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EmuMovies



resident evil™



NINTENDO
GAMECUBE

INSTRUCTION BOOKLET

THIS SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY WITH YOUR NINTENDO SYSTEM.



1 Player

THIS GAME SUPPORTS GAME PLAY USING ONE PLAYER AND CONTROLLER.



Memory Card
Uses 09 Blocks

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

60Hz mode

This game can be set to a clearer display and better quality on TVs that support 60Hz mode. When you connect NINTENDO GAMECUBE RGB Cable to a TV which has RGB terminal and PAL60 function, you can enjoy smoother game screen with less flickers.

To activate 60Hz mode, press and hold the B Button while the NINTENDO GAMECUBE logo is being displayed until the message "Would you like to display in 60 Hz mode?" appears. Select YES to activate the mode. Important: 60Hz mode using official NINTENDO GAMECUBE RGB CABLE is not applicable for Australia and New Zealand.

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Nintendo

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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.



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

Leon faces the worst possible conditions...

A mysterious village...

Creatures that defy nature...

Are they human...or...?



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!

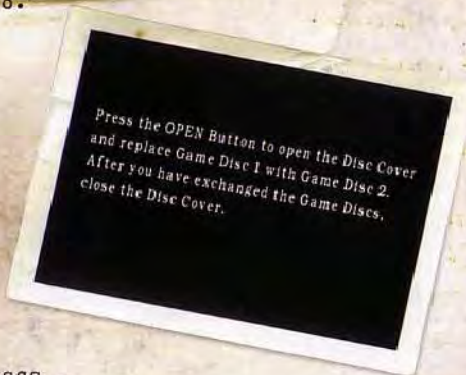
INGRID HUNNIGAN

Support staff in a secret U.S. agency, she gives support from the agency's HQ via a hightech wireless communications device.

- STARTING UP -

1. Make sure the POWER Button is OFF on your NINTENDO GAMECUBE.
2. Insert the Resident Evil™ 4 NINTENDO GAMECUBE Game Disc 1 as described in the instruction manual.
3. Insert the NINTENDO GAMECUBE Controller into Controller Socket 1.
4. To save games, insert a NINTENDO GAMECUBE Memory Card into Memory Card Slot A.
5. Press the POWER Button ON. The Title Screen will appear.

IMPORTANT: Make sure not to touch the Control Stick while doing so.



- CHANGING DISCS -

Resident Evil™ 4 is contained on two game discs.

- You must insert Disc 1 to start the game.
- When you complete Disc 1, a screen appears prompting you to switch to Disc 2.
- Remove Disc 1 and insert Disc 2 to continue enjoying the game.

IMPORTANT: Once you progress to Disc 2, if you do not save before turning off the power, your progress will only be saved up to the end of Disc 1 and you will not be able to continue from Disc 2.



- STARTING A GAME -

Use the Control Stick or +Control Pad to highlight your choice on the Main Menu, and press the A Button.

- **START** - Press START/PAUSE to start a new game from the beginning.

NOTE: When you complete the game, the next time you start a new game you'll be able to select a difficulty level and give yourself with a brand new challenge.

- **LOAD** - Load your saved progress and continue your game. Selecting the last saved file lets you restart the game right from where you left off. (See page 14.)
- **OPTIONS** - Change various game settings. (See page 15.)
- **LANGUAGE SELECT:** Select the language you wish the play in.

----- CONTROLS -----

All button controls used in this manual are the defaults.

L Button

- Turn to the left side of the screen
- (Hold) = Switch to Knife

R Button

- Turn to the right side of the screen
- Hold weapon ready
- (Hold) + A Button = Fire
- (Hold) + B Button = Reload

Z Button

- Open Map screen during gameplay

Y Button

- Open Status screen

X Button

- Organise items in Attache Case
- Communicate with Ashley (toggle to alternate between "wait" and "Follow")

A Button

- Confirm (on menus)
- Action/Attack

B Button

- Cancel (on menus)
- + Control Stick \uparrow = Run
- + Control Stick \downarrow = 180° Turn

C Stick

- Move camera view \uparrow/\downarrow and \leftarrow/\rightarrow

Control Stick/+Control Pad

- Move forward/back
- Turn left/right
- R Button (hold) then move = Aim weapon

Start/Pause

- Open OPTIONS screen
- Skip movies



- AIM AND SHOOT! -
- Press the R Button + the Control Stick or +Control Pad to aim. (Use your weapon's laser sight.)
- Press the A Button to shoot (attack).



- 180° Turn -
- Press the Control Stick ↓ + the B Button to turn completely around.
- While moving backward, press the B Button to do an "about face"!
- WEAPON RELOAD -
- Press the R Button + the B Button to reload your weapon.
- KNIFE ATTACK -
- Hold the L Button to switch to the Knife regardless of your equipped weapon.
- While holding the L Button, press the A Button to attack.

----- ACTION BUTTON -----

When you see the Action Button Hint on screen, press the A Button to perform various awesome actions.

