

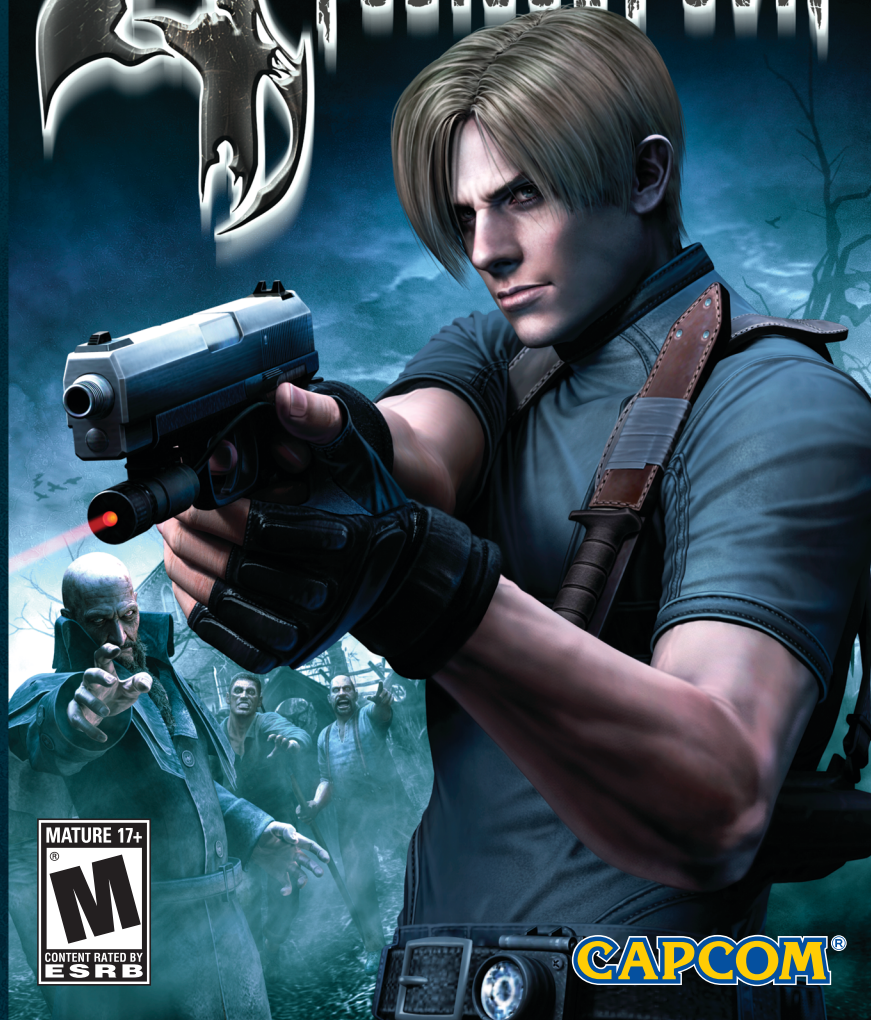


CAPCOM®

Capcom Entertainment, Inc.
475 Oakmead Parkway, Sunnyvale, CA 94085

www.ResidentEvil.com

4 resident evil®



CAPCOM®

CONTENTS

GETTING STARTED	2	ATTACHE CASE	14
CONTROLLER	3	MAP SCREEN	15
PROLOGUE	4	ITEM SCREEN	16
CHARACTERS	5	FILE SCREEN	17
GETTING INTO THE GAME	6	COMM SCREEN	17
OPTIONS SCREEN	7	COMBINING ITEMS	18
CONTROLS	8	WEAPONS DEALER	19
ACTIONS	10	GAME OVER & CONTINUE	20
ACTION BUTTON	11	SAVING & LOADING	21
GAME SCREEN	12	HINTS	22
SUBSCREEN	13		

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

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 2 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 2 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 UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- 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.

