

Nintendo

GAME BOY color

CGB-ARHE-USA

RESIDENT EVIL®

G A I D E N



INSTRUCTION BOOKLET

CAPCOM

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THE HORROR LOOMS

In an effort to stop the global operation of the evil corporate entity Umbrella, an underground organization consisting of S.T.A.R.S. members and ex-Umbrella employees was formed.

Now, at the clandestine hideout of the underground organization, Barry Burton and an unidentified woman are discussing the mission.

A new type of Bio-Organic Weapon (B.O.W.) developed at Umbrella Labs has escaped and is believed to be on board the luxury cruise ship Starlight. The ship is currently crossing the Atlantic heading for Europe! Leon S. Kennedy was sent to eliminate the B.O.W. His last report confirmed that he had boarded the Starlight. He has not been heard from since his last communiqué.

Barry can't believe that Leon simply disappeared — he is one of their best S.T.A.R.S. recruits. The feedback from base was sketchy at best, but it seemed that Kennedy had made his last contact with HQ shortly after boarding the cruiser, which has since been reported drifting aimlessly in the Atlantic like a ghost ship.

Barry suddenly remembered
a poem he learned as a child,
which now echoed in his mind:

“I loathe the ocean
and the secrets it holds,
forever deep, dark and cold ...”

For some reason, the words sent
a chill down Barry’s spine ...

Had the horrors of Raccoon City
surfaced again?



GETTING STARTED

1. Make sure your Game Boy® Color is turned off. Insert the **RESIDENT EVIL GAIDEN** Game Pak and turn on your Game Boy® Color.
2. In the Title screen, press **START** to begin playing the game immediately.
3. The next time you play **RESIDENT EVIL GAIDEN**, you will see the following options:
 - **NEW** – Start a new game.
 - **CONTINUE** – Continue your last game from where you left off.
 - **LOAD (1/2/3)** – Load a previously saved game and resume from where you saved. (Three Save Game slots are available. After you save once in each slot, your next save will overwrite a previously saved game. See page 16.)



Use the **Control Pad** to select an option and press **START** or the **A Button**.

CONTROLS

RESIDENT EVIL GAIDEN has two control modes: Exploration Mode and Battle Mode. See pages 6-9 for explanations of both modes.



EXPLORATION
MODE



BATTLE
MODE

CONTROL PAD

SELECT

START

A BUTTON

B BUTTON



EXPLORATION MODE CONTROLS

CONTROL PAD

- Move character.
- Struggle. When caught by an enemy, wiggle the **Control Pad** to push the enemy away.
- Navigate Inventory.
- Navigate Map.



A BUTTON

- Action. Open doors, check and pick up items, use items, read documents on your PDA, select items in your Inventory.

B BUTTON

- Target enemies in range. Hold down the **B Button** and use the **Control Pad** to move the target cursor over the enemy. When the cursor changes, release the **B Button** to enter Battle Mode (see page 8). The target range will depend on which weapon is currently equipped. A knife has a short range; an assault rifle has a long range. If the equipped weapon is out of ammunition, the range will be short.
- In the Inventory, use the **B Button** to switch characters. This enables you to equip the characters with different items.

CONTROL PAD

- Move character/Struggle
- Navigate Inventory & Map

A BUTTON

- Action

B BUTTON

- Target enemies
- Switch characters in Inventory

SELECT

- Display Inventory

START

- Display Map



START

- Display the Map, showing your current location (green), areas you have explored (white) and areas you have yet to reach (red). Use the Control Pad to scroll between floors on the Map.

SELECT

- Display the Inventory where all your items, weapons, ammunition, herbs and PDA are stored.

BATTLE MODE CONTROLS

CONTROL PAD

- Press ◀/▶ to scroll the Battle Screen left/right. Be sure to check for enemies creeping up from either direction!

A BUTTON

- Fire Weapon. To get a Critical Hit, fire when the slider is directly over the target. If you fire when the slider is on either side of the target, you will damage the enemy but the damage will be less severe.
- In the Battle Mode Inventory, press the **A Button** to check items and make selections.

