

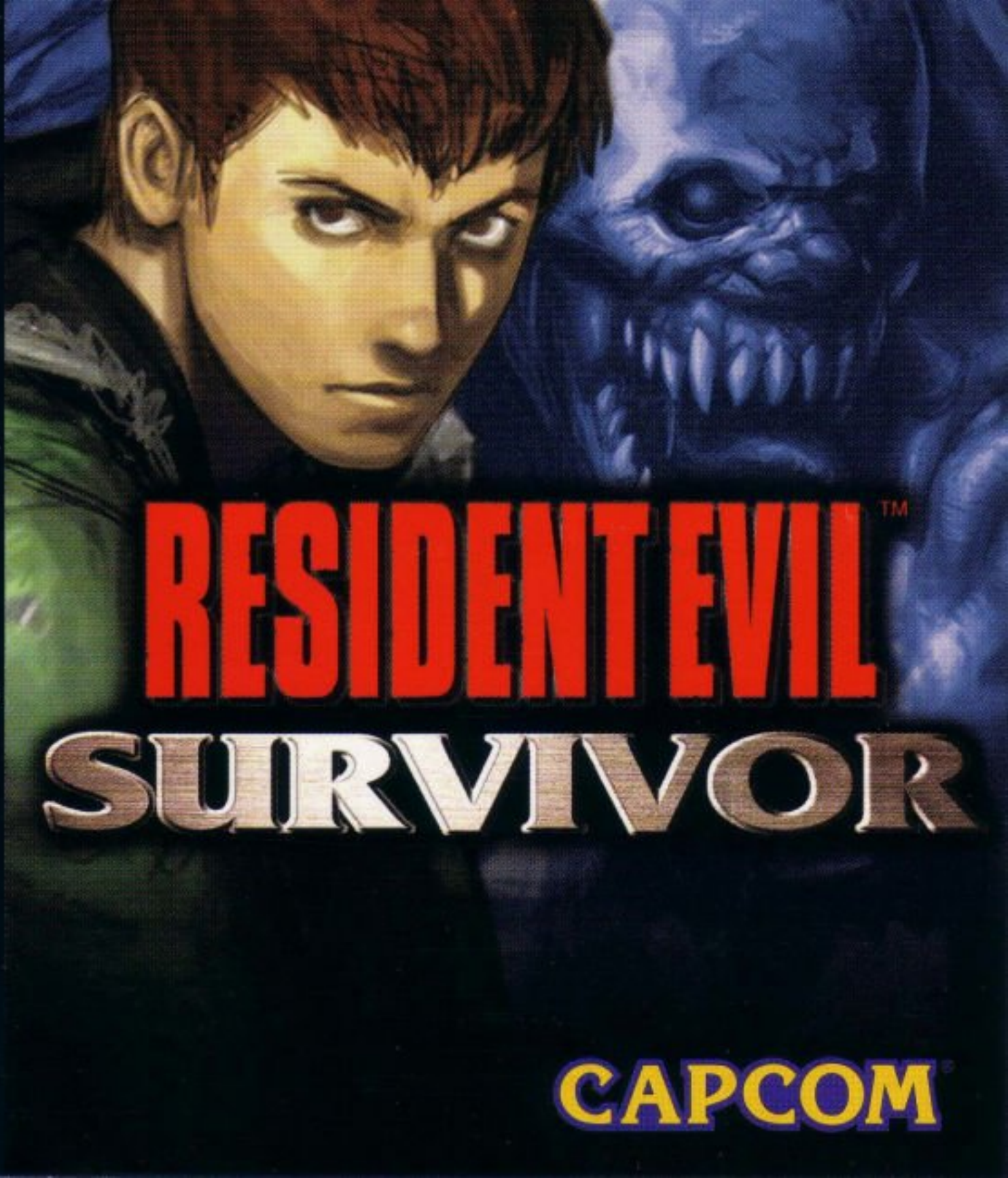


NTSC U/C

PlayStation®



SLUS-01087



RESIDENT EVIL™

SURVIVOR

CAPCOM®

WARNING: READ BEFORE USING YOUR PLAYSTATION® GAME 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 game 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 game 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.

USE OF UNOFFICIAL PRODUCT:

The use of unofficial products and peripherals may damage your PlayStation game console and invalidate your console warranty.

HANDLING YOUR PLAYSTATION DISC:

- This compact disc is intended for use only with the PlayStation game 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 SURVIVOR for your PlayStation® game console. We at CAPCOM ENTERTAINMENT are proud to bring you this new addition to your video game library.

CAPCOM ENTERTAINMENT, INC.

475 Oakmead Parkway, Sunnyvale, CA 94086

© CAPCOM CO., LTD. 2000 ALL RIGHTS RESERVED.

© CAPCOM U.S.A., INC. 2000 ALL RIGHTS RESERVED.

CAPCOM and the CAPCOM LOGO are registered trademarks of CAPCOM CO., LTD. RESIDENT EVIL and CAPCOM EDGE are trademarks of CAPCOM CO., LTD. PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a registered trademark of the Interactive Digital Software Association.

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.

CAPCOM ON-LINE

<http://www.capcom.com>

Visit our website to see all the great new CAPCOM products or to check out featured games on-line! Email us at megamail@capcom.com for technical help or to find out what's new at CAPCOM!

