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-Jenna Bush, USG.com

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⚠ WARNING: PHOTOSENSITIVITY/EPILEPSY/SEIZURES

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- eye or muscle twitches
- disorientation
- any involuntary movement
- altered vision
- loss of awareness
- seizures
- or convulsion.

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

Use and handling of video games to reduce the likelihood of a seizure

- Use in a well-lit area and keep as far away as possible from the television screen.
- Avoid large screen televisions. Use the smallest television screen available.
- Avoid prolonged use of the PLAYSTATION®3 system. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

NOTICE:

Use caution when using the SIXAXIS™ wireless controller motion sensor function. When using the SIXAXIS™ wireless controller motion sensor function, be cautious of the following points. If the controller hits a person or object, this may cause accidental injury or damage. Before using, check that there is plenty of space around you. When using the controller, grip it firmly to make sure it cannot slip out of your hand. If using a controller that is connected to the PS3™ system with a USB cable, make sure there is enough space for the cable so that the cable will not hit a person or object. Also, take care to avoid pulling the cable out of the PS3™ system while using the controller.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PLAYSTATION®3 system 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®3 FORMAT DISC:

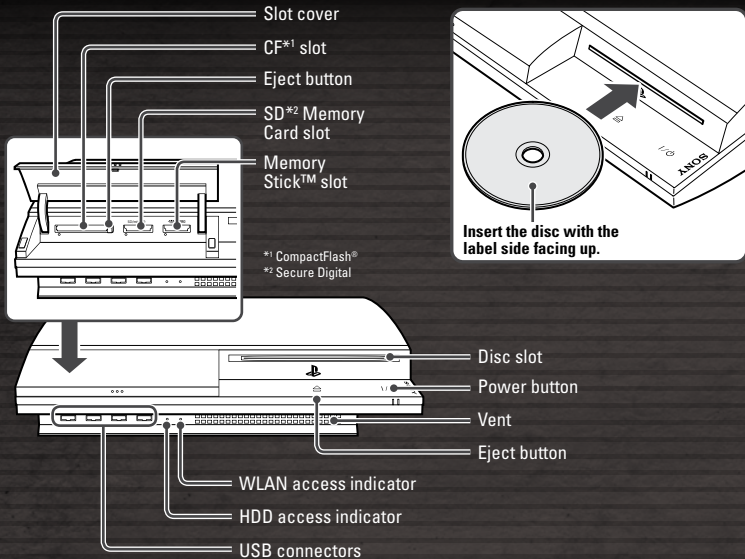
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this disc clean. Always hold the disc by the edges and keep it in its protective case when not 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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GETTING STARTED

PLAYSTATION®3 system front



NOTE: Some models of the PLAYSTATION®3 system do not include media slots. For specific features included, refer to the instructions for use of your model of the PLAYSTATION®3 system.

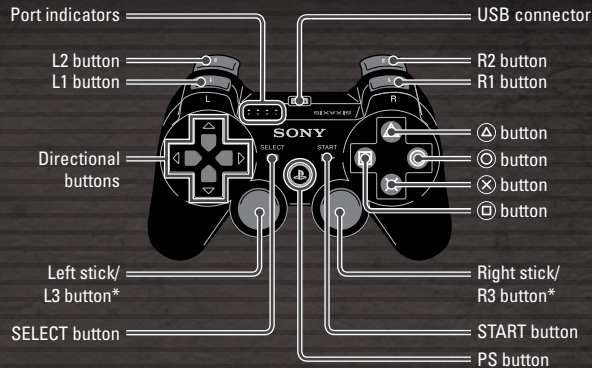
STARTING A GAME: Before use, carefully read the instructions supplied with the PLAYSTATION®3 computer entertainment system. The documentation contains information on setting up and using your system as well as important safety information. Check that the MAIN POWER switch (located on the system rear) is turned on. Insert the Resident Evil® 5 disc with the label facing up into the disc slot. Select the icon for Resident Evil® 5 under [Game] in the PLAYSTATION®3 system's home menu, and the press \times . Refer to this manual for information on using the software.

QUITTING A GAME: During gameplay, press the PS button on the wireless controller and then select "Quit Game" from the screen that is displayed.

Hint To remove a disc, touch the eject button after quitting the game.

GETTING STARTED

Using the SIXAXIS™ wireless controller (for PLAYSTATION®3)



* The L3 and R3 buttons function when the sticks are pressed.

