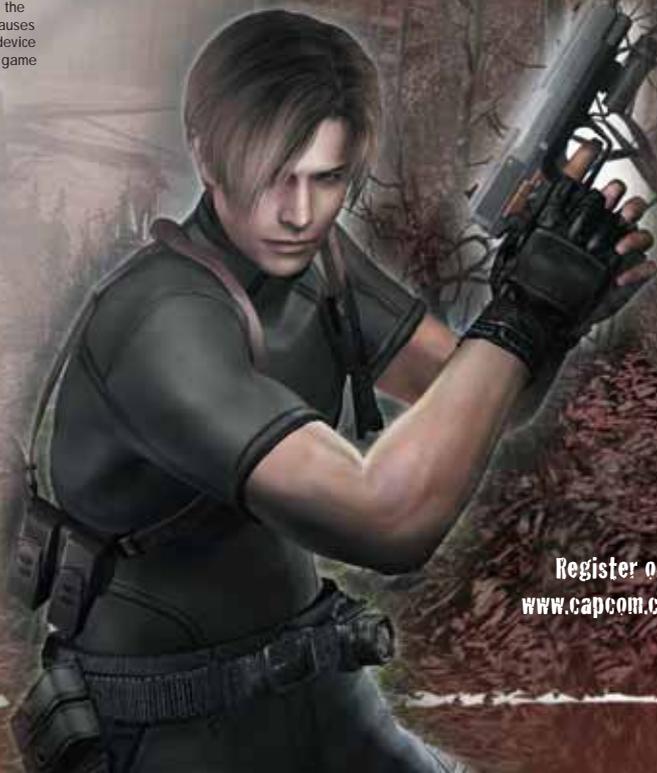
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PROLOGUE

Several years have passed since the destruction of Raccoon City...



Leon is now facing his ultimate challenge...



A mysterious village...



Creatures that defy nature...



Are they human
...or...?



CHARACTERS

LEON S. KENNEDY

Agent for the U.S. Government. He has been sent to Europe on a solo mission to rescue the President's kidnapped daughter, Ashley. Leon is one of the few people who survived the destruction of Raccoon City six years ago.

ASHLEY

Daughter of the President of the United States. She was kidnapped by a mysterious group on the way home from her college in Massachusetts. Allegedly she has been spotted in a village in Europe, but there has been no sign of her since!



SETTING UP

STARTING UP

1. Make sure the **POWER** Button is **OFF** on your Nintendo GameCube™.
2. Insert the **RESIDENT EVIL® 4** Nintendo GameCube™ Game Disc 1 as described in the instruction manual.
3. Insert the Nintendo GameCube™ Controller into Controller Socket 1.
4. To save games, insert a Nintendo GameCube™ Memory Card into Memory Card Slot A or B.
5. Press the **POWER** Button **ON**. The Title Screen will appear.
IMPORTANT: Make sure not to touch the **CONTROL STICK** while powering on.

Press the **OPEN** Button to open the Disc Cover and replace Game Disc 1 with Game Disc 2. After you have exchanged the Game Discs, close the Disc Cover.

CHANGING DISCS

RESIDENT EVIL® 4 is contained on two game discs.

- ▼ You must insert Disc 1 to start the game.
- ▼ When you complete Disc 1, a screen appears prompting you to switch to Disc 2.
- ▼ Remove Disc 1 and insert Disc 2 to continue enjoying the game.

IMPORTANT: Once you progress to Disc 2, if you do not save before turning off the power, your progress will only be saved up to the end of Disc 1 and you will not be able to continue from Disc 2.

GETTING INTO THE GAME



STARTING A GAME

Use the Control Stick or +Control Pad to highlight your choice on the Main Menu, and press the **A** Button.

