



Resident Evil[®] Zero



CAPCOM
www.capcom.com

CAPCOM ENTERTAINMENT, INC.
475 OAKMEAD PARKWAY, SUNNYVALE, CA 94085



49332A

INSTRUCTION BOOKLET

CAPCOM



NINTENDO
GAMECUBE

PRINTED IN USA

WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME DISC OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

⚠ WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

| | | |
|-----------------------|--------------------------------|--------------------------|
| Convulsions | Eye or muscle twitching | Loss of awareness |
| Altered vision | Involuntary movements | Disorientation |

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

⚠ WARNING - Repetitive Motion Injuries

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendinitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

CREDITS

Manual Design: Hanshaw Ink & Image; Marketing: Todd Thorson, Sean Mylett, Bonnie Scott, Robert Johnson and Nate Williams; Creative Services: Jennifer Deauville and Marion Clifford; Package Design: Michi Morita and Jamie Gibson; Translation: Ben Judd; PR: Melinda Mongelluzzo, Matt Atwood and Carrie Root; Special thanks to: Tom Shiraiwa, Bill Gardner, Robert Lindsey and Customer Service.

90-DAY LIMITED WARRANTY

CAPCOM ENTERTAINMENT, INC. ("CAPCOM") warrants to the original consumer that this Nintendo GameCube Game Disc 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 Game Disc 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 Game Disc to CAPCOM freight prepaid at your own risk of damage or delivery. We recommend sending your Game Disc by 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 Game Disc 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 Game Disc 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 Game Disc 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 Game Disc by certified mail. CAPCOM will replace the Game Disc, subject to the conditions above. If replacement Game Discs are not available, the defective product will be returned to you and the \$20.00 payment refunded.

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.

ALL THINGS CAPCOM



U.S.A. | Capcom Coin-Op | Nickel City Family Entertainment Centers | Capcom Japan | Capcom Asia | Capcom

©2002 Capcom U.S.A., Inc. All rights reserved. 020202-0002
Sega, Dreamcast and the Dreamcast logo are either registered trademarks or trademarks of Sega Enterprises, LTD.
Nintendo, the official seal, Nintendo 64, and the "N" logo are trademarks or trademarks of Nintendo Inc.
PlayStation and the PlayStation logo are registered trademarks of Sony Computer Entertainment Inc.
The character "R" is a registered trademark of the International Copyright Software Association.
"Box" and "Blockade" are trademarks of Microsoft Corp.

CAPCOM COMMUNITY



<http://www.capcom.com>

MERCHANDISE



Capcom.com is your one stop shop for all things Capcom! It's all at Capcom.com. And that's only the beginning. Dig deeper and you'll discover exclusive Capcom merchandise, game trailers, strategy guides, and even an online game forum, all at Capcom.com. Register to receive the Capcom Newsletter and a chance to win prizes.



⚠ WARNING - Electric Shock

To avoid electric shock when you use this system:

- Use only the AC adapter that comes with your system.
- Do not use the AC adapter if it has damaged, split or broken cords or wires.
- Make sure that the AC adapter cord is fully inserted into the wall outlet or extension cord.
- Always carefully disconnect all plugs by pulling on the plug and not on the cord.
- Make sure the Nintendo GameCube power switch is turned OFF before removing the AC adapter cord from an outlet.

⚠ CAUTION - Motion Sickness

Playing video games can cause motion sickness. If you or your child feel dizzy or nauseous when playing video games with this system, stop playing and rest. Do not drive or engage in other demanding activity until you feel better.

⚠ CAUTION - Laser Device

The Nintendo GameCube is a Class 1 laser product. Do not attempt to disassemble the Nintendo GameCube. Refer servicing to qualified personnel only.

Caution - Use of controls or adjustments or procedures other than those specified herein may result in hazardous radiation exposure.

CONTROLLER NEUTRAL POSITION RESET

If the L or R Buttons are pressed or the Control Stick or C Stick are moved out of neutral position when the power is turned ON, those positions will be set as the neutral position, causing incorrect game control during game play.

To reset the controller, release all buttons and sticks to allow them to return to the correct neutral position, then hold down the X, Y and START/PAUSE Buttons simultaneously for 3 seconds.



This official seal is your assurance that Nintendo has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo product.



All Nintendo products are licensed by sale for use only with other authorized products bearing the Official Nintendo Seal of Quality.®



1 Player

THIS GAME SUPPORTS GAME PLAY USING ONE PLAYER AND CONTROLLER.