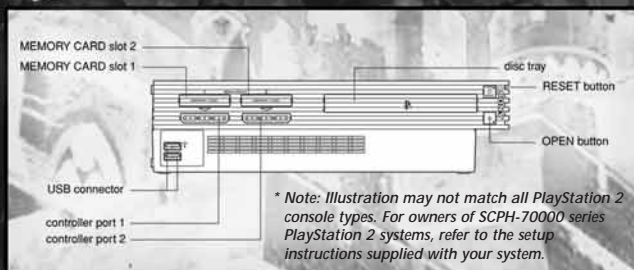
A SPECIAL MESSAGE FROM CAPCOM®

Thank you for selecting RESIDENT EVIL 4 for your PlayStation®2 computer entertainment system. CAPCOM is proud to bring you this new addition to your video game library.

CAPCOM ENTERTAINMENT, INC.
475 Oakmead Parkway
Sunnyvale, CA 94085

©CAPCOM CO., LTD. 2005 ALL RIGHTS RESERVED. CAPCOM, the CAPCOM logo and RESIDENT EVIL are registered trademarks of CAPCOM CO., LTD. Dolby Pro Logic, and the double-D symbol are trademarks of Dolby Laboratories. Manufactured under license from Dolby Laboratories. The ratings icon is a registered trademark of the Entertainment Software Association. All other trademarks are the property of their respective owners.

GETTING STARTED*



Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned ON. Press the RESET button. When the power indicator lights up, press the OPEN button and the disc tray will open. Place the RESIDENT EVIL® 4 disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close. Attach game controllers and other peripherals, 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 console. You can load saved game data from the same memory card or from any memory card containing previously saved games.

- ▼ You must be using a memory card with at least 127KB of free space in order to save your game data. If you need more free space than is available, delete older data from the memory card before starting play.
- ▼ Do not remove the memory card or turn off the power while saving or loading game data. Doing so could damage your game data.

CONTROLLER

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



CONNECTING THE CONTROLLER

Before starting play, connect the DUALSHOCK®2 analog controller to controller port 1. You can turn the controller's vibration function on/off in Options Mode (page 7).

MENU CONTROLS

- left analog stick ↑ / ↓ Select menu option
- left analog stick ← / → Change option setting
- directional buttons Same as left analog stick
- ⊗ button Confirm menu selection
Next menu
- or ○ button Cancel/Close menu
Previous menu

Button controls used in this manual are defaults. You can change the button mapping on the Options screen (page 7).



PROLOGUE

Several years have passed since the destruction of Raccoon City...



Leon is now facing
his ultimate
challenge...



A mysterious village...



Creatures that defy nature...



Are they human
...or...?



CHARACTERS

LEON S. KENNEDY

Agent for the U.S. Government. He has been sent to Europe on a solo mission to rescue the President's kidnapped daughter, Ashley. Leon is one of the few people who survived the destruction of Raccoon City six years ago.

ASHLEY GRAHAM

Daughter of the President of the United States. She was kidnapped by a mysterious group on the way home from her college in Massachusetts. Allegedly she has been spotted in a village in Europe, but there has been no sign of her since!





GETTING INTO THE GAME

STARTING A GAME



Press the  button to skip the opening movie and display the Mode Select screen. Use the menu controls (page 3) to select an option:

- ▼ **START** – Start a new game from the beginning. (After you complete the game the first time around, you can select a difficulty level the next time you play.)
- ▼ **LOAD** – Load your saved progress and continue your game. Selecting the last saved file (page 2i) lets you resume the game from where you left off.
- ▼ **OPTIONS** – Change various game settings (page 7).



PROGRESSIVE SCAN MODE





This game can be set to display a higher quality picture on TVs that support progressive mode. In order to enjoy progressive mode, you need a progressive mode enabled (525p) television with component video inputs, and a PlayStation 2 Component Video Cable (SCPH-10100; sold separately). For instructions on setting up for progressive mode, see your PlayStation 2 Instruction Manual or the instructions for the Component Video Cable. If you are unsure about your TV's compatibility, refer to the TV's instruction manual or contact the manufacturer.

To activate progressive mode, press and hold the  and  buttons while the game is starting up. A message will appear prompting you to switch over to progressive mode. Select YES to activate the mode. If the picture displays correctly, select YES again. If the picture does not display correctly, press the RESET button and use Normal Mode.

