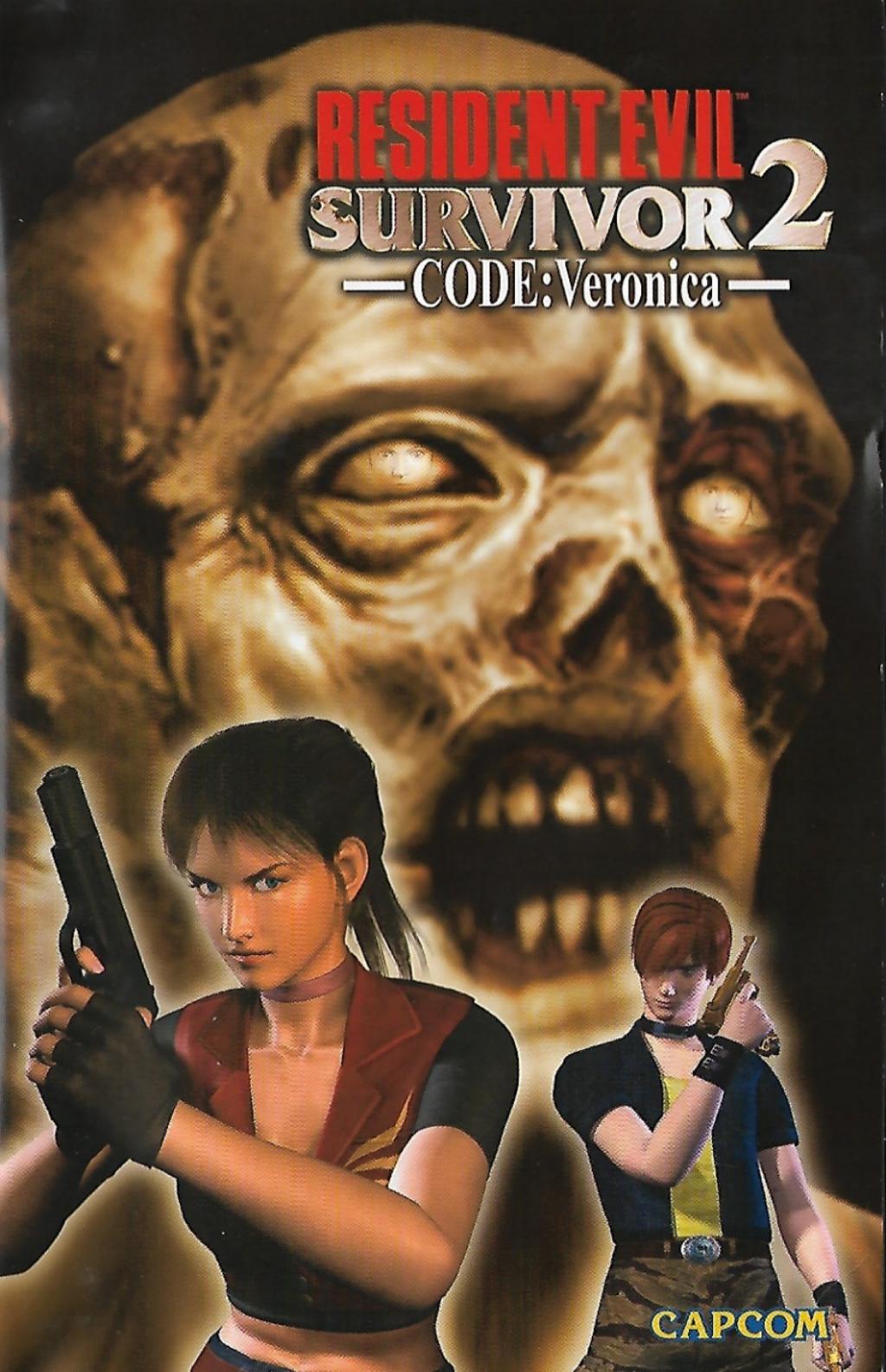


RESIDENT EVIL™ SURVIVOR 2

—CODE:Veronica—



CAPCOM

Precautions

- This disc contains software for the PlayStation®2 computer entertainment system. Never use this disc on any other system, as it could damage it.
- This disc conforms to PlayStation®2 specifications for the PAL market only. It cannot be used on other specification versions of PlayStation®2.
- Read the PlayStation®2 Instruction Manual carefully to ensure correct usage.
- When inserting this disc in the PlayStation®2 always place it with the required playback side facing down.
- When handling the disc, do not touch the surface. Hold it by the edge.
- Keep the disc clean and free of scratches. Should the surface become dirty, wipe it gently with a soft dry cloth.
- Do not leave the disc near heat sources or in direct sunlight or excessive moisture.
- Do not use an irregularly shaped disc, a cracked or warped disc, or one that has been repaired with adhesives, as it could lead to malfunction.

Health Warning

For your health, be sure to take a break of about 15 minutes during every hour of play. Avoid playing when tired or suffering from lack of sleep. Always play in a well-lit room, sitting as far from the screen as the cord will allow. Some people experience epileptic seizures when viewing flashing lights or patterns in our daily environment. These people may experience seizures while watching TV pictures or playing video games. Even players who have never had any seizures may nonetheless have an undetected epileptic condition. Consult your doctor before playing video games if you have an epileptic condition or immediately should you experience any of the following symptoms during play: dizziness, altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion, and / or convulsions.

