CAPCOM

A Special Message from CAPCOM ENTERTAINMENT

Thank you for selecting RESIDENT EVIL™ CODE: VERONICA for your Sega Dreamcast. We at CAPCOM ENTERTAINMENT are proud to bring you this new addition to your video game library.

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CAPCOM EDGE HINT LINE

Hints are available:

1-900-976-EDGE (1-900-976-3343)

$.99 per minute for 24-hr. pre-recorded information.
$1.35 per minute for live Game Counselor assistance.
From Canada: 1-900-677-2272 ($1.35 per minute).

Must be 18 years or older, or have parental permission. Game Counselors available Monday - Friday 8:30 a.m. - 5:00 p.m. Pacific 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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CONTENTS

Prologue 2
Claire Redfield 3
Chris Redfield 4
Steve Burnside 4
Sega Dreamcast™ 5
Game Disc System 6
Starting a Game 7
Controls (default) 8
Option Menu 9
Character Actions 10
Status Screen 12
Item 12
Item Box 14
Map/File 14
Damage 16
Change Characters 17
Ranking 17
Saving and Loading 18
Trouble? 19
Capcom Edge 20

PROLOGUE

The mid-western town of Raccoon City was completely decimated by the T-virus outbreak, an incident instigated by the international corporation: Umbrella.

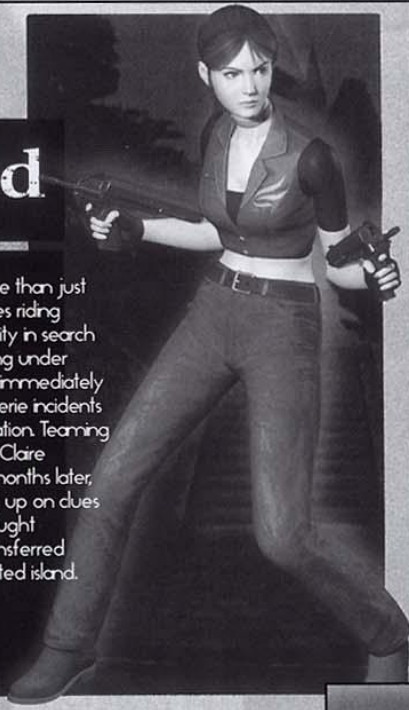
Claire Redfield, who traveled to Raccoon City in search of her lost brother Chris, managed to escape from the city

along with rookie police officer Leon S. Kennedy.

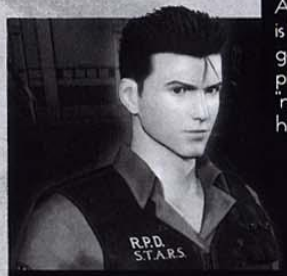
But their ordeal is only a prelude of things to come.

Now, 3 months later ...

Claire Redfield



Claire's inquisitive bent makes her more than just an ordinary college student who loves riding motorcycles. She went to Raccoon City in search of her brother Chris, who was missing under mysterious circumstances. But almost immediately she became involved in a series of eerie incidents engineered by the Umbrella Corporation. Teaming up with rookie cop Leon S. Kennedy, Claire managed to escape the city. Three months later, she now heads to Europe, following up on clues about Chris. However, she is soon caught by the Umbrella Corporation and transferred to the corporation's prison on an isolated island.



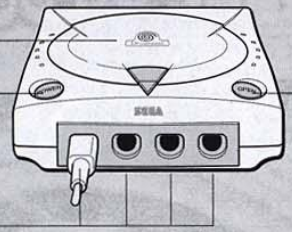
A member of special tactics force S.T.A.R.S., Chris is tough with a will of iron and body of steel. He is good at handling firearms. A former Air Force pilot, he's a top-notch airman. After solving the "mansion incident," he transferred to Europe with his team members Jill and Barry to seek the truth.

Chris Redfield

Though young and often reckless, Steve is a good-hearted kid. He was captured with his father and held in the Umbrella prison on an isolated island. He has bad feelings toward his family, though exactly why is a mystery. During a prison raid by an unknown organization, he escaped in the chaos. Steve now meets up with Claire and their adventure begins.

Steve Burnside

SEGA DREAMCAST™



Use these ports to connect the Sega Dreamcast™ controller or other peripheral equipment. From left to right are **Control Port A, Control Port B, Control Port C,** and **Control Port D. Resident Evil Code: Veronica** uses **Control Port A**.