Memory Card

THIS GAME REQUIRES A MEMORY CARD FOR SAVING GAME PROGRESS, SETTINGS OR STATISTICS.

CAPCOM

CAPCOM ENTERTAINMENT, INC.
475 Oakmead Parkway
Sunnyvale, CA 94085
©CAPCOM CO. LTD., 2002

©CAPCOM U.S.A., INC. 2002 ALL RIGHTS RESERVED.
CAPCOM, the CAPCOM logo and RESIDENT EVIL® are registered trademarks of CAPCOM CO. LTD. The ratings icon is a registered trademark of the Interactive Digital Software Association.



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, OR VISIT WWW.ESRB.ORG.

MATURE
BLOOD & GORE, VIOLENCE

LICENSED BY

Nintendo

NINTENDO, NINTENDO GAMECUBE AND THE OFFICIAL SEAL ARE TRADEMARKS OF NINTENDO.
© 2002 NINTENDO. ALL RIGHTS RESERVED.

"a good, old-fashioned, American creep-out."

- Comics Buyer's Guide

RESIDENT EVIL™

CODE:Veronica

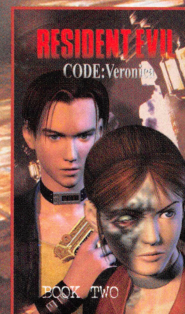
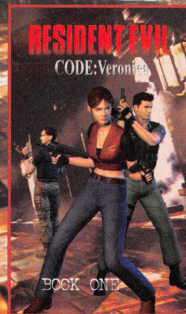
BOOK THREE

The latest softcover collection of the original Hong Kong Comics adapted from the best-selling videogame

Available Now

Available at comic book specialty stores and other bookstores everywhere!

Also available:



Suggested for Mature Readers

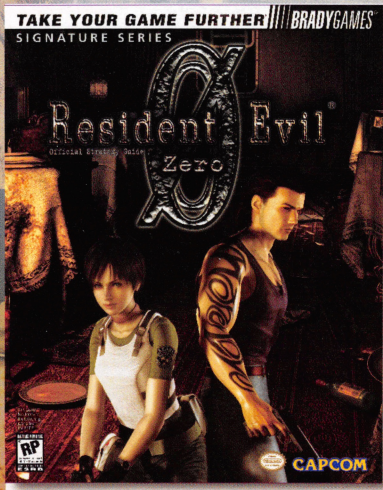
Call 1-888-COMIC BOOK or visit dcomics.com to locate your nearest comics shop
© 2002 Capcom Co. Ltd. All Rights Reserved. RESIDENT EVIL CODE: VERONICA is a trademark of Capcom Co. Ltd.



WWW.OSWALD.COM



SURVIVE THE DAWN OF A NIGHTMARE...



with the Official
Strategy Guide
from BradyGames.

- Complete Walkthroughs for Rebecca and Billy.
- Highly Detailed Maps.
- Expert Boss Tactics.
- Game Secrets Revealed!
- Signature Series Guide Features Bonus Content and More!

To purchase BradyGames' *Resident Evil*® Zero Official Strategy Guide, visit your local electronics, book, or software retailer. Also available online at bradygames.com.

ISBN: 0-7440-0214-1

UPC: 7-52073-00214-5

PRICE: \$14.99 US / \$21.99 CAN / £9.99 Net UK

CAPCOM

BRADYGAMES
TAKE YOUR GAME FURTHER

CONTENTS

| | |
|-----------------------|----|
| Loading | 2 |
| Basic Controls | 3 |
| Prologue | 4 |
| Starting the Game | 6 |
| Game Modes | 6 |
| Game Over | 7 |
| Saving a Game | 7 |
| Actions | 8 |
| Status Screen | 10 |
| Handling Items | 11 |
| Combining Items | 11 |
| Discarding Items | 12 |
| Trading Items | 12 |
| Map | 13 |
| File | 13 |
| Options | 13 |
| Partners | 14 |
| Stuck and Surrounded? | 16 |
| S.T.A.R.S. Notebook | 18 |

VISIT THE RESIDENT EVIL WEB SITE

www.residentevil.com

CAPCOM HINT LINE

Hints are available:

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

www.capcom.com

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

REGISTER ONLINE AT WWW.CAPCOM.COM

LOADING

1. Make sure the **POWER** Button is OFF on your Nintendo GameCube™.
2. Insert your **RESIDENT EVIL® ZERO** Nintendo GameCube™ Game Disc 1 as described in the instruction manual.
3. Insert the Nintendo GameCube™ Controller into Controller Socket 1.
4. If you want to save a game, insert a Nintendo GameCube™ Memory Card into Memory Card Slot A.
5. Press the **POWER** Button ON. (IMPORTANT: Make sure not to touch the Control Stick while doing so.)