PIRACY

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See back page of this manual for Customer Service Numbers.

SLES-50650

1 Player • Memory Card (8MB) (for PlayStation®2) • 57KB minimum • Analog Control Compatible: all buttons • Vibration Function Compatible
Optional controller: G-con 45; G-con2

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RESIDENT EVIL SURVIVOR 2

—CODE:Veronica—

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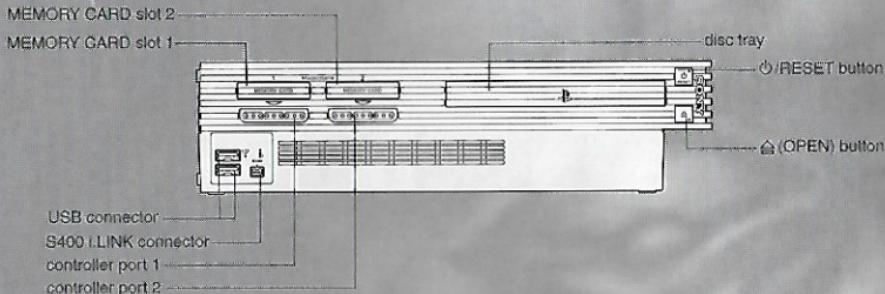
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A Special Message from **CAPCOM EUROSOFT**.

Thank you for selecting **RESIDENT EVIL SURVIVOR 2 CODE: VERONICA** for your PlayStation®2 computer entertainment system. We at CAPCOM EUROSOFT are proud to bring you this new addition to your video game library.

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Setting up



Set up your PlayStation®2 computer entertainment system according to the instructions in the Instruction Manual. It is advised that you do not insert or remove accessories once the power is on. Make sure there is enough free space on your memory card (8MB) (for PlayStation®2) before commencing play. Make sure the MAIN POWER switch (located on the back of the console) is turned on. Press the \odot /RESET button. When the power indicator lights up, press the \triangle (open) button and the disc tray will open. Place the RESIDENT EVIL™: SURVIVOR 2 disc on the disc tray with the label side facing up. Press the \triangle (open) button again and the disc tray will close. Attach a game controller and other accessories, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