Note: To use the controller, you must first register or "pair" the controller with the PLAYSTATION®3 system and assign a number to the controller. For details, refer to the Instructions supplied with the system.

Saved data for PLAYSTATION®3 format software

Saved data for PLAYSTATION®3 format software is saved on the system's hard disk. The data is displayed under "Saved Game Utility" in the Game menu.

AUTOSAVE: This title uses an autosave feature. Game data is saved automatically at certain points. Do not switch off the power when the HDD access indicator is flashing, which are referenced by an icon of two gears grinding. Do not quit the game or power down your console while this icon is on screen.

2009 AFRICA

A car moves across the ever stretching roads of the African continent. The vehicle stops somewhere within the Kijuju Autonomous Region, and a lone male figure steps out. His name is Chris Redfield.

As Chris looks around, a woman approaches him.

PROLOGUE



"Welcome to Africa. My name is Sheva Alomar."

Chris shakes her hand knowing that he will now have a partner on this mission.

Chris has lost many friends during countless missions. Sometimes he finds himself asking, is it all worth fighting for? It's not a question he knows the answer to. What he does know is that he has been given a mission, and he's going to carry it out.

"I'm on a personal mission, and I'm going to see it through."



RESIDENT EVIL 5

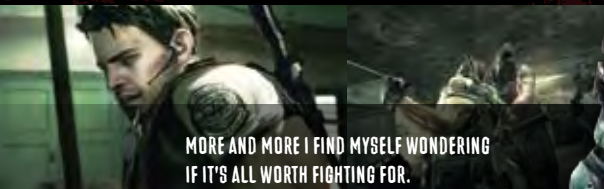
CHARACTERS



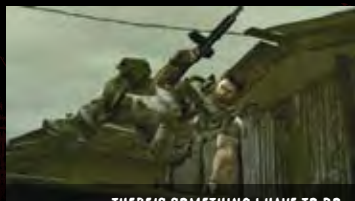
YOU READY, PARTNER?

CHRIS REDFIELD

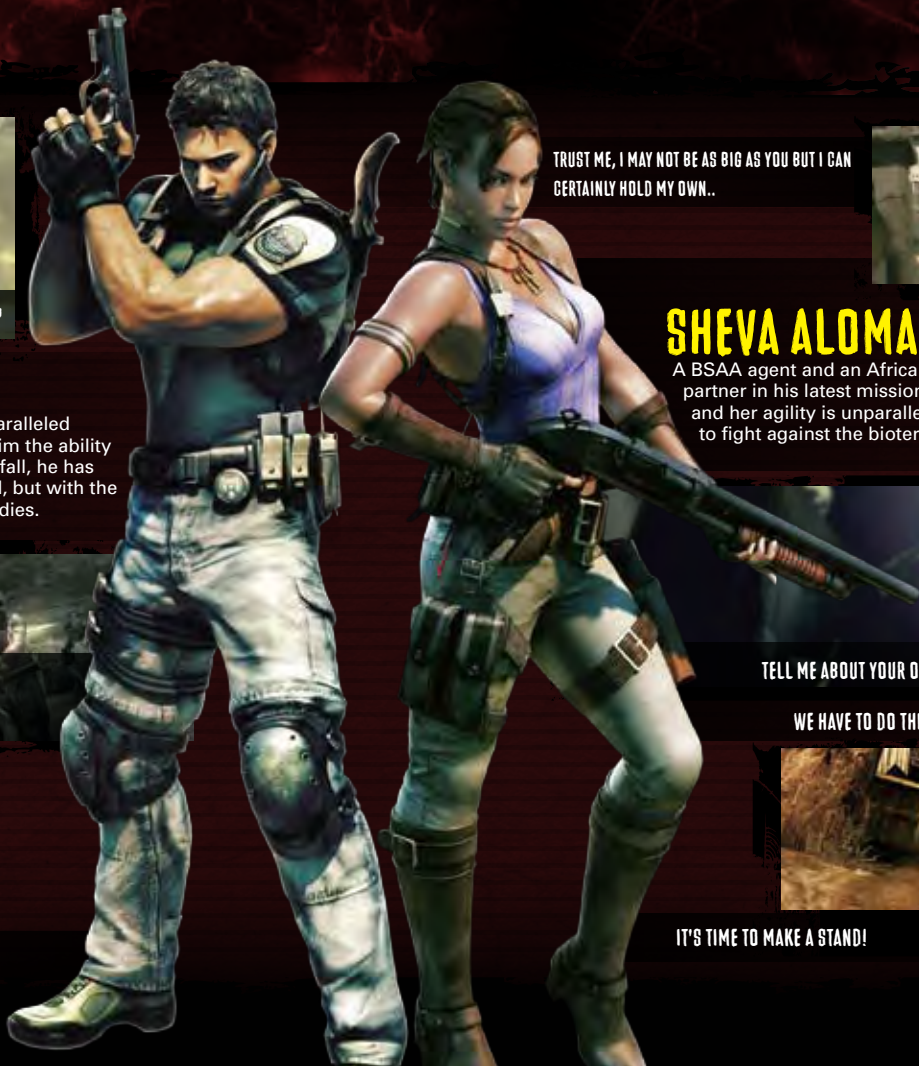
Chris's knowledge, instinct, and attack power are unparalleled within the BSAA, and years of experience has given him the ability to wield a variety of weapons. Since Umbrella's downfall, he has fought several biological threats throughout the world, but with the hard fought victories has also come devastating tragedies.