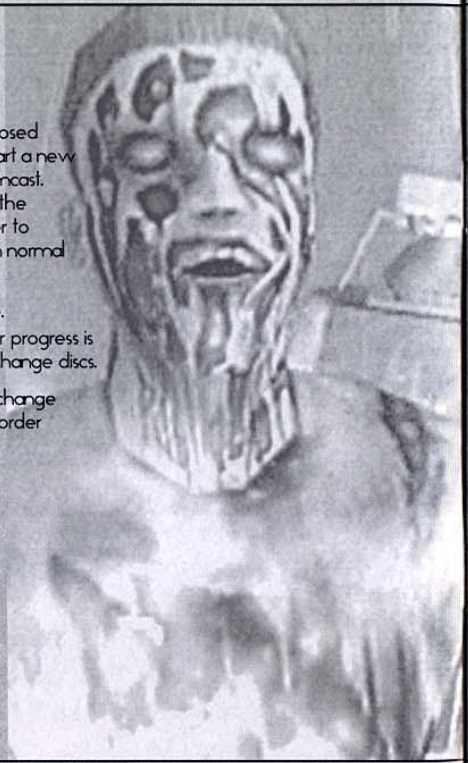
Resident Evil Code: Veronica is a 1-player game. Before turning the Sega Dreamcast power ON, connect the Sega Dreamcast controller or other peripheral equipment into the control ports of the Sega Dreamcast.

GAME DISC SYSTEM

Resident Evil Code: Veronica is composed of 2 discs for the Sega Dreamcast. To start a new game, insert Disc 1 into your Sega Dreamcast. When you finish Disc 1, you will have the opportunity to save your game in order to continue play. This save is different from normal saves during game play.

- You don't need an ink ribbon to save.
- It does not count as a true save. Your progress is only temporarily saved while you change discs.

After saving, you will be instructed to change discs. Remove Disc 1 and insert Disc 2 in order to continue play.

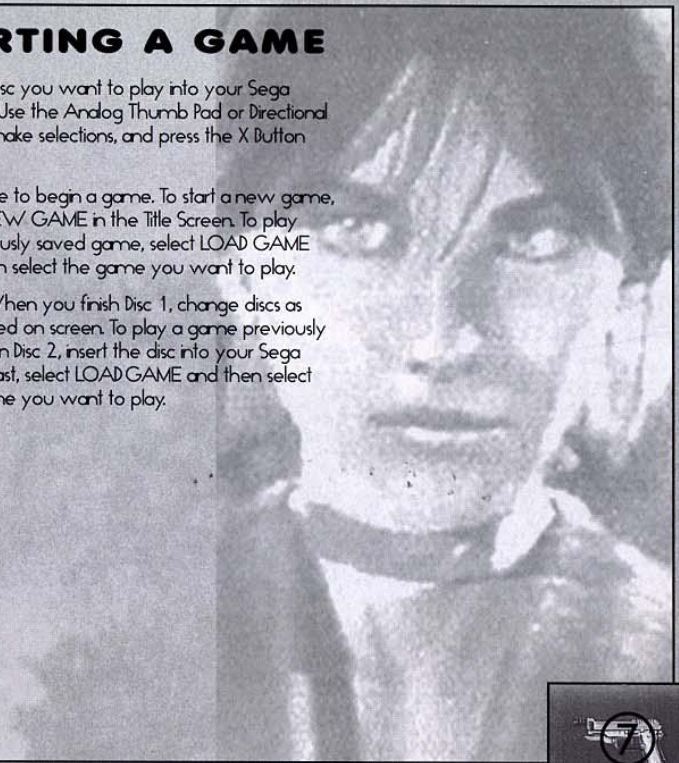


STARTING A GAME

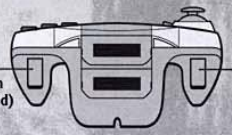
Insert the disc you want to play into your Sega Dreamcast. Use the Analog Thumb Pad or Directional button to make selections, and press the X Button to confirm.

DISC 1 – Use to begin a game. To start a new game, select NEW GAME in the Title Screen. To play a previously saved game, select LOAD GAME and then select the game you want to play.

DISC 2 – When you finish Disc 1, change discs as prompted on screen. To play a game previously saved on Disc 2, insert the disc into your Sega Dreamcast, select LOAD GAME and then select the game you want to play.