- ▼ **START** — Press **START/PAUSE** to start a new game from the beginning.
NOTE: When you complete the game, the next time you start a new game you'll be able to select a difficulty level and enjoy a brand new challenge.
- ▼ **LOAD** — Load your saved progress and continue your game. Selecting the last saved file lets you restart the game right from where you left off. (See page 19.)
- ▼ **OPTION** — Change various game settings. (See page 20.)

CONTROLS

All button controls used in this manual are the defaults. You can change the button mapping on the Option screen. (See page 20.)

L BUTTON

- Rotate items in Attache Case
- (Hold) = Switch to Knife (see page 9)

R BUTTON

- Hold weapon ready
- (Hold) + A Button = Fire/Attack
- (Hold) + B Button = Reload

Z BUTTON

- Open Map

Y BUTTON

- Open Status screen

X BUTTON

- Organize items in Attache Case
- Communicate with Ashley (toggle to alternate between "Wait" and "Follow me!")

A BUTTON

- Confirm (on menus)
- Action/Attack

B BUTTON

- Cancel (on menus)
- + Control Stick \uparrow = Run
- + Control Stick \downarrow = 180 Turn

C STICK

- Move camera view
 $\uparrow/\downarrow/\leftarrow/\rightarrow$

START/PAUSE

- Open Option screen
- Skip movies

CONTROL STICK/+CONTROL PAD

- Move forward/back
- Turn left/right
- R Button (hold) then move = Aim weapon



ACTIONS

AIM AND SHOOT!

- ▼ Press the R Button + the Control Stick or +Control Pad to aim. (Use your weapon's laser sight.)
- ▼ Press the A Button to shoot (attack).



180 TURN

- ▼ Press the Control Stick ↓ + the B Button to turn completely around.
- ▼ While moving backward, press the B Button to do an "about face"!



WEAPON RELOAD

- ▼ Press the R Button + the B Button to reload your weapon.

KNIFE ATTACK

- ▼ Hold the L Button to switch to the Knife regardless of your equipped weapon.
- ▼ While holding the L Button, press the A Button to attack.



ACTION BUTTON

When you see the Action Button hint on screen, press the A Button to perform various awesome actions.



Aim for enemy's head!

Get close and press the A Button!



Kick!

GAME SCREEN



Action Button Hint

Health

Remaining Ammo

- ▼ Your Health is vital to your success. If it disappears, your game ends. Keep up your health by finding power-ups and avoiding enemy attacks and traps.
- ▼ Once Ashley joins you, her Health appears here along with yours.
- ▼ When you run out of ammo, the Remaining Ammo indicator reads **EMPTY**. If you have Ammo in your inventory you need to reload. If you don't, you need to switch to another weapon.

STATUS SCREEN



Attach Case
(see page 12)

Name of
Selected Item

Currency

Press the Y Button to open the Status screen. Here you can:

- ▼ Organize items.
- ▼ Equip weapons.
- ▼ Use Recovery items.
- ▼ Combine herbs and other items.

EQUIPPING/USING ITEMS

- ▼ Highlight the items you want to equip or use and press the A Button to display commands.
- ▼ Select **EQUIP** or **USE** to perform that command.

ATTACHE CASE



ORGANIZING ITEMS IN YOUR ATTACHE CASE

- ▶ Highlight the item you want to move, then press the X Button.
- ▶ Move the cursor to an empty space.
- ▶ Press the A Button to complete the move.
- ▶ Press the L and R Buttons to rotate the selected item.

Temporary Space

TEMPORARY SPACE

When you don't have enough space for every item, you can place extra items in the Temporary Space.



MAP SCREEN

Press the Z Button on the Status screen to display the Map.



Destination

Current Location



SELECT MARKER

Select the item you want to see and it will appear on the Map, showing you its location.

ITEM SCREEN



Key Item

Bonus Item

- ▼ Highlight either the Key or Bonus item and press the A Button to display the list of commands.
- ▼ Then select your command.

FILE SCREEN



View Files acquired during the game.

COMM SCREEN

Hunnigan will contact you with advice and warnings at certain times during the game.