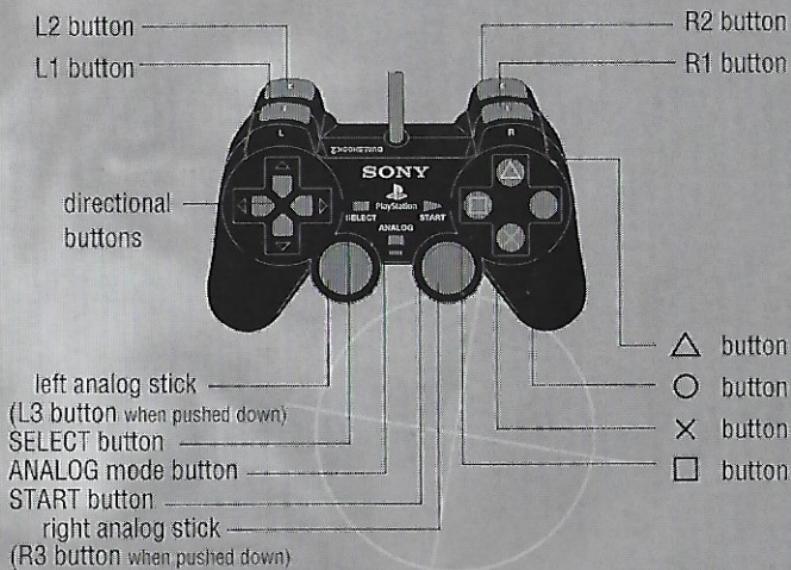
Memory card (8MB) (for PlayStation®2)

To save game settings and progress, insert a Memory Card (8MB) (for PlayStation®2) into Memory Card slot 1 of your PlayStation®2. You can load saved game data from the same memory card (8MB) (for PlayStation®2), or from any memory card (8MB) (for PlayStation®2) containing previously saved RESIDENT EVIL™: SURVIVOR 2 games.

At least 57k of free space must be available on the memory card (8MB) (for PlayStation®2) to save game data. Do not remove the memory card or turn off the power on the PlayStation®2 while data is being saved or loaded. Your game data may be lost if you do. (For more information, see "Save/Load" on page 18.)

Controls

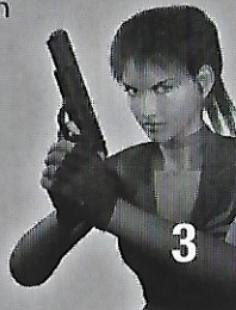
ANALOG CONTROLLER (DUALSHOCK® 2)



RESIDENT EVIL™: SURVIVOR 2 can only be played with the Analog Controller (DUALSHOCK® 2). For one player, the controller should be connected to Controller Port 1. With this controller, both the directional buttons and the left analog stick can be used for control. The ANALOG mode (mode indicator:Red) is always set to ON.

Vibration Function

When Vibration is set to ON, the controller will vibrate in response to player movement. You can turn Vibration ON/OFF in the Option Menu. (See page 17.)



DEFAULT GAME CONTROLS (TYPE A)