MORE AND MORE I FIND MYSELF WONDERING
IF IT'S ALL WORTH FIGHTING FOR.



THERE'S SOMETHING I HAVE TO DO.



TRUST ME, I MAY NOT BE AS BIG AS YOU BUT I CAN
CERTAINLY HOLD MY OWN..



SHEVA ALOMAR

A BSAA agent and an African native. Sheva joins as Chris's partner in his latest mission. Her skills in battle are formidable, and her agility is unparalleled. She is driven by her dark past to fight against the bioterrorism ravaging her homeland.



TELL ME ABOUT YOUR OLD PARTNER.

WE HAVE TO DO THIS FOR OUR FALLEN BROTHERS.



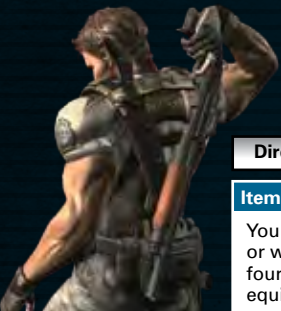
IT'S TIME TO MAKE A STAND!

CONTROLS

L1 Button

Ready Weapon

Hold the **L1** Button and press **R1** to perform an attack, or **X** to reload.



L2 Button

Ready Knife

Hold the **L2** Button and press **R1** to perform a knife attack.



Directional Pad

Item Shortcut

You can assign an item or weapon to any of the four directions to use or equip instantly.

Left Stick

Move Character

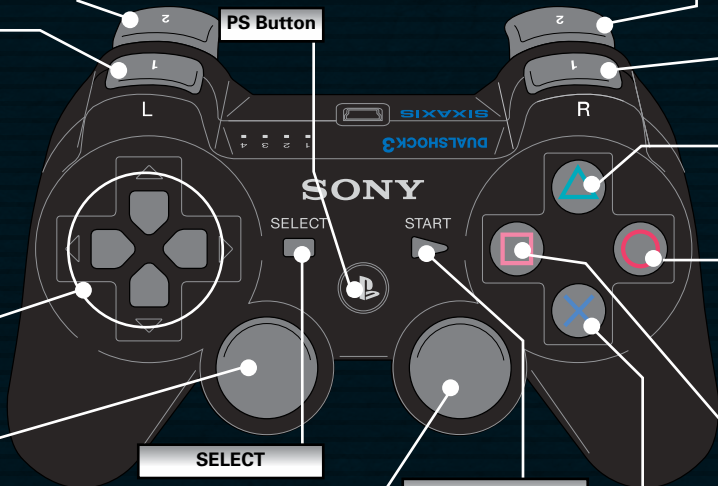


Right Stick

Control the Camera

Targeting

Use this stick to aim your weapon while holding the **L1** or **L2** button.



PS Button

SELECT

START

START

Open Pause Menu

Run/Quick Turn/Confirm

Left Stick **↑** + **X** Button: Run
 Left Stick **↓** + **X** Button: 180-Degree Turn

R2 Button

Display Map

△ Button

Display Item Menu.
(See P.20-21)

○ Button

Co-op Action/Call/Cancel

Perform complex actions in conjunction with your partner. (See P.18-19)

X Button

□ Button

Action

Perform a variety of context-sensitive actions. (See P.16-17)



SIXAXIS™ WIRELESS CONTROLLER

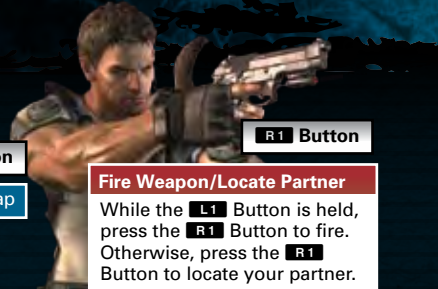
*This game is compatible with vibration capabilities. The DUALSHOCK®3 wireless controller is needed.

