

RESIDENT EVIL® REVELATIONS



capcom-unity.com

REGISTER FOR EXCLUSIVE OFFERS & NEWS

REG.CAPCOM.COM

CAPCOM®

185 Berry St., Suite 1200
San Francisco, CA 94107

PRINTED IN USA

INSTRUCTION BOOKLET

CAPCOM®

NINTENDO 3DS™

PLEASE CAREFULLY READ THE NINTENDO 3DS™ OPERATIONS MANUAL BEFORE USING YOUR SYSTEM, GAME CARD OR ACCESSORY. THIS MANUAL CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

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

WARNING - 3D FEATURE ONLY FOR CHILDREN 7 AND OVER

Viewing of 3D images by children 6 and under may cause vision damage.

Use the Parental Control feature to restrict the display of 3D images for children 6 and under. See the Parental Controls section in the Nintendo 3DS Operations Manual for more information.

WARNING - SEIZURES

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, and this may occur while they are 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 their children play video games. Stop playing and consult a doctor if you or your child has any of the following symptoms:

Convulsions **Altered vision**

Eye or muscle twitching **Involuntary movements**

Loss of awareness **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 - EYESTRAIN AND MOTION SICKNESS

Playing video games can result in eyestrain after a sustained period of time, and perhaps sooner if using the 3D feature. Playing video games can also result in motion sickness in some players. Follow these instructions to help avoid eyestrain, dizziness, or nausea:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, or every half hour when using the 3D feature, even if you don't think you need it. Each person is different, so take more frequent and longer breaks if you feel discomfort.
- If your eyes become tired or sore while playing, or if you feel dizzy or nauseated, stop and rest for several hours before playing again.
- If you continue to have any of the above symptoms, stop playing and see a doctor.

WARNING - REPETITIVE MOTION INJURIES

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

- Avoid excessive play. Parents should monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- When using the stylus, you do not need to grip it tightly or press it hard against the screen. Doing so may cause fatigue or discomfort.
- If your hands, wrists, or arms become tired or sore while playing, or if you feel symptoms such as tingling, numbness, burning or stiffness, stop and rest for several hours before playing again.
- If you continue to have any of the above symptoms or other discomfort during or after play, stop playing and see a doctor.

WARNING - BATTERY LEAKAGE

The Nintendo 3DS contains a rechargeable lithium ion battery pack. Leakage of ingredients contained within the battery pack, or the combustion products of the ingredients, can cause personal injury as well as damage to your Nintendo 3DS. If battery leakage occurs, avoid contact with skin. If contact occurs, immediately wash thoroughly with soap and water. If liquid leaking from a battery pack comes into contact with your eyes, immediately flush thoroughly with water and see a doctor.

To avoid battery leakage:

- Do not expose battery to excessive physical shock, vibration, or liquids.
- Do not disassemble, attempt to repair, or deform the battery.
- Do not dispose of battery pack in a fire.
- Do not touch the terminals of the battery or cause a short between the terminals with a metal object.
- Do not peel or damage the battery label.

WARNING - RADIO FREQUENCY INTERFERENCE

The Nintendo 3DS can emit radio waves that can affect the operation of nearby electronics, including cardiac pacemakers.

- Do not operate the Nintendo 3DS within 9 inches of a pacemaker while using the wireless feature.
- If you have a pacemaker or other implanted medical device, do not use the wireless feature of the Nintendo 3DS without first consulting your doctor or the manufacturer of your medical device.
- Observe and follow all regulations and rules regarding use of wireless devices in locations such as hospitals, airports, and on board aircraft. Operation in those locations may interfere with or cause malfunctions of equipment, with resulting injuries to persons or damage to property.



The Official Seal is your assurance that this product is licensed or manufactured by Nintendo. Always look for this seal when buying video game systems, accessories, games and related products.