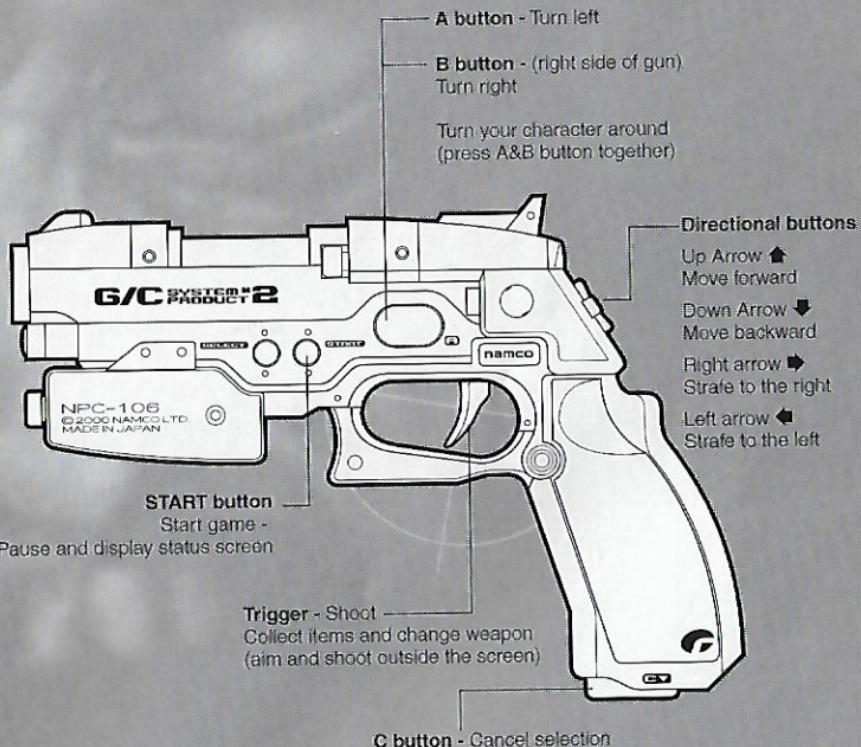
START button	Start game Pause and display Status Screen
directional buttons	Highlight menu selections Move your character: ↑ Forward ↓ Backward → Strafe right ← Strafe left
left analog stick	Highlight menu selections Move your character
■ button	Shoot
● button	Pick up items
▲ button	Cancel menu selection
⊗ button	Confirm menu or selection
L1 button	Rotate to the left
R1 button	Rotate to the right
L2 or R2 button	Change weapons

Note: These are the default button controls. You can choose from six different button configurations in the Option Menu. (See page 17.)

RESIDENT EVIL SURVIVOR 2

—CODE:Veronica—

GUN CONTROLLER G-CON™ 2



Note: Resident Evil Survivor 2 Code: Veronica also supports the G-con 45 controller.



Starting the game

GAME MODE SCREEN

On the Title Screen, press the START button to display the Mode Select Screen. Press the directional buttons or left analog stick \uparrow/\downarrow to make selections, and press the \times button to confirm.

Arcade Mode Play a standard game. (See page 14.)

Dungeon Mode Challenge a dungeon for high score. (See page 15.)

Ranking Mode Check score rankings for Arcade and Dungeon Modes.

Option Adjust various game settings. (See page 17.)

GAME FLOW

1. Select Arcade Mode or Dungeon Mode and press the \times button to start the game.
2. Move the left analog stick or directional buttons \leftarrow/\rightarrow to choose a character, Claire or Steve, and press the \times button.
3. You'll see the name of the next stage and a map showing you its configuration.
4. The game will start after a demo. (Press the \bullet button to skip the demo.)
5. Press the START button to pause a game and display the Pause menu. Use the left analog stick or directional buttons to select an option, CONTINUE, RETRY or EXIT, and press the \times button. In Dungeon mode, the Status Screen is also displayed when you pause the game.

Escape!

On an isolated island known as Rockfort ...

Claire Redfield stares at the blazing explosion which suddenly erupted on the island. Zombies and other mutant creatures are wandering about, dazed with confusion ...

What happened? All she knows is that she is in extreme danger.

Three months ago, Raccoon City was destroyed by a biohazard eruption. The cause was T-virus, a virulent toxin developed by the international corporation Umbrella.

Claire was captured by Umbrella while searching for her lost brother Chris, and transported to a prison on the island.

Suddenly Claire realizes that the prison door is open. The guard who has been watching her cell has disappeared.

Claire steps out into the storm. Raindrops drench her neck. Lightening flashes. Claire hears the low groaning sound of the living dead.

"I have to fight," she thinks.

She grips her handgun tightly. Surviving is the only way to tell the world her story.

She steps forward to escape from the island ...



Characters

Claire Redfield

Claire encountered the biohazard while searching for her brother Chris in Raccoon City. In everyday life, she is a college student who grooves on riding a motorcycle. She learned her survival abilities from Chris.