GAME SYSTEM

RESIDENT EVIL ZERO is a 2-disc game. When you first play, be sure to start playing from Game Disc 1. When the Change Disc screen is displayed, follow the instructions and change the disc. Then continue the game.

Please be sure to save your game. If you continue play from Game Disc 1 onto Game Disc 2 without saving, and you turn off the power, you will lose any progress you made on Game Disc 2.

CONTROL STICK / + CONTROL PAD

- ▲ move forward
- ▼ move backward
- ▶ rotate right
- ◀ rotate left

Quick 180° Turn - press ▼ + B Button

Soft Reset - press START + the B + X Buttons simultaneously

L BUTTON

- switch targets (press while aiming)

COMING SOON!

To pre-order go to:
www.ResidentEvil.com

RESIDENT EVIL 3

MEMESIS

CAPCOM

NINTENDO GAMECUBE™

MATURE
M
CONTENT RATED BY
ESRB

Blood
Violence

©CAPCOM CO., LTD. 2002 ©CAPCOM U.S.A., INC. 2002. ALL RIGHTS RESERVED.
CAPCOM, the CAPCOM logo and RESIDENT EVIL are registered trademarks of
CAPCOM CO., LTD. Nintendo and Nintendo GameCube are trademarks of Nintendo.
The ratings icon is a registered trademark of the Interactive Digital Software Association.

RESIDENT EVIL



COMING SOON!

To pre-order go to:
www.ResidentEvil.com

CAPCOM

**NINTENDO
GAMECUBE™**



Blood and Gore
Violence

©CAPCOM CO., LTD. 2002 ©CAPCOM U.S.A., INC. 2002. ALL RIGHTS RESERVED.
CAPCOM, the CAPCOM logo and RESIDENT EVIL are registered trademarks of
CAPCOM CO., LTD. Nintendo and Nintendo GameCube are trademarks of Nintendo.
The ratings icon is a registered trademark of the Interactive Digital Software Association.

BASIC CONTROLS

The controls in this manual are default.
You can change the default controls
in Options Mode.

START/PAUSE

- switch between team
individual movement

B BUTTON

- cancel selection
- run (hold down B Button and press
the Control Stick/+Control Pad ↑)

R BUTTON

- aim weapon

Z BUTTON

- open Map screen

Y BUTTON

- open Status screen

X BUTTON

- switch characters



A BUTTON

- confirm selection
- investigate
- fire (while pressing R Button)

C STICK

- move partner (walk or run
depending on how far in
you push the stick)

PROLOGUE

1998 ...

Several "unusual" murder cases had occurred in Raccoon City, a suburb in the midwest.

Gravely, Raccoon City police reviewed reports of groups of "people-eating monsters" attacking civilians' houses. The order came down: send in the elite S.T.A.R.S. team to investigate.

The S.T.A.R.S. Bravo team went in first. Unfortunately, due to inexplicable engine trouble, they had to make an emergency landing ...

They touched down in a dense, dark forest. This was the beginning ...

... of the nightmare!

BILLY COEN

Convicted on circumstantial evidence, this ex-Marine was sentenced to death for the murder of 23 people. On the way to his execution, the transport he was riding in crashed and he escaped.

While on the run, he bumps into Rebecca ...



Resident Evil®

More evil awaits you

...only on Nintendo GameCube™

Get the entire collection!



CAPCOM®

AVAILABLE NOW!

**NINTENDO
GAMECUBE™**

MATURE
M
CONTENT RATED BY
ESRB

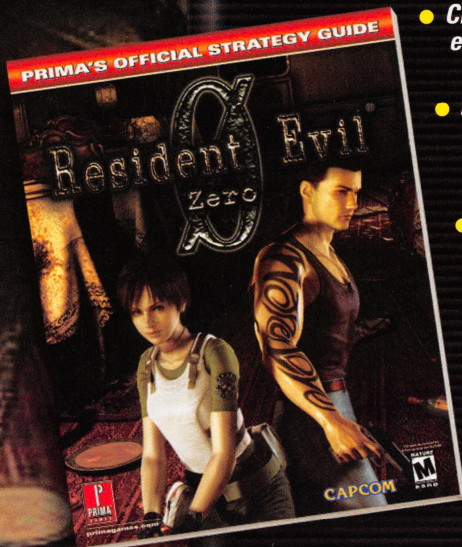
Blood and Gore
Violence

©CAPCOM CO., LTD. 2002 ©CAPCOM U.S.A., INC. 2002. ALL RIGHTS RESERVED.
CAPCOM, the CAPCOM logo and RESIDENT EVIL are registered trademarks of
CAPCOM CO., LTD. Nintendo and Nintendo GameCube are trademarks of Nintendo.
The ratings icon is a registered trademark of the Interactive Digital Software Association.