* Controls represent default settings. Other control options can be selected from the OPTIONS menu. (See P.10)

R1 Button

Fire Weapon/Locate Partner

While the **L1** Button is held, press the **R1** Button to fire. Otherwise, press the **R1** Button to locate your partner.



*To fully enjoy the vibration function, press the PS Button and check "On" under the vibration function setting.

STARTING THE GAME

INSTALLATION:

Resident Evil 5 will automatically install game data on your hard drive the first time you start the game. Installation is **REQUIRED** to play that game. Data can only be installed onto a single PLAYSTATION®3 console. 5000 MB of free space is necessary in order to install Resident Evil 5.



MENU SCREEN

Press start at the game's title screen to advance to the menu screen.

- PLAY GAME** / Choose a game mode.
- RECORDS** / View player statistics.
- LEADERBOARDS** / View the leaderboards.
- LIBRARY** / View documents, figurines, and cinemas.
- OPTIONS** / Change or confirm in-game options.
- CREDITS** / View Resident Evil 5 Credits.

GAME MODES

Choosing "Play Game" at the title screen advances you to the mode selection screen.

NEW GAME/CONTINUE

NEW GAME: Choose a difficulty level and begin a new game.

CONTINUE: Load saved data and continue playing from where you left off.

CHAPTER SELECT

Play through any chapter that you have already completed.

JOIN GAME

Play cooperatively online with another person. (See P.15)

ITEM MANAGEMENT

Choose, purchase, sell, or upgrade your items. (See P.22-23)

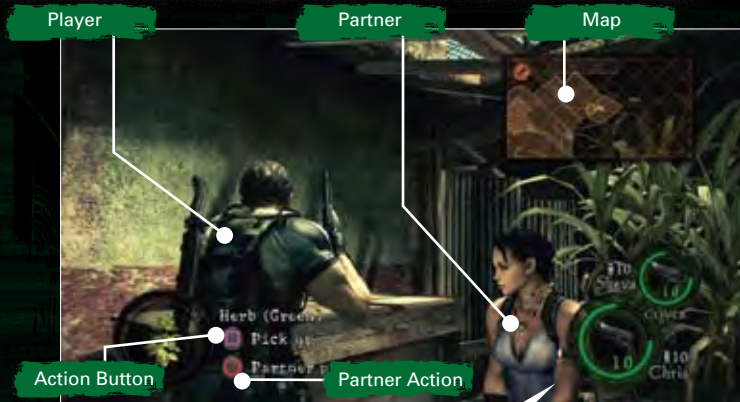
BONUS FEATURES

Exchange the points you have acquired in the game for bonus content.

SPECIAL SETTINGS

Access special options to further customize your game experience.

RULES/SAVING YOUR GAME



Health Gauge

Your character's health decreases as you take damage.

Equipment Icon

Displays your currently equipped item/weapon.

Remaining Ammo/Item

Displays equipped weapon's remaining ammo (before reload) or remaining equipped items.



Command Partner

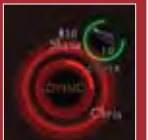
Press the directional keys while holding the **○** Button to issue commands to your partner. "Cover" emphasizes defense while "Attack" emphasizes offense.

Reserve Ammo

Displays the reserve ammo for the currently equipped weapon.

DYING STATUS

When a character takes too much damage he or she will enter the DYING state, causing his/her movement and actions to be restricted. As time passes or further damage is dealt, the DYING gauge will decrease; when it reaches zero, the game is over. Only your partner can rescue you from DYING. (see P.19)



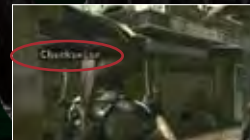
GAME OVER

The game ends when one of the following occurs:

- Either the player or partner's dying gauge reaches zero.
- Both the player and partner are in the "DYING" state.
- You fail your assigned mission.

CONTINUING

If the game ends, you have the option of restarting from your last checkpoint. To continue, select "YES" at the continue screen.