Weapons:

Handgun, Shotgun, Assault Rifle, Magnum

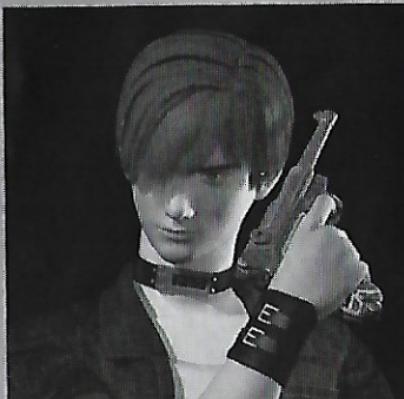


Steve Burnside

He was held in the Rockfort island prison and escaped during the biohazard incident. He teams up with Claire to survive. Though he can be reckless he is basically a kind-hearted man.

Weapons:

Handgun, Shotgun, Submachine Gun, Grenade Launcher



Monsters

ZOMBIE

Prisoners and researchers on the island were infected by the T-virus and transformed into zombies. They attack humans out of hunger. They are not a threat when alone, but they can be unexpectedly strong in a group.



ZOMBIE DOG

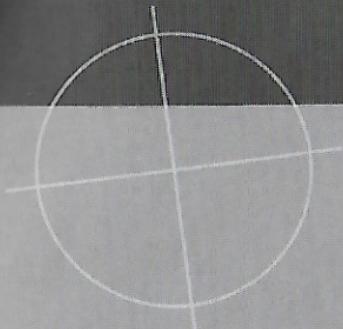
Military dogs infected by T-virus. They move fast.



BANDERSNATCH

A new type of warrior created by Umbrella. The result of research to create a highly effective soldier, it is a prototype for mass production. It attacks from long-range with its well-developed right arm.





LICKER

This fearful being scuttles rapidly across the walls and ceilings and has various attacks.

NEMESIS

A very powerful, experimental beast, it starts to move when the timer reaches zero. It is invulnerable to normal attacks.

ALEXIA

A mysterious, secretive woman who inhabits the mansion on the island. What is her true identity?



Game screen



Timer

When the countdown reaches zero in Arcade Mode, Nemesi begins chasing your character. In Dungeon Mode, the game ends.

Life Meter

Your character's remaining life. The gauge changes from green to yellow to red as your character takes damage. When the gauge drains, your character is defeated and the game ends.

Bullets

Remaining bullets in your weapon.

Weapon

Weapon currently used.

Combo Gauge

Combo information. (Dungeon Mode only.)

Body Count

Number of enemies defeated. (Dungeon Mode only.)



Basic actions

Move forward/backward

Left analog stick or directional buttons ↑/↓

Rotate

L1 rotate left/R1 rotate right

Shoot

■ button

Strafe

Left analog stick or directional buttons ←/→

Change weapons

L2 or R2 button. In Arcade Mode, you can have one sub weapon in addition to the Handgun. In Dungeon Mode, you can have other sub weapons.

Pick up items or weapons

Follow a message that appears when you move your character to an item or weapon.

Open doors

Flashing doors indicate that you can go through them. Touch a door to open it and go to the next room.

Collectibles

Weapons

Claire and Steve can use different weapons. Normally a weapon has a limited amount of bullets.

HANDGUN (Claire and Steve)

Your character carries this weapon in the beginning. It has unlimited bullets in Arcade Mode.

SHOTGUN (Claire and Steve)

This weapon has a wider range than the Handgun but you cannot shoot it as rapidly.

ASSAULT RIFLE (Claire)

You can fire this weapon rapidly. The Assault Rifle is very effective in stopping enemies' movement.

MAGNUM (Claire)

A very powerful pistol that defeats most enemies with one shot.

SUBMACHINE GUN (Steve)

The fastest weapon for Steve but like the Assault Rifle, suffers from poor damage and range.

GRENADE LAUNCHER (Steve)

Can collect up to 10 rounds. Steve's most powerful weapon but big delays between reloading.