COMBINING ITEMS



By combining related items, you can free up space in your inventory and even power up your weapons.

COMBINING HERBS

- ▼ Highlight the herb you want to combine, press the A Button and select **COMBINE**.
- ▼ Line it up with the second herb.
- ▼ Press the A Button to combine the original herbs into a new herb.

WEAPONS DEALER



Talk to the Weapons Dealer to buy and sell items. Here you can:

- ▼ **BUY** — Purchase weapons and parts.
- ▼ **TUNE UP** — Increase the firepower of your current weapons.
- ▼ **SELL** — Trade in jewels and other treasures for money.

NOTE: If you don't have enough space in your Attache Case, you may not be able to make purchases.

SAVING & LOADING

GAME OVER & CONTINUE

GAME OVER

Getting attacked by enemies and falling into enemy traps depletes your Health Meter. When the meter reaches zero, your game is over.



CONTINUE

Even if your game is over, you can choose to continue the same game. Do do that, select YES on the Continue screen.



SAVING YOUR PROGRESS

Use typewriters you'll find in the game to save your progress to a Memory Card.

- ▼ You must have a Nintendo GameCube™ Memory Card inserted into Memory Card Slot A or B in order to save your progress.
- ▼ Each saved game requires 9 or more blocks of free space on a Memory Card.
- ▼ Do not insert or remove the Memory Card while saving game data.



LOADING SAVED DATA

Load your saved game progress by selecting LOAD GAME on the Main Menu, or RETRY OR LOAD on the Option screen. (To open the Option screen in mid-game, press START/PAUSE.)

- ▼ You must have a Nintendo GameCube™ Memory Card containing saved RESIDENT EVIL® 4 game data inserted into Memory Card Slot A or B in order to load a saved game.
- ▼ Do not insert or remove the Memory Card while loading game data.



OPTION SCREEN

Select **OPTION** from the Main Menu, or press **STARTY/PAUSE** to open the Option screen.

Change various game settings on this screen. Highlight an option by moving the Control Stick or + Control Pad **▲/▼**, and change the setting by moving **◀/▶**.

- ▼ **RETRY OR LOAD** – Restart the game from a specific point.
- ▼ **CONTROLLER SETUP** – Toggle the camera control up/down, turn the Controller's Rumble feature ON/OFF, and select **KNIFE TYPE 1** or **2**.
- ▼ **BRIGHTNESS ADJUST** – Adjust the brightness of your TV screen.
- ▼ **AUDIO SETUP** – Select **STEREO**, **MONAURAL**, or **DOLBY® SURROUND PRO LOGIC® II**. (This game is presented in Dolby® Surround Pro Logic® II. Connect your console to a sound system with Dolby Pro Logic, Dolby Pro Logic II, or Dolby Pro Logic IIx decoding to experience the excitement of surround sound.)

NOTE: Refer to the screen hints when changing settings.

FIGHTING

- ▼ Enemies fall down easier if you shoot out their legs and feet.
- ▼ If you time your action-button kicks right, they will hit other enemies around you as well as your target.
- ▼ You can shoot enemies through wooden doors.
- ▼ Shoot red barrels and drum cans to make them explode.

WEAPONS DEALER

- ▼ You may be able to get more money out of items by combining different treasures than you would by selling the items individually.

RESIDENT EVIL: APOCALYPSE

THE SOUNDTRACK TO THE APOCALYPSE

FEATURING NEW & RARE TRACKS FROM:

SLIPKNOT

A PERFECT CIRCLE

THE CURE

DEFTONES

ROB ZOMBIE

THE USED

COLD

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PLUS MUSIC FROM:

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THRICE

MASSIVE ATTACK

AND MORE



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WILL LOVE THIS MOVIE"**

-Steve Chupnick, *WBFF TV Fox*



"A Rush of Non-Stop Action!"
-Lou Lumenick, *New York Post*

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defective product will be returned to
you and the \$20.00 payment
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