SAVING

The game automatically saves when you begin a new chapter or choose to end your game from the pause menu.

Beginning a Chapter



Ending your Game



1100KB of data is required to save your game.

*Autoload data can only be loaded by pressing **START** at the menu select screen.

COOPERATIVE PLAY

Two players can assume the roles of Chris and Sheva and enter into cooperative play.

OFFLINE COOPERATIVE PLAY

A second player can join in at any time during offline play.

To join in the action, connect a second controller to the PLAYSTATION®3 Console and press START. The game will pause and return to the Item Management screen. When you return to the game it will enter split-screen mode, and the second controller will control the partner character.

* When you return to the game you will return to the previous checkpoint.

* To end the Co-op play, please choose QUIT in the Pause menu.



WE'RE PARTNERS. TO THE END.

ONLINE COOPERATIVE PLAY

You can connect to players all around the world using the PlayStation®Network. Please note that a broadband connection is required to use the PlayStation®Network. You can either host or join an online game.

After working with a partner to activate a mechanism, you may encounter a rare situation in which the game cannot advance any further after Co-Op Play is ended. If game play cannot continue, please open the Pause Menu and press the restart button.

HOSTING A GAME

Select the hosting option from the NETWORK screen when you select either NEW GAME or CHAPTER SELECT from the PLAY GAME menu. (You can play through the game while waiting for another player to join.)



CO-OP SETTINGS

You can place restrictions on who will be allowed to join your game from the NETWORK screen.



After you have confirmed your settings, the game will begin as usual. A message will be displayed in the upper left corner of the screen when a player attempts to join. Follow onscreen instructions to permit or deny the request.

JOINING A GAME

Choose the JOIN GAME option in the MODE SELECT screen to join a game already in progress.

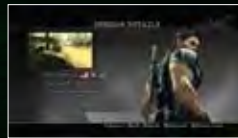


QUICK MATCH

Search for a host without any specifications.

CUSTOM MATCH

Search for a host according to a set of customizable specifications.



You will then be able to choose which game to join. Confirm your selection with the X button. Follow onscreen instructions after having placed your request.

ACTIONS

Use your weapon's sight to target your foes.



AIM - FIRE

Hold down **L1** use the Right Stick to aim, then press the **R1** button to fire.

WEAPON RELOAD

Hold down **L1** and press the **X** button.

Pay attention to your ammunition. Ammo capacity varies by weapon.

KNIFE ATTACK!

Hold down **L2** to ready your knife, then press the **R1** button to attack.

This will allow you to attack with the knife. Use the Right Stick to change the direction of the attack.

QUICK TURN

Hold Down the Left Stick and press the **X** button.

Press the **X** button while moving back to execute a 180-degree Turn.

RECOVERY

Use a recovery item to restore your health.

Equip a recovery item and press the **○** button.

Use a recovery item while standing by your partner to heal both of you.



ACTION BUTTON

Aim for their legs!

Get up close and press the

○ Button

UPPERCUT!!

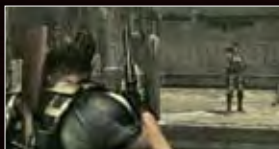
Besides the attack actions, your character will also be able to perform various moves depending on his/her surroundings.

COOPERATIVE ACTIONS

Press the **○** Button during gameplay to perform a variety of cooperative actions. You can also give your partner an item or save him/her from an enemy's grasp.

COOP ACTIONS

When you can't move forward alone.



You made it!

Use the **○** Button to perform a co-op jump!



If you perform a co-op action when your partner is not nearby, you will assume the READY stance while you wait for your partner to arrive. You can cancel out of the READY stance by pressing the **○** button. You will not be able to move or perform standard actions until the co-op action is completed or cancelled.

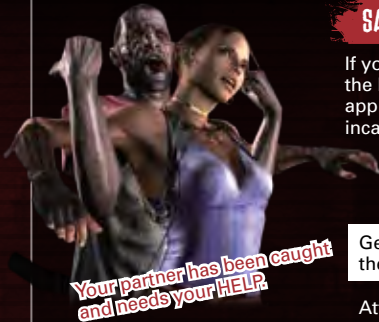
TRADING ITEMS

You can pass an item or ammunition to your partner by equipping it and then pressing the **○** Button when nearby.