B BUTTON

- Switch characters.

START

- Display the Run Target. To escape from battle, you must score a Critical Hit on the Run Target. (Press the **A Button** when the slider is directly over the target.) You will not use any ammunition as you attempt to retreat from battle.

Note: Battle continues even when you display the Run Target, so make your escape quickly!



CONTROL PAD

- Scroll Battle Screen

A BUTTON

- Fire Weapon
- Make selections in Inventory

B BUTTON

- Switch characters

SELECT

- Display Inventory

START

- Display Run Target



SELECT

- Display the Inventory where all your items, weapons, ammunition, herbs and PDA are stored.

Note: Battle continues even when you are looking at your Inventory, so make your selections quickly!

STATUS INFORMATION

RESIDENT EVIL GAIDEN features a Smart Icon System. In Exploration Mode, icons appear at the bottom right of the game screen to alert you to important information.



DOOR OPEN – This door is open.



DOOR CLOSED – This is a locked door. You need a key to open it.



GREEN EXCLAMATION MARK – This means an item is nearby. Make sure you search the area carefully. After you pick up the item, the icon disappears.



RED EXCLAMATION MARK – Watch out! This means an enemy is nearby carrying an item. You must defeat the enemy before you can pick up the item.



FLASHING SKULL – This means prepare for battle! During this time, the enemy you are going into battle with is calling on other enemies for reinforcement.



SKULL AND CROSSBONES – A woozy skull and crossbones means you have been poisoned by the enemy. Apply blue or purple poison antidote herbs as quickly as possible to recover from the poison attack (see page 15).

PERSONAL DIGITAL ASSISTANT (PDA)

The PDA is an invaluable gadget. It contains all the messages and objectives that you collect and stores them so they're available for you to read at any time. To access the PDA:

- Press **SELECT** to display the Inventory.
- Use the **Control Pad** to navigate the Inventory.
- Press the **A Button** to select the PDA.
- Choose **USE** to read messages and objectives stored on the PDA.
- Choose **INFO** to learn about the PDA.



WEAPONS & AMMUNITION

To equip a weapon:

- Press **SELECT** to display the Inventory.
- Use the **Control Pad** to navigate the Inventory.
- Press the **A Button** to select a weapon.
- Choose **USE** to equip the weapon.
- Choose **INFO** to learn about the weapon.



KNIFE – Standard issue combat gear. Can be relied on to fend off enemies when no other weapon is available.



HANDGUN – Standard issue combat arsenal. Easy to aim but does not inflict much damage.



SHOTGUN – A pump action shotgun. This weapon is tricky to aim but inflicts medium damage.



ASSAULT RIFLE – A fully automatic long burst weapon. It takes skill to aim but will deliver a reasonable amount of damage.



GRENAD LAUNCHER – A heavy duty weapon that requires more skill to aim but inflicts medium to heavy damage.



GAS LAUNCHER – A very powerful weapon. Especially useful when you're faced with a large number of enemies.



ROCKET LAUNCHER – The optimum armor piercing weapon. Difficult to aim but will deliver heavy damage.



AMMUNITION – When you find ammunition, it is automatically applied to the appropriate weapon. For example, when you pick up shotgun bullets, they will automatically be loaded into your shotgun.

ARMOR

Armor helps reduce damage inflicted on you and your party. When you find armor, make sure you equip it immediately. To equip armor:

- Press **SELECT** to display the Inventory.
- Use the **Control Pad** to navigate the Inventory.
- Press the **A Button** to select armor.
- Choose **USE** to equip the armor.
- Choose **INFO** to learn about the armor.
- You can also discard less protective armor, but only do this when everyone in your party has high protection armor.



KEVLAR – Light combat armor.



TITANIUM – Medium strength armor.



DIAMET – Heavy strength armor.