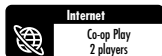
IMPORTANT LEGAL INFORMATION

This Nintendo game is not designed for use with any unauthorized device. Use of any such device will invalidate your Nintendo product warranty. Copying of any Nintendo game is illegal and is strictly prohibited by domestic and international intellectual property laws. "Back-up" or "archival" copies are not authorized and are not necessary to protect your software. Violators will be prosecuted. REV-E

THIS GAME CARD WILL WORK ONLY WITH THE NINTENDO 3DS™ VIDEO GAME SYSTEM.



ALLOWS WIRELESS MULTIPLAYER GAMES WITH EACH NINTENDO 3DS SYSTEM CONTAINING A SEPARATE GAME CARD.



ALLOWS ONLINE PLAY THROUGH THE INTERNET.



ALLOWS AUTOMATIC SEARCH AND INFORMATION EXCHANGE WITH OTHER NINTENDO 3DS SYSTEMS.

During wireless game play, if communication seems to be affected by other electronic devices, move to another location or turn off the interfering device. You may need to reset the power on the Nintendo 3DS system and start the game again.

- To play wireless Nintendo 3DS games over the internet, you must first configure your Nintendo 3DS to connect to the Internet. See the Internet Settings section in the Nintendo 3DS Operations Manual.
- To complete the setup, you will need access to a wireless broadband Internet connection. You may need to use a PC to access and configure the settings of your wireless network.
- Wireless game play uses more battery power than other game play. You may prefer to use the AC adapter to prevent running out of power during wireless game play or when connected to the Internet
- You can also connect to the Internet at Nintendo Zone locations or selected Internet hotspots.

To protect your privacy, do not give out personal information such as last name, phone number, birth date, age, school, e-mail or home address when communicating with others.

The Nintendo 3DS Service User Agreement which governs Nintendo 3DS online game play and sets forth the Nintendo 3DS Privacy Policy is available in the Nintendo 3DS Operations Manual, or on the Nintendo 3DS by accessing the Internet Settings section of System Settings, or online at support.nintendo.com/useragreement/nintendo3ds.



Powered by mobiclip

LICENSED BY NINTENDO. Trademarks are property of their respective owners. Nintendo 3DS is a trademark of Nintendo.


- P5 STORY
- P6 CHARACTERS
- P8 TITLE MENU
- P9 CAMPAIGN MODE
- P10 CONTROLS
- P12 GAME SYSTEM - SEARCHING AND GENESIS
- P13 GAME SYSTEM - COMBAT AND SPECIAL ACTIONS
- P14 CUSTOMIZE
- P15 OPTIONS
- P16 MISSIONS
- P17 STREETPASS
- P18 RAID MODE
- P22 ADVICE

In this instruction manual, the upper screen has a red outline and the Touch Screen a blue outline.

This game supports use of the Circle Pad Pro.

After attaching the Circle Pad Pro to the Nintendo 3DS system, use one of the following steps to activate it. If the battery dies or the connection is broken while playing, please repeat these steps to reconnect the Circle Pad Pro.

1. Select USE for the Circle Pad Pro Settings in the OPTIONS menu.
2. Select after choosing your save slot.



It started with the disappearance of Chris Redfield.

Upon receiving the report, the BSAA dispatched two of its finest operatives to rescue him: Jill Valentine and her new partner Parker Luciani.

Following traces of a comm link left behind, Jill and her partner ventured across the storm-swept Mediterranean in a tugboat.

Nearing their target point, they found a massive black ship looming ahead – a ghost ship that had once been a former cruise liner.



BSAA - Bioterrorism Security Assessment Alliance, an NGO established by the Global Pharmaceutical Consortium against the global bioweapon threat after Umbrella's downfall. Acts as an observer in the operations of various nations in the event of bioweapon emergencies.



Jill Valentine

Survivor of Raccoon City and one of the founding members of the BSAA. Infiltrates the ghost ship along with Parker after learning of Chris's disappearance.



Parker Luciani

An Italian with roots in England who serves as Jill's partner on this assignment. Rumor has it he made his mark in another organization before joining the BSAA.