SAVING YOUR PARTNER FROM HELP STATUS

If your partner is caught by an enemy, he/she will enter the HELP status. You can save your partner either by approaching him/her and pressing the **○** button, or by incapacitating the enemy with a weapon.



Your partner has been caught and needs your HELP.

Get close and press the **○** button.

Attack the enemy and save your partner!



SAVING A DYING PARTNER

If your partner starts DYING, the screen will flash momentarily and his/her health gauge will display the word DYING. You can save your partner from certain doom by quickly approaching him/her and pressing the **○** Button.



If you have a recovery item Press the **○** Button to heal



Your partner will be saved and regain some health.

If you do not have a recovery item Press the **○** Button to assist



Your partner will be saved but will not regain any health.

ITEM MENU/MAP/PAUSE MENU

Press the **△** BUTTON during gameplay to open the Item Menu.

Your character will be unable to move while the Item Menu is open.



The directional pad acts as a quick shortcut button that you can use to equip four different items instantly. If you assign recovery items and/or powerful weapons to it, the dangers involved in switching equipment can be greatly reduced.

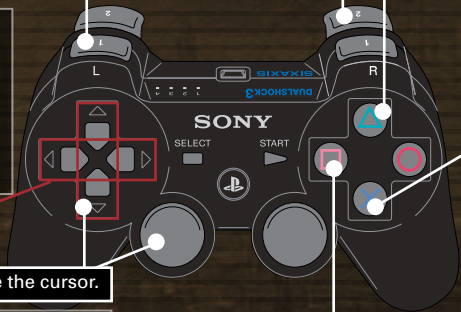


Closes the Item Menu (used for equipping items)

After highlighting an item press the **L1** button to equip the selected item and close the Item Menu.

Use these to move the cursor.

DIRECTIONAL PAD/ LEFT STICK

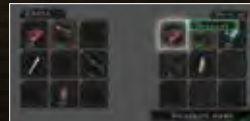


Opens and closes the Item Menu

△ BUTTON

Opens and closes your partner's Item Menu

After opening your partner's Item Menu with the **R2** Button, select an item in their Item Menu and press the **⊗** Button or the **⊞** Button to bring up the REQUEST command. Press **⊗** or **⊞** again to request the item.



Item Menu Control

Once Menu Detail is open, use the **⊗** Button to perform the following actions.
Equip - Equip a weapon or item.
Use - Use a recovery item.
Give - Give an item to your partner.
Combine - Combine herbs or stack ammunition.
Discard - Discard an item.

Move item

⊞ BUTTON
 Pressing the **⊞** Button will enable you to move an item. Move the cursor to the desired location and press the **⊞** Button again to move an item.

PAUSE MENU

Open the PAUSE MENU by pressing the START Button during gameplay.

- RESUME** Resume gameplay.
- RESTART** End your current game and restart from the last checkpoint.
- OPTIONS** Change various sound, control, and display options. Follow onscreen information concerning the different options.
- QUIT** End your current game and return to the Title Screen.

This game is presented in Dolby® Digital 5.1 surround sound. Connect your PLAYSTATION®3 to a sound system with Dolby Digital technology using a HDMI cable or digital optical cable. From the "XrossMediaBar", choose "settings", then select "sound settings", then select "Audio output settings", then select cable type you connected, and finally select "Dolby Digital 5.1 ch" to experience the excitement of surround sound.

XMB and Xross Media Bar are trademarks of Sony Corporation and Sony Computer Entertainment Inc.

MAP

Open the map by pressing the **R2** Button during gamplay.

- LOCKED DOORS** Open them with a key.
- BOSS LOCATION** Only displayed when a boss appears.
- DOCUMENTS**
- SHEVA'S LOCATION**
- DESTINATION** Your destination on the current map.
- CHRIS'S LOCATION**

ITEM MANAGEMENT

Here you can choose, buy, sell, or upgrade the items you will carry with you in the game. You can open the ITEM MANAGEMENT screen either by selecting the option from the PLAY GAME screen, or when you select a chapter, continue, or restart.



CHRIS'S ITEMS

SHEVA'S ITEMS

Here you can trade, move, sell, or combine items. **○** BUTTON move items.

ITEM STOCKPILE

This consists of items that you have acquired during gameplay.

Use the **L2 / R2** Buttons to swap the display between regular items and treasures.