CONTENTS

Prologue	2
Setting Up	4
Memory Cards	4
Default Controls	5
Starting a Game	6
Option Menu	7
Game Screen	8
Basic Actions	9
Advanced Actions	9
Status Screen	10
Item	11
Map	12
File	12
Continue and Game Over	13
Saving Game Data	14
Survive!	15
Capcom Edge	16



PROLOGUE ...

While Umbrella's mutant T-Virus wreaks havoc in Raccoon City ... unknown to the rest of the world, another city faces a similar fate.

Fleeing the chaos, a solitary helicopter crash-lands, adding to the confusion.

A lone survivor crawls out and desperately tries to escape the burning wreckage.

The chopper explodes ... the man is knocked unconscious.

It is night when he comes to his senses. "How much time has passed?"

He hears echoing voices of crying and moaning all around him. His mind in a haze, he starts to walk. He finds himself in a deserted back street.



"Why am I here ... ?"

"My head aches ...

*"I don't want to believe it ... but ...
it seems I have lost my memory.*

*"The past is blocked in darkness ...
when I try to remember it,
it slips away like fog.*

"Is this a battlefield?

*"No ... it is just an old town. But something
is wrong. I sense something really
dangerous in this town.*

*"I have to get out of here. I may be meeting
someone later on. Is he an enemy ...
or a friend?*

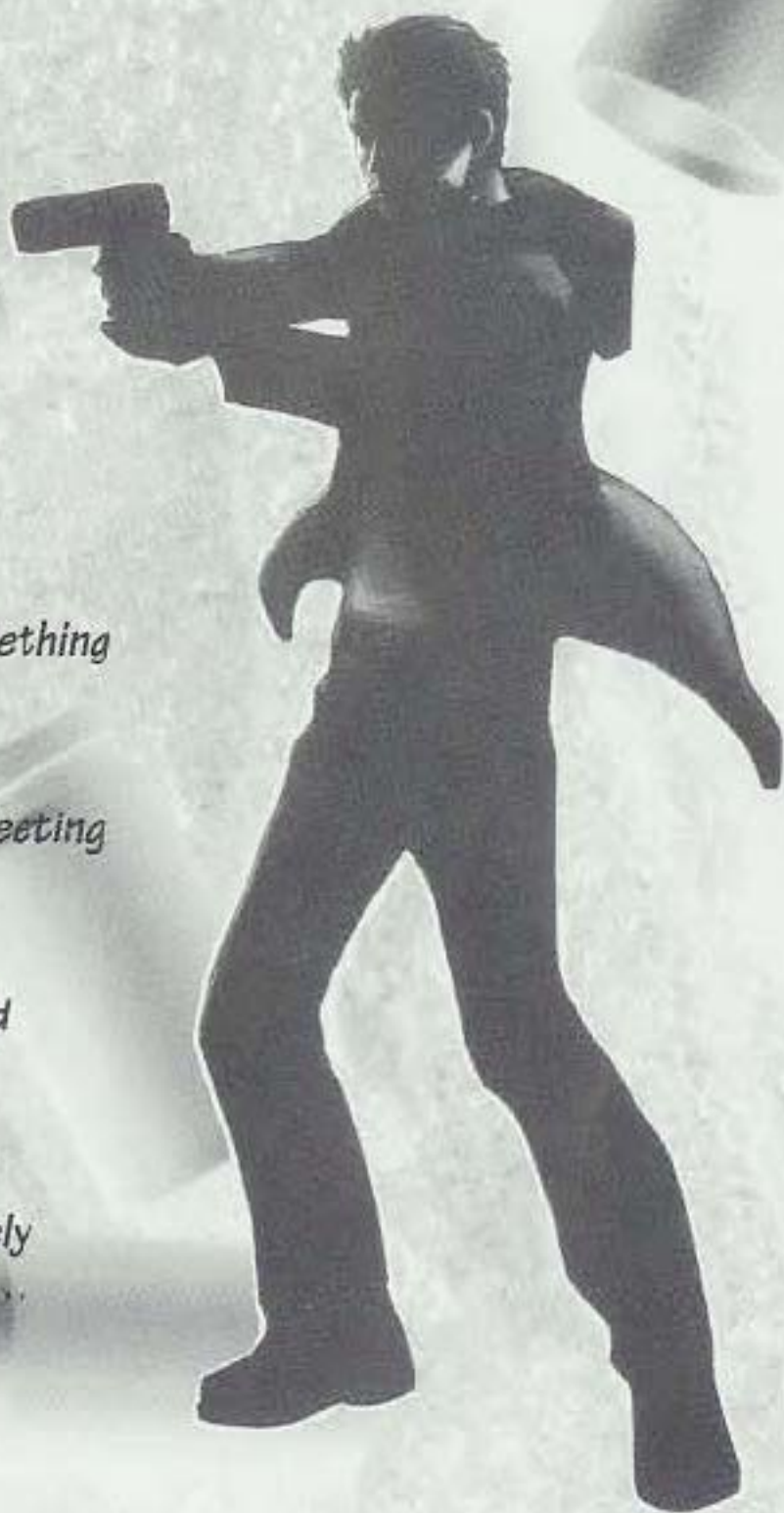
*"Am I doing right or wrong? Am I good
or bad? Am I really human?*

"I don't know anything ...