Items

KEY

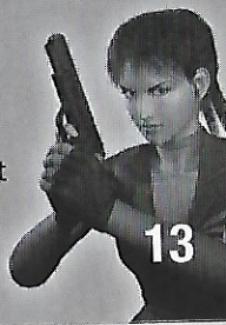
In Arcade Mode, you must collect a key in each stage in order to enter the boss character's room.

FIRST-AID BOX

Use this to restore your character's Life Meter.

JEWELLERY

Something very interesting may happen if you collect these mysterious gems.



Arcade mode

Goal

Escape from Rockfort island, defeating zombies and monsters who block your route.

Rules

- To clear a stage, you must first find the key to open the door to the boss room. Then you must defeat the boss character.
- When the timer count downs to zero, Nemesis appears and starts chasing your character. You cannot damage Nemesis. You must run from him.
- When your character's vitality drains from taking damage, your game is over. Find First-Aid Boxes to restore your character's vitality before that happens.



Map

You'll see a map showing a floorplan of the stage on screen. Use it to check your location.

Partner System

You can team up with a CPU-controlled character by setting the PARTNER option to ON in the Option Screen (see page 17). When your character is Claire, your partner is Steve, and vice versa.

Dungeon mode

Goal

Enter a large dungeon where you must defeat as many enemies as possible for a high score. Defeat the boss character to complete your mission.



Rules

Mission Select

Select a stage and mission. While the goal is to defeat a boss character of the stage, at the same time you must complete the mission. As you clear a stage, more stages and missions become available.

Weapon Box Screen

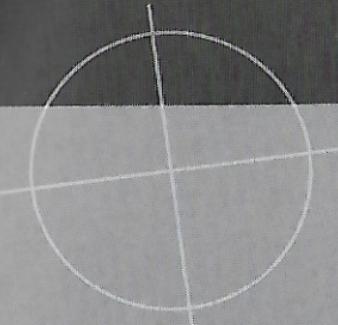
You can carry up to three weapons. Before each stage you can select weapons from your Weapon Box. As you complete missions, more weapons will be added to your Weapon Box.



Game Over

- If your vitality drains or timer counts down to zero, your game is over.
- If it becomes impossible to complete the mission, your game is over.





Dungeon Items

- | | |
|-------------------|--|
| Score Item | Pick up silver and gold items to increase your score. |
| Lantern | You can destroy a lantern on the wall and you may receive a valuable item. |
| Sidepack | Acquire this to increase the number of weapons you can carry (up to 5). |

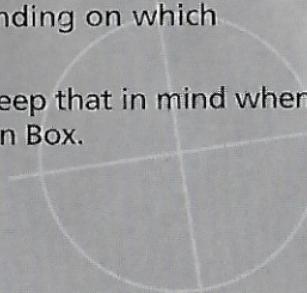
Combo

You perform a Combo when you defeat several enemies one after the other in a certain amount of time. Combos add special bonus points to your score, an important technique for gaining a high score. Each time you defeat an enemy, a Combo gauge appears. You must defeat another enemy or get a Score Item before the time runs out to continue the Combo. Moving and attacking rapidly is the key to a high score.

Status Screen

Press the START button to pause the game and display the Status screen.

Tips

- Defeated enemies sometimes drop a weapon or item. Enemies drop different items depending on which weapon you're using.
 - Bullets are limited on all weapons. Keep that in mind when you select weapons from the Weapon Box.
- 

Option mode

Adjust various game settings. Move the left analog stick or directional buttons **↑/↓** to select an option, and **←/→** to change a setting. Press the X button to display a submenu.

DIFFICULTY

Choose from five difficulty levels.

TIME

Adjust the play time for a stage.

PARTNER

Select ON to have a partner character in Arcade Mode.

BUTTON CONFIG.

Choose from six different control types.

VIBRATION

Turn controller vibration ON/OFF.

AUDIO SETUP

Choose Stereo or Monaural depending on your speaker setup.

SCREEN SETUP

Center the game screen on your monitor.

MONITOR TUNING

Adjust the brightness of your monitor so that the color bars under the red line cannot be seen. (Your monitor must have a brightness adjustment function to use this option.)