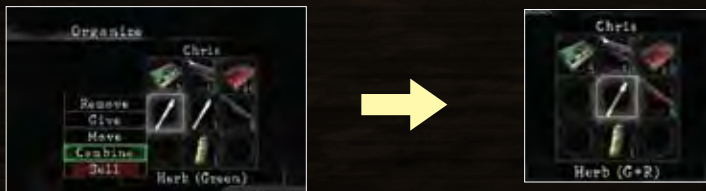
SPECIAL CONTROLS

L1 BUTTON: Sell an item

R1 BUTTON: Upgrade an item.

COMBINING ITEMS

Combine items to increase their effects and open up space in your Item Menu. Items can also be combined using the in-game item menus.



Select the herb that you would like to combine and choose the COMBINE option. Then select the herb with which you would like to combine it with and press the **○** button.

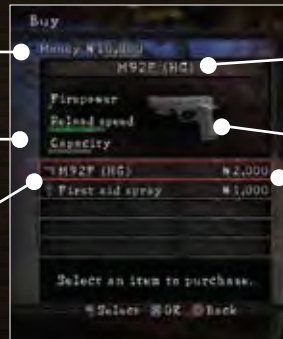
PURCHASING WEAPONS/ITEMS

Use money that you have acquired in the game to purchase new weapons and items. Things purchased here will appear in your item stockpile.

TOTAL MONEY

WEAPON STATS

GOODS AVAILABLE



SELECTED ITEM

IMAGE OF ITEM

PRICE



HINTS

HINTS FOR ATTACKING

- Target your enemies' legs or head to make them stumble and easier to kill.
- When you have thrown an enemy off balance, you will have a chance to use an attack action. This will throw the surrounding enemies off balance as well, giving you an opening.



DON'T LEAVE YOUR PARTNER!

If you leave your partner in the midst of battle, chances are that he/she won't be able to save you quickly enough. Try and stay as close as you can, particularly in the heat of combat.

KEEP TRACK OF YOUR PARTNER

Press the **R1** Button when your partner needs HELP to confirm his/her position. If you press the **L1** Button with a weapon equipped while holding **R1**, you will automatically aim towards your partner. Be sure to always HELP your partner as quickly as possible.



HOLD DOWN THE R1 BUTTON AND READY YOUR WEAPON WITH THE L1 BUTTON!

VOICE ACTIONS

Press the **○** Button during gameplay to say a variety of context-sensitive phrases. There are more phrases than are introduced below.

THANKS!

Thank your partner when they give you an item.



HELP ME!

Scream for assistance when you're in dire straits.



NICE SHOT!

Compliment your partner on a well-placed headshot.





1996

Raccoon City Police Department's S.T.A.R.S. team is founded with Albert Wesker as Captain.

JULY 1998

Wesker sends Alpha Team to search for Bravo Team after communication is lost with them in the Arklay Mountains. Alpha Team encounters zombies created by the biohazard in the Arklay lab and mansion.

Wesker's plans are exposed. After his death at the hands of the Tyrant, an unknown virus within his system revives him. He then gathers B.O.W. materials and escapes the Arklay lab before it is destroyed. Wesker exploits his apparent death to go into hiding.

Former S.T.A.R.S. member Chris Redfield learns of the G-Virus and heads to Europe to investigate Umbrella.

SEPTEMBER 1998

Former S.T.A.R.S. member Jill Valentine infiltrates Raccoon City.

Umbrella deploys the B.O.W. Nemesis T-Type into the city, and it begins its hunt for former S.T.A.R.S. member Jill Valentine. Jill defeats the Nemesis T-Type and escapes with the help of Barry Burton.

OCTOBER 1998

The U.S. government decides to implement a "containment strategy". The president orders a missile attack on Raccoon City, destroying all traces of it.

DECEMBER 1998

Claire infiltrates the Paris laboratory, only to be captured and imprisoned on Rockfort Island.

In order to obtain a sample of the T-Veronica virus, Wesker attacks Rockfort Island with his own private military force and releases the T-Virus onto the island.

Continuing his search for his sister Claire, Chris arrives at Rockfort Island and finds Wesker.

Claire and Chris are reunited at the Antarctic Base, and together they defeat Alexia. They escape in a Harrier jet before the base is destroyed.

2002

Chris and Jill take part in the mission to destroy the Umbrella Caucasus Research Facility in Russia. They were successful in destroying a new B.O.W. known as T-A.L.O.S.

2003

Chris Redfield, now a member of the BSAA, heads to Africa on an investigative mission...

RISE UP...

DARKVOID™



COMING
2009



PLAYSTATION 3



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