*"I'm only sure of one thing. All I can rely
on is this gun. This gun will guide me ...*

"It is my only protection ...

"I will survive"

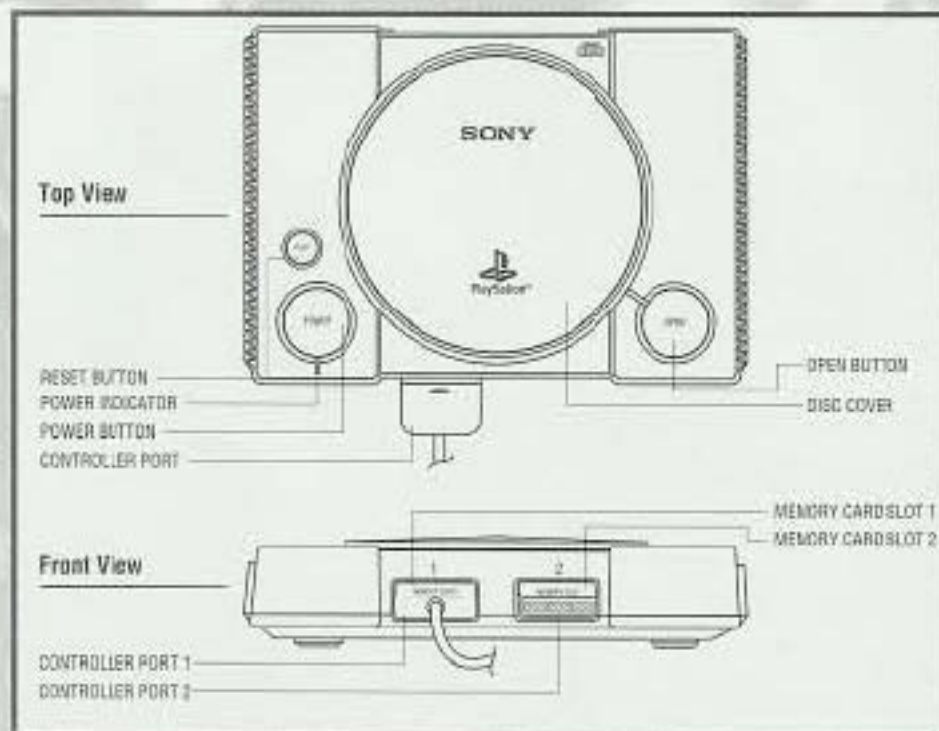


SETTING UP

Set up your PlayStation® game 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 SURVIVOR disc and close the Disc Cover. Insert a game controller and turn on the PlayStation game console. Follow on-screen instructions to start a game.

Tip: Watch the game demos before starting play for game hints.



