



RESIDENT EVIL™ DIRECTOR'S CUT

PlayStation® Classic

DEFAULT CONTROLS

START button	start game/pause game/select Status screen
directional buttons	move character
CROSS button	open door/attack/talk to characters/check item
SQUARE button (hold) + UP	run forwards
R1 button	draw weapon
UP	go forwards/ push item
LEFT	turn left
RIGHT	turn right
DOWN	go backwards
TRIANGLE button	cancel previous action (on Status screen and Option screen)

You can change these controls in the Option screen.

Press and hold the R1 button to draw your weapon then use the directional buttons to aim – UP and DOWN moves the weapon up or down; and LEFT or RIGHT moves the weapon left or right. Press the CROSS button to activate the weapon.

WEAPONS

Your standard equipment includes a 9mm semi-automatic hand gun and a combat knife. There are many other weapons to acquire through your search. Some weapons are more difficult to handle so try them before taking them into combat but don't waste too many rounds.

COMBAT KNIFE

A good weapon for a close fight but not nearly as powerful or protective as a firearm.

9MM HAND GUN

Popular common hand gun used by many public organizations and armed forces for its high level of reliability. Your gun can hold a clip of 15 bullets maximum. When the clip runs out and you have another, your character will automatically reload.

SHOTGUN

An excellent hunting gun. It sprays the ammo and is powerful enough to take down fast-moving enemies. It is extremely handy when used at close range.

SITUATION

New members of Alpha Team arrive in Raccoon City late in the day. Earlier strange reports come in from locals about missing people and unusual sightings of dog-like monsters. The mangled remains of a woman hiker are fished out of the river. The police report notes that something powerful had gotten hold of her judging by the depth of the teeth marks. Most likely a grizzly or wolf attack.

Public demands police action.

Police actions

- a) Entrance to mountain road barricaded.
- b) S.T.A.R.S. contacted.
- c) S.T.A.R.S. informed that hiker was part of tourist group that had gone into the mountains a few days earlier.
- d) S.T.A.R.S. Bravo Team joins mountainside search for more hikers.

Bravo Team helicopter discovers a mansion. Engine fails. Helicopter goes down. Contact lost with Bravo Team over mountains.

Alpha Team Mission Objectives

- a) Investigate Raccoon Forest area.
- b) Locate Bravo Team helicopter.
- c) Locate and rescue Bravo Team members.
- d) Bring situation under control.

STARTING A MISSION

NEW GAME

Choose one of three modes:

- Original (original version)
- Beginner (easy)
- Arrange (new enhanced version)

You take command of either Chris Redfield or Jill Valentine – two top members of S.T.A.R.S. Alpha Team.

RESET GAME

To return to the RESIDENT EVIL DIRECTOR'S CUT title screen during the action, press the START button to open the Status screen, then press and hold the SELECT and START buttons simultaneously for two seconds. Your game will reset automatically.

STATUS SCREEN

This screen shows your characters' condition and the items you are carrying. Use the directional buttons to highlight an item or function then press the CROSS button to activate the options.

ITEMS

After highlighting the item you want to use press the CROSS button. You then have three options in the command window:

- Use/equip
- Check
- Combine

Use/Equip

To use the item highlight "USE" and press the CROSS button. For weapons "EQUIP" will be displayed on-screen instead of "USE". If you select "EQUIP" you'll be equipped with that weapon. You cannot use a weapon until you have equipped it. You can only use one weapon at a time.

Check

This option allows you to examine an item or weapon you have acquired. By using the directional buttons after selecting the item or weapon you can rotate it and examine it in 3D. If you want to increase or decrease the magnification of the item press the R2 button or the L2 button respectively. If you want to rotate the item clockwise or counter-clockwise press the R1 button or the L1 button.

Combine

Some items have a different effect when you combine them with other items particularly weapons. When you want to reload a clip of ammo for a gun, select the clip then select "COMBN" from the command window. Use the directional buttons to move the cursor onto the gun you want to put the clip in. Try combining other items to discover new effects

CONDITION

On the Status screen next to your character's mug shot is an electrocardiograph ECG. This ECG shows the current condition of your character and will read "FINE" or whatever the status of your character is. To return your character to better health you must find medicine.

MAP/FILE/RADIO

There are three other functions you can perform from the Status screen.