FBC - Federal Bioterrorism Commission, an organization secretly founded by a certain major nation to combat terrorism. Its actions never become public, as they are concealed under the tightest possible secrecy. Does not look favorably upon the BSAA's interference, especially considering it is an NGO.



Morgan Lansdale

FBC commissioner. Butts heads at every turn with the BSAA with his characteristically aggressive manner.



Raymond Vester

One of the FBC's top agents. Reportedly an acquaintance of Parker and Jessica.



Clive R. O'Brian

Current BSAA commander. Skilled at bringing together the roughest gallery that is the BSAA. Appears to have a close connection of some sort with Commissioner Morgan of the FBC.



Chris Redfield

One of the founding members of the BSAA. Jill's brother in arms ever since the Mansion Incident. His disappearance is where our story begins.



Jessica Sherawat

BSAA agent who may look fashionable, but actually exhibits impressive combat prowess. Her marksmanship rivals the best of the best.



Mysterious Terrorist

Mysterious man whose face is hidden behind a gas mask. Reportedly has some sort of link with the group behind a bioterror incident that rocked the world.





Pressing START while on the title screen displays the data slot screen. Select one of the two slots and then press the A Button to confirm. The Main Menu will appear.

MAIN MENU

- CAMPAIGN** > Story mode in this game.
- RAID MODE** > Mode for battling enemies to your heart's content (p. 18). Supports two-player co-op games via Nintendo 3DS Local Play and Online Play.
Note: This mode is unlocked after advancing through CAMPAIGN mode.
- MISSIONS** > View the various missions you can go on during the game (p. 16).
- OPTIONS** > Change a variety of settings, including button and gyro sensor, subtitles and voice language, volume, and volume of 3D depth (p. 15).

DISPLAY/VOICE LANGUAGE SETTINGS



This title allows you to switch the display language and voice language. Go to OPTIONS to make the switch (p. 15).

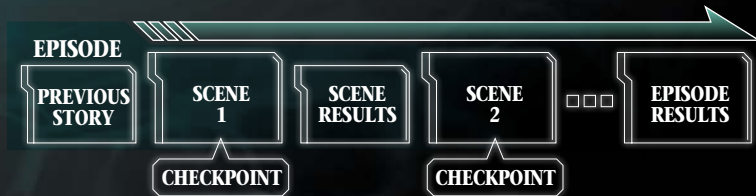
This title allows you to use the gyro sensor to aim. In OPTIONS, change AIMING CONTROLS to "GYRO SENSOR" (p. 15). When playing the game with the gyro sensor, make sure you have plenty of room around you and hold the system firmly with both hands. Do not make excessive motions, as they might result in injuries or cause damage to the system and/or surrounding objects.

CAMPAIGN MODE MENU

- CONTINUE** Resume a previously saved game from the most recent save point.
- NEW GAME** Discard current episode progress and restart the game from Episode 1.

CAMPAIGN STRUCTURE

CAMPAIGN mode plays out in episodes. Episodes are divided into multiple scenes, and player characters and scenes may sometimes change. (The number of scenes varies by episode.)



SAVING

This game features an auto-save function (default setting is ON). When set to ON, the game will automatically save at the end of a scene or episode, and also at checkpoints along the way (there may be multiple checkpoints in a scene). When auto-save is set to OFF, you may save at the end of a scene or episode.

If the game ends prematurely (game over) or you select "RESTART" from the Pause Menu, you will restart the game from the most recent checkpoint. However, if auto-save is set to OFF and the power to the system is turned off, you will not be able to restart from the checkpoint. You can only start from where you last saved.

CONTROLS

Controls differ depending on whether you are on the move or using a weapon.

On all menu screens, the +Control Pad selects items, the A Button confirms, and the B Button cancels. You can also control with the Touch Screen.