**YOU'VE GOT THE GAME,
NOW GET
THE GUIDE**

Resident Evil® Zero

PRIMA'S OFFICIAL STRATEGY GUIDE



- *Crafty tips for solving every puzzle*
- *Detailed maps revealing item locations*
- *Step-by-step walkthroughs*
- *Strategies for using both characters*
- *Battle tactics for defeating every enemy and boss*
- *All secrets revealed!*



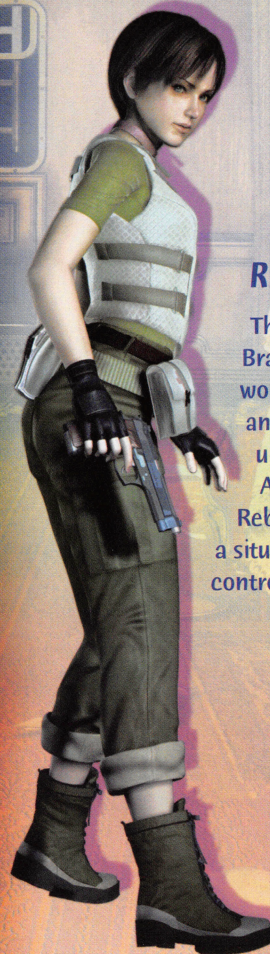
primagames.com®

CAPCOM

©CAPCOM CO., LTD. 2002 ©CAPCOM U.S.A., INC. 2002. ALL RIGHTS RESERVED. CAPCOM, the CAPCOM logo and RESIDENT EVIL are registered trademarks of CAPCOM CO., LTD. Nintendo and Nintendo GameCube are trademarks of Nintendo.

S.T.A.R.S.

- Special Tactics And Rescue Service.
- An elite unit assigned to special missions.
- Composed of two teams: Alpha team and Bravo team.



REBECCA CHAMBERS

The newest member of S.T.A.R.S. Bravo team. She is a gifted woman who sped through school and graduated from her university at the age of 18. A highly organized agent, Rebecca knows how to control a situation without letting it control her.

STARTING THE GAME

1. After you turn on the power, the Title screen appears.
2. Press **START/PAUSE** to display the Mode Selection screen.
3. Highlight your game mode choice and press **START/PAUSE** or the **A Button**.

GAME MODES

LOAD GAME - Continue a previously saved game. Select the Memory Card containing your saved data, then select a file to load. Press the **A Button** after each selection. (This game requires 9 free blocks of memory in order to save game data.)

NEW GAME - Start a new game from the beginning and set your game difficulty:

- **HARD** - for experts
- **NORMAL** - if you've played before
- **EASY** - beginners' best choice

OPTIONS - Change various game settings:

- **AUDIO SETUP** - choose between **Stereo** and **Monaural**. Select either **BGM** or **Sound Effects** and adjust the volume levels by pressing the Control Stick or +Control Pad ◀ or ▶.
- **BUTTON CONFIG** - select your control setting by pressing the Control Stick or +Control Pad ◀ or ▶.
- **RUMBLE** - toggle the controller rumble feature **ON** or **OFF**.
- **MONITOR TUNING** - adjust the screen brightness by pressing the Control Stick or +Control Pad ▲ or ▼. For more help, follow the directions on screen. Setting your preferred brightness quality can improve the quality of your gameplay experience.
- **GAME RESET** - reset the game and return to the Title screen.

S.T.A.R.S. NOTEBOOK

GAME OVER

Whenever you are attacked or spring a trap your character takes damage.

When the damage accumulates to a certain level, your character dies and your game is over.

Whether you or your partner dies makes no difference – you still lose.

Check on your character's condition on the electrocardiogram in the Status screen.



You Are Dead

SAVING A GAME

In order to save the game you must first find an ink ribbon. Once you have one, find a typewriter.

- Remember to press the A Button after each selection.
1. Move your character near the typewriter and select **Save**. "Will you save your game?" will be displayed.
 2. Choose **Yes** to save your game. A save file list will appear.
 3. Select the location where you want to save the game.