CONTROLS (DEFAULT)



R Trigger
Ready weapon (press and hold)

L Trigger
Change targets (when R Trigger is held)

X Button – Action*/Confirm selection
Y Button – Map Screen
B Button – Status Screen/Cancel
A Button – Dash (with D-button ↑)/ Cancel selection

Analog Thumb Pad

Directional Button (D-button)

Highlight selections on menu screens and Status Screen

Move your character:
- ↑ **Forward**
- ↓ **Backward**
- → **Rotate right**
- ← **Rotate left**

START Button
Option menu/ Skip movie/ Cut-scene

* **Check item, open door, attack, go up/down stairs, etc.**

Resident Evil Code:Veronica supports the Jump Pack vibration peripheral. When inserted into the Expansion Socket of a Sega Dreamcast controller or other compatible peripheral equipment, the Jump Pack provides a vibration effect that can considerably enhance the game play experience. With the vibration function ON (see page 9), vibration will occur when you use a weapon and when your character gets attacked.

- **Resident Evil Code:Veronica** is a 1-player game. Connect a controller or other peripheral equipment before turning ON the Sega Dreamcast.
- Never touch the Analog Thumb Pad or L/R Triggers while turning the Sega Dreamcast power ON. Doing so may disrupt the controller initialization procedure and result in malfunction. If the Analog Thumb Pad or L/R Triggers are accidentally moved while turning the Sega Dreamcast power ON, immediately turn the power OFF and then ON again, making sure not to touch the controller.
- To return to the Title Screen at any point during game play, simultaneously press and hold the A, B, X, Y and START Buttons. This will cause the Sega Dreamcast to soft-reset the software and display the Title Screen.
- You can change the default button assignments using the Key Config option in Option mode. See page 9.

OPTION MENU

To display the Option menu, select OPTION from the Title Screen, or press the START button during gameplay. On the menu, use the Analog Thumb Pad or D-button to highlight selections, and press the X Button to confirm.

AUDIO SET UP – Choose MONAURAL or STEREO.

KEY CONFIG – Change button assignments.

SCREEN SET UP – Center the screen.

MONITOR TUNING – Adjust screen brightness. Your monitor must have a brightness adjustment function to use this option.

VIBRATION – Turn the Vibration function ON/OFF. You must have a Jump Pack inserted in your controller to use this option.

DEFAULT – Reset all options to their initial status.

EXIT – Return to Title Screen.

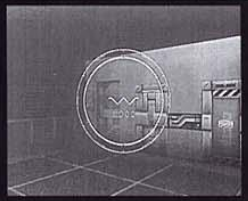
CHARACTER ACTIONS

ATTACK

Press the Action Button while holding down the R Trigger.

You need to have a weapon equipped to attack. You can aim up/down by pressing the Analog Thumb Pad or D-button ↑/↓ while readying a weapon. You can equip a weapon in the Status Screen (see page 12).

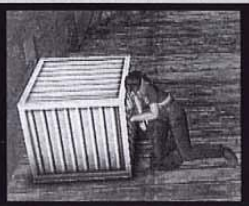
When you use certain weapons, a Scope Screen (first person view) will be displayed. In the Scope Screen, zoom in/out with the L Trigger and move the target with the D-buttons.



PUSH

Press and hold the Analog Thumb Pad or D-button ↑.

Certain objects in the game can be moved by pushing. Face an object you want to push and hold the Analog Thumb Pad or D-button ↑. If the object cannot be pushed, your character will not push it.



GET ON/OFF OBJECTS

Press the Action button.

You can get on/off certain objects in the game. Face an object you want to get on/off and press the Action button.

STATUS SCREEN

Press the D Button to display the Status Screen, where you can check your character's condition and manage items. Select EXIT or press the A Button to return to gameplay.

ITEM

USE AN ITEM

Open the Status Screen, highlight the item you want to use and press the Action button. When Item Commands are displayed, select USE to use the item.

EQUIP AN ITEM

If the item you select is a weapon, EQUIP will be displayed in the Item Commands. Weapons must be equipped in order for your character to attack.

CHECK AN ITEM

Open the Status Screen, highlight the item you want to check and press the Action button. When Item Commands are displayed, select CHECK and the item will be displayed in the main window.

When an item is displayed in the main window, you can rotate the item with the Analog Thumb Pad or D-buttons and zoom in/out with the L/R Triggers. To check the specific part of an item, move the part to face you and press the Action button. You may find some clues to solve puzzles by doing that.

COMBINE ITEMS

Open the Status Screen, highlight the item you want to combine and press the Action button. When the Item Commands are displayed, select COMBINE, highlight the other item to be combined with the first item, and press the Action button to combine the items.