LOAD DATA

Load game data from a memory card (8MB) (for PlayStation®2).

EXIT

Return to the Mode Select Screen.





Save/load

SAVING

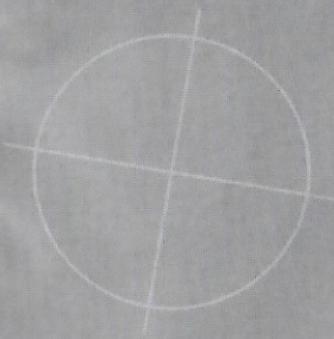
You can save game data after playing an Arcade Mode or Dungeon Mode stage, and when exiting the Option Menu. Follow the on-screen instructions to save.

LOADING

Your game data is automatically loaded when you start the game. You can also load a save file from a memory card (8MB) (for PlayStation®2) in the Option Menu.

- This game requires a memory card (8MB) (for PlayStation®2).
- At least 57k of free space must be available on the memory card to save game data.
- Do not remove the memory card (8MB) (for PlayStation®2) or turn off the power on the PlayStation®2 while data is being saved or loaded. Your game data may be lost if you do.

Notes



Notes

Customer Service Numbers

• Australia	—	1902 262 662
	Calls charged at \$1.65 (incl.GST) per minute. Please call these Customer Service Numbers only for PlayStation Hardware Support.	
• Österreich	—	0450 99 000 500
	Der Anruf unter dieser Nummer kostet max.41 Groschen/Sek. Bei allen Fragen rund um die PlayStation kontaktieren Sie bitte den Kundenservice.	
• Belgique/België/Belgen	—	011 301 306
	Veuillez appeler notre service clientèle à ces numéros seulement pour une assistance technique concernant la PlayStation.	
• Danmark	—	+45 33 26 28 20
	Åben Mand-Tors 16.00-19.00. Du bedes ringe til dette kundeservicenummer for support til din PlayStation.	
• Suomi	—	0600 411 911
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• Deutschland	—	01805 766 977
	Bei allen Fragen rund um die PlayStation kontaktieren Sie bitte den Kundenservice.	
• Greece	—	(00 301) 677 7701
	Παρακαλούμε να καλείτε αυτά τα Τηλέφωνα Εξυπρέπησης Πελατών μόνο για τεχνική υποστήριξη για την κονσόλα PlayStation.	
• Ireland	—	(01) 405 4022
	Please call these Customer Service Numbers only for PlayStation Hardware Support.	
• Italia	—	848 82 83 84
	Chiamare i numeri dell'assistenza clienti solo per problemi tecnici riguardanti l'hardware della PlayStation.	
• Malta	—	344 700
• Nederland	—	0495 574 817
	Wij verzoeken u deze klantenservicenummers alleen te bellen indien u advies wilt vragen over PlayStation apparatuur.	
• New Zealand	—	(09) 415 2447
	Please call these Customer Service Numbers only for PlayStation Hardware Support.	
• Norge	—	2336 6600
• Portugal	—	(01) 318 7450
	Por favor, contacte os seguintes números do nosso Serviço de Atendimento ao Cliente se tiver alguma dúvida ou problema com qualquer produto de hardware PlayStation.	
• España	—	902 102 102
	Por favor, llama a los siguientes números de nuestro Servicio de Atención al Cliente si tienes problemas con cualquier producto de hardware relacionado con la PlayStation.	
• Sverige	—	08-587 610 00
	Vänligen ring följande kundtjänstnummer enbart om problem uppstår på PlayStations programvara.	
• Schweiz/Suisse	—	0900 55 20 55
	Kinder und Jugendliche sollten vor dem Anrufen der Hotline die Eltern oder Erziehungsberechtigten um Erlaubnis fragen.	
• UK	—	08705 99 88 77
	Please call these Customer Service Numbers only for PlayStation Hardware Support. Calls may be recorded for training purposes.	

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