You use up one ink ribbon per save. The number of ink ribbons in the game is limited, so be sure your saves count!



IMPORTANT: You must be using a Memory Card (sold separately) with at least 9 free blocks to save your data.




ACTIONS

EXAMINE – Move in front of an object and press the A Button.

- check objects, open doors, talk to characters. By investigating, you can find clues to help you proceed through the game. (If there is nothing to see or discover, no message will be displayed.)

AIM & FIRE – Press/hold the R Button and move the Control Stick or +Control Pad  or  to aim. Still holding the R Button, press the A Button to fire.

- attack with your currently equipped weapon.

PUSH – Get close to an object and press/hold the Control Stick or +Control Pad .

- position your character to face in the direction you want to move the item.
- try moving suspicious-looking items. Also, move items to use as steps in order to investigate higher levels.

CLIMB/DESCEND – Press the A Button near waist-high (or lower) objects.

- climb up or down during your investigation to examine everything.
- try all levels, even though there are places where you cannot climb or descend.

RUN – Control Stick or +Control Pad + B Button

- your character runs in the direction you press.

QUICK 180° TURN – Control Stick or +Control Pad  + B Button

- use this evasive action to flee danger.

CAN'T SOLVE THE PUZZLE?

- You probably overlooked a file or item earlier in your investigation. Go back to areas already explored and look more thoroughly for missed items.
- Examine each item carefully. Sometimes you can combine other items to make new ones that you can use to solve puzzles.
- You can't solve all the puzzles by yourself. Sometimes you must co-operate with your partner.

FORGOT WHERE YOU LEFT AN ITEM?

- Items you leave behind can be located in the Map screen. Use this to make finding items a lot easier.

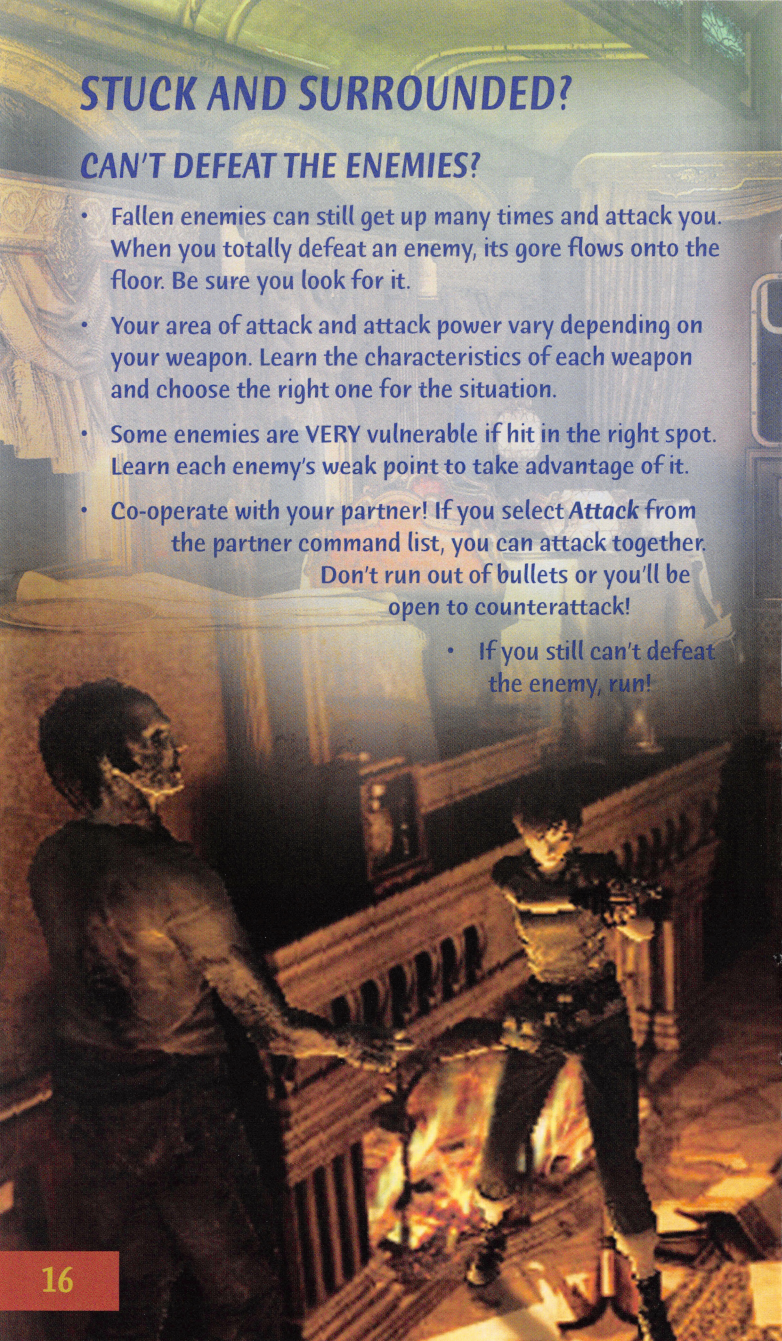
SEPARATED FROM YOUR PARTNER?