Aim for enemy's head!
Get close and press the A Button!
Kick!



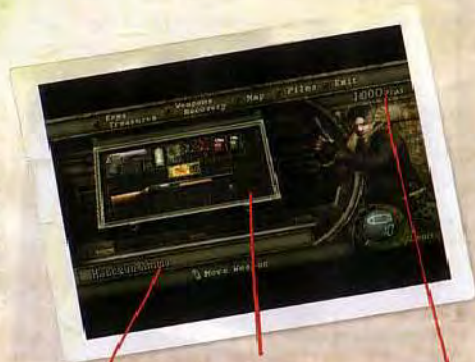
Action Button Hint

Remaining Ammo

Health

- 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.

----- STATUS SCREEN -----



Name of
Selected Item

Attaché Case

Currency

Press the Y Button to open the Status screen.
Here you can:

- Organise items.
- Equip weapons.
- Use Recovery items.
- Combine herbs and other items.

- EQUIPPING/USING ITEMS -

- Highlight the items you want to equip or use and press the A Button to display commands.
- Select Equip or Use to perform that command.

----- ATTACHE CASE -----

- ORGANISING ITEMS IN YOUR ATTACHE CASE -

Press the X Button on the Status screen to open the Attaché Case.

- Highlight the item you want to move.
- Move the cursor to an empty space.
- Press the A Button to complete the move.
- Press the L and R Buttons to rotate the selected item.



Temporary
Space

----- MAP SCREEN -----

Press the Z Button during gameplay to display the Map.



Current
Location

Destination

- 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 and press the A Button to display the list of commands.
- Then select your command.

----- FILE SCREEN -----

- View Files acquired 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.
- Line it up with the second herb.
- Press the A 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, Reload speed, Capacity and Firing speed of your current weapons.
- Sell - All the objects in your attache case can be sold for money.

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



- SAVING YOUR PROGRESS -

Search typewriters to save your progress to a Memory Card.

- You must have a NINTENDO GAMECUBE Memory Card inserted into Memory Card Slot A in order to save your progress.
- Each saved game requires 9 or more blocks of free space on a Memory Card.
- 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 RETRY or LOAD on the Options screen.

- You must have a NINTENDO GAMECUBE Memory Card containing saved Resident Evil™ 4 game data inserted into Memory Card Slot A in order to load a saved game.
- Do not insert or remove the Memory Card while loading game data.

Please refer to the NINTENDO GAMECUBE instruction booklet for directions on how to format and erase Memory Card files.

Select OPTIONS from the Main Menu to open the Options screen. Change various game settings on this screen. Highlight an options by moving the Control Stick or +Control Pad /, and change the setting by moving /.

- RETRY or LOAD: Restart the game from a specific point. You can also load or reset a game with LOAD GAME and GAME RESET.
- CONTROLLER SETUP: Turn the Controller's RUMBLE feature on/off. You can also invert the aim with INVERTED AIM and select 2 different types of knife attacks with QUICK KNIFE.
- BRIGHTNESS ADJUST - Adjust the brightness of your TV screen.
- AUDIO SETUP - Select STEREO, MONAURAL, or DOLBY® PRO LOGIC® II. 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 options menu of the game.

NOTE: Refer to the screen hints when changing settings.

---- 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.
- You can shoot enemies through wooden doors.
- Shoot red barrels and drum cans to make them explode.

- WEAPONS DEALER -

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



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24 MONTHS WARRANTY

For a period of 24 months from the date of original purchase by a consumer within the European Economic Area Nintendo of Europe GmbH warrants to the purchaser that this product is free from defects in material and workmanship at the time of such purchase and, further, Nintendo will, without charge to the purchaser, at its complete discretion either repair or replace the defective product.

- This warranty does not apply if the defect is caused by the purchaser's and/or any third party's negligence, unreasonable use, modification, inappropriate repair, use of the product otherwise than in conformity with Nintendo's instruction manual or as a result of accidental damage.
- This warranty does not apply to products which have been used prior to the date of original purchase, whether for rental purposes or otherwise.
- This warranty does not affect any statutory rights which the purchaser of consumer goods may have.

In case of a defect covered by this warranty please contact:-

Nintendo Service Centre
Codestorm House, Walton Road, Farlington, Hampshire, PO6 1TR
Tel: 08706060247

(Calls are charged at the National Rate to the caller)

When sending the product to the Nintendo Service Centre, please use, if possible, the original packaging, add a description of the defect and attach thereto a copy of your proof of purchase showing the date thereof.

If the 24 months period has already expired or if the defect is not covered by this warranty, Nintendo of Europe GmbH may still be prepared to repair or replace the product. For further information about this and in particular the details of any charges for such services please contact:-

Nintendo Service Centre
Tel: 08706060247
(Calls are charged at the National Rate to the caller)

**THIS WARRANTY DOES NOT APPLY TO EX-RENTAL
OR SECOND-HAND PRODUCTS.**