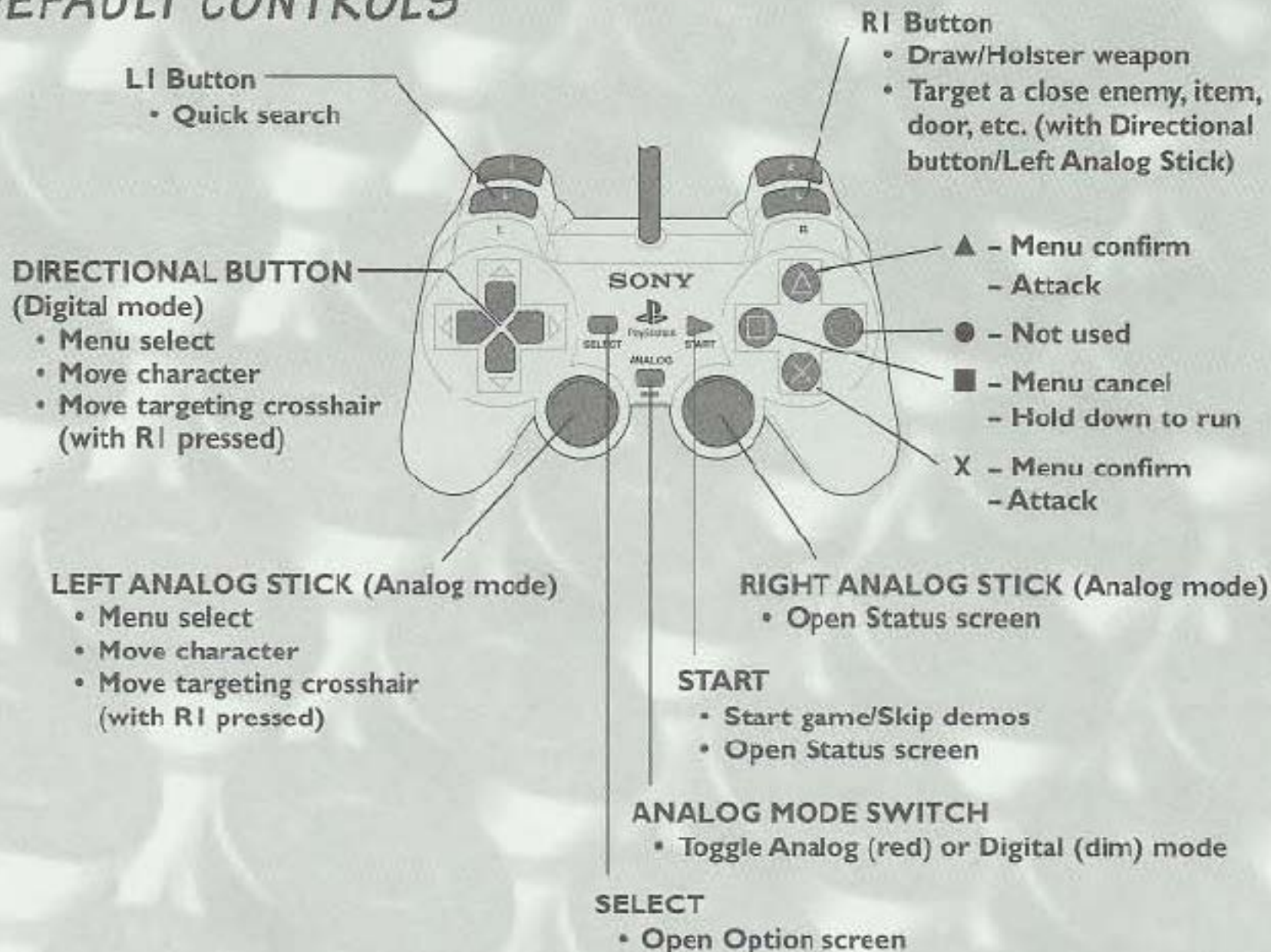
MEMORY CARDS

To save game settings and results and to continue play on previously saved games, insert a Memory Card into Memory Card Slot 1 of the PlayStation game console BEFORE starting play. (If you do not have a Memory Card, the game will allow you to play without saving game settings and results.)

See page 14 for more information on saving game data.



DEFAULT CONTROLS



Notes:

- To change the default control configuration, use Option mode (see page 7).
- This game is for one player only.
- This game is compatible with DUALSHOCK™ analog controller vibration.

STARTING A GAME

Press **START** during the opening demo sequence, and the Title screen will appear. Use the **Directional button/Left Analog Stick** to select an option, and press the **▲** or **X** button to confirm.

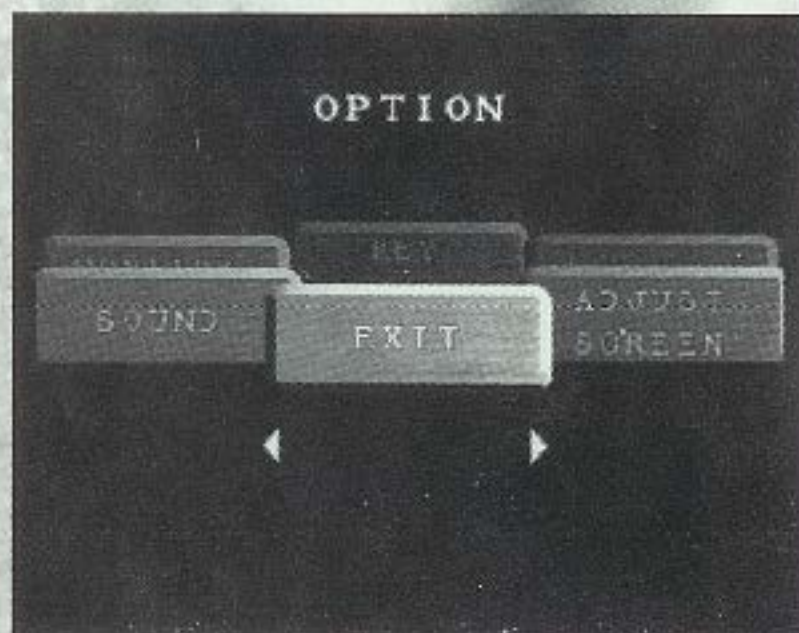
NEW GAME – Start a new game. Choose a **NORMAL** or **EASY** difficulty level.

PLAY ON A SAVED GAME – Resume a previously saved game. Insert a **Memory Card** with saved data into your **PlayStation** game console and choose **LOAD GAME**. Choose a saved game data to restart. (See page 14 for how to save.)



OPTION MENU

Select **OPTION** on the Title screen to display the Option Menu. Choose an option with the Directional button/Left Analog Stick →/←, and press the **▲** or **X** button to display a submenu. Use the Directional button/Left Analog Stick to change the setting, and then press the **▲** or **X** button to confirm your choice. Press the **■** button to cancel.



KEY CONFIG – Choose from three button configurations (Type A, B or C).

ADJUST SCREEN – Adjust the screen position.

VIBRATION – Turn the DUALSHOCK analog controller's vibration function ON/OFF.

SOUND – Toggle **STEREO** or **MONAURAL** and adjust the volume of background music and sound effects.

MONITOR TUNING – Adjust the screen brightness. (Your TV must have brightness adjustment capability.)

RESET – Reset all options to their default settings and return to the Title screen.