CHARACTER CONTROLS*

L BUTTON

L + Circle Pad Parallel Move

CIRCLE PAD

Circle Pad up hard Run

Circle Pad up low Walk

Circle Pad left/right Turn Left/Right

Circle Pad down Move Back

L + Circle Pad Parallel Move

L + R + Circle Pad Parallel Move while aiming

B + Circle Pad down Quick Turn

+CONTROL PAD

+Control Pad up Ready GENESIS

+Control Pad left Switch Sub Weapon

+Control Pad right Switch Main Weapon

+Control Pad down Reload



Controls with Lower Screen

Camera control (Slide MAP area)

Open Menu (Touch Menu button)

START

Pause Menu

R BUTTON

R Button Aim Weapon

R Button + B Reload

R Button + Y Shoot

A/B/X/Y BUTTONS

A Button Use a Herb

B Button Reload(R+B)

X Button Use a Sub Weapon

Y Button Action/Shoot (R+Y)

(While scoping) X Zoom in

(While scoping) A Zoom out

↑ + A Button Emotion (Come on)

↑ + B Button Emotion (Wait)

↑ + X Button Emotion (Go)

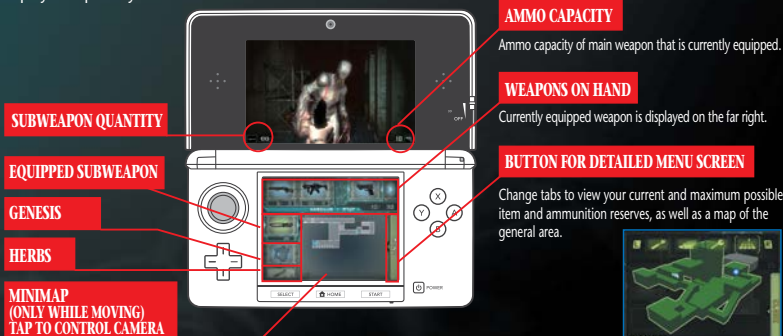
↑ + Y Button Emotion (Thank you)

↑ (+Control Pad up) means to keep pressing. Emotions can be used in Co-op only.

TOUCH SCREEN DESCRIPTION

GAME SCREEN

Use items, change equipment, and perform other operations by tapping the Touch Screen. Selecting an item's icon displays its quantity or how much ammo is left.



AMMO CAPACITY

Ammo capacity of main weapon that is currently equipped.

WEAPONS ON HAND

Currently equipped weapon is displayed on the far right.

BUTTON FOR DETAILED MENU SCREEN

Change tabs to view your current and maximum possible item and ammunition reserves, as well as a map of the general area.



This title supports the use of the Circle Pad Pro. For more information on using the Circle Pad Pro, see the Nintendo 3DS Operations Manual that came with your system.

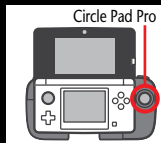
CALIBRATING THE CIRCLE PAD PRO

Follow the procedure given below to calibrate the Circle Pad Pro if it does not seem to be operating as expected.

*Go to System Settings on the HOME Menu to calibrate the Nintendo 3DS system's Circle Pad Pro. For more information, see the Nintendo 3DS Operations Manual that came with your system.

Procedure

1. Select "CIRCLE PAD PRO CALIBRATION" in the OPTIONS menu (p. 15).
2. Follow the onscreen instructions to calibrate the Circle Pad Pro.



SEARCHING



The icon shown on the left appears when you move your character in front of a searchable location. Press the Y Button to search it. The icon also appears for doors, ladders, and other objects that allow you to move to another area.

GENESIS



An advanced virus scanner developed by the BSAA. Analyzes virus data and allows you to find evidence and items you could not see before. Press up on the +Control Pad to equip it and then the Y Button to aim it.

Note: In CAMPAIGN mode, it will become available as you make your way through the story. Cannot be used in RAID MODE.

SCANNING

The scan screen appears when you equip and aim Genesis. When the cursor appears where you want to search, use the Circle Pad to keep it in the center of the screen while holding down the Y Button. Analysis is complete when the analysis gauge reaches MAX.