Map

Select this option to view the rooms and areas you have already visited. This feature helps you keep track of where you need to go.

File

As you explore you will discover notes, messages or other information that will automatically be filed in your character's notebook. Select this to view the contents of messages and pick up hints.

Radio

If this option is available you have a radio at your command but cannot use it unless you hear it beeping. If you hear it beeping, quickly open the Status screen and select "RADIO" to receive the transmission. If you're too late, you could miss an important message!

ITEM BOXES

You will notice that your character can only carry a limited number of items at a time (Chris carries six items while Jill carries eight). 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 certain time you can store other items in an Item Box.

The item boxes are located in strategic places. Use them wisely because they are limited in space. To open the item box stand in front of the box and press the CROSS button. The Item Select screen will then appear.

You can remove items from an Item Box as well as exchange items or place new items in.

To place an item into an Item Box:

- use the directional buttons to highlight the item then press the CROSS button.
- select a slot that reads “NOTHING” and press the CROSS button to place the item into the box.
- if there are no slots that read “NOTHING” the Item Box is full.

To exchange an item place the cursor over the item you want to exchange and press the CROSS button, then highlight the item in the box you want to exchange and press the CROSS button.

To take an item out of an Item Box you must have an empty slot available to carry the item. Select the empty slot first then press the CROSS button to move the cursor to the Item Box. Highlight the item to take out of the box and press the CROSS button.

OPTION MODE

Select “Option” on the title screen to access the Option mode.

You can adjust the following options:

SOUND: choose either Stereo or Mono depending on the capabilities of your TV.

CONFIG: choose from three preset configurations – A, B or C.

You can also edit the button configuration, just highlight the button you want to change then press the CROSS button to display a list of available actions. Move the cursor to your desired action then press the CROSS button. When you have finished adjusting your options, select "EXIT".

Note: "DASH" refers to "Run" and "GET READY" refers to "Draw Weapon".

S.T.A.R.S. ALPHA TEAM

CHRIS REDFIELD

After being kicked out of the Air Force, Chris became a drifter until he met Barry Burton. Barry recruited him for the newly-formed S.T.A.R.S. Now Chris has been reassigned to a smaller unit at Raccoon City headquarters.

JILL VALENTINE

An intelligent soldier that has rescued many S.T.A.R.S. members from danger in the past. Jill has been reassigned to Raccoon City. She is excellent with special mechanical devices such as lock-picks.

BARRY BURTON

Chris Redfield's old friend and partner. Former SWAT team member. Barry maintains and supplies weapons for all S.T.A.R.S. members. With over 16 years of experience he has led many successful missions.

JOSEPH FROST

Previous member of S.T.A.R.S. Bravo Team and already stationed in Raccoon City, Joseph was recently promoted to serve as vehicle specialist for Alpha Team.

BRAD VICKERS

Brad is a computer expert and is an excellent source of information. Unfortunately his fear of dying and lack of enthusiasm for rushing into danger have earned him the nickname "Chickenheart".

ALBERT WESKER

Leader of the S.T.A.R.S. unit and Alpha Team. Viewed by many as a “cool guy” for his snappy haircut and perpetual shades, Wesker was recruited by a headhunter for his sharp insight. He founded the S.T.A.R.S. unit in Raccoon City.

S.T.A.R.S. BRAVO TEAM

ENRICO MARINI

Bravo Team’s leader and Wesker’s second in command. Enrico feels threatened by the arrival of the Alpha Team thinking that Chris or Barry may end up replacing him.

RICHARD AIKEN

A very important member of S.T.A.R.S. serving as Bravo’s communications expert. The only link back to headquarters for teams out in the field. Richard actually has to pull double duty as radioman for both units since Alpha Team has no dedicated communications expert.

REBECCA CHAMBERS

The youngest member of the group, Rebecca has been recruited for her knowledge of field medicine and First Aid. She is nervous around other members both because of her age and lack of experience.

FOREST SPEYER

Forest is a great sniper in addition to his duties as Bravo’s vehicle specialist. He is a consummate professional, and his work earns him great respect from the other members.

KENNETH J. SULLIVAN

A quiet but very talented field scouting officer, Kenneth formerly worked as a chemist. He wonders why his chemical experience is necessary in Raccoon City but quickly discounts this as Wesker himself enlisted him in S.T.A.R.S.