Certain items need to be combined to have an effect. For example, combine a Handgun and a modification component to create a custom Handgun.

ITEM BOX

Your character can only carry a limited number of items at a time. 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 specific time, you can store other items in an Item Box. Item Boxes are located in various places in the game.

MAP/FILE

As you explore, you will discover maps and files (notes, messages or other information that will be automatically filed in your character's notebook). To view a map or file you have acquired, open the Status Screen and select the MAP or FILE command.

MAP

The area you have explored is automatically marked. Your location is shown by a ">" on the map. Door colors indicate the following:

- Yellow – The door is not locked.
- Red – The door is locked and you don't have a key for it.
- Green – The door is locked but you have a key for it.

These things are also displayed on maps:

ITEM – If you have found an item and haven't taken it, the location of the item is marked.

SAVE POINT – Shows a location of a typewriter.

ITEM BOX – Shows a location of an item box.

The room you are in is displayed in red. You can switch the floors of the building by pressing the Analog Thumb Pad or D-buttons ↑ / ↓ and change stages by pressing →/←.

To use Zoom Mode, press the Action button while a map is displayed. In Zoom Mode, use the R/L Triggers to zoom in/out.

To return to game play, press the Y Button.

FILE

Select a file you want to view. Hints may develop from these notes.

DAMAGE

Your character takes damage while getting attacked. When the damage gets too severe, your character loses (Game Over). The game is also over if your partner character loses (see page 17).

Check your character's condition in the Status Screen or Visual Memory Unit.

POISON

Some enemies poison your character. While poisoned, your character takes damage gradually.

RETRY

When your game is over, you will be asked "RETRY? YES NO." Choose YES to play on again from the point where you last saved your game (see page 18).

CHANGE CHARACTERS

Sometimes you may need a partner character's help. When you actually control a partner character, the Status Screen will change accordingly. The controls are the same as for your main character. If a partner character dies, the game ends.

RANKING

If you complete the game, the Ranking Screen appears. Your ranking is determined by various conditions. You may get something special if you get a good ranking ...

RANKING – Your total score.

TOTAL TIME – Your total play time.

NUMBER OF SAVES – How many times you saved during the game.

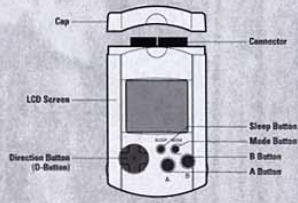
NUMBER OF RETRIES – How many times you used retry.

SAVING AND LOADING

SAVE

To save your game, find an ink ribbon and use it with a typewriter. Press the Action button in front of a typewriter and you will be asked if you want to save your game. Choose YES to save your game. When you save, an ink ribbon is used up.

- To save your game, an optional VMU is required.
- While saving, do not turn off your Sega Dreamcast, remove the disc or disconnect the controller.
- This game uses a maximum of 11 free blocks to create a save file.



LOAD

To play a previously saved game, insert a Visual Memory Unit (VMU) into your controller and insert either Disc 1 or Disc 2 into your Sega Dreamcast. Choose LOAD GAME and then select a save file you want to load in the Load Screen.

TROUBLE?

CAN'T DEFEAT ENEMIES?

- Learn to use your weapons efficiently. Each weapon is best suited to destroying a different type of monster or zombie. Figure out which weapon you need, then put it to use. (Be sure to equip weapons before a fight!) Hint: When a zombie dies completely, blood will spread on the floor.
- Know your enemies. Different enemies have a weakness against fire, acid, etc. Figure out enemies' weakness and use the most effective weapon. Also learn enemies attack patterns.
- If nothing works, run!

CAN'T HEAL YOUR CHARACTER?

Search the background for Herbs and First Aid Spray. These items are sometimes found on a dead body or in a desk or locker. Herbs can be combined and have the following effects:

- Green = Light Healing
- Red = Enhance Green Herb Effect
- Blue = Cure Poison
- Green + Green = Medium Healing
- Green + Green + Green = Complete Healing
- Green + Red = Complete Healing
- Green + Blue = Light Healing + Cure Poison
- Green + Green + Blue = Medium Healing + Cure Poison
- Green + Blue + Red = Complete Healing + Cure Poison

CAN'T SOLVE PUZZLES?

When you come to a new area, search for files and memos that may contain clues. Also when you get a new item, check it carefully and you may find a clue.

For more hints, call the CAPCOM EDGE HINT LINE at 1-900-976-EDGE.