Scanning enemies (either living or dead) raises the virus analysis rate, and when it reaches 100%, an herb (recovery item) will be generated.



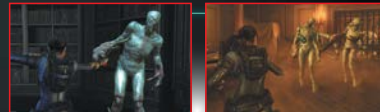
AIMING AND SHOOTING

Ready your weapon with the R Button, and press the Y Button to fire.



SUBWEAPON

Use your subweapon with the X Button. (Uses the equipped subweapon)



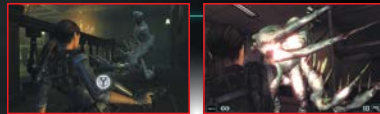
BEING GRABBED

If you are wounded grabbed by an enemy, press the Y Button repeatedly to shake yourself free.



CHARACTER ON THE GROUND

When you have been knocked down, press the Y button repeatedly to stand back up. (When the handgun is equipped you may also fire shots)



MELEE ATTACK

When a wounded enemy is in close range, press the Y Button for a melee attack. (Hold down the Y button to increase the attack power)



EVASION

Use the Circle Pad just before getting hit by an enemy attack to evade.



DAMAGE/RECOVERY



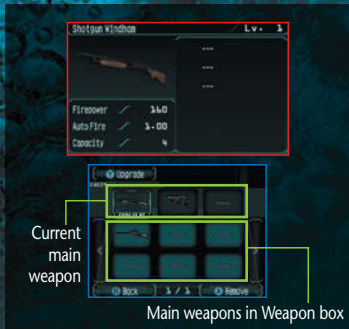
When you suffer an attack, blood will splatter on the screen according to the amount of damage received.



Press the A Button to use a herb and instantly and fully restore vitality.



You can switch your main weapon and customize its performance in the Weapon box show to the left. Weapon customization requires custom parts.



SWITCHING

The Weapon box is for storing the main and sub weapons you have on hand. A character can have up to three main weapons at a time. New weapons can be accessed from the Weapon box at any time, so make sure to use it to manage your arsenal.

WEAPON CUSTOMIZATION

You can improve weapon performance by installing the custom parts you have obtained. The kind of performance improvement depends on the part, and the type of parts that can be installed depends on the weapon. In addition, the number of equip slots differ by weapon. Since there are no limits on the installation of custom parts, you are free to combine them as needed.



PAUSE MENU

PRESSING START WHILE PLAYING THE GAME DISPLAYS THE PAUSE MENU.

RESTART

Discard current game progress and restart from the most recent checkpoint.

OPTIONS

Change a variety of settings.

MISSIONS

Check mission details (p. 16).

QUIT

Quit the game and return to the main menu.

OPTIONS

CONTROLS

CONTROL TYPE	Change the control type.
CIRCLE PAD PRO SETTINGS	Switches to the CIRCLE PAD PRO controls.
CIRCLE PAD PRO CALIBRATION	Opens the adjustment screen for the CIRCLE PAD PRO. (only available when CIRCLE PAD PRO is attached).
AIMING PERSPECTIVE	Change the viewpoint while aiming.
AIMING CONTROLS	Change aiming control. Turn the gyro sensor On/Off.
AIMING SPEED	Change the speed of the crosshairs while aiming.
CAMERA CONTROLS	Change camera control while moving.
SWIMMING CONTROLS	Change swimming control (swimming scenes only).
AUTOSAVE	Switch Autosave feature on/off.
LASER SIGHT COLOR	Change the laser sight's color.
DISPLAY TUTORIAL	Turn the display of in-game tutorial messages on/off.
DISPLAY SUBTTILES	Turn the display of subtitles on/off.
ENHANCE 3D DEPTH SLIDER	Adjust the depth of 3D images.

GAME SETTINGS

AUDIO

Change the volume of music, sound effects, and voices.

LANGUAGE

*Only available when displaying OPTIONS from the MAIN MENU.

Change in-game display language and voice language.