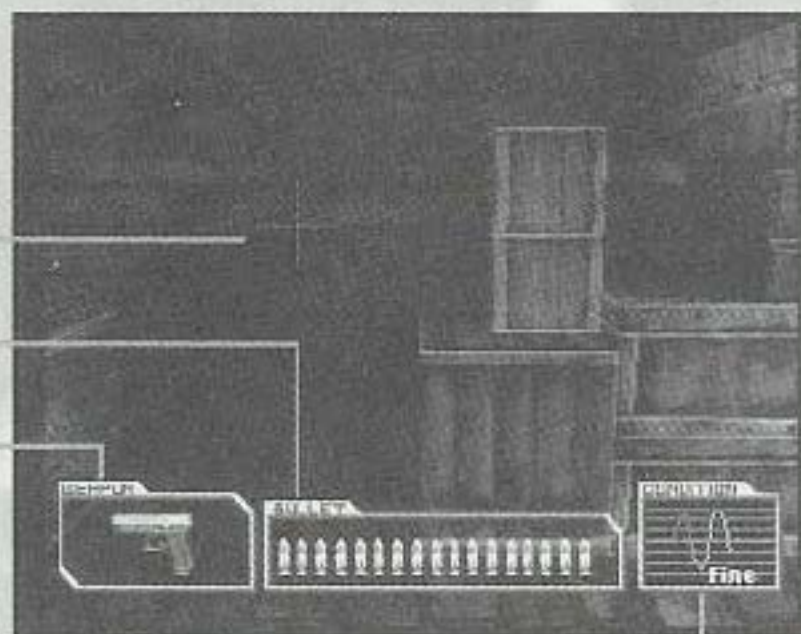
EXIT – Return to the previous screen.

GAME SCREEN

CROSSHAIR

BULLETS

WEAPON



ELECTROCARDIOGRAM

CROSSHAIR – Shows where you are aiming.

BULLETS – Shows the bullets remaining for your weapon. Bullets for the handgun are unlimited. Bullets for other weapons you acquire may be limited.

WEAPON – The weapon currently in use. When you run out of bullets, the word "RELOADING" is displayed. You cannot shoot until reloading is completed.

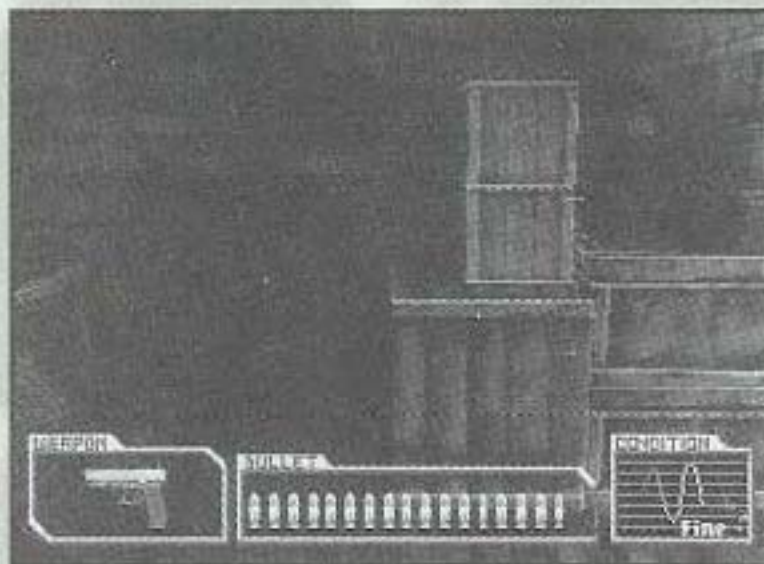
ELECTROCARDIOGRAM – Your character takes damage as he is attacked. When the total damage accumulates to a certain amount, your game is over. (See page 13.)



BASIC ACTIONS

USE WEAPON - Hold the R1 button to draw your weapon, then press the **▲** or **X** button to fire. Aim with the targeting crosshairs by pressing the Directional button/Left Analog Stick in any direction while continuing to hold down the R1 button.

CLIMB/DESCEND STAIRS - Press the Directional button/Left Analog Stick **↓/↑** near the stairs. Your character will move up or down the stairway.