- Your partner's location is displayed on the map. Change characters (press the X Button) to get to your partner in a hurry.
 - You can give your partner orders. While investigating together be sure you give orders so your partner will be ready to act.

STUCK AND SURROUNDED?

CAN'T DEFEAT THE ENEMIES?

- Fallen enemies can still get up many times and attack you. When you totally defeat an enemy, its gore flows onto the floor. Be sure you look for it.
- Your area of attack and attack power vary depending on your weapon. Learn the characteristics of each weapon and choose the right one for the situation.
- Some enemies are VERY vulnerable if hit in the right spot. Learn each enemy's weak point to take advantage of it.
- Co-operate with your partner! If you select **Attack** from the partner command list, you can attack together. Don't run out of bullets or you'll be open to counterattack!
 - If you still can't defeat the enemy, run!



STATUS SCREEN

Press the X Button mid-game to open the Status screen. Move the cursor over an icon and press the A Button to select it.

MAP
• opens Map screen

OPTIONS
• opens Options screen

PARTNER
• opens Partner window

FILE
• opens File screen

EXIT
• returns to game

EQUIPPED WEAPON
• displays weapons you have equipped

COMMAND WINDOW
• displays various item commands

ELECTROCARDIOGRAM (ECG)
• shows character's vitality: *normal*, *caution* (slight injury), *danger* (near death) or *poison*

PERSONAL
• press the L Button in the Partner window to see your partner's personal items

MESSAGE WINDOW
• displays various info

POSSESSIONS
• shows items you currently carry; numbers by weapons indicate ammunition available

When you don't have a partner, the partner's Status information is not displayed.

ATTACK/IDLE

Select either command from the Partner window.

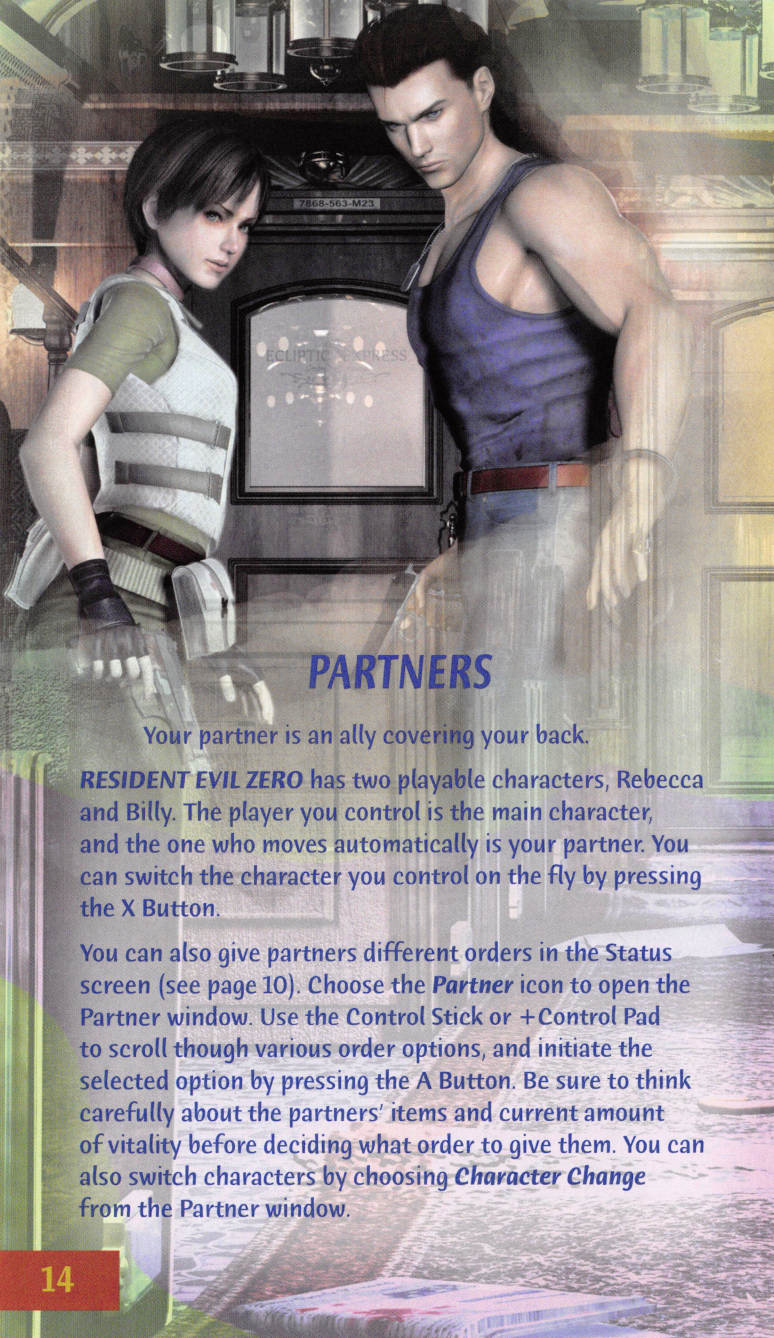
- **ATTACK** – your partner shoots with the currently equipped weapon. Watch your ammunition – if you continue shooting, your partner will too and you will quickly run out of bullets.
- **IDLE** – your partner holds off shooting.