DEFAULT

Restore all settings to their default values.

In the MISSIONS screen, you can view a variety of missions that you can attempt during the game. You earn a reward when you complete a mission by satisfying its conditions.

ABOUT MISSIONS



Missions are classified into CAMPAIGN mode and RAID MODE missions. You can view information about missions on the MISSIONS screen. When you complete a mission by satisfying its conditions, the mission objectives will be displayed on screen. Collect the reward you earned through accomplishing the mission by selecting it on the MISSIONS screen to conclude the mission.

You can have up to 25 missions in each mode, however if you have 25 unfinished missions you will not be able to acquire any more. To acquire new missions you will need to either complete missions or delete them.

TYPES OF MISSIONS - Mission status is indicated by the following icons.

TYPES OF MISSIONS



ACHIEVEMENT
OBTAINED THROUGH GAME PROGRESS



DEFEAT
OBTAINED BY DEFEATING CERTAIN ENEMIES

OBTAINED THROUGH STREETPASS



WANTED
(CAMPAIGN ONLY)
Defeat Powerful Foes



SUPPORT-TYPE ITEMS
(RAID MODE ONLY)
Obtain Items For Campaign



INFECTION
(RAID MODE ONLY)
Use StreetPass to Progress

MISSION STATUS



IN PROGRESS



CAN BE COMPLETED,
MISSION CAN BE SELECTED TO OBTAIN THE REWARD



CAN BE COMPLETED,
BUT NOT UNDER SPECIAL CONDITIONS



COMPLETED
THESE MISSIONS WILL BE AUTOMATICALLY DELETED AS NEW MISSIONS ARE OBTAINED

EXCHANGING MISSIONS (STREETPASS)

Once you activate StreetPass, you can obtain new missions from successful StreetPass encounters.

*Other players must also activate StreetPass before their Nintendo 3DS systems will allow the exchange of missions.

*Missions can also be obtained through Online Play.



ACTIVATING

You will be asked whether to activate StreetPass when you select a save slot on the title menu.

Select "Yes" to activate it. If you have not activated StreetPass, the question will appear each time you select a save slot.

DEACTIVATING

To deactivate StreetPass, go to "DATA MANAGEMENT" in "SYSTEM SETTINGS", select the "RESIDENT EVIL® REVELATIONS" icon from "StreetPass Management", and then tap "Deactivate StreetPass".



You can restrict StreetPass by using the Parental Controls on your Nintendo 3DS system.

*For more information on Parental Controls, see the Nintendo 3DS Operations Manual that came with your system.



In RAID MODE, you move forward while defeating enemies that appear one after another.

*You cannot play RAID MODE until you have made progress in CAMPAIGN mode.



Use one of the characters that appears in the game. When you reach the emblem that marks the goal, use a melee attack to destroy it and complete the stage. When you complete a stage, you will earn BP and an equal amount of experience according to your results. When your experience points exceed certain levels your character will level up. Use your BP as currency to buy weapons, ammo, and custom parts from the store in the RAID MODE menu. The weapons, ammo, and other items you acquire can only be used in RAID MODE. They will not transfer over to CAMPAIGN mode.

FLOW OF RAID MODE



RAID MODE SETTINGS

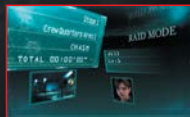
Selecting RAID MODE in the title menu displays the SETTINGS screen.



SOLO PLAY	Play alone in a single-player game.
NINTENDO 3DS LOCAL PLAY	Play a two-player co-op game with a player nearby using the system's wireless feature (p. 21).
ONLINE PLAY	Play a two-player co-op game with another player over the Internet using the system's Wi-Fi feature (p. 21).
WEAPONS	Open the Weapons screen (p. 18).
STORE	Open the Store screen (p. 18).