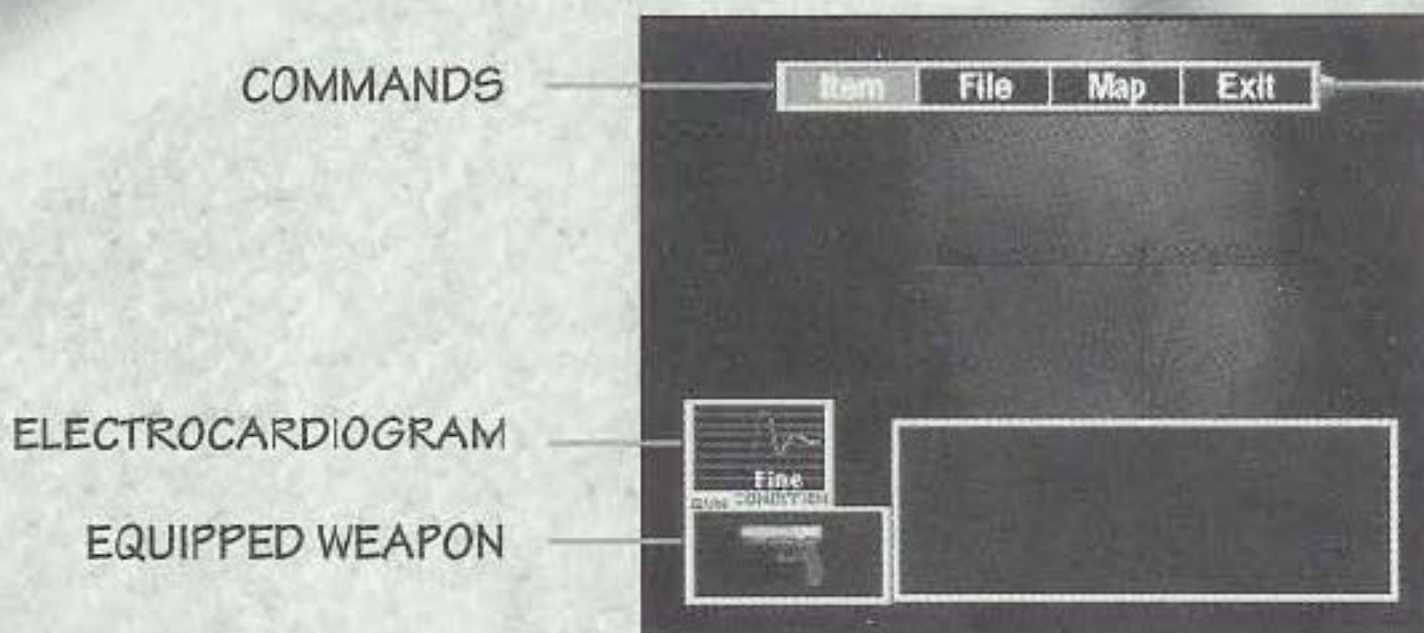


ADVANCED ACTIONS

ESCAPE - When an enemy grabs your character or your character is falling down, you can escape more quickly by rapidly pressing as many controller buttons (except for START and SELECT) as possible.



STATUS SCREEN



Press **START** or the Right Analog Stick during gameplay to display the Status screen. This screen shows your character's condition and items he is carrying. Use the Directional button/Left Analog Stick to highlight an item or function. Press the **▲** or **X** button to activate the options. To exit the Status screen, press **START**, the Right Analog Stick or the **■** button or highlight **EXIT** and press the **▲** or **X** button.

ITEM

To select any option or item, highlight it with the Directional button/Left Analog Stick, and press the **▲** or **X** button.

Select ITEM to handle various items you acquire during your adventure. Then select the article or weapon you want to handle. Finally, select one of the following Item commands:

USE /EQUIP – USE puts an item to work. Some items take effect only when you use them in certain places. EQUIP readies a weapon for firing. You must equip a weapon before you can attack with it. You can equip only one weapon at a time.

CHECK – Shows further information about the selected item or weapon. Try to check every item to find helpful information.

COMBINE – Mixes two different items/weapons. Some items, especially weapons, become useful or have a special effect when combined with other items. Select your first item and then select COMBINE. Then select another item to combine it with. For example, combine Green Herb and Red Herb to completely restore your character's health. Try various combinations to discover new effects.



MAP

Select MAP to view a floor plan of the stage.

FILE

Select FILE to see a list of files you have acquired. Select a file to read it. You may find a hint that helps you proceed.



CONTINUE AND GAME OVER

Your character takes damage when attacked. His condition is displayed in the electrocardiogram at the bottom right of the gameplay screen. As your character takes damage, his health decreases from FINE to DANGER. When he takes the maximum amount of damage, he is defeated. Then the Continue screen appears. You have a limited number of continues.

If you don't (or can't) continue, your game is over. When this happens, you can save your items for your next game (see page 14).



Zero or very little damage.



Severe damage.



When poisoned, your character gradually loses vitality until cured or defeated.