NOTE: On some TVs, activating progressive mode sets the image to wide screen (16:9) format.

OPTIONS SCREEN

Select **OPTIONS** from the Main Menu, or press the  button in-game to open the Pause/Options menu.

Change various game settings on this screen. Highlight an option by moving the left analog stick or directional buttons  / , and change the setting by moving it  / .

- ▼ **LOAD GAME** – Resume a game from your last save point (page 2i). (Available from the in-game Pause/Options menu only.)
- ▼ **RETRY FROM A CONTINUE POINT** – Restart the game from the last checkpoint you passed. (Available from the in-game Pause/Options menu only.)
- ▼ **CONTROLLER SETUP** – Set the camera angle and sight control, toggle **INVERTED AIM** on/off, switch the **CONTROLLER CONFIG** (**TYPE I** or **TYPE II**), turn the controller's vibration feature on/off, and select your **QUICK KNIFE** (**TYPE I** or **TYPE II**).
- ▼ **SCREEN ADJUST** – Adjust the brightness of your TV screen (if available on your TV), and toggle the widescreen display on/off.
- ▼ **AUDIO SETUP** – Select **STEREO**, **MONAURAL**, or **DOLBY® PRO LOGIC® II** depending on your system's audio setup (see below).

NOTE: Be sure to read the screen hints for further information when changing settings.

FOR DOLBY® PRO LOGIC® II DECODING:

This game is presented in Dolby Pro Logic II. Connect your game console to a sound system with Dolby Pro Logic, Dolby Pro Logic II, or Dolby Pro Logic IIx decoding to experience the excitement of surround sound. You may also need to select Dolby Pro Logic II from the Audio Setup menu of the game.

CONTROLS

L1 button

- Ready Knife
- Hold **L1** + **X** Button = Knife Attack
- On the Subscreen, switch to Key or Treasure screen

R2 button

- Communicate with Ashley (toggle between "Wait!" and "Follow me!")

R1 button

- Ready weapon
- Hold **R1** + **X** button = Fire/Attack
- Hold **R1** + **□** or **○** button = Reload
- On the Subscreen, switch to Attache Case

△ button

- Open Map

□/○ button

- Hold **□** or **○** button + **↑** = Run
- Hold **□** or **○** button + **↓** = 180° Turn
- Hold **R1** + **□** or **○** button = Reload

X button

- Action
- Hold **R1** + **X** button = Fire/Attack

START (START) button

- Open Subscreen

SELECT (SELECT) button

- Open Options screen
- Skip movies

right analog stick

- Adjust camera view

left analog stick/directional buttons

- Move forward/back (**↑**/**↓**)
- Rotate left/right (**←**/**→**)
- Hold **L1**/**R1** button then move = Aim weapon

Button controls used in this manual are defaults. You can change the button mapping on the Options screen (page 7).

ACTIONS

AIM AND SHOOT!

▼ Hold the **R1** button to ready your weapon and use the left analog stick or directional buttons to aim using your weapon's laser sight.

▼ Press the **X** button to shoot (attack).



180° TURN

▼ While moving backward (left analog stick or directional buttons **↓**), press the **□** or **○** button to do an "about face"!



WEAPON RELOAD

▼ While holding the **R1** button, press the **□** or **○** button to reload your weapon.

▼ Some weapons take longer to reload.

KNIFE ATTACK

▼ Hold the **L1** button to switch to the Knife regardless of your equipped weapon.

▼ While holding the **L1** button, press the **X** button to slash.



ACTION BUTTON

When you see the Action Button hint on screen, press the indicated button(s) to perform various awesome actions.

Aim for enemy's head!



Get close and press the button!



Kick!

GAME SCREEN



Action Button
Hint

Health

Remaining Ammo

- ▼ Your Health is vital to your success. If it disappears, your game ends. Keep up your health by finding power-ups and avoiding enemy attacks and traps.
- ▼ Once Ashley joins you, her Health appears here along with yours.
- ▼ When you run out of ammo, the Remaining Ammo indicator reads **EMPTY**. If you have Ammo in your inventory, you need to reload. If you don't, you need to switch to another weapon.