RAID MODE MAIN MENU

The main menu in RAID MODE offers the following settings:



STAGES	Select the stage to play and its difficulty.
MISSIONS	Display the Missions screen.
WEAPONS	Choose your weapons to equip and customize weapons.
STORE	Purchase weapons and items with the BP and Play Coins you have earned.
CHARACTERS	Choose the character you wish to use.
START	Start the mission using the current settings.

TIP 1

KNOW YOUR WEAPONS

There are many types of weapons, so becoming familiar with the characteristics of each will be crucial. For example, the shotgun is extremely powerful at close ranges, and can damage multiple enemies in one shot at a distance. Hand grenades are good for taking out multiple enemies in the same location. Pick the right weapon for the situation at hand. Also, each enemy has their own weak point, so aiming for and hitting them with a powerful attack will be very effective.

TIP 2

SEARCH USING GENESIS

In this title, there will be many times when you find yourself short on ammo or herbs. Conservation will be key. By using Genesis, you will be able to find hidden items that you would not ordinarily be able to see. If you find yourself in a pinch, try using Genesis to find something helpful.

TIP 3

CHECK YOUR MAPS

If you lose sight of your objectives you can view them once more from the Pause Menu. Your destination will be displayed on the mini map and general map. This will be very useful if you get lost within the vast cruise liner. If the mini map isn't sufficient for displaying your location and the objective location, touch MENU on the Lower Screen to bring up the general map. The general map displays your location, the objective location, the Weapon box and doors that have been unlocked.



TRAILERS
SCREENS
FEATURES
INTERVIEWS
GIVEAWAYS

CAPCOM[®]

CAPCOM-UNITY.COM

AUCTIONS
EXCLUSIVES
DISCUSSIONS
BLOGS
FORUMS

WARRANTY

90-DAY LIMITED WARRANTY

CAPCOM ENTERTAINMENT, INC.

("CAPCOM") warrants to the original consumer that this game disc from CAPCOM shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, CAPCOM will replace the game disc free of charge.

To receive this warranty service:

1. Notify the CAPCOM Consumer Service Department of the problem requiring warranty service by calling (650) 350-6700. Our Consumer Service Department is in operation from 8:30 a.m. to 5:00 p.m. Pacific Time, Monday through Friday.
2. If the CAPCOM service technician is unable to solve the problem by phone, he/she will instruct you to return the game disc to CAPCOM freight prepaid at your own risk of damage or delivery. We recommend sending your game disc certified mail. Please include your sales slip or similar proof of purchase within the 90-day warranty period to:

CAPCOM U.S.A., INC.

Consumer Service Department
185 Berry St., Suite 1200
San Francisco, CA 94107

This warranty shall not apply if the game disc has been damaged by negligence, accident, unreasonable use, modification, tampering or by other causes unrelated to defective materials or workmanship.

REPAIRS AFTER EXPIRATION OF WARRANTY

If the game disc 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 game disc to CAPCOM freight prepaid at your own

risk of damage or delivery, enclosing a check or money order for \$20.00 (U.S. funds) payable to CAPCOM. We recommend sending your game disc certified mail. CAPCOM will replace the game disc subject to the conditions above. If replacement game discs are not available, the defective product will be returned to you and the \$20.00 payment refunded.

WARRANTY LIMITATIONS

ANY EXPRESS OR IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY DISCLAIMED. IN NO EVENT SHALL CAPCOM BE LIABLE FOR SPECIAL, INDIRECT, CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES.

The provisions of this warranty are valid in the United States and Canada only. Some states and provinces do not allow limitations on how long an implied warranty lasts or exclusions of consequential or incidental damages, so the above limitations and exclusions may not apply to you. This warranty gives you specific legal rights, and you may have other rights, which vary from state to state or province to province.

ESRB RATING

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at www.esrb.org.

CAPCOM[®]

CAPCOM U.S.A., INC.,
185 Berry St., Suite 1200,
San Francisco, CA 94107.

©CAPCOM CO., LTD. 2012 ALL RIGHTS RESERVED.
RESIDENT EVIL® REVELATIONS. Font Design by Fontworks Inc.