SOLO/TEAM

Select either command from the Status screen. You can switch mid-game by pressing START/PAUSE.

- **SOLO** – investigate by yourself.
- **TEAM** – your partner follows you.

When you are investigating by yourself, time is still passing for your partner. Leaving your partner behind for too long is dangerous. If your partner is alone and needs help, he or she will call you over a walkie talkie. Run and save your partner immediately or quickly change characters to get your partner out of that fearful situation.



PARTNERS

Your partner is an ally covering your back.

RESIDENT EVIL ZERO has two playable characters, Rebecca and Billy. The player you control is the main character, and the one who moves automatically is your partner. You can switch the character you control on the fly by pressing the X Button.

You can also give partners different orders in the Status screen (see page 10). Choose the **Partner** icon to open the Partner window. Use the Control Stick or +Control Pad to scroll through various order options, and initiate the selected option by pressing the A Button. Be sure to think carefully about the partners' items and current amount of vitality before deciding what order to give them. You can also switch characters by choosing **Character Change** from the Partner window.

HANDLING ITEMS

When you select an item or weapon in the Status screen, the following commands become available. (You can also use these commands on your personal item.)

Select a command and press the A Button to activate it.

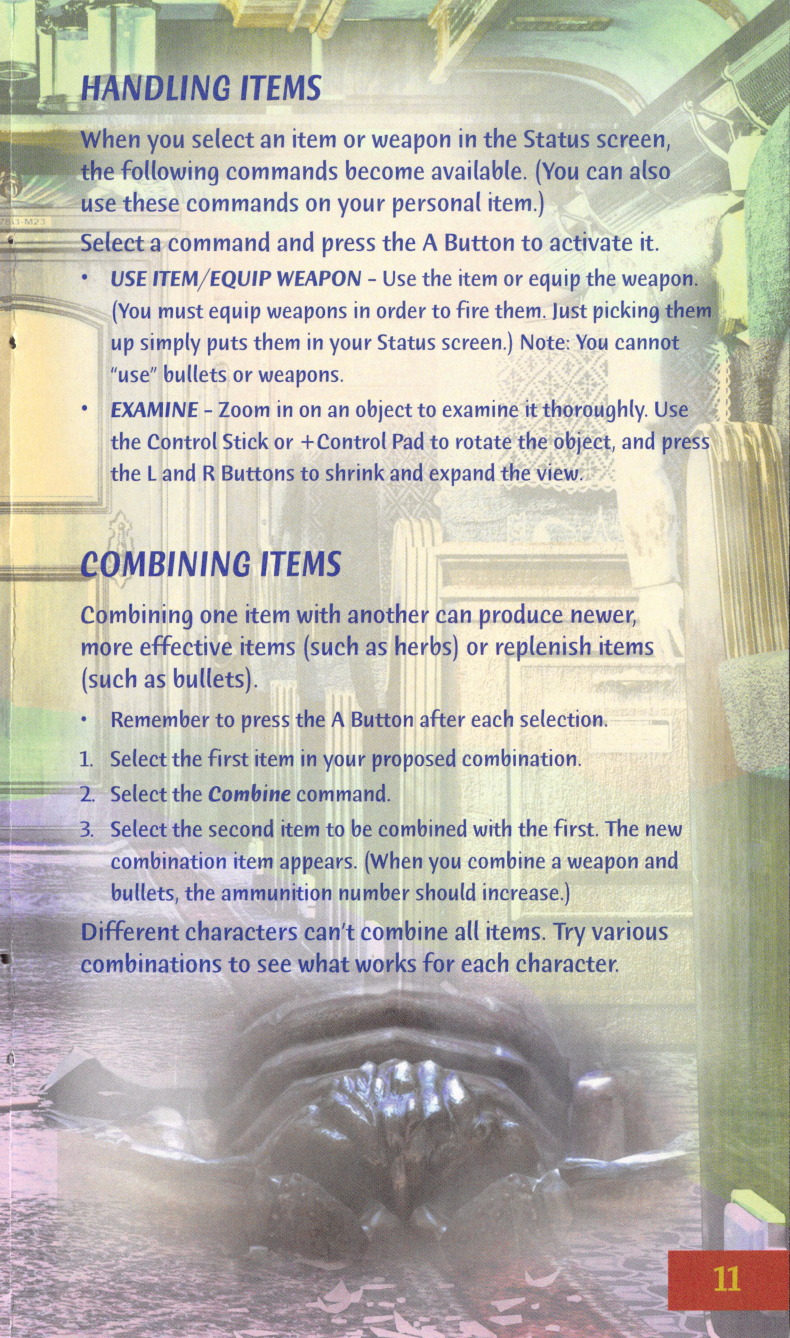
- **USE ITEM/EQUIP WEAPON** - Use the item or equip the weapon. (You must equip weapons in order to fire them. Just picking them up simply puts them in your Status screen.) Note: You cannot "use" bullets or weapons.
- **EXAMINE** - Zoom in on an object to examine it thoroughly. Use the Control Stick or +Control Pad to rotate the object, and press the L and R Buttons to shrink and expand the view.

COMBINING ITEMS

Combining one item with another can produce newer, more effective items (such as herbs) or replenish items (such as bullets).

- Remember to press the A Button after each selection.
1. Select the first item in your proposed combination.
 2. Select the **Combine** command.
 3. Select the second item to be combined with the first. The new combination item appears. (When you combine a weapon and bullets, the ammunition number should increase.)

Different characters can't combine all items. Try various combinations to see what works for each character.



DISCARDING ITEMS

- Remember to press the A Button after each selection.