HERBS

Herbs restore your health and some provide a valuable antidote to poison. To use an herb to heal yourself and your party:

- Press **SELECT** to display the Inventory.
- Use the **Control Pad** to navigate the Inventory.
- Press the **A Button** to select an herb.
- Choose **USE** to apply the herb.
- Choose **INFO** to learn about the herb.



GREEN HERBS – Restore injuries from light damage.



YELLOW HERBS – Restore injuries from medium damage.



RED HERBS – Restore injuries from heavy damage.



BLUE HERBS – Poison antidote. Use blue herbs when you have a poisonous infection. When you are poisoned, a woozy skull and crossbones icon appears in the bottom right corner of the screen in Exploration Mode.



PURPLE HERBS – Poison antidote and also restores injuries from heavy damage.

SAVING & LOADING

SAVING

You will be prompted to save your game when you complete an objective. Three Save Game slots are available. After you save once in each slot, your next save will overwrite a previously saved game.

If an enemy defeats your character during battle, you will be able to continue from your last saved point before you entered battle.



LOADING

If you have a previously saved game, you can load it when you resume playing the game. See page 4.

CHARACTERS

LEON S. KENNEDY

Leon was a rookie cop when he started out on his first assignment in Raccoon City. He is now a veteran and one of the most highly skilled recruits of the underground organization. He is idealistic and deeply wants to protect and serve, but he has experienced at first hand the harsh truth of reality. At first glance he may look naïve, but he has been known to be aggressive and even arrogant when necessary. Leon is highly qualified in his line of work and a good sense of humor makes him popular with his colleagues.

BARRY BURTON

Barry is a former SWAT team member with more than 16 years of experience. He is regarded as one of S.T.A.R.S. most exceptional members. He is a highly skilled weapons expert and supplies and maintains weapons for the underground organization. Barry is very much a family man with strong values. Past experiences have made him wary of others.

LUCIA

Little is known about Lucia except that she is an orphan child who was adopted approximately two years ago. Lucia was picked on by other kids because she was "different." Things had gotten so bad that her foster parents decided to send her to live with relatives in Europe. The first available passage was on the Starlight.

SURVIVAL TIPS

- Don't use all your ammunition on the first enemy you meet. Save it up for emergency situations.
- Hit enemies closest to you before attacking enemies farther away.
- Read all messages carefully as they contain useful information. You can read messages over again by viewing them in your PDA.
- Conserve herbs for times when you really need to use them.
- If one of your team is badly injured, it is wise to give that character armor and herbs. Try not to use that warrior during battle. A team member who doesn't fight during battle cannot get hurt.

ALL THINGS CAPCOM



A promotional graphic for CAPCOM USA. It features a large "CAPCOM" logo in the center. Surrounding the logo are portraits of several characters: a man in a suit (top left), a man in a red jacket (top right), a man in a black jacket (bottom left), and a woman in a blue outfit (bottom right). The text "CAPCOM USA" is at the top, and "NEW & FREE" is in a yellow circle on the right.

CAPCOM EDGE

A screenshot of the CAPCOM EDGE website. The header includes the "CAPCOM EDGE" title and the CAPCOM logo. A vertical navigation menu on the left lists: "HOME", "ABOUT", "CONTACT", "FAQ", "GAMES", "MUSIC", "ART", "NEWS", "STORE", "GEAR", "CAPCOM EDGE", "NEWSLETTER", "NEW RELEASES", "ART", "PREVIEWS", "GAMES". The main content area features "FEATURED PRODUCTS" with images and descriptions of various games and merchandise.

GAME BOY ADVANCE

A screenshot of the GAME BOY ADVANCE website. The header includes the "GAME BOY ADVANCE" title and the CAPCOM logo. A vertical navigation menu on the left lists: "HOME", "ABOUT", "CONTACT", "FAQ", "GAMES", "MUSIC", "ART", "NEWS", "STORE", "GEAR", "CAPCOM EDGE", "NEWSLETTER", "NEW RELEASES", "ART", "PREVIEWS", "GAMES". The main content area features "FEATURED PRODUCTS" with images and descriptions of various games and merchandise.

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