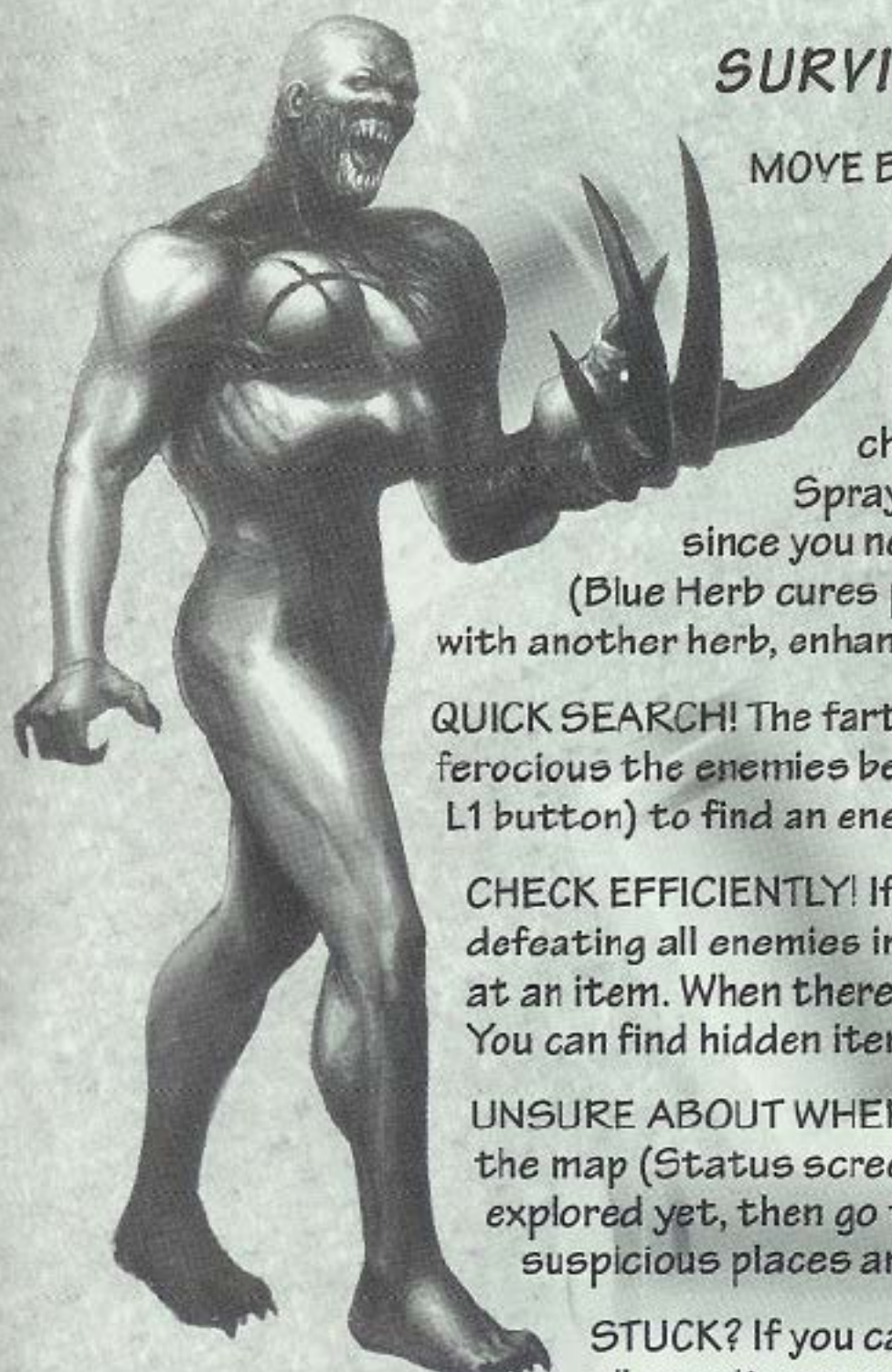
SAVING GAME DATA

When your character is defeated and the game ends, you can save your items to a Memory Card. Select YES to save and follow the on-screen instructions.

To restart your saved game data, select LOAD GAME at the Title screen and then select the saved game data.

Important: Saving game data requires an optional Memory Card. This game uses 1 block to save game data. While saving or loading, do not turn off or reset your PlayStation game console or disconnect a Memory Card. Doing so may corrupt or lose game data on the card.





SURVIVE!

MOVE BACKWARD! You can't shoot while reloading bullets. Moving backward can keep you out of enemies' reach.

STAY HEALTHY! You can heal your character with Green Herb or First Aid Spray. Always keep your character healed, since you never know when he'll be attacked.

(Blue Herb cures poison. Red Herb, when combined with another herb, enhances the effect of the herb.)

QUICK SEARCH! The farther you get into the game, the more ferocious the enemies become. Use "quick search" (default L1 button) to find an enemy before it attacks you.

CHECK EFFICIENTLY! If you use "quick search" after defeating all enemies in the area, your character will look at an item. When there are no items, he will look at a door. You can find hidden items or doors this way.

UNSURE ABOUT WHERE TO GO? If you get lost, check the map (Status screen) and find out where you haven't explored yet, then go there. Also, move nearer to suspicious places and reread files you have acquired.

STUCK? If you can't solve a puzzle, try checking all your items and files. You may find an unexpected clue.



TAKE IT TO THE EDGE. CAPCOM EDGE.

COLLECT CAPCOM EDGE PROOF-OF-PURCHASE POINTS EVERY TIME YOU BUY ANY SPECIALLY MARKED CAPCOM GAME TO EARN AMAZING GEAR LIKE SHIRTS, GAMES OR EVEN A PORTABLE CD PLAYER! PLUS, YOU'LL BE ABLE TO WIN QUARTERLY SWEEPSTAKES WITH KILLER PRIZES - LIKE YOUR OWN SIGNATURE SIZE ARCADE MACHINE.

DON'T FIGHT IT! SIGN UP TODAY.

JUST COMPLETE THIS ENTRY FORM OR SEND A 3X5 CARD WITH YOUR NAME, ADDRESS, PHONE NUMBER AND DATE OF BIRTH, AND PARENT'S SIGNATURE (IF UNDER 18) TO:

CAPCOM EDGE 475 OAKMEAD PARKWAY, SUNNYVALE, CA 94086

Offer valid 9/1/99 to 01/31/01. Maximum 2 awards per name and/or address. To claim awards send a completed prize redemption form, Capcom Edge or Fighters Edge proof-of-purchase points (or original UPC code) and shipping and handling fees to Capcom Entertainment (see www.capcom.com for complete details). Award merchandise is subject to change and subject to availability while supply lasts. Allow 10-12 weeks for delivery. Items may be shipped separately. Extra points on orders will not be refunded. Points cannot be transferred or sold to another party for use for any other purpose. Capcom Edge points cannot be redeemed for cash. Capcom Entertainment may cancel, rescind or extend this offer at any time. Points are subject to verification. Only original Capcom Edge or Fighters Edge proof of purchase points or original UPC codes are valid from retail packages or from authorized Capcom Edge or Fighters Edge certificates. No reproductions allowed. Points valid only once per game purchase per person. The Capcom Edge program is valid only with current Capcom and Fighters Edge games. Those under age 18 must have parent or guardian signature to participate. The Capcom Edge program is operated by Capcom Entertainment, and is open to residents of the United States and Canada excluding Quebec. Fraudulent claims will be voided. Proof of mailing does not constitute proof of delivery. Capcom is not responsible for lost, incomplete, damaged or illegible claim forms. Certified mail is recommended for orders. Sweepstakes winners will be determined in a random drawing from registered Capcom Edge members. No purchase necessary. Odds of winning depend on number of registered Capcom Edge members. Sony Computer Entertainment America, Nintendo of America and Sega of America are in no way affiliated with this program. Employees of Capcom Entertainment, its agencies, vendors and their immediate family members are not eligible for this offer. All decisions of Capcom Entertainment on all matters relating to this promotion are final. Recipients agree that awards are presented on the condition Capcom Entertainment, Sony Computer Entertainment America, Nintendo of America, Sega of America, their affiliates, subsidiaries, divisions or related companies, have no liability whatsoever, for any damages, injuries, losses or expenses of any kind resulting from acceptance, possession or use of the award. Award recipient is responsible for any and all Federal, State and local taxes if necessary. Offer is only good in United States and Canada excluding Quebec. Void where prohibited by law. Other restrictions may apply. All orders must be postmarked by 01/31/01.

NAME

ADDRESS

CITY

STATE

ZIP CODE

PHONE NUMBER

DATE OF BIRTH

PARENT'S SIGNATURE (IF UNDER THE AGE OF 18)

RESIDENT EVIL SURVIVOR

For information on Capcom's Privacy Policy visit: www.capcom.com

© CAPCOM CO., LTD. 2000. © CAPCOM U.S.A., INC. 2000. ALL RIGHTS RESERVED. CAPCOM and the CAPCOM LOGO are registered trademarks of CAPCOM CO., LTD. CAPCOM EDGE is a trademark of CAPCOM CO., LTD.

CAPCOM

www.capcom.com

CREDITS

Manual Design: Hanshaw Ink & Image; Marketing: Todd Thorson, Sean Mylett, Robert Johnson; Creative Services: Jennifer Deauville and Marion Clifford; Package Design: Michi Morita and Jamie Gibson; Translation: Masayuki Fukumoto; PR: Melinda Mongelluzzo, Matt Atwood and Carrie Magenity; Special thanks to: Customer Service, Tor Shiraiwa, Bill Gardner and Robert Lindsey.

90-DAY LIMITED WARRANTY

CAPCOM ENTERTAINMENT, INC. ("CAPCOM") warrants to the original consumer that this PlayStation® CD-ROM ("CD-ROM") 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 CD-ROM free of charge.

To receive this warranty service:

1. Notify the CAPCOM Consumer Service Department of the problem requiring warranty service by calling (408) 774-0400. 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 entire CD-ROM to CAPCOM 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
Consumer Service Department
475 Oakmead Parkway
Sunnyvale, CA 94086

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

REPAIRS AFTER EXPIRATION OF WARRANTY

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 to CAPCOM freight prepaid at your own risk of damage or delivery, 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.

RESIDENT EVIL
SURVIVOR

20 PTS.



RESIDENT EVIL
SURVIVOR

20 PTS.

WARRANTY LIMITATIONS

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED TO NINETY (90) DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL CAPCOM BE LIABLE FOR 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 1-800-771-3772.



RESIDENT EVIL
SURVIVOR



RESIDENT EVIL SURVIVOR

20 PTS.



RESIDENT EVIL SURVIVOR

20 PTS.

TAKE IT TO THE EDGE CAPCOM EDGE

JOIN THE RANKS OF THE WORLD'S GAMING ELITE AND EARN CAPCOM EDGE POINTS EVERY TIME YOU BUY THE CAPCOM GAMES YOU LOVE. COLLECT MORE POINTS AND GET ALL KINDS OF COOL STUFF LIKE T-SHIRTS, WATCHES, SUNGLASSES, PORTABLE STEREOS AND OTHER CAPCOM EDGE GEAR. DON'T FIGHT IT! JOIN TODAY! MEMBERSHIP DETAILS INSIDE.

CAPCOM ENTERTAINMENT, INC. 475 Oakmead Parkway, Sunnyvale, CA 94086

© CAPCOM CO., LTD. 2000 © CAPCOM U.S.A., INC. 2000 ALL RIGHTS RESERVED. CAPCOM and the CAPCOM LOGO are registered trademarks of CAPCOM CO., LTD. RESIDENT EVIL SURVIVOR and CAPCOM EDGE are trademarks of CAPCOM CO., LTD.

ALL RIGHTS RESERVED.

Licensed by Sony Computer Entertainment America for use with the PlayStation game console. PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a registered trademark of the Interactive Digital Software Association. Manufactured and printed in the U.S.A. THIS SOFTWARE IS COMPATIBLE WITH PLAYSTATION GAME CONSOLES WITH THE NTSC U/C DESIGNATION. U.S. AND FOREIGN PATENTS PENDING.