- Select the item you want to discard.
 - Select the **Leave** command from the Combine window. The item will be discarded at the character's feet and will also be displayed in the Map screen.

The number of items you can discard in a room is limited; you may be able to return later and pick up the item when you want it again. Be sure to carry only necessary items.

EXCHANGING ITEMS

You can exchange items between characters when the characters are close together in the same room.

- Remember to press the A Button after each selection.
- Select the first item you want to exchange.
 - Select the **Exchange** command. Your partner's items will be displayed.
 - Select the second item to be exchanged with the first. The exchange will be made.

You can even exchange small amounts of bullets between characters.

If you merely want to hand one item to another character, select an empty space in the partner's item list as the location to switch items and press the A Button.

If characters are too far away from each other to exchange items, the **Exchange** command will not be displayed. In those situations, you can use the **Leave** command to leave an item for the other player.

MAP

As you play the game you will eventually find maps hidden throughout the level. You can view these on a different screen to help you ascertain your location. Choose the **Map** command from the Status screen to open the map. You can check your character's location as well as see which rooms are connected to the current room. Rooms appear in various colors to indicate which ones you have or haven't entered as well as which are locked and open.

Pressing START/PAUSE opens the Map Select window where you can select which map to display. You can also select a floor on the current map by pressing the Control Stick or +Control Pad **▲** or **▼**.

When you press the A Button while viewing a map, you'll see a display of all the items laying around in that area. You can choose the item you want to display by pressing the Control Stick or +Control Pad **◀** or **▶**, in case you've forgotten where you've left certain items. You can also zoom the map in and out by pressing the L and R Buttons. Press the Z Button to toggle the display of map frames ON/OFF.

FILE

Choose **File** to open the File screen. You can read through all of the files you've collected so far. Choose which file category to read by pressing the Control Stick or +Control Pad. Press the A Button to confirm which file you will read. Files contain valuable information, so check them often.

OPTIONS

Set various game options. Details are on page 6.