SUBSCREEN



Attaché Case

Name of
Selected Item

Currency

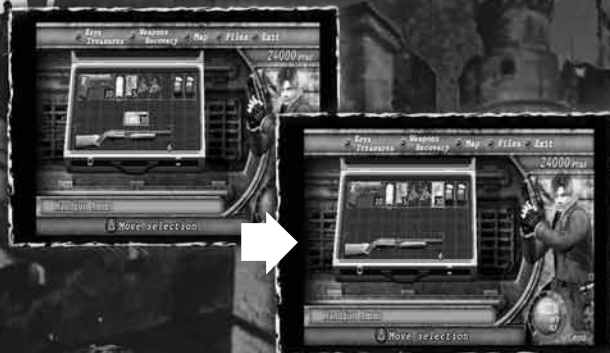
Press the **START** button to open the Subscreen. Here you can:

- ▼ Organize items in your Attaché Case (page 14).
- ▼ Equip weapons, and combine weapon parts to make new weapons.
- ▼ Use Recovery items.
- ▼ Combine herbs and other items.

EQUIPPING/USING ITEMS

- ▼ Highlight the items you want to equip or use and press the **X** button to display commands.
- ▼ Select **EQUIP** or **USE** to perform that command.

ATTACHE CASE



ORGANIZING ITEMS IN YOUR ATTACHE CASE

- ▼ Highlight the item you want to move, then press the **△** button.
- ▼ Move the cursor to an empty space.
- ▼ Press the **△** button again to complete the move.
- ▼ Press the **L1** and **R1** buttons to rotate the selected item.

You can only pick up items if there is free space in your Attache Case. Manage your items and space so you're always carrying the most important items for the tasks ahead.

Temporary Space

TEMPORARY SPACE

When you don't have enough space for every item, you can place extra items in the Temporary Space.



MAP SCREEN

Select **MAP** from the Subscreen, or press the **△** button while in-game for quick access to the Map.



Destination

Current Location

SELECT MARKER

Select the item you want to see and it will appear on the Map, showing you its location.




ITEM SCREEN

Key Item

Treasure



- ▼ Highlight either the Key item or Treasure item and press the  button to display the list of commands.
- ▼ Select your command.

FILE SCREEN



View Files acquired during the game.

COMM SCREEN

Hunnigan will contact you with advice and warnings at certain times during the game.

COMBINING ITEMS



By combining related items, you can free up space in your inventory and even power up your weapons.

COMBINING HERBS

- ▼ Highlight the herb you want to combine, press the **X** button and select **COMBINE**.
- ▼ Line it up with the second herb.
- ▼ Press the **X** button to combine the original herbs into a new herb.

WEAPONS DEALER



Talk to the Weapons Dealer to buy and sell items. Here you can:

- ▼ **BUY** – Purchase weapons and parts.
- ▼ **TUNE UP** – Increase the firepower, firing speed, capacity and reload speed of your current weapons.
- ▼ **SELL** – Trade in jewels and other treasures for money.

NOTE: If you don't have enough space in your Attache Case, you may not be able to make purchases.



SAVING & LOADING

GAME OVER & CONTINUE

GAME OVER

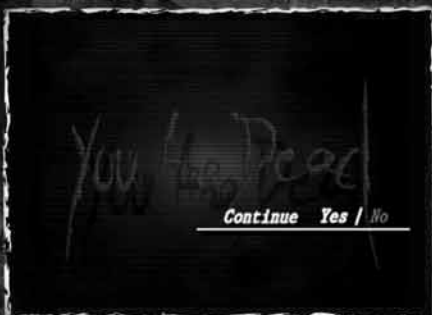
Getting attacked by enemies and falling into enemy traps depletes your Health Meter. When the meter reaches zero, your game is over.

You will also end the game by failing to complete your mission requirements.



CONTINUE

Even if your game is over, you can choose to continue the same game. To do that, select YES on the Continue screen.




SAVING YOUR PROGRESS

Use typewriters you'll find in the game to save your progress to a memory card.

- ▼ You must have a memory card inserted in MEMORY CARD slot 1 in order to save your progress.
- ▼ Each saved game requires 127KB of free space on the memory card. Delete older data before saving if you need more space.
- ▼ Protect your data! Do not insert or remove the memory card while saving game data.



LOADING SAVED DATA

Load your saved game progress by selecting LOAD on the Main Menu, or LOAD GAME on the Options screen. (To open the Options screen in mid-game, press the  button.)

- ▼ You must have a memory card containing saved RESIDENT EVIL® 4 game data inserted into MEMORY CARD slot 1 in order to load a saved game.
- ▼ Protect your data! Do not insert or remove the memory card while loading saved game data.



HINTS

FIGHTING

- ▼ Enemies fall down easier if you shoot out their legs and feet.
- ▼ If you time your Action Button kicks right, they will hit other enemies around you as well as your target.

SHOOTING THROUGH DOORS

- ▼ You can shoot enemies through wooden doors.

EXPLOSIVES

- ▼ Shoot red barrels and drum cans to make them explode. Take out multiple enemies with one shot!

WEAPONS DEALER

- ▼ You may get more money out of items by combining different treasures than you would by selling the items individually.

From the creators of Devil May Cry® and Resident Evil®.

Devil KINGS™



AVAILABLE NOW!

CAPCOM®

www.capcom.com/devilkings

TEEN



Language
Suggestive Themes
Violence

ESRB CONTENT RATING

www.esrb.org

PlayStation 2



©CAPCOM CO., LTD. 2005 ALL RIGHTS RESERVED. DEVIL MAY CRY, RESIDENT EVIL, CAPCOM and the CAPCOM LOGO are registered trademarks of CAPCOM CO., LTD. DEVIL KINGS is a trademark of CAPCOM CO., LTD. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a registered trademark of the Entertainment Software Association. All other trademarks are owned by their respective owners.

FOR CENTURIES **THE DARKWATCH** HAS
PROTECTED THE WORLD FROM EVIL.
NOW, AS **JERICHO CROSS**, YOU MUST JOIN
THIS SECRET SOCIETY TO SAVE HUMANITY...
AND YOURSELF.



**AVAILABLE
NOW!**

DARKWATCH™

DEATH FEARS THOSE WHO WEAR THE BADGE.



PlayStation.2



JOIN US AT DARKWATCH.COM

©2005 High Moon Studios, Inc. All Rights Reserved. Published and distributed by Capcom Entertainment, Inc. CAPCOM and the CAPCOM LOGO are registered trademarks of CAPCOM CO., LTD. DARKWATCH and all related trademarks are trademarks or registered trademarks of High Moon Studios, Inc. or its affiliates. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a registered trademark of the Entertainment Software Association. All other trademarks are owned by their respective owners.

CREDITS

Manual: Hanshaw Ink & Image; Marketing: Todd Thorson, David Riley, Jack Symon, Sarah Felbinger, Laili Bosma, Carrie Root, Robert Johnson, Nate Williams, Rey Jimenez and Ryuhei Tanabe; Package Design: Michi Morita, Corey Tran and Scott Baumann; Translation: Brian Dunn; PR: Melinda Mongelluzzo, Arne Cual-Pedroso and Alicia Kim; Customer Service: Philip Navidad, Robert Hamiter and Frank Filice.

90-DAY LIMITED WARRANTY

CAPCOM ENTERTAINMENT, INC. ("CAPCOM") warrants to the original consumer that this DVD-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 DVD-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 DVD-ROM to CAPCOM freight prepaid at your own risk of damage or delivery. We recommend sending your DVD-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 94085

This warranty shall not apply if the DVD-ROM 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 DVD-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 DVD-ROM to CAPCOM freight prepaid at your own risk of damage or delivery, enclosing a check or money order for \$20.00 (U.S. funds only) payable to CAPCOM. We recommend sending your DVD-ROM certified mail. CAPCOM will replace the DVD-ROM, subject to the conditions above. If replacement DVD-ROMs 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.